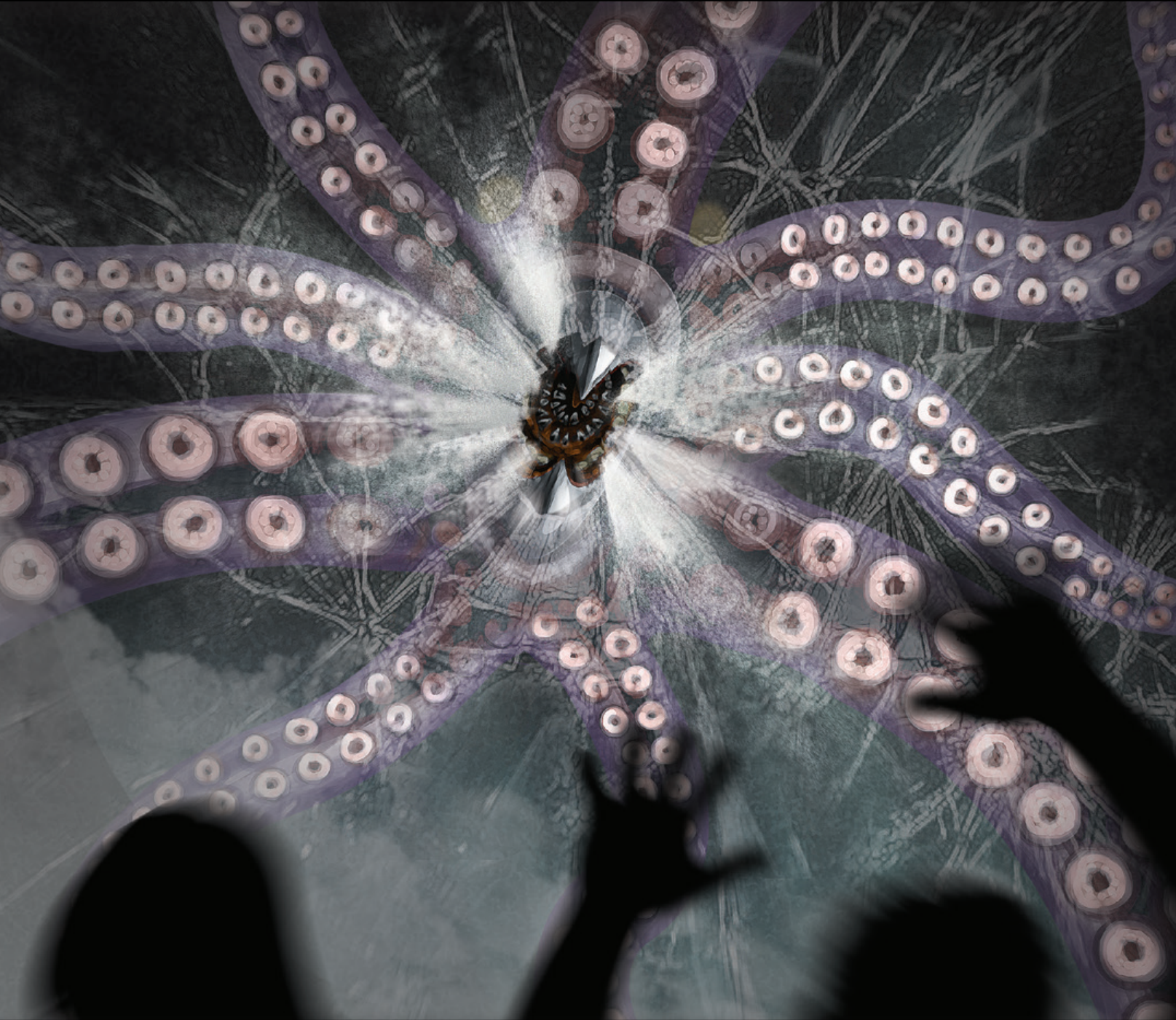


TRAVELLER

REACH ADVENTURE 3: THE CALIXCUEL INCIDENT



SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

TRAVELLER

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CREDITS

CLASSIC TRAVELLER

Marc Miller

Loren Wiseman, John Harshman, Frank Chadwick, Darryl Hany, Winston Hamilton, Tony Svajlenka, Scott Renner, Doug Poe, David MacDonald, Wayne Roth, Paul R. Banner.

MONGOOSE TRAVELLER

Author

Martin J. Dougherty

Editor

Matthew Sprange

Layout and Graphic Design

Will Chapman, Hannah Needs

Interior Illustrations

Amy Perret,

3D Model Design

Sandrine Thirache

Special Thanks

Marc Miller, Robert Eaglestone, Loren Wiseman

CONTENTS

INTRODUCTION	2
REFeree'S INFORMATION	4
THE CALIXCUEL INCIDENT	11
CHALCHIUTLICUE STARPORT	12
THE GOOD SHIP-NOT-BOAT HABLEY	15
CALIXCUEL, CITY OF HOPE	17
SOMETHING DREADFULLY WRONG IN THE DEEP	20
INTO THE RUINS	23
CHAOS IN THE LOWER WORKING AREA	27
NO PLAN SURVIVES CONTACT WITH A	
HORDE OF COLOSSAL SQUID	29
THE REACTOR COMPLEX	31
SAVING THE CITY	32
APPENDIX	33

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T R A V E L L E R INTRODUCTION

This adventure takes place in Sindal subsector of Trojan Reach sector, though it could be easily transplanted to any world with a significant amount of surface water. Most of the action takes place in and around the underwater city of Calixcuel on the world of Chalchiutlicue and does not require use of a starship or spacecraft.

Almost any group of Travellers will be suitable for this adventure, though it will be helpful if at least one has the Engineer skill; ideally with a Power speciality and/or a background in scout, merchant or naval service. Seafarer and Vacc Suit skills will also be useful.

In *The Calixcuel Incident*, the Travellers are visiting an underwater city when a disaster causes it to begin leaking. Amid the chaos they discover they have the means to save the entire city, if they can only reach and start the auxiliary reactor. However, the reactor is located in a secure bunker on the seabed, separate from the city, and between the Travellers and their destination are mobs of panicking citizens, jammed bulkhead hatches and several kilometres of ocean. Not to mention the squid....

RUNNING THE ADVENTURE

The Travellers must be in the city of Calixcuel for the adventure to begin. They might go there for many reasons, but the adventure's introduction provides a rationale which also gives the Travellers information about how they might go about solving the problems they will be faced with. The default setup for this adventure is detailed in the first section. If the Travellers are in the city for any other reason, this section can be skipped.

This adventure does not attempt to give the referee detailed instructions on how to run every encounter or what level of difficulty is appropriate for any given task. This is a matter for the referee's judgement, and is already covered by the *Traveller Core Rulebook*. Apart from anything else, a difficulty level appropriate for one group of Travellers might be utterly impossible – or ridiculously easy – for another. The referee should judge what task checks are needed, and at what difficulty, based on the circumstances and the needs of dramatic narrative.

Similarly, we do not attempt to present a flowcharted or 'railroaded' adventure. The Travellers are free to make their own decisions and the referee must adjudicate them. Additional encounters can be added, or the Travellers may find an entirely different path to the story's climax. In other words, this adventure dumps the Travellers into a situation and outlines what is happening around them. Subsequent events are at the discretion of the referee and Travellers.

There is no detailed map of the city of Calixcuel in this adventure. One section of corridors and living quarters looks remarkably like another, and mapping the whole city would be an exercise in futility. Much of the Travellers' activities in Calixcuel will take a narrative form; transiting three entire decks, during which nothing much happens except that feet get wet and people occasionally stumble in the darkness, can be glossed over in narrative form with various incidents that occur along the way forming focal points for more detailed actions



LIVING AND WORKING UNDERWATER

Much of this adventure takes place underwater, though the Travellers will mostly be inside a city that was designed to keep the ocean out. Activities that take place inside a pressure-tight vessel such as a city deck or large submarine are little different to the same activities undertaken in a starship or even out in the open air.

Water presents a drowning risk, obviously, but deep water has additional hazards. The most serious of these is pressure, which is typically measured in 'atmospheres'. One atmosphere is the pressure exerted at sea level by the planet's atmosphere, which can vary a little but is precise enough for most purposes.

On Earth, water pressure increases by approximately one atmosphere for every 10m of depth. Chalchiutlicue has similar Size and Atmosphere type to Earth, so it is reasonable to take this as a guideline. This is all that is needed – *The Calixcuel Incident* is an adventure, not a physics manual! Water pressure on the seabed around the city of Calixcuel is 110 atmospheres. In other words, an object or person at that depth is being pressed on by 110 times as much force, from all directions, as it would be at the surface. This will instantly kill an unprotected human.

One reason why starships make poor submarines and vacc suits are only useful at shallow depths is this enormous pressure. A starship will typically need to resist a pressure differential of one atmosphere, though most can tolerate quite a bit more; stopping one atmosphere of pressure from getting out into vacuum is a lot different to stopping ten atmospheres getting in, or a hundred!

Up to a point it is possible to maintain a level of air pressure equal to the water pressure outside, but beyond a certain depth this requires exotic gas mixes and extended periods in a hyperbaric (decompression) chamber every time someone goes up to the surface. People cannot live this way, not in large numbers over an extended period.

The only answer is to build a structure – be it a city, submarine or diving suit – so strong that it can withstand immense pressures and support normal conditions inside. At TL7, the local Tech Level of Chalchiutlicue, it is possible to build a submersible

capable of surviving at 1,100m for a lengthy period. The underwater cities of Chalchiutlicue are more advanced than this, enabling people to live a normal life at this depth.

However, there remain hazards. A structural weakness could cause the pressure hull of a submarine or city to collapse, killing everyone inside. For this reason, decks must be subdivided with pressure doors, with heavy bulkheads between decks. A deck or section of a submarine that is heavily breached will fill with seawater almost instantly, and this water will be at the pressure of the outside ocean – i.e. not survivable by anyone who is not in a hardened Very Deep Operations (VDO) diving suit. However, it is possible for a smaller amount of water to leak into a deck through a weakened seal or a small hole somewhere, and not be at high pressure. Thus it is possible to swim around holding your breath in a partially flooded section of the city so long as the pressure hull remains intact. In short, humans can survive in 'leakwater' environments but not in compartments open to the ocean.

Other hazards when operating in deep water include the cold, which requires a considerable amount of power expenditure to maintain habitability, and darkness. Many deep-sea creatures display bioluminescence, but vision is not a primary sense for most animals. Even with powerful lights it can be difficult to see far due to clouds of silt stirred up from the seabed. The deep ocean is, in short, a hazardous place to live and work. It is possible to forget that whilst protected by thick pressure hulls and armoured ceramic viewports, and those who do run the risk of getting a fatal reminder.



C H A P T E R - O N E

REFeree's INFORMATION



SINDAL SUBSECTOR

Sindal subsector was once extremely important in the affairs of Trojan Reach sector, since it was the home territory of the Sindalian Empire which had its capital at Noricum. The collapse of the empire – and indeed much of its reign – was extremely violent, with nuclear and biochemical weapons used both during the final death-throes of the empire and also against rebel worlds during its reign of terror.

As a result, there are remnants of the great Sindalian civilisation across the subsector, often surrounded by wilderness or uninhabitable regions. Many worlds regressed to a level little above barbarism, and some achieved a sort of technological barbarism made all the more nasty by the existence of high-tech weaponry.

Today's Sindal subsector is of little economic importance, though the Sindalian Main (also known as the Dustbelt) runs across the rimward (bottom) end of the subsector and is an important link for starships headed from Imperial space to the Aslan Hierate or Florian League. This is by no means a safe route; there are pirate havens along the way and worlds whose inhabitants can be extremely unfriendly. It is, however, the most practicable route for ships with jump-2 capability. Faster ships can make a more direct transit but for those that cannot cross a 3-parsec gulf there are few alternative routes.

Worlds in the upper (Coreward) part of the subsector are mostly within the Imperium or just outside its border. These worlds routinely receive trade ships and also naval patrols from the Imperial navy base at Realgar. Relations with the Imperium can vary, but Imperial trade is important to the economies of these worlds, and Imperial citizens (or at least their credits) are usually very welcome.

CHALCHIUTLICUE

Chalchiutlicue is a water world, with virtually no land above sea level. Much of what little land pokes above the surface is steep and rugged, and not well suited to growing food nor to habitation. However, with no other choices the population of around 40 million inhabitants are jammed into crowded island-cities that stand several hundred storeys high in some places.

These are not the towering arcologies of a technologically advanced world; they are ramshackle affairs with layers added atop earlier layers, in some cases kept up by little more than hopes and dreams. Sections do occasionally collapse, with casualties in the tens of thousands. Material from these collapse sites is recycled and used to keep another region habitable – for the time being.

The central part of most cities, built on the highest land, is occupied by the highest social classes – administrators, scientists and the engineers who find ingenious ways to shore up tottering buildings and keep them supplied with water and power.

The world government is a rather bland dispersed bureaucracy, under which each city has a ruling council. These report to regional and planetary councils that serve mainly to file those reports and forget about them. It is notable that the planetary council is not located at the starport or even close to it. This reflects the general attitude on Chalchiutlicue to interstellar affairs – the port is important to the economy and imported technology is necessary, but the goings-on of the wider universe are of little interest to the average citizen. Indeed, most citizens are not greatly concerned with affairs beyond their own city.

The world government imposes a fairly strictly enforced Law Level 7. Most weapons are prohibited and there are regulations about waste, food use and, most of all, population growth. This has led to significant numbers of 'illegals' – children born to those without official permission. Illegals live a shadowy life without access to the social support network that keeps legal citizens warm and fed. Many work in fringe industries, often as casual labourers or hazardous occupations for low wages and, of course, there is a lot of crime.

Law tends to be quite firmly enforced; most cities spend far more than they can afford on security personnel and handling facilities for criminals. Ironically, the most common sentence for a criminal or captured illegal is to be indentured for a time (depending on the severity of the sentence) to work in one of the few occupations that employ illegals. Many that are caught go back to their old jobs, more or less.

PARTIAL MAP OF THE SINDAL SUBSECTOR

TROJAN REACH SECTOR

SPINWARD MARCHES

THE BEYOND	MENORIAL	EGRYN	PAX RULIN	GAZULIN
	YDDRASIL	DPRES	SINDAL	TOBIA
	NORA'A	GOERTAL	TLAIOWAHA	THE BORDERLAND
	RANIB	SILRAAIHE	HKEA'AS	BINARY
RIFTSPAN REACHES				
REFIT SECTOR				



Gas Giant

B-6 Starport Class & Tech Lvl

Fuel Dump

Imperial Navel Base

Secure System

Imperial Border

X-Boat Route

Amber Zone

Planet (Dry)

Planet (Water Present)

It is quite obvious to the ruling councils that society on Chalchiutlicue is steadily breaking down, and numerous initiatives are underway to try to reduce the population pressures the world struggles with. It lies beyond the means of the world government to fix the problem but social programmes are still a source of hope to many citizens and may be the only thing preventing a revolution.

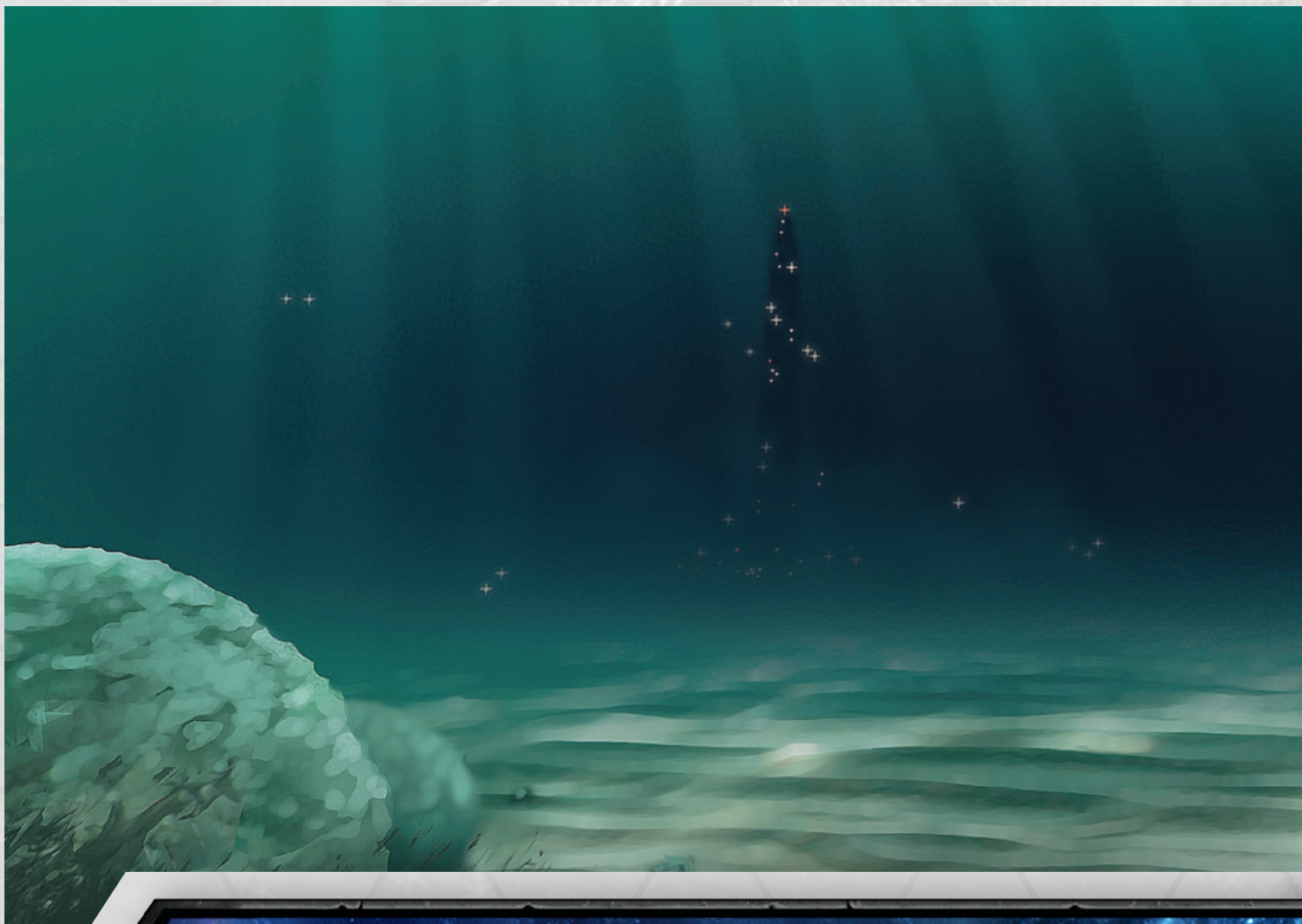
Chalchiutlicue has no moons, and thus no tides, although there are some very strong currents in the deep oceans which can vary according to the seasons. The oceans themselves are rich with fish and seabed life, creating an ideal environment for aquaculture. Chalchiutlicue's main export is radioactives and other minerals dredged from the seabed, along with seafood, fish and processed seaweed which is used for a range of purposes from starship emergency rations to special-purpose glues.

Seafood of various sorts feeds the populace, and provides a measure of social status. The staple diet of most citizens is concentrated pastes and protein/carbohydrate/vitamin noodles in a fairly bland sauce,

which has been described as one of the most soul-destroying diets in Charted Space. The ultimate luxury is food that comes from the ground above water level. Meat is truly a luxury item on Chalchiutlicue, but even green vegetables are quite rare. Chalchiutlicue is among the few places where people will get excited about a handful of carrots.

Those who can afford fish and other foods in their natural state, i.e. not processed almost out of existence, stand above the masses. That statement is literal – the other key measure of social status on Chalchiutlicue is how far an individual lives from the water. Indeed, local figures of speech tell much about society on Chalchiutlicue. 'Close to the water' means something is trivial or not very good, whilst 'below the waves' indicates that something is of no importance whatsoever. This is ironic perhaps, given that the world's very modest wealth all comes from the seabed.

The world's starport is located on the only island group of any size, with a large conventional landing area and a lagoon in which some starships land directly in order to load seafood products direct from cargo submarines.



About two million people live and work at the port or in the surrounding settlements, mostly in industries that support offworld trade or in the world's many sea-products processing plants.

The starport archipelago also has a large submarine construction and maintenance facility, building both transport and working submarines of various types. These include construction, seaweed-harvesting and rescue boats. The cargo and fishing fleets based out of the port archipelago are a major employer.

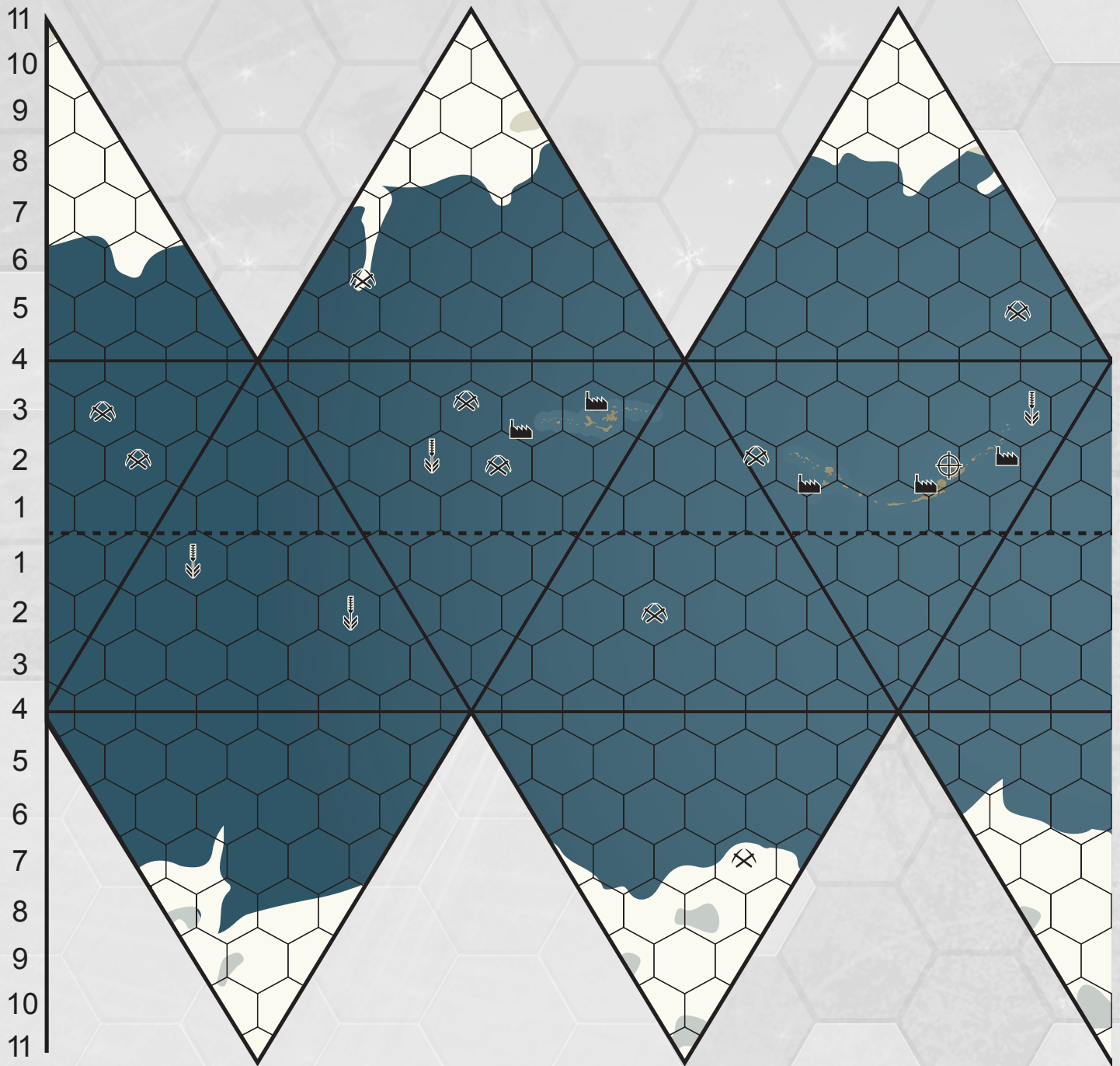
The port settlements display a mix of the world's locally sustainable TL7 and higher-tech offworld imports, with commercial and power-generation equipment typically being imported and most other systems locally made. Fusion reactors built offworld are used to power many submarines since they run for years without much maintenance and require only processed seawater for fuel. There is usually a maintenance backlog for those reactors that do need servicing, since Chalchiutlicue has difficulty attracting properly qualified personnel and lacks the facilities to train its own.

Offworlders are not unwelcome at the port, especially if they spend a lot of Credits or bring useful items to trade at a reasonable price. However, travel to the rest of the world is generally discouraged, and most Travellers have no real reason to leave the port anyway. There is a very distinct startown area which is quite well-kept and runs in an orderly-yet-fun sort of way. The city beyond this district is generally in much better repair than those on the rest of the world, but astute Travellers will probably figure out the startown is a façade and that life on the rest of the planet is not as pleasant.

Citizens of Chalchiutlicue need a special permit to work in the startown, and one of the conditions attached to it is not revealing the squalid and overcrowded state of the world's cities. Those that live and work in the startown (and to a lesser extent in the rest of the city cluster that surrounds it) are aware – and are constantly reminded – that they have it better than everyone else. There is a strong incentive to maintain the façade and keep up appearances. It is thus quite difficult to get portside workers to discuss conditions on the rest of the planet. Indeed, many do not know how bad things are getting elsewhere, since they may belong to families who have worked at the port for several generations.



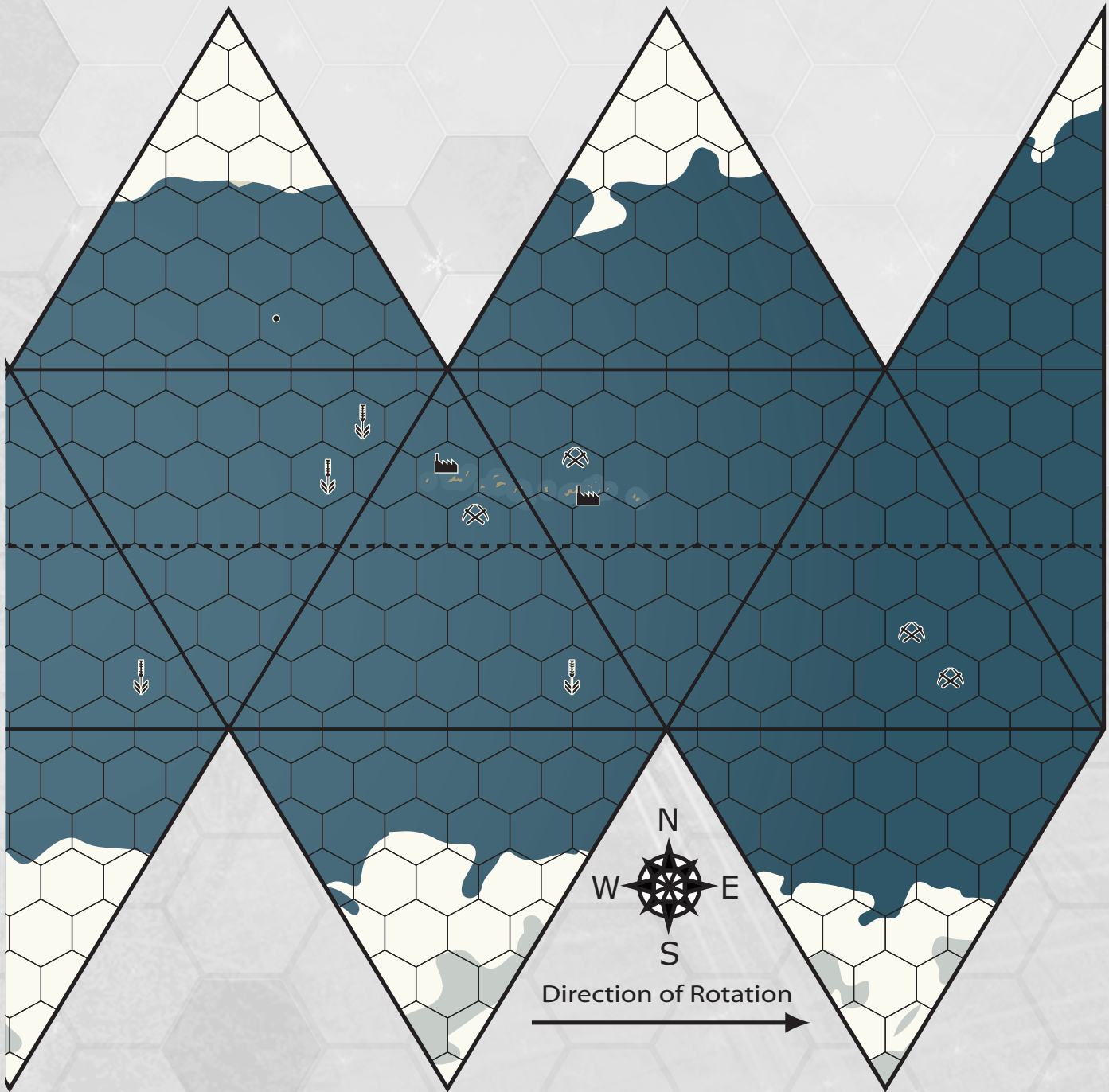
NAME: Chalchiutlicue



City Starport Mining Farming Industry Power Plant Military

● ⊕ ⚒ ⚔ 🏭 ⚡ 🚀

UWP: B76A787-7



Hex Scale

628km

World Gravity

0.9G

Mean Equatorial Temp

20°C

THE CALIXCUEL PROJECT

Things used to be a lot better on Chalchiutlicue. Much of the population lived in underwater cities which were spacious and modern. Some protruded above the waves but many were completely underwater which protected them from storms. As a result, some survived the fall of the Sindalian Empire and the chaos that followed, though they fell into disrepair and had to be abandoned. Thus began the move to the island-cities and a sharp decline in living standards.

Astute Travellers might find a connection between the fact that people on Chalchiutlicue have a tendency to consider what happens underwater to be irrelevant and the exodus from the deep cities. It is as if the world's culture is deliberately trying to forget the better times before the island-cities. This is an accurate perception.

Most of the underwater cities were destroyed during or soon after the collapse of the Sindalian Empire, or were thoroughly scavenged for materials to build the new settlements. However, some remained fairly intact. One in particular, the city of Calixcuel, was discovered to be salvageable. Built to hold up to a million people, the city offered the world's ruling council a chance to relieve population pressures.

A project to return at least parts of Calixcuel to habitability was undertaken. This was no small task, and it was several years before work crews could move into sections of the city and live there. Since that time, more and more of the city has been repaired, pumped out, and made habitable. Today some two hundred thousand people live there, though work is still underway to restore the rest. When it is completed, it is estimated

that two to three million people will be able to move into the underwater city. It will be crowded, but less so than the island cities these new colonists will be leaving.

The Calixcuel Project was not without its difficulties. Lives were lost in the reconstruction, and personnel exploring sections that remain flooded sometimes go missing. However, several areas are fully operational with submarine docks, workshops, schools, even theatres. Compared to the island cities Calixcuel is a good place to live, though many potential inhabitants have trouble overcoming the 'underwater thus irrelevant' mindset they have grown up with.

Calixcuel contains several areas still in ruins, and many more that are flooded. Other sections have been pumped out but are not really safe, and picked over by salvage crews or illegally scavenged by the inhabitants. Some of these areas are a little leaky, which can be alarming and sometimes downright hazardous.

The key to making the Calixcuel Project work is the main city reactor, located underneath the lowest level in a chamber cut into the seabed. This is a very large starship-grade fusion reactor bought from a naval scrapyard, capable of powering the entire city for years to come. Unfortunately it is not ready to go online, mainly for lack of skilled personnel to carry out calibration and adjustment. In the meantime, habitable sections are powered by a secondary reactor (obtained from the same source, but much smaller) set up in a temporary power complex further up the city tower.

Getting the main reactor online would be a huge landmark in the Calixcuel Project, providing power to light and heat the whole city and run its industries. However, the project has hit a snag after the firm originally contracted to assist with setting the reactor up pulled out. With population pressures worsening, the people of Chalchiutlicue are demanding action. The Calixcuel Project has become a symbol of hope to the overcrowded masses, and its failure could trigger an ugly social backlash.



C H A P T E R - T W O

THE CALIXCUEL INCIDENT

The Calixcuel Incident is essentially a disaster movie. The Travellers are caught up in the middle of chaotic events and must save themselves. They also have a chance to save a very large number of other people and indeed, the fate of the city may depend upon them.

The Travellers might of course decide to simply escape without trying to save the city. If so, the referee might choose to introduce a deus ex machina in the form of a rescue mission from one of the island cities, but that is a matter of personal taste. Travellers who save their own skins whilst leaving thousands of others to die will have to live with it, and the decision might occasionally come back to haunt them in the form of media stories or disgust from people they meet. On the other hand, becoming heroes might open new doors – though that is unlikely to be the main motivating factor for a bunch of Travellers caught in the midst of disaster.

There is no rigidly scripted route from beginning to end in this adventure, and the Travellers might wander off into all manner of additional incidents. However, the situation they are in requires a response of some kind; sitting and awaiting rescue is not a viable option. The impending failure of the city's power system and its subsequent flooding can be used as a 'clock' to keep the Travellers moving and create tension.

The referee should keep in mind that the people of Calixcuel are, for the most part, island-city dwellers without any experience of living and working underwater. They are shopkeepers, bar staff and tradesmen who just happen to live in a seabed city, and are likely to react in a crisis much like any other random group of people. Some will panic, some will try to take charge (with varying degrees of success and competence), some will huffily demand that someone does something or object to some trivial thing like a waterlogged carpet... and all will try to get themselves and their loved ones to safety.

These people can spark all manner of incidents along the way. Panicking mobs, people searching for lost children, teams of submarine trawler operators trying to improvise flood defences, looters, minor officials... the list of people who might get in the way of the Travellers'

mission is endless. Interactions with these people might be fleeting or of little importance, but they will help remind the Travellers that they are in a bad situation as well as adding to the depth and richness of the adventuring experience.

Overall, then, the referee should not allow Travellers to reduce the adventure to its critical task checks and little more. That style of adventuring is essentially unsatisfying – true, the Travellers completed the adventure and collected the reward, but it is what happens along the way that makes an adventure mean something. Far from being an irrelevance, a side trip to find a lost dog might become the most memorable part to the Travellers. Those memories might of course be heroic, comic or grim, depending on the Travellers themselves....



C H A P T E R - T H R E E

CHALCHIUTLICUE STARPORT

Chalchiutlicue's Class B starport is mostly located groundside, with a small orbital facility for vessels that cannot land on a planetary surface. From there, shuttles carry passengers and freight to the much more extensive downport. If the Travellers have a ship, they will more than likely head directly to the downport. If not, they can get there by shuttle if their vessel does not land directly. Either way, the downport is the only real choice for visitors – the highport has little more than customs stations, overpriced generic starport-goods shops and maintenance bays.

The groundside facility is much more extensive, with the added bonus of being able to walk around in the open air. That air smells salty and a little fishy, courtesy of the processing plants located around the central lagoon. Much of the time Chalchiutlicue is windy, with thin and unenthusiastic drizzle punctuated by heavy cloudbursts. Unappetising as that may sound, to someone who has been breathing scrubbed starship air for a week whilst caged in a small cabin and common area it can be a real delight to stand around in the rain.

Thus as passengers disembark from shuttles and starships, many choose not to wait for the electrically powered buses to take them to the main port concourse, instead walking across the open landing pad. Some take a moment to just stand in the rain in their shirtsleeves, at least until they notice how cold they are getting. After that, there is a general scurry into the concourse buildings. Entry is by way of a cursory identification check, after which the visitors are free to wander around the port but not go beyond it.

Like many starports, Chalchiutlicue downport is considered to be separate from the rest of the planet and is subject to a different set of laws. Sidearms and most hand weapons are permitted provided they remain holstered, sheathed or otherwise discreetly carried. Some businesses do not permit weapons to be brought inside, though many do.

Many crimes are dealt with by fines – some of which are inordinately large, resulting in allegations that criminal proceedings are a money-making scam for the port operators – or by incarceration until the perpetrator can be deported. If a criminal cannot afford passage, the port authority will pay for a low passage to the first destination available and may confiscate goods to offset

the cost. This is not an uncommon practice; few port authorities want the expense of imprisoning criminals and the world government is unlikely to take them. Unless the crime is serious, the usual practice is simply to move the perpetrator on and not allow them to come back.

Chalchiutlicue downport has a reasonable variety of shops, bars, restaurants and entertainment facilities, most of which are of a decent quality level. The world sees relatively little passing trade, so there are few brokers and not much cargo to be had other than minerals, radioactives and seafood. Overall, it is a pleasant enough place to pass a few days as a stopover, and for those staying longer there is a resort of sorts connected to the port. However, using this does require passing through the same security procedures as if heading out into the rest of the planet.

Security at the exits from the port complex is not especially tight, but there are weapon scanners and stiff penalties for attempting to take any sort of weapon through. Storage (which is surprisingly inexpensive) is available at the port for weaponry and other items a Traveller might not want to take planetside, and there are frequent reminders of the penalties for being caught with a weapon. However, the process is fairly quick for those wanting to use the resort.

For those wishing to visit the rest of the planet, there are forms to fill out. Lots of forms, including some that seem to be little more than disclaimers that the previous forms have been filled in correctly. Once these are all completed they are presented to an official for consideration, which typically takes a few days. It is not uncommon for forms to come back to have parts amended (and there is even a form to certify that the amendment was correct and necessary) more than once before permission is finally given.

There are two reasons for all this bureaucracy. The first is that the world government wishes to discourage visitors from wandering around and seeing how unpleasant conditions are in the island-cities. This is compounded by the natural tendency for bureaucracy to feed off itself and grow into a vast, strangulous mass. Visiting the world outside the port is more trouble than it is worth for most offworlders, especially as there is a resort where they can enjoy themselves without any of the hassle.

Chalcidulicus Starport - Highport

MAIN DOCKS

Cargo Bay

Cargo Bay

Cargo Bay

Cargo Bay

Help Point

Help Point

VILLERO

The One-Stop

Security & Customs Office

Canteen

Maintenance Bay

Maintenance Bay

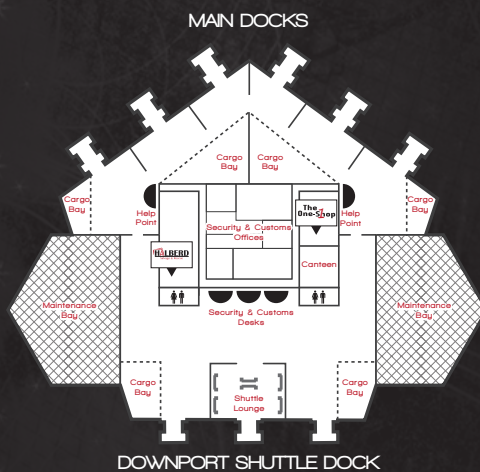
Security & Customs Desks

Cargo Bay

Shuttle Lounge

Cargo Bay

DOWNPORT SHUTTLE DOCK



The map illustrates the layout of Chalchitlicue Starport - Downport, divided into three main sections:

- MAIN PORT CONCOURSE:** This central area includes a 'Loading Bay' at the top left, an 'Information Desk', 'Security & Customs Offices', 'Commercial Outlets', and 'Secure Storage'. It is bordered by 'Maintenance Road' on the top and left. A 'Security Checkpoint' is located near the top right, and another is near the bottom right. A 'Bus Depot' and 'Fuel Storage' are also present.
- PORT RESORT:** Located to the right of the Main Port Concourse, this area features a large building with a pool and a 'Security Checkpoint'.
- LANDING PADS:** A large, irregularly shaped area at the bottom, connected to the Main Port Concourse by a 'Shuttle Bus Route'.

Other labeled areas include 'Ground Crew Offices', 'Self-Storage', and 'Generic!'. The map uses various colors and patterns to distinguish between different functional zones.



STARTING THE ADVENTURE

Whilst the Travellers are in port, they receive a communication from a junior official in the world government requesting a meeting. The message is vague but essentially offers the Travellers free dinner and a night's stay at the best hotel in the port if they will first meet with one Alyce Kolzein, whose office is rather unhelpfully listed as being Senior Assistant to the Deputy Minister for Offworld Liaison... whatever that means.

Alyce turns out to be a rather elderly woman of stern disposition, who does the Travellers the courtesy of not keeping them waiting and expects similar treatment in return. She is rather brisk, and gives the (correct) impression that she is far more important than her job title suggests. Without getting into much detail about the situation in the island-cities, she tells the Travellers that the world government has an important ongoing project that is stalled at present for lack of certain technical skills. People are getting frustrated and money is being wasted, and it is her job to cut through the whole mess and get the project back on track.

That is where the Travellers come in. One of the world's settlements, a city named Calixcuel, is powered by a surplus starship reactor that was purchased – at a very good price – from an Imperial breakers yard. Everything is above board and legal, but installing it has proved a challenge. What is needed is someone with experience of starship reactors (she confesses that she does not know the difference between a civil and starship reactor and could not tell the two apart herself) to figure out what is needed to get the system up and running, or better still to do it then and there if that proves possible.

Alyce offers transportation to and from the settlement, government passes that make the usual bureaucracy unnecessary, all board and lodging plus reasonable expenses, and Cr50000 for a detailed report on what is needed or an on-the-spot fix 'if all the damn thing needs is bashing with a spanner', as she puts it. She will allow herself to be bargained up to twice the fee, maybe even more, and is willing to agree that if the job turns out to be very complex the Travellers will get a higher fee.

Alyce wants to convey a sense of urgency to the Travellers without admitting just how badly the Calixcuel Project needs to get back on track. She neglects to

mention that the reactor is on the seabed, at least until the Travellers have agreed to do the job. If the Travellers seem likely to accept the job, Alyce will provide additional information but prefers not to in case something she says ends up being a deal-breaker. The Travellers can get the following out of her if they try, but only so long as they seem receptive to the task.

- Calixcuel is a flagship project for the world government, and a lot of people will be very angry if it fails.
- The project is intended to reduce overcrowding in some of the most populated cities on the planet, offering people a better life in more spacious surroundings.
- Calixcuel is an underwater city which is being restored after a long period of abandonment (Alyce fears that this will scare off the Travellers, but they might in fact be a lot more comfortable with the idea than the typical citizen of Chalchiutlicue).
- The trip to the city (and back again) will be by submarine.
- Thousands of people are already living in the city, and more are waiting to move in once the main power system is online.
- There will be no need to work in the water; the power system is part of the city.

If the Travellers are amenable to the idea, Alyce wants them underway as soon as possible. She does not really want to reveal how much tension there is in the island-cities (the world government has a long-standing habit of concealing this) but she does mention that people are ready to move in and becoming impatient. The sooner the Travellers get the job done, the better for everyone.

WEAPONS AND ARMOUR

Chalchiutlicue has Law Level 7, and the fact that the Travellers are undertaking a government contract does not exempt them from it. They will not be able to take prohibited weapons (i.e. more or less any weapons) with them on the mission, though tools and equipment will not receive more than the usual routine search. It may be possible to sneak small items through the checks if the Travellers really want to, but they are not going to be wandering around the underwater city in body armour and carrying heavy firepower...

THE GOOD SHIP- NOT-BOAT *HABLEY*

Transportation to and from Calixcuel is by way of the submarine *Habley*, a large cargo vessel powered by a fusion reactor bought offworld. Even those accustomed to the cramped conditions of starship life may find the vessel claustrophobic, but it is in good repair and well handled.

The submarine surfaces at the starport lagoon to load a cargo of spares and components for Calixcuel. Although she is quite a large vessel, she is heavily automated and requires a crew of only thirty personnel, most of whom are technical specialists. Her captain is Joseph Brimley, who is almost a stereotype with his white beard, worn blue sweater and battered captain's cap. Much like Alyce, he is brisk but businesslike, and under most circumstances he would have little time for passengers. However, starfaring is a lot like submarining, he presumes, and he would like to know a little more.

The Travellers have a chance to make a friend here. Joseph is genuinely interested in how spacefaring compares to submarining, and would welcome an exchange of stories and ideas. However, he is a proud man who will not tolerate being talked down to. He is an expert in his own complex field and demands the respect due to him. If he receives it, he will return in kind.

There is one good way to rub him up the wrong way however – to refer to his vessel as a boat. This is standard practice for submarines (as a result of old Terran traditions) but on Chalchiutlicue large submarines are ships and their crews resent what they see as a diminutive reference when the craft is called a boat. This could be connected with the 'underwater doesn't matter' mindset among the islanders, which irritates submariners no end. Those that persist in

calling the *Habley* a boat may be semi-humorously shown a life raft and told that this is a boat and they are welcome to it if they want.

There are ample opportunities to interact aboard the *Habley* during the eight-day journey to Calixcuel. Conditions are cramped and the vessel mostly runs at high cruising speed at a depth of about 100 metres. This puts it well below the effects of surface weather conditions, creating a smooth and rather monotonous ride much like being aboard a starship in jump. The crew will be expecting offworlders to be nervous aboard the submarine, and are likely to be equal parts impressed and disappointed if they seem right at home.

If anyone thinks to ask, the *Habley* and submarines like her have a test depth of 600m. This is the depth to which the vessel is tested during its sea trials, and is its normal maximum operating depth. Design depth, i.e. the greatest depth at which the vessel is designed to be able to survive, is 950m. There is always a margin of safety built into these calculations, but of course the vessel is not new, so collapse depth (the point where



the hull begins to fail) should be more than 1,000m. However, there is only one way to find out and nobody is keen to make that particular test.

Several days out, there is a change in the routine when the Habley surfaces. This is routine; cargo vessels receive a small subsidy to take barometric and other weather-related readings at various points on their voyages. If the Travellers have not annoyed the crew, they are invited to come up to the observation platform and have a look around.

The view is spectacular in a bleak sort of way. There are several small icebergs in the distance, and an obvious front of sleet or rain coming in from the north. Off the port bow there is a steeply sloped rocky island; little more than a spike of ice and black rock protruding above the waves. The overall impression is of isolation;

the submarine is a speck in a vast and empty ocean. After an hour or so, the measurements are complete and the Habley dives back to cruise depth for the final run to Calixcuel.

Joseph makes a comment about the island that might go right by the Travellers. He refers to it as Spike Rock, 'probably the only thing above the surface without ten thousand people perched atop it'. If the Travellers pick up on this, they can learn a lot about conditions in the island-cities, which (allegedly at least) are so cramped the submarine feels roomy by comparison. If conversation goes this way, the Travellers might begin to realise how important their mission is to the people of Chalchiutlicue.

If the Travellers have become friendly with Joseph and his crew, they are more likely to receive help later if they ask for it.



CALIXCUEL, CITY OF HOPE

The cargo submarine *Habley* descends to just under 500m as she approaches the city. This is well within her design tolerances and is entirely safe, though the creaking from the hull (which is normal, if alarming) might worry some of the Travellers. The city is built in water some 1,100m deep, making her lower docking bays inaccessible to most of the submarines used on Chalchiutlicue. Some specialist deep-diving vessels are capable of operating at this depth, but cargo and fisheries subs have to use the upper dock.

There are no windows or vision ports in the pressure hull, but the submarine does have a good sensor suite that builds a pseudo-visual image of what is around it. First impressions of the city are of what appears to be a slender spire rising from the depths, but soon afterward it becomes apparent that the city is not slender at all; it is just very tall. There are a few large submarines in the area, most obviously headed in or out on transport routes, and some smaller craft working on the outer hull of the city at various depths. There is also an explosion somewhere in the deep.

The detonation does not seem to alarm Joseph and his crew, who wave it off as 'just a squidbang'. If pressed for explanation, they add that there is a species of very large squid-like creatures native to the world, and they tend to be inquisitive about the work subs. Small charges called 'squidbangs' are launched aboard improvised torpedoes to scare them off, which works pretty well.

The city is essentially a broad tower about 1,000m high, anchored to the seabed. At its very base is the main reactor, located in a pumped-out area a couple of decks high. Above that is a region about 100m high which is breached and flooded. Power conduits have been run through it to the rest of the tower, but otherwise this area has not been extensively repaired. Images of this area from the sensors are fuzzy, as a result of the debris scattered all over the seabed. Some of this is very large, such as entire sections of deck, a wrecked submarine nose-down on the seabed with its stern sticking up, and a tangle of metal that used to be a very large construction crane.

Above this flooded area is the 'lower work zone', about 50m high, which is pumped out and safe. It has docks for work submarines and accommodation for their crews, but not much else. Above that is a partially flooded area

about 300m high, in which some sections still have integrity and others are filled with seawater.

About 450m from the seabed the main inhabited section begins. This is a completely salvaged and refurbished section about 250m high where most of the current population live and work. Above this, starting 700m over the seabed, is another partially flooded area which is currently being worked on to make it habitable. Damage to the city is more extensive in the lower decks, but all areas show signs of needing work to make them safe or habitable. The tower terminates in a 'top dock' level some 100m below sea level (1,000m above the seabed), with a couple of antennae towers extending up to the surface.

The Habley docks without incident, settling into a cradle before the docking area is pumped out. There are no pressure or decompression issues to worry about; the cargo submarines and the city operate at a more or less normal atmospheric pressure. There is no way to build craft or a city to survive at 1,100m with the materials and technology available on Chalchiutlicue, but the city was originally built at a much higher Tech Level and is capable of surviving much greater pressures – including the detonation of a nuclear device underwater providing it is a fair distance off. In fact, it already has, during what is bleakly referred to as the 'great Sindalian field experiment'. The city was badly damaged but much of it remains pressure-tight.

Of course, working with high-tech materials scavenged from the ruined sections of the city is slow going, as it often requires specialist tools that have to be bought offworld. Work is progressing, however, and an area of a few decks above and below the docking area has been completely refurbished. Not surprisingly, this has become the hub for the restoration of as much of the city as possible.

The Travellers are met at the dockside by a small crowd composed mainly of workers who happened to be nearby. There are a few families present too and a handful of administrators headed by Sinclair Krenoff, a surprisingly young man for his position. Sinclair greets the Travellers in a businesslike and strangely formal manner, as if they are important officials or minor celebrities attending some ceremonial event. A reception has been arranged for them, he tells the Travellers, and ushers them from the docks to a set of meeting rooms.

The Travellers should be now be getting the impression that their arrival is a big deal for Calixcuel. The main reactor is extremely important to the project, and they are the people who are going to get it up and running – or so the local populace believes. Thus a lowly starship drive hand is treated like a visiting Professor of Engineering.

The reception is a rather odd affair, with most of the city's ruling council present. They try not to show how eager they are to have the Travellers complete their mission, and Sinclair treads a fine line between apologising that the buffet food is not great and trying not to draw attention to its shortcomings. The buffet is indeed not great, especially for those who do not like seafood. It consists mainly of things like flavoured noodles, crispy seaweed flakes and a variety of dishes made with prawn-like creatures. This is much better than the food the typical island-city dweller gets, but it is not much above preserved starship rations in quality.

After some small talk, Sinclair gives the Travellers a short tour of the main habitation section. This is several decks high, most it just complexes of apartments and small recreation spaces between them. The submarine docks are at the top of the main habitation section; above them is an area that is slowly being cleared and repaired. The inhabited section extends about 250m down from the dock level.

Most of this area is remarkably like an orbital habitat or starship, and inhabited by ordinary people going about their very mundane business. One section the Travellers pass is closed off with a heavy pressure door secured by an extremely bored guard. The section beyond, Sinclair says, is pumped out and safe, but has not been properly

inventoried for salvage. This does not stop people from sneaking in to see what they can scavenge, which is becoming quite a problem.

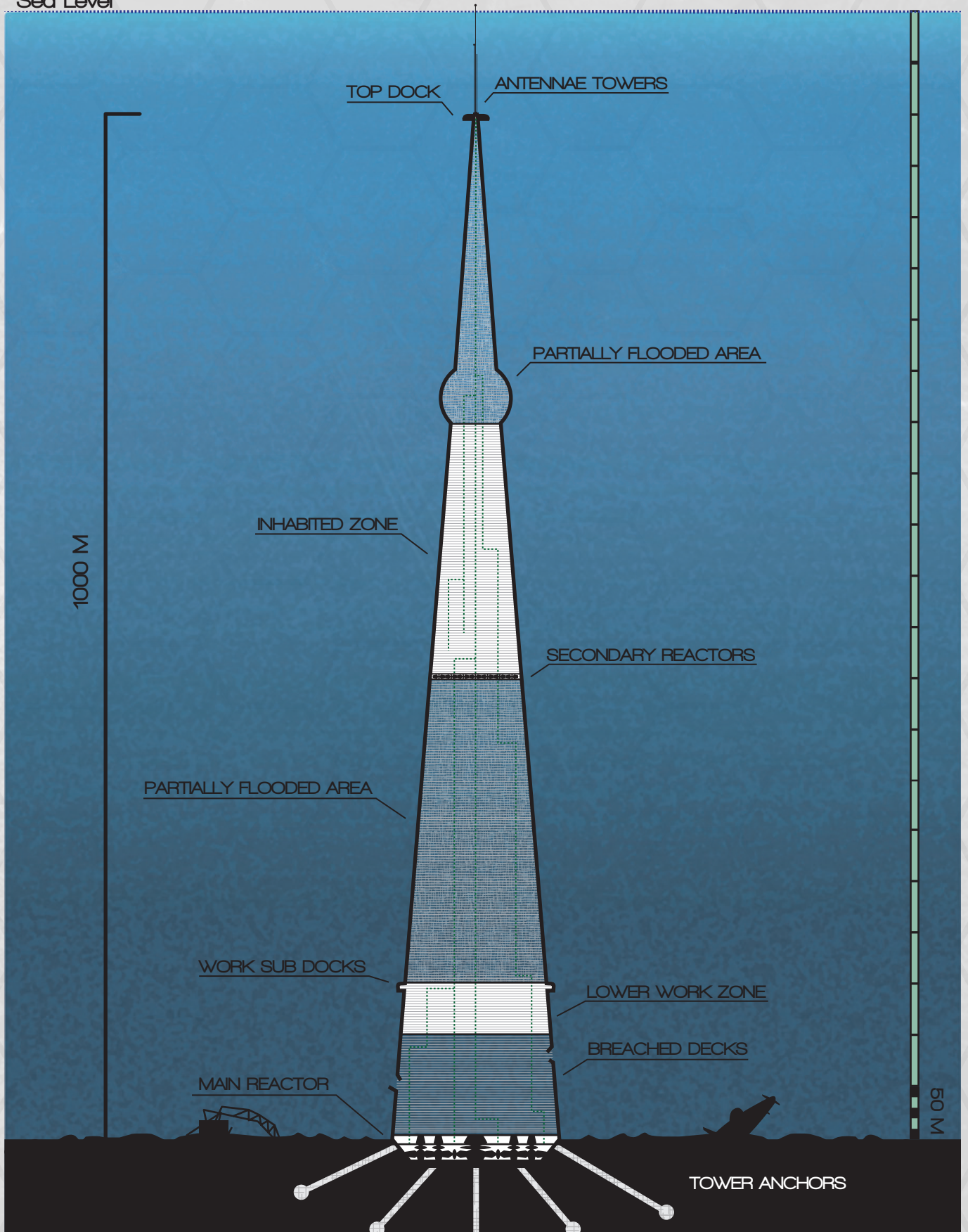
There are entrances to the restricted sector on several decks, including some currently flooded and thus unsafe. Reconnaissance parties report it is possible to link up with the lower working zone by descending through sections that are not flooded, and Sinclair suspects there is a regular black market trade in scavenged components sold to the work crews.

At the lowest level of the inhabited section is the rather ramshackle secondary reactor. This is a frighteningly complex affair of pipes and conduits, linking several small fusion reactors into a larger whole. Some parts are clearly offline to be worked on, but the whole thing is quite competently done and pretty reliable. There is not much that a technically minded Traveller could immediately do to help the technicians. The only problem with this reactor is that it requires a lot of manpower to keep it running, absorbs a lot of spare parts and has limited output. As more of the city is refurbished the reactor complex has to be augmented to keep pace, and this creates an exponential maintenance problem.

The answer, of course, is to get the main reactor online and relegate this one to its role as a backup. That is where the Travellers come in. Sinclair tells them accommodation has been prepared for them, and tomorrow one of the bigger work submarines will come up to convey them to the lower working decks. They can make a preliminary inspection of the main reactor and will be presented with a full inventory of the spares available to get it up and running. The city's main power source could be online by tomorrow evening!



Sea Level



SOMETHING DREADFULLY WRONG IN THE DEEP

Preparations for the activation of the main reactor have been ongoing at a rapid tempo for several days now, with work submarines and divers (both robots and humans in deep-diving suits) operating around the clock in a flurry of debris clearance and other work. This has stirred up the silt of the seabed and made visibility very poor even with powerful lights. More importantly, it has agitated the local wildlife.

Normally the Pseudosquid (P-squid) content themselves with the occasional probe into the area around the city, and very rarely have come close enough to threaten a diver. Robotic units sent further out have been taken, but this was probably rather disappointing for the squid. However, not only are the P-squid themselves agitated by all the activity around the city, their food supplies have also been disrupted.

Close to the city lies a deep-water trench. The bottom has been mapped at 1,600m at its shallowest points, and as it runs further away from the city it deepens considerably. This deep, cold water is home to several species of large fish predated by the P-squid. However, debris and silt stirred up around the city has been falling into the trench and driven off some of the squid's prey. This has been taken as a threat, and during the night as the Travellers prepare to undertake their task, the P-squid launch an attack.

Their target is the cargo submarine *Nila*, inbound to the city. Normally the squid do not bother the big subs, and on the rare occasions they do they cannot cause much harm. On this occasion a group of five large P-squid mob the vessel, grappling its hull and attempting to drag it down to the seabed.

There is little chance of the P-squid penetrating the hull, but naturally *Nila* attempts to reach the safety of the city as fast as possible. As she is rushing towards Calixcuel's dock area at flank speed, one of the P-squid becomes entangled in her screw and is slowly mashed. By the time the carnage is over *Nila*'s rudder is disabled and her screw is badly damaged. She is coasting towards the city, still with four angry P-squid grappling her hull, and there is nothing anyone can do to prevent a collision.

The Travellers are more than likely woken by alarms, and can get a data feed in time to see the stricken submarine crashing into the central dock's outer doors. She rebounds, venting air from a torn pressure hull, and begins to sink rapidly. It is hard to make out on the sensor feed, but it looks like one of the P-squid has managed to enter the hull through the breach and is feeding on the crew. Fortunately for them they will have died instantly when the water came in. Damage alarms sound throughout the city and watertight doors slam shut in every deck section. Meanwhile *Nila* settles on the seabed as other P-squids close in.

It will be difficult at first for the Travellers to get official information; everyone with a role in government is busy with the current crisis. However, it is not long before Sinclair remembers the visiting experts and sends an aide to bring them to the council chambers. By this time, the initial emergency response is over. Watertight doors have been reopened in most areas and a damage assessment is underway.

Sinclair is torn between not wanting interference as he deals with a major crisis and his conviction that the Travellers are brilliant experts whose presence in Calixcuel at this time is a piece of incredible luck. He settles for giving the Travellers a fast sitrep and access to a data console, saying that if they can see a way to help he will be delighted to hear it. He then goes back to issuing a series of directives that sound ominously like instructions to evacuate flooding areas of the city.

THE NILA SITUATION

Not all of the cargo submarine's crew are dead. Those in the breached forward compartment were killed instantly, but internal doors were closed when the P-squid attack began, saving about two-thirds of the crew of thirty from immediate death. Injuries were sustained in the collision and crash into the seabed, but at present there are at least some survivors in the engineering spaces of the wreck.

The survivors are in desperate trouble. They have power, which will keep the air recycling system going, but they cannot control the vessel. *Nila* is lying on her

side in 1,100m of water with a damaged pressure hull. Her theoretical collapse depth is around 950m; it is a testament to her builders that she can still support life. But with Pseudosquid banging on the hull, looking for a way in, things look bleak if a rescue cannot be mounted.

The initial and immediate attempt to help Nila, using robotic divers, was a complete failure. The robots were savagely set upon by frenzied P-squid and dismembered. A human in a deep-diving suit would stand no chance. A band of brave workers venturing out in a salvage sub were driven back with damage to their craft. The P-squid are taking little notice of squidbangs.

It seems at present that nothing can be done for the survivors of the attack.

THE CALIXCUEL SITUATION

Calixcuel City is in mortal danger too. The main docking bay doors are buckled and jammed, but are holding for the moment. However, water is getting into the structure at several – probably many – points. There has been a catastrophic failure of the main pressure hull at one point, causing hundreds of deaths. The area is sealed off but structural integrity is questionable on the surrounding decks.

The city's pumps are not able to keep pace with the leaks, making it necessary to evacuate sections of the city. A few areas are in real danger of collapse and are being rapidly cleared of people whilst in others it will take hours or days for water levels to rise to dangerous levels. Secondary hazards exist, such as electrical shorts, but much of the city's electrical system is – oddly enough – watertight.

At first it seems like the city can ride out the disaster. It should be possible to get the main docking complex working again sooner or later, and although the breached areas represent a setback this is what the workers came to Calixcuel to fix. Repairs should be possible, though at present the 'squid situation' makes assessment problematic.

However, there is a more severe problem. The secondary reactor deck is starting to flood, partly as a result of water getting in from other decks and trickling down through weakened internal seals. If the water level rises too high the secondary reactor will have to be shut

down. If not, water will eventually get into its reaction chambers, which will not cause an explosion as such but will create a great deal of superheated steam which will have the same effect. A reactor breach could blow out the secondary reactor deck and critically weaken the whole city structure.

Without the secondary reactor, emergency battery power will provide lighting for several days if the pumps and heating are not used, but the city will flood much faster and it will get very cold. Even with the docking complex working there would be no way to get everyone out in time. There are simply not enough submarines and rescue craft on the entire planet, and most are several days' transit away.

Sinclair has already declared an emergency and requested all available assistance. An enterprising Free Trader crew has suggested landing starships in the sea above the city to take off as many people as possible. They can reach the surface by climbing the partially repaired section and then ascending the maintenance stairs in the antennae towers, but there are thousands of people to funnel through two narrow staircases. It just cannot be done in time even if there were a hundred ships waiting to rescue the citizens... and there are not.

If the secondary reactor could be kept running, that would buy time to make emergency repairs. The city might even be saved, and if not a far greater number of people could be rescued. Unfortunately, the secondary reactor cannot be kept running for more than few hours. After that it will have to be shut down to avoid a catastrophe, and the city will go to reserve power. The pumps will work very slowly, and the leaks are getting bigger all the time. The decks will begin to fill up and it is apparent that the internal seals will only hold for so long. Calixcuel has hours or at best days to live once the secondary reactor goes offline.

Unless, of course, someone gets the primary reactor started.

This is what the Travellers came to do, after all. If they agree to make the attempt, Sinclair (though obviously terrified) offers to accompany them. He can possibly delay the inevitable from the control room, but he may be able to save the whole city by leading the Travellers to where they need to be. If the Travellers will not make the attempt, Sinclair declares he will try on his own. Maybe he can round up some power technicians on the way or something. The Travellers should realise that

there is no chance of this succeeding. If local engineers could get the main reactor online the Travellers would not have been required. Sinclair knows it too, but what other choice is there?

Referee's Note: It may occur to some of the Travellers that maybe it is not in the interests of island-city governors to assist with the rescue. People saved from Calixcuel have to be rehomed, and there is no room. Leaving them to their fate does allow the city to carry out a part of its mission to reduce population pressure. Bleak as it is, this suspicion is correct. Some island-cities make no attempt to assist at all. However, for the most part the people and leaders of Chalchiutlicue do their utmost to save the citizens of Calixcuel even if the Travellers will not.

Sinclair's attempt is doomed to failure. If he goes without the Travellers, he does not even reach the lower work area before succumbing to some mishap along the way. Rescue submarines and starships will manage to save a few hundred of the citizens. Of the rest, the lucky ones perish in the scramble for the rescue ships. Everyone else drowns or dies of sudden structural collapse either due to massive and sudden water pressure or secondary causes such as falling through collapsing decks. The outcome will be the same in any case.

SINCLAIR'S PLAN

With the main dock out of action, it will not be possible to bring a work submarine up to take the Travellers to the main reactor. One could be brought to the upper docking area right at the top of the city, but there are already hordes of evacuees making their way up through the semi-repaired sections. It will take a long time to get to the dock, even if it can be reached at all.

The alternative is to use the route Sinclair is pretty sure exists through the lower decks. This means entering the semi-ruined (but watertight... mostly) section of the main inhabited area and finding a way down to the lower decks. Smugglers and scavengers have been doing it for some time, so it cannot be all that hard, Sinclair reasons. Once the lower work area is reached the Travellers will have to find a way to get past the fully flooded section below it to enter the main reactor complex. One option might be to use a work submarine (as originally planned, in fact) but the 'squid issue' will have to be resolved somehow. There will be time to think of something en route.

As to the *Nila*, Sinclair cannot afford to spend much time on that. There are tens of thousands of lives at stake in the city, compared to perhaps a dozen survivors in the submarine. Numbers are not on their side, even if there was a good way to get them out of the wreck.



EVACUATE

**All Persons Must IMMEDIATELY
Vacate This Section.**

Follow The Illuminated Route.

INTO THE RUINS

It should be apparent to the Travellers that their prospects are poor if they just sit tight and hope for rescue. An attempt to reach the top of the city and get aboard a rescue ship or submarine offers a little more hope, but not much. Getting through the crowds already headed in that direction would present a problem, even if the Travellers are willing to be extremely ruthless. Heading down does seem to be the best option – if nothing else, there are work submarines in the lower area that could be used to escape.

The Travellers probably have their tools and such like, but they were not permitted to bring weapons from the starport. If they ask, Sinclair will arrange for them to be given a handgun or a shotgun from the security arsenal. There are very few firearms aboard the underwater city, for obvious reasons, and none that can put a hole in a bulkhead. Thus the Travellers have a choice between an autopistol with two spare 15-round magazines or a shotgun with six rounds in the magazine and six more on a holder attached to the stock. Demands for more ammunition will be ignored.

Other equipment such as rope or flashlights will be provided as far as possible, though the living area does not contain large quantities of such items. The Travellers might have to scavenge and improvise a bit to put together a suitable carry-kit. They will also have to contend with Sinclair urging them to get a move on (another incentive might be the groans from the city's structure and the occasional dull bang as a pressure door gives way somewhere below) and people rushing around in a panic or trying to grab everything they can save during the hoped-for evacuation.

Referee's Note: The referee can make as much or as little of this as he pleases. The task of getting some kit together could become quite complex, with many opportunities for roleplaying as the Travellers interact with frightened locals. There is no need to push the storyline along or gloss over details if the Travellers are enjoying the adventure. The storyline could end up being about a doomed inter-species love affair amid the chaos of the city's last days if that interests the Travellers. However, if things begin to stagnate there is the 'clock' provided by the flooding secondary reactor to drive things along.

THROUGH THE RESTRICTED SECTION

The restricted section of the main inhabited level is closed off from the rest by pressure doors, but these are fully functional and lead to areas startlingly similar to those currently being lived in. The nearest corridors and rooms have been scavenged, but in a careful and ordinary manner since they are due to be refurbished as soon as resources are available. Conditions are much less 'liveable', with bare wiring and peeling paint, but the first areas entered are not strewn with wreckage.

This gradually changes as the Travellers proceed. Lighting is dim, since most of the fittings have been scavenged, and here and there lie piles of material ready to be moved into the inhabited areas. Much of it has been sorted and neatly arrayed – support beams, wiring, piping and tubing, electronic circuitry and so forth. However, some of the piles have clearly been rummaged through and smaller items removed. This becomes more obvious as the Travellers proceed.

Descending the first couple of decks is easy enough, but after this the damaged state of the city becomes more obvious. It is also colder, with a damp smell in the air. Tangles of wreckage block some stairwells, forcing the Travellers to detour and find another way down. Occasionally they find a pressure door which is sealed shut, and judging from how cold some of these doors are, a proportion at least have ocean on the other side.

All the while the Travellers will be hearing groans and bangs from the city's hull, and soon they will find themselves squelching through wet carpets and then walking in ankle-deep seawater. Trickles can be seen running down some stairwells, though the pumps are still working and water level is rising very slowly. However, if any given deck gets too waterlogged it will be automatically sealed off, which will cause the Travellers some real problems – at the very least.

However, there are problems of a different nature to deal with first.

THE SCAVENGERS

Sinclair's presumption that there are scavengers carrying on a black market trade with the workers in the lower area is in fact correct. There are several possible routes from the main inhabited area to the lower one, though none is especially easy and some have been closed off by damage suffered in the current disaster. This has resulted in some groups of scavengers being cut off or having to find an alternative route back up from the lower decks.

The Travellers encounter one such group while they are descending through the damaged section. The scavengers are aware that something very bad is happening. They will have received garbled information but enough to know the city is in mortal danger and they need to get to safety. They are scared and becoming desperate and, of course, these were not particularly honest people to start with.

The scavengers are not intrinsically bad people, but they are used to ignoring the law when it suits them. There are some quite harsh punishments available for those that endanger the city by stealing components to sell; thus they are inclined to put themselves first and

are quite willing to let others suffer if that is what it takes to get out of this situation. Violence is not their first inclination, but if they see a group that has good equipment and think they can extort it or take it by force, they will try their luck.

The composition of the scavenger group is up to the referee but there should be at least a couple more of them than there are Travellers, though they are not likely to be armed with anything more dangerous than knives, improvised clubs and perhaps one or two autopistols between them.

The most likely form this encounter will take is a confrontation in which the scavengers act tough and try to extort some or all of the groups' equipment from them. They may not realise that the Travellers are an 'official' party and may think they have simply run across some other group of scavengers.

The scavengers can be reasoned or bargained with, but it will take a lot to overcome their natural suspicion and self-centred attitude. It is possible they could be co-opted to help, but more likely the Travellers will have to dissuade them from attempted robbery or fight them.

SCAVENGERS

STR	7	INT	7	SKILLS
DEX	7	EDU	5	
END	8	SOC	3	
			Carouse 0, Deception 1, Electronics 0, Gun Combat 0, Mechanic 1, Melee 0, Recon 0, Stealth 1, Streetwise 2	
WEAPONS			Autopistol (3D-3), Club (2D), or Knife (2D)	



If it comes to a fight, it will be confused scramble in the near-darkness, with debris underfoot; quite possibly in ankle-deep water. The referee should play up the chaos and uncertainty, with assailants appearing out of the darkness and disappearing again, with it being entirely appropriate for the referee to apply Banes to task checks and attack rolls, and there is a real risk of hitting a friend instead. Afterward, it will be apparent that anyone too badly hurt to move will probably die here in the dark and cold even if the city is saved. There is simply no way a rescue party could get the casualties out in time, and in any case there is no-one available to do it.

The Travellers might have several encounters with scavenger groups or ordinary citizens seeking a way to the submarine docks. There is the real possibility of a tragedy if the Travellers have had to fight one group and then runs into another who they assume have the same intentions. The converse also applies; people who have just been robbed for their few possessions may attack on sight without either side being 'bad guys' as such.

DESCENT INTO THE WATER

As the Travellers push deeper into the city, they encounter more and more obstacles and blocked areas. Searching for a way around becomes increasingly time-consuming, until there are no more detours to be had. The Travellers find themselves looking down through a hole in the deck at a partially flooded area below. The water is a few centimetres deep on the level they occupy; it looks to be over a metre deep and rising below. Seawater runs over the edges of the hole and cascades into the level below, occasionally taking with it some small pieces of debris.

Getting down should be relatively easy, but there may be no way to return to this level. In short, if the Travellers choose to go on they are committed to finding a way down to the lower level – which is not much further – before the water fills this deck and they drown. There are no pressure issues here; this is water that has leaked in or burst into areas now sealed off. The water is, however, cold, dark and turbulent. It is also rising quickly.

If the referee wishes to push things along – literally – he could have a seal burst somewhere and cause a great rush of water to wash the Travellers down into the deck below. However, this is a form of railroading, and it may be better to have the Travellers make the difficult decision themselves.

Once they get down to the deck below, the Travellers must wade through waist-deep seawater in which commonplace objects bob about. Drink bottles, furniture and wall decorations float past, which some Travellers might realise suggests a current. Water flows downhill, so following the current should lead to a way to the next deck down – assuming it is not completely flooded. The lower working area is only a deck or two down now.

It is a real struggle to wade through the half-flooded deck, and nervous Travellers might begin to suspect there is something in the water with them. Virtually all the lights are out on this deck, with water splashing up the walls and coming down through rents in the ceiling. In the illumination of flashlights and glow sticks, it is hard to make out anything; familiar shapes can become distorted and frightening.

The referee should play the scene for a few 'haunted house' type tense moments, until the Travellers become convinced they are just imagining things. Then something bumps a Traveller's leg. Something moving and quite large...

This will likely trigger a scramble to get out of the water and onto something high, or perhaps frantic attempts to find, shoot or stab whatever it is. Eventually it is found; a large deepwater fish which has been washed in somehow. Like many such creatures it is horrifying in appearance; slightly bioluminescent and 'just wrong' in shape. It is ugly, disgusting and in some distress. The greatly reduced pressure in the city is killing the fish, causing it to thrash about in a distinctly unsettling manner.

The Travellers might blast or stab the dying fish anyway but in any case, it was not alone. Its movements have attracted an altogether more dangerous creature – an immature P-squid which was on the city's hull when a compartment collapsed. Swept in by the resulting rush

IMMATURE P-SQUID

ANIMAL	HITS	SPEED
Immature P-squid	42	9 m
SKILLS	Athletics (dexterity) 2, Melee (unarmed) 3, Recon 1, Stealth 1, Survival 1	
ATTACKS	Beak (4D)	
TRAITS	Armour (+2), Large (+1), Slow Metabolism (-4)	
BEHAVIOUR	Carnivore, Killer	



of water, it was trapped when the pressure doors closed and is in similar distress to its prey. However, P-squid are tough creatures and this one will not give up the ghost easily. More significantly for the Travellers its plight has triggered a compulsion to feed and fight its way free.

The immature P-squid will try to grapple an enemy, its tentacles giving it a Boon on all Melee (unarmed) checks made when grappling, as detailed on page 74 of the Traveller Core Rulebook. Once it has secured its prey, it will start to inflict damage with its beak.

The Travellers are trapped in a half-flooded habitation deck with an angry squid, in the dark. They may come up with some clever trick to confuse it and escape, or they might fight their way past. The squid will not stop attacking until it is dead, though it may be driven off for a time only to come back from a different angle. Indeed, rather than a straight fight this incident might best be played for tension, with the P-squid launching attacks from under the dark water and then disappearing again. The Travellers might find themselves in a running (swimming?) fight through this deck and the next.

THE LAST FLOODED DECK

Finally, the Travellers find where the water is flowing to; a rent in the floor of the deck. The level below has lost most of its internal pressure seals, though it retains integrity against the ocean outside. This is giving the water coming down from above a lot of space to fill up, and so far the deck is only about 1.5m deep. The level is rising however, so the Travellers need to find a way through to the lower work area pretty quickly.

Finding one is not too difficult as it happens. There are maintenance shafts running alongside the elevators and stairs between decks. Opening a stairway's pressure seals would endanger the whole area below, but a shaft would not be very difficult to close off. However, the hatch down to the next level is, of course, at the bottom of the shaft, which has about 4m of water in it.

The Travellers might come up with a clever way to pump water out of the maintenance shaft more quickly than it is getting in from the top, or might close off the top and pump it out. Alternatively, they can do it the hard way. This requires swimming down to the bottom of the shaft and manually undogging the hatch in the dark, underwater, in a narrow space using a Difficult (10+) Strength check (1D x 10 seconds).

If this can be accomplished, the Travellers will be deposited on the deck below by a rush of water, quite likely along with a great deal of debris, a half-eaten fish and a dead immature squid. If the P-squid is still alive, it will be dragged into the shaft and down to the level below, causing still greater consternation among those working there. The referee might decide that there was a second P-squid, just for the fun of dumping one amid the chaos below.

In all likelihood, the Travellers are dumped onto a brightly-lit deck among surprised and alarmed workers. Water starts coming down the shaft, pushing people over and setting off the flood alarms. Doors slam down, people yell in fright, random pieces of furniture and debris tumble across the deck, and quite possibly a confused and disoriented P-squid starts attacking people at random. The shaft will need to be sealed somehow, and quickly.

But the good news is... the Travellers have made it. They are in the lower working area. Now all they need is a submarine.

C H A P T E R - E I G H T

CHAOS IN THE LOWER WORKING AREA

The sudden arrival of the Travellers sends a stir through the lower working decks even if they do not appear from a maintenance shaft in dramatic fashion. The workers have somewhat patchy information from the main inhabited levels, more because everyone there is in a state of chaos than problems with the internal communications system. They will want to know what is going on, who the Travellers are and what they think they are doing, and all manner of other details including a barrage of requests for information about specific people and areas of the main inhabited zone that the Travellers are not familiar with.

This all takes place while the workers are very busy. They are hard at work on several tasks, which lack overall direction and at times get in one another's way. Some groups of workers are readying their subs for a massed rescue attempt on the wreck of the *Nila*. Others are doing structural work on the city or trying to improvise some sort of pressure-resistant escape capsule to take a large number of people to the surface. There are lots of good ideas (and less good ones), several people who think they are in charge (and others who think they should be) and a general air of chaos.

Smart Travellers might realise that a lot of this is make-work. People are fixating on small things they can fix, such as a section of busted piping or an electrical outage in a small area, because they believe they cannot do anything about the wider catastrophe. They might be wrong about this; if the Travellers can rally and direct the workers there is a lot they can do.

The Travellers have accomplished a lot by reaching the lower working area, but unless they can get to the main reactor and start it, nothing they have done so far will matter. There is no way to get there through the city itself; the supports and main structure are intact, but the pressure hull has several large rents in it. This means the only way to reach the reactor chamber is to

go outside, either in a deep-diving suit or submarine, descend through the wreckage around the city and enter the reactor level by way of its emergency airlock. The main one is blocked by a section of *Nila's* bow.

The chief impediment to this is the horde of angry Pseudosquid outside the city. They are showing no signs of going away, and occasionally bash the wreck of the *Nila* or the city itself in the hope of getting in. They have attacked submarines that went out to help the *Nila*, and managed to cripple her in the initial attack. Going outside is not a simple or easy matter.

The Travellers have several potential problems, although they do not need to deal with all of them. Rescuing the crew of the *Nila* is optional – they will all perish without assistance, but the Travellers may choose to play the numbers game here. Alternatively they might try to go for broke and save everyone.

At the very least the Travellers need to:

- Get from the lower working area to the reactor level by going outside in the deep ocean.
- Negotiate the debris field.
- Not get killed by giant angry sea-monsters.
- Enter the reactor chamber and start the system up.
- Get back out and reach the surface if the reactor cannot be started.

In addition they may choose to attempt a rescue of the *Nila* survivors.

Rallying and redirecting the workers will be a big help with all of this, but it will not be easy. The workers are tough and resourceful people – and more importantly, they are proud. They do not need a bunch of offworlders who came tumbling out of a maintenance shaft to tell them what to do (actually, this is exactly what they need, but they will not want to admit it). Thus the Travellers might have some persuading to do.

ASSESSING RESOURCES

The Travellers have a lot to work with. Items such as tools, cabling and starship-grade structural members are easy enough to come by, though there are no weapons on the lower decks and certainly nothing that would harm a colossal squid. The referee should let the Travellers scrounge up reasonable items in a decent quantity, especially if they are being inventive and coming up with clever ideas to solve their problems. The possibilities include:

Robotic Divers are roughly human-sized and have two manipulator arms. They are reasonably robust but can handle quite delicate work semi-autonomously. They are expensive, but with lives at stake their owners could be persuaded to risk them in a rescue attempt or as decoys to draw off the squid. More destructive ideas, such as using a robot diver to deliver an explosive charge or grapple a squid (or both!) will be more difficult to sell to the owners, but it may be possible.

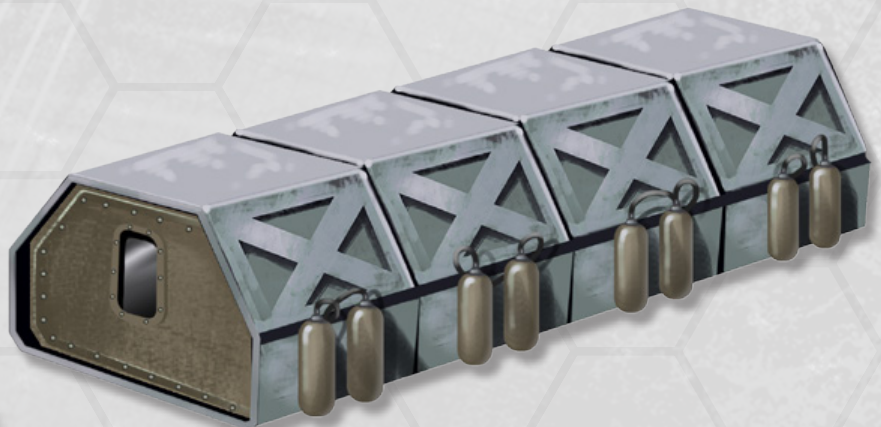
Atmospheric Diving Suits are designed to operate without exposing the occupant to the effects of water pressure, i.e. they maintain a normal atmospheric pressure inside. It is thus possible to get in and out of the suit in an airlock, making this a possible way to transit to the reactor chamber. TL7 suits manufactured locally are capable only of dives to 700-800m; the Very Deep Operations (VDO) suits used by the divers working at Calixcuel were bought offworld and are fabulously expensive, but they are tough. Most attacks that damage the occupant will not breach the suit, but simply bash the operator off the inside surfaces. Any suit failure is instantly fatal at this depth however, so fighting in a VDO suit is not a great idea. The suit usually requires training but can be clumsily operated by an untrained person providing no attempt is made to perform

complex or high-speed tasks. In this case the suit is essentially just used to avoid being killed by water pressure whilst moving from one point to another.

Work Submarines are typically quite small one or two-man vessels fitted with good sensors, powerful lights and an array of manipulators. Most have an external tube for one or two squidbangs.

The Escape Pod is a project the workers have thrown together. It is essentially a pressure vessel made out of a section of pressure-tight maintenance shaft, with rudimentary buoyancy tanks fitted and an emergency beacon improvised out of spare radio components. The escape pod is unpowered, but could convey up to fifty people (in very cramped conditions) to the surface – once. It would have to be towed out of the city by a submarine, but thereafter could rise using its own tanks.

Explosives and Other Improvised Weaponry are available if the Travellers can get inventive. The existing squidbangs are not potent enough to cause much harm. They will do 2D damage on contact detonation and 1D at distance. This causes discomfort but no real harm to pseudosquid. However, the warheads could be enhanced by various methods. The most obvious is stripping explosives from several squidbangs and jamming it into one warhead. An enhanced squidbang capable of doing up to 8D damage could be constructed by this method, but there is only enough explosive to make four of them. However, if the Travellers come up with clever ideas like improvising underwater incendiary devices or augmenting squidbang with a bottle of pure oxygen, additional weapons could be made. It would also be possible to create a clumsy bomb or mine with chemicals scrounged from around the work areas, oxygen bottles and the like. Submarines and robdivers could also be provided with improvised spears capable of doing 6D damage if they hit.



NO PLAN SURVIVES CONTACT WITH A HORDE OF COLOSSAL SQUID

A successful plan will need to drive off the squid or keep them occupied long enough to reach the debris field and negotiate it. There is a 'nuclear option' here if the Travellers are willing to take some big risks. A large improvised bomb could be delivered by submarine or robodiver into the debris field and detonated. The blast will not greatly harm the city but will clear debris away from the main reactor entrance (and stir up a truly huge amount of seabed silt) as well as causing the squid to scatter for a while. This will gain enough time for a submarine or Travellers in VDO suits to reach the main airlock and enter. It will not be long enough to rescue the crew of *Nila*, however. The squid will come back during the operation, necessitating another means to deal with them.

If the debris is not shifted by some dramatic means, it will be necessary to navigate through the debris field to reach the secondary entry point to the main reactor chamber. This is hazardous at the best of times and

could be very dangerous if the squid are not at least distracted. If the intent is to rescue the crew of the *Nila* as well, the squid will definitely need to be dealt with, at least temporarily.

There are three reasonable options for a rescue. The first is to use a cargo submarine to ferry some survivors at a time into the working decks. This will take a while, and there are no facilities for treating the injured on the lower working decks. Taking personnel all the way to the top decks of the city would simply take too long. The second option is to tow the escape capsule out to *Nila*, load the survivors aboard it and blow its tanks. This gets them to the surface quickly but what happens after that depends on what other craft are available to take the survivors aboard.

The final option is to ask one of the cargo submarine captains to risk his vessel in a hugely dangerous undertaking. *Habley* and vessels like her have a never-



exceed depth of 950m, and Nila is lying in 1,100m of water. There is always a margin of safety in design calculations, and Nila is the same class as *Habley*. In theory, if Nila can survive at that depth with critical damage, the rather healthier *Habley* should be safe. However, it is an enormous risk to take her down so deep. Joseph might be willing to make an attempt at a rescue if the Travellers ask if of him, providing they can keep the squid away.

So in the end, it comes down to dealing with the squid. If they can be killed or driven off, other plans can succeed. How the Travellers go about this is up to them. One very dramatic option would be to launch all the robodivers, some perhaps as suicide bombers, along with the work submarines armed with sharpened girders in their manipulator arms. A cargo submarine then tows the escape capsule to the wreck of Nila with VDO-suited divers clinging to it.

A big fight between the workers and squid could come about this way, or perhaps could happen for other reasons. There is no need to resolve the situation in detail – this is the backdrop to what the Travellers are doing rather than the focus. The battle will be

a confused mess of flailing tentacles and shapes dimly seen through churned-up seabed muck, and the Travellers will need to focus on the squid they are launching a torpedo at or the one they are wrestling with a submarine's manipulators.

The fight will be an almost stately affair of slow-motion manoeuvring, groaning hulls and shockwaves of exploding homemade torpedoes. It can go on for as long as the referee feels is necessary to the storyline; individual squid can retreat and perhaps come back later.

Travellers who are trying to work under these conditions will find it difficult, to put it mildly. Whether attaching the escape capsule to Nila's emergency hatch or carrying out some other task, they will be interrupted by aggressive squid and the occasional over-zealous robodiver. All tack checks under such circumstances are likely to be Difficult (10+) at best, and Travellers might have to frequently stop what they are doing to fend off an attack.



THE REACTOR COMPLEX

Whether or not a rescue of *Nila's* crew is attempted, the Travellers will need to get into the reactor complex. Negotiating the debris field is tricky, requiring a Difficult (10+) Seafarer (submarine) check (2D minutes, DEX) to avoid entangling their vessel in the debris. The referee can assign an alternate difficulty level to this task depending on circumstances and the capabilities of the Travellers – having the Travellers perish in a collision with a submerged girder might not make for the best story.

A collision is not especially damaging, but the submarine will remain stuck until another task check is made (an attempt can be made every 1D minutes), and whilst it is stuck it will be attacked by an adult squid. Radical solutions such as firing an improvised torpedo into the wreckage should free the submarine, but will not do its hull much good.

Travellers who are using a VDO suit will not get stuck, but are likely to be ambushed by a juvenile P-squid as they approach the airlock. It is entirely possible that a squid will cling to a suit or submarine and be carried into the reactor complex. It will not live long once the water is pumped out, but will pose a real hazard until it expires. However, the Travellers are finally nearing their goal. They will need to exit their VDO suits or submarine, deal with any wildlife they have brought in with them, and approach the reactor.

The reactor is a navy-surplus model, refurbished when it was removed from its parent vessel (which will probably be in a breakers yard by now) and shipped here in parts. The reactor is very large and, although it has been carefully reassembled, the people who carried out the task were not properly trained to do so. They made mistakes.

Fusion reactors are designed to fail safe; that is, if the reactor is in a dangerous condition its software will not allow it to start. The Travellers will need to perform a rapid faultfind once they discover the initialisation sequence does nothing but cause a FAILSAFE – ENGINEERING SUPPORT REQUIRED message to appear on the main display.

A little investigation will reveal this is not a software or control problem – quite the opposite; the control system is functioning perfectly well and keeping the city safe by

not permitting the reactor to initialise. The fault must be physical.

There are in fact several problems with the reactor. Some are rather obvious, such as coolant pipes with misaligned couplings. The Travellers should be able to find a few such problems and quickly repair them, then triumphantly throw the switch. Nothing happens; there is still something wrong.

Meanwhile, frantic messages come in from the city. The secondary reactor is offline, emergency power is failing and water is rising fast. People are panicking and there have already been deaths in the crush to reach safety, or the illusion of it at least. The city needs power, and it needs it now. But as the Travellers renew their search for whatever is preventing the reactor from operating, they find they have a final problem to overcome.

THAT'S NOT THE SORT OF HELP WE NEEDED!

One of the robodivers – or perhaps one lost in the first attempt to rescue the crew of *Nila* – entered the reactor complex along with the Travellers. It was not noticed since it was beneath the water that remained in the docking bay, along with some seaweed and a couple of luckless and very unappetising deepwater fish.

The robodiver uses ducted props to propel itself most of the time, but has a set of tracks to crawl along the seabed or a vessel's hull. It is now trundling about the reactor complex on these tracks, intent on destroying anything in its path.

This is not normal robodiver behaviour, but this poor machine got well and truly clobbered by a P-squid and is essentially deranged.

Dealing with the robodiver should not be very difficult, but it is a distraction as well as a clue. Following the robodiver's trail of destruction back towards the docking bay reveals that it managed to do enormous damage to a cable bundle, probably by getting tangled up and struggling to free itself. If these cables can be put back into some kind of working order, the reactor's self-diagnostics will tell it that it is now safe to start.

All that remains to do is to throw the switch, metaphorically speaking.

C H A P T E R - E L E V E N

SAVING THE CITY

Once the main reactor is online, the city of Calixcuel lives again. The lights come back on, the heating starts to work and, most importantly, the pumps start getting ahead of the influx of water. The immediate crisis is over, though there is a long way to go if the city is to remain habitable.

The damaged sections must be assessed and repaired before work can resume on clearing and refurbishing the living areas. There is a lot a band of resourceful Travellers can do, especially if they have experience working with advanced materials and complex systems. Sinclair (if he survived) and the rest of the ruling council would be grateful for the help.

However, in the meantime the Travellers have done more than they were hired to do. They are assured they will receive their fee when they return to the starport (in fact, it is likely that it will be doubled) and in the interim they are given use of apartments in the section used by the ruling elite. They are lionised as heroes, and rightly so. There is no room for a parade, or the people of Calixcuel would probably organise one.

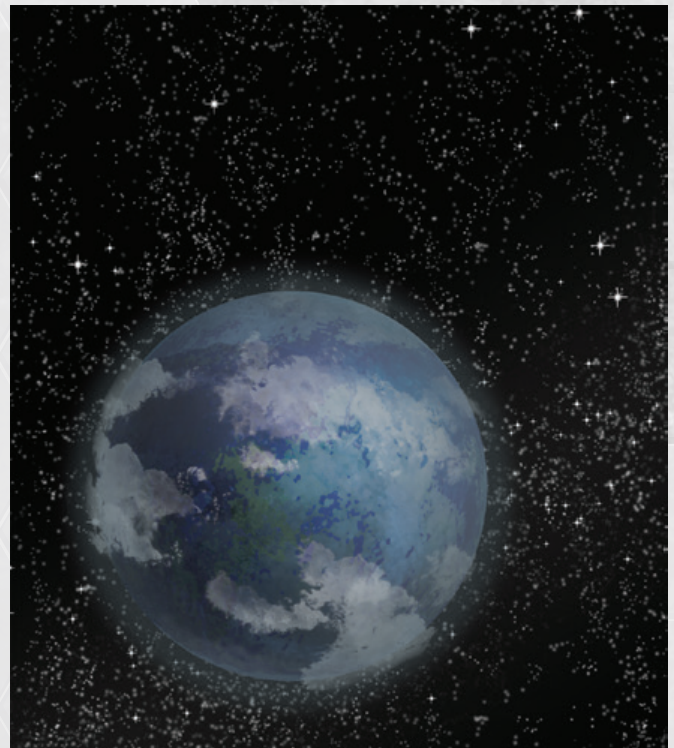
The work of making the city safe and habitable goes on constantly, and there are many deaths to deal with. Set against that is a sense of joyful relief at having survived, and gratitude for the Travellers' part in it. They are in demand for celebrations and parties, which could become quite weird. Most of the people just want to show their gratitude, but some treat the Travellers as a sort of status symbol – 'they came to my party, not hers...' Life as a local celebrity could become wearying quite quickly.

If the Travellers were paying attention along the way, they will have realised what a big deal Calixcuel is to the whole world's population. It represents living space for tens of thousands, and had the project failed the world's population problem would have been that much worse. So, the Travellers may come to realise that they have not just saved a city, they have made things better for the people of an entire world. There is not all that much money in being a hero, but perhaps there is satisfaction to be had from knowing things are better here (or at least, they did not get vastly worse) because of the Travellers' actions.

Some people want to leave Calixcuel, and more than a few will have permanent psychological problems such as a phobia of drowning or seafood. Most of the populace are invigorated by the experience, however. Their city has been tested and emerged victorious. Whatever the future brings, Calixcuel and her people can meet it head-on. The Travellers who made that possible will never be forgotten.

Staying for a while in Calixcuel might result in new adventure opportunities and patrons. There are resources to be scavenged from the damaged areas and technical problems to be solved. People with experience of working with advanced (i.e. starship-grade) materials can make good money as consultants in the next few weeks. The Travellers might also become aware of how bad conditions are in the island-cities. Perhaps a new career as activists or celebrity revolutionaries awaits?

Eventually, though, it will be time to move on. Calixcuel is one city on one planet, and the stars are beckoning. After all, being a celebrity is only fun for so long....



APPENDIX

SINCLAIR KRENOFF City Administrator

STR	5	INT	8	SKILLS Admin 3, Advocate 1, Carouse 1, Diplomat 1, Leadership 1, Persuade 2
DEX	7	EDU	9	
END	6	SOC	A	

Sinclair is basically a good guy, and quite talented, but also the product of the island-cities' stratified society. He has a very strong sense of social order and expects people to 'know their place'. The Travellers will receive respect from him as he has a high opinion (which may or may not be well-founded) of their credentials and capabilities. However, he has a habit of treating underlings very briskly and has a certain amount of contempt for the 'lower orders' – which on this world is a literal term. Despite this attitude, he works for the betterment of everyone and accepts that lower-class people are valuable; he just has arrogant habits picked up in the high-class society where he grew up. If the Travellers spend much time on-planet they will come to realise that Sinclair's viewpoint is positively egalitarian compared to many of his peers.



JOSEPH BRIMLEY

Submarine Captain

STR	6	INT	7	SKILLS Carouse 2, Engineer (power), Leadership 1, Navigation 2, Seafarer (submarine) 3
DEX	8	EDU	8	
END	8	SOC	8	

Joseph comes from a long line of mariners who have operated out of the starport for generations. He has few of the islanders' prejudices but is a proud man who will not tolerate a slight. In appearance he is almost a cliché of the salty old sea-dog, though he is capable of getting cleaned up and wearing a dinner jacket at need. This is sometimes a necessary part of the merchant-submariner trade, a part that Joseph really rather likes. When ashore he likes to party hard but does not behave in a manner that will embarrass himself later. He is one of the few people who can carry off being blind drunk in a dignified manner.

Joseph does not normally carry weapons but there is a 'mutiny gun' (an autopistol) in his desk drawer aboard his vessel. He is permitted to keep this as part of his duties as a submarine captain, but cannot legally carry it ashore.



ORBNEY'S PSEUDOSQUID

Orbney's Pseudosquid (known locally as 'P-squid' or just squid) is a large, intelligent and territorial creature. The P-squid is shaped like 'a cross between a kraken and a nightmare', with a conical central body and multiple tentacles. These are arranged in symmetrically with three long grasping tentacles with two shorter ones between each. A set of secondary feeding tentacles guides food to the central mouth, which lies between the tentacles.

P-squid are typically 3 to 4m in length, with occasional specimens reaching just under 5m, and can dive to at least 1,400m. They average a mass of 600-700kg, with larger specimens potentially weighing a lot more.

P-squid typically operate in groups of 2-6 animals, cooperatively hunting large deep-sea fish. Their metabolic rate is usually slow, allowing a group of squid to cruise for long periods of time without using much energy thus requiring little food. It is thought the P-squid may fight among themselves or perhaps prey upon one another when there is little other food, but this has not been directly observed.

P-squid are smart enough to realise that human activity is localised and there is little to gain from venturing into the worked area. Squidbangs do not actually frighten them as such – not in the manner of an unintelligent animal anyway – but the detonation does cause discomfort. The P-squid recognise the use

of squidbangs as a willingness to fight for territory the squid do not really need.

Thus while they might stray into the worked zone or chase prey in, and will sometimes test the resolve of humans to defend their territory with a foray close to the city, for the most part the squid keep their distance. They are not afraid, however, and instinctively consider the humans to be encroaching upon their feeding grounds. If they get the chance or are agitated enough, they will attack a diver or a small submarine. Attacks on larger craft have happened, but they are rare.

A P-squid will try to grapple an enemy, its tentacles giving it a Boon on all Melee (unarmed) checks made when grappling, as detailed on page 74 of the Traveller Core Rulebook. Once it has secured its prey, it will start to inflict damage with its beak.

PSEUDOSQUID

ANIMAL	HITS	SPEED
Orbney's Pseudosquid	60	12m
SKILLS	Athletics (dexterity) 3, Melee (unarmed) 3, Recon 1, Stealth 1, Survival 2	
ATTACKS	Beak (6D)	
TRAITS	Armour (+8), Large (+3), Slow Metabolism (-4)	
BEHAVIOUR	Carnivore, Killer	



CARGO SUBMARINE

TL	7
SKILL	SEAFARER (SUBMARINE)
AGILITY	-4
SPEED (CRUISE)	VERY SLOW (IDLE)
RANGE (CRUISE)	50 YEARS
CREW	30
PASSENGERS	10
CARGO	27 TONS
HULL	675
SHIPPING	110 TONS
COST	MCR11.83

ARMOUR

FRONT	8
REAR	8
SIDES	8



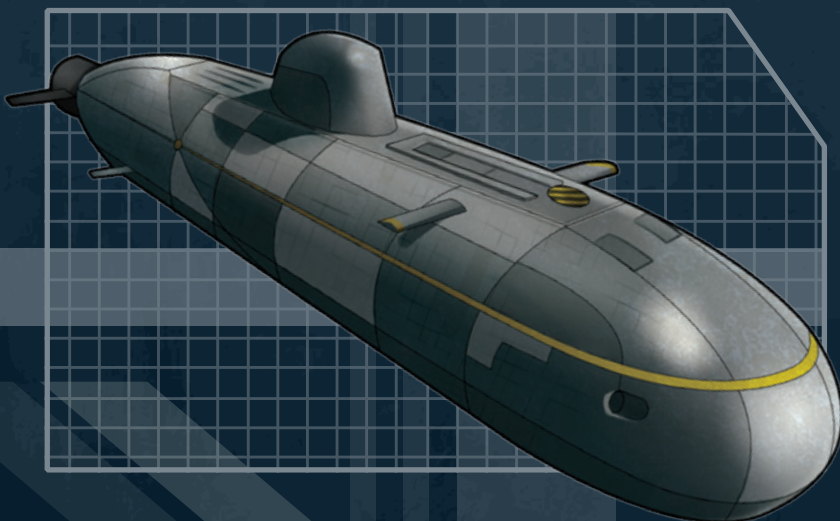
EQUIPMENT, TRAITS AND WEAPONS

Autopilot (improved), Bunks x 20, Communications System (basic, increased range x 2), Computer/1, Crane (medium), Fire Extinguishers, Freshers x 2, Fusion Plant (basic), Galley (mini), Navigation System (basic), Sensor System (improved, increased fidelity, increased range, underwater

DESCRIPTION

These general purpose submarines operate below the seas of planets such as Chalchiutlicu on a regular basis, and are the main source of supplies and trading for underwater settlements. They are functional but robust, with notoriously little space for crew and passengers, despite a respectable cargo hold.

Safe Depth: 300m
Crush Depth: 950m
Life Support: 100 days



ARMOUR

FRONT 12

REAR 12

SIDES 12



WORK SUBMARINE

TL	7
SKILL	SEAFARER (SUBMARINE)
AGILITY	-1
SPEED (CRUISE)	VERY SLOW (IDLE)
RANGE (CRUISE)	100 (150)
CREW	1
PASSENGERS	1
CARGO	0.5 TONS
HULL	36
SHIPPING	6 TONS
COST	MCR1.52

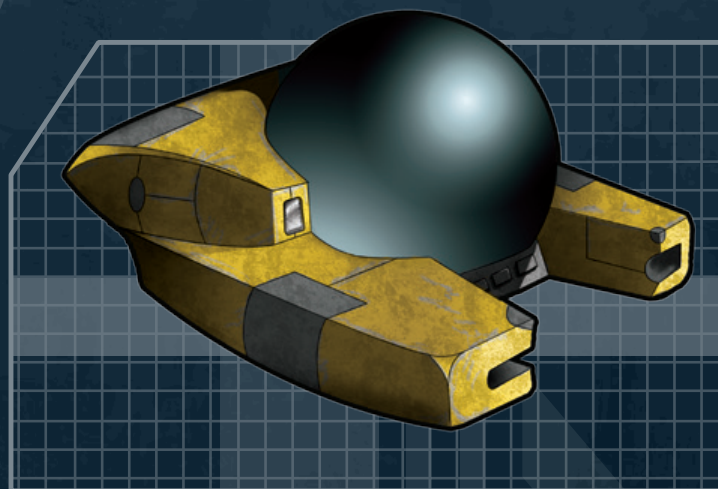
EQUIPMENT, TRAITS AND WEAPONS

Bunk, Communications System (basic), Control System (improved), Fire Extinguisher, Manipulator Arms (basic) x 4, Navigation System (basic), Sensor System (improved, increased fidelity, increased range, underwater)
Hardpoint (Squidbang Torpedo, front) Hardpoint (Squidbang Torpedo, front)

DESCRIPTION

These small submarines are used to perform surveying, construction and repair work at crushing depths unreachable by other means. Though extremely cramped for their tiny crews, they are durable in the extreme and can suffer years of tough work without much more than regular maintenance.

Safe Depth: 400m
Crush Depth: 1,200m
Life Support: 100 days



Weapon	Range	Damage	Magazine	Magazine Cost	Traits	Fire Control
Squidbang Torpedo	5	2D	1	Cr1500	One Use	-

01/92323

ROBODIVER

Manufactured offworld, robodivers are expensive human-sized robots capable of operating at crushing depths beneath the ocean. They are typically used for repair operations, though are capable of rudimentary reconnaissance roles too. They are equipped with two manipulator arms and are extremely robust. On dry land, robodivers can move around on their tracks at a slow walking pace, but submerged they operate with variable buoyancy and are propelled with a series of ducted props.

Robot	Hits	Speed	TL	Cost
Robodiver	40	4 m	11	Cr222000
Skills	Mechanic 2, Melee 0, Profession (diving) 3, Recon 1			
Attacks	Claw (3D)			
Traits	Armour (+4)			
Programming	Advanced			



01/89789

ATMOSPHERIC DIVING SUIT

Capable of allowing a diver to operate safely to depths of around 800 metres, the atmospheric diving suit is large and clumsy to wear, but allows underwater expeditions of up to three hours without modification.

Item	Protection	TL	Kg	Cost	Required Skill
Atmospheric Diving Suit	+4	7	20	Cr8000	None

01/08316

VERY DEEP OPERATIONS DIVING SUIT

The Very Deep Operations (VDO) diving suit is an extremely tough piece of equipment that will allow a wearer to descend safely to depths of more than 1,200 metres. Its manipulators are rather clumsy (providing DM-2 to any physical task check), but there are few better choices for working outside a vessel in the deep ocean. The internal air supply will run for six hours.

Item	Protection	TL	Kg	Cost	Required Skill
Atmospheric Diving Suit	+12	8	24	Cr19000	Vacc Suit 2

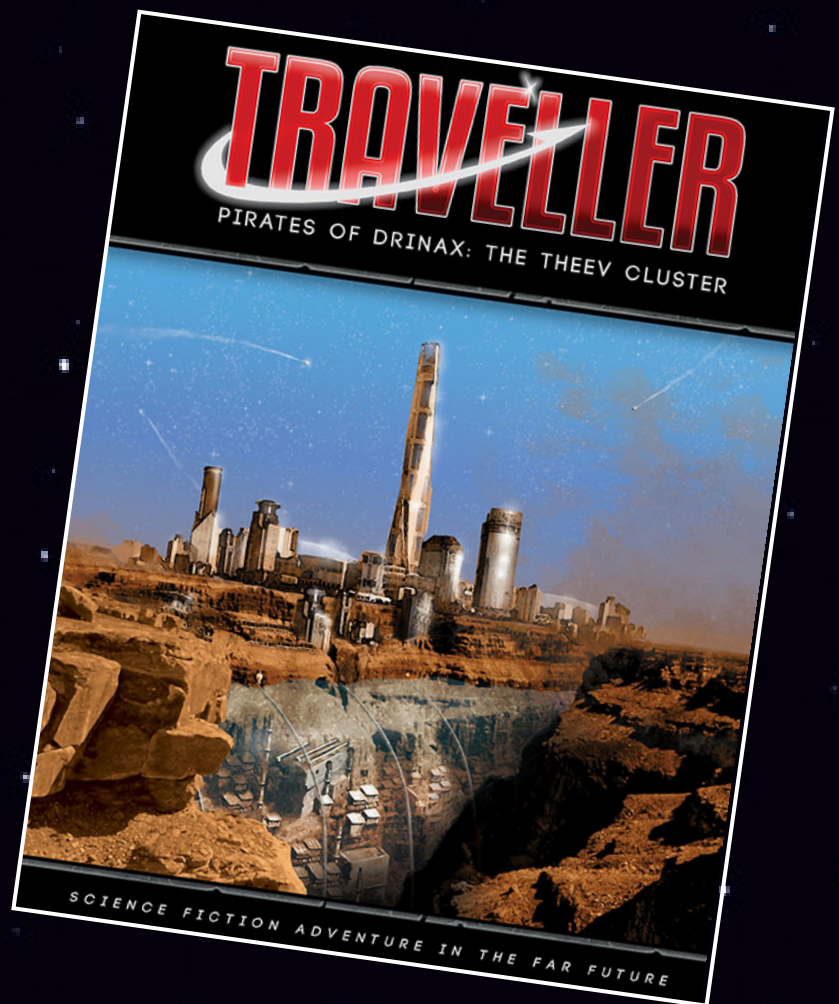


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