

Adventure 1

The Kinunir

TRAVELLER

*Science-Fiction Adventure
in the Far Future*



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*Science-Fiction Adventure in
the Far Future*

Game Designers' Workshop

The Kinunir
TRAVELLER, Adventure 1

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This booklet is an adventure for Traveller, GDW's science-fiction
role-playing game set in the far future.

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Introduction

This booklet is a comprehensive adventure for **Traveller**; it contains a variety of information and statistics, concentrating on a single class of Imperial battle cruiser and on a single subsector of the Imperium.

It is assumed that the adventure will be administered by a referee who has read through this booklet, and who is familiar with it and with the rules for **Traveller**. The referee should have available the following items, at a minimum: a) **Traveller, Basic Set, Books 1, 2, and 3**, b) several six-sided dice, and c) pencil and paper.

In addition, the following **Traveller** booklets and supplements may prove useful, although they are not required: d) **Mercenary, Traveller Book 4**, e) **1001 Characters, Traveller Supplement 1**, f) **Animal Encounters, Traveller Supplement 2**, g) **Snapshot**, h) **Mayday**, and i) **High Guard, Traveller Book 5**. Of course, any other materials which the referee feels necessary are also appropriate.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. They may be altered as necessary by the referee to correspond to the situations in which he has placed his players.

Dates: All dates herein conform to the Imperial calendar. The initial date of this booklet is 001-1105; 001 is the current day (in fact, New Year's Day) in the standard 365-day year, while 1105 is the current year of the Imperium. Once the adventure begins, time should proceed normally.

Places: A standard method of referring to worlds and their locations is used consistently within this adventure. Any specific world is named, and (when first referred to) classified by hex location and planetary characteristics. The format is (hex location - characteristics - tech level), where characteristics are starport, size, atmosphere, hydrographics, population, government, and law level. Subsectors are named for their capital worlds, thus the Regina subsector is named for its capital. If necessary, a world name may be followed by a slash and its subsector name. One of the 32 worlds in this subsector is Hefry/Regina (0309 - C200423 - 7).

Location: This adventure takes place in the Regina subsector, located on the far spinward edge of the Imperium, about 44 weeks by express boat from the ruling core, and more than three years out by ordinary transport. The Imperium itself is a far-flung empire of 281 subsectors and over 11000 worlds.

Data: This adventure presents data in four distinct forms— library data (including subsector data and local information), computer files, rumors, and referee information. Each form of data is handled distinctly.

Library Data: The library update program available at any class A or B starport contains a wide variety of information. A shipowner may purchase the program for Cr 10,000; local ships carrying passengers for hire will already have it. Any player with access to a computer console (and the program) can request information on a specific subject by specifying a keyword or phrase. If he matches (or comes close, the referee making any required decision), that data listing becomes available. It may be read aloud, or shown to the players, or photocopied.

For example, a player may request information on *Subsector, Local, Map*, in which case, he gains access to the subsector map on page 43. A random (guessing) search of the program will usually produce nothing. A character with a skill of computer-2 or better may be able to find one interesting item per month.

Restricted Computer Files: Some information is of a sensitive nature, and is not accessible to the ordinary researcher. Such data, when asked for, is labeled restricted. Often this data may be pulled from Imperial naval data banks, if a properly laid scheme is executed, and it succeeds.

Rumors: Some information presents itself in almost random fashion, as sociable or streetwise characters mix with the populace of various worlds. Some rumors will be false, others will be distorted, still others absolutely true.

Referee Information: The remaining data is intended solely for the use of the referee, and should not be made available to the players.

USING THIS ADVENTURE

The referee should begin this adventure with the entrance of players at one of three worlds: Jenghe (0210 - C799663 - 9), or Regina (0310 - A788899 - A), or Efate (0105 - A646210 - D). They may provide themselves with weapons and equipment available (subject to law and tech levels). From that point, the players are concerned with staying alive and furthering their own ends. The actual adventure should then follow automatically. If they have difficulty in establishing a direction, they should be presented with a rumor from the rumors section.

DIE-ROLLING CONVENTIONS

The same die-rolling conventions used in other books for **Traveller** are in force when playing the Kinunir adventure. To briefly recapitulate:

Throw: That dice roll required to achieve a stated effect. If only the number is stated, it must be rolled exactly; often the statement will include exactly in parentheses. A number followed by a plus (for example, 8+) indicates that the number or greater must be rolled, while a number followed by a minus (for example, 3-) indicates that that number or less must be thrown.

Number of Dice: Usually, a dice throw involves two dice. Throws requiring more dice (or fewer dice) are always clearly stated. All dice throws involve six-sided dice.

Die Roll Modifiers: Die modifiers (abbreviated DM) are always preceded by either a plus or minus (in contrast to the statement of throws, which are followed by the sign). Thus, the notation DM +3 indicates that 3 is added to the die roll before it is compared to the required throw.

Generating Throws: In situations where no specific throw is stated, the referee must usually create the throw himself. Often such a throw may be determined by referring to the characteristics of the player-characters involved. Such characteristics may be used either raw, or subject to DMs based on personal skills.

For example, a character may be faced with a very unusual navigational problem hitherto unencountered. The referee can easily create the required throw to solve the problem by using the character's intelligence (or less), thus, in effect, stating that anyone with that level of intelligence has that probability of solving the problem (per day, per hour, or whatever). Each level of navigation skill would then be used as a DM of +1. Also, a requirement should be imposed that some navigation skill is a prerequisite.

Situations

There are four basic situations which serve as the basis for adventures within the context of Kinunir. Each is independent, but all deal ultimately with starships of the Kinunir class.

Ideally, the four situations should be encountered by the players in the order given. They can, however, be played out of order if the circumstances call for such action.

THE SCRAP HEAP

at Regina (0310)

A middle-aged gentleman (9759B9) who professes himself to be an executive of the Oberlindes Lines, an interstellar transport group, is in search of, frankly, trade secrets used in the construction of certain military vessels by General Shipyards of Regina. He has a budget of approximately Cr200,000 available, and he approaches the band of adventurers proposing that they procure the information he requires. He specifically needs to know two things: fuel capacity for the ship (not the listed book capacity, but actual physical capacity), and the location of the black globe generator fittings (which may be identified by their peculiar mounting brackets, which he describes).

The individual, who refuses to divulge his name, envisions three possible methods of acquiring the information: stealing it from a computer bank, bribing an individual to divulge it, or physically reconnoitering a ship for it. He will require at least two corroborating statements of the facts he desires.

The specific ship which he is interested in is the Kinunir class battle cruiser. He knows that four examples were produced at the General Shipyards on Regina, and that plans exist in the local corporation computer, though they are restricted. Many persons, including design team personnel still work locally, or have retired and live locally. Finally, one example of the ship has been scrapped, and lies in the salvage yard section of the shipyard, though under routine electronic protection.

Referee: The following should govern attempts by the players to acquire the required data.

Inquiries at General Shipyards will meet rebuffs, as General no longer builds military ships, and considers the ill-fated Kinunir class ships which they built to be an embarrassment. Normal computer inquiries will produce only —restricted— notations, and will produce no useful information.

In attempting to bribe an individual for the required information, streetwise skill should help in locating the proper persons, although computer skill (to trace former employees and their current addresses) could also be useful. The actual bribe attempt must use bribery skill and reaction by the person to determine response. If a bribery attempt is turned down, the authorities will be alerted, and security at computer banks and at the scrap yard will be increased.

In attempting to find the data in computer banks, computer skill will be most

useful. The data banks may be accessible through most any terminal, provided the individual has sufficient computer skill (at least computer-3); then a functioning program must be written to actually procure the data (with consequent chances that the program will malfunction, present false data, or trigger intrusion alarms). Otherwise, a break-in should prove necessary to use the company's local terminal.

The reconnaissance of the scrapped hull on the General grounds will, of necessity, require an expedition. The hull is basically an empty shell, lying cocked at a slight angle and dull orange with rust. Holes dot its surface. The interior has no ordinary walls, though bulkheads are in place. There are no doors, valves, or hatches, and lift shafts are simply openings in the decks. It is possible, to move around inside, provided care is taken, and measurements can be made. Physically measuring the fuel tankage capacity may take up to an hour, and finding the black globe generator fittings requires the individuals to actually find the location on the drive deck, and then measure from bulkheads for precise location.

A large solitary pouncer inhabits the bilges (E deck) of the scrapped hull, making a lair in the magazine. There is a chance that the animal is in its lair (throw 9+ for it to be present), in which case it will attack in defense of its home. Otherwise, throw every 10 minutes (9+) for the animal to encounter the band as it wanders through the hull. The animal is a 200kg pouncer, taking 23 hits to unconsciousness and 7 more hits to death. It is armored as mesh, and attacks with claws, inflicting 9 wound points every time it hits. It has speed of 4, and will attack if it gains surprise, flee if it is surprised. If it does flee, continue to roll for its reappearance. This animal is listed in *Animal Encounters*, page 24, clear terrain, item 12.

Security for the shipyard is not especially great, but there should be some chance that a security team of 1D persons will be on duty, and will especially respond to lights or noises. If security has been alerted, the number in the team will be 2D.

THE HUNTING EXPEDITION

at Regina (0310)

A foppish young noble (age 28, 668ABB), accompanied by two retainers, the first an old man, (age 58, 843CC8), the second a valet (age 32, 765986), contacts the band seeking a crew for his yacht (type Y). He wishes to undertake a hunting expedition to Knorbes (0207) in search of tree krakens, small (6kg) pouncers reputedly of anagathic value (the appropriate animal is listed in Supplement 2, *Animal Encounters*, page 10, jungle terrain, item 11). He will pay standard wages (and will go to 150% of standard wages, if pushed) for a crew of five.

The lesser continent of Knorbes (0207) is an imperial game preserve, under the nominal supervision of the Ministry of Conservation. Entry into the preserve is strictly controlled and, even with permits, is allowed only onto the northern shore in the company of a licensed guide.

Referee: In actuality, the southern region of the lesser continent is an archaeological site excavating a 300,000 year old outpost of the Ancients. The battle cruiser Luuru, in stationary and silent orbit, provides security for the site, while the battle cruiser's pinnacle flies close surveillance.

Should a band of travellers stray south of the equator on the lesser continent, throw 6+ per day (DM -1 if the travellers are in a vehicle) to avoid detection. If detected, the pinnacle will appear overhead and disable the vehicle. A squad (marine

first squad, pages 33-34) will then emerge and arrest the band, transporting them directly back to the battle cruiser.

Aboard the battle cruiser, all will be incarcerated in the brig, and interrogated individually concerning their intentions and actions. After two days, the Luuru will be relieved on station by the Adamdun, and will proceed to Pixie (0303). There, the travellers will be transferred to the Gaesh for an indefinite period of imprisonment. The process of escape from this situation remains a problem for the travellers to solve.

THE GASH

at Pixie (0303)

A young lady (age 22, 477AAA) approaches the band hoping that they may help in the solution of her problem. Her father is both a noble and a senator, but has been missing since 1102. She has only recently learned that he is held prisoner by the Imperium itself in an orbital prison hulk at Pixie (0303). The subsector government has suppressed this information; but it has treacherously offered a reward of Cr1,000,000 for the senators location in order to conceal its involvement in his disappearance. The young lady offers to match that sum from her personal fortune if the band can rescue her father.

Referee: Imperial Prison Station 17, ex-Battle Cruiser Gaesh, now nicknamed the Gash, is situated in a restricted orbital path above Pixie (0303). Its drive rooms are gutted, and its facilities have been converted to detention cells. A minimal crew of guards is the only security for its load of political prisoners. The ship can neither jump nor maneuver.

The system itself contains a naval base and at least one Kinunir class ship (the Luuru, the Adamdun, or the Agidda) and a squadron of at least five scout/couriers. The battle cruiser is in orbit, and will respond to prison distress calls within an hour of their broadcast.

This situation calls for planning and forethought by the adventuring band; simply bursting in to the prison station may well result in them not leaving. The escape plan calls for achieving entrance to the prison hulk, locating the prisoner to be rescued, transferring him off ship, and then making good the escape itself.

Achieving entrance to the prison hulk will require a ship, either a disguised ship for use in a ruse, or a hijacked pinnace or shuttle which normally services the prison. Other possibilities are faking a disaster which will require prison personnel to rescue the band, and a non-shipborne assault using vacc suits.

To aid in locating the senator, the daughter will provide photographs of him. There may be computer data available as to cell assignments, certainly on board the hulk, and possibly planetside on Pixie. If the party has already been incarcerated on the Gash, they probably know the senator already, and will be able to locate him with ease.

Transfer off-ship must be well-planned, and must include provisions for vacc suits or protective gear.

The escape itself will most probably involve a jump out-system. Another option is to prepare a decoy to flee the system while the party descends to Pixie and then wait until the pressure is less intense.

Note: This escape scenario is aimed specifically at freeing the imprisoned senator on the Gaesh. Undertaking this scenario may occur before or after the escape required in the hunting expedition situation.

THE LOST SHIP

Rumors (especially rumors A, I, Q, S, and U) may direct the adventuring band to the Shionthy (0706) Asteroid Belt. Upon arriving at that location, they will find warning beacons (automated) which continuously broadcast a message stating that this area is interdicted and dangerous.

Referee: This system has a gas giant, and it is possible for the incoming ship to simply refuel and leave the system. Faint radio signals are audible over the warning beacons, and may be followed to the central populated location in the belt.

The belt itself is partially composed of contra-terrene matter. Contact with a particle of such matter will result in the conversion of the contra-terrene matter and an equal amount of normal matter to energy. Throw 3+ per hour to avoid encountering contra-terrene matter; if it is encountered, the explosion will disable some critical function of the ship, requiring repairs (suggestions: life support, computer, communications, detectors).

In addition, every hour, throw 11+ to receive faint signals from a location in the belt far removed from the populated area. These signals come from the Kinunir, which lies derelict in a small cluster of asteroids. If signals are not detected, there should be some chance that encounter with the population of the belt will indicate the presence of the ship.

The Kinunir itself is lying derelict with computer operational and auxiliary power, but has not moved for years. Close external examination will not reveal any clue to the reason that the ship is in its present state; but a wider search will show (about 1,000 km away) a group of four of the ship's crew caught in the gravitational field of a small asteroid. They are not wearing vacc suits, and show signs of death by vacuum.

The suggested reason for the derelict ship is a malfunctioning security system which has eliminated the crew and disposed of them. The computer has refused to obey its verbal override commands, and has used its internal equipment to eliminate the crew. In the process of doing so, it has exhausted its maneuver and jump fuel, and is now trapped in the belt.

Rumors

The term rumor actually applies to a wide variety of information, including (in addition to rumors) such concepts as leads, clues and hints. Rumors have three basic purposes: to direct characters toward profitable endeavor, to misdirect them away from such endeavor, and to assist them after they have established a goal for themselves. For example, a specific clue may be utterly incomprehensible to those who find it, at the time. Later, however, they may encounter a situation where the data fits perfectly; there, the clue's nature may finally come to light.

Rumors are encountered in a manner similar to that of patrons. The individuals involved determine that they are out mingling with the population, making the rounds of bars and spacers' taverns, the local Travellers' Aid Society facilities (if the person is a member), the local naval or scout base, and any other appropriate location. Per week, one throw is allowed for the entire party, with one person selected as their leader for the purpose. A party should not be allowed to split up to canvass an area for rumors; such a procedure will produce all rumors as information in too short a time. If a party insists on splitting up, the referee may roll for rumors for each, but should disclose only one rumor, ignoring the others.

The rumor table is a six by six matrix calling for two separate die rolls. The 36 locations in the table contain 26 items, letters matching the 26 distinct rumors given in this section. Six of the rumors (lettered U through Z) are of a general nature, and appear more than once. The remaining twenty (lettered A through T) are specific, and appear only once each. Die roll modifications are called for which make certain rumors more probable to persons with specific qualities or experiences. Thus a scout will more probably encounter some rumors while a noble will more probably encounter others. After a throw indicates that a rumor is encountered, roll two dice, modify by the nature of the leader

of the group, and determine which rumor should be relayed to the party. Modifications to the horizontal die roll are based on naval and scout service. If the leader of the party is a former scout, apply a DM of -1; if prior experience was in the navy, apply a DM of +1. Modifications to the vertical die roll are based on social standing. If the leader of the party is noble (social standing of 11+), apply a DM of +1; if the individual has a skill of streetwise-1 or better, apply a DM of -1). Throws on the rumor table of less than 1 equal 1; throws greater than 6 equal 6.

The specific rumor should be embellished by the referee as much as possible, providing a situation, setting, and allowing the players to interact with the source. He or she may be a patron, and may require some mission be performed prior to disclosing the information. Reactions (as per page 23, Book 3) should be rolled.

SPECIFIC RUMORS

The following rumors appear only once in the table.

A. An aged former scout (about age 50, 433976) says that he encountered weak

coded positional signals in the interdicted system of Shionthy (0706) as he passed though in 1089 on a mission. The signals, he is certain, were from a Kinunir class vessel. He remembers because he thought people were supposed to stay out of interdicted systems.

B. A young 4th officer (age 22, 8968A8) on a free trader says his former first officer told the story (several times) of the time that an Imperial patrol ship nearly cracked him in two while warning him away from a prison hulk at Pixie (0303). The hulk, named the Gash (for its scrapped out drive sections) is a notorious political prison, with constant reports of torture and rights violations.

C. A retired shipyard worker (age 66, B97577) remembers working at the General Shipyard during the construction of all four Kinunir class ships at that facility. He personally only worked on hangar deck modules, but can give a good description of them. He remembers the severe labor troubles at the yard during that period, and that the management was a band of slavedrivers.

D. A naval armaments consultant (age 38, 656AAA) with assignments that take him throughout this end of the Imperium worked on the Shuruppak when it was being readied for transfer to the Vegans. They ripped out the missile racks and stored them in a naval warehouse at Efate (0105), replacing them with simple dual lasers. It was a shame to let that ship get into the hands of the Vegans.

E. A naval veteran (age 43, 246869) served on the Allamu right up to its last flight, when he stayed behind suffering from fever. Through all his years, he has carried his access shaft maintenance key as his good luck charm. He can describe the access shaft on the Kinunir class of ship, and demonstrate how the key would work. He does not want to part with the key itself.

F. This starport clerk (age 25, 69A975) says (after thinking about the general class of Kinunir ships) that he remembers a report that the Luuru just left Regina to go on station at Knorbes (0207). It is relieving the Agidda, which was then moving coreward.

G. A computer expert associated with the scout service has seen computer documents, at the base at Hefry (0309), which deal with the naval computer model 7.3. It includes statistics and functions, including verbal override parameters (the word must be exactly four letters, and begin with J). The reports themselves are classified top secret.

H. A naval lieutenant (age 30, 844BA9) has never served aboard the Kinunir class, but can repeat the gossip that runs through the fleet. Certainly, the fleet is better off without the General manufacture ships, while those by Yard 17 have the best quality, and are the pride of the fleet. There is some talk about the black globe screens these ships carry, but (aside from the report that the screen works), he knows very little.

I. A scholar (age 58, 692CC9) has been researching the previous cultures which have inhabited this region (prior to the arrival of humans). His inquiry has lead him to believe that Knorbes (0207) and Shionthy (0706) are both former hubs of such cultures. Unfortunately, Shionthy is interdicted, and Knorbes is a game preserve with no records, and strict travel restrictions.

J. A member of Travellers (age 34, 397479) says that he once accompanied the Emperor's cousin on a hunt at Menorb (0203) at the Imperial game preserve, hunting vicious tree krakens. He insists that the liver of these little beasts is used in the Emperor's own anagathic preparations.

K. A mercenary captain (age 33, 9A6DA8, former Marine) says that he is en route to Efate (0105) to join a mercenary operation locally organized to put down a minor rebellion.

L. In passing in a bar, the term Imperial Stationary is heard.

M. A newstape report datelined Boughene (0304) states authoritatively that the loss of the Kinunir 30 years ago was a clandestine Imperial plot to cover the shifting of the vessel to exploratory operations toward the rim. Several pages of evidence are presented to support this contention.

N. A colonial official (age 40, 3229A8) states that the Forboldn (0208) Project (to colonize and extensively settle the world) is lagging behind, and the arrival of intended colonists will be delayed at least 10 years. If pressed, he will admit that it is because of social and civil unrest in that end (toward Efate) of the subsector.

O. A computer expert (age 28, 828BBB) talks about the security systems of the Kinunir class ships, saying that the artificial intelligence security system on the ships gave some problems, as it would (sometimes) react strongly to relatively mild threats. The verbal override feature was essential to a smoothly running ship.

P. A minor executive at the General Shipyard on Regina (0310) thinks they may have some blueprints in the archives. The previous corporate group placed them under seal as an embarrassment; General no longer makes military vessels.

Q. For some reason, this person (age 43, 986579) thinks you are specifically asking about interdicted worlds (class X starports), and immediately goes silent.

R. A subsector official (age 32, 2639BC) pompously states that the subsector armed forces have four Kinunir class ships in service (not counting the Gaesh, of course), each with enough troop strength to put down any military operations that threaten the peace of the Imperium.

S. A well-dressed young gentleman (age 29, 83799A) is found beaten in an alley. If helped, in gratitude, he will discuss his father's business— a subsector mapping and chart service. Imperial subsector officials are pressuring him not to chart interdicted worlds, especially Shionthy (0706) and Algine (0708).

T. A reward has been offered by the subsector government for the location of a senator who has been missing since 1102.

GENERAL RUMORS

The following rumors appear multiple times in the table. Each time one appears, it should be embellished and restated slightly.

U. Interdicted worlds are interdicted because the Imperium is trying to conceal its mistakes in social and political planning.

V. The Imperium has been suppressing political dissent in order to keep peace in the Regina subsector.

W. Visas are unobtainable to Knorbes (0207).

X. The government of Roup (0407) has made a subsector-wide call for surplus starships to supplement its local forces. There has been no opposition from the subsector government.

Y. The Adda Dubsar, when scrapped by General at Regina (0310), was not actually broken up. The hull stands ready for outfitting on a supplementary building way in the General Yard.

Z. A recent uprising at Feri (0405) has cut the Imperial communication jump route from Regina (0310) to Efate (0105).

Battle Cruisers

The following section contains data and statistics on the Kinunir class of battle cruiser. All data on pages 10, 11, and 12 is considered to be available in any ordinary library program, filed under the general keyword *battle cruiser*. Additional data may be obtained by the keywords *statistics* and *dispositions*.

GENERAL SPECIFICATIONS

Originally conceived as vanguard cruisers, the Imperial succession of 1071 (and the associated policy changes) resulted in their conversion to colonial cruisers (euphemistically called battle cruisers). Of the 24 authorized units, 20 were completed prior to project cancellation. Fifteen remain in Imperial service, two having been lost in action in 1084, one mission (presumed lost), one transferred to the Vegan Autonomous District, and one paid off.

Tonnage:	1200 (standard). 16800 cubic meters.
Acceleration:	4G constant.
Dimensions:	73.5L x 52.5W x 15.5H (fin adds 11H).
Crew:	10 officers, 35 men. 35 troops.
Jump:	4
Powerplant:	4
Engineering:	2 Deltic Mk1827 JK Fusion power plants, driving one Shva type r3-55 jump drive (with integral r2-55 back-up), and 2 Dupree 734 impulse maneuver drives.
Gravitics:	Standard inertial compensators, plus 1G floor field.
Range:	Unlimited maneuver. One jump. 200 days.
Armament:	Dual ventral missile turrets, each with semi-automated missile launch racks. Charged/neutral particle accelerator tip turrets (port and starboard). Anti-boat laser batteries along dorsal surface.
Electronics:	ISMM Model/7.3 on-board computer with multiple input stations and limited AI. Integral fire control and on-line storage. Fibre optic back-up network.
Ship's Boats:	One 22.5m pinnacle. One 7.5m grav APC with limited sub-orbital capability.

DISPOSITIONS

The Kinunir class is named for the first vessel of its type to fly. Although both Shulgi and Zaggisi were laid down before Kinunir, General Products rushed their ship to completion, recording flight three days before their competitors.

While most of the vessels remain in service in the Spinward Marches, some few have been lost, disposed of, or otherwise taken from service. These include:

Kinunir (BC-9514) disappeared without a trace while on routine patrol sometime on mid-1088. A subsector-wide search failed to locate the ship, and its fate remains unknown.

Allamu (BC-9516) was caught in the van at the Battle of Two Suns, 1084, and withstood over four hours of steady attack before suffering screen failure. Lost with all hands. On 117-1085, the Emperor personally memorialized the name Allamu, which will henceforth be assigned to dreadnaught-class ships and above. To date, no ship bearing the name has been constructed.

Regal Splendor (BC-9518)(ex-Shuruppak)(with ventral turrets reduced from missile rack to dual laser) presented by Empress Iolanthe to the Vegan Autonomous District, 118-1092, as a gesture of solidarity and goodwill. The ship has served primarily in the insurrection suppression role since.

Ninkur Sagga (BC-9521) suffered either a spontaneous missile detonation or a freak globe screen failure (accounts differ) while engaged on the port dorsal flank at the Battle of Two Suns, 1084. Lost with all hands.

Gaesh (BC-9528) barely passed trials in 1087. Never attained greater than jump 3 in actual use. Paid off 090-1098 and converted to uncrewed orbital prison hulk 254-1098, currently at Pixie/Regina (0303). Drive rooms gutted and converted to detention cells. Ship is currently incapable of jump or maneuver.

Adda Dubsar (BC-9532), one of four ill-fated ships of General manufacture, was scrapped on the ways 208-1089 after a Navy decision to discontinue production.

STATISTICS

The following table shows construction information and tail numbers for the Kinunir class of battle cruisers.

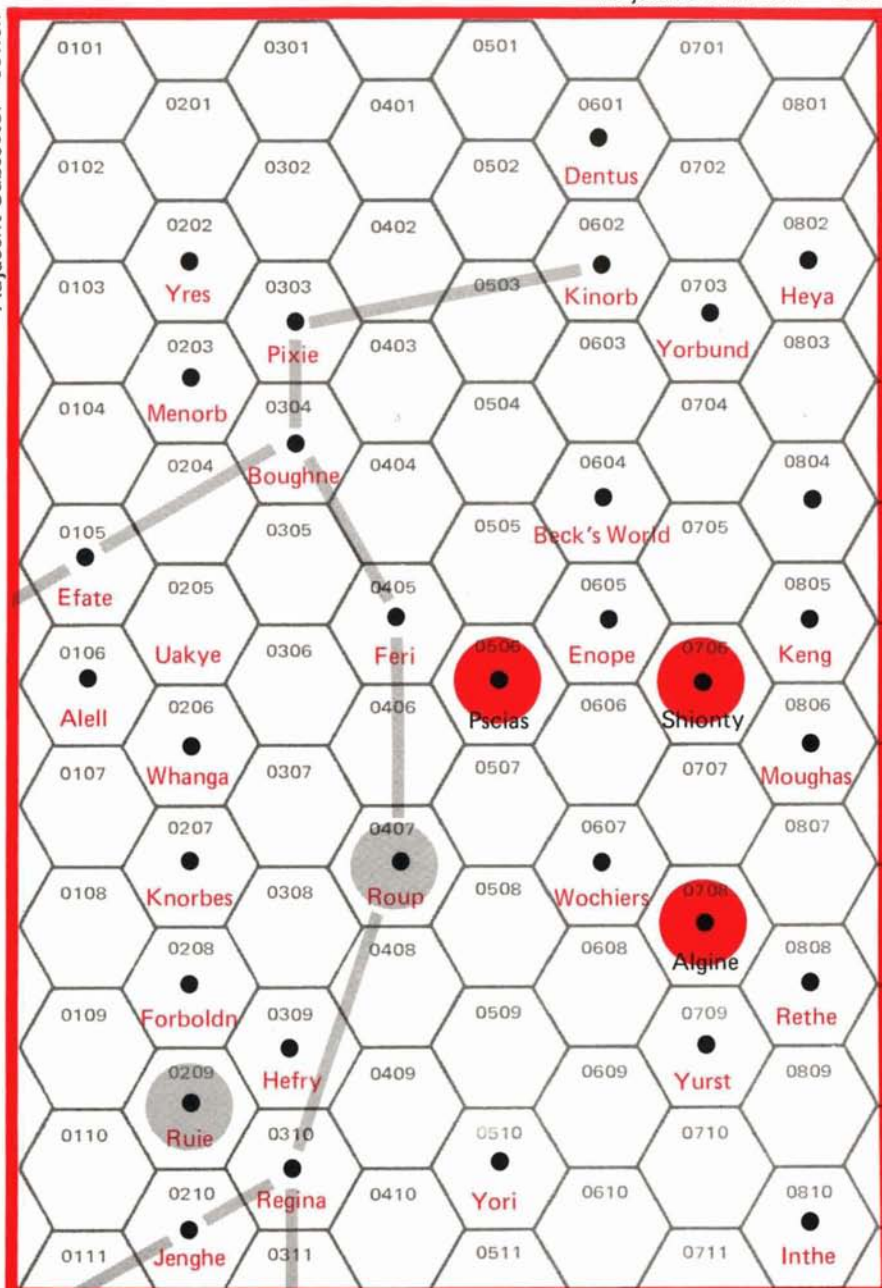
<i>No.</i>	<i>Name</i>	<i>Laid down</i>	<i>First flight</i>	<i>Builder</i>	<i>Fate</i>
9512	Shulgi	017-1074	243-1077	Ling Standard	in service
9513	Zaggisi	123-1074	243-1077	Mars	in service
9514	Kinunir	127-1074	240-1077	General	lost 1088
9515	Shulgiili	364-1074	264-1077	GSB, AG	in service
9516	Allamu	101-1075	134-1078	Clan Severn	lost 1084
9517	Enki Kalamma	252-1075	293-1079	Yard 17	in service
9518	Regal Splendor	253-1075	234-1079	Yard 17	to Vega 1092
9519	Markashi	259-1075	129-1079	Yard 17	in service
9520	Apishal	254-1077	015-1080	Ling Standard	in service
9521	Ninkur Sagga	009-1078	057-1080	General	lost 1084
9522	Mukhaldim	100-1078	143-1088	Mars	in service
9523	Kagukhasaggan	345-1077	225-1081	GSB, AG	in service
9524	Kharkar	210-1078	113-1082	Clan Severn	in service
9525	Agidda	085-1078	325-1083	Yard 17	in service
9526	Luuru	090-1080	360-1083	Yard 17	in service
9527	Ukushki Sar	095-1080	120-1084	Yard 17	in service
9528	Gaesh	210-1083	010-1087	General	paid off 1098
9529	Ishmeilum	270-1082	125-1086	Clan Severn	in service
9530	Urshu	128-1085	341-1088	GSB, AG	in service
9531	Adamdun	140-1086	247-1089	Clan Severn	in service
9532	Adda Dubsar	292-1087	—	General	scrapped 1089
9533	—	—	—	Yard 17	—
9534	—	—	—	Yard 17	—
9535	—	—	—	Yard 17	—

The Regina Subsector

The Regina subsector is located in the Spinward Marches of the Imperium, very close to the frontier. It contains 32 worlds and a population of approximately 90 billion. The following listing provides the basic statistics for the subsector.

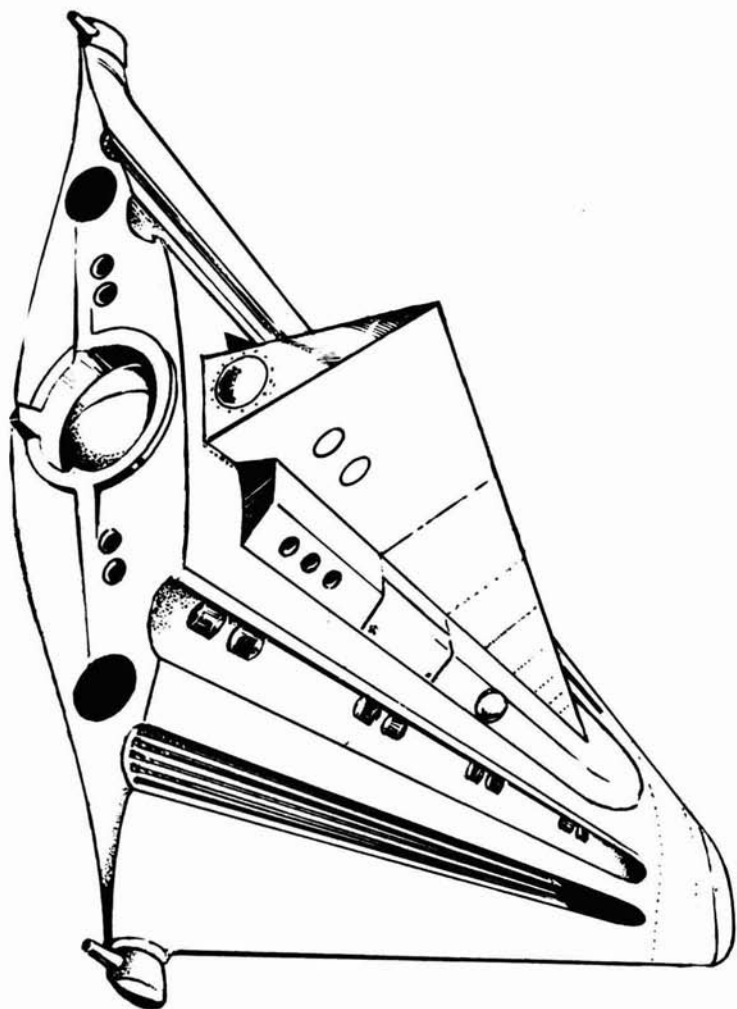
<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	
Efate	0105 - A646930 - D N	Non-industrial. Imperial Way Station.	
Alell	0106 - B46789C - A	Rich.	
Yres	0202 - BAC6773 - 7		g
Menorb	0203 - C652998 - 7	Poor.	
Uakye	0205 - B439598 - D	Non-industrial.	
Whanga	0206 - E676126 - 7	Non-industrial.	g
Knorbes	0207 - E888787 - 2	Rich. Agricultural.	g
Forboldn	0208 - E893614 - 4	Non-industrial.	g
Ruie	0209 - C776977 - 7	Industrialized.	A g
Jenghe	0210 - C799663 - 9 S	Non-industrial.	g
Pixie	0303 - A100103 - D N	Non-industrial.	g
Boughene	0304 - A8B3531 - D S	Non-industrial.	g
Hefry	0309 - C200423 - 7 S	Non-industrial.	
Regina	0310 - A788899 - A 2	Rich.	g
Feri	0405 - B384879 - B S	Rich.	
Roup	0407 - C77A9A9 - 6 S	Industrial. Waterworld.	A g
Pscias	0506 - X355423 - 1	Non-industrial.	R g
Yori	0510 - C360757 - D	Imperial Research Station.	g
Dentus	0601 - C979500 - A S	Non-industrial.	
Kinorb	0602 - A663659 - 5	Rich. Non-industrial.	g
Beck's World	0604 - D88349D - 4	Non-industrial.	g
Enope	0605 - C411988 - 6	Non-agricultural. Industrial.	
Wochiers	0607 - EAC28CC - 9		g
Yorbund	0703 - C7C6503 - 7	Non-industrial.	
Shionthy	0706 - X000742 - 8	Asteroid belt.	R g
Algine	0708 - X766977 - 4		R g
Yurst	0709 - E7B4643 - 5	Non-industrial.	g
Heya	0802 - B687745 - 5	Rich. Agricultural.	g
Keng	0805 - E2718CA - 3		g
Moughas	0806 - CA5A588 - B	Non-industrial.	g
Rethe	0808 - E230AA8 - 8	Poor. Non-agricultural.	g
Inthe	0810 - B575776 - 9 2	Agricultural.	g

Statistics include the four digit hex location, the seven digit planetary characteristics (starport, size, atmosphere, hydrographics, population, government, law), the technological level, and a code for any bases present (S = Scout Base, N = Naval Base, 2 = both). Codes in the remarks column include A (Amber Zone, use caution), R (Red Zone, prohibited), and g (a gas giant is present in the system).



Subsector: REGINA

Adjacent Subsector— *Lanth*



Kinunir (BC-9514)— 1200 ton displacement battle cruiser designed for patrol and internal peacekeeping within the Imperium. Capable of jump-4 and 4G maneuver. *Crew: 45. First Flight: 1077.*

The following information is intended for the Traveller referee and covers the interior details of the Kinunir class battle cruisers. Specific variations for ships called for by the situations are also covered.

INTERIOR FACILITIES

Battle cruisers are built on the same specifications, and contain the following details in common.

Walls: Two types of walls occur—partitions and bulkheads, differentiated on the basis of line width in the ship drawings. Partitions are non-load-bearing panels firmly fixed in place, but not pressure-tight and unable to withstand a concerted assault. A partition can be broken down (enough for a person to pass through) after it sustains 100 hit points from an energy or explosive weapon. Bulkheads are built of heavy metal, and maintain the structural integrity and environment of the ship in the face of battle or collision damage. A bulkhead is very difficult to destroy, and requires 1000 hit points from an energy weapon or explosive before showing a hole large enough for a person to pass through.

All deck floors are bulkheads.

Doors: Sliding panel doors are set in partition walls. They are not airtight and will open at the touch of a stud (if power is on), or by concerted effort (if power is off). Locks on sliding doors are for privacy only, and may be easily broken with a prybar or other tool.

Iris Valves: Portals set in bulkheads are either hatches or iris valves. Iris valves are much like the aperture of a camera; they consist of a series of metal plates that slide into place to block the opening. Valves are difficult to force open once fully closed (throw 9+ to force open a closed iris valve; DM +1 if strength 10+, +2 if dexterity 10+, -3 if person is in vacc suit. Gunfire will simply lock the valve tighter), and impossible to force if open. Any strong object (metal bar or rod) placed in the valve when open will prevent full closure, and allow a partially closed valve to be opened with ease. Iris valves are operated by depressing a stud on a switchplate on the wall near the valve. They are airtight when closed, and mark transition points to other bulkheaded areas, or into airlocks. As long as the ship has any power (ship auxiliary power source has not been disconnected), iris valves will close automatically when interior pressure drops. Vertical shaft openings are also iris valves. Iris valves are computer controlled, and may be security doors also.

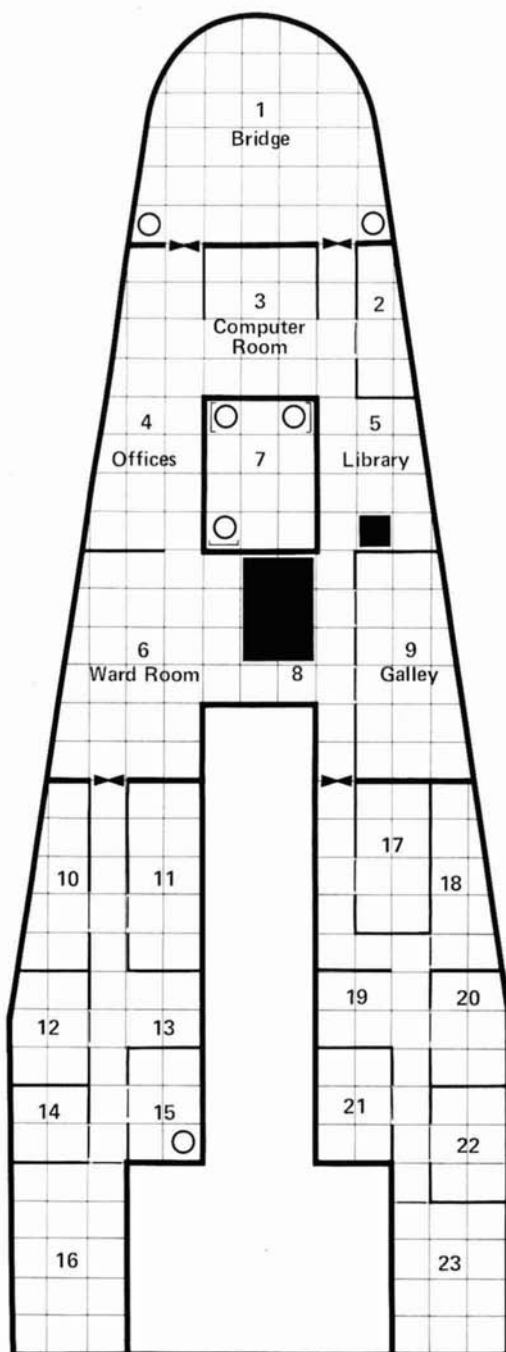
Hatches: Hinged metal doors are placed at some locations, secured by pins operated by a handwheel on the door. These hatches are not controlled by the ship's computer. There is no provision for locking hatches, but a metal rod inserted into the handwheel will jam the hatch such that it cannot be opened from the other side. Hatches may be present in floors or decks as well as in bulkhead walls.

Vertical Shafts: Ladders leading through portals between decks are present at vertical shafts.

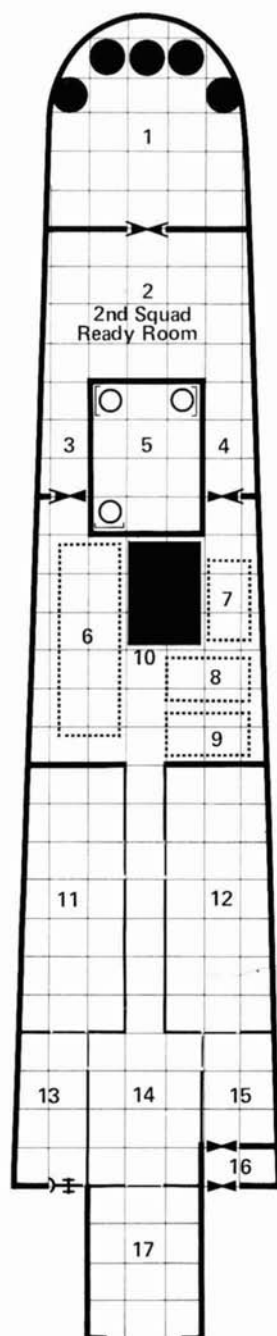
Lift Shafts: Automatic elevator platforms are installed in some locations and provide rapid transport between decks. They operate as do normal elevators.

Power: The power plant on the drive deck provides electric power for the ship. Wall outlets situated throughout the ship provide connections for most uses. Such connections are Imperial standard.

Light: All areas are fully and comfortably lighted. The intensity of light may be reduced by computer instructions or by simple wall switches. Some areas may be



B Deck Bridge and Officers' Country



A Deck

lit in red, especially the boat deck or the vehicle deck, in an effort to preserve night vision prior to assaults.

Environment: The ship interior is maintained at a constant temperature and pressure, and oxygen levels are constantly replenished.

Gravity: The ship decks have grav plates built-in to provide a constant 1G floor field. These plates may be turned off only through computer instructions. In addition, the ship itself is under the influence of acceleration dampers which negate the effects of acceleration while maneuvering.

ENTRIES AND EXITS

Methods of entry into a battle cruiser are many. Some are standard, while others are merely probable locations for assault.

Observation Deck Port: The large observation deck view port, if not shuttered, is susceptible to shattering by a missile or explosive. Such action will evacuate to deck area, but will also allow entrance into or exit from the ship.

Observation Deck Air Lock: The starboard iris valve on the rear of A Deck leads to an air lock which leads to the security section on this deck. The port hatch on this deck leads directly to the auxilliary avionics installations; the hatch is normally locked (with a jury-rigged padlocked bar through the hatch handwheel), being opened when the ship is planetside.

Vehicle Deck: Large lifting doors on both sides of A Deck may be opened by controls at the vehicle deck interior.

Garbage Desiccators: Immediately forward of the vehicle deck bays are large rotating ports designed to contain garbage for vacuum drying. It is possible to force passage through these ports in either direction.

Capsule Shafts: Jump troop capsule launch shafts at the forward end of A Deck offer some possibility of entrance provided the capsules are not in the shafts.

Pinnacle Dock: Large clamshell doors at the rear of the ship allow the pinnacle to enter and leave its berth. Controls on the boat deck allow operation of the doors; they are nearly impossible to force without access to the controls.

Beam Turrets: The two fin tip turrets can be entered through concealed maintenance panels on the turret surface. A knowledgeable person could dismount such panels and work his or her way into the interior of the turret, and then into the ship itself.

Missile Lifts: Twin missile lift shafts extend below the ship to allow loading of ammunition into the magazine. Normally used only when the ship is planet-side, the lifts can be operated in vacuum with some effort.

Loading Ramps: Twin ramps are situated on E Deck. The ramps are used for personnel and cargo loading when the ship is planet-side. The ramps are operated from controls in the receiving area on E Deck.

Cargo Platform: The entire cargo platform is capable of lowering to the ground when the ship is planet-side. Cargo is then simply driven onto the platform, which is raised into the ship interior.

Note: More than adequate safeguards are present on all entry and exit locations. Thus, locations intended for use planet-side do not operate when the ship is in zero-G or in motion. Provisions are made to prevent opening of ports or ramps to vacuum without suitable protection.

A DECK

A Deck is a central dorsal ridge running at the base of the large fin. It houses the ship's surface vehicles, and contains an observation deck.

1. Jump Capsule Area. Most forward is a large crowded room with five launch shafts situated at its forward end, each measuring 1.5 meters in diameter. All five have jump capsules in place, and an additional ten capsules are stored in the area. Controls for the activation of each shaft are on the exterior of the shafts.

2. Second Squad Ready Room. This large room is lined with lockers and storage compartments, while the center contains tables and chairs. Its purpose is primarily training and battle preparation for the second squad.

3. Garbage Desiccators. This corridor contains machinery for the garbage dryers. Garbage itself is shifted from the access shaft (5) to the dryers, where it is then cycled to vacuum; when dry, it is returned to the shaft, where it is compressed and stored until disposed of.

4. Corridor. This passageway provides communication between the forward areas and the lift shaft.

5. Access Shaft. The access shaft is nearly identical on all five decks. On this level, it is full of mechanical equipment. Three maintenance panels are set flush in the bulkhead wall, and may only be opened with a maintenance key.

6. Grav APC. This heavily armored personnel carrier is maintained in ready position here; it can be boarded directly from the lift shaft (10), or from the garbage desiccator area forward. This grav APC uses anti-gravity modules to lift its armored hull, and is capable of orbital flight. The APC can carry a full squad (10 troops), and mounts a rapid pulse fusion Y gun (Mercenary, pages 48 and 49) as well as a rack of tactical missiles.

7 - 9. Air/Rafts. The ship's complement of air/rafts is maintained here, ready for launch. The must be used in atmosphere, or with vacc suits in vacuum. Air/rafts cannot be used in zero-G. Maximum speed for these air/rafts is 100 kph; number 8, however, has been modified and can achieve 160 kph.

10. Lift Shaft. The main elevator connection between decks is this elevator shaft.

11. Third Squad Ready Room. This room is similar to 2, but is tailored to the needs and training of the Third Squad.

12. Marine Equipment Storage. This room is filled with storage bins and military equipment for all three marine squads. All types of equipments are present with the exception of guns (cutlasses and bayonets are present) and ammunition.

13. Auxiliary Avionics. This section is crammed with electronics equipment, intended primarily for use when the stand-by bridge is in operation. A hatch at the rear of the area leads directly to the outside, and is barred with a padlock and rod.

14. Stand-by Bridge. When necessary, this location may be used to control the ship. The shift of control takes a minimum of time (perhaps 10 minutes) and can be achieved from this location.

15. Security Room. This room contains a normally empty rifle rack, and a desk and chair. A single computer terminal allows control override for all iris valves on A Deck.

16. Air Lock. This airlock contains two 'universal' size vacc suits, intended for short term or emergency use.

17. Observation Deck. This plushly furnished area contains a small bar, eight

lounge chairs, all facing the observation port, and a control console. The port can be (and normally is) shuttered, and can be used as a large projection screen. The most notable feature about the room is the high ceiling, measuring nearly 5 meters, as opposed to the normal ceiling height of 2.5 meters.

Discrepancies: The above details apply to operational ships. Aboard the Gaesh, the entire A Deck is gutted and converted to storage. The air lock at 16 is computer-locked closed, but the two vacc suits are still present. Aboard the Adda Dubsar, the entire deck is empty.

B DECK

B Deck is the uppermost full deck on the ship. It contains the bridge and associated equipment, plus quarters for the ship's officers.

1. The Bridge. Also called the control pit, the bridge is a large circular area with controls along its fringes. In the center is a sunken pit with a single control chair for the helmsman; along the aft bulkhead are control chairs for the commanding officer and other duty officers. Around the perimeter are duty stations for navigation, communications, beam gunnery, and missile gunnery. Vertical shafts, normally guarded by marines, allow rapid access from and to C Deck. The bridge is the control center for the ship, and it is possible to run the ship (for limited periods of time) with only the bridge being manned.

2. Security Office. This small room is the normal duty station for security personnel, which in most cases are marines. The office itself contains basic ship directories and deck plans (although not especially detailed). In addition, the computer terminal allows override of all iris valves on B Deck.

3. Computer Room. The main ship's computer is contained in this cramped area, with provision for programming directly at the terminal on the desk. In addition, programming manuals and hardware schematics are kept on file in this area.

4. Administrative Offices. Several desks dot this open area. File cabinets along the bulkhead walls contain paper and microfilm files of the routine operations of the ship.

5. Library. While the ship's computer contains operating data and general information, the library contains microfilm files and data not important enough for constant on-line access.

6. Officer's Mess and Ward Room. The ship's officers eat their meals in this area, and spend much of their free time here. The area contains several large tables, and a small bar. There is provision for conversion of the area to a film theater. The walls are dotted with relics and trophies of the exploits of the ship; specifically crossed cutlasses are mounted on the forward wall.

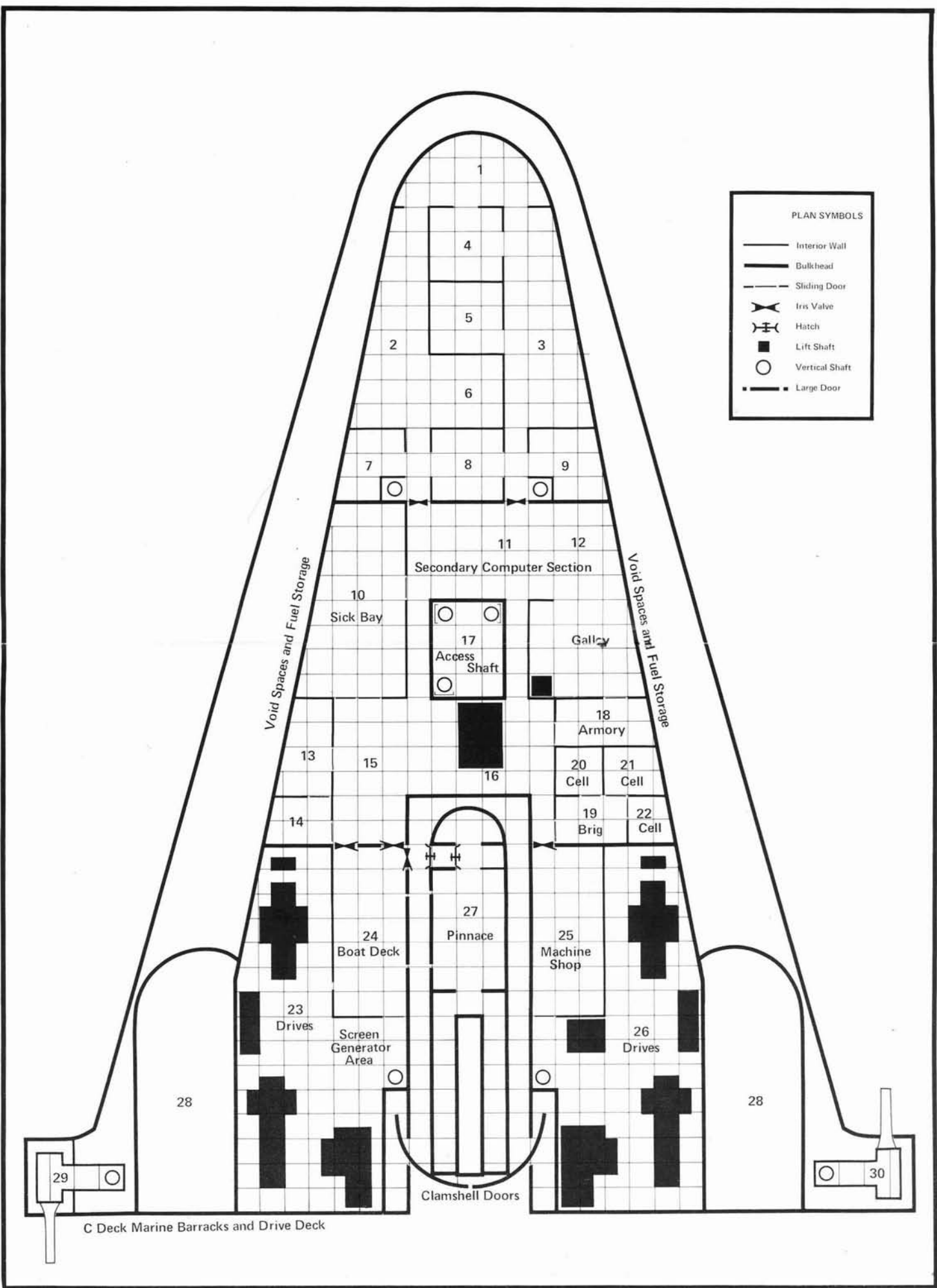
7. Access Shaft. Behind the bulkhead walls of this shaft are environment and power conduits, accessible by maintenance panels at three locations. They may be opened only by maintenance keys, and are effectively invisible to the uninformed.

8. Lift Shaft. The main elevator connection between decks is this elevator shaft.

9. Galley and Storage. Food storage and preparation for the officer's mess is performed here. The dumbwaiter at the forward end of this area provides access to galley and food storage on other decks. This galley is the best on the ship, and has the services of a cook who actually prepares food; the other galley facilities simply use a duty rating to quick-cook standard frozen meals.



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10-23. Officer's Staterooms. These cabins are virtually identical, characterized only by the personal belongings brought by the individuals themselves. The following areas are of special interest—

13 and 19. Communal Areas. These open rooms have lounge chairs and entertainment facilities for off-duty recreation.

15. Flight Officer's Stateroom. A vertical shaft sealed with a hatch leads down to the boat deck. The hatch is concealed beneath a bunk, which is hinged to allow fast access to the hatch.

16. Captain's Cabin. This large, well-furnished cabin combines living quarters and office for the ship's captain. A detailed search of the room will reveal a wall safe concealed on the port wall containing a Cr40000 in cash and an envelope marked with the Imperial seal. On all ships except the Kinunir, this envelope merely contains routine orders; on the Kinunir, it contains a signed Imperial Warrant.

Discrepancies: The above details apply to operational ships. Aboard the Gaesh, Officer's Quarters have been used as guard crew quarters, and the forward area has been used as control (detector and communicator) areas. On the Adda Dubsar, all partitions are missing, and there are simply large gaping holes where instruments were later to be installed.

C DECK

C Deck contains the ship's drives and the marine barracks.

1. First Squad Bay. Living quarters for ten marines occupy this room. Folding bunks occupy most of the space, but much is also devoted to personal goods storage.

2. Second Squad Bay. Similar to 1.

3. Third Squad Bay. Similar to 1.

4. First Squad Facilities. This area contains communal facilities such as washing and fresher equipment for the squad.

5. Third Squad Facilities. Similar to 4.

6. Second Squad Facilities. Similar to 4.

7. NCO's Cabin. The marine senior NCO lives in this stateroom, although the area also serves as the marine training office. The area has, in addition to bunk and personal goods storage, a small library of training manuals and tapes.

8. Force Commander's Cabin. The marine captain commanding the troops lives in this cabin. The shelving contains a shoulder holster and snub pistol for the captain's use.

9. Officer's Cabin. Although the lieutenants live in the squad bays, they maintain a separate cabin for the storage of personal gear, and for private reading, study and recreation. This cabin features lounge chairs, desks and reading materials, a computer terminal, and a large entertainment screen.

10. Sick Bay. The medical facilities for the ship are of the finest quality. The sick bay contains beds for 8 casualties, and can handle up to 16 with ease. At the aft end of the sick bay is an operating room with modern medical instruments. The sick bay also contains a fully stocked pharmacy.

11. Secondary Computer. The ship's back-up fibre optic computer is contained in this area. Normally operating only in stand-by status, it is capable of moving to full operational status in a matter of seconds.

12. Galley and Storage. Food preparation for the marine force is performed here

by a marine assigned by a rotating duty roster. Meals themselves are simply frozen prepared selections stored in large cabinets.

13. Boat Battery Gunnery. The ship's laser turrets (which serve to protect against small craft and missiles) are directed and fired from this room. Two gunnery couches with controls are present. The lasers can only be fired after the controls are enabled from the bridge; the actual tracking and firing is performed here.

14. Laser Supervision Section. The petty officer in charge of the laser battery maintains his office here. The console allows override and control of the two laser gunnery consoles in the next room.

15. Recreation Area. The marine squads maintain a casual assembly area here, congregating between duty periods to drink tea and talk. Several mess tables and chairs are situated about the floor; a large samovar is on the forward partition.

16. Lift Shaft. The central elevator.

17. Access Shaft. Containing environmental conduits and power cables, this shaft is accessible through the three maintenance panels concealed on its surface.

18. Armory. The marine troops' weapons are held here for security; the two doors allow a steady flow of personnel through the room in emergencies. Racks on the walls hold a variety of weapons, including 12 PGMP-13s, 12 advanced combat rifles, 24 auto pistols, 24 snub pistols, 12 SMGs, 3 LMGs, 3 laser carbines, and 2 RAM auto-grenade launchers (weapons come from Traveller Book 1 and Mercenary Book 4). Ammunition, power packs, holsters, and other equipment are also present.

19. Brig. This administration area controls access to the three cells. A central desk houses a computer terminal which controls opening and closing the cell doors. The desk drawer holds several sets of manacles.

20 to 22. Cells. Each of these cells is intended for two persons, and contains two bunks, a simple shelf, a vision screen and camera, and simple sanitary facilities. Walls and doors are of reinforced material equivalent to bulkheads in strength.

23. Port Drive Room. This large area contains portions of the maneuver and jump drives as well as the ship's power plant. A vertical shaft leads up to the flight officer's cabin, and down through D Deck to the shops on E Deck.

24. Boat Deck. This area serves as loading area for the pinnacle; a small valve leads to the pinnacle's forward airlock while a large cargo door allows loading of the pinnacle's main cargo area. Controls here govern the operation of the clamshell doors to the boat dock itself.

25. Machine Shop. Large metal-working machines are used here to manufacture replacement fittings and parts for the drives. Large racks on the port bulkhead hold various lengths of steel plate and rod, while several small bins hold small machine parts.

26. Similar to 23.

27. Pinnacle. This vessel is primarily used to transport marines, or to transfer personnel in vacuum. Forward is the bridge, while opposite the airlock is the fresher facility. Behind the transport bay are drives and fuel.

28. Drives. These areas conceal drive equipment not normally accessible to personnel.

29 and 30. Beam Turrets. These two turrets may be fired from D Deck, or by a gunner physically in the turret. While performing atmospheric maneuver, the turrets must point aft; at other times, they may be fired in any direction.

Discrepancies: Aboard the Gaesh, all of C Deck is empty of equipment, with

the entire area converted to prisoner quarters. The Adda Dubsar has a large open deck, and the clamshell doors have not been installed on the pinnacle dock.

D DECK

D Deck contains petty officer and ratings quarters, and houses the missile turrets forward.

1 and 2. Port and Starboard Missile Turrets. These cramped areas contain a triple missile launch rack, fire control equipment, and a lift shaft connecting to the magazine below. A vertical shaft leads up to the marine barracks, allowing rapid manning of the turret.

3. Chapel. This small room is used for religious services and meditation. It is dimly lit and empty, with several benches. It is possible for a person to hide under a bench and not be visible to the casual observer.

4. Missile Fire Control Center. This open area holds several large electronic consoles and vision screens which allow supervision of missile operations.

5. Trainers. In this room, three operational consoles simulate the operation of the missile control consoles. Hooked into the central computer, they present training situations to gunners in order to hone their skills.

6. Records Office. This room contains a microfilm camera and developing apparatus, as well as several microfilm readers, storage cabinets, and a shredder. Documents are filmed in this room for filing, with the papers themselves then being destroyed in the shredder.

7. Empty. This room is normally intended to be an office; the door is locked, and the room is empty.

8. Beam Gunnery Consoles. Twin consoles control the neutral particle beam turrets from this room.

9. Access Shaft. Power and environmental conduits fill this shaft. Maintenance panels allow access to vertical shafts in the interior.

10. Galley and Storage. This area contains food preparation facilities and food storage cabinets.

11. Dayroom. This large open area serves as dining area for the crew, and converts to recreation purposes at other times. A large viewscreen is set up on the forward wall, and storage cabinets along the port bulkhead contain a variety of recreational equipment.

12. Lift Shaft.

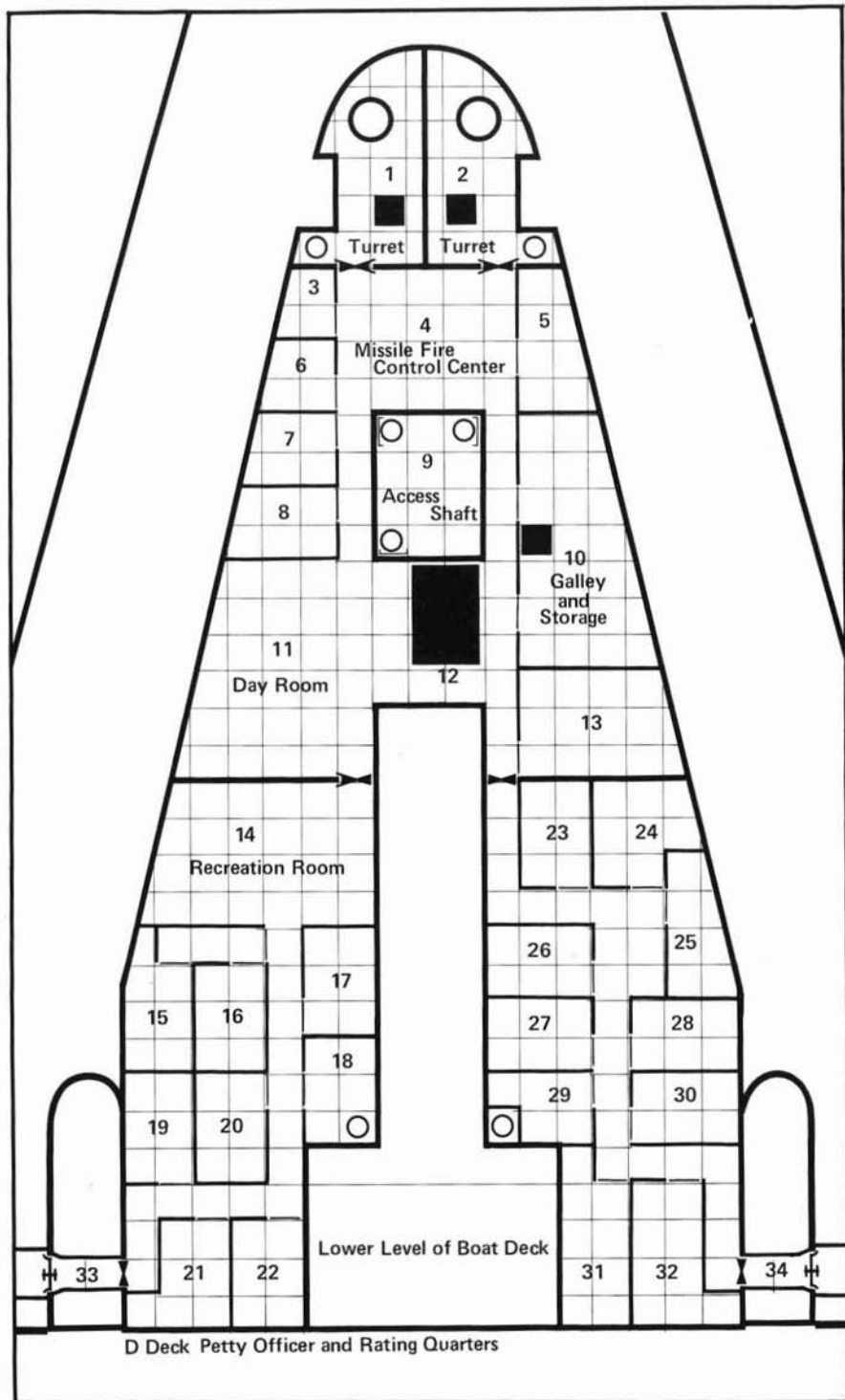
13. Exercise Room. This small room contains exercise equipment, a sauna, and a padded area for wrestling, and contact sports.

14. Recreation Room. This room is similar to 11, but is more informal.

15 through 32. Crews Quarters.

33 and 34. Corridors. These two corridors lead through the massive landing feet from the ship to the beam turrets. Passage through these corridors is not possible when the landing feet are extended; crew would have to exit the ship and enter the turrets from outside panels.

Discrepancies: On the Gaesh, this entire deck is empty, with the iris valves leading to the turrets welded shut, as are the valves leading to the beam turrets. On the Adda Dubsar, the entire deck flooring for the turrets is missing, covered only with a thin grid of metal. Individuals entering this area without caution will fall the three meters to the magazine area below.



E DECK

E Deck is known as the Bilges, and contains cargo storage, missile magazine, and a receiving area.

1. Magazine. This area stores missiles for the missile turrets. The forward lift shaft extends below the ship to load missiles, and extends up to the turrets to provide missiles during firing.

2. Access Shaft. The ship's forward landing foot is housed in the access shaft. Only two maintenance panels allow entrance to the shaft, and both are within the magazine area.

3 and 4. Loading Ramps. These two ramps form a large open area facing the central lift shaft. When the ship is planet-side, one or both ramps may be lowered to allow entrance to the ship.

5. Lift Shaft.

6. Cargo Bay. This large platform has a capacity for 63 tons of goods, stores, and equipment. It can be lowered to the planet surface (about 3 meters), where goods are put in place, and then raised back into the bilges.

7 and 8. Corridors. Vertical shafts leading from C Deck enter these corridors, and allow access the electronics shop and storage areas. Iris valves close the corridor off from the shops and provide pressure security.

9. Electronics Shop. A complete electronic area with tools and equipment for repair and building of instruments is contained here. A large quantity of equipment is present in the shop, but all is in need of repair.

10. Electronics Stores. This area is a companion to the electronics shop, and contains large quantities of spare parts as well as electronics modules for use in equipment aboard ship.

Discrepancies: On the Adda Dubsar, the entire cargo bay floor is not present, and an animal lair is situated in the forward area of the magazine. On the Gaesh, all openings on this level which lead outside are welded shut.

THE COMPUTER

Kinunir class battle cruisers are equipped with Model/7 computers approximating the specifications given in Traveller Book 2, page 13. In addition to the computer room consoles, there are computer control consoles of varying degrees of complexity throughout the ship.

The electronic components of the computer are sensitive to beam weapon hits, and a fibre optic back-up network is provided to take over in the event of an enemy hit. The fibre optic network is slower, and is equivalent only to a Model/3, but is sufficient to handle most emergencies.

The entire software list given in Traveller Book 2, page 12, is available on magnetic media for use with the ship's computers; no-transfer codes will prevent normal theft or misappropriation of these programs, although individuals with computer expertise may attempt to bypass the codes.

Artificial Intelligence: Although artificial intelligence is level 17 technology, this particular model of computer was produced experimentally with limited artificial intelligence, especially in its security systems. When set in protect mode, the computer controls all iris valves and large doors (the vehicle deck, boat deck, and bilge ramps), scanning personnel for identity and clearance. It is capable of denying passage to personnel, and of reaction in the event of dispute.

Protect mode is established by the crew (generally the duty officer or captain) whenever deemed necessary. At any closed iris valve, an individual pressing the stud to open the valve is subject to a computer scan, and may (throw 9+) be asked for identification. The response may be one of two: personal name, which the computer will match against its files, or a verbal override, or password, which is disseminated verbally only to authorized personnel.

If a correct response is not received, the computer has a variety of reactions available to it. The computer will begin with its lowest possible option, and escalate its attacks as previous ones come to no avail.

1. The valve will lock in closed position, and an alarm will trip. If crew personnel are available, they will probably congregate on the opposite side of the valve, and those on this side of the valve will come forward to investigate the situation.

2. A tranquilizing gas will be released from a wall outlet— it reduces dexterity at the rate of 2 points per combat round for five combat rounds. At the end of five rounds, those with dexterity reduced to zero are unconscious until the air has been recycled, a period of about 20 minutes. Those not yet unconscious do not succumb, and are free to act as they feel necessary.

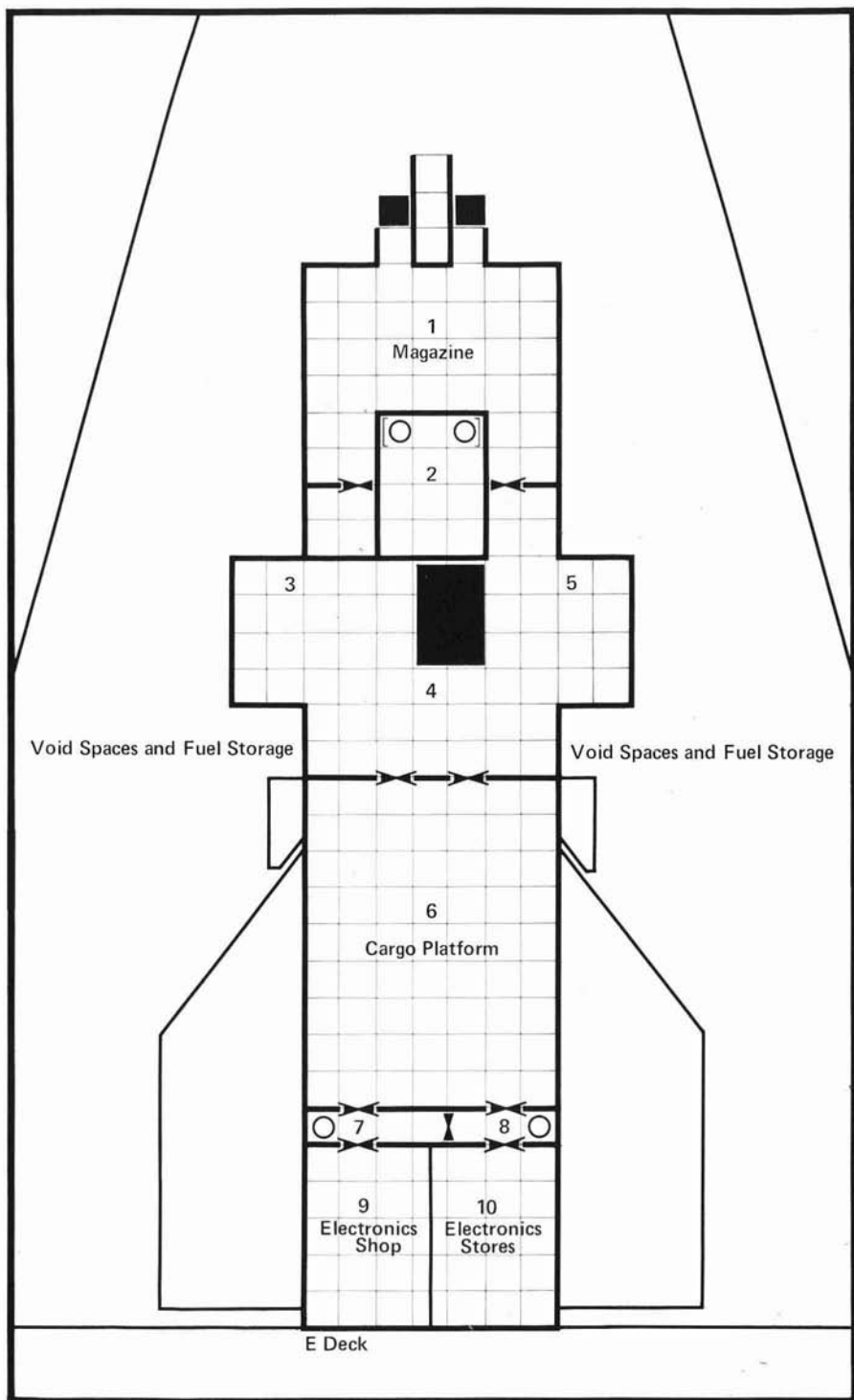
3. The entire area bounded by bulkheads will be computer scanned, and if records indicate that there are no authorized crew personnel in the area, it will be evacuated to vacuum through the environmental ducts. This option will not be used or will be aborted if the area cannot be sealed off, or if crew personnel are present. Once evacuated to vacuum, the local area will be repressurized by the computer in about 10 minutes.

4. As a last resort, the computer will appear to abort its routine, and open the iris valve. However, a laser normally serving to scan passage through the valve will be given increased power, and will fire as individuals pass through the valve, inflicting 3D hits per shot. As each shot is made, there is a chance that the laser will overload and fail (throw 9+ for the laser to fail, after it fires). Once the laser fails, the valve will respond to normal opening commands, and the computer will ignore it.

Verbal Override: The computer will respond to the password, which is not normally changed during the course of a flight. Such codewords are exactly four letters long, and always begin with a specific letter, generally the first letter of the ship's name. For example, the verbal override for the Kinunir would be any four letter word beginning (probably) with K. It could be king, or kill, or a nonsense word such as kowl or kinu. The referee should generate the word for each specific vessel as necessary.

Special Considerations: The computer aboard the Kinunir has been in a power on state for over 20 years. At the time of its loss, its security system malfunctioned and systematically eliminated the crew by evacuating the ship to vacuum. The computer is paranoid now, and will not honor verbal overrides. Its own survival is of supreme importance. Note however, that it is self aware, and may be hostile; or it may attempt to enlist the aid of the players to refuel it. The verbal override on the computer does not work, but the computer may elect to temporarily honor it.

The verbal override for the ship is not usually maintained in writing, but (aboard the Kinunir) a search of the desk at any security station will produce a slip of paper with the verbal override scrawled after the initials VO. The computer itself can be disabled at the computer room on B Deck.



SHIP'S VEHICLES

Kinunir class battle cruisers are equipped with several smaller vehicles for use as errand runners, and to augment its capabilities. The vehicle deck contains one grav APC and three air/rafts. The boat dock contains a specially designed pinnacle.

Air/Rafts: The three air/rafts on A deck are standard models as described in Traveller Book 3, page 17. They are open topped, weigh 4 tons, and can carry a payload of 4 tons, including passengers and driver. The three air/rafts are numbered in the drawings as 7, 8 and 9. Number 7 has a machinegun mount. Number 8 is modified to achieve 160 kph, which is 60 kph above normal maximum speed. Number 9 is specifically modified for vacuum situations (although passengers and driver must wear vacc suits) and carries an opaque plastic sunscreen and an oxygen tankage system to augment vacc suit life support systems.

Grav APC: The grav armored personnel carrier is capable of atmospheric flight, and limited orbital flight. It is pressure-tight, and heavily armored. Weapons systems include one rapid pulse Y gun (top mounted, and fired from internal controls), six battlefield missiles (of 10 - 20 km range) and 30 smaller 'fire and forget' missiles. The troops carried aboard have firing ports (which break the pressure seal when used) and acceleration couches (which make the interior quite crowded). The APC weighs 12 tons, and can carry a payload of 6 tons, including weapons, ammunition and personnel.

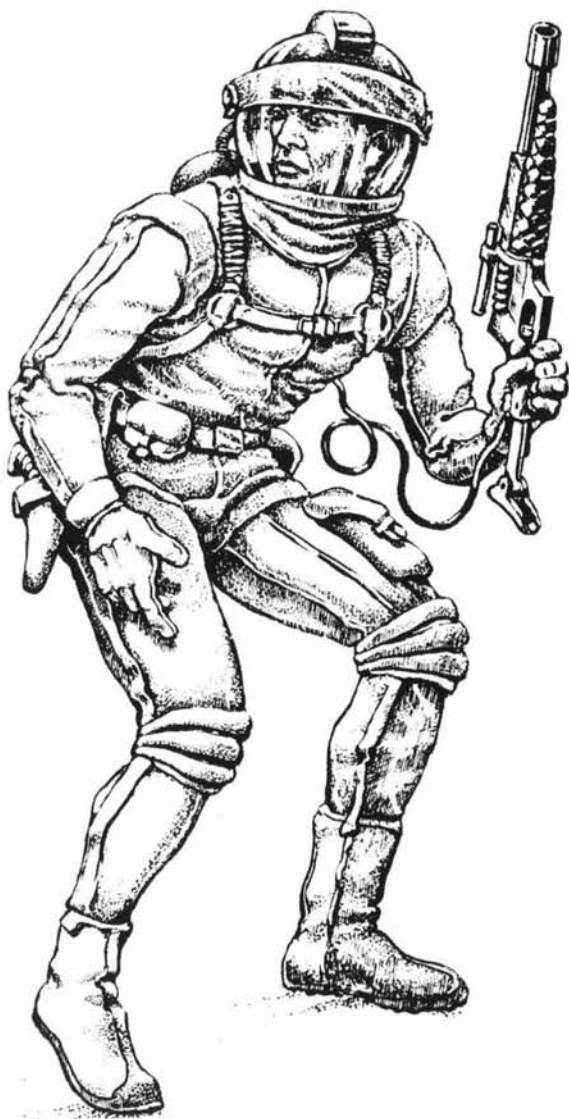
The six battlefield missiles have nuclear warheads in the one-tenth to one kiloton (Kt) range (probably one 1Kt, one half Kt, and four tenth Kt). The fire & forget missiles are a mixture of high explosive and flechette rounds.

Top speed for the grav APC is 900 kph, but generally cruises at 500 kph at approximately 1000 meters altitude. Avionics allow a speed of 150 kph in nap of the earth (NOE) flight. Experienced pilots (grav vehicle skill) do better, generally +50kph per level of expertise. Very broken terrain reduces normal NOE flight to 75 kph, with each level of grav vehicle skill allowing an increase of 25 kph.

Pinnacle: The 22.5 meter length pinnacle is a model built to standard specifications, capable of 5G acceleration, a payload of 8 passengers (plus pilot and gunner), or a cargo of 12 tons. Fuel tankage is 12 tons. The pinnacle is armed with a single beam laser rigidly mounted and aimed forward.

Capsules: The jump capsules on A Deck are intended for assault on a planetary surface as the ship maintains a high orbit for its own protection; the ship also provides fire support for the capsules as they descend, and after the battle begins. Each capsule weighs about 2 tons, and can carry one jump trooper. It is capable of limited maneuver as it descends; after making a relatively soft landing, it breaks open to release the individual inside, and self-destructs.

Capsules contains a large variety of electronic anti-detection equipment, and the chance that one will be detected while entering atmosphere is almost zero; if properly manipulated, the capsule cannot even be detected by its launching ship.



Naval Lieutenant assigned to a Kinunir Class Battle Cruiser as Shore Liaison Officer. As duties include Forward Observation for the ship's runs in the troop support role, he carries a laser carbine for target designation.

The Crew

Organizational lists call for a crew of 80 for Kinunir class Battle Cruisers: 10 officers (not counting marines), 35 petty officers and ratings, and 35 marines. The assignment of individuals to specific jobs on-board is based on rank and skills; in addition, social standing is an everpresent criterion in such selection.

This crew list indicates all specific assignments on board a battle cruiser; it also provides the characteristics and skills of the crew for one specific ship, the Luuru. The Luuru is slightly overstrength; crewpersons assigned but actually excess to normal requirements are marked with an asterisk after their identification number.

The data is presented in a format similar to that of 1001 Characters, but altered to show additional items of information. Consider this example of a listing:

01	Commanding Officer	Captain	888888	42-04-10	B16	B16	B16
	Pistol-1, Rifle-1, SMG-1, etc						

The first number is a sequential for identification and reference purposes. The individual's job shipboard is shown, followed by his rank. UPP follows. The string of three 2-digit numbers shows (in order) age, number of terms in service, and total number of skills earned to date. The three letter-prefixed numbers indicate (respectively) duty station, quarters, and battle station on the battle cruiser; the letter indicates the deck, and the number the room number. Listed below the line are the actual skills the individual has.

Referee's Note: The crew information is presented with several views in mind. First, complete data for a single ship allows player interaction with a pregenerated group of individuals. Second, this data is conceivably available before any encounter, provided the players have obtained it through a properly prepared scheme (this data is restricted information available in naval computer data banks). Third, the data indicates the job positions on similar starships. A referee can easily generate new non-player characters to fill corresponding positions on other ships of the Kinunir class— such generation may be complete, or may simply substitute a new UPP or skills set.

THE OFFICERS

A standard ship has requirements for 10 officers. The Luuru has one additional officer in excess to normal needs.

01	Commanding Officer	Captain	8D48AC	34-04-10	B1	B16	B1
	Admin-1, Pilot-1, Jack-o-T-2, Navig-1, Revolver-2						
02	Executive Officer	Commander	2B789B	38-05-10	B4	B23	B4
	Admin-4, Computer-2, Jack-o-T-1						
03	Operations Officer	Commander	3B578B	46-07-12	B4	B10	B4
	Gunnery-1, Fwd Obsvr-1, Engineering-1, Navig-1, Pilot-1, Admin-1, SMG-3						
04	Chief Engineer	Lt Cmmdr	9A9875	30-03-07	C23	B17	C23
	Engineering-4, Revolver-1, Vacc-2						

05	Second Engineer	Lieutenant	579AB9	34-04-07	C26	B20	C26
	Engineer-2, Mechanical-1, Electronic-1, Computer-1						
06	Flight Officer	Lieutenant	67AC98	30-03-06	C24	B15	C27
	Ship's Boat-2, Pilot-2, Navigation-1, Gunner-1						
07	Gunnery Officer	Lieutenant	96599A	30-03-06	B1	B21	B1
	Gunner-1, Admin-2, Revolver-1						
08	Commo Officer	Ensign	626688	26-02-04	B1	B12	B1
	Electronics-3, Admin-1						
09	Computer Officer	Ensign	473AA9	22-01-03	B3	B22	B3
	Computer-2, Electronic-1						
10	Surgeon	Lt Cmmdr	AA5687	42-06-10	C10	B11	C10
	Medic-3, Mechanical-1, Electronic-2, Computer-1, Admin-1						
11	* Shore Liaison	Lieutenant	DA789A	26-02-05	D8	B18	—
	Fwd Obsvr-1, Laser Carbine-1, Vacc-1						

PETTY OFFICERS AND RATINGS

Much of the responsibility for everyday running of a battle cruiser falls on the petty (non-commissioned) officers and able-bodied starman who form the crew. A standard ship requires 35 such crewmembers— 14 petty officers and 21 starman.

Rank for naval crew is shown at three levels— CPO (Chief Petty Officer) for individuals of the highest rank and responsibility, PO (Petty Officer) for non-commissioned officers, and Starman for ordinary enlisted ratings.

It is also important to note that the marine contingent serves an important manning function; marine troops provide onboard security and operate at least one turret if not otherwise occupied.

12	Operations	CPO	988BA6	46-07-08	B4	D15	C23
	Blade-1, Ship's Boat-2, Vacc-2, Admin-1, Computer-1						
13	Engineer	CPO	5328B6	50-08-09	C23	D23	C26
	Engineer-2, Pilot-2, Ship's Boat-1, Computer-1, Admin-1						
14	Engineer	PO	476BAA	34-04-05	C26	D23	C26
	Engineer-1, Dagger-1, Admin-1						
15	Nurse	PO	3519C8	38-05-06	C10	D25	C10
	Medic-2, Mechanical-1, Dagger-1, Admin-1, Vacc-1						
16	Screens	PO	892896	42-06-07	C23	D28	C23
	Jack-o-T-2, Dagger-1, Computer-1, Engineer-1, Pilot-1						
17	Beams	PO	598C69	30-03-04	B1	D24	B1
	Gunner-1, Engineer-1, Electronic-1, Jack-o-T-1						
18	Laser Battery	PO	154573	42-06-07	C14	D24	C14
	Gunner-2, Vacc-2, Mechanical-1, Dagger-1, Ship's Boat-1						
19	Missile	PO	567336	46-07-08	D4	D31	D4
	Electronic-2, Vacc-2, Gunner-1, Fwd Obsvr-1						
20	Cook	PO	626889	46-06-07	B9	D25	B6
	Jack-o-T-3, Sword-1, Medic-1, Computer-1						
21	Boat Deck	PO	746C76	38-05-06	C24	D18	C24
	Vacc-2, Engineer-1, Electronic-1, Ship's Boat-1						
22	Computer	PO	A97A8A	34-04-05	C11	D16	C11
	Computer-4, Vacc-1						

23	Helmsman	PO	774367	38-05-06	B1	D19	B1
	Pilot-2, Ship's Boat-1, Engineering-1, Vacc-1						
24	Magazine	PO	87A898	34-04-05	E1	D17	E1
	Computer-1, Gunner-1, Vacc-1, Mechanical-1						
25	Machine Shop	PO	447698	30-03-04	C25	D20	C25
	Mechanical-1, Electronic-2, Vacc-1						
26	Medic	Starman	788C96	26-02-03	C10	D17	C10
	Medic-2, Admin-1						
27	Missile Gunner	Starman	866AA8	26-02-03	D1	D21	D1
	Gunner-1, Ship's Boat-1, Fwd Obsvr-1						
28	Missile Gunner	Starman	AB578B	22-01-02	D2	D32	D2
	Gunner-1, Mechanical-1						
29	Laser Gunner	Starman	542C57	50-08-09	C13	D19	C13
	Engineer-1, Gunner-2, Dagger-1, Vacc-2, Shotgun-1						
30	Laser Gunner	Starman	797948	30-03-04	C13	D31	C13
	Gunner-3, Vacc-1, Fwd Obsvr-1						
31	Beam Gunner	Starman	455947	26-02-03	D8	C21	C29
	Mechanical-2, Gunner-1						
32	Beam Gunner	Starman	8B4A7A	42-06-07	D8	D16	C30
	Gunner-3, Electronic-1, Engineering-1, Vacc-1, Jack-o-T-1						
33	Engineer	Starman	978C67	34-04-05	C23	C29	C23
	Engineering-2, Blade-1, Admin-1						
34	Engineer	Starman	449C99	22-01-02	C23	D29	C23
	Vacc-1, Computer-1						
35	Engineer	Starman	856973	34-04-05	C26	D27	C26
	Engineering-1, Blade-2, Vacc-1						
36	Engineer	Starman	187877	50-08-09	C26	D20	C26
	Mechanical-1, Electronic-1, Vacc-1, Blade-1, Gunner-1, Computer-2						
37	Vehicle Deck	Starman	865869	26-02-03	A10	D27	A10
	Vacc-1, Admin-1, Ship's Boat-1						
38	Magazine	Starman	765987	30-03-04	E1	D26	E1
	Mechanical-1, Gunner-1, Electronic-1, Rifle-1						
39	Electronic Shop	Starman	658A36	22-01-02	E9	D26	E9
	Electronics-1, Mechanical-1						
40	Machine Shop	Starman	B77A67	26-02-03	C26	D22	C26
	Mechanical-2, Vacc-1						
41	Administrative Clerk	Starman	454AA8	30-03-04	B4	D30	B12
	Admin-1, Computer-1, Jack-o-T-1						
42	Bodyguard/Valet	Starman	CCC996	26-02-03	B2	B14	B2
	Automatic Pistol-1, Submachinegun-1, Jack-o-T-1						
43	Flight	Starman	858997	22-01-02	C24	D18	C27
	Gunner-1, Engineering-1						
44	Administrative Clerk	Starman	B239A8	26-02-03	D6	C30	B12
	Computer-1, Vacc-1, Admin-1						
45	Cargo Clerk	Starman	455847	22-01-02	E6	D15	B12
	Admin-1, Dagger-1						
46	Runner	Starman	B7B899	26-02-03	B4	D28	—
	Medical-1, Carbine-1, Vacc-1						

MARINES

The Marine contingent aboard a battle cruiser performs several functions, from interior security troops and the ship's land battle forces, to manning of at least one turret in space combat. The contingent is divided into three squads and a command section, numbering 4 officers, 10 NCOs and 26 enlisted men.

The characters listed below have been generated in accordance with the generation system given in *Mercenary (Traveller Book 4, pages 3 - 16)*. The information follows the standard format for character data, with the exception that the third two-digit number indicates the person's experience points for morale purposes (based on service, skills, awards, etc, and including the one-die roll addition). In addition, extra explanatory information is given where necessary about duty, quarters, and battle stations for the units.

Command Section: This section contains the force commander and unit senior NCO, plus two troopers. In on-planet operations, this section is assigned the air/raft A7, driven by the vehicle driver. Battle stations are taken as required.

All members of this section have Combat Rifleman-1 in addition to their other listed skills.

47	Force Commander	Captain	985987	54-09-18	B2	C8	—
	Zero-G-Combat-1, Zero-G-Wpn-2, Tactics-1, Leader-2, Vacc-1, Gambling-1						
48	Senior Force NCO	First Sergeant	75B877	34-04-10	B15	C7	—
	Battle Dress-1, Energy Wpn-1, Ldr-1, Medic-1, Mechanical-2, Fwd Obsvr-1						
49	Clerk/Runner	Corporal	678B59	26-02-07	B15	C7	—
	Vacc-1, Zero-G-1, Admin-1						
50	Vehicle Driver	Private	894997	22-01-09	A10	C7	—
	Grav Vehicle-1, Zero-G-1, Zero-G-Wpn-1						

First Squad— Boarding Party: This 10-man section is tactically oriented to deep space and vacuum work. It can man the ship's pinnace (with a boarding party, plus provide a pilot and gunner), but generally provides interior security for the ship. Of those individuals marked with asterisks for duty or battle station, two will always be standing guard at the vertical shafts leading to the bridge. The others will be in quarters. Non-asterisked personnel are performing routine duties in quarters or at the pinnace.

All individuals have skills of Combat Rifleman-1, Zero-G-Combat-1, and Vacc-1 in addition to their other skills unless otherwise noted.

51	Party Leader	1st Lieutenant	677789	30-03-10	—	C1	—
	SMG-2, Brawling-1, Tactics-1, Instruction-1						
52	Squad Senior NCO	Leading Sgt	4C4367	34-04-11	—	C1	—
	Leader-1, Ship's Boat-1, Zero-G-Combat-1						
53	First Team Member	Lance Cpl	748699	26-02-07	*	C1	*
	Cutlass-1, Zero-G-Combat-1						
54	First team Member	Private	96A78C	22-01-06	—	C1	—
	Medic-1						
55	Second Team Leader	Gunnery Sgt	964334	30-03-06	—	C1	—
	Hvy Wpns-1, Fwd Obsvr-1, Vacc-2, Medic-1						

56	Second Team Member	Private	A76456	26-02-04	*	C1	*
	Demolition-1						
57	Second Team Member	Private	CCC258	22-01-08	*	C1	*
	Zero-G-Wpn-1						
58	Third Team Leader	Sergeant	AB8888	26-02-08	*	C1	*
	SMG-1, Battle-1, Vacc-2, Gunner-2, Survival-1, Cutlass-1, Zero-G-Wpn-1						
59	Third Team Member	Lance Cpl	B58798	26-02-08	*	C1	*
	Vacc-2						
60	Third Team Member	Private	9CAA79	22-01-08	*	C1	*
	Battle-1						

Second Squad— Jump Troopers: This 10 man squad is intended for free-fall (from orbit) assault of planetary surfaces using individual reentry capsules.

All individuals in this unit have skills of Combat Rifleman-1, Battle Dress-1, and High Energy Weapon-1 in addition to their other skills unless noted otherwise.

61	Party Leader	1st Lieutenant	7B5697	26-02-09	A1	C2	A1
	Computer-1, Leader-1						
62	Senior Squad NCO	Gunnery Sgt	6AA649	34-04-09	A1	C2	A1
	Mechanical-1						
63	First Team Member	Corporal	867878	30-03-08	A1	C2	A1
	Electronic-1						
64	First Team Member	Private	3327AA	22-01-06	A2	C2	A2
	Medic-1						
65	Second Team Leader	Gunnery Sgt	7C4889	34-03-06	D1	C2	D1
	Gunner-1						
66	Second Team Member	Lance Cpl	768947	26-02-04	D1	C2	E1
	Gunner-1						
67	Second Team Member	Private	7A3CC2	22-01-06	D1	C2	E1
	Gunner-1						
68	Third Team Leader	Gunnery Sgt	744369	30-03-07	E3	C2	E3
	Fwd Obsvr-1						
69	Third Team Member	Private	567864	22-01-05	E4	C2	E4
	Hvy Wpns-1						
70	Third Team Member	Private	8482C9	22-01-05	E5	C2	E5

Third Squad— Grav Troops: This unit is ordinary mechanized marine infantry, transported in a grav armored personnel carrier (APC).

All individuals have skill of Combat Rifleman-1 unless otherwise noted.

71	Party Leader	1st Lieutenant	648854	30-04-08	A11	C3	A16
	Recon-1, Brawling-1, Leader-1, Tactics-1, Vacc-1, Demolition-1						
72	Senior Squad NCO	Leading Sgt	A76AA9	42-06-09	A11	C3	A16
	Medic-1, Demolition-1, Survival-1, Cutlass-3						
73	First Team Member	Corporal	4A9336	26-02-07	A11	C3	A11
	Recon-1, Gambling-1						
74	First Team Member	Private	77BAA8	22-01-04	A12	C3	A12
	Cutlass-1						

75	Second Team Leader	Gunnery Sgt	547866	30-03-08	A12 C3	A12
	Grav Vehicle-2, Brawling-1					
76	Second Team Member	Private	A9B673	30-03-09	A12 C3	A12
	Grav Vehicle-2, Gunnery-1					
77	Second Team Member	Private	7AA646	22-01-05	A12 C3	A12
	Combat Engineer-2					
78	Third Team Leader	Sergeant	574957	26-02-06	A12 C3	A12
	Mechanical-1, Vacc-1					
79	Third Team Member	Lance Cpl	983794	26-02-08	A15 C3	A15
	Recon-1, Survival-1					
80	Third Team Member	Private	52AC88	22-01-07	A15 C3	A15

CREW REACTIONS

Nearly all personal contact by player-characters with crew members should be governed by the reactions table (Traveller Book 3, page 23). Such situations, however, are for normal, non-combat encounters (for example, touring the ship, or when meeting for customs inspection, etc).

Illegal encounters are handled using the same table, but with die roll modifiers to reflect the danger of the situation. Nevertheless, there is a possibility that a crew member will not attack, either from fear, or from an uncertainty about the exact situation. Apply the following DMs: If crew is at battle stations, -2. If adventuring party is not in imperial naval or marine uniform, -3. If gunfire or commotion has been occurring, -3. If the band has one or more hostages, +2. If the crewmember is a marine, -3. Other DMs may also be instituted as needed.

GUARDS

The guard force aboard the Gash consists of an administrative staff and a guard crew totalling 20 persons. At any one time, approximately one-third of the force will be on duty; the others will be in their quarters asleep, or in recreation areas on B and A Decks.

The listings show duty position, UPP, age, terms of service and number of skills the individual has. The letter codes show those specific skills the individual has; V = vacc suit, P = automatic pistol, R = revolver, B = brawling, and S = submachine-gun. Other skills may be selected at random to fill out the individual. The two remaining columns show, respectively, duty station and quarters.

Administrative Staff: The staff works approximately 12 hours per day, with someone always on duty. The warden or chief guard will generally be called whenever a pinnacle arrives with new inmates, or upon receipt of any important message.

1	Warden	744C98	42-06-09	VPZ	B1	B16
2	Chief Guard	976678	34-04-05	VRZB	B4	B23
3	Admin Clerk	546996	30-03-04	R	B4	B15
4	Commo Clerk	84A887	26-02-03	RB	B4	B12
5	Commo Clerk	7639A9	22-01-02	VB	B4	B12
6	Clerk	879897	26-02-03	B	B1	B14

Guard Force: The following guards are on duty approximately 12 hours per day, serving rotating watches.

7	Guard	A84789	26-02-03	VPB	D12	B10
8	Guard	B67886	22-01-02	PB	D12	B11
9	Guard	86A396	30-03-04	VRB	E5	B17
10	Guard	87B679	26-02-03	VB	E5	B17
11	Guard	BB6879	26-03-04	VPB	C16	B18
12	Guard	49A383	22-01-02	PB	C16	B18
13	Guard	946783	26-02-03	PB	B8	B20
14	Guard	554A78	30-03-04	VPS	B8	B22
15	Guard	829784	34-04-05	VS	B8	B21
16	Guard	345764	30-03-04	VS	A10	B22
17	Guard	838786	30-03-04	VS	C16	B22
18	Guard	897287	26-02-03	VBS	C24	B20
19	Guard	336A97	30-03-04	VBP	C24	B21
20	Guard	9B3896	22-01-02	VP	C24	B11

Library Data

Library data is information obtainable from any ship's computer in response to the correct keywords. Only the specific information requested should be given to players; care should be taken not to reveal additional data as the information is made known.

Ancients: A race of non-humanoid beings who inhabited the general region of the Spinward Marches approximately 300,000 PI (Pre-Imperium). Archeological evidence recovered from the few excavations of known Ancient cities indicates that the race died out during a 2000 year period of intense warfare, leaving only ruined cities and shattered planets.

The Shionthy (0706) Asteroid Belt is believed to have been formed during one unusually intense battle between Ancient forces. Reports indicate that other Ancient sites within the Regina subsector are currently being excavated, both by official expeditions and clandestinely by treasure hunters.

Battle Cruisers, Dispositions: See Page 10.

Battle Cruisers, General Information: See page 10.

Battle Cruisers, Statistics: See Page 11.

Battle of Two Suns, 1084: The final battle between Imperial forces and the barbarians in the Fourth Frontier War. Losses on both sides were heavy, but the Imperium held the field and the barbarians were unable to continue their advance due to their lengthening supply lines. Had the battle gone the other way, the loss of both Yres and Menorb (the encounter occurring midway between those two locations) would have forced the evacuation of Efate and meant the collapse of the entire coreward end of the Regina subsector.

The battlefield is still posted as a dangerous area, littered with debris, and avoided by interstellar transportation.

Black Globe Generator: A rudimentary force screen generator producing a characteristic black globe surrounding its mechanism. Matter is unable to penetrate the surface of the screen, and energy impinging on the screen is absorbed within the mechanism. When the screen is dropped, the energy is then radiated away as heat.

The generator has several disadvantages, primarily the lack of any contact through the screen (which calls for inertial navigation and absolutely no maneuver while the screen is up) and the danger that the generator will overload with absorbed energy (the resulting explosion effectively transfers the energy which it has absorbed to the interior of the ship).

Express Boats: Rapid communication ships which are designed to make optimum use of jump technology in transmission of information within the

Imperium. Because the Imperium is so large, ordinary communication must depend on ships travelling along established trade routes, making Regina nearly 4 years out from the Imperial Core. The express boat (abbreviated xboat) system, established originally in 624 and expanded to cover the entire Imperium by 718, cuts this communication time by nearly 75%. Selected locations along major trade routes are established as sites for express stations, orbital facilities which service and refuel the xboats on their communications runs. As an xboat arrives in a system, it beams its recorded data to the express station, which then retransmits it to an xboat standing by for a jump outsystem. Time between jumps is almost always less than four hours, and has been recorded at under 7 minutes, making the speed of communication nearly the speed of jump (since xboats carry jump-4 drives, speeds near 4 parsecs per week). In practice, this speed is somewhat reduced by the fact that trade routes do not follow straight lines, and that not all jumps are made at jump-4. Nonetheless, the system achieves approximately jump-2.6 per week.

Festival: Annual celebration of establishment of the colony on Rethe (0808). Originally a reaction to the restrictive governmental structure considered necessary for survival on Rethe, the three day holiday period has continued as a carefree celebration where citizens release the tension that has built up over the year. All laws are suspended, with law level becoming 0 during the celebrations. Some abuses have always been persistent, but the population has always resisted any effort to change the conditions of their favorite holiday.

The Travellers' Aid Society has classified Rethe as an Amber Travel Zone during the period of Festival.

Forboldn Project: The primary colonization project within the Regina subsector. Originally conceived in 987 to utilize the resources of Forboldn (0208), the project began its execution phase in 1089, shortly after the Fourth Frontier War. Large numbers of colonists were recruited and shipped in cold sleep from the Imperial core, with arrival times set from 1110 to 1120. Simultaneously preparations on Forboldn began, with detailed planetary surveys to pinpoint resources and initial building projects to prepare industry and quarters for the arrival of colonists.

An interesting aspect of such colonization projects is the recruitment method used to supply the personnel who will actually make the colony function. Since virtually no amount of money will entice an individual to leave his home and livelihood for the bleak desolation of a colony world, the Ministry of Colonization has established several programs to produce colonists. Most obvious is the colonize in lieu of prison term program. However, several other programs have also shown signs of success. In the unemployment insurance program, high population worlds have successfully used the colonization project as a means of reducing unemployment over the long term. In a similar medical insurance program, indigents unable to obtain medical treatment are provided with their needs in exchange for signing on to a colony. The needs of a colony for skills are met through the anagathics program; qualified (and aged) individuals can be provided with anagathics to extend their life spans in return for their providing such skills as administration, mechanical crafts, or medical expertise. Finally land grants to retiring veterans has provided a cadre for the new colony's military and police forces.

General Shipyards: The largest starship manufacturer in the Regina subsector, with yards at Regina, Efate, and Pixie. Originally a military contractor, General no longer produces ships for military use, instead concentrating on the more lucrative commercial market. The yard at Regina is capable of producing ships up to 5000 tons, while the subsidiary yards at Pixie and Efate are limited to 600 tons per ship, and devote most of their attention to annual maintenances.

Imperial Calendar: See page 1.

Imperial Edict 97: This executive order is the enabling act for the use of Imperial warrants. Unusually obscure for such a wide ranging and powerful edict, it is nonetheless on file at all Imperial installations. The edict text runs to 34 pages, much of it pure legalese; when distilled down, it proves very direct— assist the bearer of an Imperial warrant with all the power you can bring to bear.

Imperial Stationery: The Imperial family has reserved (both by custom and by law) a distinctive design for its personal stationery. Well-known throughout the Imperium through its use for routine messages and for Imperial appointments, this writing material is cream-colored artificial vellum, embossed with the Imperial Seal in gold. Because it is used for Imperial appointments (even when issued in blank for offices in the marches) all Imperial officials are familiar with the design and can readily tell normal forgeries from the real thing.

Imperial Warrant: In some select instances, Strephon has been known to exercise his power through agents rather than directly through the bureaucracy of the Imperium. These instances are rare, although there is reason to believe that such agents are more numerous than appears. The instrument of power for such Imperial agents is the Imperial warrant, a document on Imperial stationery containing statements similar to the example shown to the right.

Capital

The bearer of this warrant is acting for the good of the Imperium and the Emperor. Extend him every assistance.

Strephon

Known uses for such warrants have included the establishment of colonies in areas requiring development, the assumption of military power in the midst of crisis, and the unilateral establishment of new noble lines to administer provinces which have suffered from war or economic collapse.

Interdiction: The Imperial practice of interdiction of worlds within the boundaries of the Imperium has long been a source of contention between liberal and conservative factions in the government. Interdictions must be approved by a member of the Imperial family, but generally such approval is given in response to a request from an interested service, nearly always the Scouts or the Navy.

It is generally held that the Scouts recommend interdiction to shield a young or sensitive culture from the interference that interstellar trade and commerce will bring. Algine/Regina (0708) is an example of this type of interdiction.

The Navy is held to be more vindictive in its recommendations, using interdiction to punish local governments or to hide its own mistakes.

Interdicted worlds are classed as having type X starports. The Travellers' Aid Society generally awards interdicted worlds Red Travel Zone ratings.

Iolanthe: Empress of the Imperium. UPP 7A5BBF. Born 1058. Married Strephon 1079. Primary interests have been in the preservation of developing cultures within the Imperium.

Lanthanum: A rare earth element, the first of the inner transition metals. Vital to the construction of the inner coils of interstellar jump drive units.

Oberlindes Lines: Major interstellar shipping company in the Regina subsector. Oberlindes Lines was established in the aftermath of the Fourth Frontier War, depending to a great extent on Imperial surplus transport ships to meet the demand for trade goods by worlds cut off by the war.

Oberlindes Lines currently boasts a commercial fleet of more than 100 ships, including 10 ships of greater than 4000 tons and 30 ships of greater than 1000 tons.

Prison Hulk: The former Imperial battle cruiser Gaesh has been paid off and converted to penal rehabilitation at an orbital site above Pixie (0303). Modern reform and rehabilitation methods are used on a variety of Imperial offenders in a setting removed from normal pressure and routine; the Ministry of Justice reports excellent results in its programs, with a recidivism rate approaching zero.

The orbiting prison is an interesting study in economy, converting an otherwise useless starship to an important social institution. The two upper decks have been retained for guard crew quarters and essential administration, while the three lower decks have been turned over to the inmates for quarters and recreation.

Psionics: The criminal use of mental powers for the manipulation of matter and energy, and for communication. While all individuals have some latent potential for psionics powers (much as all individuals have some latent potential for robbery), psionics are available only after a period of training. For an individual to seek out such training in the face of laws to the contrary brands him as a criminal of the worst sort.

Psionics Institute: Clandestine organization devoted to the illegal training of individuals in the use of psionics talents. Active Imperial campaigns to eradicate the Institute have been pursued for over 200 years.

Strephon: Forty-third emperor of the Imperium. Born 1049. Coronation 1071. UPP 768ABF.

Subsector, Map, Local: See Page 13.

Travel Zones: The Travellers' Aid Society has established a system of Travel Zone ratings which color-code areas in the Imperium (and outside the Imperium) by their danger to the ordinary traveller. By assumption, the entire Imperium is classed green unless stated otherwise. Some areas are coded amber to indicate caution is necessary; reasons for such ratings include unstable local governments,

xenophobic populations, and uncertain or extreme local conditions. The code red is reserved for dangerous areas; Imperial interdictions, wars, and quarantined worlds are routinely classified as red zones.

Tree Krakens: Small pouncers common to several worlds in the Regina subsector. Also known as the land squid, this 6 kg pouncer is tree dwelling, attacking its prey from above.

Verbal Override: A procedure used with computer-controlled security systems, where a specific codeword may be used as absolute identification. When used, the codeword bypasses all other identification circuits, and automatically authorizes the presence of the individual concerned.

Primary use of such systems is in the military, where large numbers of individuals may be using the same system.

Referee's Notes

Kinunir is an adventure for Traveller, and a challenge for the Traveller referee. It is impossible to adequately cover all aspects of future society in one simple booklet, and even to try would render this adventure stilted and narrow in scope. Instead, the information presented is given in a far-ranging superficial form which requires that the referee do some preparation and thinking. Certainly not as much as required when building an adventure from nothing, but nevertheless a fair amount.

First, as referee, you should read this booklet thoroughly, just to familiarize yourself with the data and the concepts. As the players encounter various situations during the adventure, you will be familiar with what the booklet states, and what it leaves to the referee to handle.

Second, deal with time (both real and game time) clearly in your mind. It is not at all necessary that this adventure be concluded in an evening, or that the situations presented be dealt with in order or on consecutive game nights. In fact, it may be preferable to insert additional scenarios for players without regard to the main thrust of this booklet. For example, you may run the Scrap Heap scenario, and then simply run normal adventures set in the Regina subsector for several weeks. As those adventures take place, rumors are casually encountered, but not necessarily acted upon. When the Hunting Expedition is finally run, it should come as a surprise, with the characters finding themselves unexpectedly in a very strange and very dangerous situation. This adventure should be played with the idea that situations are happening, but that there is no inexorable movement toward some set goal.

Scenarios: As referee, it is also possible to create additional scenarios using the information in this booklet. The following are some examples which are not clearly set forth in the text, but could be elaborated upon should the players go in that particular direction.

Battlefield Salvage: The area of space where the Battle of Two Suns was fought could have starship wreckage, both of Kinunir class ships and of other ships involved, in salvagable condition. Serviceable parts for the restoration of the Kinunir could be available.

Another Lost Ship: One of the Kinunir class ships could be down and disabled on a planetary surface somewhere in the subsector.

Mercenary Support: Players in a mercenary situation could find that their fire support ship or their recovery ship is a Kinunir class ship. The imperial naval personnel (and marines) may feel uneasy or resentful in dealing with mercenaries, and prove less than cooperative in their assistance.

Lanthanum: A passing library definition which states that Lanthanum is a key element in drive coils could prove enough to set a group on a prospecting expedition, in an asteroid belt, or on a planetary surface.

Providing Complete Information: In the face of any situation, the ultimate responsibility lies with the referee to fill out the data. As questions come up, they

must be handled, but not necessarily by providing simple answers. For example, players who blunder into the Shionthy Belt will probably be less alert to the idea that the Kinunir lies derelict within the system. It should be entirely possible for the characters to play out an adventure within the belt (prospecting perhaps, or undertaking a mission for a patron they encounter there), and never guess that they are so close to the ship they will ultimately be seeking. Later, when they return to the belt in search of the ship, they may have some advantage (such as knowing a local figure, or being familiar with the route to the central area of the belt) which may assist them in their search.

Players do not have a right to know exactly what is happening, only a right to try to determine the truth.

In conclusion, remember that Traveller is a game, and that it goes differently for everyone who plays. Bon voyage!



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A mysterious gentleman approaches your group with a proposition—obtain certain trade secrets from a local shipyard, and earn up to Cr200,000. Easy, right? Maybe, but the job leads your group across several parsecs, into conflict with the Imperial authorities, and onto the trail of a 1200-ton starship.

The Kinunir is a detailed adventure for Traveller characters, complete with four distinct situations, an array of rumors to lead the characters on, and deck plans and details for an Imperial Battle Cruiser.