

Errata and Corrections

A variety of misprints and omissions have been noted for the **Classic Traveller** Reprints. They are corrected in this comprehensive PDF available at

www.farfuture.net

The errata for individual books is similarly available.

We invite you to tell us of other errata you may note so that we can correct it as well. Please tell us at errata@farfuture.net

FFE 004 The Short Adventures

The pages are mixed up in Double Adventure 4. A complete replacement book is provided.

FFE 005 The Games

The Combat Chart and Identification Chart for Imperium is missing, and provided here.

Page 20 of Fifth Frontier War is missing and provided here.

FFE 006 JTAS 01-12

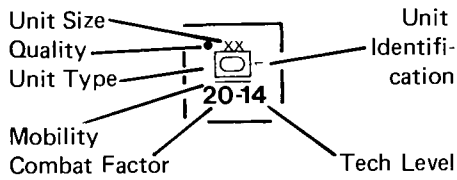
The Asteroid Mining flowchart from Issue 3 is illegible and provided here.

FFE 022 Aliens 1-4

The Droyne book is missing page 7 and it is provided here.

UNIT IDENTIFICATION CHART

TROOP UNIT COUNTER FORMAT



TROOP UNIT SIZES

Symbol	Unit Size	Combat Factor
II	Battalion	1 or 2
III	Regiment	5
X	Brigade	10
XX	Division	20
XXX	Corps	50-1C
XXXX	Field Army	5C

TROOP TYPES AND MOBILITY

Symbol Type or Mobility

- Infantry; Lift Infantry
- Armored Infantry; Lift Infantry
- Cavalry; Lift Cavalry
- Armored Cavalry; Lift Cavalry
- Tank; Grav Tank
- Marine
- Jump Troop
- Guerrilla
- Lift, Grav
- Motorized

All units with the tank symbol (armored infantry, armored cavalry, tank) are doubled in combat factor in combat. Guerrilla units have special abilities.

UNIT QUALITY

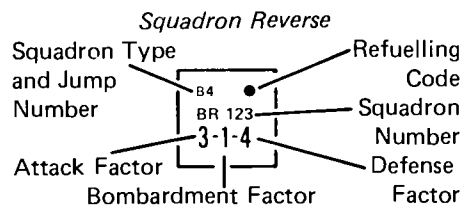
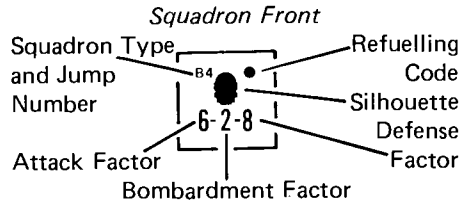
Symbol Quality Level
 blank Standard Quality
 • Elite Unit.

Elite units are doubled in factor.

FACTOR ABBREVIATIONS

- C 100. Thus, 2C is 200, and 15C is 1500.
- K 1000. Thus, 1K is 1000, and 20K is 20,000.

SQUADRON COUNTER FORMAT



SQUADRON TYPE CODES

Code	Squadron Type	Troop Capacity
A	Assault Carrier	6C - 3C
B	Battle	20 - 10
C	Cruiser	defense factor
S	Scout	none
T	Tanker	none

Troop capacities indicate the total number of troops that may be carried on the squadron. The first value may be carried by a full strength squadron; the second may be carried if the squadron is reduced by combat.

REFUELLING CODES

Code	Ship Streamlining Class
○	Streamlined
◐	Partially Streamlined
●	Unstreamlined

REQUIRED REFUELLING TIMES

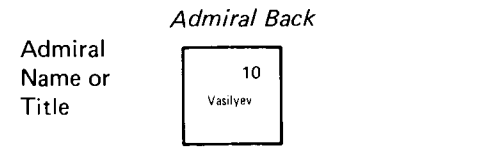
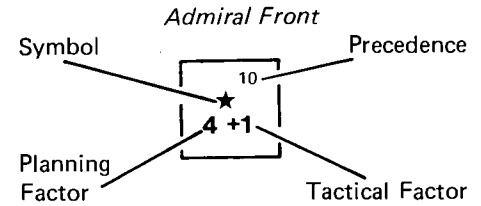
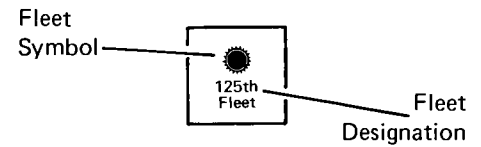
--- Refuelling Code ---

Fuel Source	Stream-lined	Partially Stream-lined	Un-stream-lined
Gas Giant	0	0	1
Ocean	0	1	1
Starport	special	special	special
Base	0	0	0

FIFTH FRONTIER WAR

FIFTH FRONTIER WAR

ADDITIONAL COUNTER FORMATS



Warrant Symbol



Casualty Marker

FLEET DEFAULT VALUES

Fleet Type	Planning Factor	Tactical Factor
Imperial	5	0
Zhodani	4	0
Sword Worlds	5	0
Vargr	5	0

STARPORTS

Type	Description
A	Excellent quality installation. Fuel available for four squadrons in zero time.
B	Good quality installation. Fuel available for three squadrons in zero time.
C	Routine quality installation with fuel available for two squadrons in zero time.
D	Poor quality installation with fuel available for one squadron in zero time.
E	Frontier installation with no fuel facilities available.
X	No starport present.

FIGURE 1: Color Codes

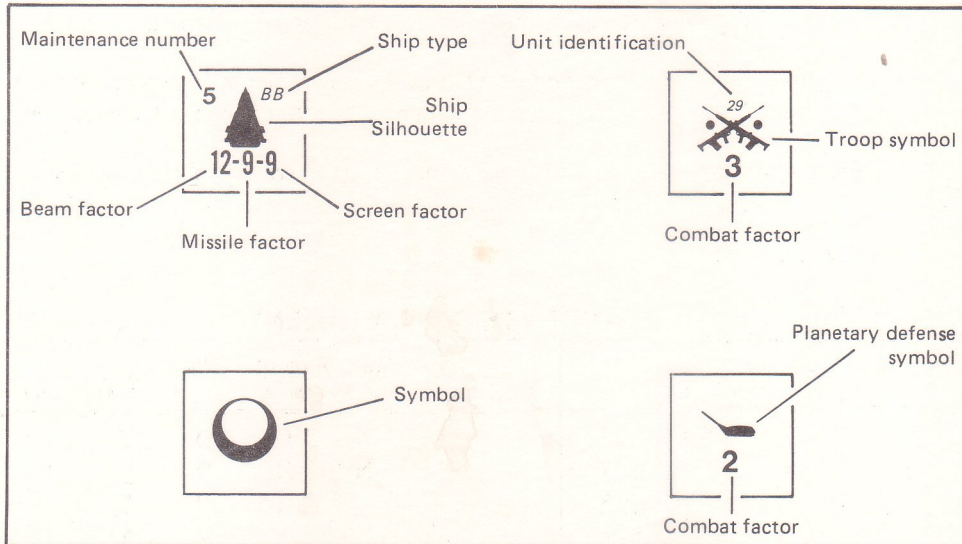
Counter type	Terran color	Imperial colors
World	Green with black	Black with red
Outpost	Blue with black	Red with white
Planetary defense	Blue with white	Red with white
Non-jump ships	Blue with white	Red with white
Ships	Blue with black	Red with black
Regular troops	Green with white	Red with white
Jump troops	Green with black	Black with red

Color codes, in conjunction with appropriate symbols, define the specific counter involved. Specifically, color differentiates worlds from outposts. Ship counters with white silhouettes (i.e., monitors and fighters) are non-jump capable.

IMPERIAL INTERVENTION TABLE

Die roll	Event
2	—
3	Depression
4	Boom
5	Imperial succession
6	—
7	—
8	Imperial attention
9	—
10	—
11	Frontier crisis
12	Token reinforcements
13	Reinforcements
14	Mandated offensive
15	Recentralization

FIGURE 2: Counter Formats



PRODUCTION TABLE

Cost	Counter
—	World
4	Outpost
10	Planetary defense
2	Regular troops
3	Jump troops
1	Scout
3	Destroyer
6	Light cruiser
10	Strike cruiser
12*	Heavy cruiser
14*	Attack cruiser
16*	Dreadnought
18*	Improved dreadnought
20*	Battleship
6	Monitor
4	Missile boat
7	Mother ship
1	Fighter
1	Transport
2	Tanker

SHIP TYPE CODES

SC	Scout
DD	Destroyer
CL	Light cruiser
CR	Heavy cruiser
CS	Strike cruiser
B	Dreadnought
B1	Dreadnought
B2	Improved dreadnought
BB	Battleship
M	Monitor
MB	Missile boat
MS	Mother ship
F	Fighter
T	Transport
AO	Tanker

SYMBOLS

Terran symbol	
Imperial symbol	
Planetary defense	
Regular troops	
Jump troops	

*The Imperium may not produce asterisked ship types until permission is obtained from the Emperor.

Additional charts and tables are included in rules 12 and 13 of the rules booklet.

IMPERIUM

BEAM COMBAT RESULTS TABLE

		Shield factor								
		1	2	3	4	5	6	7	8	9
Die roll	1	4	4	5	6	6	7	7	—	—
	2	3	4	5	5	6	7	7	—	—
	3	3	4	4	5	6	6	7	—	—
	4	2	3	4	5	5	6	7	7	—
	5	2	3	4	4	5	6	6	7	—
	6	2	3	3	4	5	5	6	7	7
	7	1	2	3	4	4	5	6	6	7
	8	1	2	3	3	4	5	5	6	7
	9	1	2	2	3	4	4	5	6	6
	10	1	1	2	2	3	4	5	5	6
	11	1	1	1	2	3	3	4	5	5
	12	1	1	1	1	2	2	3	3	4

MISSILE COMBAT RESULTS TABLE

		Shield factor								
		1	2	3	4	5	6	7	8	9
Die Roll	1	5	6	6	6	7	7	7	—	—
	2	5	5	6	6	6	7	7	7	—
	3	5	5	5	6	6	6	7	7	7
	4	4	5	5	5	6	6	6	7	7
	5	4	4	5	5	5	6	6	6	7
	6	4	4	4	5	5	5	6	6	6
	7	3	4	4	4	5	5	5	6	6
	8	3	3	4	4	4	5	5	5	6
	9	3	3	3	4	4	4	5	5	5
	10	2	3	3	3	4	4	4	5	5
	11	2	2	3	3	3	4	4	4	5
	12	2	2	2	3	3	3	4	4	4

The number shown must be rolled or exceeded on one die for the target to be destroyed.

Beams attack at short range; **Missiles** attack at long range. Missiles may fire at short range at half factor after all beam fire has been resolved.

Suicide attacks using beams may be made with a die roll modification of +1 provided the target is allowed a first fire.

High intensity attacks using missiles may be made at double factor (to a maximum of 12), but the attacker may make no other missile attacks in the player-turn.

Disrupted ships make all attacks with a die modification of -1. Disrupted ships are attacked with a die modification of +1.

PLANETARY DEFENSE

		World Marker	Outpost Marker	Planetary Defense Mkr
Die Roll	1	D	D	D
	2	D	D	D
	3	D	—	D
	4	—	—	—
	5	—	—	—
	6	—	—	—

— = No effect achieved
D = Target destroyed (if target screen factor is 7+, DM +1)

PLANETARY BOMBARDMENT

		Missile factors allocated						
		0-6	7-13	14-20	21-27	28-34	35-41	42+
Die Roll	1	—	N	N	D	D	D	D
	2	—	—	N	N	D	D	D
	3	—	—	—	N	N	D	D
	4	—	—	—	—	N	N	D
	5	—	—	—	—	—	N	N
	6	—	—	—	—	—	—	N

— = No effect achieved
N = Target neutralized
D = Target destroyed

SURFACE COMBAT RESULTS TABLE

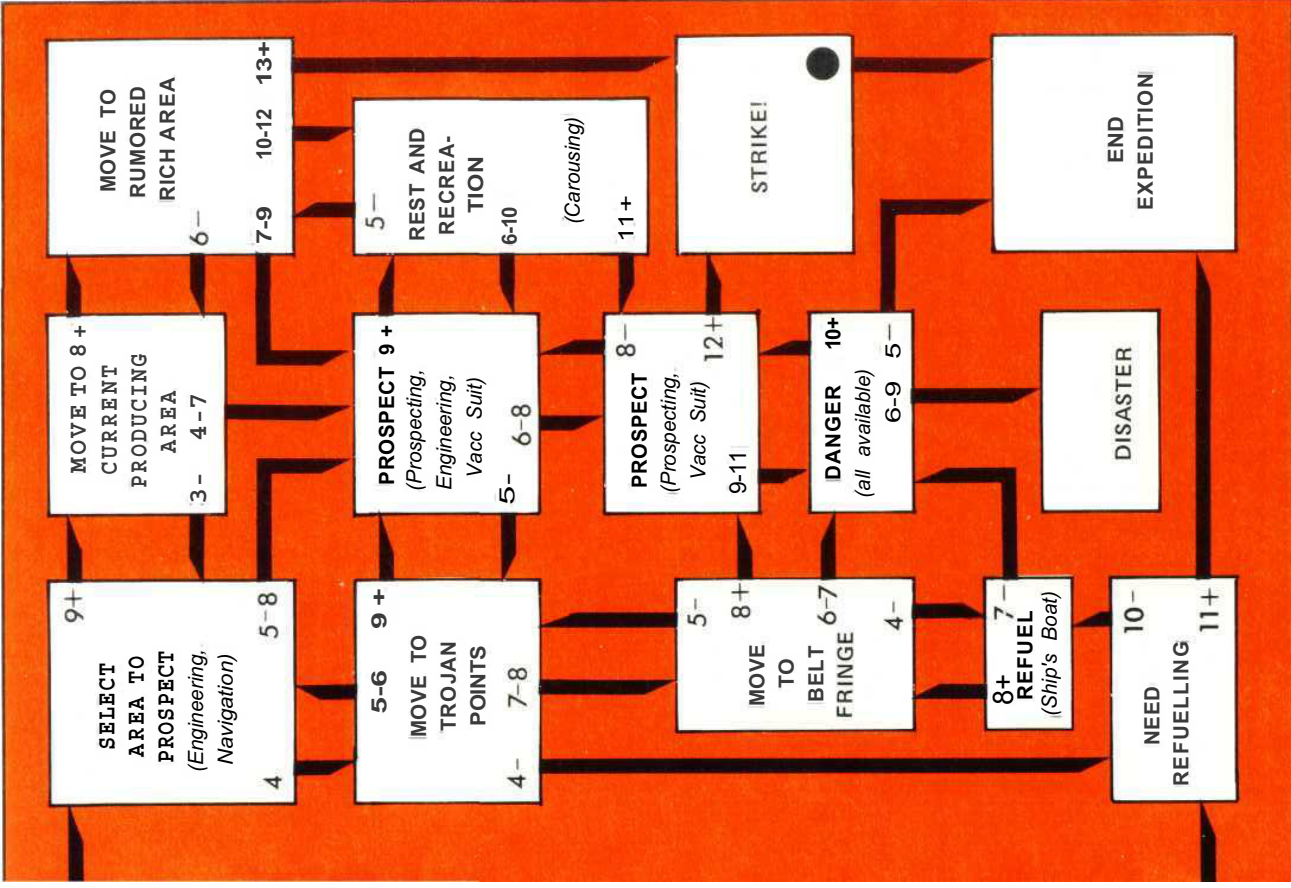
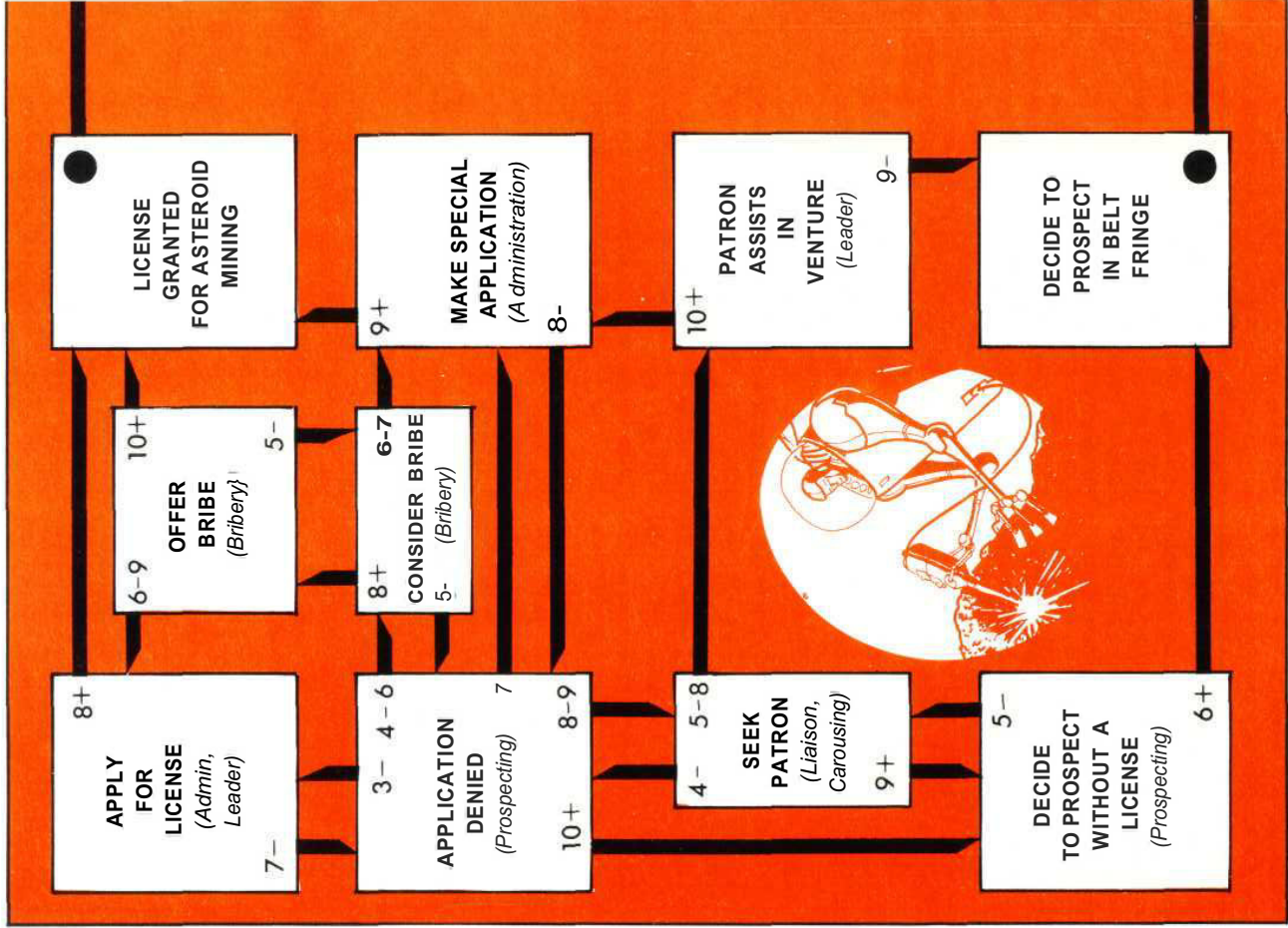
		Combat differential										
		-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7
Die Roll	1	—	D	D	D	D	D	D	D	D	D	D
	2	—	—	D	D	D	D	D	D	D	D	D
	3	—	—	—	D	D	D	D	D	D	D	D
	4	—	—	—	—	D	D	D	D	D	D	D
	5	—	—	—	—	—	D	D	D	D	D	D
	6	—	—	—	—	—	—	D	D	D	D	D

— = No effect
D = Target destroyed (or World neutralized)

Surface combat attacks at differentials greater than +7 are treated as +7.

Regular troops attacked by Jump troops are allowed a defensive fire before the Jump troop attack is resolved.

IMPERIUM



society, and introduced harsh strictures against abandoning the way of life he brought. Most scholars see this as a religious interpretation of visits by the unknown spacefaring Droyne culture of the era, though the legends are also quite insistent that Grandfather visited many times over the span of many generations, introducing new refinements to his teaching at intervals. No case for such a prolonged period of Droyne space travel can be made, and these legends are generally put down to mythological exaggeration.

Stagnation: Following their recovery period (which archeologists set between -75,000 and -50,000, based on various finds of differing ages on different worlds, and on the potential range for error in the dating systems used), the Droyne ended a long phase in which they underwent very few changes in society, culture or technology. The stagnation period was brought to an end only by contact with other starfaring civilizations.

The unchangingness of Droyne culture on their scattered worlds throughout this period can be put down to two major causes. First, the Droyne had little motivation to progress. As a rule, the Droyne have always proved to be placid, nonaggressive and lacking in drive or ambition on a social level (though individuals of some castes can be capable, when the need arises, of considerable creativity and drive). This tended to freeze Droyne development. Earth went from tech level 4 to tech level 9 in less than a century; the Droyne of Zeen in the Deneb sector have been shown to have remained at a tech level approximating level 4 for over 10,000 years, with neither lapse nor advancement over most of that time.

The second major factor in the stagnation of the Droyne has only recently come to light. Many Droyne are psionically talented, and one aspect of their psionic skills is the ability to transmit knowledge psionically from one generation to the next. Every community has one or more individuals who are responsible for guarding the storehouse of Droyne knowledge from past generations. The weight of this accumulated knowledge is heavy, and such individuals, though possessed of vast wisdom, are often so burdened as to be mentally unstable,

The endurance of knowledge through many generations has led to such extreme cultural stability as to have virtually eliminated change in Droyne society throughout the period of stagnation. Even today, the tendency towards an unmutable culture is strong, though exposure to new races, ideas and knowledge has led some few Droyne to begin breaking with past tradition in favor of the future,

Contact: When the Vilani human culture first achieved starflight (in - 9235), they slowly pushed out to establish an effective interstellar empire over an area which eventually spanned much of what is now the Third Imperium. This first human empire, the Grand Imperium, encountered many alien races, including the Droyne. However, it never extended into the Spinward Marches. As a result, though several Droyne worlds were contacted, each of these were fairly isolated from one another. There were enough new races encountered to make it unlikely that similarities between two widely separated groups would be noticed. The tendency was reinforced by the fact that the Vilani, descended from transplanted humans on the world known as Viand, never came up with a consistent theory of evolution and were always weak in biological sciences. As a result, the existence of more than one planet full of Droyne, even if noticed, would have been a minor curiosity only. The

Vilani were already busy trying to explain the existence of forty or more independent human races!

The Droyne thus remained isolated and obscure during the First Empire. When Terra conquered the Vilani and the Rule of Man was established, the Terran conquerors were too busy attempting to cope with the inherited problems of empire to lavish much concern over the individual races which inhabited their new realm.

The Rule of Man collapsed in -1776, and the Long Night fell over human space. It ended in the rise of the Sylean Federation, which, under Cleon I, became the Third Imperium. The new empire entered the Spinward Marches in 300; by the mid 700s, much of the sector was under Imperial control or influence.

Originally, the discovery of Droyne with jump drive was dismissed as contact with just another minor race. When investigations showed that the Droyne had had jump drive for hundreds of years, more research followed. The estimate of the Droyne date of acquisition of jump drive was continually pushed back as cross-checking revealed the existence of other Droyne worlds elsewhere in space. Reports of Droyne in Vargr, Aslan and Zhodani space were also correlated, and scientists and historians began their quest for more knowledge of these enigmatic people. Even today much of this knowledge remains beyond the reach of modern Imperial science.

The contact with Imperial investigators has for the first time given the Droyne an awareness of the mysteries which shroud their past. Where Vilani and post-Vilani society make little impact on the Droyne way of life, these new revelations have kindled in the Droyne a greater interest in affairs outside their own small communities. Most Droyne continue to live as they always have; a few, though, have begun to take a new look at the old ways and have become restless. The secret of their origins, their glorious past of 300,000 years ago, the fate which left them so much diminished—all these questions challenge Droyne minds as well as humans, and this has had a small but growing impact on the traditional Droyne way of life.

Double Adventure 4 *Marooned*

TRAVELLER

*Science-Fiction Adventure
in the Far Future*



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Double Adventure 4 Marooned

TRAVELLER™

*Science-Fiction Adventure
in the Far Future*

Game Designers' Workshop

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Map executed by Chris Purcell

Marooned
TRAVELLER Double Adventure 4

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1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

This Double adventure is intended for use with **Traveller**. It assumes possession and understanding of **Basic Traveller** (books 1, 2, and 3).

Traveller is Game Designers' Workshop's trademark for its science-fiction role playing game of the far future.

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Introduction

This booklet contains two comprehensive adventures for *Traveller* printed back-to-back. This adventure, titled *Marooned*, deals with a band of adventurers and their efforts to cross the trackless outback of Pagliacci, a sparsely populated world in the Solomani Rim sector, and safely reach Dion starport. All the while, the band is hounded by a mysterious group of pursuers with seemingly homicidal intentions.

It is assumed that this adventure will be administered by a referee who has read through this adventure, and who is familiar with both the rules for *Traveller*. This situation calls for only the basic *Traveller* booklets (Books 1, 2, and 3), and no additional supplements, books, or other information. As usual, paper, pencils, and six-sided dice will prove necessary during the course of the adventure.

Optional References: *Traveller* Book 4, *Mercenary*, contains an expanded character generation system for army and marine characters. Possible benefits of this system include survival and recon skills, which could prove of great value in this situation.

This introduction (pages 5 through 8) is for the use of both the referee and the players, and may be read to all concerned. The next section, The Situation (pages 9 through 11), is for the players and should be presented to them to begin the adventure. The remainder of the booklet is for the referee alone. No part of this booklet should actually be placed in the players' hands.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. The referee may alter them by using a different time frame or by using a world already in another *Traveller* subsector in order to integrate the adventure into an existing *Traveller* campaign.

Dates: All dates herein correspond to the Imperial calendar. The date for this adventure is 1107; that is, sometime in the 1107th year following the founding of the Imperium. The referee should indicate the exact date based on the local situation. Days within the year are numbered consecutively from 1 to 365; thus, the last day of the year is 365-1107. Once the adventure begins, the referee should allow time to flow normally.

Place: This adventure takes place on Pagliacci (0809-C754733-6), which is located in the Harlequin subsector of the Solomani Rim, just inside the Imperial border. Pagliacci is a medium-sized (11,200 km dia.) world with a thin atmosphere and water over 40% of its surface.

Place: Pagliacci
Harlequin Subsector
Solomani Rim
the Imperium
Pagliacci has a population of about 65 million, most of which is concentrated in farming settlements within a few hundred kilometers of Dion, the starport, largest city, and seat of

government. The system is sometimes used as a refueling stop for vessels bound for the Solomani sphere or the rimward worlds of the Hive Federation. This specific adventure takes place halfway around the world from Dion as the party finds itself stranded in the midst of the trackless wilderness that covers most of the surface of Pagliacci.

CHARACTERS

This adventure is intended for use with a band of travellers serving as the body-guard of an aged eccentric desperately trying to reach Champa (0709-A6629B9-8); it can be altered to use nearly any size or type of adventuring group.

Desirable Skills: No specific skills are called for in this adventure. The players might find various forms of gun and blade combat of some use, as well as mechanical and jack-of-all-trades. If *Mercenary* skills are allowed, survival and recon will be of considerable value. Many of the skills mentioned have no specific application to any activity mentioned in this adventure. These skills may be of use if the players try some activity not mentioned in the adventure. It is up to the individual referee to determine success throws and DMs for these situations, according to the individual campaign.

In some cases, characters may not have any weapons expertise. The referee may select a weapon (ideally, one which supplies dexterity or strength bonuses) and assign a skill level of weapon-0. This, at a minimum, indicates which weapon the individual prefers and while not giving any skill advantages to its use at least avoids the negative DM associated with lack of skill.

Pre-Generated Characters: A group of pre-generated characters is supplied below, although the referee may allow other characters instead. If these characters are used, but there are fewer than seven adventurers in the party, it is strongly recommended that the first five characters listed be used first.

1	Retired Merchant Captain	616668	Age 50	8 terms	Cr1,000
	Navigation-1, Admin-1, Steward-1, Medic-1, Pilot-1, Shotgun-1				
2	Ex-Navy Lieutenant Commander	118B94	Age 34	4 terms	Cr2,000
	Gunnery-1, Computer-2, Engineering-1, Pistol-2				
3	Ex-Marine Trooper	AB8B67	Age 34	4 terms	Cr2,000
	Cutlass-2, Vacc-1, Brawling-2, Auto-rifle-1, Mechanical-1				
4	Ex-Other	856994	Age 30	3 terms	Cr3,000
	Electronics-1, Bribery-1, Blade-1, Streetwise-2				
5	Ex-Army Trooper	767994	Age 38	5 terms	Cr1,000
	Blade-1, Rifle-3, Gambling-1, Forward Observer-1, ATV-2, Medic-2				
6	Ex-Navy Starman	961797	Age 50	8 terms	Cr1,000
	Dagger-4, Admin-1, Ship's Boat-1, Computer-1, Navigation-1, JOT-1				
7	Ex-Merchant Second Officer	649465	Age 34	4 terms	Cr2,000
	Electronics-1, Mechanical-1, Medic-1, JOT-1				

DICE ROLLING CONVENTIONS

The same dice rolling conventions apply to *Marooned/Marooned Alone* as apply to other *Traveller* adventures. To recap these briefly for the beginner:

Throw: That dice roll required to achieve a stated effect. If only a number is stated, it must be rolled exactly. A number followed by a plus (such as 7+) indicates

that that number or greater must be rolled. Similarly, a number followed by a minus (such as 6-) indicates that a number or less must be rolled.

Number of Dice: Generally, a dice throw uses two dice. Throws requiring more (or fewer) dice are clearly stated. For example, a throw requiring three dice would be listed as 3D, indicating that three dice are to be rolled.

Die Modifiers: Die roll modifiers (abbreviated DM) are always preceded by either a plus or minus. Thus, the notation DM +5 indicates that five is added to the dice roll before it is compared to the required throw.

EQUIPMENT

The player-characters should not be allowed to purchase freely equipment they think may be important to their activities. The circumstances which have resulted in the party being stranded on Pagliacci dictate that they have with them only what they normally carry on their persons (previous adventures may be used as a guideline here) and the standard survival kits carried on lifeboats, described below.

SURVIVAL KIT (individual)

Imperial safety regulations require that one of these kits be carried for each passenger aboard all starships. The lifeboat which the players land in, however, contains only four, although there seems to be space allotted for the required twenty-three.

Each kit contains:

Filter/Respirator Combination: One per kit, as per Book 3. Negligible wt.

Water: Eight half-liter cans of distilled water. 6kg.

Food: A thirty day supply of dietary supplements and food concentrates for one person. 1.5kg.

Cold-Light Sticks: 30 hollow plastic tubes containing two chemical compounds separated by a thin wall. When flexed, the membrane ruptures, and the chemicals react with each other, giving off a soft light, lasting for 24 hours. The light cannot be turned off once started. .3kg.

Commlink/Beacon: A combination long range radio (500 km) and signaling transponder. One per kit. 1.5kg.

Flares: 4 per kit. Signaling devices which, when activated, emit a colored smoke and bright light for 15 minutes. 1kg.

Rifle, Survival: A light-weight rifle which disassembles into three basic components: barrel, action, and hollow stock in which the other two may be stored. A five round magazine inserts into the rifle, forward of the trigger guard, and one round is fired per pull of the trigger. The weapon comes with 500 rounds of ammunition and is treated as rifle -2. 2.5kg (including ammunition).

Tarpaulin: As described in Book 3. 2kg.

Cord: 2mm diameter x 300 m length, suitable for snares, and so on.

Rope: 1 cm diameter x 50 m length, suitable for climbing and so on.

Grappling Hook: A lightweight three-pronged hook, used in climbing, when attached to a rope.

Climbing Spikes & Hammer: 24 lightweight metal spikes for climbing steep rock faces, and a hammer for driving them in. Cord, rope, hook, spikes, hammer: 1.5 kg.

First Aid Kit: A small package of bandages, splints, drugs, and other equipment for field treatment of minor injuries. 1kg.

Machete: Equivalent to blade, as in Book 1. Used in cutting vegetation to clear a path, campsite, etc. .35kg.

Binoculars: As in Book 3. 1kg.

Sheltersuit: A loose fitting garment with facemask, gloves, and hood which can be used with a battery operated heat pump to provide protection from all but the most extreme conditions of heat and cold.

Heat Pump: Used with the above. When activated, the self-contained battery is good for an average 30 days continuous operation. The heat pump can also be used to heat or cool a shelter, such as a tent or small cave, but its duration is reduced considerably. Suit and pump: 2 kg.

Water Purification Equipment: A small distilling apparatus, filters, and chemical purification tablets, capable of removing harmful components from water and rendering it potable. 1 kg.

Raft: An inflatable raft capable of keeping one person (or 120 kgs) afloat in water. .5kg.

Miscellaneous: A compass, fishhooks and line, matches, etc. Negligible weight.

Survival Manual: A hand held portable microfilm reader with self-contained instructions for survival under many adverse conditions. .1kg.

Carrying Case: 50 x 40 x 15 cm. .1kg. Total kit weight is 23 kilograms.

The players may wish to try to salvage usable gear from the lifeboat. The individual referee must decide the extent to which the players will be able to do this.

The Situation

Referee's Note: The situation as outlined is in two parts. The first part applies to both *Marooned* and *Marooned Alone*. The second part applies only to *Marooned*.

Part One: Nine weeks ago, your group was hired by Eduardo Sadeh, an aged Solomani who introduced himself as a retired bureaucrat. The salary of Cr2000 per week plus expenses for what looked like a vacation cruise seemed, at the time, quite attractive.

For about seven weeks, Sadeh did nothing but cruise leisurely from system to system in his yacht, stopping for lengthy sight-seeing tours occasionally, or more often to lounge about at some local spa for a week or two. Your group was paid every four weeks, in cash, which Sadeh obtained by cashing private drafts at local banks.

Three weeks ago, Sadeh took delivery of a small parcel (which he seemed to expect) and a note, which caused him to turn pale as he read it. Sadeh soon recovered his composure, however, and called the group together.

Circumstances, he explained, had made it necessary for him to vastly change his plans. His patrons had entrusted him to carry a very important artifact to the starport on Champa. The enemies of his patrons, he said, had proved more ruthless than expected and had arranged for a warrant to be issued for his arrest. It would be necessary for him to leave the planet immediately. To further elude pursuit, Sadeh arranged for his yacht to leave the planet, bound for Champa and points beyond, in hopes of drawing the pursuers after a false lead. You and he were to lie low for a few days and then, using assumed names, board a regular commercial liner bound for Champa. It was necessary for you to desert your baggage in your rooms at the hotel, but Sadeh offered to compensate you for any valuables lost in this way.

You all proceeded with the plan, hiding out for three days in a grubby hotel in the middle of startown. During this time, Sadeh's health seemed to deteriorate. His complexion became increasingly sallow, and he could be observed to inject himself at increasingly shorter intervals with a hypo from a portable medkit he always had on his person. When the time came to go to the starport, Sadeh was barely able to walk, and seemed to need numerous injections to avoid collapsing. At the last possible instant, and without baggage, you boarded the interstellar passenger liner *Cote d'Azur*.

The ship took off and entered jump space without incident. Sadeh went immediately to his cabin, collapsed onto the bed and proceeded to spend the first day in jump space asleep. He awakened looking much better. Secure in the thought that he had successfully eluded his pursuers, his health improved greatly.

The evening before the ship was due to enter the Pagliacci system, Sadeh felt good enough to treat the whole group to the finest dinner the ship's galley could provide.

During the meal, Sadeh finally revealed a little about his mission. His patrons, he said, are connected with the hault-Fionbrea family, whose leader, Dmitri hault-Fionbrea is Duke of the Harlequin subsector. The Duke is a very outspoken

proponent of Imperial rule in the Solomani Rim, largely due to the influence of his wife, Commnena. Commnena has been the target of a blackmailer for years, but her agents have finally obtained the subject of that blackmail, which was in the parcel delivered to him several days ago. The evidence contained in the parcel is such that, if revealed to the Duke, it would completely discredit Commnena in his eyes and probably cause him to abandon his position on Solomani independence. Sadeh promised that your rewards would be great for helping him succeed in his endeavor.

The exertion of the speech was too much for Sadeh, however, and he excused himself from the meal, and returned to his cabin, accompanied by one of your number. The rest of you finished dessert, and retired to your individual cabins.

The *Cote d'Azur* left jump space in the Pagiacci system. A few days later it entered orbit around Pagiacci and docked with a refueling shuttle. The shuttle took on a small quantity of cargo and the mail; the *Cote d'Azur* took on fuel, a customs official, and a boarding party. Since the process was easily visible on the ship's entertainment screens (somebody neglected to order them shut off) the group was able to determine at once that the boarding party did not consist of Imperial troops, nor were they planetary troops, but instead belonged to a private security firm of some sort.

Sadeh then staggered into the room, looking horrible. The boarding party was the enemy, he said, and you would have to get him off ship as quickly as possible.

Your leader immediately took command. The group was ordered into the nearest lifeboat, except for two of you who were detailed to disable the ventral turret of the *Cote d'Azur* (so the lifeboat could not be shot at) and to sabotage the sensors (so the lifeboat could not be tracked).

Part Two: All of the group reached the lifeboat, except the person detailed to disable the turret. Sounds of gunfire coming from the direction of the turret indicating a firefight were followed by the sound of an explosion. A short time later, members of the boarding party approached the lifeboat docking ring, demanding the surrender of Sadeh. The group's leader decided the last person was dead or captured, and ordered the lifeboat cast off. As the lifeboat fell away, a small hole in the *Cote d'Azur's* hull could be seen where the turret once was.

The strain proved too much for Sadeh, who collapsed. As he lay on the floor of the lifeboat, he pulled a small card from his pocket, handing it to the leader. "You must get the parcel to this man on Champa!", he ordered with his dying gasp.

Sadeh's pockets contained a checkbook, some coins, personal papers of no importance, a tourist brochure of various planets along the *Cote d'Azur's* itinerary, and two further items. The first was a very old gold pocket watch, on a chain with a small telescope fob. Looking into the telescope revealed a pornographic hologram. The watch was heavily chased and engraved. One of the group knew that such antiquities are highly prized by collectors, and hazarded a guess that this example would fetch forty or fifty thousand credits, if sold in the right place. The other item was a small, spiral-bound notebook, filled with handwritten notations (mostly in code), tables, and strange diagrams which might be maps.

Upon close inspection, the lifeboat proved to be in very bad condition. The engines had barely enough fuel to permit a landing, and nowhere near enough for a course change to allow the lifeboat to land at the starport. The rapidly decaying orbit of the lifeboat indicated a landing point almost 15,000 kilometers away

from Dion Starport, in the territory marked "unsettled" in the brochure. The lifeboat's instruments, though also in bad shape, indicated that a number of objects were spiralling down towards the planet's surface. Two of these were close enough to identify. The first was the remains of the turret, the second was another lifeboat (perhaps launched by the separated member of the party or released when the group's lifeboat was, due to some flaw in the launch circuitry). Additionally, a partly garbled transmission from the *Cote d'Azur* to Dion was overheard. The message requested assistance in tracking down a band of terrorists which had attempted to destroy the *Cote d'Azur*, and, failing in the attempt but damaging one turret, had then escaped by stealing a number of lifeboats.

The lifeboat landed roughly, damaging itself severely in the process. There was, however, no damage to the group or its equipment. At this point, the adventure begins, and the adventurers must state their actions.



Referee's Information

In order to properly manage this adventure, the referee must use the information and record keeping systems outlined in the following sections.

ADMINISTERING THE ADVENTURE

The referee must keep track of the passage of time, the distance moved by the adventurers, and the distance moved by their pursuers. In addition, he must adjudicate the encounters and events which will occur at various times. Time is best measured in weeks, and a definite sequence should be followed by the referee in each week, as shown below. First, the referee should record the passage of another

PLAY SEQUENCE

1. Record time passage.
2. Resolve encounters and events.
3. Determine party's movement.
4. Determine pursuers' movement.

week's time. Next, roll for encounters or events on the appropriate encounter table and resolve anything that happens. Then determine how far the adventurers move in that week. Finally, determine how far the pursuers move (if they move at all). The referee will need to maintain a

running total of elapsed time and of distance moved by both the adventurers and their pursuers; he will also need to keep a record of the party's condition: their stocks of food, water, and other supplies, whether any of them are wounded, etc.

The most convenient method of recording the course followed by the adventurers (and also by their pursuers) is to draw it on the map. It is recommended that the referee obtain several photocopies of the map of Pagliacci in order to allow the adventure to be run several times. If this is not possible, copies of the map can be traced or reproduced in some other form if the referee does not wish to mark a copy of the adventure. A copy of the map should be given to the players to represent the tourist guidebook in the adventurers' possession. The group of adventurers is assumed to have landed in the center of the hex indicated by the number 1 on the map, and the solitary adventurer is assumed to have come down in the center of the hex labeled 2. Both will know the hex where the other landed.

The other systems of *Traveller* (the combat and animal encounter procedures, and so on) are applicable with a minimum of preparation. The referee may wish to include additional complications or change the frequency of some events to make things more of a challenge if the players seem to be having too easy a time of it.

THE PASSAGE OF TIME

Time is recorded by the referee on a sliding scale. Travel is done in terms of weeks, but some special events may take place that take only days or even hours. Events which take hours require no game time unless they take up most of a day (perhaps 10 hours, although the group might make up this time by travelling for a longer period that day), in which case they take one day. Days are counted on the referee's time record, but have no effect until they total 7 or more, in which case they equal a week. For example, if in the 8th week of the adventure an event occurs which takes 2 days, the referee would record 8/2. The 2 days would be

carried forward in subsequent weeks until, in week 11, an event occurs which costs 6 days; the total of days now adds up to 8, or a week and a day, so week 11 is consumed by the accumulated days, and the party may not move that week (although the pursuers may); the extra accumulated day is carried forward to week 12.

Seasons: The year on Pagliacci is 532 Imperial days in length and has four seasons: spring, summer, fall, and winter. Each of these seasons is approximately 133 days long, or 19 weeks. The referee should record the passing of the seasons as it will make a great difference to the players if they are passing through polar terrain in winter or summer.

All terrain north of the equator is considered to be in the northern hemisphere. Likewise, all terrain south of the equator is in the southern hemisphere. The string of hexes which the equator passes through and the three strings of hexes north and south of it are called the equatorial belt. Certain climatic conditions apply inside the equatorial belt, while others apply outside of it. See the individual terrain type descriptions for details.

Referees should note that when it is summer in the northern hemisphere of Pagliacci, it is winter in the southern hemisphere. When it is spring in one it is fall in the other, and vice versa.

MOVEMENT

The tourist brochure in the players' possession gives the same information contained on the map on pages 24-25, but the two are not identical. The stylized hex map is an artifact of game play. Movement is in terms of hexes on this map, or fractions thereof.

Each week, the adventurers will move some fraction of a hex (if they move at all), determined by the terrain type of the hex they are in. For example, a party on foot in a mountain hex will move 0.15 hexes in a week. The referee should keep a running total of the distance they have moved; when the total equals or exceeds a whole number, they have crossed the hex and are into the next hex. For example, if the total of a party's movement stands at 2.75, they have already crossed two hexes and are part way through a third. If in the next week they move 0.3 hexes, the total stands at 3.05 and they have entered a new hex. A party always travels at the movement rate for the hex in which they begin the week. A party forced to move at half or quarter movement for a week (because of injuries or events) moves that fraction of the normal movement rate for the hex. Of course, a party which does not move at all in a week adds zero to their total.

Foot Movement Rates: Each different terrain type allows the adventurers to move at a different speed, expressed as a fraction of a hex per week. Certain events

MOVEMENT RATES

Terrain	Rate	(such as injuries, natural disasters, or impassable terrain) may require the party to remain stationary for a week or move at a slower rate.
Mountain	0.15	Characters who are injured, either as a result
Woods, Tundra	0.20	of combat or some other event, travel more
Jungle, Desert, Polar	0.25	slowly. Characters with any one requisite
Plains, Steppes	0.30	reduced to one-half or less of its normal value
		(lightly wounded) move at half the normal rate.

A character with any one requisite reduced to zero (seriously wounded) moves at one quarter the normal rate. A character with two requisites reduced to zero or

less (critically wounded) may not move at all. Two unwounded characters may carry a wounded character at half the normal rate.

Other Movement Rates: The table applies only to travellers who are on foot. If they are fortunate, the adventurers will be able to obtain some other form of transportation.

Beasts of Burden: Travel by beasts of burden (various specially trained herbivores) is not significantly faster than travel on foot. It does permit the adventurers to increase the amount of food and water they can carry with them (such beasts may also provide a food source in an emergency). The average beast of burden may carry up to 200 kg; it requires food and water (plant material and water equal to four times as much as a human) but may obtain both by grazing in any terrain type but steppes, polar, tundra and desert. Neither fodder nor water may be found easily in the desert, and water may not be found easily in the steppes. See the appropriate terrain type description for further details. A beast of burden can carry a wounded adventurer (average weight about 80 to 90 kg) at the normal foot speed shown above. Wild animals may not be used in this way, and the adventurers do not have the time or the skills necessary to train any wild animals they might succeed in capturing. Beasts of burden must be acquired, already trained, from other humans encountered on Pagliacci, either by trade or other means.

Water Barriers: Crossing river hex sides entails a delay. If the adventurers use the inflatable rafts in the survival kits, it will take them one full day to ferry themselves and their gear across. If the rafts are not available, the referee must decide if the players will be able to build a substitute from available materials, and how long the crossing will take.

Oceans and island hexes may only be crossed by boats. Boats may only be obtained on an island or coastal hex inside the settled region. The characters do not have the skills or the tools to construct ocean-going vessels in the time available to them. Boats must be acquired either by purchase or by other means.

A boat may cross an ocean hex, go from a seacoast hex to an island hex (or vice versa), from a seacoast hex to another seacoast hex, or from an island hex to another island hex in 3 days.

Air/Rafts: Travellers in air/rafts, such as the pursuers, will be able to traverse any type of terrain in slightly over ten hours, travelling at the top speed of the air/raft. The pursuers will not achieve this speed, however, due to the fact they must follow the adventurers' trail (see Pursuers, below). The adventurers (should they be fortunate enough to capture an air/raft) may choose to run at this speed, but risk detection by the pursuers (see below). The pursuers' orbital detectors can locate any flying air/raft on a die roll of 7+ (make this throw once per day), DM -5 if travelling concealed in jungle, woods, or mountain terrain, +2 if the adventurers were detected on the previous day. The maximum speed at which an air/raft may travel in jungle, woods, or mountains and remain concealed is 4 times the normal walking speed. The pursuers will continue their normal search routine if the adventurers have not been detected. If the adventurers are detected, they will move at full speed toward the last hex in which the adventurers were seen, and continue the search from there. An additional party of pursuers will set out from the settled area as soon as the adventurers gain the air/raft, and will remain near the settled area until the adventurers are first detected, at which time they will attempt to intercept the party. Further details must be determined by the referee.

PURSUERS

The group pursuing the adventurers is a team of highly skilled specialists hired from a private security company, and thus have no official connection with either the planetary or Imperial governments. The team is accompanied, however, by an Imperial magistrate, one of Sadeh's enemies, who is in possession of a warrant for Sadeh's arrest, and who has issued warrants for the arrest of the adventurers. The group is charged with murder and terrorism among other things.

Due to the fact that the pursuers must follow the trail left by the adventurers, they are not able to travel at the full speed of the air/raft. While following the trail, the pursuers travel at twice the rate listed for that terrain type (if they move at all). The referee must keep a record of the distance travelled by the adventurers and the distance travelled by the pursuers. When, at the end of a week, the distance travelled by the pursuers equals or exceeds the distance travelled by the adventurers, the pursuers have caught up. When they lose the trail, the pursuers travel no distance, trying to re-locate the trail. If the adventurers should be found by other means (such as the scout ship's sensors, for example), all pursuers will head for that location at full speed (10 hours per hex).

Each member of the security team is armored with cloth and armed with a laser rifle. The team following the group of adventurers consists of twelve men in three air/rafts, accompanied by two supply air/rafts, each with a pilot and gunner, for a total of sixteen men and five air/rafts. A scout ship in orbit around Pagliacci is equipped with a ground search radar which can detect any flying air/raft on the surface of the world.

The solitary adventurer in *Marooned Alone* is pursued by a single air/raft containing four security men.

The referee should start the pursuers in the same hex as the adventurers, but after the adventurers have already travelled for one week. Because of the sabotage of the *Cote d'Azur's* sensors and the confusion caused by the accidental launch of several lifeboats, the exact location where the adventurers came down is not known. They will have to locate and search the landing spot of every unoccupied lifeboat as well as the impact point of the turret debris, which they could not separate from the other signals. After locating the wreckage, they must pick up the adventurers' trail, all of which will take some time. Roll 4- per week for the pursuers to locate the trail initially, DMs +1 if the adventurers are taking actions to conceal their trail, +2 if the adventurers are attempting to conceal their trail and any member has survival skill. Once found, the pursuers follow the trail at the speed outlined above, rolling once per week to see if they lose the trail. On 9+ (same DMs) they lose the trail, and spend the week trying to re-locate it. They will successfully do so on 6- (again, same DMs), and will continue to search each week until they are successful. They do not move on a week in which they are searching.

Should the pursuers catch up to the adventurers, determine encounter range and chances of surprise as for a normal encounter in Book 1. If the adventurers achieve surprise, they may (if they wish) evade discovery and the pursuers automatically lose the trail again.

The pursuers have been instructed to capture Sadeh and his companions with as much of their equipment intact as possible. Therefore, the adventurers will be hailed and ordered to surrender at the time of their first encounter, unless the pursuers are surprised by the party. If the adventurers offer resistance, or if they

fire on the pursuers, the pursuers will then endeavor to kill them as quickly and cleanly as possible, to facilitate collection of the blackmail evidence. The pursuers do not know the exact nature of the evidence they are looking for but do know that it is small enough for Sadeh to have carried in his pocket.

If the players are captured, they will be disarmed and transported to a small village on the edge of the settled region, where they will be incarcerated in the local jail. They will then be questioned for several weeks about Sadeh's death and everything he said to them, as well as everything they removed from his body. At the end of the period of questioning, the adventurers will be killed. The success of any attempt to escape, either from the jail or from the custody of the pursuers while in transit, must be determined by the referee.

FOOD AND WATER

No one can live more than a few weeks without some nourishment, or more than a few days without water. Some nourishment is provided with the survival kits, but this will not be nearly enough to last the adventurers through their journey.

For the purposes of *Marooned* and *Marooned Alone*, each individual is considered to require ten units of food per day. The concentrates and supplements in a survival kit provide a total of 300 units, one kilo of meat provides 20 units, and a kilo of edible plant material provides 10 units.

For every two units (or fraction thereof) less than ten consumed per day, deduct one point from strength or endurance. Points lost in this fashion may not be recovered except by eating the full requirement. One point may be recovered for each day the required amount is eaten.

In addition to food, each person requires water to sustain life. One liter per day is required in all but desert terrain. In desert terrain, six liters are required per day. Deduct one point from strength and endurance for each 10% less than the required amount consumed.

Food may be obtained either by hunting animals or gathering various plant materials.

Hunting: Adventurers may obtain another animal encounter (over the normal encounters) by remaining in one hex for one week, tracking, laying ambushes, and so on. Roll once on the appropriate animal encounter table, and engage in combat. Assume that an animal will contain about 60% edible portions, which will last two weeks before becoming inedible. The success of attempts at preservation of meat by the characters must be decided by the referee according to the method tried.

Gathering: Gathering and hunting may be done at the same time. By spending a week in the same place, an individual can normally gather 1D kg of edible plants in all terrain types except desert, steppes, and polar (see individual terrain type descriptions for details). This material can be kept for four weeks before it becomes inedible. 1D-3 kg of edible plants may normally be gathered per week per person in the steppes (exclusive of glueberry tree pods, see steppes); no edible plant material may be gathered in desert or polar terrain.

Water: Water in sufficient quantities may be found in all terrain types except desert and steppes. See under these two terrain listings for details of locating water in these terrain types. Searching for water consumes effectively no time in any terrain type.

The players may wish to fabricate food and water containers of some sort. The

referee must decide if suitable materials are available, and how well any such containers will work.

RECOVERING FROM WOUNDS

The adventurers will experience difficulties in travelling while wounded (see Movement above). Characters recover from wounds at the rate of 2 points per week if moving, 5 points per week if being carried (by other members of the party or by beasts of burden), and 10 points per week if not moving at all.

A character with one or more characteristics reduced to half its normal value or less is lightly wounded. A character with one characteristic reduced to zero is seriously wounded. A character with two characteristics reduced to zero is critically wounded. A seriously wounded character may not recover to more than half his normal level (rounded down, and thus equivalent to a light wound) unless his care is supervised by a character with medical skill (self-treatment is possible). A critically wounded character may not recover to more than half his normal level without treatment by a medic-3 or better with access to extensive medical facilities, and thus may not fully recover in the course of this adventure.

THE NOTEBOOK AND THE WATCH

Players who are running *Marooned Alone* solitaire should not read this section until the adventure is completed, as it contains information they cannot know.

The notebook contains coded records of Sadeh's actions in the service of his patron, Commnena hault-Fionbrea, recorded by Sadeh to aid in the composition of his memoirs. The players will not be able to decode the information without access to a computer, a computer programmer (computer-2 or higher), and several days time. The watch is quite valuable, and can probably be sold for Cr45,000. The fob is the blackmail evidence sought after by so many people. The woman depicted is Commnena in her younger days, shown engaging in an act which the Duke of Harlequin (a very puritanical sort) would find so obscene as to destroy forever any influence she might have over him. Sadeh himself was not aware of the nature of the evidence. He thought that it was on a microdot concealed within the watch itself.

MISCELLANEOUS NOTES

Of course, not every situation can be covered in a small booklet such as this. The referee should be prepared to improvise systems to handle the situation if the players decide to try some action not mentioned herein. For example, what if the players decide to split up, each group heading in different directions? What if the group decides to set a trap for the pursuers? What if the group decides to bury the notebook and watch, and return for them after they have gotten safely to the starport and stolen a starship? The individual referee must decide how to adjudicate these and any other questions which arise in the course of the adventure.

It should be noted by the referee that the survival manual contained in the survival kits can provide a way for the referee to get the players out of sticky situations. The referee might find it informative to refer to one or two such books from the local library for guidelines as to what such a manual might contain. Even a boy scout manual will prove useful.

Plains

Die	Animal Type:	Weight:	Hits:	Armor:	Wounds & Weapons:
2	1 Flying Pouncer	1kg	5/0	none	2 claws A0 F0 S3
3	Event—Grass Fire. The group is caught in the middle of a prairie fire, a raging conflagration which can travel faster than a man can run. Natural shelter (such as small caves, or a stream) or artificial means (lighting a backfire, creating a fire-break) can be used to escape being roasted. Roll 8+ to escape 4D damage, DM +1 per level of survival expertise.				
4	4 Intermittents	400kg	24/11	jack	12 hooves F8 A10 S1
5	26 Grazers	800kg	19/9	none	4 horns F8 A9 S1
6	8 Grazers	1600kg	23/8	jack	13 thrasher F9 A10 S1
7	11 Grazers	400kg	12/8	cloth -1	5 teeth -1 F8 A9 S1
8	64 Grazers	12kg	9/3	cloth -1	4 hooves F6 A9 S2
9	5 Chasers	12kg	8/3	jack	6 claws F0 F9 S3
10	2 Hunters	12kg	4/7	cloth	5 teeth A0 F8 S2
11	Event—Stampede. The group is caught in the middle of a stampede by a large herd of grazers. (Pick either 5, 6, or 7 above, and multiply the number by 100). Each member will be injured on a roll of 8+. Roll 3D for wounds received. If characters wish, they may attempt to kill some of the herd for food as it passes. Every character who is not wounded may kill 1D of animals.				
12	1 Pouncer	12kg	11/6	jack	3 claws A0 F0 S2

The plains of Pagliacci are vast expanses of open grassland, broken by occasional clumps of trees and low-lying brush. A few Terran plants have managed to take hold and thrive, largely due to their immunity to local diseases, but the bulk of the plant-life is native to Pagliacci.

Under certain condition (low rainfall, and winds of constant strength and direction) the plains can be swept by prairie fires of unbelievable size and intensity. Naturally ignited by lightning, these infernoes can grow to giant firestorms, sweeping across the flatlands, consuming all in their path. Unless stopped by natural causes, such as rain or lack of fuel, or by barriers such as streams, rock outcroppings, or other firebreaks, a prairie fire can devastate millions of square kilometers of grassland. After encountering a prairie fire, the characters ignore the next animal encounter they meet, and may not hunt or gather edible plant material.

Encounters: Animal life on the plains is common and diverse. Large herds of grazing animals congregate during the wet season of winter and early spring to mate and re-establish dominance, then split up to roam the grasslands during the drier summer months. Several varieties of carnivores prowl the plains at all times of the year. Animal encounters on the plains should be rolled twice per week. Encounters with other humans are limited to small roving bands of hunters and prospectors. These groups, searching for exploitable mineral deposits, roam the plains, mounted on native pack animals. They hunt to get food and the ivory-like horns found on many of the grazers of Pagliacci. Such groups should be about the same size as the adventurers' group, with three pack animals for each hunter/

prospector. They are armed with a mixture of auto rifles, carbines, and revolvers. Roll 9+ to encounter one of these bands, once per plains hex entered. Roll reaction of the band to the adventurers according to the reaction table in Book 3.

WEATHER CONDITIONS

Spring: Temperatures cause no problems day or night. Multiply the number of all grazers encountered by three to represent annual breeding conclaves.

Summer: Temperatures are normal, except in the equatorial belt, where they reach 40° during the day.

Fall: Treat as spring in all respects, but use the normal animal numbers.

Winter: Temperatures reach 0° at night everywhere but in the equatorial belt, where they reach 10°. Snowfall is regular in the regions outside the equatorial belt, rainfall inside it. Edible plant materials may be found in one-quarter the normal quantities.

Water may always be located in sufficient quantities, and edible plants may be gathered normally in all seasons except winter.

Jungle

Die: Animal Type: Weight: Hits: Armor: Wounds & Weapons:

2 6 Amphibious Grazers 6kg 3/9 none 2 teeth+1 A9 F8 S1

3 2 Grazers 12kg 9/6 jack 4 hooves F5 A8 S2

4 Event—Quicksand. The adventurers stumble upon a pool of quicksand. Each character should roll 8+ to be trapped by it. If trapped, roll 1D+3 for the number of minutes until completely sucked under, at which point the character will die. Trapped persons may roll 10+ once per minute to free themselves, DMs +1 per 3 current endurance points, +4 if all equipment is immediately jettisoned (and lost), +4 if a rope, tree branch, or other object is used to haul the victim out, +4 per each extra person pulling on the above, +1 per level of survival expertise in either rescuer or victim.

5 Event—Massed Eaters. The band is surprised and overwhelmed by a swarm of 100,000 eaters, massing .1 gram each. The band will take 2D minutes to escape from their path, and each member of the party will take 1D-2 hits per minute exposed to them. It will take the eaters one minute to work their way inside any clothing but a sealed vacc suit, battle dress, or similar garment (a sheltersuit does not provide any protection).

6 3 Intermittents 6kg 1/5 cloth 5 as foil A10 F9 S2

7 8 Grazers 12kg 6/5 jack-1 5 horns A10 F9 S2

8 6 Grazers 400kg 21/13 none 8 hooves A10 F9 S2

9 1 Trapper 2kg 2/0 jack 3 teeth A0 F9 S0

10 1 Pouncer 12kg 6/4 jack 10 claws-1 A0 F0 S2

11 5 Chasers 15kg 7/5 jack-1 8 teeth A0 F9 S2

12 4 Flying Carrion-eaters 2kg 2/1 none 3 claws+1 A11 F8 S3

Heavy rainfall and a hot climate combine to produce the various jungles of Pagliacci. Interlaced with myriads of tiny streams which seem to have no particular purpose other than to link together the thousands of swamps, lakes, and miasmal pools, and oppressively hot and wet, the jungles of Pagliacci are truly a dismal and uninviting place.

Encounters: Although the jungles of Pagliacci teem with life, much of it is too small to be of interest to adventurers, except as a constant nuisance, which makes travel through the region very unpleasant. Roll twice per week for animal encounters. Human encounters are so rare as to be almost non-existent. Roll 12 exactly for an encounter with a solitary hunter (a city-dweller gone native), on foot and armed with a bow, spear, or club.

WEATHER CONDITIONS

Spring: Temperatures reach 20° in the day, 30° in the equatorial belt. Twice the normal amount of edible plant material may be gathered.

Summer: Temperatures reach 30°, 40° in the equatorial belt. The rains have ceased. DM -2 to the damage from jungle conditions roll. The normal amount

continued on page 22



of edible plants may be gathered.

Fall: The rains begin, but are not quite up to full intensity. The normal amount of edible plants may be gathered; otherwise treat as spring.

Winter: The rains arrive in earnest, and temperatures average 30°, day and night. Add two to the damage from jungle conditions die roll.

Water may always be found in sufficient quantities, but is always crawling with silt, algae, and microorganisms. If the water is not boiled, or passed through the filtration/distillation device included with the survival kits, each player drinking it will take 1D of damage each week for the next six weeks. The constant high humidity prevents anything from ever getting really dry.

Because of this, each character must roll once per week for the effects of contact with jungle conditions. On a roll of 7+ the character will take 1D of cumulative damage from jungle-rot, muggy conditions, and intimate contact with hundreds of small irritating creatures of all descriptions. (Analogues to mosquitoes, leeches, centipedes, snakes, and so on can all be used. Be creative in your description of the conditions). On a roll of 10+ some piece of the character's equipment will malfunction due to rust, mildew, or inhabitation by small creatures. (Which piece of equipment is damaged and the chances of repair should be determined randomly or by the referee to suit individual conditions).

NOTES ON THE MAP

The map shown on pages 24-25 is a geodesic map which divides the surface of the world into hexagons (referred to in the text of the adventure as *hexes*), and groups those hexagons into triangular areas. Adjacent triangular areas are bordered by shared hexes; where those areas are separated, the transition from one portion of a shared hex to its other portion takes no additional time or energy. Note that the poles are also considered to be single hexes, although they are represented on the map by five irregular lozenge-shaped areas.

Each hex represents an area about 1043 kilometers across (side to side) measured at the equator. Some distortion is experienced away from the equator, but this is ignored for the purposes of this adventure.

Major rivers are represented on the map by blue lines between hexes.

NOTES ON PAGLIACCI

Diameter: 11,200 kilometers

Length of Day: 22 hrs 4 min 46.26 sec Imperial standard

Length of Year: 532 local days (578 Imperial)

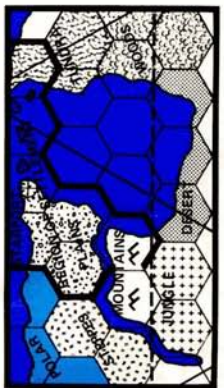
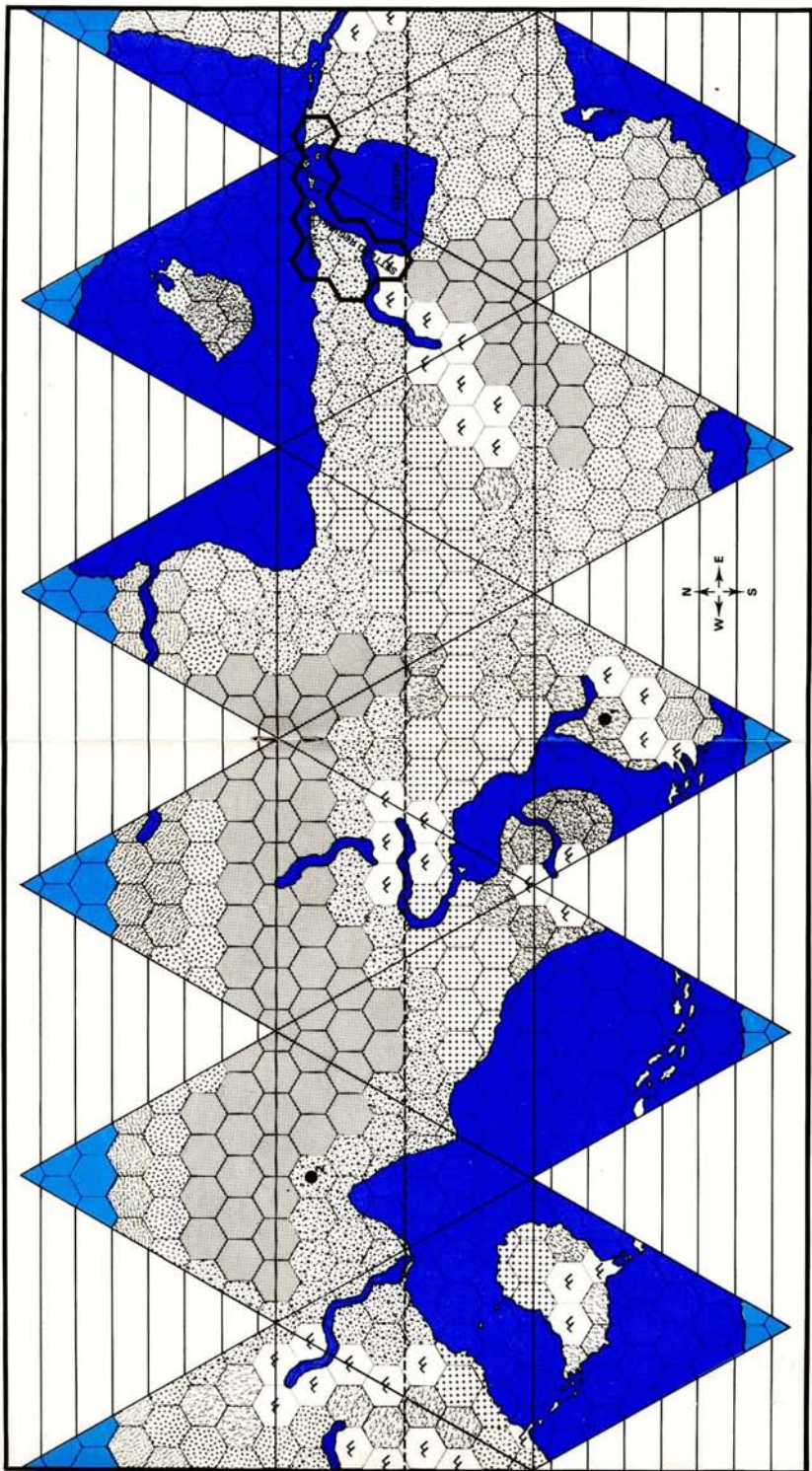
Gravity: .98 G

Axial Tilt: 18°

The only reason for the existence of Dion starport on Pagliacci is the planet's location on one of the main trade routes from the Solomani Rim to the rimward worlds of the Hive Federation. Pagliacci has little in the way of mineral wealth or readily exploitable resources (at least none that have been discovered) and has never been the subject of any great colonization efforts, either by the Imperial government, by megacorporations, or by private interests.

Most of the manufacturing and industry which takes place on the planet is clustered within a few hundred kilometers of Dion starport. The remainder is scattered in small farming settlements throughout the region labelled such on the map. Agriculture is limited mostly to subsistence farming, with a moderate surplus, all of which is sold to the industrial towns around the starport. The planet is largely self-sufficient, and off planet trade is minimal.

A small portion of the population has found the confines of civilization too restrictive, and made off into the outback. Some of these are seeking their fortunes, hoping to be the discoverer of some valuable mineralogical treasure which was overlooked by the initial planetary survey. Others are part of that small portion of humanity that feel that a neighbor is too close if you can see the smoke of his cooking fire.



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Double Adventure 4
Marooned Alone

TRAVELLER

*Science-Fiction Adventure
in the Far Future*



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Double Adventure 4 Marooned Alone

TRAVELLERTM

*Science-Fiction Adventure
in the Far Future*

Game Designers' Workshop

Marooned Alone was designed by Loren K. Wiseman. Additional assistance provided by John Astell and John Harshman. Art Direction by Paul R. Banner.

Illustrations by William H. Keith, jr
Map executed by Chris Purcell

Marooned Alone
TRAVELLER Double Adventure 4

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1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

This Double adventure is intended for use with **Traveller**. It assumes possession and understanding of **Basic Traveller** (books 1, 2, and 3).

Traveller is Game Designers' Workshop's trademark for its science-fiction role playing game of the far future.

Game Designers' Workshop
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Introduction

This booklet contains two comprehensive adventures for **Traveller** printed back-to-back. This adventure, titled *Marooned Alone*, deals with a solitary adventurer and his or her efforts to cross the trackless outback of Pagliacci, a sparsely populated world in the Solomani Rim sector, and safely reach Dion starport. All the while, the adventurer is hounded by a mysterious band of pursuers with seemingly homicidal intentions.

It is assumed that this adventure will be administered by a referee who has read through this adventure and who is familiar with both it and the rules for **Traveller**. This situation calls for only the basic **Traveller** booklets (Books 1, 2, and 3), and no additional supplements, books, or other information. As usual, paper, pencils, and six-sided dice will prove necessary during the course of the adventure.

Optional References: **Traveller** Book 4, *Mercenary*, contains an expanded character generation system for army and marine characters. Possible benefits of this system include survival and recon skills, which could prove of value in this situation.

This introduction (pages 5 and 6) is for the use of both the referee and the player, and may be read aloud. The next section, The Situation (page 7), is for the player, and should be presented to him or her to begin the adventure. The remainder of the booklet is for the referee alone. No part of this adventure should actually be placed in the player's hands.

If the player plans to play *Marooned Alone* solitaire, without benefit of a referee, the player should read only the introduction, and then proceed directly to the section on solitaire play (page 8).

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. The referee may alter them by using a different time frame, or by using a world already in another **Traveller** subsector in order to integrate the adventure into an existing **Traveller** campaign.

Dates: All dates herein correspond to the Imperial calendar. The date for this adventure is 1107; that is, sometime in the 1107th year following the founding of the Imperium. The referee should indicate the exact date based on the local situation. Days within the year are numbered consecutively from 1 to 365; thus, the last day of the year is 365-1107.

Place: This adventure takes place on Pagliacci (0809-C754733-6), located in the Harlequin subsector of the Solomani Rim. Pagliacci is a medium-sized (11,200 km diameter) world with a thin atmosphere and water over 40% of its surface. Pagliacci has a population of about 65 million, most of which is concentrated in farming settlements within a few hundred kilometers of Dion, the starport, largest city, and seat of

government. The system is sometimes used as a refueling stop for vessels bound for the Solomani sphere or the rimward worlds of the Hive Federation. This specific adventure takes place halfway around the world from Dion as the adventurer finds himself stranded in the midst of the trackless wilderness that covers most of Pagliacci.

CHARACTERS

This adventure is intended for use with a solitary traveller who has been separated from the rest of the group, which was the bodyguard of an aged eccentric desperately trying to reach Champa (0709-A-6629B9-8); it can be altered to be completely solitaire, at some loss of mystery.

Desirable Skills: No specific skills are called for in this adventure. The player might find various forms of gun and blade combat of some use, as well as mechanical and jack-of-all-trades. If *Mercenary* skills are allowed, survival and recon will be of considerable value.

In some cases, characters may not have any weapons expertise. The referee may select a weapon (ideally, one which supplies dexterity or strength bonuses) and assign a skill level of weapon-0. This, at a minimum, indicates which weapon the individual prefers and while not giving any skill advantages to its use at least avoids the negative DM associated with lack of skill.

Pre-Generated Characters: A pre-generated character is supplied below, although the referee may allow the use of another character instead.

1 Ex-Scout	787984	Age 34	4 terms	Cr1,500
Vacc-2, Pistol-1, Pilot-1, Electronics-1, JOT-1				TAS member

EQUIPMENT

The player should not be allowed to freely purchase equipment he thinks may be important to his activities. The circumstances which have resulted in the player character being stranded on Pagliacci dictate that he has with him only what he normally carries on his person (previous adventures may be used as a guideline here), a vacc suit (air bottles $\frac{3}{4}$ empty), and the remains of the foamed ablative re-entry kit with which he landed upon planet. This includes a standard survival kit, as described in the Equipment section of *Marooned*.

In addition, the player might try to salvage some portion of the re-entry package, such as the parachute with which the final stage of the descent to the surface was made.

The Situation

Read part one of the Situation from *Marooned*, and then read the following. Do not read part two of *Marooned*.

Marooned Alone: You were detailed to disable the ventral turret of the *Cote d'Azur* facing planetward (so the lifeboat could not be shot at as it fell away), and another of the party was to sabotage the sensors (so the lifeboat could not be tracked).

Your comrade found a junction plate fairly quickly and began work on disabling the sensor circuitry. On your way to the turret, you discovered a locker containing a re-entry packet equipped vacc suit and decided to use it to disable the turret by making your way to the lifeboat from the outside, thus avoiding the boarding party. Unfortunately, the turret was manned, and you had to engage in a short firefight before you could cross-wire the missiles in the turret to explode instead of firing. You exited the turret and began making your way across the hull of the ship towards the lifeboat when the turret behind you exploded, due either to someone trying to fire it or to some mistake you made in cross-wiring the missiles. A short time afterwards, lifeboats began launching, apparently as a result of some launch circuitry failure when your group launched their lifeboat. Deducing they must be under heavy attack, you first attempted to communicate with them by radio but discovered that your suit's transmitter did not work. You knew the receiver worked because messages were beginning to flow from the *Cote d'Azur* to Dion concerning the band of terrorists that were escaping in stolen lifeboats and requesting help in capturing them. You decided not to attempt to match vectors with the lifeboat, because they were too far away and it would waste fuel. Finally, you decided to attempt a re-entry using the suit's foamed ablative re-entry package. Happily, this item of equipment functioned perfectly, and you landed without injury or damage to your equipment. Using a tourist brochure detailing various worlds along the *Cote d'Azur's* itinerary, you determined roughly where you were, about 19,000 kilometers away from Dion. You also know roughly where your companions came down, based on what you could see of their re-entry. At this point, the adventure begins.

Solitaire Play

For whatever reason, many individuals prefer to game solitaire. With a role-playing game such as *Traveller*, this is difficult. The element of surprise is lost, because, by necessity, the player knows what will happen next.

We recommend that *Marooned Alone* be played with a referee, but for those who wish to make the attempt, we suggest the following.

1. Read the introduction to *Marooned Alone*, then, as it says, read the first part of the Situation in *Marooned*.

2. Based on that information, plan out what your character will do. Note the general route travelled, how often you will stop to find food and water, and so on.

3. Then, and only then, read the rest of *Marooned Alone*. Run the adventure as normally as possible, and adjudicate any situations your character may get into.

It will prove necessary for your character to depart from the original plan. Try not to let your knowledge of events (as referee) slip into your player's actions. Try to imagine yourself as two separate personae: one player, one referee. It takes a great deal of determination to waltz your character blithely into a trap, especially one you yourself have set, but this type of play can have its own unique rewards.

Woods

Die:	Animal Type:	Weight:	Hits:	Armor:	Wounds & Weapons:
2	1 Intimidator	200kg	17/11	cloth	7 teeth A8 F7 S1
3	8 Grazers	50kg	9/8	jack	5 horns F5 A9 S2
4	1 Grazer	12kg	6/5	none	4 teeth -1 F5 A9 S2
5	22 Grazers	100kg	12/10	cloth-1	5 hooves F5 A8 S1
6	Event—Swamp. A low-lying wet area of extremely soft (almost liquid) ground blocks the adventurers' path. Attempting to cross it will take 2D days; attempting to find an alternate route will take one week.				
7	3 Intermittent	3kg	4/3	jack -1	4 horns F9 A10 S3
8	1 Stinkscrabblor	3kg	2/2	jack	3 claws A0 F0 S2
9	1 Intermittent	50kg	19/7	none	6 horns F9 A10 S2
10	1 Pouncer	25kg	9/4	none -1	4 teeth +1 A0 F0 S1
11	1 Flying Intermittent	1kg	2/0	none	2 teeth +1 F9A10 S3
12	1 Chaser	100kg	16/4	jack	5 teeth -1 A0 F9 S1

Contrary to popular myth, woods do not consist entirely of trees. The woods of Pagliacci are no exception, and contain large clearings filled with flora similar to that found in the plains, small lakes, low lying marshy areas, upland meadows, lightly wooded patches, and, of course, densely packed boreal regions. Woods are drier than jungles, and have much more dense underbrush, making passage through woods much slower.

Encounters: Wildlife is many and varied, both in the treetops and on the ground. Numerous solitary and herd herbivores can be found in the clearings, and various creatures (mostly omnivorous) make their home in the forest canopy. A particularly interesting creature is the stinkscrabblor, detailed below. Roll once per week for animal encounters. Human encounters are rare (roll 10+, once per entry into a woods hex) and usually consist of solitary woodsmen or hermits, who, seeking escape from the trials and tribulations of what passes for civilization on Pagliacci, have taken to the wilderness. They are usually on foot, and have no weapons other than spears or bows.

WEATHER CONDITIONS

Spring: Temperatures are moderate enough that neither extreme temperature rules apply. Multiply the number of grazers encountered by three to represent seasonal breeding conclaves.

Summer: Daytime temperatures can reach 30° in the equatorial belt, 20° elsewhere. Multiply the number of any grazers encountered by two, to represent seasonal mating conclaves.

Fall: As spring, but use the standard numbers of animals.

Winter: Temperatures reach a night time low of 0° in all but the equatorial belt. Light snow is not uncommon (rain in the equatorial belt). Animal encounters are normal. No edible plant material may be gathered outside the equatorial belt. One half normal may be gathered in the equatorial belt.

Stinkscrabblers (*Spathedactyl malbromos*): These small, quasi-reptilian creatures are unique to Pagliacci. Stinkscrabblers live in extensive underground burrows with numerous entrances, and are usually found around waterholes, feeding areas, along trails, and other places where animals could be expected to congregate or pass by. These creatures excrete a noxious substance which they encapsulate in small egg-shaped structures, which they scatter for several meters around the entrances to their burrows, sometimes scattering them on the surface, sometimes sticking them to the sides of rocks or trees, sometimes burying them just under the surface of the ground. These eggs are soft and flexible when initially created, but within a few hours harden and become quite fragile and easily fractured. The stinkscrabblers then lie dormant in their burrow until a victim breaks one or more of the eggs, and is overcome.

The contents are a complex combination of oily skin-irritants and extremely volatile eye and nose irritants, similar to the mercaptan compounds produced by Terran skunks. The skin irritants cause an itching, burning sensation on human skin, and the other compounds vaporize immediately and cause temporary sneezing, coughing and a severe burning sensation in the eyes. The stinkscrabblers, guided to the prey by the smell of the eggs' contents, rushes out of one of the holes of its burrow and attacks. Because the creature's eyesight is not particularly good, it guides itself to the general location of its prey by the smell of the chemicals contained in the eggs.

The large claws of the stinkscrabblers, equally useful in fighting or tunnelling, cause deep and extensive wounds, which can be extremely painful if the irritants are introduced into them (roll 6+). Contaminated wounds take three times as long



to heal, and the wounded party may only move at half speed until it heals. Medical skill of 2 or higher can reduce the required healing time to twice normal time instead of three times.

The chemicals produced by the stinkscrabblers are not persistent (unlike those of the Terran skunk) and will break down into harmless compounds within three to four hours.

Stinkscrabblers are not mentioned in the tourist brochure and will almost always achieve surprise (3+) the first time they are encountered.

Mountains

<i>Die:</i>	<i>Animal Type:</i>	<i>Weight:</i>	<i>Hits:</i>	<i>Armor:</i>	<i>Wounds & Weapons:</i>
2	Event—Avalanche. A slide of snow, soil, and rocks has blocked the path. The party must spend a week retracing their steps and finding another path.				
3	1 Carrion Eater	12kg	4/2	none	4 teeth +1 F8 A11 S1
4	4 Flying Gatherers	3kg	2/1	none	2 stinger F8 A9 S3
5	3 Intermittents	12kg	5/5	jack	4 teeth F9 A10 S1
6	1 Intermittent	50kg	13/8	cloth	6 thrasher F9 A10 S1
7	Event—Crevasse. A deep crevasse blocks the adventurers' progress. The party may attempt to cross which will add 1D+3 days to their time, or may retrace their path and look for an alternate route, which will take one week.				
8	3 Flying Intermittents	1kg	4/0	none	6 teeth F9 A10 S3
9	Event—Storm. High winds and an extreme drop in temperature. Any unprotected player will receive 2D damage from cold. A cave or similar shelter can be located on a roll of 9+.				
10	1 Pouncer	25kg	8/6	none	5 claws A0 F0 S2
11	3 Gatherers	12kg	7/3	none	4 teeth +1 F8 A9 S1
12	1 Gatherer	12kg	7/3	none	4 teeth F8 A9 S1

Most of the mountains of Pagliacci are relatively young, geologically. For reasons not completely understood (because a full planeological study has never been undertaken), mountain building activity in the planet's surface rock strata seems to have begun only a few million years ago. Before that time, there seems to have been no tectonic or volcanic activity to speak of on Pagliacci. Needless to say, volcanoes are very rare.

Mountain terrain includes foothills, eroded river valleys, chasms, ravines, and badlands as well as mountain peaks. Travel on foot is greatly restricted, both in the time taken and in the direction. In some cases, it is possible to travel quite swiftly in one direction but not to be able to move at all at a right angles to that direction (along the grain of a high-walled valley, for instance). Many times, travel will be slowed or completely stopped by natural events such as avalanches or by geographical features such as deep ravines.

Encounters: The steep slopes of the mountains themselves do not harbor much in the way of animal life, but the valleys, foothills, and upland meadows are home to a variety of creatures. Roll once per week for animal encounters. The inhabitants of Pagliacci rarely enter the mountains. Therefore, no roll should be made for human encounters.

WEATHER CONDITIONS

Spring: Temperatures at night can still drop below 0° C (except for mountains inside the equatorial belt), but are comfortable during the day. Edible plants may be gathered normally.

Summer: Temperatures are moderate. Ignore the damage inflicted due to cold should a storm arise. Edible plants may be gathered normally.

Fall: As spring, but modify animal encounters in any mountains outside the equatorial belt. Continue to roll once per week, but use only every other encounter; ignore any encounters but events at other times.

Winter: Temperatures drop below 0° C during both day and night except in the equatorial belt. Edible plants may not be gathered. Continue to roll once per week for encounters, but ignore every other animal encounter, using only any events which might occur.

Desert

<i>Die Animal Type:</i>	<i>Weight:</i>	<i>Hits:</i>	<i>Armor:</i>	<i>Wounds & Weapons:</i>
2 3 Carrion-eaters	6kg	1/4	jack	5 teeth-1 F8 A10 S2
3 Event—Salt Marsh. A low-lying area of impassible salt marsh blocks the path. Roll 2D for the number of days it takes to find a route around.				
4 Event—Oasis. A small spring of brackish water is discovered, surrounded by plant and animal life. Roll twice on this table to determine animal life encountered in or around the oasis.				
5 4 Intermittents	25kg	6/5	cloth -1	4 teeth -1 F9 A10 S2
6 8 Intermittents	6kg	4/9	jack	3 horns F9 A10 S2
7 2 Gatherers	1kg	2/0	none	2 teeth +1 A8 F9 S1
8 1 Hunter	6kg	4/6	jack	5 claws A0 F8 S2
9 1 Pouncer	12kg	5/7	cloth -1	5 claws -1 A0 F0 S2
10 Event—Dust Storm. High winds whip up the desert sands into blinding, stinging dust clouds for half a day. Characters without filter masks or not in shelter take 1D-1 damage. Travel is interrupted for one full day while the adventurers dig themselves out and clean equipment.				
11 1 Trapper	1kg	1/0	none	2 teeth A0 F9 S0
12 1 Flying Pouncer	3kg	2/4	none	3 claws A0 F0 S3

There are two areas of desert on Pagliacci: the great desert on the other side of the world from Dion, and the lesser desert, located to the south and southwest of the port city. Both regions are desolate, bleak expanses of salt flats, deeply eroded badlands, and wind-blown sand dunes.

During and shortly after the rainy winter season, oases appear in some spots. Surrounded by patches of plant life and swarming (compared to the rest of the desert, anyway) with animals, the oases are islands of relief from a vast ocean of hot sand. During the winter and spring rainy seasons, the great desert has an unusual terrain feature of interest. The extensive rains and melting snows from the adjacent mountain range give rise to a river, as yet unnamed (because the original planetary nomenclatural survey was done in summer, and no one since has cared), which flows into the middle of the great desert and disappears into the sands. This river feeds many of the oases in the eastern portion of the great desert.

Encounters: The animal population of the desert is sparse at the best of times. See Weather Conditions, below, for seasonal variations. The odds of encountering any humans other than the pursuers are remote. No roll should be made for human encounters.

WEATHER CONDITIONS

Spring: Temperatures reach 40° during the day and 10° during the night. Roll once per week for events, but use only every other animal encounter.

Summer: Temperatures reach 60° during the day, 20° at night. Roll once per week for events, but use only every third animal encounter. The river in the great desert does not exist. If a salt marsh or oasis is encountered, roll 8+ for it to still be

there. If this roll is failed, no water may be recovered from there. It has all dried up.

Fall: As spring.

Winter: Temperatures reach 30° during the day, 20° at night. Roll for animal encounters as for spring and fall. Quantities of water found by the characters are doubled.

Add 10° to the high temperatures for desert terrain in the equatorial belt. No edible plant material may be gathered in the desert.

Effects of Extreme Heat: Very high temperatures have a detrimental effect on the body. The table below indicates (for a particular protective garment) the highest temperature at which no damage due to heat is taken, the highest temperature at which only 2 points per hour is taken, and the highest temperature at which 8 points per hour are taken. These points of damage are subtracted simultaneously from the character's strength, endurance, and dexterity characteristics, in a manner similar to wounding. When any one of these characteristics is reduced to zero or below, the character becomes unconscious. When two are reduced to zero or below, the character is overcome by sunstroke, and will require medical attention. When all three have been reduced to zero or below, the character dies.

Characters "wounded" in this manner may recover lost points by remaining inactive in the shade and recover one point per hour, or in an area where the temperature is less than 30° and recover two points per hour.

These effects do not apply to characters inside a shelter or in the shade (out of direct sunlight).

Protection:	No Damage:	-2 Points per Hour:	-8 Points Per Hour:
Nothing	30°	40°	50°
Primitive Gear	45°	55°	65°
Sheltersuit, no power	50°	60°	65°
Sheltersuit, w/power	70°	80°	90°
Vacc Suit or similar	140°	200°	300°

Combat environment suits and battle dress are considered vacc suits. Survival expertise will permit the person to raise the No Damage temperature by 10°, but has no other effect. Only 10° may be added, regardless of level of skill.

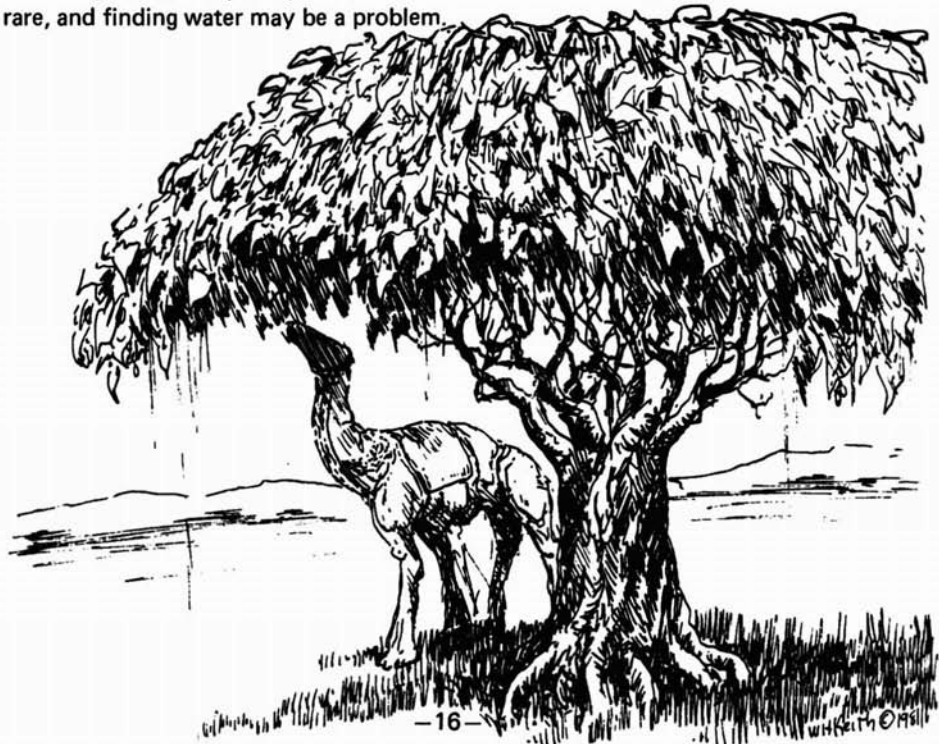
For example, a character in a unpowered sheltersuit, with survival-2, will suffer no damage up to 40°. 2 points per hour will be taken over 40°, and 8 points over 50°.

It is possible for the characters to manufacture primitive burnouses out of parachute silk or other materials. This activity will take one day, exclusive of availability of material. The referee must determine the availability of materials.

Steppes

<i>Die:</i>	<i>Animal Type:</i>	<i>Weight:</i>	<i>Hits:</i>	<i>Armor:</i>	<i>Wounds & Weapons:</i>
2	1 Pouncer	100kg	12/8	jack-1	7 as pistol A0 F0 S2
3	Event—Stampede. The adventurers are caught in a stampede of a large herd of grazers (pick 6 or 7 below). Roll 8+ to escape injury. If injured, roll 2D for hits.				
4	Event—Windstorm. High winds make travel difficult, and delay the adventurers by 1D days. If the group does not find shelter immediately (roll 8+) then each player should roll 5+ to avoid receiving 1D of injury as a result of wind-swept debris.				
5	1 Intimidator	100kg	12/8	cloth -1	6 claws A8 F7 S1
6	Blueberry Trees (1 to 36)		(see below for characteristics)		
7	3 Flying Hunters	3kg	2/1	none	2 teeth +1 A0 F8 S2
8	22 Grazers	100kg	12/10	cloth -1	5 hooves F5 A8 S1
9	12 Grazers	200kg	20/15	cloth	9 horns -1 F6 A8 S1
10	8 Chasers	50kg	7/7	jack	5 teeth +1 A0 F9 S2
11	18 Chasers	50kg	7/7	jack	5 teeth +1 A0 F9 S2
12	2 Gatherers	12kg	4/2	jack+1	3 teeth A9 F8 S2

The steppes of Pagliacci are vast windswept expanses of grassland similar in some respects to the plains, but colder and much drier. Lakes, rivers, and streams are rare, and finding water may be a problem.



Encounters: The steppes have much less in the way of animal life than the more hospitable plains, but a great variety of creatures make their home here, nevertheless. Roll once per week for animal encounters. Humans are almost never found on the steppes, except for the occasional hermit, as treated in the woods section. Roll 10+ once per entry into a steppes hex for an encounter with a local hermit/hunter.

WEATHER CONDITIONS

Spring: Temperatures at night can drop to 0°. One character may locate 3D liters of water on a roll of 8+, DM +1 per level of survival expertise, +2 if searching in a glueberry tree grove. Edible plant material (in addition to glueberry pods) may be gathered normally.

Summer: Temperatures are moderate, and cause no problems. Each character may locate 1D liters of water on a roll of 8+, same DMs as above. One-half the normal amount of edible plant material may be gathered, in addition to glueberry tree pods.

Fall: Same as spring, except that only one quarter the normal amount of edible plants and no glueberry pods may be gathered.

Winter: Temperatures fall below 0° during the day, and drop down to -10° at night. 2D liters of water may be located on a roll of 6+, same DMs as above. No edible plant material of any kind may be gathered. Roll once per week for events, but ignore every other animal encountered.

Glueberry Tree (Kollomoiron var.): While not an animal, this tree can be of vital interest to the adventurers, as it is a major source of nourishment for travellers on the steppes of Pagliacci. The trees are usually found in groves of several dozen, but can often be found alone or in small groups wherever there is adequate underground water to support them. (roll one die, then roll that number of dice for the number of trees in a grove).

Glueberry trees range from two to six meters in height, depending on age, the available ground water, and the number of individual trees in a grove and can be anywhere from two to ten meters in diameter.

The tree is an annual, losing its leaves and entering a dormant stage during the winter. In early spring, its leaves bloom again, and the tree's seed pods form. Throughout the summer, these seed pods grow, until hydrostatic pressure inside them causes them to rupture, scattering the seeds. Each seed has a slender, sticky tendril attached, and mature trees often have hundreds of these tendrils hanging down. The fleshy, immature seed pods are an excellent food source, and many animals of the steppes feed upon them, in the process becoming covered with the seeds and their sticky tendrils. Since the adhesive substance wears off in a few hours, the seeds are carried to other places by the browsing herbivores, and the glueberry tree is thus propagated.

Adventurers will find the glueberry tree a good source of food (each tree will provide 1D kg of edible pods), and an excellent indicator of underground water supplies. The tendrils of the seed pods are easily avoided, but it is difficult for humans to discern the difference between an immature, ready to eat seed pod, and one that is ready to burst if the pod is disturbed. Further, apparently immature seed pods sometimes burst when the fibrous outer covering is cut open. In either case, the unfortunate adventurer is likely to be covered with hundreds of sticky

tendrils which can gum up equipment, and generally make life miserable for the next few hours. Roll 10+ per kilogram, then randomly determine which adventurer is the unfortunate victim, as necessary. The referee must determine the exact effects according to individual circumstances.

Tundra

<i>Die:</i>	<i>Animal Type:</i>	<i>Weight:</i>	<i>Hits:</i>	<i>Armor:</i>	<i>Wounds & Weapons:</i>
2	4 Chasers	25kg	10/3	jack	6 claws A0 F9 S2
3	12 Intermittents	12	8/4	none	5 hooves F9 A10 S2
4	1 Gatherer	3kg	4/1	none	3 teeth +1 A9 F8 S1
5	6 Gatherers	3kg	4/1	none	3 teeth +1 A9 F8 S1

6 Event—Mire. The adventurers enter a vast area of extremely soft ground. Travel rate is cut in half for the week.

7	32 Grazers	100kg	18/5	jack	9 horns F5 A8 S1
8	12 Grazers	200kg	22/10	jack	12 horns F5 A8 S1
9	3 Grazers	200kg	22/10	jack	12 horns F5 A8 S1
10	1 Pouncer	100kg	24/12	jack	12 as blade A0 F0 S1
11	1 Intermittent	50kg	12/6	none	9 horns F9 A10 S2

12 Event—Swarm. The adventurers are surprised by 10,000 small herbivores, each massing .1 gram and armed with a stinger. Each member of the party will take 2D hits, -1 if wearing sheltersuit, -4 if wearing cloth, -12 if wearing battle dress. If a character wants to try to kill some for food, damage will be 3D because that character is not defending himself from them as much as he could. Each player trying to kill the herbivores for food will obtain 2D kgs of animals (or 2D x 60% edible meat).

The tundra is a region of extremes. During the winter, the region is covered with snow (and in some regions, glaciers). During the spring and summer, the snow and ice melt, the temperatures soar, and the tundra blooms. Hundreds of varieties of plant and animal life come out of hibernation or suspended animation. Sometimes conditions are such that millions of insect-like creatures hatch and swarm across the tundra, devouring every bit of green in their path. Smaller swarms are not as devastating but are much more common.

At all times of the year, the ground is frozen to some extent. During the warmer seasons, this 'permafrost layer' is anywhere from one to two meters below the surface. During the winter, the ground will be frozen solid. The soil of the area is extremely soft, making travel very difficult. In areas where the lay of the land is naturally low, or where more water collects than normally, the ground is almost liquid and travel slows to a crawl.

Encounters: During the spring through the fall, the animal life of the tundra increases tremendously due to migration of a number of herbivore species (and, of course, their predators). See below, weather conditions, for encounter frequency. The probability of encountering other humans (except for the pursuers) is extremely remote, and no roll should be made for human encounters.

WEATHER CONDITIONS

Spring: Temperatures during the day reach as high as 20°; at night they can drop to 0°. Roll for animal encounters twice per week. Only 1D/2 kgs of edible plant material may be gathered during the spring.

Summer: Temperatures during the day and the night are moderate; the effects of cold do not apply. Roll for animal encounters twice per week, but double the number of any grazers encountered. 1D kg of edible plants per person may be gathered during the summer.

Fall: As per the spring, but use the normal number of grazers.

Winter: During the winter months, tundra is treated as polar terrain.

Water may be found at all times of the year in sufficient quantities for the adventurer's needs.

Polar

<i>Die:</i>	<i>Animal Type:</i>	<i>Weight:</i>	<i>Hits:</i>	<i>Armor:</i>	<i>Wounds & Weapons:</i>
2	3 Chasers	25kg	10/4	jack	7 claws A0 F9 S2
3	Event—Blizzard. Extremely cold high winds, accompanied by large amounts of snow, for one full day. Roll 9+ for the players to find shelter (an ice cave, a crevasse which can be closed off, etc. DM +1 per level of survival skill); otherwise they suffer the effects of extreme cold outlined below.				
4	1 Pouncer	100kg	24/12	jack	12 as blade A0 F0 S1
5	Event—Concealed Ice Crevasse. A deep crevasse filled with loose snow (and therefore almost undetectable) is encountered. Each player must roll 6+ to avoid falling in. If a player falls in, roll 4+ to be rescued. If not rescued, the player and his equipment are lost. If the player is rescued, roll 4D for hits due to extreme cold (see below).				
6	3 Amphibious Chasers	25kg	11/6	jack	5 claws A0 F9 S1
7	1 Amphibious Chaser	25kg	11/6	jack	5 claws A0 F9 S1
8	Event—Extreme Cold Snap. The group is overcome by a sudden precipitous drop in temperature. Throw 1D times 5 for number of degrees reduction in temperature.				
9	2 Amphibious Grazers	1600kg	31/9	jack	6 teeth -1 F5 A8 S1
10	1 Amphibious Pouncer	100kg	23/10	jack	5 claws A0 F0 S1
11	4 Swimming Chasers*	25kg	10/4	jack +1	4 teeth A0 F9 S2
12	1 Swimming Pouncer*	50kg	10/6	jack	4 teeth A0 F0 S2

*swimming animals are found only in the water. If one is encountered away from a seacoast, roll again.

The polar regions of Pagliacci are perpetually snow-covered. Vast ice-fields interspersed with rocky outcroppings are the norm, throughout the year. During the winter rainy season, snow falls almost constantly, and the glaciers and snow cover advance hundreds of kilometers over the tundra, only to retreat again during the warmer months of the year. At any time of year, but particularly during the winter, weather conditions can give rise to a blizzard, seemingly out of nowhere, which can fill the sky with swirling snow and cause total disorientation, known as whiteout. Being outside during a whiteout is akin to being inside a giant ping-pong ball; visibility is cut to a few feet and there is no horizon, only an endless, translucent whiteness. This loss of orientation, coupled with the extremely low temperature, makes a blizzard very deadly.

Encounters: The wildlife of the polar regions is very sparse. Events should be rolled for once every week but only every third animal encounter should be used. The possibility of encountering other humans is extremely remote, (except for the pursuers) and no die roll should be made for human encounters.

WEATHER CONDITIONS

Spring: Temperatures average -10° during the day down to -20° at night. As on earth, the polar days and nights vary tremendously in length during the year. The

referee should devise rules to take this into account, if desired.

Summer: There is no night during the summer. Temperatures average 0° .

Fall: Treat as spring in all respects.

Winter: There is no day during the winter. Temperatures average -60° .

Water in adequate amounts can always be found. No plant material (edible or otherwise) can be gathered.

Effects of Extreme Cold: Very low temperatures have a detrimental effect on the body. The table below indicates (for a particular protective garment) the lowest temperature at which no damage due to cold is taken, the lowest temperature at which only 2 points per hour is taken, and the lowest temperature at which 10 points per hour are taken. These points of damage are subtracted simultaneously from the character's strength, endurance, and dexterity characteristics, in a manner similar to wounding. When any one of these characteristics is reduced to zero or below, the character becomes unconscious. When two are reduced to zero or below, the character is severely frostbitten, and will require medical attention. When all three have been reduced to zero or below, the character dies.

Characters "wounded" in this manner may recover lost points by remaining in a region where the air temperature is warmer than 10° C. One point may be recovered per hour spent in a temperature from 10° - 20° C, two points per hour if the temperature is over 20° . Dead characters may not recover. Frostbitten characters may recover up to one-third of lost points, and unconscious characters may recover up to three-fourths of their lost points.

Protection:	No Damage:	-2 Points per Hour:	-10 Points Per Hour:
Nothing	0°	-10°	-20°
Primitive Gear	-15°	-25°	-50°
Sheltersuit, no power	-20°	-30°	-60°
Sheltersuit, w/power	-70°	-100°	-120°
Vacc Suit or similar	-100°	-140°	-240°

Combat environment suits and battle dress are considered vacc suits. Augmentation by heated rocks or other jury-rigged heat sources will lower all these temperatures by 10° , except for powered sheltersuits and vacc suits or similar protection. Being soaked or immersed in water renders all protection except vacc suits useless. The character may change clothes or dry his clothing while in a shelter, without damage if this is done immediately. Cold effects do not apply in shelters.

For example, a character in an unpowered sheltersuit augmented by a heated rock at -25° takes no damage. The same character at -35° takes 2 points per hour, and at -65° takes 10 points per hour.

It is possible for the characters to make primitive protective clothing (boots, pants, hooded coat, mittens, and facemask) from animal pelts sewn together. One suit will require pelts from a total of 800 kgs of animals (any combination of weights; two 400 kg animals, etc.) properly dressed, and sewn together. Exclusive of hunting the animals, this will require one person two days to complete. One day of this is required to partially cure the hides (other activities may be performed in this day), but cutting, fitting, and sewing the garment will take one full day. Such clothing may not be made while on the move.

The Settlements

The settled regions are treated as plains for the purposes of movement, except for the islands east of Dion starport, which are dealt with in the movement rules, under water crossing.

A news-flash has been issued about the adventurers, announcing the fact that they are a band of terrorists who tried to sabotage a spaceship, and managed to escape to the world's surface. A reward of Cr1,000 each has been posted for information leading to capture. Most of the populace of the settled region will, therefore, be alert to the presence of strangers in their neighborhood, and desirous of getting the reward. In game terms, subtract 3 from the reaction table throw when the adventurers encounter any inhabitants of Pagliacci in the settled area.

With the exception of the hex containing Dion starport, and the islands to the east of it, the region marked as settled on the map is made up of large farms, small homesteads, and villages. The large farms are extensive, plantation like-holdings, worked by employees of the owner. The homesteads are small subsistence holdings, usually worked by the owner and family, with one or two hired laborers. The villages are inhabited by the workers on the large farms, and various storekeepers and tradesmen who provide services to the agricultural units around them.

The island hexes are uninhabited except for a few scattered villages which make their living from fishing. Each village will contain a number of boats of various sizes suitable for travel from one island to another.

The hex containing the starport contains several moderate sized manufacturing communities, local transport lines and terminals, and all the other accouterments of what passes for civilization on Pagliacci, and, of course, Dion starport itself.

Use the following table (two dice) once per day the adventurers are in the settled regions. The referee should determine the results of specific encounters based on circumstances (encounters on seacoasts may result in the acquisition of a boat, villagers may be able to smuggle the adventurers into town for a price, and so on).

Die:	Type:	Quantity:	Weapons:	Armor:
1	Farmer	1D	Farm Implement	none
2	Villagers	3D	Asst firearms	none
3	Village Constabulary	2D	Auto Rifles	none
4	Posse	2D	Asst.	Asst.
5	Homesteader Family	1D	Asst.	Asst.
6	Starport Police	2D	Laser Carbines	Cloth
7+	No Encounter.			

Where weapons or equipment is not specified, use Book 3, Encounters.

