

For Referees Only

EPIC Adventure 5
Scout Cruiser

TRAVELLER^{®20}
*Science-Fiction Adventure in
the Far Future*

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Traveller for the *d20 System*
Science Fiction Adventure in the Far Future

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About This Book

This book contains a background history of the IISS 1000 ton Scout Cruiser design and an adventure for *Traveller* based around the Scout Cruiser plus sufficient specific background to allow it to be used without reference to any other setting or adventure book. The adventure is presented in the standard 'EPIC' format developed by Marc Miller, creator of the *Traveller* game. It can be played straight out of the book or adapted to fit into an ongoing campaign.

It is possible to think of this adventure as being similar to the key episodes in a season of a TV series. Unrelated episodes can be slipped in between the key ones, but eventually the story will reach the series finale. Of course, there may well be another series, and so other adventures may follow this one.

The *Scout Cruiser* Adventure is set in the Gateway Domain setting described in the QLI *Gateway To Destiny* sourcebook. Possession of this sourcebook will be useful but is not necessary for enjoyment of this adventure. Indeed, the adventure could be set in almost any game universe with just a little tweaking.

THE COLOR CODE

The *Traveller Epics* adventure series includes material set in the various major eras and settings of the Official *Traveller* Universe. While any of them can be tweaked to fit another region, era or even a totally different setting, each Epic sits best in its 'home' setting. To allow the home setting of any given book to be quickly determined, a color code is used for the cover-edge and central stripes. Books are coded as follows:

- 993-1000 period: Blue
- 1107-1116 period: Red
- New Era (1248) period: Orange
- Generic or one-off: Green

WHAT YOU NEED TO PLAY

Please note that this is not a standalone Supplement. It requires that you have access to a set of Traveller rules. The adventure was created for use with the T20 rules system from QLI and the original Classic Traveller rules, but can easily be converted to other versions of the game or even other rules systems.

Assuming you intend to run this adventure with the T20 rules, you will require at least the T20 Lite rules from QLI. We recommend the following:

- The Traveller's Handbook (T20 Core Rulebook) plus either the T20 Player's Book or a d20 system core rulebook such as the *Dungeons & Dragons™ 3rd Edition Player's Handbook*.
- One or more of each of the following types of dice: four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20).
- Pencil (or pen) and paper for keeping notes about your character and the adventure. Graph paper is also recommended for making maps of places your character has visited.
- If you enjoy playing online, or are interested in playing *Traveller* online, you should also have a copy of *GRIP: Traveller*. *GRIP* (Generic Roleplaying for Internet Players) will allow a Referee and up to eight players to get together via the Internet or a local area network (LAN) and play *Traveller* (or any other RPG) no matter where they are located physically

in the world. Visit <http://www.RPGRealms.com> for more information.

THE EPIC ADVENTURE SYSTEM

This adventure uses the EPIC adventure system created by Marc Miller. The EPIC system is a way around one of the most common problems with many RPG adventures; the fact that they are very 'linear' in design. In far too many adventures, encounter one typically leads to encounter two, which inevitably leads to encounter three, ad-nauseum. This has several problems. Firstly, the players may not notice a critical fact and thus be left in limbo with no clue how to find the next plot element. Railroaded them is sometimes the only solution, and in general railroading is a common feature of this kind of linear adventure. This can lead to player frustration, since there is little worse than not being captain of your own fate.

Reducing the amount of leading-by-the-nose is fine until one of those gaming groups comes along, who insist on doing everything in the wrong order and generally do violence to the plot of an otherwise great adventure.

The Epic Adventure System provides a new way to design and organize adventures, incorporating enough flexibility that the player characters have the 'freedom to roam' without causing the referee nightmares. Asides, delays and additional adventures can easily be slotted into an Epic Adventure.

An Epic Adventure is broken down into 6 parts:

The Cast of Characters – A description of major characters encountered in the course of the adventure, possibly including pregenerated player-characters.

The Background – The background provides the Referee with the information needed to prepare himself, and lays the groundwork for introducing this adventure to the players.

Minor incidents and encounters – Referred to as Minor Scenes or just Scenes, are encounters or events that involve the player characters in some form. Many are directly related to the adventure, and may provide clues, equipment, or other information and materials needed to eventually complete the adventure. Others are merely to provide diversion and amusement. Scenes, unless noted in their descriptions, do not need to be played in any particular order, and may be sprung upon the player characters when the Referee deems appropriate.

Critical Plot Elements – Referred to as Plot Keys, Key Scenes or simply Keys, make up the heart of the storyline for the adventure. They contain vital pieces to the plot that must be played for the adventure to make any sense to the players in the end. You may play any number of Scenes before and after each Plot Key, but all of the Plot Keys should eventually be completed in their proper order.

Chapters – A Chapter or Act is made up of one or more Plot Keys. They outline the plot to the Referee, and provide tips and information for playing the Scenes and Plot Keys that are contained in the Chapter. In order to complete a Chapter, each Plot Key within must be completed. Each Chapter must be completed, and played in order to successfully run the adventure. Due to the 'cinematic' nature of an EPIC adventure, it is easy for the Referee

to allow the player characters to temporarily deviate from the current adventure storyline to follow a false lead or pursue another short adventure that has interested them. When you are ready to return the player characters back to this adventure plot line, simply pick up with the next Scene.

Adventure Checklist – The Adventure Checklist provides the Referees with a recommended guideline of the order in which various Scenes and Plot Keys in this adventure should be presented to the players. As the player characters complete each Scene or Plot Key, the Referee simply checks it off the list. When every Plot Key in a Chapter has been played, that Chapter has been completed the Referee may begin the first Scene in the next Chapter.

REWARDS AND ADVANCEMENT

Before embarking upon a *Traveller* game or campaign, it is worth deciding what the pace of advancement will be for participating characters. For one-off games this is not important but if the same characters are going to have future adventures, advancement becomes a major issue.

If too little experience is given out, players may become frustrated. There is always a new skill or feat that a character could have done with having, or that the player really wants to have, and for many people working towards gaining such abilities is an important part of the game. If the distant mountains never seem to be any closer, what is the point of walking towards them?

On the other hand, characters that gain large amounts of experience and other rewards may become overpoweringly powerful. True, a shotgun in the back will be as detrimental to the health of a 20th level veteran as a beginner, but skill levels are critical to adventuring success; too much too fast is bad for a game even if it does not make the characters invincible. Thus the Referee should tailor the experience awards suggested by the T20 core rulebook to his or her own game style. In our experience it is better to keep characters a little bit hungry.

This brings up the question of whether to give out experience at the end of each Act or at the end of the adventure. Each Act can be treated as a separate adventure in terms of experience awards. Typically, each Act (or Chapter) is about equivalent to an Amber Zone or Signal GK adventure, leading to the conclusion that it should be worth around 2000XP multiplied the average party level. This is not a good parallel, since some Acts are quite short and besides, over a 5-Act adventure this adds up to a LOT of experience.

If experience is to be given out at the end of each Act, it is better to use the following system:

Base Experience for the adventure is calculated as per the THB – this is a full adventure so experience award is set as 4,000 XP multiplied by the average party level (at the beginning of the adventure). Half of this is saved up to be awarded at the end of the adventure. The other half is available to be assigned at the end of each Act. It is possible to simply assign 10% of the total to each Act (assuming 5 Acts), but the Referee should consider assigning greater or lesser percentages to certain Acts if he/she feels that the characters would learn more from the events in that Act than from another.

The experience available for any given Act is subject to the standard multipliers listed in the T20 core rulebook; some acts are just plain more dangerous than others! The 50%

block of experience is also subject to multipliers for difficulty of the overall adventure.

Remember that all experience awards are totals, and are then shared among the participating characters. Only characters present in a given Act gain experience for it. When determining who gains experience from the adventure as a whole, the Referee must use judgment. Obviously, characters that were there the whole time should gain the full amount. People who popped in for a single Act should not. If a player brought in a new character to replace one killed or otherwise indisposed, the Referee should count the character as being present for purposes of dividing up the experience but only award a portion of the total experience, based on how long the new character was involved. The rest of the experience entitlement was lost with the dead character.

Using this system, characters that were present for just one or two Acts of the adventure gain some experience, but do not share in the overall end-of-adventure award. Referees also are able to easily deal with the situation where a player brings along three friends to a session in the middle of the adventure, only one of whom comes back to play in the remaining Acts.

CHARACTER TYPES AND SKILLS

The characters do not need any prerequisite skills or equipment for this adventure, but characters with backgrounds in the Scouts, Navy, Army, Sciences and Marines are the only characters usually allowed on Scout Cruiser Long-Missions. Rogues, Pirates and other assorted scum will not meet the Exploration Office selection criteria. Since the Mission Leader is always an experienced Scout, at least one Scout character is necessary for this adventure.

Background

The following background information is presented for the use of the Referee. None of it is 'secret' as such, but the individual Referee must decide how freely available any given piece of data will be. A few minutes at any library terminal will suffice for characters to uncover common or basic information; greater detail will require special research or may not be available at all.

THE THIRD IMPERIUM

The Third Imperium is a human-dominated empire of some 11,000 star systems. It is not a vast, monolithic structure. The time lag inherent in interstellar communications makes this impossible. Instead, the Imperium resembles a vast federation of worlds that agree to certain common practices, and allow the Emperor and his subordinates to deal with foreign policy, military affairs and similar multi-world considerations while maintaining control of their internal affairs.

THE IMPERIAL DOMAIN OF GATEWAY

Gateway Domain lies at the very fringe of the Imperium. As a result it is in some ways a backwater and in others a vital strategic area. The nominal area of the domain is the same as all others; four sectors. However, since much of the area that would be part of the Domain lies either in the two Rifts or else beyond the Imperial border, the territory administered by the Archduke of Gateway is rather smaller than that of other Imperial Domains.

The Domain of Gateway is protected by a single Named Imperial Fleet; the Ley Sector Fleet. Since the outbreak of the Solomani Rim War, force transfers have stripped the fleet of a portion of its vessels, leaving it understrength and still responsible for an area slightly larger than a normal sector.

The Imperium reached its present borders in the region about 200 years ago, and while a few worlds have applied to and joined the Imperium since then, there has been little deliberate expansion in the past two centuries.

Thus while still a frontier, Gateway Domain is also a settled area. There is some friction along the border, but for the most part the worlds and states close to the Imperial border are used to their status as clients or independent worlds. Relations are not always cordial, but understandings have been developed. Cross-border trade and travel is common and many businesses operate on both sides of the border. Law enforcement agencies usually co-operate, much to the detriment of criminals seeking refuge on the other side of the line. The Imperial Navy does make anti-piracy sweeps beyond its borders, usually but not always with the consent and cooperation of the local independent worlds.

INDEPENDENT WORLDS AND CLIENT STATES

Many of the worlds along the border of Gateway Domain are to a greater or lesser degree 'client states' of the Imperium. In effect, they are friendly independents who allow Imperial Navy vessels to use their ports and patrol their systems as a matter of course. Trade links are strong and relations generally cordial. Joint naval operations are not uncommon and extradition treaties are in place. Imperial-registered ships arriving in port on such worlds are treated more or less as if they were local shipping – papers are

normally accepted at face value and customs checks are no more rigorous than usual. In return, client worlds are guaranteed protection against aggression and can request aid from the Imperium in times of trouble.

Some worlds have formal Client status and are listed as such in the star system data. Good relations with the Imperium and its citizens can be taken for granted. Some other worlds are a kind of 'informal client state' with friendly relations but no formal treaty in place. Some worlds listed as Independent fall into this group.

Other independent worlds are truly that; non-aligned. Some are actually quite hostile to the Imperium and will harass ships coming through their ports with endless paperwork or intense customs inspections. Actual violence against Imperial citizens acting lawfully would be a very stupid mistake, but some worlds will do everything they can to discourage Imperial attention and Imperial visitors.

The majority of Independent worlds are fairly neutral in their attitude to Imperial citizens, and treat them no better or worse than any other visitors. Attitudes do shift, however, due to internal or external factors.

THE IMPERIAL INTERSTELLAR SCOUT SERVICE (IISS)

The Imperial Interstellar Scout Service (IISS) is divided into three branches. The Communications Office mans and maintains the Xboat communications service throughout the Imperium. The Survey Office, commonly known as the Imperial Grand Survey (IGS) is responsible for mapping, surveying and exploring worlds within Imperial borders. The third branch is regarded as something of an orphan with the least resources: The Exploration Office. This branch is responsible for the charting and exploration of worlds outside the Imperial borders. It is this branch that engages in "First Contact" with aliens and worlds beyond the imagining of the average Imperial citizen. The branch maintains a highly individualistic character, in keeping with its loosely defined missions. It employs highly skilled, self-reliant individuals with a high level of initiative, drawing specialist personnel from outside the Scout Service where necessary.

ZAGRATHIAN SUBSECTOR

Name	Hex	UWP	B	Trade	PBG	All	Stellar Data
M'nanga	2701	A300644-A		Na Ni Va	814	Xx	0 K3 V
Ir Ferith	2710	D000634-9		As	401	Xx	K4 V
Misrilou	2801	E647564-7		Ag Ni	623	Xx	F3 V G1 D
Impress	2808	D377310-8	S	Ni	600	Xx	F3 V
New Durbin	3003	C0008AF-A		As	414	Xx	F9 V K1 D
Marfa	3103	E331699-5		Na Ni Po	401	Xx	K2 V A6 D
Dafoe	3107	B371201-8			101	Xx	F8 V
Gimmick	3109	E6456AA-2		Ag Ni	814	Xx	F2 V A2 D

MAP LEGEND

WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

- Naval Base
- Scout Base
- Naval Depot
- Way Station
- Prison Camp

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

Secundus under one billion

PRIMUS over one billion

World names in red
are subsector capitals

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

Noir Deep

Osiris Deep

Zagrathian Subsector

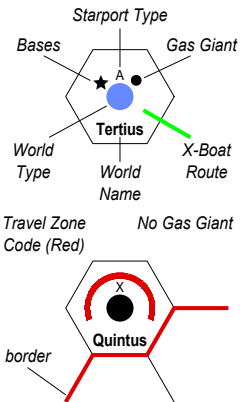
(subsector D of Ley Sector sector)

- 7 -

NOIR DEEP SUBSECTOR

Name	Hex	UWP	B	Trade Codes	PBG	All	Stellar Data
Gudkir	1701	C427558-A		Ni	404	Im	G4 V F7 D
DAMZI	1703	D530A68-9		De Na Po	102	Im	F2 V
Um Shudu	1704	C235620-6			103	Im	M0 V A9 D
Lempir	1708	E95A610-7		Ni Wa	621	Im	F3 V K1 D
Khush	1804	C998509-5		Ag Ni	504	IU	G2 V
Kimirk	1909	B77569A-8		Ag Ni	322	Im	K0 V
Kagelstadt	2009	E300692-7		Na Ni Va	823	Im	M2 V

MAP LEGEND



WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

- Naval Base
- Scout Base
- Naval Depot
- Way Station
- Prison Camp

TRAVEL ZONES

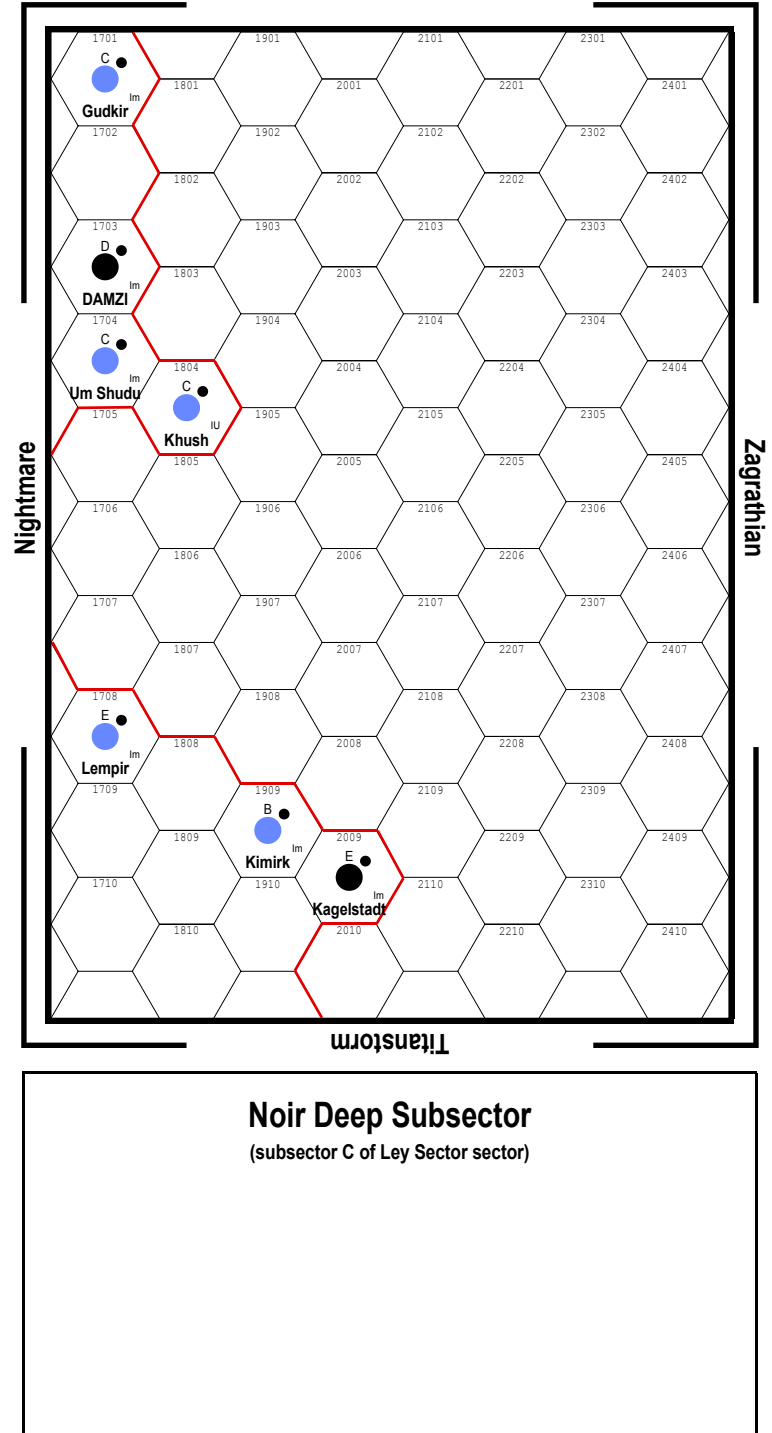
- Amber Zone
- Red Zone

POPULATION

- Secundus under one billion
- PRIMUS over one billion

World names in red are subsector capitals

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P



World Data

The following information is available to the characters from the Exploration Office files.

M'NANGA

M'nanga 2701 A300644-A Na Ni Va 814 Xx 0 K3 V

An airless, waterless world deep in the Rift, M'nanga was settled by Vargr around 100. The current population is about 8 million, living in splendid isolation in domes on the primary planet. The population is Xenophobic, and shuns non-Vargr visitors. Any Vargr crew on a Scout mission will be welcomed however. Non-Vargr are not permitted to leave their ships – if they even receive permission to dock at the starport. Little is known about the culture, other than the fact that the Vargr run a democracy.

IR FERITH

Ir Ferith 2710 D000634-9 As 401 Xx K4 V

An asteroid system, Ir Ferith is home to 400,000 humans of mixed Vilani and Terran descent. Most live on a large asteroid orbiting the only gas giant. The world has not been visited by the IISS for over 50 years.

MISRILOU

Misrilou 2801 E647564-7 Ag Ni 623 Xx F3 V G1 D

A small world populated by about 600,000 Vargr, Misrilou apparently exports foodstuffs to both M'nanga and New Durbin. The Government of this world is a colonial administration run by the M'nanga government. The system has three small gas giants, all with beautiful ring systems.

IMPRESS

Impress 2808 D377310-8 S Ni 600 Xx F3 V

Impress is a system with no planets, gas giants or belts other than the primary planet. A small world most covered in oceans and an earthlike atmosphere, Impress is affected by its Sun, a Class F3 V Star. The world benefits from a remarkably energetic interplay between its magnetic field and the Solar Wind through incredible lightshows in the upper atmosphere. The star itself records annual fluctuations in solar wind strength 10 times that of what would be expected from a F3 V type star.

NEW DURBIN

New Durbin 3003 C0008AF-A As 414 Xx F9 V K1 D

The most powerful government in the subsector, New Durbin Navy ships patrol both New Durbin and have sometimes been spotted in other systems in the region. A rigid and apparently xenophobic dictatorship is in force throughout the system.

MARFA

Marfa 3103 E331699-5 Na Ni Po 401 Xx K2 V A6 D

Marfa is an unremarkable binary system with a single massive gas giant with an impressive ring system. The planet itself is a small world with little water and a very thin atmosphere. The population is not space-faring and fairly primitive.

DAFOE

Dafoe 3107 B371201-8 101 Xx F8 V

Dafoe is an unremarkable system with a single gas giant and no asteroid field. It does have however have a remarkably dense, vast Oort cloud. Little else is known about the world.

GIMMICK

Gimmick 3109 E6456AA-2 Ag Ni 814 Xx F2 V A2 D

Gimmick is an isolated, temperate low-tech agricultural world that rarely receives visitors. Little is known about the inhabitants of the world.

KIMIRK

Kimirk 1909 B77569A-8 Ag Ni 322 Im K0 V

Kimirk lies on the very edge of Imperial space, a backwater world in every respect except for its renowned aquatic delicacies. Its oceans are filled with culinary delights, which are exported throughout Ley Sector, usually arriving on the tables of the rich and powerful. The system does act however, as a staging post for IISS missions into the Rift. As such, the Scout Service maintains an orbiting TL13 facility comprising offices and a 1000 ton dry-dock.

The *Qasar* Class

IISS Scout Cruiser

In 911 the Exploration Office at Daramm (Spearhead/Ley) issued a requirement for a Scout Cruiser specifically designed for long-range cruises in uncharted territory outside the Imperium. The array of Scout/Couriers, Survey Scouts and ex-Imperial Navy warships currently in service were simply not suitable for the vast Jump distances, unexpected stellar phenomena and multiple levels of redundancy required to survive months or even years at a time out of contact with the Imperium.

Naval and Scout Architects on Daramm collaborated to produce a design with levels of redundancy and reliability rarely produced within the Imperium. The 1000 ton design took 4 years to perfect, and Doctor Norton Qasar, the half-Luriani, half-Solomani Chief Designer of the Ley Scout Architects Office, died before seeing his dream power out of the Daramm Naval Base Shipyard. Other Sector Scout Offices took up the design, and today (993), after 75 years of service, many *Qasar* Class Cruisers ply the unexplored reaches outside Imperial space. The Class is named after famous explorers from Solomani, Luriani and Vilani history. The lead vessel, *Qasar*, is the sole exception, being named after its Luriani designer.

SPECIFICATIONS

Built to TL13 standard, the *Qasar* Class is capable of jump-4 and 2-G acceleration. It has a backup jump-1 drive, and a backup 1-G maneuver drive. The ship also has two powerplants, one Model/4 computer and a Model/2 backup unit. The ship is streamlined (wedge) to allow skimming a gas giant and planetary landfall as well as fuel skimming in oceans. The *Qasar* Class was originally designed in a partially streamlined configuration, but Norton Qasar thought the flexibility of allowing planetfall and ocean refueling in uncharted territory justified the extra cost of streamlining the ship.

Because of its mission profile, the *Qasar* has some defensive capability, sporting two triple sandcaster turrets and two triple beam laser turrets. The turrets are remote controlled from the bridge, allowing all four gunners to be housed in one position to improve fire control.

A Deck

A Deck contains the backup maneuver drive. It can only be accessed from a dropdown ladder from the Boat Bay 1. The deck also has a manual hatch to the exterior of the ship. The Deck is usually not entered by crew unless the drive needs to be activated.

B Deck

B Deck contains the primary powerplant, access to the triple turrets, and voids from both double height Boat Bays. A window allows people to view operations in Boat Bay 1. The front section of B Deck contains most of the staterooms, the Model/4 computer and the bridge. The briefing room is also located behind the bridge. It contains a holographic projector that can be used to display navigation charts, mission charts or even ship schematics, as well as 3-D holographic entertainment and library data. Above the

projector is an observation fairing that gives views into space.

C Deck

A feature of the *Qasar* is its complement of ships vehicles. C Deck incorporates a 20 ton Launch in Boat Bay 2, which is used for missions onto the planet surface. Whilst the Launch is slow (1-G acceleration), it has ample cargo carrying capacity, allowing it to take the Grav-ATV (described in TA-06, Against Gravity) to the surface of worlds. There

Qasar class Scout Cruiser

Class: Starship, Type SC	EP Output: 92 (20 excess), Backup 42 (10 excess)	Battery: Two triple turrets; 6 beam lasers; +5 attack bonus (+5 USP); Damage 5d8. Battery: Two triple turrets; 6 sandcasters; +5 defense bonus (+5 USP).
Tech Level: 13	Agility: 2 (Backup 1)	
Size: Large (1000dt)	Initiative: +2 (Backup +1)	
Streamlining: Streamlined – Wedge	AC: 11 (+2 agility, -1 size) Backup 10	
Jump Range: 4 (Backup 1)	Repulsors: None	
Acceleration: 2 (Backup 1)	Nuclear Dampers: None	
Fuel: 492	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 21	AR: 0	
Staterooms: 16	SI: 250	
Small Cabins: 0	Main Computer: Model/4 (Backup Model/2)	
Bunks: 0	Sensor Range: Long (Model/4) (Backup Short - Model/2)	
Couches: 0	Comm. Range: Long (Model/4) (Backup Short - Model/2)	
Low Berths: 0		
Cargo Space: 58.96	Cost: MCr769.451 (with 20% discount)*	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: Fuel scoops, TL13 fuel purification plant, maintenance shop, three laboratories (Stellar Cartography, Geology, Xeno-biology), sickbay, one Launch, one Grav ATV, three Grav Bikes, two Advanced Bases, 30 sand canisters, deployable solar sail.		

TAS Form 3.1 (Condensed)

* Price excludes small craft.

Ship's Data (Commercial)

CLASSIC TRAVELLER/HIGH GUARD

TYPE SC SCOUT CRUISER

SC-70845-01 Norton Qasar SC-A142442-040000-40000-0 MCr800.22* 1000 tons
All Batteries Bear. 2 2 Crew=21 TL=13
Passengers=0. Staterooms=16. Low=0. Cargo=42.2. Fuel=440. EP=40. Agility=2.
Launch=1. Scout/Courier=1. Grav-ATV=1. Grav-Bike=3.

*Includes 20% discount for quantity and Laboratory cost of 3MCr per Lab.

Excludes cost of Scout/Courier and Launch.

are also three Grav-Bikes (also described in TA-06, Against Gravity) stored in the cargo hold of the Scout Cruiser and two advanced bases for use during planetary missions and emergencies. In some instances, Mission Leaders have opted to take two or three air/rafts instead.

Boat Bay 1 usually carries a Scout/Courier armed with a triple sandcaster turret (Factor 4 in High Guard). This ship has several missions. Primarily, the Scout/Courier is used as a large "Ship Boat" in-system allowing extended missions away from the parent Cruiser. The Scout/Courier will sometimes Jump to neighboring systems to explore, widening the coverage of the mission. The Courier's 20-ton cargo hold is usually filled with supplies for the Long Mission as well.

In extreme emergencies, the Scout/Courier is used as a Jump-capable "lifeboat". Two of its staterooms have been replaced with 24 emergency Low Berths. If necessary, the entire crew can be put into Low Berths and the Scout/Courier crew can possibly Jump back to Imperial territory – assuming there is a jump-2 route available. The Scout Courier retains its air/raft for general use. Depending on the mission profile, some Scout Cruisers will not embark a Scout/Courier – they may take one or two Slow Boats, and allow more room for cargo and supplies.

C Deck contains the three science labs. The Stellar Cartography Lab has a nose-cone window that allows crew stunning panoramas of space. Around the window are sensors and telescopes, allowing observations in the ELF, radar, microwave, infrared, visual, ultra-violet, X-Ray and Gamma Ray frequencies. The Lab is also used for planet-sciences research from orbit, being able to analyze a planet's atmosphere and surface. Extensive computer equipment allows real-time interpretation and storage of collected data. The Lab also stocks 20 Mini-Probes (about 50kg each), which broadcast data from areas the ship cannot safely reach. The probes are generally do not last for long, especially if they are shot into a star or gas giant atmosphere.

The Geological Sciences Lab is as well equipped, enabling on-ship analysis of geological specimens. Safety being a major consideration, an airlock allows the safe transfer of samples from the Launch, Scout/Courier or Grav-ATV to an airlock attached to the Lab.

The Xeno-Biology Lab also contains an airlock from space to allow safe transfer of samples. The Lab also has an airlock into the interior of C Deck, so the entire Lab can be quarantined. It contains extensive equipment to analyze life forms of any kind, from viruses to bacteria, plants and animal species.

A fully equipped Medical Bay is adjacent to the Galley. Minor surgical procedures can be performed there and the Bay is equipped with advanced diagnostic equipment. The Bay is stocked with virtually every medical drug known to ensure any foreseeable emergency can be handled.

While the Cruiser has a backup Maneuver drive, in the event of total drive and powerplant failure, the nose cone has a 1-ton deployable solar sail that can allow the cruiser to "surf" the solar winds. The utility of this device was hotly debated when first introduced, but the value of the sail was demonstrated in 971 when the *Mariniirekhig Udamari* (70845-14) had a system-wide fuel failure, losing both powerplants and drives while investigating a double gas giant in the Aviles system (Peril's Edge/Crucis Margin). The solar sail deployed while the crew frantically worked to restore the fuel system. Acting as a giant spinnaker, the sail kept the ship from taking a gravity-assisted plunge until the fuel system was repaired.

The Deck also houses the Mechanical/Electronics Workshop, which allows the repair of most mechanical and electronic devices. The deck also houses the Jump drives, the backup powerplant, and the primary maneuver drives.

D Deck

D Deck is almost entirely fuel – 440 tons of it. Nestled into the fuel tanks are the rear landing gear bays. Three massive landing gears support the weight of the Cruiser on planetfall. Generally however, the Cruiser will remain in orbit utilizing its powerful sensors, while planetfall is undertaken by the Launch.

The fuel scoops and purification plant are on this deck. The plant is accessed via a manual hatch from C Deck.

Summary

Primary Systems: Jump-4, 2-G, Powerplant-4.

Backup Systems: Jump-1, 1-G and Powerplant-1.

Primary Computer: Model/4. Backup Computer: Model/2.

1 Scout/Courier with triple sandcaster turret (Factor-4), 2 crew and 2 staterooms converted to 24 emergency low berths.

1 20 ton Launch

1 Grav ATV (5 dtons)*

3 Grav-Bikes (.5 dton)*

2 Advanced Bases: (4.2 dtons)

Fuel Scoops and Fuel Purification Plant.

1 8 ton Stellar Cartography Lab.

1 8 ton Geology Science Lab.

1 8 ton Biology/Quarantine Lab.

1 4 ton Electronics/Mechanical Workshop.

1 4 ton Medical Bay.

16 Staterooms.

2 Triple sandcaster turrets organized into 2 Factor 4 Batteries.

2 Triple beam turrets organized into 2 Factor 4 Batteries.

58.96 tons of cargo.

* 3 Pressurized air/rafts or even speeders are sometimes carried instead.

T20 STATISTICS

T20 statistics for the Launch are as per the T20 Handbook, with a single sandcaster fitted in the turret and a 20mm autocannon occupying another position in the turret. The missile magazine area is given over to cargo, increasing cargo volume to 9.1dtons. 500 rounds of autocannon ammunition are carried.

T20 statistics for the Grav-ATV and Grav-Bikes are as per TA 6, Against Gravity. These vehicles are usually carried, but mission leaders have been known to replace them with two or three pressurized air/rafts or even Speeders. The Grav-ATV is also fitted with a 2cm auto-cannon in a ceiling mounted remote turret. 200 rounds of ammunition are carried.

CREW QUARTERS

The Qasar Class normally carries a standard crew complement of 21. The ship has 16 staterooms, all located on the upper deck. There is a mess on Deck C and a briefing room on Deck B with a holographic projector for briefing and entertainment. The crew quarters are separated from the engineering, boat and cargo sections of the ship by bulkheads and airlocks.

There are 21 Crew: 1 Mission Commander, 1 pilot, 1 astrogator, 7 engineers, 1 Doctor, 4 gunners/security (one is also the Grav-ATV pilot) 4 scientists, 2 Launch crew.

The 6 engineers other than the master engineer, and the 4 gunners, all have double occupancy staterooms.

Scout tradition and practical necessity calls for larger ships' complements to be divided into teams, although this does not imply the existence of a formal hierarchy. However, the Mission Leader does have the right to make the final decision on all matters.

Bridge Team

Mission Leader

Pilot

Astrogator

Master Engineer

2 sandcaster battery gunners (Remote turrets – Gunners on the Bridge)

2 laser battery gunners (Remote turrets – Gunners on the Bridge)

Science Team

Astrophysicist

Stellar Cartographer

Geologist

Xenobiologist

Engineering Team

6 Starship Engineers

Support Team

Scout/Courier Pilot (Bunks on the Scout/Courier)

Scout/Courier Engineer (Bunks on the Scout/Courier)

Launch Pilot

Launch Engineer

Doctor

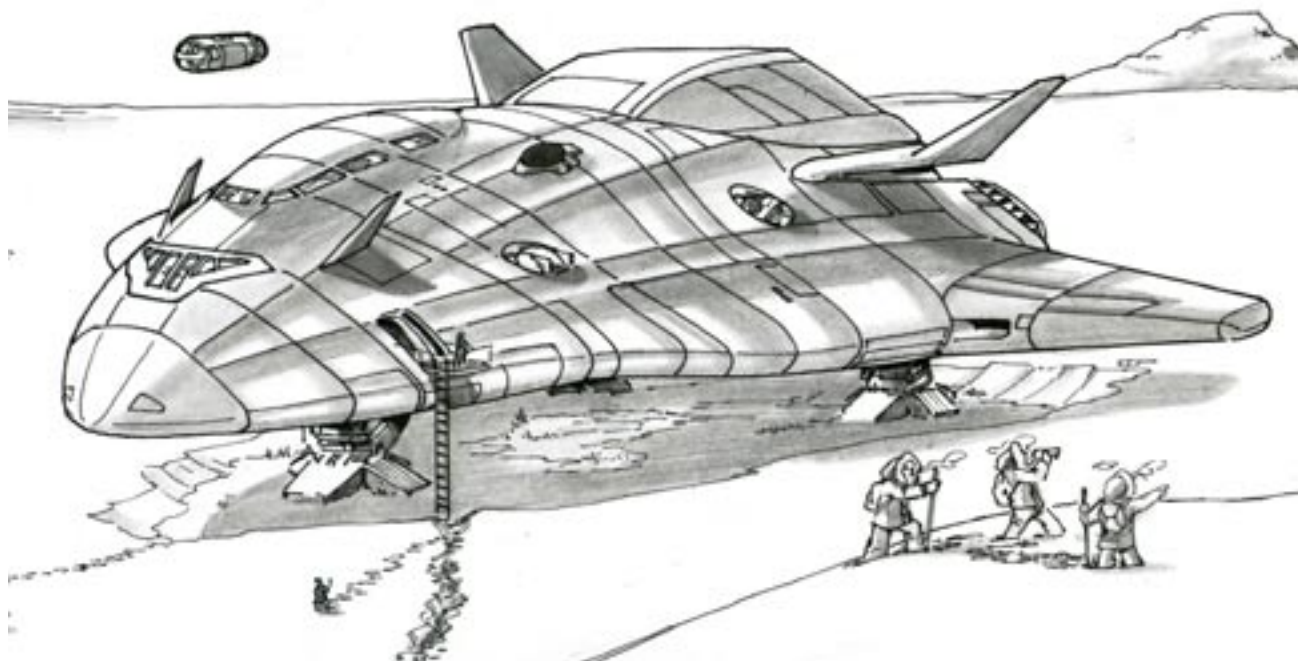
In keeping with Scout Service practice all crew can, to some extent, fill in for other crewmembers.

IISS MINI-PROBE - Intelligent Robot

The Imperial Interstellar Scout Service makes frequent use of mini-probes for survey and reconnaissance purposes. The most common IISS mini-probe is designed around a 50vl airframe chassis, making it roughly identical in size to the standard ship's missile,

TL13 50VL IISS MINI-PROBE

Installed Components	Size	Cost	EP	Notes
50vl Chassis, Airframe	50	200	-	
Drive Train, Grav (2.45751)	-9.83	113,045	-2.4575	6-G (5900kph)
Batteries, Modern	-6.048	45.36	6.3	1 Day
Video Sensors (x2)	-1.6	4800	-0.05	400m
Infrared (x2)	-2	3000	-0.06	
Light Intensification (x2)	-0.4	1000	-0.02	
Auditory Sensor	-0.4	400	-0.02	100m
Magnetic Sensor	-0.5	1000	-0.02	50km
Radiation Sensor	-0.5	1200	-0.02	50km
Densitometer Sensor	-1	750,000	-0.4	5km
Neutrino Sensor	-4	60,000	-1	5km
Radio, 2-way (x2)	-4	600	-0.16	500km
Remote Control System	-5	25	-	Slave unit
TL13 Model/M1 Robot Brain	-13.501	18,000	-0.9	Int 8, Edu 2, Dex +2
Totals	1.221	953,315.36	1.1925	
Software Installed	PP	Cost		
Pilot	1	1000	Pilot +1	
Survey	7	7000	P/Survey +7	
Total Cost: Cr961,315.36 (Cr769,052.288 with 20% design discount)				



thus making missile launchers a convenient launch platform for mini-probes as well. The extensive grav drive train provides thrust equivalent in performance to 6-G maneuver drives, allowing it to reach its destination quickly and perform basic survey work during its twenty-four hours of operation. An extensive sensor array provides an exceptional source for data recovery and analysis, while a built-in slave unit allows surveyors to directly control the details of the survey work being performed. The probe's Model/M1 robot computer core gives the probe the capacity to autonomously perform its duties without direct supervision. Well-equipped military and paramilitary groups may utilize similar probes as recon probes, although more frequently they will employ a variant designed without the rather expensive densitometer sensor. This variant is otherwise identical to the IISS mini-probe, with a markedly lower price tag of Cr169,052.

IISS MINI-PROBE Combat Statistics

Str 0, Dex 0, Wis 0, plnt 8, pCha 0, Edu 3, Soc 0

Initiative: +6 Agility: 6 AC: 16 AR: 0 SI: 10

Off-Road: n/a, Very Slow: 491.5kph, Slow: 1228.75kph, Cruising: 2950kph, Fast: 3686.25kph, Maximum: 5900kph

QASAR CLASS SHIPS IN SERVICE IN THE GATEWAY DOMAIN

Ships are sometimes called by their last name, i.e. *Avverimata*. Their official names are listed below.

The code (S) after the name denotes a Solomani/Terran explorer, an (L) denotes a Luriani explorer and (V) a Vilani explorer.

IISS Registration numbers increase sequentially because they are numbered by order of building in the Sector, not by order of building in the Imperium as a whole. The Daramm Naval Base Shipyard has built all Scout Cruisers of the Gateway Domain, but many components are sub-contracted to Corporations in the Sector. The scout/couriers and launches are new-build models built to standard Imperial design by various Corporations throughout the Sector.

Of the 28 *Qasar* Class ships built in the Gateway Domain, the original ship is now in the Scout Museum in orbit around Daramm, two have been transferred to the Galian Federation Navy, one was destroyed by Corsairs, one was transferred to the Solomani Rim for a special SLM (Special Long-Mission SDEO-SLM-086) and six have never returned from LMs (Long-Missions). 16 are currently in service in the Gateway Domain with one building and one being rebuilt after being attacked by Corsairs. Over 180 Scout Cruisers have been built throughout the Imperium since 917.

LM FAILURES IN THE GATEWAY DOMAIN

GDEO-LM-185 - Roald Amundson. Built in 923, *Roald Amundson* was sent on LM-185 in 927 to the Mische Conglomerate area of Crucis Margin. The ship was last sighted in the Nashchaug Belt. It may be that the ship was a victim of the "Deadspace" phenomenon.

QASAR CLASS SHIPS REGISTERED IN GATEWAY DOMAIN

Name	Service Entry	Current Status (as at 001-993)	IISS Registration
Norton Qasar (L)	917	Retired – in Scout Museum	70845-01
Demar Diapaan (L)	919	Transferred to Galian Navy	70845-02
Swashaska Avverimata (L)	919	In Service	70845-03
Roald Amundson (S)	923	Failed to return from GDEO-LM-185	70845-04
Swanalla Welschew (L)	925	Transferred to Galian Navy	70845-05
Francisco de Coronado (S)	928	Failed to return from GDEO-LM-191	70845-06
Vasco de Balboa (S)	934	In Service	70845-07
Iruraninamire Diruran (V)	940	In Service	70845-08
Amiuduug Amii (V)	944	Failed to return from GDEO-LM-288	70845-09
Jacques Cartier (S)	951	In Service	70845-10
Samuel de Champlain (S)	960	Failed to return from GDEO-LM-337	70845-11
Uukiraagii Ruuki (V)	961	Transferred to Solomani Rim IISS	70845-12
James Cook (S)	961	In Service	70845-13
Mariniirekhig Udamari (V)	965	In Service	70845-14
Hernando Cortez (S)	967	Destroyed by Corsairs in Crucis Margin	70845-15
Reraduug Arera (L)	970	Failed to return from GDEO-LM-401	70845-16
Henry Hudson (S)	973	In Service	70845-17
Ushirkumagedus Hirkaa (V)	974	In Service	70845-18
Ferdinand Magellan (S)	977	In Service	70845-19
Francis Drake (S)	979	In Service	70845-20
Kenaraagi Irken (V)	983	In Service	70845-21
Amerigo Vespucci (S)	983	Failed to return from GDEO-LM-451	70845-22
Gordon O'Scalion (S)	985	In Service	70845-23
Senilis Gaordia (L)	987	In Service	70845-24
Christopher Columbus (S)	988	In Service	70845-25
Louis Jolliet (S)	990	Rebuilding after Damage from Corsairs	70845-26
Gariiniiru Garii (V)	991	In Service	70845-27
Sirarakhisirira Sirarakh (L)	992	In Service	70845-28
Marco Polo (S)		Building	70845-29

Ship's Locker

GDEO-LM-191 Francisco de Coronado. Built in 928, *Francisco de Coronado* was sent on LM-191 – its maiden voyage - in 929 to the Akeena Union area of Gateway Sector on a pure science mission. Its whereabouts and fate are unknown.

GDEO-LM-288 - Amiiduug Amii. Built in 944, *Amiiduug Amii* was sent on LM-288 in 958 to the world of Alphaaric in the Gateway Sector, home of the alien Faar race. Although later Scout missions to Alphaaric revealed that the ship arrived and stayed for three months, but *Amiiduug Amii* was not heard of again after it started its long trip home.

GDEO-LM-337 - Samuel de Champlain. Built in 960, *Samuel de Champlain* was sent on LM-337 in 970 to the Beta Quadrant of the Glimmerdrift Reaches to study the Glimmer Drift clouds. The ship never returned.

GDEO-LM-401 - Reraduug Arera. Built in 970, *Reraduug Arera* was sent on LM-401 in 982 to The Beta quadrant of Crucis Margin to chart systems around the Mercantile Concord. The ship never returned. It was last sighted in orbit around Tsung (Outrun/Crucis Margin).

GDEO-LM-451 - Amerigo Vespucci. Built in 983, *Amerigo Vespucci* was sent on LM-451 in 988 to the Gamma Quadrant of Crucis Margin to investigate unusual stellar phenomena in the Syzlin Republic. The ship never returned.

Uukiraagii Ruuki. Built in 961, *Uukiraagii Ruuki* undertook LMs into the Glimmerdrift Reaches before being transferred to Solomani Rim IISS in 978 for Special Long-Mission SDEO-SLM-086. The mission was to explore rimward through the uncharted territory of the Malorn Sector. Special permission was obtained to move the ship through Solomani Confederation Space to the rimward border of the Confederation. There was a covert purpose for the mission – to try to make sense of the lack of Solomani rimward expansion. The mission lasted 5 years, returning in 983. Mission records, reports and findings have been classified by the IISS.

MAJOR VARIANTS

Vasco de Balboa (70845-07) is one of the oldest Scout Cruisers in service. It is used for shorter duration missions in Gateway Sector, so consequently has had its Scout/Courier removed and replaced with two 30 ton Slow Boats. Part of Boat Bay 1 has been converted into staterooms to house the extra Boat crews.

Demar Diapaan (70845-02) and **Swanalla Welschew** (70845-05) were transferred to the Galian Navy in 980. The ships were renamed *Galian Delta* and *Galian Prime* respectively. They had the Scout/Courier removed and, due to their high Jump capability, were refitted as rapid-reaction Marine transports. Two additional Beam Laser turrets and two additional sandcaster turrets were fitted. Boat Bay 1 was turned into accommodation for 55 Marines. The Cargo Bay was refitted to house five Grav-APCs. The Launch was retained.

Jacques Cartier (70845-10) has, on at least eight occasions, been used by the Imperial Navy for cross-border patrols under the guise of a Scout Service vessel, for the purpose of obtaining intelligence on K'kree movements in Gateway Sector. Despite protests from the Scout Exploration Office, the ship has been engaged in such missions at least once every five years for the last 30 years. The ship has been modified with secure computer banks, intelligence gathering instruments replacing the stellar-cartography lab, and Imperial Navy Intelligence personnel manning all bridge positions on such missions. [Classified Information]

The Scout Cruiser's Locker contains extensive equipment designed to ensure survival in any terrain on any type of world.

Contents:

10 Artificial Gills
10 Oxygen Tanks
21 suits of Advanced Cold Weather Clothing
21 Personal Ice Terrain Kits
21 Personal Desert Terrain Kits
21 Personal Survival Kits
21 NBC Suits
21 Filter Masks
21 Combination Masks
21 TL-12 Vac suits
2 Vac suit Thrust Packs
6 Thrust Pistols
21 TL-12 Hostile Environment Suits
5 Bulkhead Patches
10 Vac suit Emergency Kits
2 Iris Valve Openers
1 NBC Alarm
1 Chemical Analysis Unit
1 Combination Analysis Unit
500m of Rope
500m of Cable
6 Hand Computers
5 Magnetic Compasses
6 Inertial Locators
4 Language Translators
6 Long Range Communicators
15 Medium Range Communicators
5 Radiation Counters
5 Atmosphere Testers
10 Binoculars
5 Water Filtration/Distillation Units
1 set of Laser Cutting Gear
10 Light Intensifier Goggles
1 Rescue Tool Set
1 Metal-Working Tool Set
1 Woodworking Tool Set
2 Electronic Tool Sets
2 Mechanical Tool Sets
1 Engineering Tool Set
3 Personal Mediscanners
3 TL-13 Field Medical Kits
10 First Aid Kits
1000 Chemical Light Sticks
2 Fusion Stills
2 Advanced Bases
11 Pressure Tents

11 Tents
21 Sleeping Bags
5 Grav-Belts
21 rescue balls in the airlocks around the ship.
12 Carbines – 2000 rounds of ammunition
21 Snub Pistols (usually carried by each crewmember).
2 Flak Jackets
6 Laser Pistols
15 Blades

The *Qasar* In IISS Use

Qasar Class Ships can spend up to three years (and sometimes more) away from Imperial Borders. They sometimes return with injured crew, fatalities or even new crew recruited along the way. Occasionally the ships do not come home for a variety of reasons. Most return with extraordinary tales of new worlds, alien races and cultures, unexplained phenomena and new opportunities, both personal and for the IISS. This is the true world of the Scout, and as such Scout Cruiser positions are highly sought after.

Service aboard a Scout Cruiser is a chance to explore beyond the frontiers of the Imperium, and is reckoned to be more interesting than recharting known worlds, updating the Imperial Grand Survey Databanks, or wasting away on an Xboat Tender refueling Xboats. Scouts on Detached Duty sometimes request reactivation to join a cruiser crew. The Exploration Office looks favorably on such individuals due to their decades of experience and relative lack of ties to family or any one system. The Exploration Office will also fill Gunner, Engineer and even Bridge positions with ex-Imperial Navy and Marine personnel, particularly when there is a personnel shortage. Such shortages usually occur in wartime, as Scout ships take up routine duties usually performed by Navy ships. Such is the case in 993, with the Solomani Rim War raging. The Mission Leader will always be a Scout, however.

A *Qasar* Captain will normally be given a destination subsector to explore in detail during a Cruise or "Long-Mission". Depending on the distance from the Imperial Border, the trip to the area could take months or sometimes years for special missions. These "Super-Long-Missions" have been mainly undertaken to rimward. One *Qasar* Cruiser, the *Bertrand Russell*, even reached the edge of the local galactic arm, but it took six years to jump there, and as long to return.

Upon their return, *Qasar* ships are usually laid up in dry dock for 3-6 months being thoroughly overhauled (the "O-Check") and readied for the next mission. Every system is checked and replaced if not working perfectly. No chances can be taken with such overhauls.

Orders to Mission Leaders are necessarily general and scanty on specifics. There will be reference to the target area's exploration priorities: for instance "Make First Contact with Sophont Race rumored to be in system coordinates 0708" or "investigate Gamma-ray Activity in the 2307-3707 systems for possible Supernova activity". But there will not usually be any more detail. The job of the Scout Cruiser is to obtain the details!

Great reliance is placed on the ability of the crews to handle any situation. Scout Service Exploration Office Training provides guidelines for the following situations:

- First-Contact with Sophonts (Sentient) Alien races and Cultures.
- Stellar Cartography and unusual Stellar Phenomena (Nebulae, Asteroid Fields, Dwarf stars, Supernovas, Neutron stars, Black holes and other phenomena).
- Exploring High-G and Low-G worlds.
- Exploring worlds with no, trace or insidious atmospheres.

- Dealing with Starship equipment failures without the use of a Starport repair facility.
- Psychological training to deal with long periods on the ship and in alien surroundings, and what Scout psychologists call "NFS-psychosis", a yearning for Normal Familiar Surroundings. NFS-psychosis has been known to jeopardize Scout Cruiser missions as crewmembers mutiny and turn the ship back home, particularly on LMs lasting over 18 months.
- Defense against attack, both personal and shipwide. On a personal level, all Scouts are trained in self-defense with a variety of weapons, and defensive ship tactics are emphasized, utilizing maneuver and sandcaster defenses. While the Scout Service is not the Imperial Navy, and Scout Service personnel are trained to avoid adopting an offensive posture where possible, self-defense is another matter and is encouraged.
- Training in extreme ship emergencies (explosive decompression, powerplant failure, Misjump, exploding fuel, computer failure and other extreme emergencies).
- Medical Procedures to deal with contact with Alien Races, Viruses and Bacteria.

The galaxy is a huge place and the Imperium covers only a tiny fraction of it. Discovering the rest is the stuff of LMs aboard Scout Cruisers such as the *Qasar* Class Scout Cruiser. The class has an exciting and eventful service life, and berths aboard are vigorously competed for.

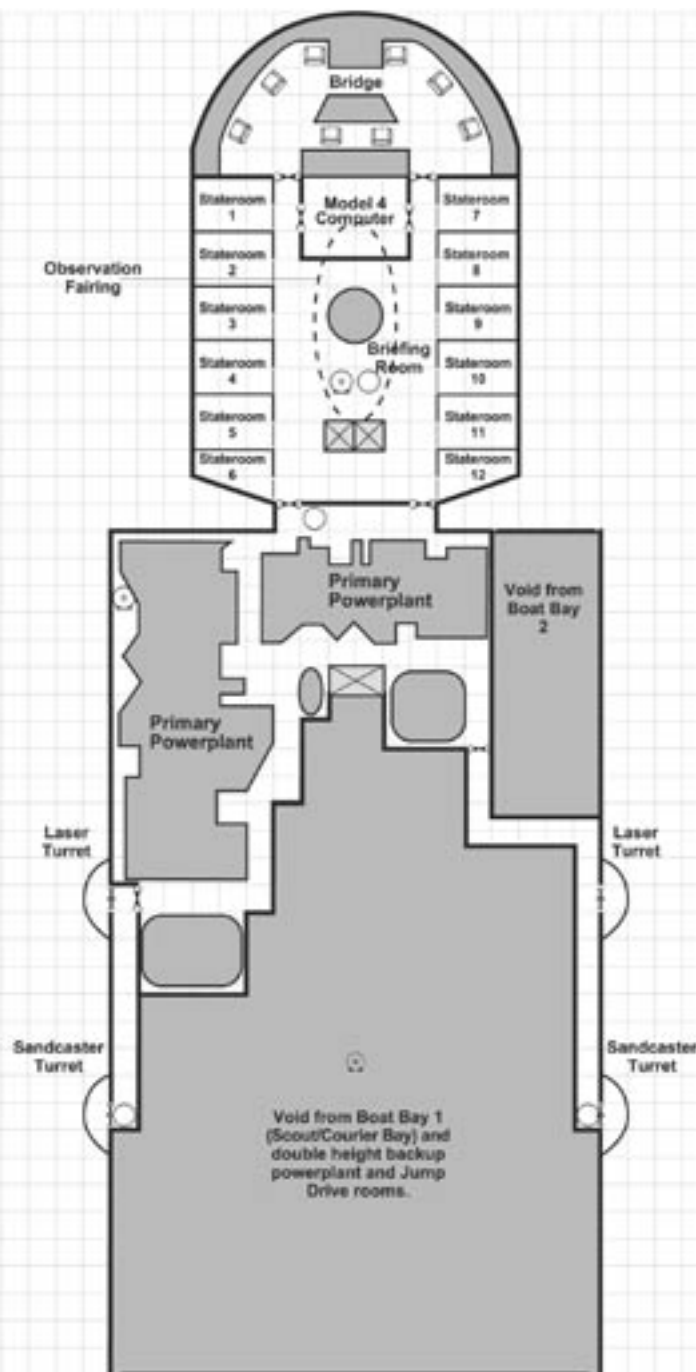
**Qasar Class
Scout Cruiser
B Deck - 3136m³**

- Crew Deck
- Powerplant

Legend

- 1.5m Square
- Bulkhead
- Interior Wall
- Sliding Door
- Maintenance Hatch
- Crew Station
- Iris Valve
- Manual Hatch
- Overhead Iris Valve
- Floor Iris Valve
- Floor & Overhead
- Floor Hatch
- Overhead Hatch
- Floor & Overhead
- Lift Shaft

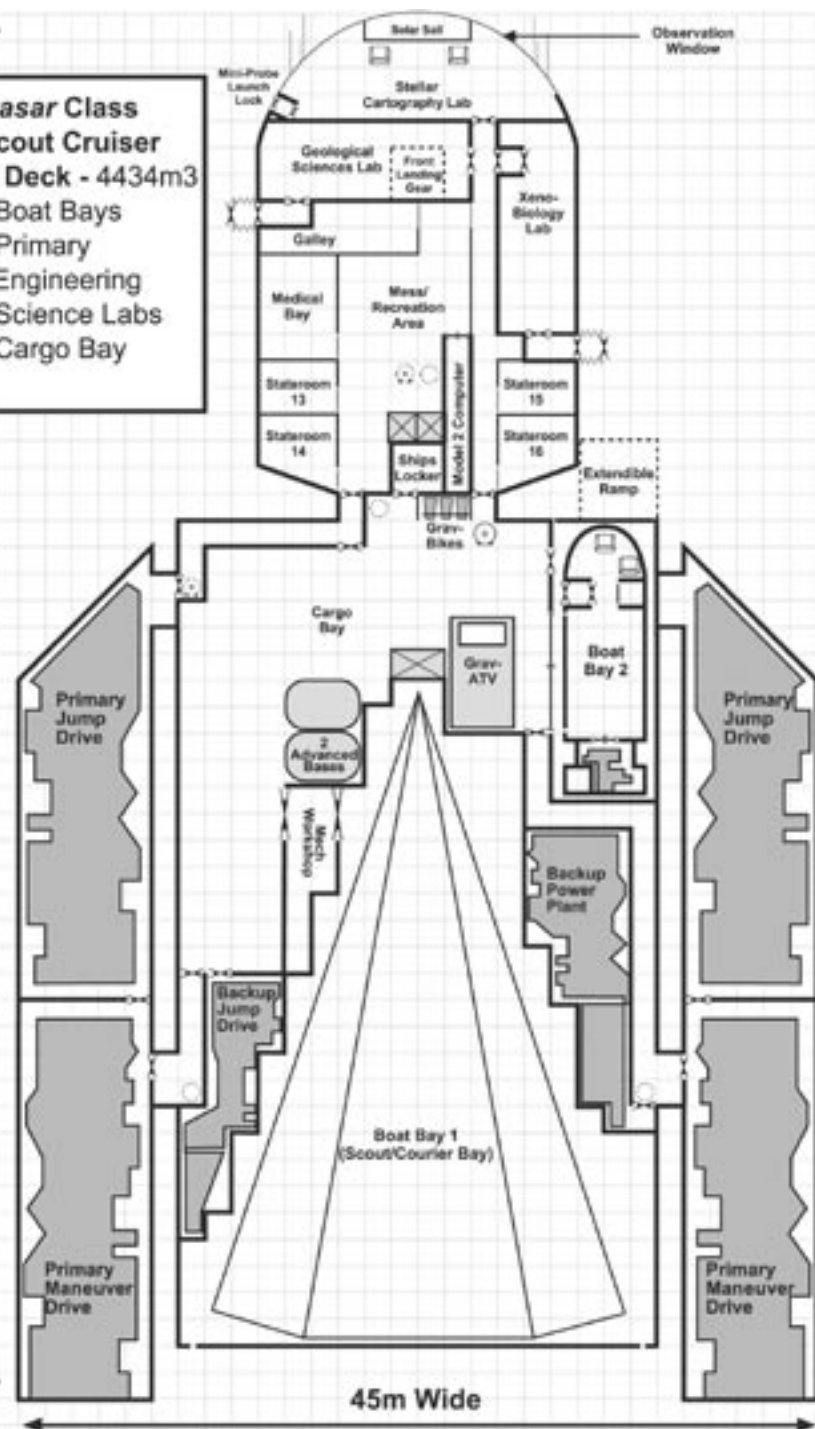
**Qasar Class
Scout Cruiser
A Deck - 270m³**



**Qasar Class
Scout Cruiser
C Deck - 4434m³**








- Boat Bays
- Primary Engineering
- Science Labs
- Cargo Bay

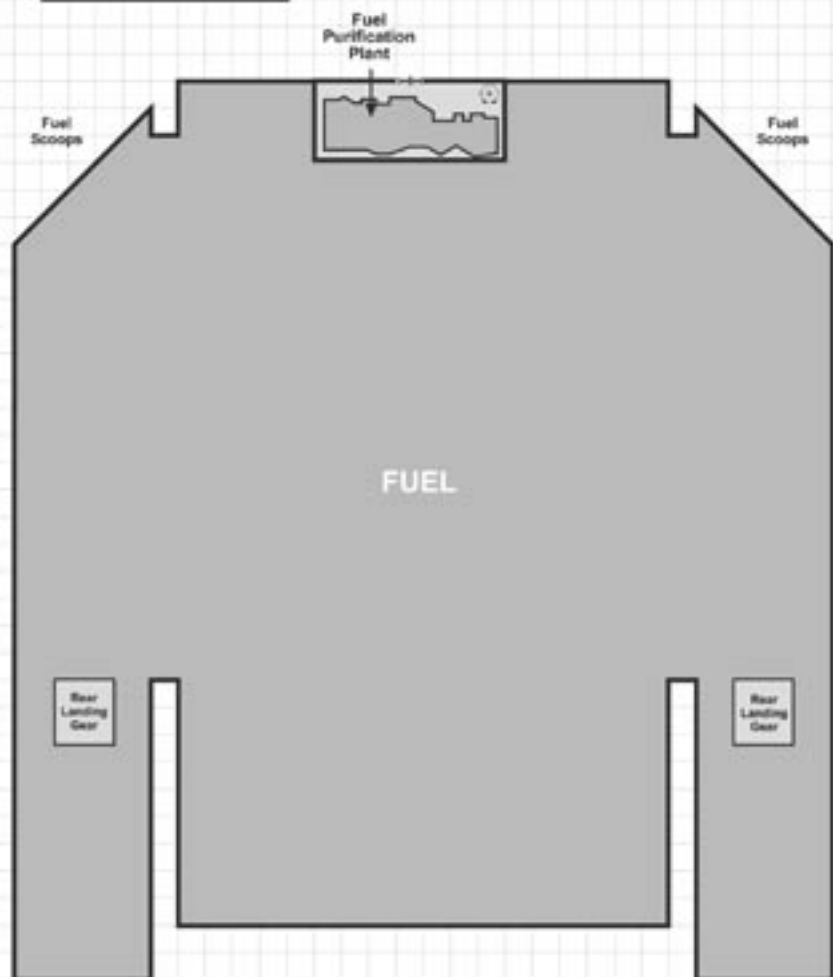
79.5m Long



45m Wide

**Qasar Class
Scout Cruiser
D Deck - 6160m³**
Contains 440 tons of fuel - Double Height Deck in the nacelles. 1.5m Height Deck on the Centerline Section.

Legend	
	1.5m Square
	Bulkhead
	Maintenance Hatch
	Manual Hatch
	Floor Hatch
	Overhead Hatch
	Floor & Overhead



EPIC Adventure: The Rescue of the *Iruraninamire Diruran*

Referee's Overview

The IISS (Imperial Interstellar Scout Service) is preparing a 1000-ton *Qasar Class Scout Cruiser*, the *Henry Hudson* (70845-17), for Long-Mission GDEO-LM-568 into the Rift from Kimirk (Noir Deep Subsector).

The characters should arrive at the Highport of Kimirk and find out that the Scout Service is looking for Scouts and other Imperial Armed Forces personnel for a Scout Mission into the Rift, beyond the Imperial Border. Double normal pay is offered, standard practice for Long-Missions. One character should be a Scout that is allocated the role of Mission Leader. The characters should be allocated crew positions appropriate to their skills. It would be anticipated that most characters become bridge crew, but this is not necessary. All NPC positions are Scouts.

GDEO-LM-568 is a different kind of Long Mission. The IISS has a Scout Base on Impress, deep in the Rift. Another *Qasar Class Scout Cruiser*, the very old *Iruraninamire Diruran*, usually maintains this base. However, eight weeks ago the ship did not arrive back at Kimirk on its regular run. Contact has been lost with the Scout Base as well. *Henry Hudson* is to be sent to Impress to ensure the Scout Base is operational and try to locate its sister ship. Moreover, the "O-Check" on the *Henry Hudson* is not yet complete – the ship is bound to suffer malfunctions.

The characters will encounter the following over the course of the next few months – in an order congruent with the Acts and Scenes outlined later in this Adventure:

- Jump from Kimirk to Waystation 2309.
- Jump from Waystation 2309 to Waystation 2509. Deep Space Logistics LIC runs both Waystations. A heavily modified Subsidized Merchant from the ailing Fringe Factors LIC shipping firm is berthed at either Waystation 2309 or 2. The Scouts become involved in a dispute over refueling costs between the Fringe Factors Crew and the DSL, which threatens to turn very nasty, and could considerably delay the Scouts. It must be resolved quickly.
- Jump from Waystation 2509 to Ir Ferith. Refuel at the Starport, and Jump onto Impress.
- Investigation of the Impress Scout Base, a converted 1000-ton Xboat Tender that orbits the primary world. It appears intact but has no power or life-signs. A search of the base and scans of background radiation reveals a natural catastrophe has occurred. Some sort of solar disturbance has fried the base, the personnel and the computers.
- There is no sign of the *Iruraninamire Diruran*. Sensor data suggests recent Jump activity in the last few weeks, but no sense of direction.
- The *Henry Hudson* should set off into the subsector, investigating each world in turn. The ship will encounter local inhabitants and Governments, but virtually no starship traffic. TL 8, 9 and A worlds will have some armed Free and Far Traders and small craft, but little else. The Scout Cruiser will encounter a Lab ship of Imperial Design carrying the flag of the Hochiken People's Assembly. The characters may act aggressively towards the Lab ship, to the lasting detriment of the Imperium. But the ship contains some nasty surprises for any characters foolish enough to take it on,

and the surprises are not of the "packing fusion weapons" kind either.

- The *Iruraninamire Diruran* is actually intact, drifting aimlessly with no power in one of the systems in the subsector. The freak solar incident on Impress caused a Misjump, with catastrophic consequences for the crew. The *Henry Hudson* should eventually find the ship, drifting but possibly salvageable, caught in the gravitational pull of a gas giant. The *Henry Hudson* only has hours to perform the salvage.
- The final task of the Long-Mission is to Jump safely home. But there more surprises in store. The *Henry Hudson* is in the middle of an O-check. It should never have left dry-dock. Months of continuous use of unrefined fuel mean the chances of Misjumping continue to increase, and those pesky malfunctions keeping on occurring...

A Note On Skipping: Referees will sometimes play with a rogue who wishes to steal the shiny starship so kindly lent to them by a benevolent Imperial organization. The problem here is that the *Henry Hudson* is crewed entirely by Scouts. The Scouts will actively, and violently, resist any attempts to "steal" the ship, especially if the primary mission has not been completed. If the characters do "neutralize" the crew somehow (and it would be a mighty firefight), the *Henry Hudson* is in desperate need of a TL13 Starport overhaul facility. Its malfunctions worsen with every passing week, and cost of completing the O-check is in the tens of millions of credits – assuming there are any TL13 A class starports in the Rift, which there are not. In short, skipping with the *Henry Hudson* is stupidity. If the characters insist on going down this path, ensure the Scouts are armed at all times, win the fight between the characters and the Scouts by any means possible, and teach them a lesson.

Rumors

These rumors are to be used when characters are questioning others they encounter in the course of the adventure.

Referees may use these rumors to spark further adventures or to mislead the characters as false rumors. Or they may simply be used to create “atmosphere” in the game.

- Deep Space Logistics LIC is engaged in a Trading War with Fringe Factors LIC.
- New Durbin’s oppressive Government has recently been courted by the Hochiken People’s Assembly. A Mission from Hochiken has apparently been established there.
- Decades ago on Dafoe a space-borne virus (not a bacterium) carried onto the planet by meteor shower, wiped out half the population.
- A Mercenary Cruiser from Deep Space Logistics LIC was recently spotted moving through the subsector to trailing, towards the Hochiken People’s Assembly in Gateway Sector.
- New Durbin’s Armed Forces have become increasingly anti-Imperial since the overthrow of the Chiefs of Staff a decade ago.
- Two Seekers apparently found zuchai crystal deposits on the primary Gimmick world recently, but the ships have not been spotted since.
- There have been some strange stellar incidences - flares and radiation bursts in some of the star systems of the Zagrathian subsector in the last decade. It is not known what is causing these disturbances.

Plots and Episodes

ACT 1: MISSION GDEO-LM-568

The Characters take command of a Scout Service rescue mission beyond the Imperial Border.

SCENE 1: RECRUITMENT (KEY SCENE)

Feverish activity is occurring at the Shipyard in orbit around Kimirk (Noir Deep/Ley). Kimirk is an agricultural low tech world on the trailing border of the Imperium. Its B Class starport is well equipped, and has an extensive shipyard, primarily leased to the IISS (Imperial Interstellar Scout Service). The IISS is preparing a 1000 ton *Qasar* Class Scout Cruiser, the *Henry Hudson* (70845-17) for Long-Mission GDEO-LM-568 into the Rift. Built in 973, the *Henry Hudson* has, for the last 20 years, been engaged in Exploration Missions (Long-Missions) for the Scout Service into the Gateway and Crucis Margin Sectors. Along the way, the ship has mapped uncharted worlds, discovered new alien species, and had the odd brush with Corsairs and other undesirables. But *Henry Hudson* has survived, returning to Imperial space each time. She has been overhauled many times, and was in the middle of another overhaul when the Scout Service hastily called her into service for an urgent LM.

Characters should arrive at the Highport of this world and find out through Scout Service advertising and rumors that the Service is looking for Scouts and other Imperial Armed Forces personnel for a Scout Mission into the Rift, beyond the Imperial Border. Double normal pay is offered. One character should be a Scout that is allocated the role of Mission Leader. The Scout office is located at the Highport, so it is easy to obtain an interview.

Assuming the characters are of the intended caliber, they are signed on to the crew by the local Exploration Office representative, Dr Marlene Mawcowsci, an older, very experienced Scout in her 60’s with 10 LM Mission badges lined up on her wall. Mawcowsci calls an urgent briefing at the Scout Office. The characters are allocated crew positions in deference to their skills. It would be anticipated most characters become bridge crew, but this is not necessary. All NPC positions should be filled with serving scouts.

This is a different kind of Long-Mission however. The IISS maintains a Scout Base on Impress, deep in the Rift. Another *Qasar* Class Scout Cruiser, the very old *Iruraninamire Diruran*, usually maintains this base. But eight weeks ago, the ship did not arrive at Kimirk on its regular run. The Rift is navigable through a series of Scout-funded fueling stations. The stations are located at 2309 and 2509 and allow a Jump-4 ship to navigate the Rift. The nearest available Scout Service ship with the required range is the *Henry Hudson* and, while not a military ship, is being sent to Impress to ensure the Scout Base is operational and to attempt to locate its sister ship. The sensors on the *Henry Hudson* will hopefully be of great use in the search mission.

Mawcowsci offers the following potential scenarios for the whereabouts of the *Iruraninamire Diruran* and some additional information:

- The ship has misjumped, and is in another system, deep space, or has been destroyed.
- The ship (and possibly the Scout Base) has been attacked by Pirates, a Solomani ship, or even ships from the Hochiken People’s Assembly to trailing.

- The ship (and possibly the Scout Base) has been destroyed by some natural catastrophe. The Base was established a decade ago to act as a forward base for further exploration of the subsector and Gateway Sector further to trailing. It was also established in the Impress system because of some unusual stellar phenomena occurring with the system's sun. During the setup phase, some Base personnel fell ill and died of mysterious illnesses. The cause was attributed to radiation spikes in the Solar Wind, but enhanced safety protocols ensured no further deaths have occurred. There may also be a local contagion, yet to be identified, that has become active again. Caution is advised.
- The Scout/Courier is not to be carried for this mission. There are few places in the rift a Jump-2 vessel can travel, and the extra space will be needed for any salvage attempt. Thirty Low Berths have been installed in case bodies or live people need to be transported.
- The "O-Check" on the *Henry Hudson* is not yet complete. A tour of the ship after the briefing reveals a state of utter confusion. Scout Engineers are crawling through every shaft, and what seems like miles of fiber-optic cable snake through the decks. Panels are open, the engineering rooms are a hive of activity. The crew is assured all basic systems will be operational in time for launch, 48 hours from now.

The characters are truly jumping into the unknown.

Referee:

The rest of the crew will be Scouts. Their statistics are in the Cast of Characters Section. If possible, one of the Bridge crew (chief engineer, Astrogator or pilot) should be roleplayed by the Referee. The Referee should also make great play of the above "what-if" scenarios. Any may be true. Indeed, they all may be true. It is the job of the Scouts to find out what's going on out there.

SCENE 2: SCARE-MONGER (KEY SCENE)

The characters are relaxing in Scout office or the Highport before the mission when an elderly human with long white hair approaches them. The man introduces himself as Alexander Shearief, who claims to be a retired Scientist from the Scout Service. He opens his coat and shows his mission badges, going back 40 years. It seems he is genuine. Alexander asks if the group knows anything about the rescue mission into the Rift. Regardless of whether the characters reply positively or negatively, he tells the group of his experiences in the Rift.

"Boys – you are boys aren't you? By Cleon's porcelain throne, I wish I was young again! All those pretty young Vargr! Anyway, did you know I was on the very first mission to the Gateway Sector in a *Qasar*? It was the... *Jacques Cartier*, yes, still in service I believe, somewhere in Glimmerdrift these days – have you heard of that Deadspace phenomenon? Terrible that. Imagine being stuck in Jump for 20 years..."

Alexander stops, looking out the window into space outside. "I was on the *Jacques Cartier*, 30 years ago. We were trailing a meteor storm headed for the planet – can't remember the name of the system. I'm sure it was in the Rift. These balls of rock appeared to have life growing on them! Imagine that! Life, in absolute zero temperatures! How is that possible?"

After a suitably dramatic pause, he goes on, "I was in the microbiology lab, attempting

to get good readings of this stuff growing on the meteors. They weren't large enough to cause damage, but they sure looked impressive hitting the atmosphere. Most burnt up, but some landed on the planet surface. The inhabitants... humans, like us. They never stood a chance. We watched helplessly from orbit as this bacteria spread over the planet's ecosystem, airborne, multiplying in vast numbers in the oxygen. Humans lasted minutes after breathing it in. They just internally combusted. We were desperate to come up with an antidote. We tried everything – we wanted to evac some of the population, but it was too dangerous. They had some primitive spacecraft, and some 20 or so managed to reach orbit. We tested them for contamination, and offered them safe haven. Imagine that. Those survivors saw their entire planets' population wiped out by a bug. 30,000 people. All the animals too. Only plant life was left untouched. The bug seemed to wipe itself out after it had killed everything. After a month, harboring the survivors in our cargo hold, we found no trace of the bacteria. The survivors resettled on the planet..."

If the characters press for further details, the scientist gives a rundown of what he discovered. The bacterium is dormant in space, is immune to heat and evidently cold, feeds on oxygen and multiplies at a rate faster than any organism in the Imperial and Vilani Medical Databanks – doubling its population every 10 seconds. It can overwhelm the ecosphere of a planet in days. Then it consumes itself, leaving no trace behind. Alexander named it Asmodeus after a Terran devil. His final thought is terrifying. "Imagine someone harnessing it as a weapon." It would be the ultimate biological weapon.

The characters turn up the next morning for the start of the mission. The ship moves to 100 diameters. Astrogation is locked in for the Rift, Waystation 2309 run by Deep Space Logistics, the first refueling stop.

Referee

Alexander is genuine – his experiences were real, and he does have a genuine concern for anyone entering the Rift. His long experience of the Rift, and beyond, should serve to warn any rash young characters that places beyond the border hold many dangers. But the bacterium – if it can be found – could be developed into a devastating weapon. How can it be destroyed, and why can this organism not be destroyed by heat?

ACT 2: THE GREAT DEEP

The Henry Hudson crosses the Lesser Rift.

SCENE 1: WAYSTATION CONFRONTATION (KEY SCENE)

The *Henry Hudson* emerges from Jump in the Rift. Instead of system data filling the sensor screens, one little blip appears on the screens – Deep Space Logistics Waystation 2309. Essentially a series of 500 ton fuel spheres connected in a line to a converted Subsidized Merchant (the “Hub”), the Hub acts as a docking point for ships. Up to four ships can be docked on the Hub at any one time, taking on fuel. Manned by five DSL employees, these loners stay on-station for six months at a time. It’s a lonely, dirty job, but it apparently pays well.

At either Waystation 2309 or 2509 (Referees’ choice), the *Henry Hudson* detects a 400 ton Frontier Trader docked at the Hub. Pulling in alongside to dock with the Hub, there is no response to repeated hails to Hub Control. The lights are on, but nobody’s home.

The characters enter the station to get their fuel lines hooked up. But upon entering, they encounter shouting and arguing in the corridor. Several men, all sporting snub pistols and blades, are shouting at each other. A man in a DSL uniform, Station Commander Lawrence Dillamore, turns to the characters. “And what the hell do you want? I guess you are expecting fuel then are you?” A man with a Fringe Factors LIC badge shouts at Dillamore. “Well that’s just typical! What an utterly ridiculous attitude! Just give the Scouts their fuel you idiot!” The Fringe Factors man turns to the Scouts. “DSL won’t sell me the fuel we need. How am I going to be able to Jump anywhere?”

The characters may choose to reason with the two factions, using a contested challenging Liaison skill check (DC 35). Or they may choose to ignore the argument and get on with refueling. Since the Scout Service contracts DSL to maintain the Waystations, the Scouts have every right to demand whatever they want. If the characters insist on being refueled immediately, they will get what they want. Sullen DSL technicians who look like they have been attacked by vampires refuel their ship.

Referee

If the characters choose to try to reason with the two parties, it only makes the situation worse. Guns end up being waved around by both sides, and the wise will choose to withdraw and stay out of the argument. If the characters persist, shooting may occur, with the characters in the middle. The key is to get to Impress as soon as possible, not solve corporate disputes. If the characters are involved in a fight and Scouts are injured or even killed the IISS may choose not to renew the DSL contract. Fringe Factors may be able to take the contract and escalate the commerce war between the two companies.

As the *Henry Hudson* leaves the refueling station, it will be noted the Fringe Factors ship is still docked, obviously still demanding its fuel. There is obviously a deep-seated rivalry going on between the two corporations.

SCENE 2: BREAKDOWN? (KEY SCENE)

After the first Jump, the *Henry Hudson* should start having problems caused by its unfinished O-Check. Each week, both during Jump and while in normal space, roll once on the table below. After one month, roll twice on the table each week. After two months, roll twice on the table each week and add one to the die roll. The referee may choose to have these events occur simultaneously or sequentially. Some of these breakdowns

are more annoying than serious, but they become more numerous in number, tie down crewmembers and keep everyone on their toes. The higher the roll, the more serious the breakdown. If precautions are not taken, some breakdowns will kill or maim. For all breakdowns, repairs can be effected in 1D6 hours if a Formidable (DC30) task roll is achieved, with appropriate DMs applied. If the result is a great success, the problem is repaired for the duration of the mission.

TABLE: RANDOM BREAKDOWNS: (1D20)

- 1-4 On this watch, The *Henry Hudson*’s systems hold together.
- 5 Lights flicker intermittently in the Cargo Hold, making it difficult to read computer screens and inventory lists.
- 6 The docking Arm on C Deck to the Geological sciences Lab retracts and extends for no reason.
- 7 The Galley’s ovens overheat, causing a fire.
- 8 The Iris Valves to the bridge operate intermittently, opening and shutting randomly.
- 9 The ships’ shipwide communications system malfunctions. Communication on ship has to rely on short-range communicators. Repairs take 1 hour.
- 10 The Backup Maneuver Drive suffers a breakdown (does not affect the Primary drive). Repairs take 1D6 hours.
- 11 A Fuel leak on C Deck fills the port Maneuver drive nacelle with hydrogen. A roll of 1 on D20 sparks a fire in the nacelle. Automatic fire suppression systems put out the fire, but the maneuver drive is rendered inoperable for 1D6 days. Any crew in the nacelle must roll to see if they escape, DM dexterity and stamina for CT. The task to escape is a DC20 roll.
- 12 The Backup Powerplant Drive suffers a breakdown (does not affect the Primary drive). Repairs take 1D6 hours.
- 13 The Cargo Bay Lifts malfunction, stopping between floors, or ceasing to work at all.
- 14 The forward landing gear extends without command, or if extended (i.e., on-planet), retracts without command, causing 1D6 damage to the surface of the ship as the nose drops onto the alien landscape (or starport landing pad). If extended, repair takes 1D6 hours. If retracted, the ship has to lift off first and a difficult repair instigated from outside the ship while in the air, using the Grav ATV, Grav-Bikes or Grav-Belts.
- 15 The Fire Suppression system in the Stateroom area of B Deck operates without command, filling the air with deadly gasses. Any crew in the area are rendered incapacitated for 1D20 rounds. The gas takes 1D6 hours to clear.
- 16 The ship’s primary sensors malfunction, rendering them inoperable. Repairs take 2D6 hours.
- 17 The Backup Computer reboots without command input, rendering it useless for any operations. Repairs by a computer technician take 1D6 hours.
- 18 The Primary Maneuver Drive suffers a breakdown (does not affect the backup drive). Repairs take 1D6 hours.
- 19 Iris Valve 34V on Deck C, joining Boat Bay 2 with the Cargo Hold, opens without command. If Boat Bay 2 Space door is open, the Boat Bay and Cargo Hold suffers explosive decompression with potentially disastrous effects.
- 20 The primary powerplant suffers a Breakdown. If the ship is in Jump, the backup powerplant automatically goes online and the Jump continues, but less power is available for systems. Repairs take 1D6 days. If the backup powerplant also fails, the

ship will be destroyed as its Jump field collapses.

SCENE 3: BRIBES

An unremarkable asteroid system, Ir Ferith (D000634-9) is home to 400,000 humans of mixed Vilani and Terran descent. Most live on a large asteroid orbiting the only gas giant, affording spectacular views for those lucky enough to get surface apartments. Settled for over 800 years, a ruling Council of senior miners runs the system, making all major decisions. There is, however, considerable unrest over the way the system is being run, particularly the lack of equality in its treatment of citizens, and a lax attitude towards law enforcement. The “Lower Quarter” – the interior of the primary asteroid, is home to assorted scum, vermin, all manner of aliens and outcasts known as the “Toads”. As you move towards the surface, the higher the class of people, and the greater the wealth. The wealthiest live on the surface, known as the “Toppers”.

The Starport is a busy place, although primitive. It rests on the surface of the asteroid. At any time, up to four Far Traders are in-system, as well as old mining seekers. The Far Traders provide a vital link between Ir Ferith and Impress, which feeds Ir Ferith’s population.

The *Henry Hudson* may choose to bypass Ir Ferith or search for clues there. The starport is filled with star-jockey wannabes and rogues, most looking for a way to get off-planet and out of the rift. As the *Henry Hudson* docks in a large hanger, inquisitive people surround it. As the characters make their way to the Starport customs, people beg them for passage off-planet, offering Imperial credits, land holdings on other worlds, deeds to large asteroids. One man, well dressed, approaches the characters. He gives no name, but offers Cr30,000 for passage offworld. “I’ll go anywhere – just don’t leave me here!” An old woman holds a little girl up to the characters. “Take her – please! She’ll have no life here on Ir Ferith! She’ll work in the mines – die young! Please! Take her!”

Obviously the Starport receives few ships other than its fleet of Far Traders. According to IISS records, Scout ships usually bypass the planet.

The characters are free to accept the bribes, or accept nothing and take the needy, but the only room on the ship is in the Low Berths. In addition, the only things of value being presented are credits. Characters who accept deeds to land or mining rights are in for a disappointment. The risks of Low Berth travel are real however, and revival is not guaranteed.

Customs officials will be curt but professional, and confirm that no Scout ships have been in-system for over a year. Many rumors can be heard from people at the Starport, none of which relate to Scout activities in the region.

ACT 3: SCOUT BASE

The Henry Hudson arrives at Impress to find the Scout Base incinerated by solar radiation.

SCENE 1: HORROR (KEY SCENE)

The *Henry Hudson* arrives at Impress (D377310-8), a system with no planets, gas giants or Belts other than the primary planet. A small world most covered in oceans and an earthlike atmosphere, Impress is affected by its Sun, a Class F3 V Star. Scout ship databanks suggest the world has a remarkably energetic interplay between its magnetic field and the Solar Wind, and as the *Henry Hudson* approaches orbit, an incredible light display can be seen, lighting up the upper atmosphere. Repeated hails of the Scout Base in low-orbit around Impress yield nothing. The base is a converted 1000 ton Xboat Tender that orbits the primary world. It appears intact but has no power or life-signs.

The Scout Base can be searched, but there is no power. Docking is not possible, so the characters will have to use vac suits. A search and investigation of the Base will reveal:

- All personnel at the Base have been incinerated where they stood – corpses are in abundance. They are still sitting, sleeping or standing where they died.
- All computer and electronic units have been fried
- No power – the Fusion Powerplants appear to be completely non-operational.
- No Fuel in the fuel tanks – it appears the hydrogen has been consumed but did not explode.
- The skin of the ship has lost structural integrity – it appears brittle. Tests reveal that a bullet from a snub pistol will pierce a bulkhead.
- The cargo bay doors are open, and a scout/courier on the ship deck contains the corpses of 8 people – obviously a futile attempt to escape the solar flare event.
- There is no evidence of weapons fire.

The Stellar Cartography Lab quickly comes back with preliminary findings. The Scout Base had been studying the star because of frequent fluctuations in the power of its solar wind – the charged particles that stream out from any star. It appears that over the last 10 years fluctuations in the solar wind have averaged 10 times that of a normal F3 V Star – well within the safe range for starships with standard hulls. But there is evidence of a recent spike in the solar wind – the lab estimates, after some investigation, that an enormous solar flare produced a solar wind “bow wave” 10,000 times more powerful than normal for a F3 V Star, cooking anything in space that happened to be in its path. The star is obviously more unstable than scientists had believed. The concern is the lack of warning before such an extreme solar event. Another flare could happen at any time.

Referee

Each day the Scout Cruiser is in-system, roll 1d100. A roll of 01 will set off another solar flare. If the *Henry Hudson* fails to take adequate precautions (like dive into the atmosphere of Impress, or shield itself from the solar flare by hiding on the night side of the planet) the ship and its crew will suffer from the same fate as the Scout Base.

SCENE 2: DESCENT

The characters should (or it should be suggested to them by NPCs) that the inhabitants of

TL8 Impress can shed some light on the situation. The characters can use the Cruiser, or descend in the Launch. The planet is relatively warm, with large plains filled with grazing animals. Small forests and cultivated areas dot the shorelines. The D Class Starport is nothing special. A hunk of rock on a flat plain dotted by small buildings, the port only sees occasional traffic, mainly scouts. Taking the Scout Cruiser down will probably deeply impress the locals, but may scare them. The characters' ship lands on the primary pad, to be met by a delegation of 30 people. Chief Manager Lorald Salar, a fat, overweight short human greets the characters. "Welcome to the Corporate Republic of Impress! That's the largest spaceship I've ever seen!" He motions the characters to rather nice ground-cars, through the streets of the planet's only settlement to a sturdy stone building, more salacious than any other in the settlement.

Salar invites the characters to dinner, and a decent feast is provided. Salar's eating habits leave something to be desired, like most of the natives around the table. But he is more than forthcoming with answers to any questions.

"The Ir Ferith Corporation takes pride in its achievements! We have 6000 staff on-planet, and we produce virtually all foodstuffs for Ir Ferith. We also like to look after our Imperial Scout friends too. Yes, about eight weeks ago, there was a particularly violent display of the night-lights. It seems Impress Star was more active than usual. No, we have heard nothing from the Scouts since that time. I'm afraid we rely on regular Ir Ferith merchants to move goods into and out of orbit, and they've reported nothing unusual to us. But we don't have a lot to do with the Scout Base. The night-lights usually prevent communication with ships in orbit. Every so often the Scouts come down for some shore leave and to buy food. No, I'm sorry, we don't have a regular policy of contact between the Base and ourselves."

The Corporation has been on the planet for over a hundred years, and there is nothing in the records to indicate that the solar flare bursts from the Star have damaged its ecology. The planet has surely been protected by its magnetic field. The search on-planet draws a blank, but there is plenty of wild game to be hunted. The planet is home to over a million grazers. Salar invites the Scouts on a hunting trek in ground cars. The inhabitants of the Ir Ferith asteroid field must be really big meat eaters.

Referee

The characters must decide where to search next. It is possible to determine from residual phenomena that there has been some Jump field activity in the last few weeks, but there is no way to determine where the ship or ships jumped to. It is obvious the *Henry Hudson* will have to jump deeper into the Rift.

SCENE 3: GOOD KING JEREMIAH

The *Henry Hudson* may bypass the Gimmick system – if the characters jump into the system this scene is played out. Gimmick (E6456AA-2) is an isolated low-tech agricultural world that rarely receives visitors. Scans reveal no ships in-system. If the characters decide to investigate the planet, they will find a temperate world with a thin atmosphere and large plains filled with grazing animals. The human population works the land with pack animals, settlements are spread throughout the world and based around castle-type structures.

The "starport" is a flat field that apparently has not received any ship traffic for a decade. If the planet is visited, the Government, led by Feudal King Jeremiah, will greet

the visitors at the starport and be led to the King's "Castle of the Stars" nearby, but permit no commoners to interact with the visitors. King Jeremiah and his royal court will entertain the characters, enjoying an old-fashioned feast of mammoth proportions. He will, after drinking vast amounts of mead, relate the tale of a small "chariot from the sky" that arrived on the planet a year ago. The ship traveled south through the sky, and was never seen again. The chariot was shaped by like a "wedge".

Referee

If Stellar Cartography is permitted seven days to investigate the planet's surface, a mountainous region at the south pole will reveal the possible existence of zuchai crystal deposits, a crystal vital for the use of Jump drives. There is no sign of any life or civilization in the area however. The find can only be confirmed by traveling to the region and doing an on-site analysis, because the geological "signature" of the zuchai crystal is very similar to a certain high-grade quartz, and the find may in fact be quartz.

If the characters take a trip to the pole the area will be found to be too mountainous and generally rugged to land in, except using Grav-Belts or Grav-Bikes. The Grav-ATV cannot be used either. The winds will regularly approach storm force, and piloting anything in the snowstorms will require a difficult Pilot check (DC 25) to remain on-course each round.

It is found that the snow is 80 to 100 meters thick, and a way has to be found to drill down to the rock. The only way would be to blast a hole in the snow and ice. A missile would do the trick, but the ship does not carry missiles. The ship's laser turrets could be used to melt a path through to the rock, but that would require piloting the ship into the region and firing from close range. Again, a difficult Pilot skill check (DC 25) will be required each round to ensure the *Henry Hudson* is not knocked off course. If such a check is taken and fails, the pilot of the vehicle (whether it is a Grav-Bike or the *Henry Hudson* itself) can right the vehicle in the next round by taking another DC 25 check. If the pilot fails again, the vehicle will crash into the snow, the vehicle taking 1D10 surface damage. Obviously mining in the area would be extremely hazardous. The ships' lasers will be able to drill a hole in the snow and ice, but going down the hole to take samples will be a task in itself.

Any character who attempts to go down the hole with a laser weapon and Grav-Belt will have to make a formidable (DC 30) skill check to get to the bottom, drill for samples, and come out again successfully. Characters with special feats may be able to apply their unusual skills to the process, but it is still difficult and time-consuming. The environment is unforgiving, with sub-zero temperatures and winds of over 150kph.

If the characters get through all the obstacles they will find zuchai crystal deposits, worth about Cr1000 per gram on the open market. Of course the *Henry Hudson* is not a Seeker, so the find can only be recorded and logged. Perhaps the Scout Service, a Corporation or the Imperial Navy may exploit the find at some point.

ACT 4: SEARCH AND RESCUE?

The Henry Hudson has an entire subsector to search for one ship. And it's a big, empty, unforgiving place.

SCENE 1: DAFOE (KEY SCENE)

Remembering the words of warning from the old Scout, the characters should exercise caution when entering the Dafoe system (B371201-8), an unremarkable system with a single gas giant and no asteroid field. The system does however have a remarkably dense, vast Oort cloud. The night sky appears as a milky black and many stars outside the field are masked from view. The *Henry Hudson* jumps in-system and can either refuel at the Downport on the planet, or the gas giant. The one hundred human inhabitants of the Dafoe system cluster around the starport, providing basic services for the port. The Port is run as a co-operative – there being no Government on this world. If the characters land they will be welcomed and given a high level of hospitality. There is no customs or paperwork to fill out. You simply leave your ship and walk down the main street of the settlement.

Malera Kaimara, the Starport leader, greets the Scout crew and invites them to a meal. She is forthcoming with any answers. Malera relates how thirty years ago 30,000 people, virtually the entire population, was wiped out by a meteor that brought a horrible plague to the planet. The surviving thirty decided to stay, and it is not hard to see why. Despite the low gravity of the world and the many deserts, the area around the starport is incredibly beautiful. The starport is located adjacent to the only large body of water, renamed “The Lake of Souls” after the disaster. Over 300 kilometers in circumference, the freshwater lake provides all the needs of the tiny population, so they have stayed. Malera elaborates on their position. “I’m aware of the reasons for the disaster, but we have no wish to leave. I lost my parents that day. I was all alone, five years old, but look what we’ve done! We’ve survived and prospered. We have an entire planet to get lost in. And anyone can leave at any time.”

If the characters decide to investigate the Oort Cloud, they face a 14-day journey in normal space. The characters may decide to make a “Microjump” in-system to shorten the travel-time to one week. Microjumps are not especially risky but in order to come out somewhere near an asteroid or anything else worth investigating the Astrogator must make a DC25 check (Difficult). There is a lot of empty space, even in an Oort cloud as dense as Dafoe’s. A Microjump uses as much fuel as a 1-Parsec Jump, so while the Scout Cruiser can make a couple in succession, Jumping around in the Oort cloud is not really a very good option.

As the *Henry Hudson* approaches sensor range of the vast comet cloud, it is apparent the “Asmodeus” substance covers about one percent of all the bodies in the cloud – literally millions of potentially lethal meteorites. Any gravitational disturbance could knock some from their orbit and it is possible that they might then hit the planet, finishing the job the earlier strike started. Fortunately, there are only two bodies in the system, but it does not take much to upset an Oort Cloud and it appears that some kind of disruption has taken place in the fairly recent past (within a few decades). The cloud has not yet settled down. Several bodies are wandering inwards, and Stellar Cartography figures that there is a 0.15% chance of a strike on Dafoe in the next 100 years, and a somewhat higher chance in the next century.

The characters should go back to Dafoe itself and discuss the problem. A meeting of the planet’s population is called by Malera. The characters and Scouts outline the odds

of another meteorite strike. The chances of a strike are fairly remote but memories of the last one, plus the confirmation that there is a real (if very small) danger of annihilation, is chilling to the populace. The locals were willing to live with a past that contained terrible destruction; a possible repetition in the future is more than some of them can bear. The meeting breaks up in confusion as families discuss at their few options. It appears that the families may be forced to move from their paradise world under its hellish sky.

Referee

Some families may wish to move immediately. 3D6 people beg the characters for passage off-world. All are haunted by memories of the catastrophe three decades ago, which took the lives of their mothers, fathers and children. The characters will find loyal friends in whomever they choose to take with them. They will, however, have to be put into Low Berths so will need to be monitored during the rest of the mission.

SCENE 2: LAB SHIP (KEY SCENE)

At any stage before the *Henry Hudson* reaches Marfa, the referee should introduce this scene. The ship has just entered the system when scans reveal another ship in-system. The *Henry Hudson* has had a monopoly on the spacelanes so far in the subsector, so the presence of another ship is unusual. As the Scout Cruiser closes with the mystery ship it is revealed that it doesn’t transmit standard Imperial codes. It is a Lab ship from the Hochiken People’s Assembly. The problem with this is, as any Astrogator will point out, that it is impossible for a mid-tech Jump-2 Lab ship to get to Marfa from the Hochiken People’s Assembly to trailing, unless someone has established a series of refueling bases like the Scout service has to spinward. What is a Hochiken Lab ship doing in the system?

The characters are faced with some options:

Hail and/or Ignore

The characters may choose to ignore it. This is unlikely, as the ship may hold a clue as to the whereabouts of the *Iruraninamire Diruran*. The Lab ship will ignore the Scout Cruiser and will also not acknowledge any hails. At this stage the characters may wish to be more aggressive or proceed on their way.

Boarding or Shooting

The characters may choose to board the Lab ship and search it. As the *Henry Hudson* moves closer, scans reveal it is a standard Imperial 400 ton design, but is armed with two double beam laser turrets and two single sandcaster turrets. As soon as the Lab ship is actively scanned, its maneuver drives light up and it moves directly away from the *Henry Hudson*. The Scout Cruiser will overtake it in time though, having double the acceleration. If the *Henry Hudson* moves into weapons range, the Lab ship will hail a voice-only message: “Imperial Ship - Do not come any closer. We will defend ourselves if attacked. The Imperium has no jurisdiction in this system.”

This is, of course, quite true. The *Henry Hudson* has no right to board any other ship outside Imperial territory.

The Lab ship poses no real threat to the *Henry Hudson*, but a firefight may damage the Scout Cruiser and, in the middle of a sparse Rift with TL13 the nearest shipyards over forty light-years away, it is a risk not worth taking. If the characters are intent on disabling

the Lab ship to board it, let them try, and let the dice fall where they may. A critical system may be disabled, and the *Henry Hudson* could be stranded for weeks or months until another ship arrives in the system. The crew may be forced to survive under very harsh conditions.

If the *Henry Hudson* disables the Lab ship the crew can board it. Four nervous Hochiken scientists and five crew greet the characters. Their weapons are no match for Scout ACRs, and they lay down their arms without a shot being fired. As the characters search the ruins of the Lab ship, they enter a smashed laboratory and see an isolation chamber. Inside is a large rock, covered in a green algae-like substance. It appears the Hochiken Assembly is trying to create a biological weapon from the “Asmodeus” substance. The characters may wish to describe how incredibly dangerous the substance is; just having it on the Lab ship would be fatal if the isolation chamber were to be compromised. The Scientists then nervously point out that the power is failing on the Lab ship, and the chamber seals could fail at any moment.

The ship must be evacuated immediately. Any contact between Asmodeus and oxygen will start the breeding cycle and kill everyone on the *Henry Hudson* as well as the Lab ship. As the characters get everyone out of the Lab, the seals fail, and the Asmodeus substance spreads at a rate of 5 meters per round. The Referee should track the rate of growth each round. The Asmodeus substance will infect any slower characters or NPCs who are caught in the spread – they are beyond help and die in 1D4 rounds. In the race back to the docking port, people may fall and be infected. Make a Balance skill check (DC 10) to ensure each character does not trip.

Hopefully the characters should get back to the *Henry Hudson* and close the Iris valve in time. *The Henry Hudson* detaches from the crippled Lab ship and accelerates away. There may be casualties along the way. Some of the Lab ship crew may have survived. The characters will probably put them in Low berths, or drop them off at the next star system. The Imperial Navy might like to interrogate the scientists for information however.

Referee

Characters who talk to the scientists will find out that the Asmodeus substance has only been found in the Oort Cloud of the Dafoe system. The scientists themselves are almost relieved they are not bringing the substance back to their military. They are willing to talk about their experiences. They have not seen the missing the *Iruraninamire Diruran*. It is obvious the Dafoe system should be quarantined and possibly Red-Zoned. The potential for developing Asmodeus into a weapon is plain for all to see, but the odd starship calling on Dafoe could also meet a deadly end. There are myriad reasons to close the system to traffic.

This is exactly the kind of key information the Scout Service is in existence to search for. Bringing such information back to the Imperium will give the characters considerable kudos and stature.

SCENE 3: NEW DURBIN FASCISTS

Home to the most powerful government in the subsector, New Durbin (C0008AF-A) is a vast asteroid field. The small, airless primary world (New Durbin Prime) is a small moon orbiting the nearest gas giant to the star. The system’s 400 million inhabitants are entirely human, with a smattering of other Gateway races mining the asteroid field. The xenophobic

government maintains a stratospherically high law level, prohibiting virtually all movement and interaction. As a consequence, many individuals have chosen to make a life amongst the millions of asteroids, staking out their claims while mining their little rocks. The system has a fair amount of small-craft traffic, and old, slow sub-light freighters ply the safe lanes of the asteroid field. 1D6 Subsidized Liners will also be in-system, their telemetry codes indicating they belong to the “Imperial Durbin FreightLines”.

Entry to the starport could be onerous and time-consuming. According to Scout records, the Law Level is oppressive here. It may be more appropriate to refuel at one of the four gas giants. Each gas giant is patrolled by a couple of armed Far-Traders from the “Imperial Durbin Interstellar Navy”. They are armed with a double missile turret (2 USP-1 batteries) and a double beam laser turret (1 USP-2 battery) and conduct themselves as if they were a major navy. This government has obviously never had an Imperial Navy BatRon enter their system.

The *Henry Hudson* could refuel at a gas giant, or try for the starport and potential leads. Either way, the ship will be searched. Marines armed with ACRs will insist on looking at everything, and will confiscate any trinket of obvious value. 2D6 Marines will board the ship. The entire crew will be questioned, each in isolation. In turn, the crew will not get any information out of their interrogators. Finally the crew will be allowed to embark to the starport (or skim for fuel at the gas giant). They will find a cowed starport population who are uncommunicative with outsiders. Little information of value can be obtained from staying at the starport. The characters may wish to take on any Far Trader patrol vessel that happens to try and board the *Henry Hudson*, but it will attract the attention of other patrol ships in the system and they will be heavily outnumbered.

If the characters decide to visit any of the small settlements amongst the asteroids, they will find the people friendly and open - a marked contrast to the main world. Beyond the draconian laws of New Durbin, the miners in the field are welcoming and talk openly of overthrowing the dictator of New Durbin, a xenophobe named Baron Darlee von Ratensberg. Some complain of family members being tortured or murdered. Anyone who has open relations with non-humans is similarly persecuted. It is evident that there is considerable unrest. Apparently there have also been shooting incidents between the Vargr on M’nanga and the Imperial Durbin Navy. No one who is approached will have seen the *Iruraninamire Diruran* or any similar ship however, but some will have noted a couple of Hochiken People’s Assembly corvettes visiting in the last year or so.

SCENE 4: A PLEA FOR HELP

As the *Henry Hudson* is preparing to leave New Durbin, a Scout/Courier approaches with a visual hailing channel open. A man in his 50’s appears on the monitor, and breathlessly asks for an audience with the Captain. If asked what the purpose of the meeting is, the man says “We need help. We are asking for help from the mighty Imperium.”

The characters can choose not to meet the man, or meet him on either his ship or the *Henry Hudson*. He introduces himself as Barnaqeen Harlow. He is alone, unarmed and obviously in need of some relaxants. “Thank you for allowing me to see you. You are the first Imperial ship to enter the New Durbin system for some time. I represent the most powerful resistance movement in the system, the Turlin Freedom League. I have been asked by the leaders of the Turlin League to meet you, and plead for Imperial help in overthrowing the regime of Darlee von Ratensberg.”

Harlow elaborates how the Turlin League has sympathizers throughout the armed

forces, and the League was alerted to the presence of the *Henry Hudson* as soon as it jumped in-system.

"But we are not powerful enough to overthrow the Government. They have an iron grip on the army, but we have many sympathizers in the Navy. I myself am an ex-Navy officer. We are concerned about the overtures to the Hochiken – they have established a Mission on New Durbin you know – and we have no wish to go to war with the Vargr. So we turn to the most powerful state in nearby space, the Imperium, for help."

Harlow will accept any kind of help on offer – weapons, money, mercenaries or even just advice. It is not the task of the Scout Service to aid the overthrow of Governments however, so all that can be done is to take the plea back to the Imperium and see what eventuates. What is obvious however is that the Imperium is stretched to the limit with the Solomani Rim War, so is unlikely to be able to offer aid, even if it were willing to do so. But there are likely to be a few merc units that may wish to take up the challenge.

Referee

The characters will take this information back to the Imperium with them, and it could provide a possible further adventure as the characters return with help, either as mercenaries or covert operatives.

SCENE 5: MARFA DISCOVERY (KEY SCENE)

Marfa (E-331699-5) is an unremarkable binary system with a single massive gas giant with a massive ring system almost as large as the white dwarf companion. The planet itself is a small world with little water and a very thin atmosphere. The population is not space-faring, but apparently very polluting. The atmosphere is filled with pollutants from fossil-fuel burning. As the *Henry Hudson* enters the system, initial sensor scans reveal no ships in-system. Within one hour of system entry however, a very faint GK signal is detected on a radio frequency. This is highly unusual, and is coming from the gas giant. The characters may choose to ignore the GK signal, but any delay at all, even thirty minutes, will ensure the destruction of the ship in distress.

As the *Henry Hudson* accelerates towards the gas giant, scans still do not reveal the presence of a ship. Only when the Scout Cruiser crosses 100 diameters from the huge red and green gas giant is the nature of the signal revealed: a 1000 ton ship, obviously the *Iruraninamire Diruran*, is in very close orbit around the gas giant. He has a solar sail unfurled and is trailing debris.

Here, in a backwater system in the middle of the Rift, is their fellow Scout Cruiser. It has obviously been torn to pieces by a disaster of some kind. Quick computations from the bridge crew reveal that the orbit is decaying at an alarming rate. With no directional thrusters, the *Iruraninamire Diruran* is drifting in an orientation that is not head-on to its orbit, negating any advantages of streamlining. Bridge crew estimate it will finally plunge into the gas giant in around five hours. The problem is, it is going to take the *Henry Hudson* 3.9 hours to reach the stricken ship. By the time the *Henry Hudson* reaches its sister ship, both will be skimming the clouds of the gas giant – vast towering clouds filled with sulphuric acid and other undesirable chemicals, and the *Henry Hudson* will only have one hour to effect any sort of rescue and salvage.

When the *Henry Hudson* gets within 20 minutes of the ship (about 10,000km) interrogation of the distressed vessel's rather garbled telemetry reveal a human life-form on board. Since the disaster occurred some time ago (about eight weeks plus the duration

of this adventure so far), it is improbable it is a survivor from the *Iruraninamire Diruran*, but Scouts are trained to survive in extreme situations, and this situation is the most extreme imaginable.

The characters may plan the salvage in a number of ways. Whatever way they choose, they will be faced with the same conditions aboard the *Iruraninamire Diruran*, which are described below.

Character Options:

- Attach the *Henry Hudson* to the *Iruraninamire Diruran* and attempt to tow it to a safer orbit. While it is possible to attach a hefty tow-line to the *Iruraninamire Diruran*, the line is only rated to tow 100dton ships, so will break. This is obviously a foolish option, considering both ships will be passing through clouds of sulphuric acid and lightning at 30,000kph.
- Hours before the rendezvous it will be possible to launch a 6-G mini-probe to bring back valuable data on the state of the *Iruraninamire Diruran*. If launched at 100 diameters out, the probe will take 136 minutes to reach the *Iruraninamire Diruran*, but will bring back valuable data that will determine how to approach the rescue. If the mini-probe is launched 50 diameters out, the probe will take 68 minutes to reach the stricken ship.
- Use the Launch – this is the only feasible option. The launch can maneuver into Boat Bay 1 or Boat Bay 2 (assuming the doors are open) and send the rescue team into the ship. The rescue crew will not have long though. At maximum acceleration, taking into account a ten-minute flight time to maneuver the Launch into either Boat Bay safely, the rescue crew will have 4D6 minutes to effect rescue and salvage of any valuables before they have to get out. Anyone still on the ship after the time has elapsed will vaporize along with the *Iruraninamire Diruran*. There is no margin for error. Atmospheric resistance is beginning to build, so there is the potential for heat damage on the *Iruraninamire Diruran* as it is not flying in the proper orientation and the outer hull is punctured in several places. The ship will take 1D6 surface damage for every round from the time the Launch takes off from the *Henry Hudson* to attempt rescue.

State of the *Iruraninamire Diruran*

The state of the ship will affect how the boarding party get to each part of the ship.

- There are holes all along the hull, looking like collision damage. Boat Bay 2 has disappeared along with the Launch, looking like that area was eaten away.
- There appears to be no air. Gravitic plates are non-functional.
- There is no power. Emergency lighting is in operation, but there is no power to open or close Iris valves or use the lifts.
- Fuel is leaking from Deck D.
- Boat Bay 1's doors are partially open, but not large enough to allow a Launch through.
- Corridors are filled with smashed equipment, fiber optic lines and debris.
- Both Boat Bay 1 and the cargo bay are filled with cargo floating around, including three Grav-Bikes and a Grav-ATV. Two of the three Grav-Bikes appear to be functional. The Grav-ATV appears non-functional.
- The observation fairing on B Deck has been smashed, opened the deck to vacuum.

- According to internal telemetry there is one life-sign. It can be tracked to the port corridor on C Deck leading to the port drive nacelle. This airtight corridor would be one the safest places on the ship in the event of a disaster. As the boarding party try to open the iris valves manually, they are greeted to terrible sight - a Scout in a vac suit, trembling with a snub pistol in hand, surrounded by two bodies of dead Scouts also in suits, floating in the corridor with him. It appears the commlink on the survivor's vac suit is damaged. The man appears scared out of his wits.

The characters should grab the man, and probably also the bodies, and get them to the launch. Atmospheric braking is heating up the hull and causing more damage. The ship could disintegrate at any moment.

Rescue and Salvage

There are set criteria for salvage of a Scout Vessel. If the ship itself cannot be saved, the following has to be saved, in descending order of importance. Getting to parts of the ship that have been damaged may complicate the salvage however.

First Priority: Living crewmembers.

Second Priority: Crewmember bodies.

Third Priority: Computer Backup Drives (the "Black Box") - located under the floor of the Model/4 computer room, B Deck.

Fourth Priority: Bridge Communications Logs – located on the bridge under the comm console.

Fifth Priority: Special items from the science labs (samples etc)

Lowest Priority: Crew valuables.

Once the crew move the survivor, the bodies and whatever else they can onto the Launch, it is time to get out of there. The *Iruraninamire Diruran* takes its final fiery plunge into the gas giant, tumbling out of control before being lost amongst the clouds.

Getting back to the *Henry Hudson*, the survivor, a Scout engineer called Jervis Clagh is rushed to Sick Bay. He is malnourished and is suffering from claustrophobia, disorientation and exhaustion. Once stabilized, he recounts the horrific fate of the *Iruraninamire Diruran*. The ship was just forming a Jump field in preparation for Jump from Impress when the solar flare bow wave hit the ship like a tidal wave. The ship inserted into Jump space but the Jump field was horribly distorted, causing a Misjump. Part of the ship – around Boat Bay 2 – was not encompassed by the Jump field, and simply ceased to exist. This had a catastrophic effect on the ship, malfunctioning systems and knocking the backup powerplant out of action.

Several crew died as they were exposed to Jump space. But worse was to come. After six weeks in Jump and desperate attempts to repair the ship's systems, the Jump field suddenly collapsed, landing the *Iruraninamire Diruran* in the middle of the ring of the gas giant in the Marfa system. The rocks and ice formations of the ring scythed through the ship, causing catastrophic decompression on all decks, holing the fuel deck, and smashing the bridge. The ship slowly plunged out of the ice field in a slowly decaying orbit into the gas giant. The five survivors worked frantically to restore power, but there was too much damage to the powerplants and maneuver drive. In desperation, they deployed the solar sail, but it had been seriously torn in several places and was only partially effective. Against the gravity of the gas giant, the solar winds would not be strong enough to keep

the ship aloft for long. The bridge was smashed so all communication channels were unavailable. A long-range communicator was jury-rigged to increase its power and a GK signal started transmitting on radio frequencies. Being relegated to a long-range cargo ship, the *Iruraninamire Diruran* had had its mini-probes removed, so they could not be used to send distress messages. Not that anyone would have picked up the message in a backwater system that no-one ever visits and a low-tech main planet without any space flight capability...

The crew had air for some weeks, having been able to salvage oxygen tanks and keep the air in some of the corridors that were not penetrated by the rock and ice impacts. Two of the five survivors were working on the outside of the ship attempting to repair a hole in the hull that threatened to compromise the integrity of one of the only areas that was habitable. A fuel pump line was accidentally breached, exploding in the Scouts' faces and killing both instantly.

The survivors had plenty of food, but after several weeks it was found that they were running out of air. A fight developed between the other two Scouts over who would get priority on the air. One Scout accidentally stabbed his crewmate with a blade, killing him. In a fit of remorse and insanity, the other Scout donned his vac suit and pulled the plug on his air, committing suicide. Clagh was all alone, but by the time the *Henry Hudson* arrived, he was also on his last three days of air. The others would probably not have survived anyway.

Clagh has had enough. Exhausted, he just wants to see Imperial territory again. He has been through a nightmare few could ever imagine, let alone survive. He is sure to be awarded the Scout Service Distinguished Service Medal and perhaps laid up for good. He has earned it.

It is time to head for home, back to Kimirk. If the characters manage to find and reach the *Iruraninamire Diruran*, they will have spent 12-14 weeks in the Rift. It will take five weeks to get home from Marfa. In all they would have been away five months by the time they return. Given the state of the *Henry Hudson*, it would be wise to return as soon as possible. A Misjump could occur at any time as the ship has been constantly using unrefined fuel through imperfect processors.

Epilogue

Characters who arrive at Kimirk with news of the fate of the *Iruraninamire Diruran*, and especially a survivor and the data files, will be treated with the greatest respect and gratitude by the Exploration Office. Even though the *Iruraninamire Diruran* has been lost, a treasure-trove of information on the Rift societies and associated dangers has been unearthed. The *Henry Hudson* would have:

- Pinpointed a regular solar event on Impress that could save the lives of starfarers in the future.
- Identified the location of the substance that caused the planetary disaster of Dafoe.
- Possibly identified a new source of natural zuchai crystals on Gimmick.
- Learned of a possible interplanetary war brewing between New Durbin and M'nanga, and the underground movement to overthrow Baron Darlee von Ratensberg.
- Possibly discovered that the Hochiken People's Assembly is trying to influence New Durbin, and the Assembly is operating in the Rift conducting research.
- Identified problems with DSL who holds the contracts to service the fuel outposts in the Rift.

This information could be very valuable to Corporations and Governments. The characters could also exploit the information for themselves, although Jump back into the Rift would be a problem without a ship like the *Henry Hudson*.

It will be a given that if the characters want it, they can command the *Henry Hudson's* next LM into the unknown beyond the Imperial border. There are also several missions that be undertaken in the Rift, and could be the source of the next adventure.

If the characters find the *Iruraninamire Diruran* but fail to rescue any crew or salvage anything, it will not an unsuccessful voyage in the eyes of the Exploration Office. In the Scout Service, the worst thing is not knowing the fate of one's fellow Scouts. At least the Office will be aware of the fate of the ship and its crew, and inform the crews' families accordingly.

Complete failure to find the ship is also expected by the Exploration Office, which is used to missions failing (or failing to return at all). There are too many variables outside the power of the Exploration Office to control. The characters will not be expected to crew a LM again though, at least not in this quadrant.

Referee

The Samurai, a warrior caste in pre-Spaceflight times on Old Terra, had a saying: "After the battle, tighten your helmet straps". This arose because a sudden reverse when everything seemed to be over could be devastating, leaving a normally courageous warrior totally unable to cope with the situation.

A particularly sadistic, sick and warped Referee (the best kind, in the opinion of the QLI staff) might want to consider this possibility: The mission is over and the crew are heading home when the ship suddenly Misjumps. Such a Jump might carry the *Henry Hudson* and her weary crew further into the Lesser Rift, into Gateway sector or even across the Rift to Coreward. The very best that might happen would be a Misjump into Imperial space.

Far from home, with casualties (mental and physical) aboard and a broken-down ship, the IISS *Henry Hudson* must begin a new adventure as her crew try to find a way to get her home...

EPIC Adventure Checklist

Act 1: Mission GDEO-LM-568

Key?	Done?	Scene
K1	_____	Scene 1: Recruitment
K2	_____	Scene 2: Scare-monger

Act 2: Into the Deep

K3	_____	Scene 1: Waystation Confrontation
K4	_____	Scene 2: Breakdown?
-	_____	Scene 3: Bribes

Act 3: Scout Base

K5	_____	Scene 1: Horror
-	_____	Scene 2: Descent
-	_____	Scene 3: Good King Jeremiah

Act 4: Search and Rescue?

-	_____	Scene 1: Dafoe
K6	_____	Scene 2: Lab Ship
K7	_____	Scene 3: New Durbin Fascists
-	_____	Scene 4: A Plea for Help
K8	_____	Scene 5: Marfa Discovery
K9	_____	Epilogue

Ship Encounters

There is so little traffic in the Rift that ships to be encountered are listed in each scene.

400 TON FRONTIER TRADER

The 400 ton Frontier Trader is essentially an uprated subsidized merchant with Jump-3 capability. Because such traders operate at the fringes of the Imperium and beyond, it sports a sizeable offensive and defensive armament. Some Frontier Traders are built from the ground up in the configuration below, while some are converted from standard subsidized merchants.

400 Ton Frontier Trader

Class: Starship, Type F I	EP Output: 25 (0 excess)	Battery: Two triple turrets; 6 beam lasers; +4 attack bonus (+4 USP); Damage 4d8. Battery: Two triple turrets; 6 sandcasters; +5 defense bonus (+5 USP).
Tech Level: 12	Agility: 0	
Size: Medium (400dt)	Initiative: +0	
Streamlining: Partially Streamlined – Cylinder	AC: 10	
Jump Range: 3	Repulsors: None	
Acceleration: 1	Nuclear Dampers: None	
Fuel: 145	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 6	AR: 0	
Staterooms: 12	SI: 145	
Small Cabins: 0	Main Computer: Model/3	
Bunks: 0	Sensor Range: Medium (Model/3)	
Couches: 0	Comm. Range: Medium (Model/3)	
Low Berths: 9		
Cargo Space: 92.3	Cost: MCr218.4032 (with 20% discount)*	
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph	
Other Equipment: One Launch, 30 sand canisters.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

* Price excludes small craft.

HPA LAB SHIP

Built at the standard 400 ton Imperial design, the HPA lab ship also has 2 double beam laser turrets and 2 single sandcaster turrets. Statistics for the HPA Lab ship are presented below.

HPA Lab Ship

Class: Starship, Type L	EP Output: 8 (0 excess)	Battery: One double turret; 2 beam lasers; +2 attack bonus (+2 USP); Damage 2d8. Battery: One double turret; 2 beam lasers; +2 attack bonus (+2 USP); Damage 2d8. Battery: One Single turret; 1 sandcaster; +3 defense bonus (+3 USP). Battery: One Single turret; 1 sandcaster; +3 defense bonus (+3 USP).
Tech Level: 11	Agility: 0	
Size: Medium (400dt)	Initiative: +0	
Streamlining: Partially Streamlined – Cylinder	AC: 10	
Jump Range: 2	Repulsors: None	
Acceleration: 1	Nuclear Dampers: None	
Fuel: 88	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 5	AR: 0	
Staterooms: 20	SI: 145	
Small Cabins: 0	Main Computer: Model/2	
Bunks: 0	Sensor Range: Short (Model/2)	
Couches: 0	Comm. Range: Short (Model/2)	
Low Berths: 0		
Cargo Space: 28.4	Cost: MCr192.622 (with 20% discount)	
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph	
Other Equipment: 1xAir/raft, 1x40dt Pinnacle, 12 Laboratories.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

Cast of Characters

DSL REFUELING STATION CREW

LAWRENCE DILLAMORE (STATION COMMANDER)

T20: (merchant level 6) TL12 Medium human

Stamina 22, Lifeblood 10; Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 10, Edu 12, Soc 10

SV Fort +3; Ref +2; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+1	1d10	18	20 x2	1	15
Shotgun	+1	3d6/2d6/1d6	3	20 x2	1	6
Fist	+2	1d4	--	20	--	--

Skills: Pilot +9, P/Merchant +9, K/Interstellar Law +10, Appraise +9, Bribery +9, P/Admin +9, Trader +11, Broker +11, Liaison +9, T/Medical +1

Feats: Vessel (grav), Armor (light, vac suit), Weapons (Marksman), Barter, Brawling, Connections (merchant), Zero-G/Low-G Adaptation, First Aid, Steward, Calculating Eye, Chief Steward

Equipment: vac suit, snub pistol, shotgun.

CT: Merchant 4 Terms: A58785

Skills: Pilot-3, Computer-1, Rifle-1, Vac suit-1, Bribery-1, Admin-1

STATION ASTROGATOR

T20: (merchant level 6) TL12 Medium human

Stamina 22, Lifeblood 10; Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 10, Edu 12, Soc 10

SV Fort +3; Ref +2; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+1	1d10	18	20 x2	1	15
Fist	+2	1d4	--	20	--	--

Skills: Pilot +9, P/Merchant +9, K/Interstellar Law +10, Appraise +9, Gather Info +9, T/Astrogation +10, T/Computer +6, T/Sensor +5, T/Medical +10

Feats: Armor (light, vac suit), Weapons (Marksman), Barter, Brawling, Connections

(merchant), Zero-G/Low-G Adaptation, First Aid, Vessel (grav, ship's boat, starship), Hacker

Equipment: vac suit, snub pistol.

CT: Merchant 3 Terms: 889A87

Skills: Navigation-3, Medical-1, Rifle-1, Computer-1

STATION SECURITY OFFICERS #1 AND #2

T20: (merchant level 6) TL12 Medium human

Stamina 22, Lifeblood 10; Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 10, Edu 12, Soc 10

SV Fort +3; Ref +2; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+1	1d10	18	20 x2	1	15
Shotgun	+1	3d6/2d6/1d6	3	20 x2	1	6
Fist	+2	1d4	--	20	--	--

Skills: Pilot +9, P/Merchant +9, K/Interstellar Law +10, Appraise +9, Gather Info +9, T/Electronic +10, T/Mechanical +10, T/Sensor +10

Feats: Vessel (grav), Armor (light, vac suit), Weapons (Marksman), Barter, Brawling, Connections (merchant), Zero-G/Low-G Adaptation, First Aid, Steward, Calculating Eye, Chief Steward

Equipment: vac suit, snub pistol, shotgun.

CT: Merchant 3 Terms: 9A7665

Skills: Rifle-2, Pistol-1 Mechanical-1, Vac suit-1, Electronics-1

THE FOUR STATION REFUELERS

T20: (merchant level 4) TL12 Medium human

Stamina 14, Lifeblood 10; Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 10, Edu 11, Soc 10

SV Fort +2; Ref +1; Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+1	1d10	18	20 x2	1	15
Lead Pipe	+1	1d4	--	20	--	--
Fist	+2	1d4	--	20	--	--

Skills: Pilot +7, P/Merchant +7, K/Interstellar Law +7, Appraise +7, Gather Info +7, T/Engineering +7, T/Mechanical +9, T/Electronics +9
 Feats: Vessel (grav), Armor (light, vac suit), Weapons (Marksman), Barter, Brawling, Connections (merchant), Zero-G/Low-G Adaptation, Jury Rig, Gearhead.
 Equipment: vac suit, snub pistol, lead pipe.

CT: Merchants 2 Terms: 786754
 Skills: Electronics-1, Rifle-1, Pistol-1, Vac suit-1

FRINGE FACTORS MERCHANT CREW

CAPTAIN MARKIN TELIKA

T20: (merchant level 6) TL12 Medium human
 Stamina 22, Lifeblood 10; Init +0; Speed 6m (4 squares);
 Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)
 Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 10, Edu 12, Soc 10
 SV Fort +3; Ref +2; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+1	1d10	18	20 x2	1	15
Shotgun	+1	3d6/2d6/1d6	3	20 x2	1	6
Fist	+2	1d4	--	20	--	--

Skills: Pilot +9, P/Merchant +9, K/Interstellar Law +12, T/Computer +10, P/Admin +12, Trader +11, Broker +11, Liaison +9
 Feats: Vessel (grav), Armor (light, vac suit), Weapons (Marksman), Barter, Brawling, Connections (merchant), Zero-G/Low-G Adaptation, First Aid, Steward, Calculating Eye, Legal Eagle
 Equipment: vac suit, snub pistol, shotgun.

CT: Merchant 4 Terms: 969898
 Skills: Pilot-1, Computer-1, Liason-1, Admin-1, Blade-1, Vac suit-1

FRINGE FACTORS PILOT

T20: (merchant level 6) TL12 Medium human
 Stamina 22, Lifeblood 10; Init +0; Speed 6m (4 squares);
 Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)
 Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 10, Edu 12, Soc 10
 SV Fort +3; Ref +2; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+1	1d10	18	20 x2	1	15
Shotgun	+1	3d6/2d6/1d6	3	20 x2	1	6
Fist	+2	1d4	--	20	--	--

Skills: Pilot +9, P/Merchant +9, K/Interstellar Law +10, Appraise +9, T/Electronics +10, T/Astrogation +10, T/Computer +10, T/Sensor +10
 Feats: Vessel (grav), Armor (light, vac suit), Weapons (Marksman), Barter, Brawling, Connections (merchant), Zero-G/Low-G Adaptation, First Aid, Vessel (ship's boat, starship), Hacker
 Equipment: vac suit, snub pistol, shotgun.

CT: Merchant 3 Terms: 776895
 Skills: Pilot-3, Computer-1, Electronics-1, Navigation-1, Rifle-0, Vac suit-0

FRINGE FACTORS CHIEF ENGINEER

T20: (merchant level 6) TL12 Medium human
 Stamina 22, Lifeblood 10; Init +0; Speed 6m (4 squares);
 Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)
 Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 10, Edu 12, Soc 10
 SV Fort +3; Ref +2; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+1	1d10	18	20 x2	1	15
Lead Pipe	+1	1d4	--	20	--	--
Fist	+2	1d4	--	20	--	--

Skills: Pilot +9, P/Merchant +9, K/Interstellar Law +10, Appraise +9, Gather Info +9, T/Engineering +10, T/Mechanical +12, T/Electronics +12
 Feats: Vessel (grav), Armor (light, vac suit), Weapons (Marksman), Barter, Brawling, Connections (merchant), Zero-G/Low-G Adaptation, First Aid, Jury Rig, Gearhead. Miracle Worker
 Equipment: vac suit, snub pistol, lead pipe.

CT: Merchant 3 Terms: A69889
 Skills: Engineering-3, Computer-1, Electronics-1, Navigation-1, Vac suit-1

FRINGE FACTORS ASTROGATOR

T20: (merchant level 4) TL12 Medium human

Stamina 14, Lifeblood 10; Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 10, Edu 11, Soc 10

SV Fort +2; Ref +1; Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+1	1d10	18	20 x2	1	15
Shotgun	+1	3d6/2d6/1d6	3	20 x2	1	6
Fist	+2	1d4	--	20	--	--

Skills: Pilot +7, P/Merchant +7, K/Interstellar Law +7, Appraise +7, Gather Info +7, T/Astrogation +7, T/Computer +7, T/Sensors +7

Feats: Vessel (grav, ship's boat, starship), Armor (light, vac suit), Weapons (Marksman), Barter, Brawling, Connections (merchant), Zero-G/Low-G Adaptation, Jury Rig, Gearhead.

Equipment: vac suit, snub pistol, shotgun.

CT: Merchant 2 Terms: 567987

Skills:, Navigation-2, Computer-1, Electronics-1, Pistol-0

HOCHIKEN PEOPLE'S ASSEMBLY LAB SHIP CREW

PILOT/CAPTAIN JAREE SLAINABOTCHER

T20: (Navy level 6) TL12 Medium human

Stamina 22, Lifeblood 10; Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 10, Edu 12, Soc 11

SV Fort +2; Ref +2; Will +5;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+6	1d10	18	20 x2	1	15
Laser Carbine	+6	3d8	45	20	1	50
Fist	+4	1d4	--	20	--	--

Skills: Pilot +9, P/Administration +9, Leader +9, Liaison +9, T/Engineering +10, T/Electronics +10, T/Computer +10, T/Medical +1

Feats: Armor (light, vac suit), Weapons (marksman, laser), Brawling, Zero-G/Low-G adaptation, Zero-G Combat, First Aid, Vessel (grav, starship, ship's boat), Ship's Tactics

Equipment: vac suit-12, combat snub pistol or laser carbine with HUD.

CT: Hochiken Navy 4 Terms: 7979A7

Skills: Pilot-2, Brawling-2, Tactics-1, Electronics-1, Leader-1, Rifle-1, Vac suit-1

HPA LAB SHIP ASTROGATOR

T20: (Navy level 4) TL12 Medium human

Stamina 14, Lifeblood 10; Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 10, Edu 11, Soc 11

SV Fort +1; Ref +1; Will +4;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+5	1d10	18	20 x2	1	15
Fist	+3	1d4	--	20	--	--

Skills: Pilot +6, T/Computer +6, P/Administration +6, Liaison +6, T/Astrogation +6, T/Computer +6, T/Sensors+6

Feats: Armor (light, vac suit), Weapons (marksman, laser), Brawling, Zero-G/Low-G Adaptation, Zero-G Combat, Vessel (grav, starship, ship's boat)

Equipment: vac suit-12, combat snub pistol with HUD.

CT: Hochiken Navy 2 Terms: 7979A7

Skills: Navigation-2, Computer-1, Pistol-1, Vac suit-1

HPA LAB SHIP SECURITY OFFICER

T20: (Army level 4) TL12 Medium human

Stamina 17, Lifeblood 11; Init +0; Speed 6m (4 squares);

Armor Class: 17 (+7 combat), Armor Rating: 7 (combat armor)

Str 11, Dex 11, Con 11, Int 10, Wis 11, Cha 10, Edu 11, Soc 10

SV Fort +1; Ref +4; Will +1;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+4	1d10	18	20 x2	1	15
ACR	+7	1d12+2	72	20 x2	1/4	20
Fist	+4	1d4	--	20	--	--

Skills: Pilot +7, T/Sensors +7, Spot +7, Demolitions +7, Survival +7

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman), Weapon Focus (ACR, snub pistol), Brawling, Zero-G/Low-G Adaptation, Zero-G Combat

Equipment: Combat Armor-12, ACR with HUD display, snub pistol.

CT: Hochiken Marines 2 Terms: BA8667

Skills: Rifle-2, Brawling-1, Pistol-1, Tactics-1, Zero-G-Combat-1

HPA LAB SHIP ENGINEERS #1 AND #2

T20: (Navy level 4) TL12 Medium human

Stamina 14, Lifeblood 10; Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 10, Edu 11, Soc 11

SV Fort +1; Ref +1; Will +4;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+5	1d10	18	20 x2	1	15
Laser Carbine	+5	3d8	45	20	1	50
Fist	+3	1d4	--	20	--	--

Skills: Pilot +6, T/Computer +6, P/Administration +6, Liaison +6, T/Engineering +6, T/Mechanical +6, T/Electronics +6

Feats: Vessel (grav), Armor (light, vac suit), Weapons (marksman, laser), Brawling, Zero-G/Low-G Adaptation, Zero-G Combat, Jury Rig, Damage Control

Equipment: vac suit-12, combat snub pistol or laser carbine with HUD.

CT: Hochiken Navy 2 Terms: 879886

Skills: Engineering-2, Electronics-1, Mechanical-1, Vac suit-0

SCIENTISTS #1, #2, #3 AND #4

T20: (professional level 6) TL12 Medium human

Stamina 22, Lifeblood 10; Init +0; Speed 9m (6 squares);

Armor Class: 10 (+0 none), Armor Rating: 0 (none)

Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 11, Edu 12, Soc 10+

SV Fort +2; Ref +2; Will +5;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Sword	-3	1d8	--	20 x2	--	--
Fist	-3	1d3	--	20	--	--

Skills: Pilot +6, P/Admin +11, Liaison +9, Appraise +9, T/Computer +10, T/Electronics +6, T/Gravitics +5, T/Mechanical +4, K/(specific science) +12, Speak Language (choose)

Feats: Vessel (grav), Armor (light), Connections (professional), Research, Barter, Trustworthy, Credit Line, Professional Specialty (choose), Carousing, Skill Focus (P/Admin, K/(specific science))

Equipment: communicator, sword

CT: Scientists 3 Terms: 6759A6

Skills: Computer-3, Electronics-1, Gravitics-1

MALERA KAIMARA

T20: (professional level 6) TL10 Medium human

Stamina 22, Lifeblood 10; Init +0; Speed 9m (6 squares);

Armor Class: 10 (+0 none), Armor Rating: 0 (none)

Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 11, Edu 12, Soc 10+

SV Fort +2; Ref +2; Will +5;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Sword	-3	1d8	--	20 x2	--	--
Fist	-3	1d3	--	20	--	--

Skills: Pilot +6, P/Admin +13, Liaison +9, Appraise +9, T/Computer +10, T/Communications +10, K/Interstellar Law

+12, Survival +2

Feats: Vessel (grav), Armor (light), Connections (professional), Research, Barter, Trustworthy, Credit Line, Professional Specialty (P/Admin), Carousing, Skill Focus Admin, Legal Eagle

Equipment: communicator, sword

CT: Ex-Diplomat 4 Terms: 869BAA Now 40 years old

Skills: Liason-2, Computer-1, Carousing-1, Survival-1, Streetwise-1, Admin-1, Blade-1

NEW DURBIN MARINES

T20: (army level 4) TL10 Medium human

Stamina 17, Lifeblood 11; Init +0; Speed 6m (4 squares);

Armor Class: 14 (+4 Vac suit), Armor Rating: 4 (TL-9 Vac suit)

Str 11, Dex 11, Con 11, Int 10, Wis 11, Cha 10, Edu 11, Soc 10

SV Fort +1; Ref +4; Will +1;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+4	1d10	18	20 x2	1	15
ACR	+7	1d12+2	72	20 x2	1/4	20
Fist	+4	1d4	--	20	--	--

Skills: Pilot +7, T/Sensors +7, Spot +7, Demolitions +7, Survival +7

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman), Weapon Focus (ACR, snub pistol), Brawling, Zero-G/Low-G Adaptation, Zero-G Combat

Equipment: TL-9 Vac suit, ACR with HUD display, snub pistol.

CT: New Durbin Marines 2 Terms: 999776
Skills: Rifle-2, Brawling-1, Zero-G-Combat-1

COMMODORE BARNAQEEN HARLOW

T20: (Navy level 9) TL10 Medium human
Stamina 33, Lifeblood 10; Init +0; Speed 6 m (4 squares);
Armor Class: 14 (+4 Vac suit), Armor Rating: 4 (Vac suit)
Str 10, Dex 10, Con 10, Int 11, Wis 12, Cha 10, Edu 12, Soc 11
SV Fort +3; Ref+3; Will +7;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+7	1d10	18	20 x2	1	15
Cutlass	+4	1d8	--	18 x2	--	--
Fist	+5	1d4	--	20	--	--

Skills: Pilot +12, T/Computer +13, P/Administration +13, Liaison +12, T/Astrogration +13, T/Communications +13, T/Sensors+13, T/Medical +1.
Feats: Armor (light, vac suit), Weapons (swordsman, marksman, laser), Brawling, Zero-G/Low-G Adaptation, First Aid, Cross Training, Vessel (grav, starship, ship's boat), Ship's Tactics, EW Specialist
Equipment: vac suit-9, combat snub pistol with HUD, cutlass.

CT: New Durbin Navy 6 Terms: 5649AA Now in his 50s
Skills: Pilot-2, Computer-1, Streetwise-1, Navigation-1, Blade-2, Vac suit-1, Carousing-1, Admin-1

CREW OF THE *HENRY HUDSON*

All crewmembers are Scouts. The characters may occupy any position, but the Mission Leader must always be a character.

Mission Leader

The Mission Leader is always a player-character.

PILOT ON THE *HENRY HUDSON*

T20: (Scout level 6) TL13 Medium human
Stamina 34, Lifeblood 11; Init +1; Speed 6m (4 squares);
Armor Class: 14 (+3 vac suit, +1 dex), Armor Rating: 3 (vac suit)
Str 10, Dex 12, Con 11, Int 10, Wis 11, Cha 10, Edu 10, Soc 10
SV Fort +2; Ref +4; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Carbine	+5	1d10	45	20 x2	1	20
Fist	+6	1d4	--	20	--	--

Skills: Pilot +10, T/Astrogration +6, T/Computers +3, T/Engineering +3, T/Electronics +3, T/Sensors +3, P/Survey +5, Gunnery +4, Survival +5, Gather Info +4
Feats: Vessel (grav, starships, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling,
Jack of All Trades, Zero-G/Low-G adaptation
Equipment: vac suit-12, carbine, communicator, hand computer

CT: Scout 4 Terms: 7979A7

Skills: Pilot-3, Computer-1, Electronics-1, Navigation-1, Rifle-0, Vac suit-0

ASTROGATOR ON THE *HENRY HUDSON*

T20: (Scout level 6) TL13 Medium human
Stamina 34, Lifeblood 11; Init +1; Speed 6m (4 squares);
Armor Class: 14 (+3 vac suit, +1 dex), Armor Rating: 3 (vac suit)
Str 10, Dex 12, Con 11, Int 10, Wis 11, Cha 10, Edu 10, Soc 10
SV Fort +2; Ref +4; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Carbine	+5	1d10	45	20 x2	1	20
Fist	+6	1d4	--	20	--	--

Skills: Pilot +6, T/Astrogration +9, T/Computer +4, T/Sensors +9, P/Survey +5, Gunnery +4, Survival +5, Gather Info +4
Feats: Vessel (grav, starships, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling,
Jack of All Trades, Zero-G/Low-G adaptation
Equipment: vac suit-12, carbine, communicator, hand computer

CT: Scout 4 Terms: 777996

Skills: Navigation-3, Pilot-1, Computer-2, Rifle-0

CHIEF ENGINEER ON THE *HENRY HUDSON*

T20: (Scout level 6) TL13 Medium human
Stamina 34, Lifeblood 11; Init +1; Speed 6m (4 squares);
Armor Class: 13 (+3 vac suit, +1 dex), Armor Rating: 3 (vac suit)
Str 10, Dex 12, Con 11, Int 10, Wis 11, Cha 10, Edu 10, Soc 10
SV Fort +2; Ref +4; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Carbine	+5	1d10	45	20 x2	1	20
Fist	+6	1d4	--	20	--	--

Skills: Pilot +7, T/Engineering +9, T/Electronics +6, T/Gravitics +6, T/Mechanical +6, P/Survey +5, Gunnery +1, Survival +2, Gather Info +4

Feats: Vessel (grav, starships, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling,

Jack of All Trades, Zero-G/Low-G adaptation

Equipment: vac suit-12, carbine, communicator, hand computer

CT: Scout 4 Terms: 9A7A86

Skills: Engineering-3, vac suit-1, Computer-1, Pilot-1, Rifle-0, Vac suit-0

THE SIX OTHER ENGINEERS

T20: (Scout level 4) TL13 Medium human

Stamina 21, Lifeblood 11; Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex 11, Con 11, Int 10, Wis 11, Cha 10, Edu 11, Soc 10

SV Fort +1; Ref +2; Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Laser Pistol	+3	2d10	36	20 x2	1	25
Fist	+4	1d4	--	20	--	--

Skills: Pilot +6, T/Engineering +7, T/Electronic +3, T/Gravitics +3, T/Mechanical +3, P/Survey +3, Gunnery +3, Survival +3

Feats: Vessel (grav, starships, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling

Equipment: vac suit-12, laser pistol, communicator, hand computer

CT: Scouts 2 Terms: 878887

Skills: Engineering-2, Electronics-1, Pilot-1, Vac suit-0, Pistol-0

THE FOUR GUNNERS ON THE HENRY HUDSON

T20: (Scout level 4) TL13 Medium human

Stamina 21, Lifeblood 11; Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex 11, Con 11, Int 10, Wis 11, Cha 10, Edu 11, Soc 10

SV Fort +1; Ref +2; Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Carbine	+3	1d10	45	20 x2	1	20
Fist	+4	1d4	--	20	--	--

Skills: Pilot +7, T/Mechanical +3, T/Communications +7, P/Survey +3, Gunnery +7, Survival +3, T/Sensors +4

Feats: Vessel (grav, starships, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling

Equipment: vac suit-12, carbine, communicator, hand computer

CT: Scouts 2 Terms: 788776

Skills: Gunnery-2, Mechanical-1, Grav-1, Rifle-0

MEDIC ON THE HENRY HUDSON

T20: (Scout level 6) TL13 Medium human

Stamina 34, Lifeblood 11; Init +1; Speed 6m (4 squares);

Armor Class: 14 (+3 vac suit, +1 dex), Armor Rating: 3 (vac suit)

Str 10, Dex 12, Con 11, Int 10, Wis 11, Cha 10, Edu 10, Soc 10

SV Fort +2; Ref +4; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Carbine	+5	1d10	45	20 x2	1	20
Fist	+6	1d4	--	20	--	--

Skills: Pilot +7, T/Medical +9, T/Engineering +3, T/Computer +9, P/Survey +5, Gunnery +4, Survival +5, Gather Info +4

Feats: Vessel (grav, starships, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling,

Surgery, Zero-G/Low-G adaptation

Equipment: vac suit-12, carbine, communicator, hand computer

CT: Scout 4 Terms: 798A98

Skills: Medic-3, Vac suit-1, Computer-1, Pilot-1, Pistol-0

LAUNCH PILOT ON THE *HENRY HUDSON*

T20: (Scout level 6) TL13 Medium human

Stamina 34, Lifeblood 11; Init +1; Speed 6m (4 squares);

Armor Class: 14 (+3 vac suit, +1 dex), Armor Rating: 3 (vac suit)

Str 10, Dex 12, Con 11, Int 10, Wis 11, Cha 10, Edu 10, Soc 10

SV Fort +2; Ref +4; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Carbine	+5	1d10	45	20 x2	1	20
Fist	+6	1d4	--	20	--	--

Skills: Pilot +10, T/Engineering +9, T/Communications +9, P/Survey +5, Gunnery +4, Survival +5, Gather Info +4

Feats: Vessel (grav, starships, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling,

Jack of All Trades, Zero-G/Low-G adaptation

Equipment: vac suit-12, carbine, communicator, hand computer

CT: Scout 3 Terms: 989885

Skills: Ships Boat-2, Pilot-1, Computer-1, Navigation-1, Vac suit-0

LAUNCH ENGINEER ON THE *HENRY HUDSON*

T20: (Scout level 4) TL13 Medium human

Stamina 21, Lifeblood 11; Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex 11, Con 11, Int 10, Wis 11, Cha 10, Edu 11, Soc 10

SV Fort +1; Ref +2; Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Carbine	+3	1d10	45	20 x2	1	20
Fist	+4	1d4	--	20	--	--

Skills: Pilot +6, T/Engineering +7, T/Electronic +3, T/Gravitics +3, T/Mechanical +3, P/Survey +3, Gunnery +3, Survival +3

Feats: Vessel (grav, starships, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling

Equipment: vac suit-12, carbine, communicator, hand computer

CT: Scout 2 Terms: 998886

Skills: Engineering-2, Electronics-1, Ships Boat-1, Vac suit-0, Rifle-0

ASTRO-PHYSICIST, STELLAR-CARTOGRAPHER, GEOLOGIST, XENO-BIOLOGIST ON THE *HENRY HUDSON*

T20: (Scout level 6) TL13 Medium human

Stamina 34, Lifeblood 11; Init +1; Speed 6m (4 squares);

Armor Class: 14 (+3 vac suit, +1 dex), Armor Rating: 3 (vac suit)

Str 10, Dex 12, Con 11, Int 10, Wis 11, Cha 10, Edu 10, Soc 10

SV Fort +2; Ref +4; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Carbine	+5	1d10	45	20 x2	1	15
Laser Pistol	+5	2d10	36	20 x2	1	25
Fist	+6	1d4	--	20	--	--

Skills: Pilot +8, T/Electronics +3, T/Computer +4, T/Astrogation +5, P/Survey +5, K/(Specific field) +5, Gunnery +2, Survival +5, Gather Info +2

Feats: Vessel (grav, starships, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling,

Jack of All Trades, Zero-G/Low-G adaptation

Equipment: vac suit-12, carbine or laser pistol, communicator, hand computer

CT: Scouts 3 Terms: 556AA8

Skills: Computer-2, Pilot-1, Electronics-1, Vac suit-0.

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- Rewards and Advancement; pages 5
- All NPCs from the Cast of Characters; pages 31-37
- The data block for the Qasar class Scout Cruiser; page 10
- The data block for the IISS Mini-probe; page 12
- The starship data blocks under the Starships section; pages 29-30
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