

*A solitaire adventure in which the characters are asked to recover a Imperial Scout X-boat Tender that has been captured by Pirates.*

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*Solo Adventure 1:  
Scout's Honor*

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## *TRAVELLER*

*Science-Fiction Adventure in  
the Far Future*

*By Hide In Your Attic Games*

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# Introduction

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This booklet contains a single, **UNLICENSED AND UNOFFICIAL**, short solitaire adventure designed to be used with the Classic Traveller Role-Playing Game published by Game Designer's Workshop. The adventure, titled **Scout's Honor**, deals with the rescue of a Scout-service X-boat Tender that has been attacked by pirates. This adventure is unique in that it doesn't require a referee to play. As such, it may be played solitaire by a single individual, or cooperatively by several individuals controlling a single character each. In either case, the players should only read portions of the adventure as they are revealed to them in the course of play; reading the entire adventure ahead of time will ruin it.

This adventure requires the basic **Traveller** booklets (Books 1, 2, and 3), **High Guard** (Book 5), **Traders and Gunboats** (Supplement 7) and either **Shapshot** (Game 2) or **Azhanti High Lightning** (Game 3). This adventure works equally well with the combat systems presented in either Game 2 or Game 3. Although Game Designer's Workshop has gone out of business, Far Future Enterprises publishes re-prints of everything required to play this adventure. These include FFE 0001: The Books (0-8), FFE 0002: The Supplements (1-13) and FFE 0005: The Classic Games (1-6+). Each of these can be ordered from Far Future Enterprise's Website:

<http://www.farfuture.net>

In addition, the boarding actions conducted during this adventure are resolved using the **Lone Wolf** programmed opponent rules for **Snapshot** or **Azhanti High Lightning**. The **Lone Wolf** rules are available as a free download from Hide in

<p><b>Requires Basic Traveller, Book 5, Supplement 7 and either Game 2 or Game 3</b></p>
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Your Attic Games, and are also included as an appendix to this adventure. Players may wish to familiarize themselves with these rules before beginning the adventure.

As usual, paper, pencils and six-sided dice will prove necessary for record-keeping and generating random results during the course of this adventure.

## STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. The players may alter them as necessary to correspond to a local situation.

**Dates:** All dates herein correspond to the Imperial calendar. The initial date for this situation can be any day within the year 1105. Once the adventure begins, time should flow normally.

**Place:** This adventure takes place the deep reaches of any settled solar system within the Imperium and serviced by X-boats. It makes most sense on a dangerous frontier, such as the Spinward Marches, but that is not required.

## USING THIS ADVENTURE

Players may use this adventure as part of an on-going campaign with the permission of their Referee. It is recommended that Referees wishing to take part in the adventure create a character to join the players, play the adventure along with the Players, and then decide after the adventure whether to include it as part of the characters' "official" campaign or not. (Otherwise, it may have been a dream, or holographic simulation, etc.).

Players may also use this adventure to add spice to a solitaire campaign. Guidelines on playing a solitaire campaign can be found at: <http://inyourattic.vr9.com> Since this adventure occurs in deep space, characters must either own and operate a Starship, or must have been hired on

to crew an NPC's Starship.

**Morale rolls** are sometimes required for NPC's.

These use the morale rules from **Mercenary** (Book 4) and the solitaire campaign guidelines provided by Hide In Your Attic games. Since Mercenary is not required to run this adventure, Players may instead choose to simply give every NPC a morale of 8. In this case, whenever you are asked to make a morale roll, a roll of 8 or less on two dice succeeds.

This adventure is divided into two basic sections: the adventure itself, and the paragraph booklet. Passages to be read in the adventure itself are labeled by consecutive letters (A, B, C, etc.). Passages to be read in the paragraph booklet are labeled by consecutive numbers (1, 2, 3 etc.). Only read the paragraph booklet passages when instructed to do so by adventure passages or other paragraph booklet passages.

Before starting the adventure players must have:

1. A record of each character.
2. A record of each Non-Player Character crew-member.
3. A record of the character's Starship.
4. A record of what is contained in the characters' Ship's Locker.

If players don't want to use this adventure as part of an ongoing campaign, they can use the Characters and Equipment provided below.

### **CHARACTERS**

This adventure is intended for a band of adventurers numbering at least 3. A group of pre-generated characters...the crew of the Free Trader *Grendel*. Players who have generated their own characters can hire-on to the *Grendel*, taking the place of one of the following characters, assuming that they have the necessary skills. In addition, the Retired Merchant, currently acting as both Pilot, Medic and owner of the *Grendel* would be pleased as punch to hire a

Pilot of skill 2 or greater.

### **Retired Merchant** Skipper

A82B85 Age42 6trm 10 Action Points

Jack-O-T-1 Elec-3 Med-1 Brib-1 Pilot-1 Nav-2 Vacc-1 Cutlass-0  
Laser Carbine-0

### **Ex-Navy Sublieutenant** Engineer

C88D6B Age26 3trm16 Action Points

Engnrng-1 Elec-1 Admin-2

Auto-Rifle-0

### **Ex-Merchant** Steward

5649A7 Age26 2trm 10 Action Points

Vacc-1 Elec-1 Steward-1 Carbine-0

### **Ex-Scout** Gunner

667549 Age26 2trm 13 Action Points

Air/Raft-1 Gunnery-1 Mechanical-1 Carbine-0

### **Ex-Navy** Gunner

67CB76 Age26 2trm 18 Action Points

Ship's Boat-1 Cutlass-1 Gunnery-1 Carbine-0

A skill level of 0 with a gun shows the preferred, or best weapon for an individual otherwise without a weapon skill. If using Azhanti High Lightning, double the number of Action Points but restrict the characters to 6 Action Points per phase except for phase 5.

### **THE GRENDEL**

The Grendel is a typical Type A Free Trader received by the retired Merchant as a mustering-out benefit. He has just made it's most recent payment, so nothing is not due for another 30 days. And it has already been paid off for 10 years, leaving only 30 years left the loan. The retired Merchant has added two triple turrets, one consisting of 2 Beam Lasers and a Missile Rack, and the second consisting of 2 Missile Racks and a Sand-caster.

### High Guard Stats:

A-1343 *Grendel*

A-22111111-010000-20002-0 200 Tons

Book 2 Design Crew=5. TL=9

Passengers=5 Low=20 Cargo=80 Fuel=30 EP=2 Ag=0

### SHIP'S LOCKER

The *Grendel's* ship's locker contains the following

items:

2 x Vacc Suits      3 x LI Goggles

6 x Long-Range Communicators

1 x Cloth Armor      1 x Flak Jacket

1 x Auto-Rifle      1 x Laser Carbine 3 x Carbine      2 x

Cutlasses

## Scout's Honor

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From this point forward, the adventure should only be read by players actually wishing to play it. Begin by reading Passage A.

**A.** As you arrive from hyperspace, a mere twenty hours from spending the night dirt-side, in a real bed in a real hotel room, your transceiver immediately picks up a distress call.

A quick check of the sensors locates the source of the distress call: a derelict lifeboat drifting roughly two-hundred thousand miles distant from the characters' current position. The lifeboat appears to have power and life support, but its maneuver drives are inactive. The distress call is automated, and therefore does not guarantee that anyone aboard the lifeboat is still alive. It will take the players roughly 4-hours to reach the lifeboat and secure it to an airlock, half that time if the travel is made at 2-G.

If the players decide to ignore the lifeboat, the adventure is over. If they attempt to rescue the lifeboat, go on to **B.**, below.

**B.** It is a fairly routine matter to seal the lifeboat to the players' airlock and flush the system. But it's not routine to **Drake Edwards**, a twenty-seven year old with bloodshot eyes and a thick 5 o'clock shadow wearing the dirtied and torn uniform of the Imperial Scout Service and armed with a laser carbine slung over his shoulder. Drake's Universal Personal Profile is as follows:

**Drake Edwards**, 16 Action Points  
7976A6 Age 27, 3<sup>rd</sup> Term in Scouts  
Pilot-2 Navigation-1 Laser Carbine-0

At first the characters can get little out of Drake other

than profound gratitude for his rescue. He is dehydrated and can barely speak. A quick investigation of the lifeboat reveals that although most of the life support systems were functional, the humidifier was welded shut by (apparent) laser fire, leaving the interior atmosphere almost devoid of moisture. The lifeboat's log also seems to have been destroyed by laser fire. All of this is interior damage; it is impossible to assess the external damage to the lifeboat unless a crew member is willing to squeeze into a vacc-suit and perform a space-walk. If this is attempted, read and execute paragraph 15 before moving on to C., below.

**C.** As soon as Drake gets some food and water in him, he feels well enough to talk. In fact, at this point, the hard part seems to be getting him to shut up. He can't stop thanking the characters and crew. He had only recently re-enlisted in the Scouts despite its high mortality rate, and until he sighted the characters' ship he was sure his number had finally come up. Between expressions of gratitude Drake eventually tells the following story:

Drake is an X-Boat Pilot serving his third term in the IISS. He had jumped in-system two days ago and was enjoying a week of downtime aboard the X-Boat Tender *Purcell* before being assigned to a new X-Boat and a new jump. Four days into his "vacation" the *Purcell* received a distress call from a Type-S Scout. The *Purcell* located the derelict Scout, identified it as the *Duplicity*, a surplus vessel that was currently operating under detached duty, and attempted to contact the crew. The *Duplicity* was drifting derelict, and the crew would not respond.

Fearing the worst, the *Purcell* drew the Scout into its huge ship's bay. After re-pressurizing the bay, a rescue team was assembled to open the Scout's hatch. They expected to find the gruesome sight of bodies exposed to vacuum. Instead what they found was a prepared ambush. Eight pirates had doubled-up in the *Duplicity*'s staterooms, and the well-armed

thugs eliminated the "rescue" party within seconds.

Drake had been in his stateroom reading a postcard when he heard the gunfire. And it didn't take him long to figure out what was going on. He already knew the *Purcell* was lost, but he also knew the Pirates probably didn't figure him to be aboard – they were only counting on the *Purcell*'s regular crew of eight. Rather than let the Tender fall into Pirate hands, Drake managed to sneak down to the *Purcell*'s Engine Deck. There he planted explosives on the *Purcell*'s Jump Drive. He set the timer and ran for a lifeboat.

The Pirates caught up to Drake just as he was climbing into the lifeboat. They fired into the boat with laser carbines, damaging the maneuver controls and the computer. Drake managed to shut the hatch and blow the seal, however, which provided enough thrust to shoot him away from the *Purcell*. As he was spinning into the void, he saw a light flash on the *Purcell*'s Engine Deck – his explosives had gone off. Apparently the Pirates were too busy with damage control to bother chasing him, for he drifted into space without further fire or pursuit.

Now that he's been rescued all Drake can think of is rescuing his IISS compatriots and recovering the *Purcell*. He begs the characters to help him and assures them that the Imperial Interplanetary Scout Service will grant a sizable reward for the recovery of their Tender. If the characters decide to attempt to re-take the *Purcell*, go to **D.** below. If the characters decide to take Drake planet-side, where they can alert proper authorities to the plight of the *Purcell*, go to paragraph 60.

**D.** Drake can direct the characters to the *Purcell*'s last position. It is roughly 600,000 miles distant, just out of sensor range. Since both the characters and the *Purcell* are already well outside the 100 planetary diameters required to allow a safe jump, either vessel can activate its jump drives at will. The other side of that, of course, is that any other ship

can jump into space anywhere nearby and at any time. It's possible that the Pirates could be expecting reinforcements, but its far more likely that a Type-S Scout or an X-boat would jump in-system, expecting to find a fully-operational tender. Such an encounter might be willing to join the character's in their mission to re-take the *Purcell*.

If Drake is correct, the *Purcell's* jump drives have been rendered inoperative. And the characters have just come in from jump space, meaning that they've burned through most of their fuel. Unless they have double the normal fuel capacity (such as L-hyd drop tanks) they will be unable to make a jump before visiting the local gas giant. If the characters decide to re-fuel before approaching the *Purcell*, go to paragraph 1.

**E.** There are essentially two ways to approach the *Purcell*. The first is to use some sort of ruse to get the *Purcell* to take them aboard, much as the original Pirates did. The other is to engage the *Purcell* in combat and hope to destroy its turrets and damage its drives so that it becomes derelict and the characters can board it at will. In either case, once the character's ship comes within 500,000 miles of the *Purcell* it makes contact, requesting that the characters stand off and identify themselves. The characters also immediately note that the *Purcell* has suffered fairly extensive combat damage. The hull has been raked by laser fire, and the blast marks are particularly heavy around two of the *Purcell's* three turrets. Drake doesn't know where the battle damage came from. He suggests that perhaps a Type-S Scout jumped in-system, discovered that the *Purcell* was in enemy hands, and attempted to engage it.

If the characters decide to open fire on the *Purcell*, go to paragraph **F.** below.

If the characters claim that their ship is damaged and they require aid from the *Purcell*, go to Paragraph Booklet number 42.

If the characters claim that there is a medical emergency aboard, and they require the immediate attention of the *Purcell's* on-board medic, go to Paragraph Booklet number 58.

If the characters claim to be Pirates coming to reinforce the *Purcell's* captors go to Paragraph Booklet number 24.

**F.** You engage the *Purcell* in combat. Resolve the combat using the High Guard (Book 5) system. The *Purcell's* combat statistics are:

XT-8796

*Purcell* XT-A411132-020000-00002-0

Book 2 Design Crew=6 TL=10

Passengers=4. Low=20. Cargo=60. Fuel=150. EP=10 Agility=1.

Note that much of the *Purcell's* weaponry was destroyed in a previous battle. With only a sand-caster and missile turret, the *Purcell* will try to remain in long range, and will try to **break off** at the end of every combat round. The *Purcell* will not attempt to **pursue** the characters if they break off.

If the characters disable the *Purcell*, go to paragraph **G.**, below.

If the *Purcell* successfully **breaks off** from the characters (is not successfully pursued), go to Paragraph Booklet 33.

If the characters **break off** from the *Purcell*, go to Paragraph Booklet 7.

**G.** This is a particularly long section, dealing with the characters' boarding action. Before attempting to play out this boarding action, players should familiarize themselves with the free **Lone Wolf** rules available from Hide In Your Attic Games at <http://inyourattic.vr9.com>. They are also included as an

Appendix to these rules. If you are using **Azhanti High Lightning** instead of **Snapshot**, all character Action Points should be doubled. Likewise, all Action Point costs for actions described in the Paragraph Booklet should be doubled. Characters may still only use 6 Action Points for phases 1-4. On phase 5, however, they may use all their remaining Action Points.

Provided below are **Event Tables** for two of the *Purcell's* decks – the Bridge Deck and the Drive Deck. These are the only manned decks on the *Purcell*, so the Event Tables for the other decks have not been included. Both of these deckplans can be found in Supplement 7: Traders and Gunboats. The deckplans should be consulted in order to better understand the Event Tables. Each square on an Event Table corresponds to a square on the deckplans. An explanation of how to use the Event Tables follows.

**Events:** The maps are organized according to a grid, and each square on the map can be described by a reference to the grid's X and Y axis. In order to read the name of a square, read the X axis first, followed by the Y axis, i.e. X,Y. The X axis is defined by numbers and the Y axis is defined by letters. Every time a character (or friendly NPC) steps on a square check that square on the EVENT TABLE. Determine which event that square activates, and then look that event up in the EVENT PARAGRAPHS. After a character has moved onto a square, you need not check that square for an event again until the Alert Level changes (see Alert Level, below).

**Alert Level:** The Alert Level is a general measure of the enemy's awareness of your presence. Each Alert Level is given a different EVENT TABLE. In this way, different squares cause different events at different Alert Levels. In other words, if a character triggers an event on square 12C at alert level 0, so long as the Alert Level remains 0 any character can step on square 12C as many times as desired without causing a new event. However, if the Alert Level changes to 1, any time a character steps on square 12C the players must

check to see if it causes a new event. Always use the EVENT TABLE that matches your current Alert Level. There are only two Alert Levels in this adventure. Alert Level 0 means the crew of the *Purcell* are unaware of attack. Alert Level 1 means that they are aware of attack and are prepared to defend themselves. Certain events will move the Alert Level higher or lower. As soon as the Alert Level changes, using the EVENT TABLE matching the new Alert Level, immediately check for events on every square currently occupied by a character.

**Entry:** Characters and friendly NPC's all enter from the **Airlock** located on the Drive Deck (square 1C). If they have already engaged the *Purcell* in starship combat, they will enter it and subsequent decks at Alert Level 1. If they have not engaged the *Purcell* and have somehow snuck aboard, they will enter the Drive Deck at Alert Level 0. They will enter subsequent Decks at Alert Level 0 unless told otherwise by the paragraph booklet.

**Parlay:** Characters may attempt to communicate with their the enemies. Communication costs 1 Action Point (expletive).

Characters asking their enemies to surrender should go to paragraph 87.

Characters wishing to surrender to their enemies should go to paragraph 48.

**After-Action:** Once the characters have checked damage to the *Purcell's* drives and have determined the identities of the Scout Crew assigned to the *Purcell*, go to **H**, below.

**H.** Once you have secured the *Purcell* by rendering its crew dead or unconscious, or forcing them to surrender, go to Paragraph Booklet number 106.

If, however, the characters do not own their own ship and are merely crewing the ship of an NPC, go to 107.

Event Table: Drive Deck Alert Level 0:

H					22			22				22	22			22				
G					49	49	73	56	73	64	34	79	67	73	28	74			78	
F		22	22	5	5	73									36	29	85	85	85	85
E	11	9	5			13									73	85				
D	11	9	5			13									56	29	85			
C	2	22	22	5	5	29	22								64	22	43	85	85	85
B					28	28	28	46	73	65	79	67	56	64	49	29				
A					22			22					22			22				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Event Table: Drive Deck Alert Level 1:

H					43			22				74	43			78				
G					29	22	73	56	73	64	34	79	67	73	29	43			22	
F		22	71	5	5	73									36	22	85	85	85	85
E	11	9	5			13									73	85				
D	11	9	5			13									56	78	85			
C	3	29	22	5	5	22	79								64	22	74	85	85	85
B					74	43	29	46	73	64	73	67	67	79	71	22				
A					22			22					22			22				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20



Event Table: Bridge Deck Alert Level 0

I			22	71	43	74	78	43	22	29	74	22	43	74	78	43	22	43		
H		43	31	74	29	74	14	71	77	4	29	74	6	75	78	43	22	43	29	
G		22	22	71	43	50	18	43	18	18	29	74	18	18	29	74	78	43	22	43
F	21	40	29	74	22	43	74	22	66	74	78	43	22	18	37	29	74	94	29	74
E	21	40	22	71	43	26	18	29	74	22	43	74	39	18	93	29	74	18	29	74
D		29	74	22	43	74	22	18	29	74	29	74	22	43	74	29	74	22	43	74
C		29	74	22	43	74	86	90	74	78	43	22	90	18	29	74	92	29	74	
B			22	71	43	55	22	71	43	29	74	22	43	74	20	78	92	43		
A						47				22	71	43	74			35				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Event Table: Bridge Deck Alert Level 1

I			22	78	29	43	74	71	74	22	78	43	29	22	43	78	74	43		
H		43	31	22	43	78	14	43	77	4	43	74	6	75	43	74	71	74	22	
G		74	8	43	74	50	18	29	18	18	74	71	18	18		43	74	71	74	22
F	21	40	71	43	74	71	74	22	43	74	71	74	22	18	37	74	71	94	43	74
E	21	40	22	43	78	26	18	43	74	71	74	22	39	18	93	43	74	18	74	71
D		22	76	78	29	43	74	18	78	29	43	74	22	78	29	43	74	71	74	22
C		43	76	78	29	43	74	89	78	29	43	74	89	18	43	74	92	43	74	
B			74	71	43	74	71	74	22	43	74	71	74	22	91	29	92	74		
A						35				78	29	43	74			35				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

# Paragraph Booklet

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## !STOP!

Do not read any of the following paragraphs unless instructed to do so by the Adventure Booklet.

1. The system's gas giant is 1 million miles away, requiring a travel and turn-around time of seven and a half hours. If the characters still insist on re-fueling before approaching the *Purcell*, go to 61.

2. You wait impatiently for the airlock to cycle and the iris valve to open. When it does slide open you see two crewmen wearing IISS Uniforms and carrying med-kits waiting on square 2C. They are shocked at the sight of your weapons and immediately go for their own sidearms – holstered automatic pistols. Activate the following crewmen in square 2C:

**Scott Hesh,**

475776, Age 20, 12 Action Points

Medic-1 Electronic-1 Auto-Pistol-0 Laser Carbine-0

**Jim Richards,**

AA5CB8, Age 23, 16 Action Points

Engnrng-1 Auto-Pistol-0 Laser Carbine-0

Scott will run along a path following squares 3D, 3E, 3F, 4F, and 5G. Scott will face square 4G, use the machinery on square 4G for cover (-2 DM) and will **cover** square 2D with his Autopistol.

Jim will run along a path following squares 3D, 3F, 4F, 5F and 6G. Once on 6G he will face square 6H and activate the alarm panic button located on that console (1 Action Point). If this button is activated the characters will enter the Bridge Deck at Alert Level 1 instead of 0.

Then Jim will turn to face square 6F, move to squares

6F and 6E, and then turn to face square 5E. Jim will remain behind complete cover, but if anyone is in squares 2F to 5F Jim will side-step to square 6F and fire or snapshot as many times as possible while leaving himself enough action points to move back behind cover in square 6E.

Any time Scott or Jim have to react a situation not covered by the descriptions given above, assume they are reacting according to **Neutral** tactics. If shots are fired go to 10.

3. You grit your teeth and wait impatiently for the airlock to cycle and the iris valve to open. You know that they are ready for you and undoubtedly have prepared an ambush. And you are right. Activate the following enemies on the squares indicated:

**6D Scott Hesh**

475776, Age 20, 12 Action Points

Medic-1 Electronic-1 Auto-Pistol-0 SMG-0

**5B Jim Richards,**

AA5CB8, Age 23, 16 Action Points

Engnrng-1 Auto-Pistol-0 Shotgun-0

**4F Kate Ridley**

7B6688, Age 22, 17 Action Points

Engnrng-1 Jack-O-T-1

**5G Dave Hudson**

6A95A8, Age 23, 20 Action Points

Engnrng-1 Pilot-1 Nav-1 Laser Carbine-0 Auto-pistol-0

They will all be wearing ballistic jackets (cloth armor) over their IISS uniforms.

**6D** will be **covering** square 1C with an SMG and will be using the machinery on square D5 as cover (-2 DM).

**4F** will be **covering** square 1C with a Laser Carbine and will be using the machinery on square 4E as cover (-2 DM).

**5G** will be **covering** square 2D with a Laser Carbine and will be using the machinery on square 4G for cover (-2

DM).

**5B** will be completely covered by square 4B (can't be fired upon) but will side-step onto square 5C in order to fire on anyone he can see with a shotgun. He will fire as often as possible so long as he leaves enough Action Points to side-step back to square 5B.

Any tie these enemies have to react a situation not covered by the descriptions given above, assume they are reacting according to **Neutral** tactics.

4. It will take 5 turns to search this stateroom. If you do so, go to 41.

5. The machinery on squares 4E, 4D, 5E and 5D comprise the Engineering controls for the *Purcell's* Power Plant. A character with Engineering-1 may inspect the Power Plant at the cost of 15 Action Points. If they do so, go to 72.

6. It will take 5 turns to search this stateroom. If you do so go to 52.

7. You successfully escape from the *Purcell*. All that remains is to alter your course back toward the system's inhabited planet, report Drake's story, and hope that Imperial Authorities can recover the *Purcell*. Go to 97.

8. You can open the galley door by pressing the button (1 Action Point) and waiting 3 Action Points for it to open. If you do so, go to 30.

9. You may activate the lift by facing it and then pressing the call button (1 Action Point). At the end of the turn the lift will arrive and the door will open. Up to two characters may enter a lift.

10. Activate the following character on square **16G** facing

square **15G**:

**Mike Hutchinson**

6B7AA3, Age 25 18 Action Points

Gunnery-2 Vacc-1 Auto-Pistol-0 Laser Carbine-0

Mike Hutchinson will run along a path defined by 14G, 13G, 12G and 11G, always leaving enough Action Points at the end of his turn to **cover** square 5G with a Snapshot. Once in square 11G he will attempt to open the the ceiling Iris Valve (1 Action Point, then 3 Action Points waiting). Once the above Iris Valve is open he will climb through it, costing him his entire Action Points for single turn.

If Mike succeeds in escaping through the Iris Valve, when the characters enter the Bridge Deck it will be at Alert Level 1 instead of 0.

11. You can activate the lift by facing the open door and pressing the button corresponding to the deck you want to reach (1 Action Point). At the end of the turn the doors will close and the lift will activate. At the end of the following turn it will reach the Vehicle Bay Deck. At the end of the second following turn it will reach the Cargo Deck. At the end of the third following turn it will reach the Bridge Deck. When it reaches the Deck requested the doors will open and the players must read the paragraph corresponding to the square that the lift now occupies at the proper Alert Level.

12. Drake didn't lie about the hidden base. It appears to be of Zhodani construction – probably a secret Scout base or spy installation. Now it's run by thugs and bandits of the worst sort and, unfortunately, no one is willing to introduce you to someone who can manipulate transponder data. You do find one Pirate who's willing to take the *Purcell* and the Scout both off your hands for 500,000 credits. These are your choices, then. Sell the two ships or try to keep them. If you sell them, you get 500k and nobody's the wiser. If you keep them both the *Purcell* and Scout are marked as stolen, and it won't be

long before your own ship is marked as belonging to thieves and murderers. Either way, the Adventure is over.

13. The machinery on squares 4E, 4D, 5E and 5D comprise the Engineering controls for the *Purcell's* Power Plant. A character with Engineering-1 may inspect the Power Plant at the cost of 15 Action Points. If they do so, go to 72.

The machinery huge block of machinery in the center of the Drive Deck comprise the Engineering controls for the *Purcell's* Maneuver Drive. A character with Engineering-1 may inspect the Maneuver Drive at the cost of 15 Action Points. If they do so, go to 95.

14. It will take 5 turns to search this tidy stateroom. If you do so, go to 57.

15. The space-walk can take anywhere from ten minutes to an hour, depending on the expertise of the walker. Roll a single die and multiply by 10 – that is the total number of minutes required to complete the space walk. Apply a DM of -1 for every level of Vacc Suit skill possessed by the walker. If you still wish to proceed with the space walk, go to paragraph 25.

16. The skipper of the *Purcell* was a Scout by the name of Andy Carlyle.

17. You heave-to and are boarded by the 6 members of the System Defense Boat's crew. They are wearing Combat Armor and carrying Gauss Rifles. They will attempt to arrest everyone on board and transport them dirtside for a trial. If characters attempt to resist, use the following guidelines for resolving the boarding action.

1. The System Defense Boat crew all have 15 action points if using Snapsot, 30 action points if using Azhanti High Lightning.

2. The System Defense Boat crew will divide into 3

teams of 2. One team will take the shortest path to the bridge and attempt to secure it. One team will take the second-shortest path to the bridge. And the third team will take the shortest path to the Engineering section. All three teams will be using Neutral Tactics. Once they have secured their objectives, they will attempt to clear the decks, shooting anyone who doesn't immediately surrender.

3. If the characters are knocked unconscious or surrender they will be placed in the low-passage births and brought to the system's main planet. Go to 100.

4. If the characters defeat the System Defense Boat crew, go to 98.

18. You can open the sliding door by pressing the button (1 Action Point) and waiting 3 Action Points for it to slide open.

19. You find personal effects identifying the recent occupant of this stateroom as being a Scout by the name of Jim Richards.

20. You can open this iris valve by pressing the button (1 Action Point) and waiting 3 Action Points for it to slide open. If you do so, go to 32.

21. The lift door opens into the *Purcell's* mess hall. There is no one to be seen.

22. No event.

23. A maximum of about 8 people can stuff into the X-boat without dangerously straining its life-support system, but that many people will easily be detected by the *Purcell's* sensors and blasted into vacuum long before the X-boat could dock. Instead, 4 people could comfortably fit aboard the X-boat and safely dock with the *Purcell*.

If the characters take this course of action, go to

Adventure Booklet paragraph **G**. The *Purcell* will be on Alert Level 0 when the boarding action begins.

If the characters decide to forego the course of action, they may abandon the X-boat and fire on the *Purcell* at close range. Go to paragraph **F**., but combat begins at short range.

24. The *Purcell* immediately opens fire. Go to Adventure Booklet paragraph **F**.

25. Oddly, despite the interior damage to the lifeboat, the exterior seems untarnished. If the lifeboat were involved in combat, it seems to have escaped any ship-based fire. Upon completion of the space walk, return to Part C in the Adventure Booklet.

26. It will take 5 turns to search this recently-slept in stateroom. If you do so go to 65.

27. Go to Adventure Booklet paragraph **F**., but combat begins at short range.

28. Unless you've already done so, activate the following enemy on square 15C, **Neutral** Tactics, leaning into square 15B, using the machinery on square 14C as cover (-2DM) and **covering** square 5B with an Auto-Pistol:

**Kate Ridley**

7B6688, Age 22, 17 Action Points  
Engnrng-1 Jack-O-T-1

29. You notice a computer-controlled Security Camera recording your actions for posterity.

30. The door slides open. If you haven't already done so, activate the following enemy on square **4H**, leaning into square **3H** and using the door as cover (-2):

**Don Hicks**

AA477A, 25 yrs old, 15 Action Points  
Gunnery-1 SMG-1 Air/Raft-1 Auto-Pistol-0

Don is armed with a Submachinegun and wears a ballistic jacket (cloth armor) over his IISS uniform. He is on Neutral tactics.

31. The ship's galley is well-stocked with at least two week's worth of provisions.

32. If you haven't already done so, activate the following enemy on square 15A facing square 16A:

**Don Hicks**

AA477A, 25 yrs old, 15 Action Points  
Gunnery-1 SMG-1 Air/Raft-1 Auto-Pistol-0

He is armed with an Auto-Pistol and wears an IISS uniform. He operates under Neutral tactics. If there is gunfire, go to 101.

33. The *Purcell* escapes beyond your sensor range into the void of space. Pursuit is pointless since the *Purcell* could alter its course and literally be anywhere. All that remains is to alter your course back toward the system's inhabited planet, report Drake's story, and hope that Imperial Authorities can recover the *Purcell*. Go to 59.

34. The machinery huge block of machinery in the center of the Drive Deck comprise the Engineering controls for the *Purcell's* Maneuver Drive. A character with Engineering-1 may inspect the Maneuver Drive at the cost of 15 Action Points. If they do so, go to 95.

Additionally, a ladder leads to an iris valve set in the ceiling. A character may activate the iris valve (1 Action Point, wait for 3 Action Points while it opens) and then climb to the next deck (pop-up turret). It takes a full turn to do so. If a

character does so, go to 63.

35. This turret's weaponry has been destroyed, but its hull hasn't been breached.

36. The machinery huge block of machinery in the center of the Drive Deck comprise the Engineering controls for the *Purcell's* Maneuver Drive. A character with Engineering-1 may inspect the Maneuver Drive at the cost of 15 Action Points. If they do so, go to 95.

37. It will take 5 turns to search this stateroom. If you do so, go to 68.

38. You find personal effects identifying this stateroom's most recent occupant as being a Scout by the name of Kate Ridley.

39. The *Purcell's* fresher is completely dry, having not been used for several hours.

40. The Mess Hall is tidy, with all dishes and cutlery neatly stowed.

41. You find personal effects identifying the recent occupant of this stateroom as one Mike Hutchinson, active Scout.

42. The *Purcell* responds that it is unable to offer assistance at this time, and warns the characters to stand-off or the *Purcell* will be forced to open-fire. The *Purcell's* skipper informs the characters that the *Purcell* had only just recently been attacked by pirates attempting the same ruse, and standard protocols preclude the *Purcell* from taking on any boarders other than active-duty Scout Personnel. It appears that the character's vessel is capable of maneuver, since it approached the *Purcell* using constant acceleration, so the skipper advises the characters to turn toward the system's

planet. Otherwise, the *Purcell* has already sent for assistance from a System Defense Boat, which should arrive within twenty hours. At that time the *Purcell* may be able to offer assistance.

If the characters insist on approaching the *Purcell*, it will make good its threat and fire on the characters. Go to Adventure Booklet paragraph **F**.

43. No event.

44. When it becomes clear that your decision is final, Drake grows agitated to the point of violence. He begins screaming that you're a bloody murderer just like those bastard pirates, and then he takes a swing at you! A brawl erupts between Drake and the starship Captain. For the first round, anyone else in the room is surprised and can't take part. But after the first round, other crew members may join in. Every combat round make a morale roll for crew members. Success indicates that they intervene in the fray on behalf of the Captain. Failure indicates that they continue watching, stunned and surprised. When Drake is finally overcome, the characters must either lock him in a state-room or place him in cold sleep. If they lock him in a state-room, go to 53. If they put him in a low-passage berth go to 97.

45. When it becomes clear that your decision is final, Drake grows agitated to the point of violence. He begins screaming that you're a bloody murderer just like those bastard pirates, and then he takes a swing at you! A brawl erupts between Drake and the starship Captain. For the first round, anyone else in the room is surprised and can't take part. But after the first round, other crew members may join in. Every combat round make a morale roll for crew members. Success indicates that they intervene in the fray on behalf of the Captain. Failure indicates that they continue watching, stunned and surprised. When Drake is finally overcome, the characters must either

lock him in a state-room or place him in cold sleep. If they lock him in a state-room, go to 54. If they put him in a low-passage berth go to 105.

46. The machinery huge block of machinery in the center of the Drive Deck comprise the Engineering controls for the *Purcell's* Maneuver Drive. A character with Engineering-1 may inspect the Maneuver Drive at the cost of 15 Action Points. If they do so, go to 95.

47. This turret, armed with one beam laser, one sand-caster and one missile rack, is still fully operational.

48. You throw down your weapons and allow yourself to be handcuffed. Your captors lead you to the *Purcell's* low berths, where they place you in cold storage to ensure you don't escape. Go to 100.

49. Unless you've already done so, activate the following enemy, **Neutral** tactics, covering square 5G with an Auto-Pistol on square 14G, leaning into square 15G and using the machinery on square 14F as cover (-2 DM):

**Dave Hudson**

6A95A8, Age 23, 20 Action Points

Engnrng-1 Pilot-1 Nav-1 Laser Carbine-0 Auto-pistol-0

50. It will take you 5 turns to search this tidy stateroom. If you do so go to 19.

51. The *Purcell's* jump drive appears to be fully operational. The maneuver drive, however, seems to have been damaged in combat.

52. This stateroom belonged to a Scout named Don Hicks.

53. The next five hours of the trip planet-side is a living hell,

since the crew and any passengers aboard are forced to listen to Drake's lunatic screams. By the sixth hour Drake seems to have lost his voice. Go to 97.

54. The next five hours of the trip planet-side is a living hell, since the crew and any passengers aboard are forced to listen to Drake's lunatic screams. By the sixth hour Drake seems to have lost his voice. Go to 105.

55. This iris valve may be opened by pressing its button (1 Action Point) and waiting 3 Action Points for it to open. If you do so, go to 103.

56. The machinery huge block of machinery in the center of the Drive Deck comprise the Engineering controls for the *Purcell's* Maneuver Drive. A character with Engineering-1 may inspect the Maneuver Drive at the cost of 15 Action Points. If they do so, go to 95.

57. You find personal effects that identify this stateroom as belonging to a Scout by the name of Cara Feldt.

58. The *Purcell's* skipper informs the characters that they had recently repelled a Pirate attack, and for that reason can not dock the character's ship to the *Purcell's* airlock. The skipper informs the characters that the *Purcell* has an operable X-boat in its Ship's Bay, and suggests that it drop off the X-boat and accelerate away from it while the characters accelerate toward it. The characters can then mate the X-boat to their airlock, place the sick patient inside, seal it, and maneuver away from it. The *Purcell* will then come back to pick up the X-boat and give the patient medical attention. In order to save time, the *Purcell* will allow the character's ship to approach within *High Guard* short range, but certainly not close enough to attempt a boarding action. The entire operation will take roughly 4 hours.

If the characters decide to go through with the plan, but stuff the X-boat with as many combatants as possible, go to paragraph 23.

If the characters decide to wait until the *Purcell* is in close range, and then open-fire, go to paragraph 27.

If the characters decide to open fire on the *Purcell* immediately, go to Adventure Booklet paragraph **F**.

59. When you inform Drake of your decision he grows agitated. He irrationally insists that the characters search the void of space for the *Purcell*, claiming that by the time the characters make the twenty-hour trip to the system's inhabited planet, the *Purcell* will have disappeared into jump-space and her crew will have been murdered. Go to 44.

60. When you inform Drake of your decision he grows agitated. He tells you that it won't take forever for the Pirates to repair the *Purcell's* Jump Drive, and it will take even less time for them to decide what to do with the *Purcell's* former crew. By the time the characters make the twenty-hour trip to the system's inhabited planet, the *Purcell* will have disappeared into jump-space and her crew will have been murdered. If the characters change their mind and decide to recover the *Purcell*, go to Adventure Booklet paragraph **D**. Otherwise go to paragraph 45.

61. When you inform Drake of your decision he grows agitated. He tells you that it won't take forever for the Pirates to repair the *Purcell's* Jump Drive, and it will take even less time for them to decide what to do with the *Purcell's* former crew. By the time the characters make the 15-hour trip to the gas giant and back, the *Purcell* will have disappeared into jump-space and her crew will have been murdered. If the characters change their mind and decide to recover the *Purcell*, go to Adventure Booklet paragraph **E**. Otherwise go to paragraph 69.

62. At first you think someone's manning the pop-up turret, but then you realize that it's merely a vacc-suit propped up in the turret's weapons control station.

63. If Mike Hutchinson escaped through the iris valve, go to 82. Otherwise go to 62.

64. The machinery huge block of machinery in the center of the Drive Deck comprise the Engineering controls for the *Purcell's* Maneuver Drive. A character with Engineering-1 may inspect the Maneuver Drive at the cost of 15 Action Points. If they do so, go to 95.

65. You find personal effects belonging to a Scout by the name of Dave Hudson.

66. The ship's computer is a huge Model 3. Anyone with Computer-1 can search the database for a listing of the *Purcell's* active duty personnel. It will take 2D6 turns, with a DM of -1 for every level of Computer above 1. When successful, go to 80.

67. The machinery huge block of machinery in the center of the Drive Deck comprise the Engineering controls for the *Purcell's* Maneuver Drive. A character with Engineering-1 may inspect the Maneuver Drive at the cost of 15 Action Points. If they do so, go to 95.

68. This stateroom belonged to a Scout named Elle Vander.

69. Drake eventually calms down, but it is clear that he is simmering with anger. He tells the players that they'd better hope the Pirates don't know what they're doing, because if the *Purcell* gets away, he's going to bring them all up on charges of complicity in the Pirate attack. This is most likely an empty threat, but it's unnerving. Go to Adventure Booklet paragraph



**E.**

70. When the door slides open, if you haven't already done so, activate the following enemies on the squares indicated:

**9B Cara Feldt**

5897C3, 29 years old, 17 Action Points

Pilot-2, Nav-1, Vacc-1, SMG-0 Auto-Pistol-0

**11C Andy Carlyle**

B36B8B, Age 30, 9 Action Points

Nav-1 Comp-1 Engrng-1 Laser Carbine-0 Auto-Pistol-0

They are armed with Automatic Pistols, are operating under Neutral tactics, and are wearing IISS uniforms.

If there is gunfire go to 101.

71. Smile, you're on candid-camera. A security camera records your every move.

72. The power plant seems to be in perfect working order.

73. The machinery huge block of machinery in the center of the Drive Deck comprise the Engineering controls for the *Purcell's* Maneuver Drive. A character with Engineering-1 may inspect the Maneuver Drive at the cost of 15 Action Points. If they do so, go to 95.

74. No event.

75. It will take 5 turns to search this stateroom. If you do so go to 81.

76. If you haven't already done so, activating the following enemies in the squares indicated:

**4H Don Hicks**

AA477A, 25 years old, 15 Action Points

Gunnery-1 SMG-1 Air/Raft-1 Auto-Pistol-0

**6A Cara Feldt**

5897C3, 29 years old, 17 Action Points

Pilot-2, Nav-1, Vacc-1, SMG-0 Auto-Pistol-0

**7D Mike Hutchinson**

6B7AA3, Age 25, 18 Action Points

Gunnery-2 Vacc-1 Auto-Pistol-0 Laser Carbine-0

**8B Andy Carlyle**

B36B8B, Age 30, 9 Action Points

Nav-1 Comp-1 Engrng-1 Laser Carbine-0 Auto-Pistol-0

**8D Elle Vander**

5A6A93, Age 19, 17 Action Points

Gunnery-1 Auto-Pistol-0 Laser Carbine-0

**4H** is leaning into square 3H, where he activates the sliding door (1 Action Point), waits 3 Action Points for it to open, and then uses the wall as cover (-2). He is on Neutral tactics, wearing cloth armor over his IISS uniform, and is armed with a submachinegun.

**6A** activates the iris valve (1 Action Point), waits 3 Action Points for it to open, and then uses the iris opening as cover (-2). She is on Neutral tactics, wearing cloth armor over her IISS uniform, and is armed with a submachinegun.

**7D** is leaning into square 7B, using the wall as cover (-2). He is on Neutral tactics, wearing cloth armor over his IISS uniform, and is armed with a Laser Carbine.

**8B** and **8D** are both leaning into square 8C, using the doorway as cover (-2). They are on Neutral tactics, wearing cloth armor over their IISS uniforms, and are armed with Laser Carbines.

77. It will take 5 turns to search this stateroom. If you do so go to 38.

78. No event.

79. The machinery huge block of machinery in the center of the Drive Deck comprise the Engineering controls for the *Purcell's* Maneuver Drive. A character with Engineering-1

may inspect the Maneuver Drive at the cost of 15 Action Points. If they do so, go to 95.

80. The *Purcell's* active duty roster is as follows:

1. Skipper, Andy Carlyle
2. Pilot, Cara Feldt
3. Head Engineer, Dave Hudson
4. Engineer, Kate Ridley
5. Engineer, Jim Richards
6. Com Specialist, Scott Hesch
7. Head Gunner, Mike Hutchinson
8. Gunner, Don Hicks
9. Gunner, Elle Vander

In addition, you find the name and dossier of the detached-duty Scout that piloted the Type-S Courier *Duplicity*. His name was Drake Edwards, but neither his dossier nor his photograph match the man you have come to know by that name.

81. This stateroom belonged to a scout named Scott Hesch.

82. When you open the iris valve there is a hiss and a fierce gust of wind that blows into the pop-up turret, as if the turret were de-pressurized.

When you climb into the turret you see that there is an odd hatch to the exterior of the ship and, sure enough, it appears as if the hatch had been recently opened.

83. The turret is empty.

83. The Maneuver Drive is damaged but not destroyed. It will take anyone with Engineering-1 1D hours to repair, with a DM of -1 for every level of Engineering the character has above 1. Additional Engineers up to two will add an additional of DM -1 each. The minimum time required is 1 hour.

85. The machinery in squares 17E, 18E, 19E, 20E, 18D, 19D, and 20D make up the Engineering controls for the *Purcell's* Jump Drive. Anyone character with Engineering-1 may examine the Jump Drives for a cost of 15 Action Points. If a character does so, go to 104.

86. You can open the sliding door by pressing the button (1 Action Point) and waiting 3 Action Points for it to open. If you do so, go to 70.

87. You call out, demanding that your enemies surrender. They respond that they'll never surrender to Pirate scum like you. If you respond that you're not Pirates, you receive the answer "Then surrender and tell it to a judge." If you surrender, go to 48.

88. For the first time since you've known him, Drake is true to his word. He takes both the *Purcell* and your own ship one parsec to an un-mapped system. He takes the characters to an orbital facility that appears to have once been a secret Zhodani scout base. The manipulation of the transponder takes a week, during which the characters are forced to interact with all manner of con-men, thugs and other scum. But at the end of the week they have title to the Scout, have both the Scout and their own ship re-fueled, and are ready to re-enter civilized space. The adventure is over.

89. The Ship's Bridge appears to be undamaged. Anyone with Pilot-1 can move to the Pilot's station on square 9B and spend 15 Action Points to look over the controls. If you do so go to 51.

90. The Ship's Bridge appears to be undamaged. Anyone with Pilot-1 can move to the Pilot's station on square 9B and spend 15 Action Points to look over the controls. If you do so go to 102.

91. You can open this iris valve by pressing the button (1 Action Point) and waiting 3 Action Points for it to open. If you do so go to 83.
92. This is the *Purcell's* navigation room, lined with cabinets containing computer disks loaded with maps and charts of most of known space. In the center of the room is a terminal networked to the ship's navigation computer.
93. This stateroom appears to have been unoccupied.
94. The skipper's spacious stateroom. A careful search will take 10 turns. If you do so, go to 16.
95. If the Maneuver Drive was damaged during starship combat with the *Purcell*, go to 83. Otherwise go to 96.
96. The Maneuver Drive appears to be in working condition.
97. On your way planet-side you are intercepted by the System Defense Boat *Guardian*. It demands that you heave-to so that the *Guardian* can dock and board your ship. If you heave-to, go to 17. Otherwise, go to 98.
98. The *Guardian's* High Guard Statistics are:

SB-9807 *Guardian* SB-31069E2-900000-40003-0  
Crew=10. TL=12. Fuel=36. EP=36 Agility=6

The *Guardian* will attempt to remain in short range and will always pursue the characters if they attempt to **break off**.

If the *Guardian's* laser turrets are destroyed, it will attempt to remain in long range.

If both the *Guardian's* laser turrets and missile turrets are destroyed, the *Guardian* will attempt to move to

long range and then **break off**.

If the *Guardian* destroys the character's offensive weaponry, and reduces the character's ship to Agility 0, it will attempt to board the character's ship. Go to 17.

If either the *Guardian* or the characters successfully **break off**, go to 99.

99. By some miracle you have managed to defeat the Imperial Authorities aboard the *Guardian*. You are undoubtedly now wanted for, at best, resisting arrest, and at worse, killing Imperial Police. The only thing left for you to do is to try and re-fuel at the gas giant and jump out of system before another SDB (or two or three) catch up to you.

The characters manage to get out of the system, but their ship has been identified. The ship can not be sold on the open market, and any time it is encountered it will be recognized as being operated by criminals. The character's options for future adventuring are therefore limited, and the characters may, ironically, be forced into a life of crime as Pirates.

100. The characters awake separated into tiny cells. Their Starship and possessions have been confiscated by the planetary police. During their incarceration, and in preparation for their upcoming trial, they hear the real story behind Drake Edwards and the attack on the *Purcell*:

Drake Edwards is not a Scout, nor has he ever been employed by the IISS. Instead, he is a Pirate, one of a band that hatched a plot to capture an IISS X-boat Tender intact in order turn into a corsair. The *Purcell* was the object of their attack.

They attacked the *Purcell* using a hijacked Type-S Scout. Much as Drake described, they attempted to con the *Purcell* into taking them aboard. However, the *Purcell's* skipper ran a check on the Scout and discovered that it had been reported stolen, so he refused to let the Pirates on board.

The Pirates opened fire.

The *Purcell* repulsed the attack and destroyed the Scout, but only after receiving damage to its Jump Drives and its laser turret. Drake managed to escape from dying Scout. While twisting through space he hatched a plot to avenge his comrades and take the *Purcell*. He destroyed the lifeboat's computer with his laser carbine so that any rescuers would be unable to determine the true story of what had happened. Then he concocted a story that he hoped would convince his rescuers to attack the *Purcell* and board it. Once the *Purcell* was secure, Drake hoped to back-stab his rescuers, kill them, and jump out of system to a pre-arranged rendezvous point with some other Pirate friends.

The planetary police maintain that the characters were accomplices of Drake from the beginning. Obviously, that is not true, but the characters' ability to prove that in court is directly related to the quality of their attorney and the number of crimes which can be directly attributed to them.

First roll to determine how long the trial takes. Roll a d6 and multiply the result by ten. That is the number of days the trial takes. Add a die modifier of 1 for each level of Law skill possessed by their attorney, with the assumption that a good attorney will try and drag out the trial as long as possible (if tried immediately the characters would be assumed guilty).

Then roll to determine whether the characters are found innocent or guilty. A basic roll of 8+ is required for their innocence. Adjust that roll based on the following die modifiers:

Subtract a DM of -2 for every Scout or System Defense Boat crewman killed by the characters.

Subtract a DM of -1 for every Scout or System defense Boat crewman wounded by the characters.

Subtract a DM of -1 if the characters fired upon and damaged the *Purcell*.

Subtract a DM of -2 if the *Purcell* was destroyed.

Subtract a DM of -1 if the characters fired upon and

damaged the *Guardian*.

Subtract a DM of -2 if the *Guardian* was destroyed.

Add a DM of +2 if the characters turned themselves in, or surrendered to the crew of the *Guardian* or the *Purcell*.

Add a DM of +1 for each Law skill level of the characters' attorney.

The base cost of an attorney is 10,000 credits per day. A good attorney costs substantially more. For each additional Law skill level above 1, the attorney costs an additional 10,000 credits a day. The maximum Law skill level available is 4. The attorney does not have to be paid until after the trial.

If found innocent, the characters will have their possessions, including their ship, returned to them. However, they will still be responsible for any payments required on the ship during their time in jail.

The Adventure is over.

101. If you haven't already done so, activate the following enemies on the squares indicated:

**15A Don Hicks**

AA477A, 25 years old, 15 Action Points  
Gunnery-1 SMG-1 Air/Raft-1 Auto-Pistol-0

**9B Cara Feldt**

5897C3, 29 years old, 17 Action Points  
Pilot-2, Nav-1, Vacc-1, SMG-0 Auto-Pistol-0

**11C Andy Carlyle**

B36B8B, Age 30, 9 Action Points  
Nav-1 Comp-1 Engnrng-1 Laser Carbine-0 Auto-Pistol-0

**6A Elle Vander**

5A6A93, Age 19, 17 Action Points  
Gunnery-1 Auto-Pistol-0 Laser Carbine-0

They are all armed with Auto-Pistols and wear IISS uniforms.

9B and 11C will move on Neutral tactics to 8B and 8D, respectively, lean into square 8C, and use the edge of the door as cover (-2).

6A will open the iris valve to her turret and use it as cover (-2) as she faces square 6B. If there is no target, she will cover square 2E.

15A will run on Neutral tactics along the shortest path first to square 14F, leaning into 14G and using the wall as cover (-2) while covering square 7G. If no one is in sight he will then run to square 8G, leaning into square 7G and using the wall as cover (-2) while covering square 7B. If no one is in sight he will run to square 7D, leaning into square 7C and using the wall as cover (-2) while covering square 2C.

102. The Ship's drives, including its Jump Drive, appear to be fully operational. You can begin maneuvering the vessel at 1-G immediately.

103. If you haven't already done so, activate the following enemy in square 6A facing square 5A:

**Elle Vander**

5A6A93, Age 19, 17 Action Points

Gunnery-1 Auto-Pistol-0 Laser Carbine-0

Elle is armed with a holstered Auto-Pistol and wears a standard IISS uniform. She is on Neutral tactics.

If there is gunfire, go to 101.

104. The Jump Drives appear undamaged and completely operational.

105. When you arrive dirtside you contact Imperial authorities. Several marines show up and ask Drake to accompany them for interrogation. Drake resists vehemently and is ultimately beaten, handcuffed, and dragged kicking and screaming into an air/raft. That's the last you hear from Drake or from Imperial Authorities. Three days later, however, you read an interesting piece in the local Traveller News Service:

The Traveller's Aid Society is issuing an Amber

Zone alert for this world due to recent Pirate activity. Three days ago the Imperial Scout Vessel *Purcell* was attacked by Pirates posing as detached-service Scouts in need of rescue. Fortunately, the *Purcell* ran a search of the detached-service S-Class Scout the Pirates were using and identified it as stolen. As such, she refused to let the Scout on board and fired. The Pirates fired back, but were ultimately repelled. Since it is too early to tell whether this was an isolated incident or whether this planet is the object of a larger, more organized Pirate attack, the Amber Zone classification will be in effect for at least the remainder of the month. All ships arriving and leaving this space port are advised to be on high alert, and to treat distress calls with the utmost discretion.

The adventure is over.

106. By now it's obvious that the characters have been had. Drake Edwards is unrepentant, however. Yes, that is not really his name. Yes, he was a member of the original band of Pirates that attacked the *Purcell* and was repulsed. And yes, he lied to the characters in order to entice them to help him steal this ship. But as far as he's concerned, he did the characters a big favor. Because Drake Edwards has one final Ace up his sleeve.

Drake knows the jump-coordinates to an uninhabited star system one parsec from here. It's uninhabited. That is, uninhabited apart from a station orbiting a gas giant. A station run by Pirates. A station where a guy can get anything for the right price...including an altered transponder. If the characters let him, Drake can take them to that system and have the *Purcell's* identity completely altered. The ship will have a new Imperial identification number, and will be listed as a legal commercial vessel. Furthermore, its memory banks will be wiped clean, and no Imperial Authorities will ever be wiser about this little mis-hap. And what's in it for the characters? Well, in the *Purcell's* ship bay is a fully operational Type-S Scout/Courier, the *Duplicity*. Although the *Duplicity* was

damaged, it is easily repairable with the equipment on board the *Purcell*. Drake knows the characters have him over a barrel. So he's willing to make a deal:

If the characters let him have the Tender, Drake will let them have the *Duplicity*. Both will have their memory banks wiped clean, and both will have new transponder data that makes them legal and pristine. The characters can use the *Purcell's* fuel probe to re-fuel their own ship and follow him to the hidden base. It may not sound like a fair trade, but consider the options. The *Purcell's* crew already sent for help, and this very minute a System Defense Boat loaded with marines its on its way. As soon as investigators find the *Purcell's* video tapes the characters are up to their necks in trouble. Furthermore, altering transponder data isn't cheap. And Drake's willing to take that on that expense himself, for both ships, but only in return for the Tender.

The characters don't have long to make their decision. If they agree to Drake's terms, go to 88.

If the characters kill Drake after he's programmed the navigation data into the computer, go to 12.

If the characters decide to return planet-side, go to 97.

107. By now it's obvious that the characters have been had. Drake Edwards is unrepentant, however. Yes, that is not really his name. Yes, he was a member of the original band of Pirates that attacked the *Purcell* and was repulsed. And yes, he lied to the characters in order to entice them to help him steal this ship. But as far as he's concerned, he did the characters a big favor. Because Drake Edwards has one final Ace up his sleeve.

Drake knows the jump-coordinates to an uninhabited star system one parsec from here. It's uninhabited. That is, uninhabited apart from a station orbiting a gas giant. A station run by Pirates. A station where a guy can get anything for the right price...including an altered transponder. If the

characters let him, Drake can take them to that system and have the *Purcell's* identity completely altered. The ship will have a new Imperial identification number, and will be listed as a legal commercial vessel. Furthermore, its memory banks will be wiped clean, and no Imperial Authorities will ever be wiser about this little mis-hap. And what's in it for the characters? Well, in the *Purcell's* ship bay is a fully operational Type-S Scout/Courier, the *Duplicity*. Although the *Duplicity* was damaged, it is easily repairable with the equipment on board the *Purcell*. Drake knows the characters have him over a barrel. So he's willing to make a deal:

If the characters let him have the Tender, Drake will let them have the Scout/Courier. Both will have their memory banks wiped clean, and both will have new transponder data that makes them legal and pristine. The characters can use the *Purcell's* fuel probe to re-fuel their own ship and follow him to the hidden base. It may not sound like a fair trade, but consider the options. This very minute a System Defense Boat loaded with marines its on its way. As soon as investigators find the *Purcell's* video tapes the characters are up to their necks in trouble. Furthermore, altering transponder data isn't cheap. And Drake's willing to take that on that expense himself, for both ships, but only in return for the Tender.

As you look into your Captain's eyes, you know he's not going to go for Drake's deal. You make a side-long glance to Drake, who nods toward you almost imperceptibly and then, without moving his head, fixes his eyes on his laser carbine sitting on the table between you. The implication of his look is clear...he's gonna try and shoot his way out. You're either with him, or against him.

If you're with him, everyone goes for their guns at Short Range. Start with the highest dexterity firing snapshots to the lowest dexterity firing snapshots, and then move to the highest dexterity firing aimed shots to the lowest dexterity firing aimed shots. All NPC's will fire snapshots.

Assuming Drake and the characters survive, and you agree to his terms, go to 88.

Assuming Drake and the characters survive, but you decide to kill him after he's programmed the navigation coordinates into the computer, go to 12.

If the characters are rendered unconscious, go to 100.

If the characters are against Drake, the Captain sets a course for the system's planet. Go to 97.

## **Appendix A: Lone Wolf**

### **Solitaire rules for Snapshot or Azhanti High Lightning<sup>1</sup>**

#### **1: Assumptions**

The solitaire tactical situations have been programmed to be played with either Snapshot or Azhanti High Lightning. To ensure that the programmed opponents respond appropriately for both of these rules systems, certain assumptions have been made that slightly change each of these rules systems. The Solitaire interpretations of these rules should be as follows:

##### **A. Azhanti High Lightning Decision Phase:**

Programmed characters ignore the Azhanti High Lightning decision phase, though player-characters and player-controlled non-player characters do not.

Programmed characters act according to their programming during each Action Phase regardless of the Decision Phase. That is, a programmed character **may cover** during the first Action Phase, **move** during the second Action Phase, and **aim** during the third Action Phase. Although this gives programmed opponents an advantage, this advantage is more than made up for their inability to react to unexpected situations.

**B. Azhanti High Lightning Action Points:** Instead of giving every character 30 Action Points, characters should calculate their Action Points similarly to Snapshot characters. A character's Azhanti High Lightning Action Points are equal to (Dexterity+Endurance) x 2. Most paragraph booklets will describe Snapshot Action Points. In order to convert these to Azhanti High Lightning Action Points, simply multiply them by 2.

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<sup>1</sup>Snapshot and Azhanti High Lightning are owned by Far Future Enterprises, <http://www.farfuture.net>

In order to determine how many Aciton Points may be used during a single Action Phase, simply divide the character's Action Points by 5 and round up. A character with a 7 Dexterity and 7 Endurance, for example, would have 28 Action Points, and would be able to use 6 Action Points per turn.

**C. Snapshot Combat Armor:** In order to better fit Snapshot in with Azhanti High Lightning and Striker, treat Combat Armor as Battle Dress with a Die Modifier of +2. That is, it's 2 easier to hit Combat Armor than it is to hit Battle Dress.

#### **2: Programming Terms**

**A. Contact:** Whenever a programmed character becomes active, its program will be defined by its TACTICS and its PATH. The first important concept to understand when resolving character programming is CONTACT. Contact is defined as **the next move** that will expose a character to an enemy character's covering fire. Contact-AB refers to exposure to an aimed, automatic burst (along the covering character's line of sight with a weapon capable of auto-fire). Contact-A refers to exposure to an aimed shot (along the covering character's line of sight but armed with a semi-auto weapon). Contact-S refers to exposure to a snapshot (within the covering character's fire arc but outside of its line of sight).

**B. Flanking:** Another major concept is FLANKING. FLANKING is defined as **the next move** that will bring a programmed character into the firing range of an enemy character **that cannot fire**. A Flanking move might bring a programmed character into an enemy's side arc, where the enemy is not covering, or into an enemy's front arc when the enemy has spent all his action points.

**C. Advantage:** A third major concept is ADVANTAGE. A programmed character has ADVANTAGE if when it CONTACTS or FLANKS an enemy character it has a better chance of wounding the enemy character than the



enemy character has of wounding it. For example, a programmed character equipped with a Gauss Rifle and Battledress may wish to enter a square that is being covered by an enemy equipped with a Laser Rifle and a Vacc Suit. They are at Short Range to each other. The programmed character has already used most of his action points and therefore can only snapfire on semi-auto. At short range vs. Cloth, the programmed character will cause a wound on a roll of 8+ (factoring in the -2 Die Modifier for a snap attack). The covering character may make an aimed attack, however, and a Laser Rifle vs. Battledress at Short Range results in a wound on a roll of 12+. The programmed character is therefore making CONTACT-A at Advantage.

When determining whether a programmed character has Advantage or Disadvantage, is Flanking or Contacting, use the most dangerous enemy character as a guide. For example, if a programmed character could round a corner, and in doing so would find itself within 16 squares of an enemy covering with a snapshot, and an enemy covering with aimed fire, it would use the most dangerous figure, the enemy covering with aimed fire, as a guide.

**D. Domination:** The final major concept is DOMINATION. A programmed character has DOMINATION if when it CONTACTS or FLANKS an enemy character that enemy character has no chance of wounding it. This is entirely possible for programmed characters wearing Battle Dress.

**E. Azhanti High Lightning:** These rules can be used with Azhanti High Lightning. But instead of determining Advantage and Domination by the “to hit” rule, determine it by the wound roll. That is, if a weapon has no chance of penetrating the programmed character’s armor, the programmed character is considered to Dominate.

### 3. Programming Tactics:

There are three basic programmed Tactics: Evasive,

Neutral and Aggressive.

#### A. Evasive Tactics:

**1. Contact:** It only move into Contact-AB if it has Domination. It will sneak into Contact-A if it has Advantage. It will move into Contact-S if it has Advantage.

**2. Flank:** It will move into Flank if it has Advantage or Domination and sneak into Flank if it doesn’t have Advantage or Domination.

**3. Movement:** It will move normally unless an enemy figure can reach it and fire on it before its next activation, in which case it will sneak.

#### B. Neutral Tactics:

**1. Contact:** It will only move into Contact-AB if it has Domination or sneak into Contact-AB if it has Advantage. It will move into Contact-A if it has Domination or Advantage, and sneak into Contact-A if it doesn’t have Advantage but its enemy doesn’t have Domination. It will move into Contact-S if its enemy doesn’t have Domination.

**2. Flank:** It will move into Flank if has Advantage or Domination, and sneak into Flank if it doesn’t have Advantage but its enemy doesn’t have Domination.

**3. Movement:** It will move normally.

#### C. Aggressive Tactics:

**1. Contact:** It will move into Contact-AB if it has Advantage or sneak into Contact-AB if it doesn’t have Advantage but its enemy doesn’t have Domination. It will always move into Contact-A or Contact-S so long as its enemy doesn’t have Domination.

**2. Flank:** It will always move into Flank.

**3. Movement:** It will run/rush unless an enemy figure can reach it and fire on it before its next activation, in which case it will move normally.

#### 4. Paths:

Enemy programmed characters will move along paths are defined by upper- or lower- case letters (A-Z, a-z). Friendly programmed characters will move along paths that are defined by roman or arabic numerals (I-X, 1-10). In programmed adventures, the path can be defined by adventure paragraphs.

When a programmed character reaches a point in its path where the designation changes from upper-case to lower-case (A to a) or roman numerals to arabic numerals (X to 10), reduce that programmed character's tactics by one level (from neutral to evasive, for example). When a programmed character reaches a point in its path where the designation changes from lower-case to upper-case (a to A) or arabic numerals to roman numerals (10 to X), raise that programmed character's tactics by one (neutral to aggressive, for example).

If a character is blocking a friendly character of a higher tactical rating (an evasive character blocking an aggressive character, for example), the blocking character's tactical rating will go up by one (the blocking character would first become neutral, and then, if still blocking the aggressive character after its activation, the blocking character will become aggressive).

**A. Targets of Opportunity:** Regardless of where a character is on its path, or what the character's Tactics are, it will always attempt to destroy Targets of Opportunity (abbreviated TO). Any time it can do so, it will attempt to wound an enemy figure. If there are multiple targets of opportunity it will attack whichever TO against which it is most likely to score a wound (the easiest target). Otherwise, it will attack the most dangerous TO (defined as the one most likely to score a wound on it).

**1. Evasive Characters** will only attack TO's if they don't have to change their facing or leave their paths to do so.

**2. Neutral Characters** will only attack TO's if they don't have to leave their paths to do so (though they will change their facings).

**3. Aggressive Characters** will only attack TO's if they can do so during their **current** activation, regardless of whether or not they must leave their path to do so. They will return to their path by the shortest possible route after killing the TO.

For example, an Aggressive programmed animal armed with a Thrasher has 6 Action Points and faces a "T" in a corridor. It can turn right, along its programmed path, and move five squares (1 Action Point to turn, 5 to move) or, it could turn left, deviating from its programmed path, to attack an enemy character. Since the enemy character is 3 squares away, the animal could reach short range to it by expending 2 Action Points (1 Action Point to turn, 1 Action Point to move 1 Square, leaving 1 square between it and the target). It would then have 4 Action Points left to fire. The enemy character therefore qualifies as a Target of Opportunity, since the animal could reach and attack it in the current activation. The enemy character is Covering-A, so checking the Aggressive tactics, the animal will make contact with Covering-A so long as the enemy doesn't have Domination. In other words, so long as the animal can actually hurt the enemy character with a snap-attack, it will deviate from its path and attack the enemy character. Even though the enemy character is wearing Battle Dress, the animal's powerful Thrasher can still wound it on a 9+ (7+ at Short range with a DM of -2 for the Snap Attack). The animal deviates from its path and rushes the enemy Target of Opportunity.