

Adventure 6
Expedition to Zhodane

TRAVELLER

*Science-Fiction Adventure
in the Far Future*



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*Science-Fiction Adventure
in the Far Future*

Game Designers' Workshop

Expedition to Zhodane was designed by Marc W. Miller. The chapter on the Zhodani originally appeared in *Journal of the Travellers' Aid Society*, Issue 9, by Frank Chadwick, Loren Wiseman, and John Harshman.

The *High Guard* statistics for the Zhodani Strike Cruiser on page 37 were designed by Jordan Weisman and L. Ross Babcock III. Deck plans for that ship are available from FASA, Box 6930, Chicago, IL 60680.

The *High Guard* statistics for the Zhodani Patrol Frigate on page 38 originally appeared in *Leviathan*, **Traveller** Adventure 4.

Art direction by Rich Banner. Utoland map and Rock deck plans by Chris Purcell.

Expedition To Zhodane

TRAVELLER, Adventure 6

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

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

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Introduction

This booklet is a comprehensive adventure for **Traveller** entitled *Expedition To Zhodane*. Through a convoluted series of situations, it leads a band of adventurers on a mission deep into enemy territory in an effort to rescue a sociology professor from the clutches of the Zhodani Navy.

**Requires only
Basic Traveller
and High Guard**

It is assumed that this adventure will be administered by a referee who has read through this booklet, and who is familiar with both it and the rules to **Traveller**. This adventure is based on the basic **Traveller** set — Books 1, 2, and 3. In addition, this adventure calls for Book 5, *High Guard*, for the resolution of some space combat situations. As

usual, paper, pencils, six-sided dice, and square-grid graph paper will prove necessary during the course of the adventure.

Optional References: The wide range of additional **Traveller** materials remains available to the referee and they may be used if they are available and they fit the needs of the situation. For example, Supplement 7, *Traders and Gunboats*, can provide deck plans for ships which may be encountered during the adventure. Supplement 2, *Animal Encounters*, can provide animal encounter tables for world surface situations. Supplement 6, *76 Patrons*, may be used to provide scenarios and patrons as interludes to the primary adventure, or Supplement 3, *The Spinward Marches*, may be used to allow variant routing of the adventurers during their journey.

Specific materials (other than Books 1, 2, 3, and 5) referred to within this adventure are not required. They are mentioned in order to allow their use for the referee's convenience; they may be easily substituted by other materials, or by the referee's own imagination.

Chapters: This adventure is divided into chapters. Specific chapters are intended for specific purposes; some are intended for the use of the referee while others provide material directly for the players. The purpose is to direct information to the proper individuals in the most convenient manner.

This introduction (pages 4 to 7) is for the use of both the players and the referee and may be read by all individuals.

The referee's guide (pages 8 to 11) is a broad overview of the expected episodes of the adventure for the guidance of the referee only.

The *Utoland Gazette* (pages 12 to 18) details potential jobs for the players and indicates the results of each of the ads in the newspaper classified section. As such, the chapter is intended only for the referee. However, the first two pages of the chapter (pages 12 and 13) have been written in such a way as to allow that two-page spread to be shown to the players without compromising any secrets.

The remainder of the adventure (from page 14 to page 48) is intended for the use of the referee in administering encounters and events. Once some materials become available to the players, the referee may feel free to show the appropriate plans, maps, or information to the players in order to speed their assimilation of the material. This should be done at the referee's discretion.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. The referee may alter them by using a different time frame, or by using worlds set in a different **Traveller** universe run by the referee.

Dates: Dates herein correspond to the Imperial calendar. Years are counted from the founding of the Imperium; thus the date 1107 indicates the 1107th year since the founding of the Imperium. Dates are further expressed by the consecutive numbering of days within the year. For example, the first day of the year is 001-1107; the last day of the year is 365-1107. This adventure begins on 175-1107 (the date on the *Utoland Gazette*). Once the adventure begins, then time should flow normally.

Place: This adventure starts on the world of Utoland (Utoland/Jewell 0409 C473464-7 Non-industrial). Utoland is an important world in the borderland between the Zhodani Consulate and the Imperium. It is 6,400 kilometers in diameter with a standard, tainted atmosphere and perhaps 30% of its surface covered by water. Its population is approximately 40,000 (primarily humans) ruled by a colonial administration from Arden, approximately 3 parsecs away in the adjacent Vilis subsector. Arden rules both Utoland and Zircon as colonies and is gradually stripping resources for use in its own developing economy. The local law level for Utoland is 4, rather permissive for a colony. Technological level for the world is 7 and shows an effort by the ruling administration to keep local capabilities at a manageable level.

Place: Utoland
Jewell Subsector
the Spinward Marches
beyond the Imperium

CHARACTERS

This adventure is intended for use with any group of adventurers available; they may be any sort of individuals as long as they are looking for some type of remunerative job. The text of the adventure can be altered to use nearly any type of adventuring group.

Pre-Generated Characters: A group of pregenerated characters is supplied on page 6, although the referee may allow other characters instead. Any group of characters will suffice provided they have a wide range of skills and are adequately played by the players. Important skills for this adventure include pilot, navigation, engineering, vacc suit, and streetwise. Some psionics may prove useful. If the pre-generated characters are used, but there are fewer than eight adventurers in the party, the first listed characters should be used first.

Desirable Skills: The specific usefulness of any skill ultimately depends on the players and how they use their characters. Nevertheless, vacc suit skill and weapon skill can be of relatively great importance to all characters. For those characters who do not have any vacc suit skill or desire to use other weapons, assign them vacc-0 and weapon-0. Vacc-0 indicates a certain familiarity with vacc suits sufficient to allow the use of one and to avoid making fatal mistakes when in vacuum. Weapon-0 should be taken by the individual in a specific weapon. Ideally, the weapon will be mated to the individual's strength and dexterity to allow dexterity bonuses, or to avoid dexterity penalties. In addition, weapon-0 avoids the negative DM associated with lack of skill.

1	Ex-merchant Second Officer Blade-2, Steward-1, Shotgun-1, Medical-2	A9488A	Age 34	4 terms	Cr1,000
2	Ex-merchant Fourth Officer Cutlass-1, Navigation-1, Streetwise-1, Shotgun-1	C76858	Age 22	1 term	Cr1000
3	Ex-scout Pilot-1, Navigation-1, Computer-3	59C849	Age 30	3 terms	Cr500
4	Ex-navy Lieutenant Engineering-1, Gunnery-3, Vacc-1	777994	Age 26	2 terms	Cr400
5	Ex-marine Lieutenant Cutlass-1, Revolver-1, Brawling-3, Vacc-3, Mechanical-1, Computer-1	985973	Age 42	6 terms	Cr1000
6	Ex-army Lieutenant SMG-1, Rifle-2, Brawling-2, Tactics-1, Air/raft-1	AB8888	Age 30	3 terms	Cr1,000
7	Ex-other Forgery-1, Gambling-1, Electronic-1, Streetwise-1, Jack of all Trades-1	354A85	Age 34	4 terms	Cr100
8	Ex-merchant Fourth Officer Jack of all Trades-2, Gunnery-1, Pilot-1	483995	Age 26	2 terms	Cr1,000

Characters may be assigned randomly by the referee, or the players may be allowed to select the ones they specifically want by some sort of seniority system.

PSIONICS

Some knowledge of certain psionic talents may prove useful (or detrimental) in the course of this adventure, if only because it involves some contact with the Zhodani, well-known for their use of psionics themselves. Unfortunately, the characters in this adventure are essentially Imperial in loyalty, and as such know that psionics is a hateful pursuit, as they have been taught since childhood.

Nevertheless, it is always possible that one or more characters in the group has at some time in his or her past overcome any ordinary prejudices and actually sought out a local Psionics Institute. For each character, have him or her throw privately and secretly; on a result of 9+ that individual has received psionic testing. In each case, assume such testing took place within the last four years. If the individual has a psionic strength rating of more than 5, then allow the individual to also have been given training, and to have reached full potential.

Confidentiality: Because psionics is a subject of scorn, it is wise for any individual with such training to keep it secret unless absolutely sure that it will not be misperceived. As such, each individual should keep such abilities secret unless it is necessary to reveal the trait in order to survive.

EQUIPMENT

Referees using an on-going campaign should ignore the remainder of this section.

Characters should review their equipment, and may purchase more. Each character has no items other than those detailed in the individual equipment table. At the beginning of the adventure, before the characters are told the details of their predicament, they should be told that they are interstellar travellers

INDIVIDUAL EQUIPMENT

One **vacc suit**, with oxygen tanks for eight hours and **short range communicator equipment**.

One **filter mask** for use in tainted atmosphere, complete with goggles and belt pouch.

in search of a job, and allowed to purchase any equipment they feel will be necessary or desirable. Any equipment available may be purchased, subject only to the following restrictions:

1. The equipment must be mentioned and priced in Book 1 or Book 3 of **Traveller** or in the available equipment table, and
2. The price indicated must be paid.

Note that price levels preclude some equipment (for example, battle dress) due to the restricted finances of the group. Once the adventure begins, the items in the available equipment table are no longer possible to purchase, and only specific items of tech level 7 or less will be on the market for purchase.

Available Equipment: The table below presents four items which are also available to the adventurers. Individual characters may purchase, carry, and use those which are selected.

AVAILABLE EQUIPMENT TABLE

Psionic Shield Helmet: Battery powered helmet creating a weak electrical field at human brain-wave frequencies; psionic-talented individuals perceive this as static. The electronics of a psionic shield helmet are relatively simple, but can breakdown or be sabotaged. A small meter on the unit allows testing of the helmet's effectiveness. A person with electronics 3+ can disable the unit in such a way that the meter will not show its inoperability. The helmet gives little physical protection, but gives the wearer an automatic psionic strength rating of 15 (for the purposes of defense against psionic assault only). Shielded individuals cannot be detected by characters posing life detection, nor can they receive telepathetic or telepathic suggestions. They cannot be probed or have their thoughts read. Tech Level: 12. Weight: negligible. Base price: Cr4,000.

Tranq Spray: A small aerosol can which sprays a mist of tranquilizer. In most cases, the tranq will affect an individual within 15 seconds by calming him. Sleep comes within 45 seconds. The spray can only be used at close range, and must be aimed to allow the tranq to be breathed. Target must have intelligence 8+ and throw dexterity or less to avoid the spray. Animals must throw 5- to avoid the effects of the spray. Tech Level: 9. Weight: 200 grams; the can contains four sprays. Base price: Cr100. There are four cans of tranq spray available for purchase.

Zhodani Passport: A forged identity document for Zhodani citizens showing the character's UPP and other vital information. One can be purchased for each character and includes a picture and plastic anti-tampering seal. Fogery level-3. Tech Level: 9. Weight: negligible. Base Price: Cr300.

Plastic Knife: Ordinary dagger fashioned of heavy duty hydrocarbon plastic. When subjected to microwave radiation (as in a microwave oven) the knife becomes a misshapen blob of plastic. When subjected to a series of sharp taps, it will gradually (over about two minutes) regain its shape. It cannot be detected by metal detectors, but treat as a knife in all other respects. Tech Level: 9. Weight: 350 grams. Base Price: Cr300.

Players should be allowed approximately ten minutes to select the equipment which they would like.

Referee's Guide

This adventure is a choreographed scenario. That is to say, it is intended to take a band of adventurers from a beginning situation through a number of episodes which will generally proceed toward a specific goal. The adventurers have a limited amount of free will, and can decide (within limits) how they wish to react to individual situations, but overall, the steady progress of the adventure is toward a specific goal.

As a result, the referee is responsible for presenting the materials in such a way as to subtly channel the characters toward their goal. Side adventures can be generated by the referee to deal with occasional detours from the main plot, but the context of this adventure should be returned to as the characters continue their activities.

The referee need not be single-minded with the players. They can decide what they want to do and where they want to go. The referee can, however, present choices which will allow the players ultimately to resolve the secrets of an expedition to Zhodane.

The place name Zhodane as used in the title of this adventure refers not to the Zhodani homeworld, but to the Zhodani Consulate as a whole. It is used to conjure up thoughts in the players of the large Zhodani empire to spinward, and of the possibilities of exploring parts of it.

THE SITUATION

Professor C. R. Riket some twenty years ago alienated many of his fellow professors by beginning sociological investigations into the effects of psionics on government and society. Although his researches were brilliantly conceived and splendidly presented, the topic itself was considered unsuitable, and he was forced to leave his professorial post. Making use of his family wealth, he and his wife embarked on a series of investigations of psionic societies along the Zhodani/Imperial border. His initial efforts brought him to the attention of the University of Cipango and the University of Cronor, both within the Zhodani Consulate. He developed friendships with various sociologists there, sharing findings and data with them as time and itineraries permitted. Ultimately, these acquaintances enabled him to receive permission to begin a long-term investigation of society on Zeycude. He has been pursuing that enterprise for the past fifteen years.

Professor Riket has pursued his investigations aboard an asteroid ship just large enough to meet his needs. The small ship carries records of his activities, observation and monitoring equipment, and a personality overlay machine (used to enable him to move easily within Zhodani society).

Apparently without warning, the Professor has been taken into detention by the Zhodani while in the middle of a research trip. His 12-year-old daughter Lisan monitored the action and followed her father's instructions to jump away. The ship, however, misjumped, taking it some 20 parsecs away to a small backwater system of Utoland. There the ship now lies, without fuel and with the air going bad, and with only the professor's daughter aboard.

Simultaneously, the band of travellers for this adventure are on Utoland seeking work, and possibly some way off the world. The help wanted section of a local newspaper serves as their guide to available jobs and available situations. A wide variety of positions are available, but one will ultimately take precedence, resulting in the entire group being shanghaied to the asteroid belt for a mining job.

There, the group will discover the professor's asteroid ship, the professor's daughter, and the information necessary for continuing the adventure into Zhodane.

THE COURSE OF THE ADVENTURE

Once in possession of the asteroid ship, the band of adventurers are faced with a variety of specific tasks necessary for their continued survival. The referee must tailor the events which confront the group to include these tasks, although other situations can as well be dealt with.

1. The Discovery of the Rock. One or more of the group, while engaged in prospecting, discovers Rock, the 300-ton asteroid ship. It is ideally suited for getting them outsystem, except for a few details. It has no fuel, its air is getting bad, and there is a little girl aboard.

The players will be forced to deal with these handicaps by finding fuel for the ship, replenishing the air supply, and dealing with the little girl. For fuel, at least, the group should have discovered some ice asteroids which can be used to refuel the ship. The ice can also provide a replenished atmosphere for the ship. The little girl will need attention and is an entirely different matter.

2. The Professor's Plight. As the ship is replenished, the girl will reveal that this ship misjumped, and that her father has been captured by the Zhodani. The obvious course is to attempt to rescue him; indeed, such a course of action is the core of this adventure.

As the referee deals with the various options open to the adventurers, any alternative course of action should be discouraged. Calling for help, or trying to enlist local or Imperial assistance will probably not produce any, for what officials would be interested in mounting a large expedition to beyond the Zhodani border?

3. Revenge. While not necessary, it would seem appropriate for any group of shanghaied adventurers to set course close by the Serene Franchise Mining Company's main base in the belt, and to laser it fully before jumping out of the system.

4. Into Zhodani Space. Using the two subsector starmaps on pages 44 to 47, the characters can plot a course from Utoland to Zeycude. Obviously, such a journey will go through any number of star systems, and provide a wide variety of encounters for the ship.

This navigation exercise is a major part of the adventure. Important considerations for the itinerary must include refueling opportunities at gas giants or oceans and avoidance of starports, large populations, Zhodani bases, and other threats. The navigation decisions will determine the difficulty the ship has in refueling and the probability of specific dangerous ship encounters while en route to Zeycude.

5. On Zeycude. Upon arrival at Zeycude, it becomes important to locate the professor. Some initial surveillance from the ship within the system is possible, but ultimately some of the group will have to go to the world's surface.

The professor's personality overlay machine (its existence can be revealed by his

daughter or by a scan of the ship's computer data banks) can be used to allow a relatively safe expedition to the world and to allow mingling with society.

On Zeycude, the group should be forced to move to the planet's surface and actually deal with the natives. Hard planning on the types of post-hypnotic suggestions which are made when they use the personality overlay machine will enable them to accumulate data and work out the professor's whereabouts. After several days dealing with locals, it will be discovered that the professor was taken by security troops from a Zhodani warship. That ship has since left the system en route to Cronor.

6. On Cronor. Note the variant spellings: Chronor is the Imperial spelling; Cronor is the Zhodani spelling. Upon arrival at Cronor, the group must again attempt to locate the professor. This rescue may be the most difficult task in the adventure. Using the experience gained in the search on Zeycude, the adventurers should now know how to deal with the Zhodani using psionic shields or the personality overlay machine. The exact activities which the players pursue should depend on the situation which they encounter, and that situation on Cronor is up to the referee. The professor may be held captive in a re-education center, and because of the time under the influence of the Zhodani, he may now be reluctant to leave. Or, one of the player-characters may find that the professor is to be transferred out of the subsector; that event would require a boarding of a shuttlecraft between Cronor and a ship in orbit. The possibilities are endless.

7. Return to the Imperium. Once the professor has been rescued, the entire group must make its way out of the Zhodani Consulate to the safety of the Imperium. Once the group arrives in the Imperium, the adventure has concluded.

THE WAR

If desired, this adventure can be played against the backdrop of the Fifth Frontier War. While the players operate the asteroid ship, the referee plays out a game of Fifth Frontier War and uses the location of squadrons and troops to manage space encounters. Each week of game time, the location and number of forces varies according to the larger plans of the game players. They have no real way of knowing what dangers lurk in the next system they are travelling to. The actual encounters given on pages 36 to 39 would still be used; the tiny asteroid ship will encounter space squadrons, but the ships it will have to deal with will be small escorts rather than giant battleships.

THE SECRET OF THE PROFESSOR

The reasons behind the professor's researches and for his capture are twisted and complex. The following explanation is intended to provide the referee with a rationale for the events in the adventure.

The professor has been detained as a spy for the Imperium. The local Zhodani have noted that he is aware of ship and troop movements and other details in the vicinity of Zeycude. Monitoring his surface thoughts, they have detected a simple curiosity about the movements, and he has been detained as a protective measure. He is currently undergoing re-education.

In reality, the professor is a deep agent planted years ago. His entire personality is an overlay and has been for years. He himself is unaware of his basic drive to observe Zhodani society and produce reports for the Imperial Interstellar Scout

Service Covert Survey Bureau. His periodic returns to Imperial space allow him to be debriefed and for what information he has gathered to be turned over to the Imperium. During the professor's expeditions into Zhodani territory, he is under a deep personality overlay which presents the appearance of the professor that everyone knows. This mental disguise never drops when he is outside the Imperium, and rarely even when he is within it. Fortunately, the personality overlay machine is capable of overlaying additional personalities on top of those already imposed.

When he was detained, some of his deep hypnotic suggestions triggered, making his personality overlay tighter. In addition, he warned his daughter to institute Emergency-111, which should have taken her to a pick-up point at Rio, two parsecs from Zeycude. Her misjump, however, ruined that entire plan.

ADDITIONAL DETAILS

The forged Zhodani passport in the available equipment table is useless. Any situation in which that document would be used would also call for a simple psionic examination. Such an examination would surely result in discovery.

ART STUDENT— Wanted. Unlimited income possibilities. Wide open field, no competition in this area. Comm-909988.

BARTENDER— and waitresses. Apply at Octagon Club, Ray 17, Downport. In person.

COCKTAIL Waiter/waitress. Late night shift with franchise establishment. Bodyguard to and from quarters provided. Resume. Comm-999988.

CONTROLLER— We have an immediate need for an individual to perform all accounting, finance and collection work for a local construction company of 175 employees. Successful candidate should have a degree in accounting and 5 or more years experience, preferably in construction. Salary and benefits depend on experience. Resume and salary history to:

**Box 5
TAS**

COOK
Wanted immediately. Lead Line. Minimum 5 years experience; must be used to high volume restaurant. Liberal company benefits. Apply at—

**Interchange Plaza
Comm-951891**

COUNTER HELP— Part-time. Evenings and weekends.
Garcia's, Fringe

CUSTOMER SERVICE Engineer. Imperial Bank. Central City.

DATA ENTRY— Cr800 per month. Great place to work with a quality environment. Five year contract required. Contact **Snerts Employment**.
**Box 897, Fringe, or
Comm-906791**

MAINTENANCE and Security positions available on weekends.
Tower Apts, Levittown

**EXPERIENCED
AIR/RAFT MECHANIC**
for new vehicle dealership.
Comm-881111 1300 to 1700.

MACHINIST for gravitic and electronic repair facility. Must have own tools. Night shift.
Comm-889476

LASER PRINT Service. Be your own boss for just Cr a day. Cr100,000 buys complete print shop with presses and stock.
Comm-904500

**DOWNPORT
CUSTOMS INSPECTOR**
Cr18,299.84 annual minimum salary. Position involves skilled inspection work and securing and maintaining compliance with starport import and export regulations. Considerable experience and knowledge of Imperial Code required. Issuance of import and export permits, levying of fines and forfeitures allowed. Considerable independent judgement called for in performance of duties. Applicant must have adequate education levels.
Send resume to

**Downport Employment
Attn: Rhener Childfen
Downport.**

LINE SERVER part-time in employee lounge. Hours 1000 to 1400 daily. Contact EBPC Food Service. **Comm-9083871**

!!!!!!!!!!!!!!
SHIP'S BOAT qualified operator needed urgently for mining operation. Excellent salary and fringe benefits.

**Box 1
TAS**

AUCTIONEER wanted to manage bankruptcy sales of foreclosed merchandise.

**Manager
Levittown Branch
Bank of Zhodane**

SALESPERSON. Applications now being accepted by Jan's Vacc Shop. Experienced personnel are desired; call for an appointment.

**Jan's Vacc Shop
Downport Plaza
Utoland**

HELP WANTED. Vacc Suit qualified. Minimal investment required. Enormous potential profits possible. Box 1, TAS.

SALES MANAGER. Chemical materials handling equipment. Salary plus bonus and fringes.
Butler Chemical, Downport.

SANITARY ENGINEER. For high rise apartment complex. Long-term contract possible. 1700 Upper Riverside. Port.

MINING laborers. No questions asked; no papers required. Room, board, and medical care furnished. Plus wages.

**ARDEN MINING
Employment Office
Central City Admin Bldg**

ENERGY STATION franchise available. For sale or lease. Standard fittings for all types of vehicles, including grav, A/R, and ATV.

Comm- 884003

SELL YOUR EXCESS equipment. Pawn City pays top credit for your unwanted equipment.
Pawn City, Startown

COMPUTER PROGRAMMER
Earn good salary while in a safe secure environment. Model/4.
Comm-906791

BODYGUARDS wanted for routine protection of businesspersons within the city. Apply at Three Star Inn, Startown.

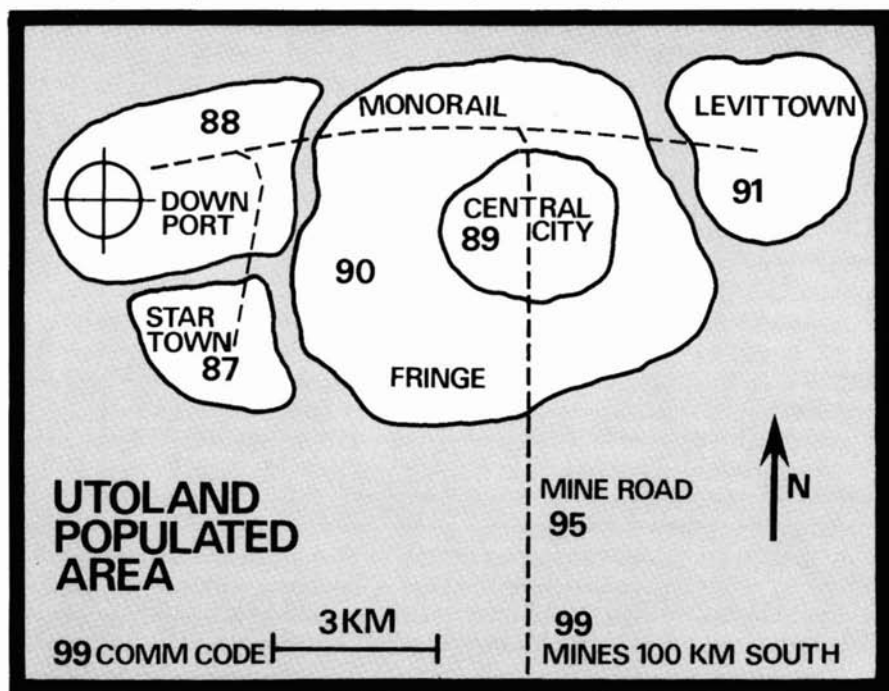
LABORERS. Standard wages and hours. Steady work hours.
Renova Startown

The Utoland Gazette

Today is 175-1107. The local newspaper (they still use newspapers here, although printed on a recyclable stock) has very little of any importance in it. Most of the coverage concerns the poor economic climate, some clashes between Imperial and Zhodani supporters, and details of the current attempts to close the mines on economic grounds.

The back sections of the paper are more interesting because they carry the help wanted ads. The page to the left is typical of the entire section in the paper, and can be considered by the players to be effectively all of the opportunities available. The ads in the *Utoland Gazette* are intended to provide a basis for characters' actions within the framework of this adventure. Some of the ads can provide good jobs, some can provide mediocre jobs, some will provide leads and information, and some are simply terrible. The players should be encouraged to look over the entire page and consider it to be their guide to meeting patrons.

Planetography: The small population makes only limited parts of Utoland of any interest to the adventurers. Essentially, Utoland's populated areas consist of the single major city— Utane— and its suburbs. Utane is divided into areas of varying qualities: the rather exclusive Levittown suburbs, the Startown slums, the Downport starport trade district, the Central City, and the residential city Fringe. Downport is also called Port; the Central City is often just called City. Leading south out of the city is a major road/monorail thoroughfare leading to the mines.



Transportation: Connections between various areas of Utane can be made by public transportation (the monorail) or by private cab. The monorail costs Cr1 per day for a full day ticket which allows unlimited rides anywhere except south to the mines. Cabs can be assumed to charge Cr5 per area of the city travelled; thus a trip from Downport to Levittown will cost Cr15. There is an extra charge of Cr2 per additional person in the vehicle; maximum capacity for a cab is five persons. Walking is also possible; within the city, it takes one to two hours to walk from one area to an adjacent area. The map should give an indication of the effort required.

Communicators: Advertisements specifying Comm indicate a communicator number and should be treated as phone call replies. The location of a communicator can be roughly determined by the first two digits of its number. These comm prefixes are shown on the map of the Utoland Populated Area. For example, an 88 prefix indicates the starport area, while a 99 prefix indicates a comm installed at the mines far to the south. Comm calls cost Cr1 within a prefix area, and Cr2 to another prefix area. Calls to prefix areas 95 and 99 from any other areas cost Cr10.

When answering ads from the *Utoland Gazette* by comm, the discussion will cover basic conditions of employment and in effect be a short interview. If the prospective employer reacts favorably, then a full interview will be arranged.

Box Replies: Some employers ask for a reply to a box number in care of the Travellers' Aid Society (TAS). In this case, the Travellers' Aid Society is an agency branch operated at the starport by a licensee. Such a reply must be in writing and costs Cr5. Once the reply is made, the employer will contact the individuals or reply through the TAS as well.

Addresses: Addresses specified indicate locations on the map. Specific street locations can be found from local maps or by asking for assistance.

THE CLASSIFIED ADVERTISING SECTION

The advertisements in the *Utoland Gazette* are by necessity brief and sometimes cryptic. The following are brief indications of the intended meanings of each of the ads in the *Utoland Gazette*. Each listing indicates the results of an inquiry into the nature of the advertisement in the newspaper. Each listing appears in the same order as shown on page 8 and is titled with the capitalized heading that appears in the advertisement. Full details of the situation are then given; the referee should take care to actually administer the situation to the players rather than simply reading it to them.

Pitfalls, dangers, problems, and other important but not immediately obvious details are provided in the second paragraph of coverage.

Finally, the last word of the listing is a key to the relative importance of the advertisement to the adventure: each ad is rated inconsequential, interesting, important, or essential. This rating should serve as a guide to the referee in administering the situation.

1. **Art Student.** This ad can provide two different situations (referee's option). One is an opportunity to establish a printed shirt shop; an investment of Cr1,000 will return 1D times Cr100 profit per month after expenses. The other allows the person to establish a small portrait studio in the local artist colony; there is a minimal investment of Cr100 for materials. Income will be approximately 2D times Cr100 per month while expenses will be 1D times Cr100 per month.

Inconsequential.

2. **Bartender.** The Octagon Club hires bartenders and waitresses for Cr10 per night. Tips range through 2D times Cr10 per night. Uniforms are furnished and there are no expenses associated with the job. The Octagon Club operates out of an octagonal-shaped building near the starport.

This location can serve as an interesting bit of history to the characters; it may be used to lead the players into Adventure 3, Twilight's Peak, if that situation has not yet been played. The Octagon Society is an old and now defunct organization devoted to building distressed starfarer shelters. The Octagon Club building is one of those shelters, now converted to commercial use.

Interesting.

3. **Cocktail.** The Credit Club caters to laborers in the mines far south of town and is hiring workers to serve drinks and food. Waiters and waitresses earn 1D times Cr30 per night, out of which board and room charges amount to Cr60. Secure quarters and bodyguard escorts to and from work are provided as part of the fees charged. The workers are held in their jobs by a "company store" environment, and they often get unruly, necessitating this arrangement.

The contract for employment that waiters and waitresses sign requires a Cr1,000 termination of employment fee. Throw 10+ for the characters to notice this clause when signing.

Interesting.

4. **Controller.** Arden Construction, a colonial building firm, is willing to hire an individual with intelligence 8+, education 8+, and at least admin-2, computer-2 to supervise the accounting duties of the company. Salary is Cr2,000 per month.

Arden Construction performs work for Arden Mining, primarily at the mines 100 kilometers south of the city. Work includes building worker quarters, administration buildings, and other structures. After two months of work with the company, the controller will know sufficient detail of the company's operation and background to deduce the following—

A. Arden Construction is owned by a holding company which also owns Arden Mining. Ultimately, all companies named Arden are owned by the Arden government, although this fact is not widely known.

B. Much of the work being performed is funded by grants in aid from the Zhodani Consulate. There is nothing especially underhanded about this, but the fact is not common knowledge. It can be assumed that the Zhodani expect to be able to use this world as a base in the event of war with the Imperium.

C. Serene Franchise Mining Corporation is a subsidiary of Arden Mining.

Interesting.

5. **Cook.** Interchange Plaza (a highway stop on the road south to the mines) is hiring cooks. Being a cook is terribly dull and boring. It pays Cr60 per day plus some food; the quality of the food depends on the quality of the cook.

Inconsequential.

6. **Counter Help.** Garcia's is a local fast food restaurant in the Fringe which needs servers. They pay Cr5 per hour, which is barely above minimum wage.

Inconsequential.

7. **Customer Service.** Imperial Bank in the Central City needs a janitor. The job pays Cr100 per day for a five day work week. Security is tight, and there is very little chance of finding discarded cash in the wastebaskets.

Inconsequential.

8. **Data Entry.** A polar research station needs a worker to record information from various sensors. Salary is Cr800 per month, plus room and board. One month vacation per year is allowed.

A five year contract is required.

Inconsequential.

9. **Maintenance.** Tower Apartments, located in the rich Levittown part of the city, is looking for janitor and security guard personnel for the alternate shifts on weekends. Pay is Cr100 per day for two ten-hour days per week. Uniforms and equipment are provided (guards carry cudgels, not pistols).

Inconsequential.

10. **Experienced Air/Raft Mechanic.** The local vehicle dealership in the fringe of the city has an opening for a mechanic. Skills required are at least air/raft-1 and mechanical-1. The job pays Cr200 per day, out of which the worker must pay union dues of Cr20 and a tool rental fee of Cr20.

Inconsequential.

11. **Machinist.** A local independent repair facility catering to the cheaper crowd needs a machinist. Minimum skill level required is electronic-1, gravitics-1, or mechanical-1. An appropriate tool kit (mechanical or electronic; both for use with gravitic skill) must be owned or purchased. Pay is Cr100 per day, but no union dues are required.

This job will allow access to various large electronic and machine tools which can be used in off hours. Because the job is for the night shift, there are quite a few opportunities to use the tools.

Interesting.

12. **Laser Print.** An investment of Cr100,000 will buy a complete printing shop capable of producing quality reproductions of any basic printing. For the first month, the shop will produce 1D times Cr100 per day in sales against 1D times Cr100 per day in expenses. After the first month, the shop will produce 2D times Cr100 per day in sales against 2D times Cr100 per day in expenses.

It should be possible to procure one or more government contracts for printing forms, brochures, and reports. Each contract (to a maximum of six) can be obtained on a throw of 9+. DMs allowed are skill levels in admin, bribery, and carousing (for entertainment of prospective clients). Each contract pays a profit of 1D times Cr1,000 per month. Government contracts also serve as a source of information prior to its release, and as a source of blank forms for government agencies. Forgery skill could be a useful qualification for an operator of this print shop, proving remunerative in the duplication of identification documents, financial instruments, and other printed items.

Interesting.

13. **Downport Customs Inspector.** This civil service position for the Arden Colonial Government of Utoland provides for the inspection of ships calling in the system. In addition to the salary provided, the individual can make up 1D times Cr1,000 per month in graft and bribes; approximately 1D times Cr100 must be paid out in operating expenses, also monthly. This job provides the use of a small revenue cutter (with operator if required) capable of insystem operation.

Although this job provides the opportunity for graft and corruption as well as access to incoming ships, it is not without its difficulties. The inspector must work twelve hour days six days a week. For each month of work in which bribes or

graft are taken, throw 4+ to get away with it; DM +1 if operating expenses mentioned above have been paid.

Interesting.

14. Line Server. EBPC is a franchise operator providing noon meals to employees at a local factory. Line servers are required to dole out food and refreshments to the workers. Pay is Cr10 per hour for four hours per day.

The factory produces electronic components for locks used by the government and industry. It is possible to arrange with workers, after several days on the job, to purchase master keys to this type of lock. A worker will ask for Cr100 (but take Cr50) for a master key with 6+ chance of opening any specific electronic lock also manufactured by this company. One throw only allowed per lock.

Interesting.

15. Ship's Boat. Serene Franchise Mining Corporation needs a ship's boat qualified operator to operate mining vehicles in the asteroid belt. They offer Cr8,000 per month salary.

The mining vehicles are not specifically ship's boats; they are small, low powered framework craft used to manipulate cargo and ore shipments. This job will place the individual in the same situation as job listing 18 (see pages 20 and 21).

Essential (this or listing 18).

16. Auctioneer. A skilled auctioneer is required, a job which none of the adventurers will qualify for.

An inquiry in person will indicate that the local branch of the Bank of Zhodane is closing its doors and selling off its property.

Interesting.

17. Salesperson. Sales jobs are dull and pay is poor (Cr25 per day plus 1D times Cr1 per day; DM +social level and DM +carousing).

Working for Jan's Vacc Shop will provide discounts of 25% off base price for any sort of space or vacuum gear, including vacc suits, communicators, air tanks, and other equipment.

Interesting.

18. Miner. Serene Franchise Mining Corporation needs asteroid miners for four month tours in the asteroid belt. Individuals must provide their own vacuum suits; the company provides the rest. It will pay Cr10,000 per month plus a percentage based return upon completion of the tour (approximately 2D times Cr10,000).

This job offer is attractive, but it is also a sham. The precise situation which should occur instead is described on pages 20 and 21.

Essential.

19. Sales Manager. Butler Chemical is looking for a mature individual who can manage sales. Basic requirements are intelligence A+ and education A+. They pay Cr20,000 per year salary, plus a bonus based on performance.

This job is dull.

Inconsequential.

20. Sanitary Engineer. A high rise apartment complex needs several janitors. They pay Cr12,000 per year.

The owners require a five year contract. The job includes an on-site apartment (shared by four janitors) at no charge.

Inconsequential.

21. Mining. Arden Mining needs laborers for the mines far south of town. Pay

is minimal: Cr10 per day, plus room and board.

The rooms are horrible; the meals are terrible. The company's no questions asked, no papers required policy makes most of their workers the dregs of society and often outright fugitive criminals. These mines can serve as a refuge if an individual is pursued by the authorities. In an interesting twist, the local authorities also use the mines as one of their jails, sending local thugs to work in the mines for periods of up to six months.

Interesting.

22. Energy Station. Energy stations provide recharges for all types of vehicles. An investment of Cr100,000 buys the station. Monthly profits run in the range of 1D times Cr1,000.

This station is in Startown and is subject to robbery losses of 1D -2 times Cr50 per night.

Inconsequential.

23. Sell Your Excess. Pawn City is a pawn shop located in a relatively good part of Startown, if any part can be called good. The establishment is a solid brick structure with heavy steel bars on the windows and doors. A clerk will offer a pawn loan of 40% of an item's value against almost any item. If the item is claimed within four weeks (for 50% of its value) the loan is cancelled. Otherwise, the item becomes the property of the pawn shop. The shop sells items for 80% of their nominal value.

This pawn shop also deals in military weapons and has a wide variety of such equipment (up to tech level 12) in the back room. It is possible for the clerk or the owner to take a liking to one or more of the party and show off various items of ordnance, depending on character attitudes and actions.

Interesting.

24. Computer Programmer. A polar research station needs a worker to record information from various sensors. Salary is Cr800 per month, plus room and board. One month vacation per year is allowed.

This job listing is a duplicate advertisement placed by Snerts Employment and is for the same job as listing 8 (Data Entry). The Comm number is identical, as some characters might notice. A five year contract for the job is required.

Inconsequential.

25. Bodyguards. The bartender at the Three Star Inn will refer any applicants to a room upstairs at the establishment. A local shady businessman will hire any individuals with strength A+ and dexterity 8+ for a salary of Cr1,000 per week. Up to four individuals can be hired.

Weaponry appropriate to skills for the bodyguards will be provided, but will then be paid for from salary. Because this businessman is involved in shady dealings, throw law level once per week for a chance of being caught by the authorities. If caught, throw 8+ to be sent to the mines for six months as punishment.

Interesting.

25. Laborers. Common physical laborers are needed to assist in the demolition of old buildings in Startown. Renova (an urban renewal company) pays Cr20 per day, plus two hot meals. Better quality individuals are paid Cr5 additional for strength A+, intelligence A+, and education A+.

This work is tiring, but there is always the chance of finding something valuable in the rubble being cleared. Throw 11+ per day to find a hidden cache of coins, papers, or other items of value. If found, the cache will be worth Cr1,000 times

3D. If turned in to work leaders, the finder gets 10% as a reward. If hidden for later recovery, there is a chance (throw 3-) that it will be missing when the person returns, it having been found by someone else.

Interesting.

ADMINISTERING THE ADVERTISEMENTS

Within the array of twenty-five various ads, only a few are considered essential. The rest have little to do with the main adventure that is the title of this book. However, a good referee will not let the few essential ads dominate the action.

Each ad that is answered has the potential for some adventure situation. It is impossible to predict which specific ads will be answered in what order, and the referee has the responsibility of managing the events that follow from any character actions. Each character response can and should be the reason for some sort of adventure, however inconsequential.

For example, even taking on a job as restaurant help can provide money for the characters as well as a good (or just free) meal. If the referee has properly indicated the lack of money for the group, then that situation, in itself, can be rewarding. But the referee can extend that situation further. When the characters quit their jobs at the restaurant, the manager might become angered, having expected them to work there longer, or now being short-handed during a rush season. That person might want very much to get even. This process could include a casual mention to some other hiring agent (all without the knowledge of the characters). The end result will be the situation on pages 20 and 21. It may well be that the characters never realize that they are taken to their final situation through their own actions or misactions.

As another example, the characters could be hired on as bodyguards (listing 25) and may decide to double-cross their employers, or to seek out side profits that he disapproves of. In either case, he could elect to terminate their employment by referring them to Serene Franchise and their recruiter.

In all cases, the referee can make the advertisements and their potential jobs the material for several sessions of adventure. As the group becomes involved in their struggle for survival, the details of this entire adventure become less obvious, and the role-playing of the situation becomes more realistic and more entertaining.

A Job Offer

The scene is typical: a group of adventurers gathered around a table in a tavern in the dingy part of startown. This is the appointed place to meet the patron who ran the ad in the newspaper. Through Box 1, TAS, he suggested this public place for an interview. As the evening grows late, the representative from Serene Franchise Mining Corporation appears and walks directly to the table. After introducing himself he sits down and buys drinks all around.

As everyone drinks, he makes small talk for a while and then proceeds to detail his company's operation.

They are working on lodes in the asteroid belt and have been for some time. From a central base, they set up small mining establishments. Periodically, their ships call on the establishments, dropping off supplies and loading on mined ore. These weekly visits also provide new entertainment tapes, the latest news, and replacements for those who want to quit, or whose time on the job is up.

Even the contract time is relatively short, just four months. . .

That's the last that anyone in the group remembers.

SHANGHAIED

Everyone wakes up in a steel chamber with two iris valves on opposite sides of the room. Looking around shows a single view port looking out onto the asteroid belt. Further examination reveals eight bunks, simple water and sanitary facilities, a small pantry stocked with a meager supply of basic foods, and a large red button set into the wall.

Below the button is a taped note, "When you are ready to work, press this button." The button starts a tape-recorded message.

"Welcome to Serene Franchise Mining Corporation Independent Operation Number 23. We have gone to considerable expense in setting up this mine and appreciate your concern for our profit margin. Posted on the wall to your rear is a schedule of expected production. In the closet near valve number 1 are your vacc suits.

"A mining transport calls once per week to exchange empty air bottles for full ones, to collect ore, and to resupply this operation with food and entertainment.

"Thank you for your attention."

The posted schedule of expected production indicates that hard work by all individuals can probably produce enough ore to trade for air, food, and water to keep everyone alive. A small print provision of the schedule allows anyone to buy a return ticket to Utoland for Cr12,000; that is almost impossible for anyone to achieve given the small remuneration allowed for even good production. Saving that much would mean that someone would have to starve first.

OPTIONS

Any good band of characters will investigate the options available to them in

this situation. There seem to be three.

1. Hijack The Resupply Ship. The ship will come as a surprise when it approaches. A single small steel ball contains the crew and controls; the remainder of the supplies and ore bins are exposed to vacuum and can be easily seen from the control section. A few strategically placed lasers will make hiding out on board or attempting a hijacking impossible.

2. Direct Flight. The asteroid belt is too far from Utoland for anyone to fly in a vacc suit and survive. There is no availability of ship hulls or other means of flying to Utoland.

3. Saving Up. It would be possible for the group to contribute some of their meager savings over time to buying one person's ticket back to Utoland. That should take about a year.

Once he or she gets there, a small rescue attempt could be made. Serene Franchise will, of course, have complete documents showing that the group volunteered for this operation, and that they have no knowledge that there was any foul play involved.

GETTING TO WORK

The only real possibility open to the group at the moment would seem to be getting to work. Time should pass in terms of weeks, with occasional bright spots such as the free gift of a newspaper or magazine from the resupply ship crew, or an extra ration of fresh fruit.

The establishment of friendships with the resupply ship crew (from a distance of course; they never leave the ship) is a possibility, as the establishment of enmity.

During the asteroid mining process, each character will learn to identify precious metals in the rocks they find, to chip out near-pure nuggets, and to bring them back to the mining base. Each should also gain a familiarity with the types of asteroid—nickel-iron, stony, and ice. Ice chunks are the least likely encountered in this region, and when one is found, it should be noted as a rarity, even though the Company will not pay anything for something as common as water. Assume one such ice asteroid of 50 tons will be found every four weeks.

THE ROCK

Ultimately, after the group has worked themselves nearly to death just staying alive, one of their number will discover Rock. Possibly other schemes for escape have been tried and failed. Certainly, the discovery should come after a long period of frustration.

Finding the Rock within the asteroid belt can create great excitement as the characters must keep it concealed from the resupply ship, make sure that they are present for role-call when the supply ship calls (so as to not arouse suspicion), and still work to make the ship operable.

There are, however, three problems with the Rock.

1. It has no fuel. It is operating on emergency batteries now, and cannot be maneuvered. Its computer will not currently operate due to lack of power. And its air is stale.

2. The Company will certainly insist on possession if it discovers that the group has found it. They will probably not even pay salvage bonus.

3. There is a little girl aboard.

Rock

Rock is a 300-ton asteroid ship designed and constructed at tech level 9 using Book 5, *High Guard* (second edition). The vessel is a minimal configuration craft intended as an economical transportation system between stars, and is ideal for the wanderer, the researcher, the casual traveller, and the clandestine observer (this last term translates as spy or agent). A deck plan for the ship, and a full Book 2 description of the ship, appear on pages 24 and 25. In addition, a brief indication of rooms within the ship is provided. More complete room descriptions and details of dealing with the ship are presented within this chapter.

THE ASTEROID SHIP

Rock is laid out on two levels: an upper quarters and bridge deck, and a lower drive deck. The orientation of both decks is perpendicular to the direction of the ship's maneuver drive thrusters, thus placing less strain on the internal grav plates when acceleration occurs.

When completely buttoned up, the entire ship appears to be an ordinary nickel-iron asteroid. Carefully sculpted shutters close off the boat well openings and the turret location; even the maneuver drives are covered by camouflaged shutters. If the ship has been powered down, the only way that it can be identified as a ship is by close inspection of the exterior by individuals in vacc suits actually on the asteroid surface. Of course, clues that the asteroid is a ship can be gotten by a good navigator based on the asteroid's course or orbit, or by the fact that the asteroid is unusual in its current location.

INTERIOR DETAILS

The specific interior fittings for ships have long been standardized, and are shown on the deck plan symbols chart.

Interior Walls: Interior walls are partitions: non-load-bearing panels firmly fixed in place. They are not pressure-tight, and cannot withstand a concerted assault. Firing 100 hit points at such a wall with an energy weapon will burn a hole in the wall large enough for one person to pass through per turn; an explosion which produces 100 hit points will produce the same effect. Weapons firing bullets are less efficient in doing this sort of damage; such a weapon must produce 1000 hit points before a person-sized hole is produced.

Sliding Doors: Sliding doors are set into interior walls. Such doors save space over conventional swinging doors, and so are standard on most starships. They are not air-tight, and serve merely as privacy screens. They may be broken down by weapons in the same manner as interior walls.

Sliding doors are powered, and open completely (assuming ship power is on) when a stud is pressed on the wall next to the door. Such doors may be locked (from the other side, from both sides, or from the computer) and a red light shows on the stud panel to indicate this fact.

When ship power is off, sliding doors will not operate automatically, but they may be overridden manually with brute force (generally 10 strength points or more

applied; pry bar allows strength 6+ instead.

Bulkheads: The major structural components of a ship are the bulkheads, and they represent the compartmentalization of the ship for damage control and environment maintenance as well as the outer hull of the ship. Bulkheads are very difficult to destroy. A concerted effort with an energy weapon or explosive must produce 1000 hit points of damage in order to create a hole large enough for a person to step through. Bullet firing weapons are ineffective against bulkheads.

All deck floors are assumed to be bulkheads. The body of the asteroid is considered to be an impermeable bulkhead.

Iris Valves: An Iris valve is a pressure-tight automatic portal set in a bulkhead. It functions much like the iris of a camera; many panels retract into the frame to leave an open passage, or extend to block the portal with solid metal. Iris valves may be horizontal or vertical. The deck plan symbols chart shows the various combinations possible. Iris valves are operated by pressing a stud on the wall next to the valve. A valve may be locked from either side or by computer, and a red light glows on the indicator panel to indicate this condition. Valves cannot be forced closed if already open.

Valves are very 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 the person is in vacc suit, +2 if ship power is off, -8 if locked. Gunfire and explosions will simply block the valve tighter. Iris valves close automatically when a pressure difference is sensed between the two sides of the bulkhead. They will not close fully until the valve is clear of any foreign objects (like legs, hands, etc).

INTERIOR CONDITIONS

Normal conditions generally approximate those of a livable world surface.

Light: Most areas are fully and comfortably lighted. The intensity of light can be varied by computer instructions or by simple wall switches. Some areas (such as the drive deck or the cargo hold) may be poorly lit. Some areas (such as the bridge) may be lit with red light in order to preserve the night vision of personnel assigned there.

Atmosphere: The interior of the ship will normally be pressurized to standard atmosphere with an oxygen/nitrogen mixture. Air locks may be in vacuum or at full pressure depending on ship procedures and who used the lock last.

Temperature: The interior of a normal ship is about 25 degrees C.

Plumbing: Each stateroom contains sanitary facilities for individuals. The ship's boat contains a fresher for use while in flight.

Gravity: As with most ships, this vessel has grav plates built into the deck flooring. These plates provide a constant artificial gravity field of 1 G. Acceleration compensators are also usually installed, to negate the effects of high acceleration and lateral G forces while maneuvering. A ship's passengers would be unable to tell whether they were moving through space or standing still without looking out a viewscreen.

ENTRY POINTS

There are four entry points to the ship.

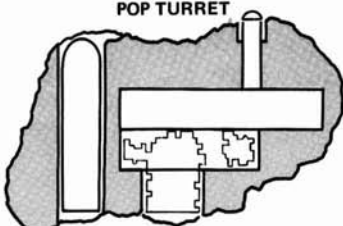
The Boat Well. This entry method counts as two entry locations, the upper port and the lower port. The boat well is a transverse shaft cut through the nickel-iron

ROCK

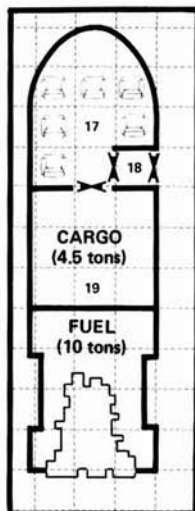
AN ASTEROID SHIP

DIRECTION OF TRAVEL
↑

POP TURRET



ONE-HALF SCALE SIDE VIEW

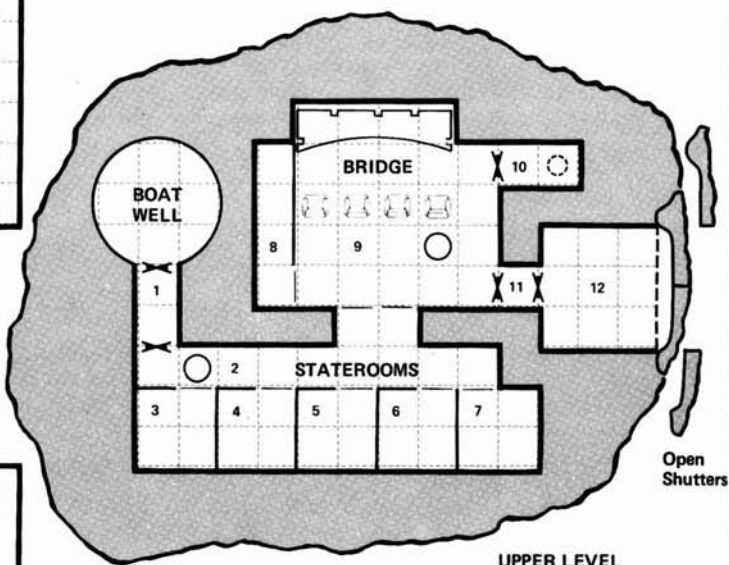


Deck Plan Symbols

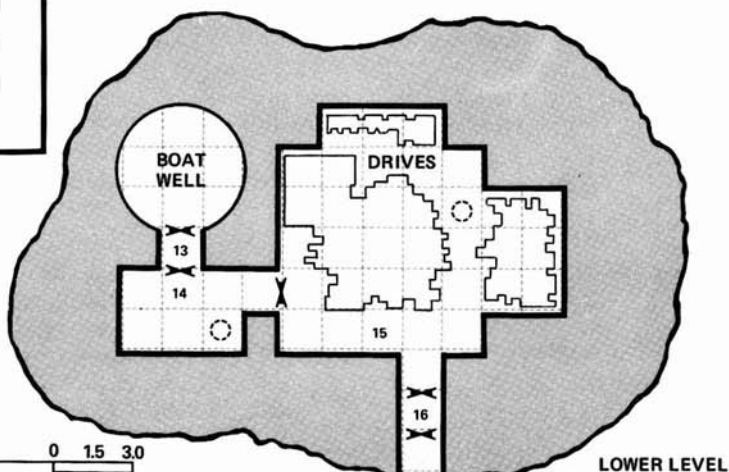
- Interior Wall
- Sliding Door
- Bulkhead
- ✕ Iris Valve
- Overhead
- Floor

1.5 meter squares.

6 3 0 1.5 3.0
Scale in Meters



UPPER LEVEL



LOWER LEVEL

Rock—A Basic Overview

Asteroid Ship (type PP): Using a 300-ton nickel-iron asteroid as the hull, the asteroid ship is a small, inexpensive minimum performance ship for the casual traveller or researcher. It mounts drives capable of jump-1, maneuver-1, and power plant-1. A fuel purification plant is installed on the drive deck. There is fuel tankage for 93 tons, sufficient for three consecutive jumps of jump-1 and for running the power plant and maneuver drive for four weeks. Adjacent to the bridge is a computer Model/1. Five staterooms provide quarters for the crew and passengers. One triple turret mounts one beam laser and two missile racks. The ship has one custom-designed 25-ton ship's boat which serves as a refueling shuttle and allows access to world surfaces. There is cargo space for 11 tons; in addition, 4.5 tons of cargo can be routinely carried aboard the ship's boat.

The asteroid ship requires a crew of five: pilot, navigator, engineer, medic, and gunner. The pilot also operates the ship's boat. The ship costs MCr77.75 and takes 14 months to build.

Ship's Boat (type QB): Using a 25-ton hull, the special asteroid ship's boat is capable of 2-G and carries tankage for 10 tons of fuel. It requires a crew of one and is unarmed. Cargo capacity for the craft is 4.5 tons and the craft may carry up to 5 passengers. The ship's boat costs MCr8.4335.

High Guard statistics for the two craft are shown below.

PP-8881 <i>Rock</i>	PP-2811111-600000-20001-0	MCr78.05	300 tons
batteries bearing	1 1		Crew=5.
batteries	1 1		TL=9.

Passengers=3. Fuel=93. Cargo=11. EP=2. Agility=0.

One 25-ton ship's boat operates as fuel shuttle.

PP-8881.1 <i>Pebble</i>	QB-0202201-000000-00000-0	MCr8.4335	25 tons
Crew=1. TL=9. Passengers=5. Low=0. Cargo=4.5. Fuel=10. EP=.5. Agility=2.			

INTERIOR FEATURES

The following is a brief statement of the various chambers within the Rock. Complete descriptions are given on pages 20 to 27.

- | | |
|-------------------------|--|
| 1. Upper Deck Air Lock. | 9. Bridge. |
| 2. Corridor. | 10. Turret. |
| 3. Stateroom. | 11. Safety Lock connecting Bridge and Lounge. |
| 4. Stateroom. | 12. Lounge. |
| 5. Stateroom. | 13. Lower Deck Air Lock. |
| 6. Stateroom. | 14. Cargo Hold. |
| 7. Captain's Stateroom. | 15. Drive Deck. |
| 8. Ship's Computer. | 16. Exterior Air Lock. |
| | 17. Ship's Boat Control and Passenger Section. |
| | 18. Ship's Boat Air Lock. |
| | 19. Ship's Boat Cargo Hold. |

of the planetoid itself; it holds the ship's boat firmly in place with heavy bolts when the ship is in motion. Shutters above and below close off the length of the shaft and conceal its presence. With the boat in place, entry is impossible because the craft seals the shaft.

Midway down the well are two iris valves. The upper valve leads to an air lock (chamber 1) on the quarters and bridge deck. The lower valve (three meters below the upper) leads to an air lock (chamber 13) on the drive deck.

The Pop Turret. On the forward surface of the ship is a pop turret. When not in use, the turret retracts into a shielded pit and is concealed by a camouflaged cover. If an individual on the exterior can find the concealed cover, it can be forced open. The turret itself is heavily armored and penetrating it would be extremely difficult unless it has been fractured by battle damage. Entering the turret allows access down a shaft to chamber 10.

The Lounge. Large shutters cover a transparent wall of chamber 12. The lounge at chamber 12 can be used as a recreation area, an observation site, or a command post. The window must be broken (by weapons fire or by use of a tool) to allow entry at this point.

The Main Door. Concealed on the surface of the planetoid is a fissure carefully but unobtrusively carved into the face of the metal body. At the bottom of the fissure is a camouflaged iris valve which opens into an air lock at chamber 16.

INTERIOR FEATURES

The following descriptions of interior rooms correspond to numbers on the deck plan on page 24.

1. Air Lock. Standard air lock connecting the boat well and the general ship interior. Controls inside automatically interlock to prevent the function of both doors at the same time.

2. Corridor. This 13.5 meter corridor features doors all along one side and a foyer or bay on the other. Set in the floor is an iris valve leading down.

3. Stateroom. This typical stateroom has all the possible comforts for a crew member: a bunk, drawers, sink, personal viewer, computer terminal, and shelving.

Normally, this sort of stateroom is intended for single occupancy. In an extreme situation, however, the cabin can hold two persons. Part of the installation is a trundle bed beneath the standard bunk. It pulls out and allows two to sleep in the room.

4. Stateroom (see also description at chamber 3). This stateroom is unoccupied. The interior of the room is clean and there is no evidence of occupancy.

5. Stateroom (see also description at chamber 3). This stateroom is empty, although the bed is made. The drawers and closet are filled with clothes for a young girl about eleven or twelve years of age. Several small stuffed animals are spotted about the room.

6. Stateroom (see also description at chamber 3). This room is empty with the exception of a large wheeled cold sleep berth situated in the center of the floor. Within is a young girl (about 11 or 12), visibly in cold sleep (suspended animation). The read-out panel on the berth indicates that she has been inside for several weeks at least, and that she is currently in good health.

7. Captain's Stateroom (see also description at chamber 3). This room is empty, but wall decorations and other features indicate that it is the captain's cabin.

Concealed under the carpet on the floor is a combination-locked safe door (using letters instead of numbers; the combination is ROCK). Contained within is a bundle of Cr43,000 and a shotgun (this safe is relatively deep). Also within is a starmap of Cronor subsector with Zeycode clearly marked as a destination.

8. Ship's Computer. This room, accessed by a sliding door off the main bridge, contains the ship's computer. This Model/1 can be operated from here, from the bridge, or from individual terminals in the staterooms and the drive deck.

Computer programs on file with the computer include Maneuver, Jump-1, Navigation, Generate, Library, Maneuver/evade-1, Auto/evade, Return Fire, Predict-1, Gunner Interact, Target, and Launch.

9. Bridge. This large room contains the control couches for the ship; four are set in a row facing the large control screen. Only one control couch is actually required: the command pilot (who can do the proper navigation operations as well). The three others allow for a navigator, gunnery officer, and an observer.

Behind the row of couches is an iris valve leading down directly to the engineering deck. Three other doorways from the bridge lead to the pop turret access area (chamber 10), the lounge (chamber 12), and the stateroom hallway (chamber 2). A large set of double sliding doors can separate the bridge area from the stateroom area and in the process create a small room for crew recreation within chamber 2.

10. Turret. Closed off from the bridge by an iris valve for damage control, this section is a small room with an iris valve overhead. A ladder leads upward to the pop turret which contains a gunner's couch and operating controls for the ship's missile battery.

11. Safety Lock. This small area bounded by two iris valves serves as a safety buffer between the lounge and the bridge. Safety interlocks are automatically activated when interior pressure drops. The presence of two iris valves allows access to the lower pressure area once the interlocks activate.

12. Lounge. Large recreation area with viewing port showing the outside of the ship. Shutters can conceal the port if desired; they are operated by controls on the bridge or set into the wall next to the port.

13. Lower Air Lock. Allows access to lower drive deck from the boat well. This lock also contains the controls for the fuel transfer pumps when the boat docks to refuel. This air lock is also adapted to cargo handling.

14. Cargo Hold. In view of the many different uses for this type of ship, the builders have provided this area with no specific purpose other than cargo in mind. It may serve as a marshalling area for troops or boarding parties, baggage stowage, laboratory, sample storage, armory, or spare parts inventory.

15. Drive Deck. This large area contains the ship's maneuver and jump drives and its power plant. The large drives are color-coded, with standard maintenance functions clearly called for with numbered plates on the equipment.

16. Exterior Air Lock. This air lock allows exit to the exterior of the ship. Its original purpose was to allow exterior maintenance of the rear drive tubes if required.

REFUELING

The Rock carries jump drives capable of J1 and maneuver drives capable of 1G acceleration. Its fuel tankage, however, is much higher than necessary. The tank's

93 ton capacity is sufficient to allow three successive jump-1s. Fuel is carried in special sections of the original asteroid; these have been treated with acid to create a coarse nickel-iron sponge which holds the total fuel tonnage.

The Rock would find it impossible to perform gas giant skimming, or any other form of ordinary wilderness refueling. Instead, the planetoid carries its own refueling shuttle in the form of a ship's boat with 10-ton fuel capacity. This small craft is streamlined and capable of obtaining fuel from gas giant skimming or from ocean dipping. One fuel load (merely 10 tons) is not sufficient to refuel the asteroid; complete refueling would require ten trips, but three trips are sufficient to provide fuel for one jump.

The ship's boat generally takes an hour to skim gas to fill its own tanks. Skimming enough for jump-1 takes three hours. Skimming enough for a complete fill-up of tanks takes eight, perhaps nine hours. This time is in addition to the eight to twenty hours required for the Rock to approach the gas giant and an equal time required to move away again.

The Rock, with full tanks, can jump (one parsec each time) three times in succession before refueling is necessary. Each time the ship emerges from jump space, it requires only twenty minutes to an hour before it can start the next jump. Whether the ship does so that quickly, or whether it waits a respectable eight to twenty-four hours before the next jump, is the choice of the captain.

The final step in refueling is to fill the tanks of the ship's boat. After the Rock itself is topped off, the small craft's tanks can be filled to capacity. This has a dual purpose. If the ship is forced to maneuver for a long period of time (beyond four weeks) some of the small craft fuel can be used as power plant fuel, thus not eating into the jump fuel allowance. When refueling time comes, most (9 to 9½ tons) of Pebble's fuel is transferred to the main tanks; if necessary, the tanks can be considered full enough after only two refueling runs. That can save an hour of refueling time, especially helpful if in unfriendly territory.

SHIP SUPPLIES

Rock is equipped by the professor to meet his own needs during his researches. As such, it contains food and provisions for himself and his daughter, some limited weaponry, and other equipment.

1. Food and Provisions. The larders of the ship are stocked with 300 person-days of food. One person-day is sufficient to feed one person for one day (three meals). Approximately 100 person-days of this food is in the form of transportable rations which may be used on expeditions away from the ship.

2. Weaponry. The only weapon aboard the ship (aside from the ship's turret) is a shotgun hidden in the ship's safe in the captain's cabin.

3. Other Equipment. The personality overlay machine is used by the professor to produce alternate and acceptable personalities for expeditions to worlds within the Zhodani Consulate. The device includes an inventory of varying personalities which the professor has found useful.

4. Starcharts. The ship carries complete starcharts and navigation data for the subsectors of Jewell and Cronor. These maps indicate the worlds and systems to be encountered on the spinward edge of the Imperium.

5. Vacc Suits. The ship is equipped with six vacc suits, two each for the professor, his daughter, and his now dead wife. The adult vacc suits are standard

excellent quality models. The child's vacc suit is a standard girl's model. The professor has maintained two of each suit in order to provide spares and back-ups.

6. Library. In addition to library programs on the ship's computer, the professor maintains an extensive library of books in the lounge aboard the ship. While the topics covered by his references are wide-ranging, the majority of the works are dull texts on the recent advances in sociology. Close examination of some of the references can make the players aware of the extent and long-term continuity of the professor's researches and observations on Zeycude.

And Pebble

The 25-ton ship's boat for Rock is a standard cylindrical small craft with a control and passenger compartment forward, a centrally located cargo hold, and maneuver drives aft. A large fuel tank surrounds the drives, while the drives themselves are sealed and virtually maintenance-free.

Typical for this type of small craft, it mounts maneuver drives for acceleration and simple slow flight over world surfaces. The boat is capable of 1G acceleration. Underwater operation is possible after only a slow transition phase from atmosphere to underwater. The craft must settle into the water carefully; a fast dive into water will run the risk of buckling the hull.

INTERIOR LOCATIONS

The three numbered locations within the craft are described below:

17. Controls and Passenger Section. This area has six acceleration couches and can handle up to six individuals including the boat operator.

18. Air Lock. This air lock can be mated to either of the air locks within the boat well and then held open for passenger and cargo transfer. The air lock also allows access to world surfaces, including into hostile atmospheres and underwater.

19. Cargo. This large cargo bay can hold up to 4.5 tons of bulk or packaged cargo. The major restriction on the cargo for this craft is that individual items may not measure more than 1.2 by 2.3 by 3 meters. Most parcels will probably measure much less.

REMOTE OPERATION

Pebble, as a vital part of the equipment for Rock, has been fitted with remote operation equipment. It can be operated through the ship's computer on routine and simple tasks such as flight to a world surface, landing (in reasonably simple surroundings), and return to the ship.

The remote operation system is composed of a communicator link, a television camera mounted in the craft's bow, and appropriate linkages and connections. The craft may be operated from any of the acceleration couches on the bridge of Rock.

Time Delay: Because communicator links are limited by the speed of light, any operation of Pebble is affected by the inherent time delay. At distances of light-minutes, the operator aboard Rock will be seeing events which took place minutes before, and which cannot yet be influenced or reacted to for minutes in the future. As a result, operations of Pebble by remote control must become increasingly simpler as distance increases.

Refueling: It is possible to operate Pebble on refueling missions by remote control. Rock, however, must be sufficiently close to the gas giant to provide good control with a minimum of time delay. Such positioning is usually in orbit above the gas giant.

Hazards: Use of the remote control equipment can lead to a failure. In general, throw 11+ for a failure once during a remote control mission. Allow a DM +1 per level of ship's boat skill; DM -1 per light-minute distance between Rock and Pebble.

THE SHIELD

A close investigation of the operator's control couch will show a hand-wired device clearly of makeshift construction. This electronic contraption is wired to the ship's power system and has leads going to the basic structure-frame of the boat. Its purpose is not readily apparent.

Checking in the computer on the bridge of Rock, a search of 1D hours has a 9+ chance of turning up the answer. This device is a psionic shield for the ship's boat. When operating, it prevents access by psionics to the interior of the boat. This indicates that all within the boat will be secure from life detection or telepathy from outside. It will not prevent observation of the interior of the Rock, or of the exterior of the Pebble.

In a situation where psionic-capable individuals scan an area for life (a typical Zhodani tactic) the shielding for the boat will prevent any detection of unusual circumstances providing all personnel are inside the small craft. In such cases, it is possible that the asteroid will simply be briefly scanned and then ignored.

Referee: A typical technique for Zhodani forces to quickly scan an area for indications of life. If there is no immediate indication, then all is assumed to be normal. It would be impossible for any small ship crew to check, in detail, every detail around its ship. Thus, without clues to indicate differently, the observing Zhodani will ignore any locations that give no hint of life.

As a result, initial Zhodani reactions in ship encounters will be based on what they see and observe. In the absence of indications of life, they will ignore the asteroid ship and think it a simple asteroid. If, however, Rock is maneuvering, Zhodani would assume something amiss, especially if they do not detect life aboard.

The Professor

Rock is a research vessel owned by Professor Charles Rashani Riket, a sociology professor on sabbatical from the Imperial University of Regina. The ship is registered in his name, with records indicating construction above Paya/Aramis. Files and information on the professor's research work on Zeycude/Chronor are contained in the ship's computer. Also aboard is the professor's daughter, Lisan.

PROFESSOR RIKET

In his early years, Professor Riket made a name for himself in his field with papers on the effects of psionics on government and society. Unfortunately, his dealing with this unpopular topic of psionics brought some notoriety and within a few years made his position at the University untenable. He used what influence he still had to avoid resigning. Instead, he took an indefinite, unpaid sabbatical. In doing so, he retains his title of professor and his ties to an institution (essential if he is to publish his findings and gain any attention in academic circles).

Professor C. R. Riket 668AF8 Age 53 6 terms Cr200,000
Pilot-1, Navigation-1, Engineering-1, Jack of all trades-1, Survival-1, Gravitics-1
Vacc-0, Shotgun-1, Computer-3, Medical-1, Admin-3

THE PROFESSOR'S RESEARCH

Professor Riket's notoriety has gained the attention of certain academicians within the Zhodani Consulate, and he has been made welcome within some parts of their territory. Certain parallels between his work and their own has made it beneficial to both parties to pursue their hypotheses.

In effect, the Professor is observing the ongoing social progress of a single world within the Zhodani Consulate. Zeycude (the subject of his observations) was originally a minor world settled by the Imperium approximately 350 to 400. Its small population and impersonal bureaucracy pursued the exploitation of some pockets of mineral wealth in a continuing struggle for survival. In 620, control of the system shifted from Imperial to Zhodani, and the world has been within the Zhodani Consulate for the past five hundred years. However, the initial century of Zhodani rule was only token, resulting in few changes to local society. When stronger steps were taken to integrate the world into Zhodani society, it was found that the rigors of the desert and the wanderings of much of the population made any real change a long-term project. Only now is that project nearing completion.

Over the past few decades, the youth of the world has been receiving psionic testing as children and those with talent are further trained for the intendant class. Those with exceptional talent are shipped off-world for further training, but most eventually return. As a result, Zeycudian society now has a reasonable proportion of psionics within it. The professor's research consists of observations of this changing society.

The research consists of two basic areas: long-range observation, and direct contact. The long range observation records and analyzes communications over

radio and television, noting such things as the changes in language as psionics becomes more prevalent. The direct contact requires the professor to visit the world surface and mingle with the natives in order to gain a greater understanding of their society.

The professor's work is not yet complete, but he has made some preliminary conclusions. It appears that the transition from non-psionic (Imperial) society to psionic (Zhodani) society can be relatively smooth if allowed to proceed slowly. The reasons for this may be rooted in society's tolerance of change when necessary, or it may be because the psionic powers behind the Zhodani rule allow the governing individuals to root out and deal with resistance.

THE OVERLAY MACHINE

An important part of the professor's research is his direct observation of society on Zeycude. In order to facilitate this work, especially in the presence of a developing psionic population, he has developed a personality overlay machine. This device (actually a conglomeration of devices and techniques) enables him (or any subject) to assume an alternative personality which is both consistent with his research aims, and is non-threatening to local subjects.

The professor's machine is a custom-built device which lays on a new personality with a combination of drug-induced changes and hypnosis reinforced by sleep tapes. The process involves approximately twelve hours of hypnosis followed by twelve hours of fatigue-induced sleep. Upon awakening, the subject believes himself to be the new personality. It is possible to establish post-hypnotic suggestions that trigger the new personality at any time up to 72 hours after awakening.

The overlaid personality is essentially the old one with certain specific changes for consistency and continuity. For example, an Imperial military veteran will still be a military veteran, but of an appropriate Zhodani service. Correct memories of units served with, dates of service, and other details will be available to the new personality.

It is also possible to program in activity suggestions for the personality. For example, the professor programs his overlaid personality to observe and remember all psionic activity which is apparent; upon return to the ship, he then records notes on all observations.

The machine does have a few drawbacks. First, there is a minor chance of drug allergy. Throw 11+ for allergy; if the subject is allergic, then throw 1D for the number of dice hits taken. Second, removal of the new personality overlay depends on a code-word or action which has been decided upon before hand. The professor has a seven pointed star of particular design painted on the door of Pebble, and uses that to remove the personality overlay. If the overlay is not removed, the person remains steadfast in believing who he is, even when confronted with contradicting facts.

The professor maintains an inventory of personalities appropriate for a Zhodani world. These are:

1. Aspiring Intendant. This person is seeking to be made part of the intendant class— social level A. Unless he has psionic strength 9+, this is probably impossible. Surely he would have been noted when initially tested as a child. Nevertheless, this type of socially upward mobile ambition is common within Zhodane, and petitioners like this are common within the society. Such an individual can meet

higher and successively higher officials within the government, and with sufficient force of will, the person moves upward through various levels of government as he tries to have his petition granted.

For the professor's purposes, this personality allows him an easy excuse to meet the various officials at all levels of government.

Throw 6+ at each level of government for the individual to be sent on to the next higher level. If the throw is failed, then the petition has been denied with sufficient force to prevent further action.

2. Aspirant's Companion. The individual is a friend or acquaintance who has come along for support of an aspiring intendant.

The professor maintains this personality overlay to allow others to move through society with him. Such companions may be fellow researchers, or may include his daughter.

3. New Talent Seeking Recognition. Some individuals feel that they have psionic talents which may not have shown up in testing. Often they are convinced that their talent is an important one in need of training, and that they will have great psionic powers if they can only receive that training. Such an individual is continually attempting to demonstrate some psionic talent. Often the purported talent is simply an ability to read facial expressions, or an expression of extremely good dexterity. Nevertheless, officials will pay some attention to this sort of demonstration in order to assist anyone who actually deserves help.

The professor finds this personality useful in provoking reactions from local populations.

4. Tourist. The tourist guise is an ideal personality to enable someone to move freely in society, especially if the individual is from the local world.

The professor finds this personality ideally adapted to his own research work. He maintains personality overlays for tourists from the worlds of Zeycude, Chronor, Atsa, and Gesentown.

5. Meddling Busybody. Even though a meddler may seem offensive to some, the personality is often accepted as legitimate where some other personality might be suspect. The meddler imposes himself on others around him and forces some actions of a trifling nature.

The professor has used this personality occasionally to provoke reactions from experimental subjects.

ACADEMIC CONTACTS

The data banks of the computer on Rock indicate that the professor has continuing correspondence with various sociologists from the University of Cronor and the University of Cipango. They have shared his results, and have shared the results of their research with him.

There is also an indication that he has visited the campuses of each university when he has passed through their systems en route to Zeycude.

Referee: Sociology within Zhodane has achieved a somewhat higher level of sophistication than within the Imperium. This is primarily because the Zhodani have access to psionic data, which are capable of confirming results in a much more reliable fashion. For example, in reaching a conclusion about the sociology of a specific situation, the researchers can then actually examine the population with telepathy, reading data which will confirm their findings.

The sociologists at the Zhodani universities have great respect for Professor Riket, but feel that he is handicapped because of his inability to access psionics in his researches. They feel that much of his work is flawed as a result. Nevertheless, they have provided him with a location for research with two purposes in mind. First, he provides a propaganda victory for Zhodane; they have accepted him even though he is an Imperial. Second, he provides an independent, non-psionic method of confirming some of their own results. Zhodani sociologists are aware that some of their own research may be tainted with prejudice for psionics, and Professor Riket may provide independent confirmation.

THE PROFESSOR'S DAUGHTER

For many years, Professor Riket's wife accompanied him on his research expeditions. Four years ago, however, she died in a freak accident aboard the ship, leaving only their daughter Lisan.

Lisan Rashani Riket has lived on Rock all of her life and considers it her comfortable home. She is familiar with the entire structure and layout of the craft, and has some experience in its operation and maintenance, under proper supervision, of course.

Lisan R. Riket
Vacc-0, Pilot-0

443988 Age 12

Lisan, being familiar with the ship, can be of great assistance in pointing out items or points that need attention. Further, she is aware of her father's researches and knows what he has been doing on Zeycude.

Because Lisan is a young girl, she does not have the maturity to lead or direct the group, and she is accustomed to adults taking care of her. Thus, she will provide some information, but will depend on the adult characters to provide guidance and leadership.

Lisan is capable of telling how she and the ship arrived at the Utoland system. She was onboard Rock while her father was conducting some sort of research on Zeycude. Pebble had been returned to the ship under remote control, and was due to pick up the professor again in a few days. As she prepared to monitor some reports from him by radio, her father suddenly came on the air.

"Emergency! Rock, can you hear me?"

"Yes, father."

"Listen carefully, Lisan. Something's wrong here. You need to get away. I want you to get the ship prepared for a jump immediately. Call up the Emergency-111 program on the computer and set the coordinates for Rio. Do you understand?"

"But what about you, Father?"

"I'll be all right. Do you understand your instructions?"

"Yes, Father."

At that point, the transmission cut off and she heard no more. Lisan did as she was told, and the Emergency-111 program automatically put in a pre-set course for Rio. As the ship shifted and set out for the 100-diameter limit, screens detected a Zhodani ship approaching. When it hailed her and told her to prepare for a boarding, she pushed the jump button. Rock misjumped, and they ended up at Utoland.

High Guard Ships

As Rock travels from Utoland to Zeycude and beyond, its major concern will be encounters with starships which may impede its progress. Understandably, one of the major threats to the ship will be encounters with Zhodani battle squadrons or fleets. All such encounters may be resolved using *High Guard* for space combat.

Fortunately for Rock, the asteroid ship is only 300 tons and does not appear to be any real threat to a squadron or fleet. As such, it can often be ignored by the large warships of the navy. There is always the chance that an encounter between Rock and any warships will be a complete non-event. If Rock is not maneuvering and gives no clue to being a ship, it is possible for it to be ignored. Throw 10+ in each instant where Rock is attempting to stay concealed for the ship nature of the asteroid to be detected anyway.

If Rock is detected, the squadron or warship will (fortunately for Rock) not investigate itself, but send an appropriate vessel to look further. This smaller escort vessel will be the adversary that Rock is required to fight. Once a battle begins, however, it is only a matter of time before the larger ships move to enter the battle. Throw 3D for the number of combat rounds before larger vessels enter the battle; at that point Rock is destroyed unless the group decides to surrender.

STARSHIP ENCOUNTERS

The starship encounters table indicates the star systems of Cronor and Jewell subsectors and die rolls 1 through 6 for each. In addition, those systems with gas giants are indicated for referee and player information.

When Rock enters each system, throw 1D to determine the nature of any ship or squadron threat in the system. Results on the table are:

No Ships: There is no threat.

Zho Squadron: Select one Zhodani CS, DD, or DE to approach Rock and investigate.

Zho Carrier: Select 1D Zhodani fighters to approach Rock and investigate.

Zho Fleet: Select 1D-3 (minimum 1) Zhodani ships to approach Rock and investigate.

Zho Ship: Select one Zhodani ship to approach Rock and investigate.

Local Squadron: Select one local ship to approach Rock and investigate.

Local Ship: Select one local ship to approach Rock and investigate.

Imperial Squadron: Select one Imperial DD or DE to approach Rock and investigate.

Imperial Fleet: Select 1D-2 Imperial ships to approach Rock and investigate.

Imperial Carrier: Select 1D-3 Imperial fighters to approach Rock and investigate.

Imperial Ship: Select one Imperial ship to approach Rock and investigate.

The referee must select specific ships (deliberately or randomly) from those on pages 38 and 39. Reactions will be cautious initially. Imperial ships will fire on Rock if it fires first, or if it flees. Zhodani ships will fire on Rock if it fires first, or if it fails to answer communications attempts after life has been detected aboard. Local ships will fire on 8+ or on hostile actions.

<i>World Name</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>
G Zeycude	Z Fleet	Z Sqdrn	Z Ship	Z Ship	Z Ship	No Ships
G Reno	Z Fleet	Z Sqdrn	Z Ship	Z Ship	Z Ship	No Ships
Errere	Z Carrier	Z Fleet	Z Sqdrn	Z Ship	Z Ship	Z Ship
Cantrel	Z Fleet	Z Sqdrn	Z Ship	Z Ship	Z Ship	No Ships
G Gyomar	L Ship	L Sqdrn	Z Sqdrn	No Ship	No Ship	No Ship
G Thengo	Z Fleet	Z Sqdrn	Z Ship	No Ship	No Ship	No Ship
G Rio	I Carrier	I Sqdrn	I Ship	I Ship	No Ship	No Ship
G Gesentown	Z Carrier	Z Fleet	Z Fleet	Z Sqdrn	Z Ship	Z Ship
Chronor	Z Carrier	Z Fleet	Z Sqdrn	Z Sqdrn	Z Ship	Z Ship
Atsa	Z Carrier	Z Fleet	Z Sqdrn	Z Sqdrn	Z Ship	Z Ship
Whenge	Z Sqdrn	Z Ship	I Ship	L Ship	No Ship	No Ship
G Enlas-Du	L Ship	L Ship	L Sqdrn	No Ship	No Ship	No Ship
Algebaster	Z Sqdrn	Z Sqdrn	L Sqdrn	L Sqdrn	No Ship	No Ship
Rasatt	Z Sqdrn	I Sqdrn	Z Sqdrn	No Ships	No Ships	No Ships
Ninjar	Z Carrier	Z Fleet	Z Sqdrn	Z Ship	Z Ship	No Ships
G Sheyou	Z Sqdrn	Z Sqdrn	Z Sqdrn	Z Ship	Z Ship	No Ships
Indo	Z Sqdrn	I Sqdrn	No Ships	No Ships	No Ships	No Ships
Nerewhon	Z Ship	Z Ship	No Ships	No Ships	No Ships	No Ships
G Cipango	Z Sqdrn	Z Fleet	Z Ship	Z Ship	Z Ship	Z Ship
G Stave	L Sqdrn	L Sqdrn	L Ship	L Ship	L Ship	L Ship
G Narval	Z Sqdrn	Z Sqdrn	Z Ship	Z Ship	Z Ship	Z Ship
Plaven	No Ship	No Ship	No Ship	No Ship	No Ship	No Ship
G Quar	I Sqdrn	I Ship	I Ship	I Ship	I Ship	I Ship
G Frond	No Ship	No Ship	No Ship	No Ship	No Ship	No Ship
G Condyle	L Sqdrn	L Ship	No Ship	No Ship	No Ship	No Ship
G Puparkin	L Sqdrn	L Ship	No Ship	No Ship	No Ship	No Ship
G Chwistyoch	Z Fleet	Z Fleet	Z Carrier	Z Ship	Z Ship	No Ship
Gougeste	No Ship	No Ship	No Ship	No Ship	No Ship	No Ship
G Esalin	I Ship	Z Ship	I Ship	Z Ship	I Ship	Z Ship
G Ruby	I Sqdrn	I Fleet	I Carrier	I Ship	I Ship	I Ship
G Emerald	I Ship	I Ship	I Ship	I Ship	I Ship	I Ship
G Zenopit	I Sqdrn	L Ship	No Ship	No Ship	No Ship	No Ship
G Riverland	Z Sqdrn	Z Carrier	Z Carrier	Z Sqdrn	Z Ship	Z Ship
G Clan	Z Sqdrn	Z Sqdrn	Z Sqdrn	Z Sqdrn	Z Ship	Z Ship
G Jewell	I Fleet	I Fleet	I Fleet	I Sqdrn	I Sqdrn	I Ship
G Zircon	L Sqdrn	L Ship	No Ship	No Ship	No Ship	No Ship
G Ao-dai	L Sqdrn	L Sqdrn	Z Sqdrn	No Ship	No Ship	No Ship
Mongo	I Sqdrn	I Sqdrn	Z Sqdrn	Z Sqdrn	No Ship	No Ship
Utoland	L Sqdrn	L Sqdrn	L Ship	L Ship	No Ship	No Ship
Pequan	No Ship	No Ship	No Ship	No Ship	No Ship	No Ship
G Nakege	I Fleet	Z Fleet	No Ship	No Ship	No Ship	No Ship
G Lysen	I Fleet	I Sqdrn	I Ship	I Ship	I Ship	I Ship
Foelen	Z Ship	Z Ship	Z Ship	Z Ship	Z Ship	Z Ship
G Farreach	Z Carrier	Z Carrier	Z Fleet	Z Sqdrn	Z Sqdrn	Z Ship
G 871-438	No Ship	No Ship	No Ship	No Ship	No Ship	No Ship
Louzy	I Carrier	I Fleet	I Fleet	I Sqdrn	I Sqdrn	I Sqdrn
G Grant	No Ship	No Ship	No Ship	No Ship	No Ship	No Ship

IMPERIAL SHIPS

The following ships and small craft are typical in Imperial service.

Destroyer Escort	DE-A4469J2-150000-05034-0	MCr729.18	1000 tons
batteries bearing	5 1 1 1		TL=15.
batteries	5 1 1 1		Crew=16.

Passengers=0. Cargo=0. Fuel=490. EP=90. Agility=6. Troops=0. One cutter.

Destroyer Escort	DE-A4469J2-000000-50003-0	MCr744.43	1000 tons
batteries bearing	3 4		TL=15.
batteries	3 4		Crew=14.

Passengers=0. Cargo=0. Fuel=490. EP=90. Agility=6. Troops=0. Two cutters.

Destroyer	DD-C246BJ2-052400-50506-0	MCr2,188.38	3 ktons
batteries bearing	3 4 1 1		TL=15.
batteries	3 4 1 1		Crew=33.

Passengers=0. Cargo=0. Fuel=1,530. EP=330. Agility=6. Troops=0. Two cutters.

System Defense Boat	SDB-2106E91-D00000-30004-0	MCr254.5	200 tons
batteries bearing	1 1		TL=15.
batteries	1 1		Crew=5.

Cargo=0. Magazine=10. Fuel=28. EP=28. Agility=6.

Heavy Fighter	FH-0106N71-830000-20002-0	MCr105.33	50 tons
batteries bearing	1 1 1		TL=15.
batteries	1 1 1		Crew=2.

Cargo=0. Fuel=11. EP=11. Agility=6. No bridge. One small craft stateroom.

ZHODANI SHIPS

The following ships may be typically encountered in Zhodani service.

Patrol Frigate	FP-67424F2-030000-50003-1	MCr493.87	600 tons
batteries bearing	3 1 1		TL=13
batteries	3 1 1		Crew=18 (incl 10 pilots)

Cargo=24.15. Fuel=264. EP=24. Agility=2. One 50-ton fuel launch. Ten 8-ton ftrs.

Fighter	FM-0106D21-000000-00003-0	MCr19.155	8 tons
one battery of missiles			TL=13. Crew=1.

Cargo=0. Fuel=1.04. EP=1.04. Agility=6.

Shuttle	TY-0202201-030000-20002-0	MCr16.9	50 tons
one battery each of laser, missile, and sandcasters			TL=13. Crew=2.

Passengers=4. Cargo=5.5. Fuel=33. EP=1. Agility=0.

Armed Ship's Boat	GB-0105F31-000000-40000-0	MCr45.3995	30 tons
One battery of lasers			TL=13. Crew=2.

Passengers=4. Low=0. Bridge. Fuel=4.5. EP=4.5. Agility=5. Cargo=4.3.

Strike Cruiser CS-B114CE3-306300-07909-0 MCr2030.0 2000 tons
 batteries bearing 21 2 Crew=51.
 batteries 21 2 TL=14.
 Passengers=0. Low=48. Fuel=440. EP=240. Agility=4. Marines=48. Fighters=2.

Fighter FF-0106E31-900000-05000-0 MCr66.0 30 tons
 One battery of fusion guns. Crew=1. TL=14. Fuel=5.8. Agility=6.

Patrol Corvette PC-62445D2-040000-30003-0 MCr453.62 600 tons
 batteries bearing 2 1 3 TL=14.
 batteries 2 1 3 Crew=14.
 Low=0. Cargo=36. Fuel=270. EP=30. Agility=4. Troops=6. Five fighters & pilots.
 Uses same fighter as Patrol Frigate.

Patrol Corvette PC-62445D2-040000-00003-0 MCr453.22 600 tons
 batteries bearing 2 4 TL=14.
 batteries 2 4 Crew=14.
 Low=0. Cargo=36. Fuel=270. EP=30. Agility=4. Troops=6. Five fighters & pilots.
 Uses same fighter as Patrol Frigate.

LOCAL SHIPS

The following are ships which may be encountered in non-Imperial, non-Zhodani systems.

System Defense Boat SB-41069E2-900000-40003-0 MCr777.54 400 tons
 batteries bearing 1 1 TL=12.
 batteries 1 1 Crew=10.
 Low=0. Passengers=0. Cargo=27. Fuel=36. EP=36. Agility=6.

Ship's Boat QB-0206601-000000-00002-0 MCr18.25 30 tons
 One battery. Crew=2. Passengers=6. Cargo=5. Fuel=6.5. Agility=6. TL=9.

Pinnace KK-01-5501-000000-00002-0 MCr22.5 40 tons
 One battery. Crew=2. Passengers. Cargo=11. Fuel=8.4. Agility=5. TL=9.

The Zhodani

The Zhodani are a discrete, though interfertile, sub-species of humaniti, independently descended from Ancient-transplanted human stock. The Zhodani Consulate rules a sphere approximately 70 parsecs in diameter immediately to core-spinward of the Imperium, believed to include in excess of 80% of all racial Zhodani. Much of the remainder inhabits the Zhodani client states, although other sub-species of humaniti are also to be found in the client states and the consulate. Physically, the Zhodani are tall and lithe, averaging 2.0 meters in height and massing upwards of 90 kilograms. Zhodani nobles often wear a turban-like head-dress which serves to accentuate their height. Zhodani tend to be swarthy in complexion and dark-haired.

Psionics: The only major difference between the Zhodani and other human races is their systematic use of psionics. Much of the upper strata of Zhodani society is extensively trained in and commonly practice psionics, and a claim to racial superiority is based on a supposed natural talent in this area. All indications are, however, that the Zhodani upper classes are especially proficient only by virtue of training from youth.

SOCIETY

Zhodani society is divided into three hereditary groups:

Nobles, who perform all high governmental functions and are the only inhabitants of the Consulate to be enfranchised,

Intendants, who are most business executives, military officers below the ranks of admiral or general, and fill most non-elective governmental positions, and

Proles (or proletarians) who make up the rest of Zhodani society. Proles are all members of the military below officer grade, most merchants and scouts, supervisory and junior management personnel, technicians, craftsmen, and laborers.

There is no upward mobility for proles unless psionic powers are detected in them as children, in which case they will be inducted into the intendant class. Intendants who perform well in their positions can be elevated into the ranks of the nobility. In this way, proles can have some hopes for an improved lot for their children; Intendants are encouraged to strive hard, and there is a constant infusion of new blood into the nobility.

Extensive psionic ability among the ruling classes permits the Zhodani government to weed out subversives early in life, and re-educate them as useful members of society. With rare exception, Zhodani are extremely patriotic. Zhodani citizens possess a high degree of personal honesty. Indeed, the Zhodani feel uncomfortable in most places outside the Consulate, where "liars and thieves are allowed to wander around loose."

Privacy of thoughts is highly respected among the Zhodani upper classes, although proles have no such right. Nobles have almost complete right of personal privacy, and intendants nearly as much. Rights of foreign nationals vary with whatever treaty is in effect between the Consulate and the foreign power. The treaty with the Imperium is unclear in its protections. Most visitors have no pro-

tections for mental privacy, but diplomatic personnel and some selected commercial representatives are provided visas which allow psionic shields to be worn.

GOVERNMENT

The Zhodani Consulate is a participatory democracy, in which only the nobles are allowed to vote. Executive and judicial functions are performed by a series of councils of varying sizes depending upon the nature of their duties and the size of the area they govern. Each council will elect one of its members as its chief executive officer, and a number of its members as members of the next higher council. A city council will elect a number of its members as representatives to a planetary council, and so on up the line through subsector and sector to the grand council of the Zhodani. Nominally, each member of a council serves a term of one olympiad (3 Zhodani years) but in practice, each councilor serves until either his replacement arrives and officially replaces him or word of his election to a different post is received. Often times the district from which a councilor is elected will have only his relatives as voters, and his re-election will be virtually assured.

Wherever possible, Zhodani councils refer important questions to a plebiscite of the largest size practical under the circumstances. The principle of plebiscite can be abandoned in cases where immediate action is required, but any Zhodani official ordering such action must justify his actions to the voters as soon as possible.

Supreme executive power is vested in three consuls, one elected each year for a term of one olympiad by and from the members of the grand council. No consul may be elected twice in a row, and retired consuls become life members of the grand council.

HISTORY

The Zhodani date their empire from the traditional date of the first organized use of psionics on Zhodane, -6731 Imperial, the year of the first olympiad. They achieved jump drive about 1300 years later, in -5415 Imperial.

The Zhodani first came into conflict with the expanding Third Imperium in the 6th century of the present era. The First Frontier War (589 - 604) marked the beginning of open hostilities, involving all eight coreward subsectors, and lasting for fifteen years.

Subsequent wars (the Second Frontier War in 615-620 and the Third Frontier War in 979-986) saw tremendous Zhodani incursions into the Marches. Mishandling of the Third Frontier War caused the abdication of emperor Styryx in 986.

The Fourth Frontier War was little more than a skirmish, compared to earlier conflicts. Neither side was prepared for the war, and an armistice was quickly worked out. The only lasting effect of the war was to shift Esalin (Jewell 0204) from Imperial control to neutral world status.

REFEREEING ZHODANI

This section serves a two-fold purpose. It provides information for proper role-playing of Zhodani characters by any players. It also indicates how a player-character should act when his or her character is impersonating a Zhodani, as (for example) after use of the personality overlay machine. A referee should allow an individual to play a Zhodani character only if that character is willing to behave according to the principles outlined in this chapter.

Character Generation: Zhodani are generated using the standard human character types and, with the exception of the differences noted below, are identical to other humans.

Generate the six characteristics in the usual manner. Before entering service, roll for psionic potential (2D). All characters with social level less than A and with a psionic potential of 9+ automatically become intendants (social level raised to A). All characters with social level above A are nobles, all characters below A are proles. All intendants and nobles receive psionic training before entering any service.

Proles are allowed to enter any service but may not be commissioned in the army, navy, or marines. Proles may never rise above social level 9.

Intendants and nobles may not enter the merchant, scout, or other service. They are automatically commissioned after their first term of service and receive a promotion DM of +1 for each social level above A. Intendants who roll less than 8 education automatically have that characteristic raised to 8. This may be raised in service. Intendants and nobles do not receive +1 social level for attaining the rank of navy captain.

No character may take any of the following skills (roll over if they come up): gambling, forgery, bribery, and streetwise; however, they may receive them as the result of attending intelligence school (see Book 4, *Mercenary*). No character may receive membership in the Travellers' Aid Society.

Mental Attitude: For most Zhodani, travel in the Imperium (or anywhere outside the Consulate, for that matter) is extremely distasteful. From their point of view, the area abounds with liars, thieves, and criminals of all sorts. Because of this attitude, subtract -2 from all reaction table rolls when Zhodani meets non-Zhodani, unless the Zhodani is disguised.

ZHODANI NAMES

Nobles and intendants have a single name, chosen in the individual's 5th olympiad. Intendants' names end in the suffix *-iepr*. Nobles have several suffixes, depending on rank: *-atl* corresponds to social level B, *-stebr* to C, *-tlas* to D, *-tlasche'* to E. There are several suffixes for F and over, that most like to be encountered in the Imperium being *-lashav*.

Proles have two names, a family name and a personal name. The personal name comes first. Family names are numerous, most originating from place names (town, estate, or planet) or occupations (miller, baker, radioman), although the significance has been lost. Common prole suffixes are *-qaf* ("from", as in Dliant Jdiprzhdilqaf, or Dliant from Jdiprzhdil, a large estate on Zhodane), and *-nad* ("er", as in Tliaqrnad, or miller, from Tliaqre', "to grind grain").

Proles: Qenzh Chtilnats, Shtelke' Dliatsevqaf, Plevianeqr Stonjinad.

Intendants: Tliabldhdiliepr, Plitsiepr, Dle'yazheiepr.

Nobles: Detspreflatl, Jrvatsistebr, Chipldlatstlas, Stezfialtlasche'.

CRIME AND ENFORCEMENT

Within the Zhodani Consulate, crime takes on a different guise than it has in other human societies. Willful crime by proles is easily detected and dealt with, and as a result, occurs only infrequently. Any burglar broadcasts his intentions before the fact, and can be detected after the fact as well. Enforcement agents find it

relatively easy to apprehend criminals, and they are reeducated to more honest values. Because of the enforcers' psionic talents, it is possible to detect intentions of a criminal nature, and even intent is considered criminal. Those crimes which do occur are more often crimes of passion, or derangement. For example, two merchants may honestly disagree on some point of commerce, and it is possible that in their frustration, they may come to blows. This is a crime of passion, not premeditated, and easily resolved by an arbitrator. Or an individual may feel for some reason oppressed by the tasks or responsibilities expected of him, and crack under the strain. Suddenly and unpredictably, he becomes violent and must be restrained by the enforcers.

The Thought Police: One aspect of Zhodani government is the *Tavrchedle'*, translated as the Morality Guardians or the Thought Police. This organization is staffed by intendants and nobles, and is charged with maintaining correct thought within the population. They are constantly on the alert for aberrant thought. When detected, they home in on its source, apprehend the individual, and take him to a re-education center. There, psionics is used to monitor the progress of re-education and the individual remains in custody until corrected.

To an Imperial it would be easy to look upon the Thought Police as a sort of secret police oppressing the masses. To the Zhodani, this is not the case. They are instead a respected community service. Even its clients feel relieved after being located and assisted back to normalcy.

Security: Because of the basic openness and honesty of the Zhodani, the arrangements for security are minimal. Locks on doors are simple if present at all. Walls and structures are built for protection against the elements rather than against criminal penetration. Even re-education centers (there are no prisons to speak of) have only loose security arrangements.

ENCOUNTERS

Typically, Zhodani society does not expect violence or dishonesty, and most of its enforcement apparatus is devoted to annual check-ups of individual attitudes. Each prole has a caseworker who maintains a file and performs an annual check-up for correct attitudes, as well as feeling for any problems or situations in need of assistance.

Enforcers within the community enforce traffic regulations, arbitrate disputes, and watch for disturbances. These enforcers are similar to police, but can detect problem situations in the course of their patrols. Players can expect that they will be detected in any illegal or anti-social activity within 2D minutes of it taking place.

Players should expect that the only defenses against being detected in illegal activity are innocence, the personality overlay machine, and psionic shields. Psionic shields, are strictly controlled devices inside Zhodane, and an unauthorized wearer of one would be immediately arrested. The personality overlay machine does not have any available personality which would be allowed to use a psi-shield.

Chronor Subsector

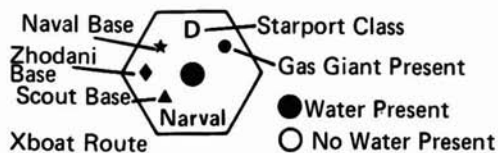
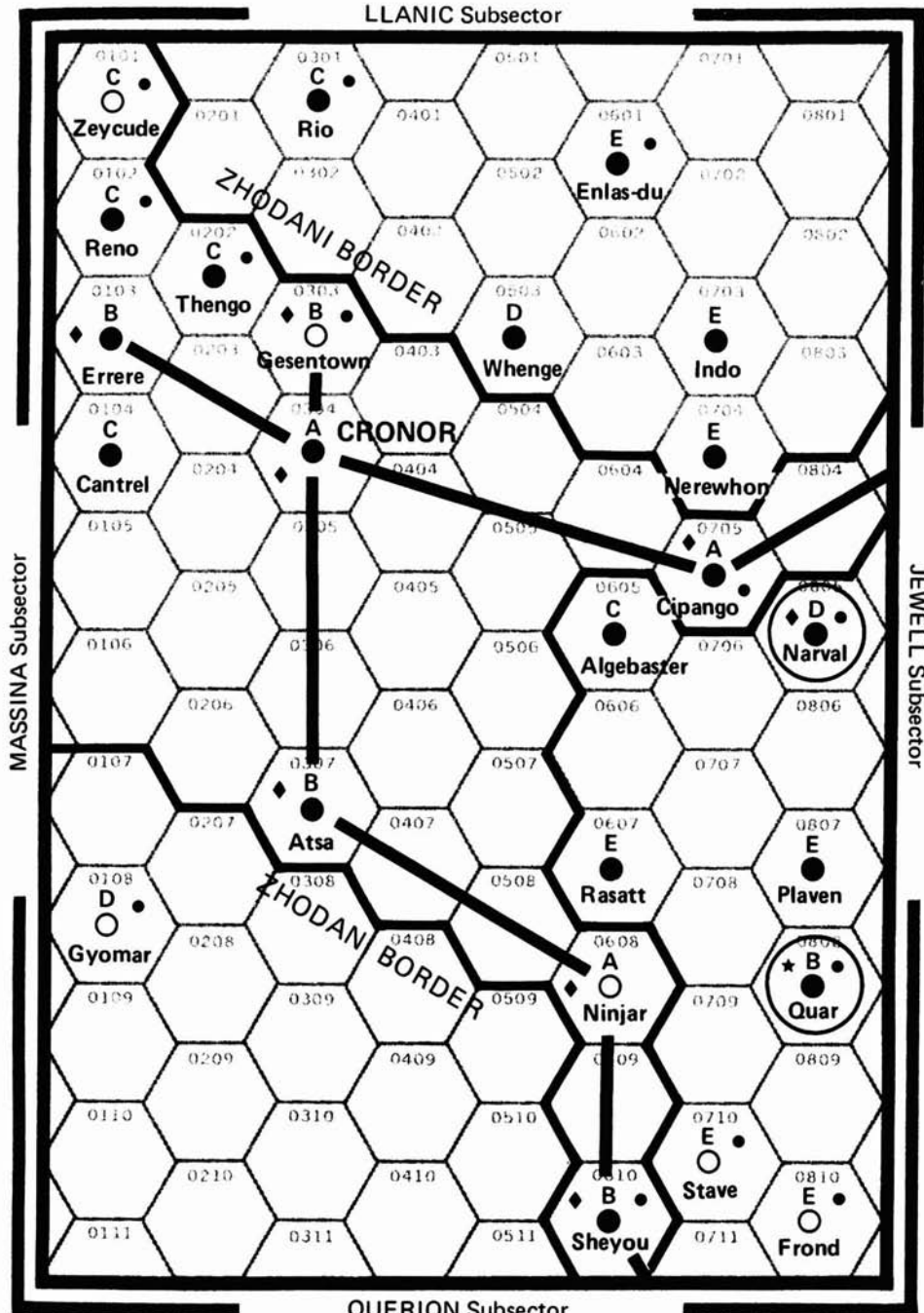
The Chronor subsector lies at the extreme spinward reach of the Imperial frontier, and has long been a point of friction between the Imperium and the Zhodani Consulate. The Second Frontier War (615 to 620) began with an attack on the then Imperial subsector capital of Cipango (0705) and then exploded to engulf three subsectors. Ultimately, Chronor subsector was lost and the borders that were established have remained roughly the same to this day. Absorption of the various worlds of the subsector into the Zhodani Consulate is a relatively recent phenomenon; only over the past century have the worlds off the major xboat routes been consolidated into the mainstream of Zhodani society. The Zhodani have placed their capital at Chronor, a jump route and express boat nexus with important ties to Jewell and Querion subsectors.

The Imperium has maintained a tenuous naval base at Quar since 1083.

<i>Name</i>	<i>Statistics</i>			<i>Remarks</i>	
Zeycude	0101	C330698	9	Poor. Desert World.	G
Reno	0102	C1227B9	A	Poor. Non-agricultural.	G
Errere	0103	B263664	B Z	Rich. Non-industrial.	
Cantrel	0104	C366243	9	Non-industrial.	
Gyomar	0108	D8B2889	5		G
Thengo	0202	C868586	5	Agricultural. Non-industrial.	G
Rio	0301	C686648	8	Rich. Agricultural. Non-industrial.	G
Gesentown	0303	B21169B	C Z	Non-agricultural. Non-industrial.	G
Cronor	0304	A636934	D Z	Zhodani Frontier District Capital.	
Atsa	0307	B4337CA	A Z	Poor. Non-agricultural.	
Whenge	0503	D648500	8	Agricultural. Non-industrial.	
Enlas-du	0601	E975776	6	Agricultural.	G
Algebaster	0605	C665658	9	Rich. Agricultural. Non-industrial.	
Rasatt	0607	E883401	7	Non-industrial.	
Ninjar	0608	A211666	C Z	Non-agricultural. Non-industrial.	
Sheyou	0610	B756779	A Z	Agricultural.	G
Indo	0703	E334662	5	Non-industrial.	
Nerewhon	0704	E738475	7	Non-industrial.	
Cipango	0705	A886865	C Z	Rich.	G
Stave	0710	E7667A8	2	Agricultural.	G
Narval	0805	D525688	6	Non-industrial.	A G
Plaven	0807	E845300	3	Non-industrial.	
Quar	0808	B532720	B N	Poor. Non-agricultural.	A G
Fronnd	0810	E9C3300	9	Non-industrial.	G

The Cronor subsector contains 24 worlds and a population of 3.682 billion. The highest population level is 9, at Cronor; the highest tech level is D, at Cronor.

All worlds in this subsector should be treated as Amber by Imperial citizens.



Chronor Subsector

Jewell Subsector

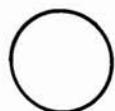
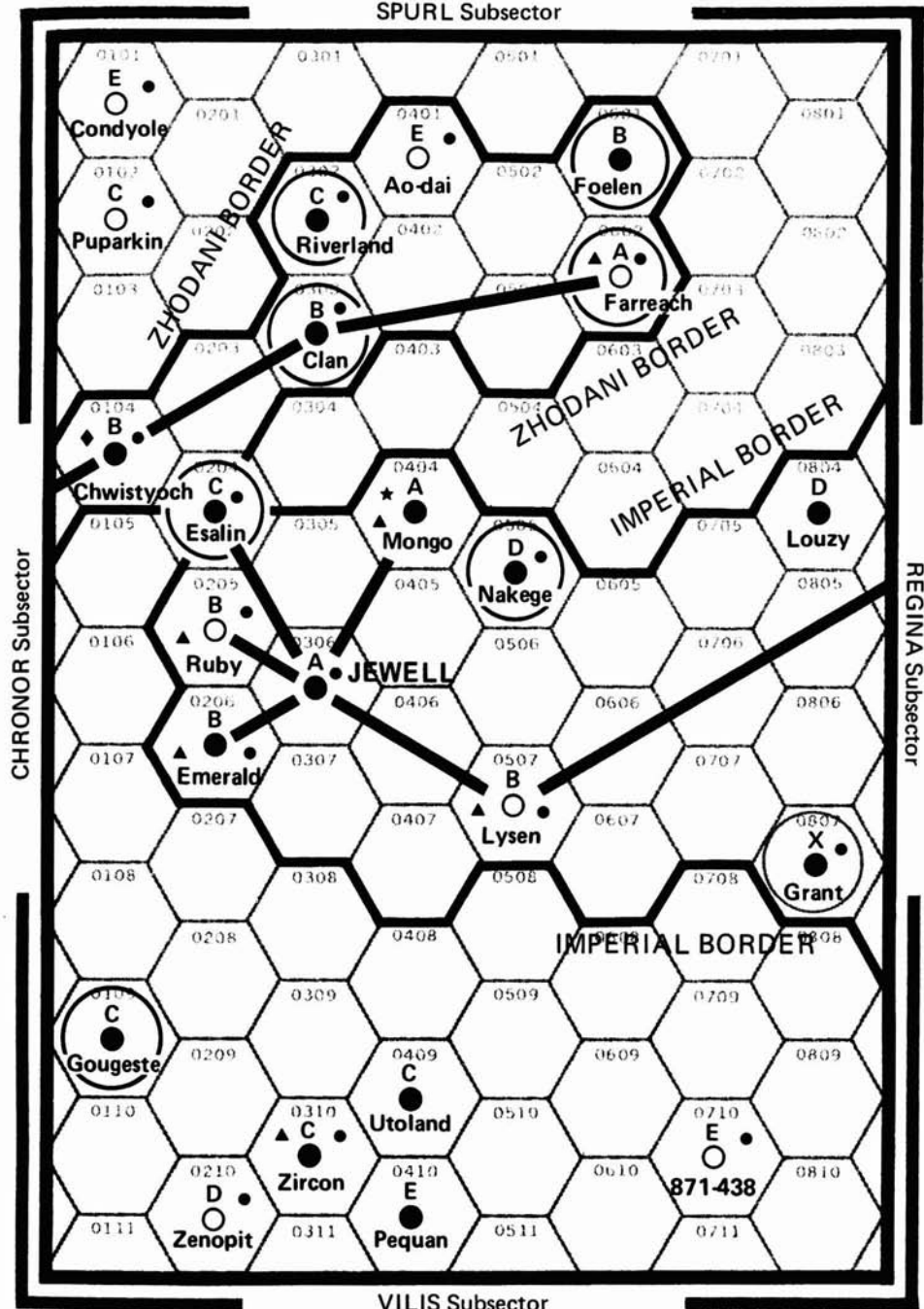
The Jewell subsector is fragmented into three distinct areas: an Imperial region answering to the duke at Regina, a Zhodani military district under the Cronor subsector establishment, and a mutually agreed-upon neutral zone open to both sides, but theoretically demilitarized.

The Jewell cluster of worlds is heavily fortified, and boasts a large contingent of Imperial troops as well as naval and scout forces. Similarly, the Zhodani-controlled communications link (Chwistyoch-Clan-Farreach) has seen heavy military construction in the decades since the Fourth Frontier War.

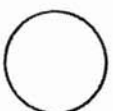
Esalin is an unusual world in this divided subsector; originally settled by Imperial colonists in 835, it fell to Zhodani advances in 1082. Its value as an agricultural world, however, led the Zhodani to tolerate the Imperial presence. In the years since, the world has been the site of increased cooperation between the races. Esalin has been declared a neutral world in a joint communique (1098) by the Imperial and Zhodani governments.

<i>Name</i>	<i>Statistics</i>			<i>Remarks</i>	
Condyle	0101	E7A1522	8	Non-industrial.	G
Puparkin	0102	C7B3386	9	Non-industrial.	G
Chwistyoch	0104	B766766	A 2	Rich. Agricultural.	G
Gougeste	0109	C372510	A	Non-agricultural.	A
Esalin	0204	C565673	8	Agricultural.	A G
Ruby	0205	B400445	B S	Non-industrial.	G
Emerald	0206	B766555	B S	Agricultural. Non-industrial.	G
Zenopit	0210	D130546	7	Poor. Non-industrial.	G
Riverland	0302	C566A99	9		A G
Clan	0303	B672899	A 2		A G
Jewell	0306	A777999	C 2	Industrial.	G
Zircon	0310	C791668	9 S	Non-industrial.	G
Ao-dai	0401	E410644	6	Non-agricultural. Non-industrial.	G
Mongo	0404	A369685	A 2	Rich. Non-industrial.	G
Utoland	0409	C473464	7	Non-industrial.	
Pequan	0410	E565689	4	Agricultural. Non-industrial.	
Nakege	0505	D591314	2	Non-industrial.	A G
Lysen	0507	B592655	A S	Non-industrial.	G
Foelen	0601	B638665	8	Non-industrial.	A
Farreach	0602	A200400	B 2	Non-industrial.	A G
871-438	0710	E700000	0	Non-industrial.	G
Louzy	0804	D322A88	8	Poor. Non-agricultural. Industrial.	
Grant	0807	X664100	0	Non-industrial.	R G

The Jewell subsector contains 23 worlds with a total population of 21.12 billion. The highest population level is A, at Riverland and Louzy; the highest tech level is C, at Jewell.



Amber Zone



Red Zone

Jewell Subsector

871-438

A Final Word

Expedition to Zhodane can be played as either a short adventure or a long adventure. As a short situation, the action continues as the players are presented with each bit of information from the text, as they deal with each opportunity they encounter, and as they move steadily toward their goal of rescuing the professor. As a long adventure, the referee administers the same information, but takes the time to provide more background and data. The job search on Utoland becomes longer and more exacting. The period of asteroid mining becomes a longer, more survival-oriented task. And as a result, the discovery of the asteroid ship becomes an important event in the lives of all of the adventurers. This building of ordinary details in the lives of the travellers makes the important events which occur that much more important. If at all possible, the referee should present this adventure as a lengthy situation. The job hunt can take one session. The asteroid mining situation can take a second session. The discovery of the asteroid ship and the expedition to Zeycude could take a third session. The fourth session would involve locating the professor on Chronor and returning to the Imperium. Overall, this adventure could provide four evening sessions for interested **Traveller** players.

ZHODANE

The details of Zhodani society included in this adventure provide a clue as to the nature of the Zhodani people and the Zhodani Consulate. Much of the information available about the Zhodani is a straight-forward elaboration of a few basic facts. For example, the Tavrchedle' are not an oppressive Thought Police, because of the very nature of Zhodani society. Psionics in use in Zhodane make things more open, rather than more oppressive.

The details provided should be sufficient for adventuring in Zhodani territory within the Spinward Marches. However, without access to the personality overlay machine aboard the Professor's ship, activity within the borders of Zhodane will be rather restricted. In most respects, such wanderings will be quite boring; illegal activity, anti-social motivations, and furtive actions will all bring on the Tavrchedle' and re-education centers.

AFTERWARDS

Once this adventure is over, its usefulness has only just begun. The asteroid ship remains as a vessel that can be made available to players, or that can be used in encounters. The chapter on the Zhodani provides a ready reference as to the conduct of Zhodani characters. And the format for presenting rumors as an advertising section in a newspaper can serve as a guide to the creation of other, similar adventures.

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Looking for work is a constant chore for travellers. On Utoland, they find that the help wanted ads in the local paper may give them more than they bargained for. . . terrible jobs that pay next to nothing, great jobs that can bring them fortunes, and the start of an adventure that takes them across the border into Zhodani territory.