

Traveller Adventures

Volume I

Two science fiction adventures for *GURPS Space and GURPS Traveller*

Noble Fugitive

A wanted man finds himself the subject of bizarre experiments at a secret research station.

Twin Ransoms

The daughter of the Maquis of Frenzie arranges a kidnapping. Little does she realize that she's about to become a pawn in a planetary feud.

Noble Fugitive

“Amazing anyone can live in one of these,” muttered Gam Kurise, kicking the Xboat’s damaged hull. “What do we do with it? Ground it?”

Azun Mimrak thought for a few seconds. He was fond of the battered ship. He had an uncle who spent his life in one of them. More importantly, the tiny little craft had just delivered him a very useful present.

“We can’t keep it,” said Kurise, sensing Mimrak’s thoughts.

“I know, I know,” sighed Kurise. “Hide it in the lower refinery. We’ll rip out any useful parts later and then crash it into the gas giant. Be quiet about it. We don’t want any of the beltters getting suspicious.”

Adventure Summary

This adventure is suitable to 4-6 100 point characters. It is set around the nickel-iron mining facility Hellier Station. Hellier Station is located orbiting a small moon off the gas giant Mumar, the seventh planet in the 1018 Cholesti system in the Vilis Subsector of the Spinward Marches. The adventure can also work in any science fiction background.

A fugitive, on the run from the Imperium for thirty years, mysteriously appeared in Hellier Station. He killed two miners and

has not yet been located.

Hellier Station appears to be a small facility located above an inhospitable rocky moon. It processes the material from the local asteroid belt and ships the metal out to nearby starship construction yards, often through the Class III starport in the system. This small starport orbits a moon of the fifth planet in the system, the gas giant Monoda.

Officially, Hellier Station it is manned by a dozen beltters and a few scientists. It is not equipped to deal with a dangerous fugitive, nor is the Monoda station, and has sent a distress call to the Imperium authorities in local systems for assistance.

Hellier Station, and the moon below, is not entirely what it appears to be.

Gamemaster Intro

Hellier Station doubles as a secretive research station for the Federation of Arden. The Federation, a neutral party in the galaxy, often develops weapons it can sell under-the-table to various buyers. The scientists who work on the project, however, do not know who exactly pays for their work. All they know is that they get paid extremely well for their biological research on the moon’s surface. Secrecy is critical to the Federation. The Im-



perium would more than frown if they discovered a Federation research station in its midst.

The scientists, led by Azun Mimrak, discovered a carbon-based lifeform on the moon with unique genetic properties. Once matured, these creatures do not age, but become stronger over the years, like trees. Mimrak desperately wanted to apply his genetic research to a human subject, but lacked volunteers.

Shortly after completing the initial research, Hellier Station intercepted a damaged Xboat and found the fugitive Kyl Zazar onboard. Wanted for over thirty heinous murders, Mimrak decided that it was within his moral realm to test the creature's genetic structure on him.

Mimrak succeeded, partially. He created a genetically engineered clone of Zazar, which immediately attacked the real Zazar and, in the process, took on Zazar's personality and appearance when he was a young man.

Both Zazars then escaped from the scientists and hid in the research station. The authentic Zazar, who has repented for his crimes years ago, wants simply to escape from the station and avoid the authorities. The new one, half Zazar, half alien, wishes to escape to the planet below, which he sees as his home.

Signal in the Dark

There are several ways to get the PCs involved in this adventure.

If the PCs have Legal Enforcement, or are military, they are contacted by the local station and assigned to recapturing Kyl Zazar and protecting the safety of the beltlers and scientists on board Hellier Station, as well as the larger starport on Monoda.

If the PCs are more mercenary, they may intercept the transmission about Zazar's presence on the station and decide it is in their best monetary interest to collect the bounty on him (some Cr200,000).

If they are merchants or traders, they may be on their way to Hellier Station or the Monoda starport to pick up valuable ores when they are embroiled in the action.

Lastly, scientist or researcher PCs may be assigned to the Monoda starport, whose personnel study the magnificent storms of the gas giant below.

Monoda Starport

Any character with appropriate Area Knowledge

will recognize that the Class III Monoda Starport is primarily a research station, with about a dozen permanently assigned personnel at any given point. Most of them are scientists studying the storms of Monoda.

There are limited quantities of refined fuel available for Cr400 per ton at the station. Unrefined fuel is much more common given the presence of three gas giants in the system. Unrefined fuel is Cr50 per ton.

Stationed on the Monoda starport are two operatives that work for the Federation of Arden. They are posing as research scientists but have strict instructions that if the Hellier Station project is discovered, they are to destroy all evidence immediately.

Hellier Station

It's a miracle that two fugitives could hide in Hellier Station. The small station is composed of a dozen crew quarters, two mining labs, and an orbital refinery. In the center of the station is the secret biology lab, access through a hidden glass door in the station.

Mimrak and the scientists suspect that the two convicts are hiding in the station. Since they realize that both of the fugitives are dangerous, they choose to lock down the refinery and wait for help.

Arriving at the Station

When the characters arrive they will be introduced to Azun Mimrak. He comes across as a rough belter, though occasionally he'll let slip information that sounds like he has a lot more scientific knowl-

The Cholesti System

Number of Stars: 1.

Primary Star Type: G2 V.

Primary Star Characteristics: Effective temperature 5920 K. Luminosity 1.30 solar units. Mass 1.06 solar units. Radius 0.01 AU (100D radius 2.0 AU). Stable lifespan 8.15 billion years. Age 2.1 billion years.

Orbital Zones: Inner limit 0.21 AU, life zone 1.08 AU to 1.48 AU, snow line 5.7 AU, outer limit 45.6 AU. No forbidden zones.

Planets: Terrestrial planet at 0.53 AU, planetoid belt at 0.83 AU, planetoid belt planet at 1.13 AU, planet at 1.73 AU, terrestrial planet at 5.33 AU, gas giant (Monoda) at 10.13 AU, gas giant (Mumar) at 19.73 AU, gas giant at 38.93 AU.

edge than the average belter.

Mimrak explains that Kyl Zazar boarded the station via a small Beowulf class trader vessel that dropped him off and quickly fled into jump space. According to his story, Zazar attacked several beltiers and fled towards the refinery.

If asked about Zazar's motives, Mimrak hazards a guess: that Zazar was leading a band of pirates in an attempt to steal mining equipment from Hellier Station. The pirates obviously betrayed him by abandoning the fugitive onboard.

The story is weak, but Mimrak enjoys playing the part of a suspicious belter. He reminds the PCs about the reward for Zazar. He tells them that the reward is "dead or alive," but any player doing some research will discover that the reward is only for a live capture.

Mimrak will also warn the PCs that he suspects another pirate is on board the station. Of course, he's referring to the second Zazar. At this point, he'd like both of them killed.

The Scientists

There are three other scientists assigned to Hellier Station, along with nine beltiers (two of which are Vargr).

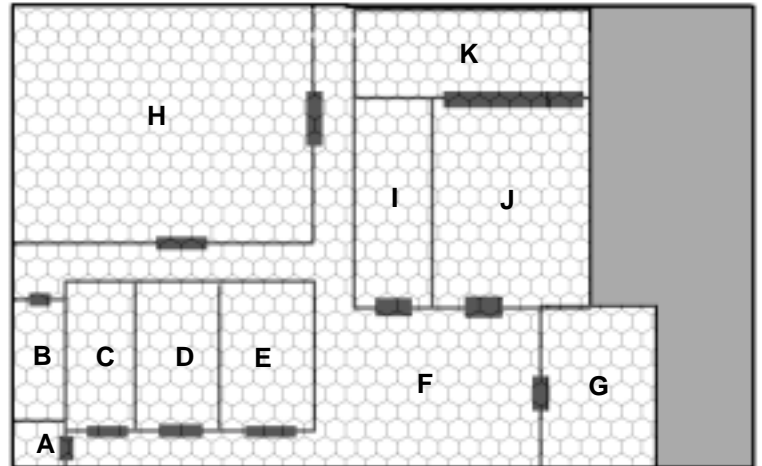
Cuda – A Vilani biologist, though he pretends to be a doctor, as the presence of a biologist in a mining facility would draw suspicion. Cuda is always nervous, and will be the first to issue a distress call to his contacts at the Monoda starport.

Gam Kurise – A biochemist, though he will tell people that he specializes in pure chemistry. Gam Kurise is quiet and ambitious; he'd love to see Mimrak screw up and take over the project himself.

Lara Shimsu – A Solomani geologist. Lara is the only scientist not connected to the Federation's project, and does not know of its existence. She is in charge of the mining operation, and is clearly frustrated because she thinks she does all the work at Hellier Station. She is slightly suspicious of Mimrak and his colleagues; she was asleep the time of the "pirate attack." She checked the computer records, which verified Mimrak's story, but she doesn't have the expertise to see if the records were forged.

The Upper Refinery

The refinery is divided into two main sections. The only inhabitable section is the upper refinery, since the lower refinery is zero-gravity and no atmosphere. It is in the lower refinery where asteroid chunks are brought into the station and then mined for nickel-iron and other precious metals.



A – Lift. This lift goes to the main living quarter / workspace section of Hellier Station. With an electronic access key, it will also go to the lower refinery. Several warnings go off that vacc suits are required at this level.

B – Storage closet. This closet contains a variety of tools for working on the fusion power plant, as well as three spare vacc suits (one is missing, an IQ roll will notice this), welders, and miscellaneous parts.

C – Empty office. This office is cluttered with several old TL8 computers.

D – Lara Shimsu's office. Lara's office is a mess. She has a few vacation posters on the wall, a picture of her boyfriend (apparently in the Imperial Marines), and lots of software containers.

E – Gam Kurise's office. Unlike Lara's office, Gam's office is neat and orderly. In fact, it seems seldom used.

F – Common area. This is a little-used lounge. Most of the chairs and sofas have spare parts strewn

on them. Occasionally, beltiers will use this area for a montly party. A large refrigeration unit in the corner stores beers and other refreshments for such occasions.

G – Control room. This room is filled with computer and electronic monitoring equipment. A transparent window overlooks the lower refinery (DR 8, 60 HP) where an observer can see asteroid bits floating into the bay and being smelted into usable ores. The power regulators can be monitored and controlled from here, the equipment turned off, and the asteroid bay doors closed. Accomplishing any of these tasks requires an Electronics Operations (Computers) roll at -3 unless the character is familiar with similar industrial equipment.

H – Reactor room. Hellier Station is powered by a late TL9 fusion reactor. This particular reactor has been online for approximately 40 years. Other than being extremely warm, there is nothing unusual about this room.

I – Bunk room. About six spare bunks are kept in here. Years ago, the station was staffed by more beltiers and they used this room to house them. Right now it is functioning as a sickbay. Some basic TL9 medical equipment can be found here.

J – Cargo bay. This room's temperature is barely regulated, making it about -60° F. It is filled with crates (mostly filled with foodstuffs). This is the room where the real Kyl Zazar is hiding. He found a thermal suit in the storage room and has been hiding here for several days, occasionally exiting to warm himself in nearby rooms. The room is extremely cluttered; spotting Zazar without a thorough search requires a Vision -3 roll.

If Zazar is discovered, he threatens to open the cargo bay door to K. He stands by the panel by the bay doors threatening to turn the room to vacuum.

K – Docking bay. This bay is used by the occasional belter transport. Right now it contains the salvaged

parts from the damaged Xboat that Zazar arrived in. Its jump drives and communications hardware have been removed by the scientists. They scuttled the ship on the moon below after Zazar escaped, rather than wait for the opportunity to drop it on Momar.

Zazar's Reaction

When discovered, the real Kyl Zazar will want to talk. He has no desire to spend any more time on this station. He knows about the experiments being done and will try to use this information to buy his freedom.

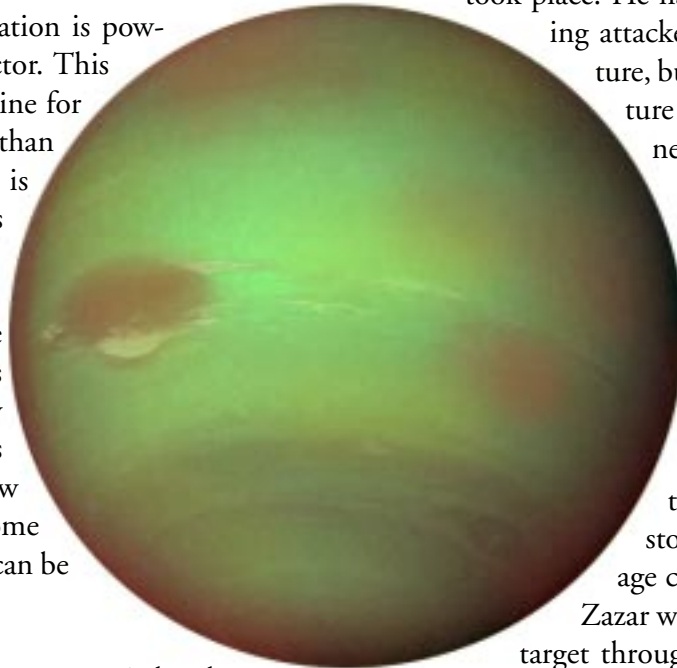
Zazar's memory of the experiments, however, are vague. He actually believes that there is a lab located on the moon's surface below where the experiments took place. He has a foggy memory of being attacked by some manlike creature, but has no idea it was a creature created from his own genetic structure.

If given no alternative, Zazar will surrender to the PCs. He has no wish to stay on the station.

Zazar's Attack

The gengineered Kyl Zazar has been hiding in the lower refinery with the stolen vacc suit from the storage closet.

Zazar will fire a shot at the nearest target through the control room window. Since he has only stolen a 9mm pistol, there is little chance for it to break through the window.



The Real Kyl Zazar

ST 11	Move/Dodge: 5/5
DX 11	Skills: Fast-Talk-13, Guns-14
IQ 12	Stealth-12
HT 13	Advantages: Alertness +3, Toughness

Equipment: Plain clothes, 500Cr

Mimrak knows he must keep the creatures a secret from the Imperium if he is to continue his research. If the Imperium discovers the lifeforms, there is a good chance that they'll dispatch scientists to study them, or worse, quarantine the planet and its moons.

Mimrak will use the Arden operatives, as well as their Imrada-class starfighter to ensure that the creatures are not found; or to destroy any information of their existence.

Since the creatures are in hibernation, only the most skilled xenobiologists will discover their existence.

If the operatives fail, Mimrak will cut his losses, destroy the specialized lab equipment on Hellier Station, and attempt to escape. If the starfighter is unavailable, he will attempt to hail a nearby vessel, or even steal the PCs ship.

Zazar's Hide

The cloned Zazar will try to hide on the planet as quickly as possible. He will find a tunnel network and attempt to lose himself in them. Since his metabolism is extremely slow -- like the moon's creatures -- he can stay hidden for a long time. In all likelihood, he will go into hibernation himself after a few days on the planet.

If he is found, he will try to escape, fighting only if he feels his life is in danger and he cannot escape.

Character Points

Each character should receive 1 to 3 character points for roleplaying and creativity.

If the players managed to discover the presence of a Federation science facility, add 1 character point. If the players captured the cloned Zazar, or found a sample of the moon's creatures, add another character point.



Twin Ransoms

"You think your father will go for it?" asked the Daniel, twirling a pool stick in his hand.

"He'd better," growled the older Vargr behind him. "Or else we'll really have to kill ya!"

Everybody laughed, even Savrette.

"Don't worry guys. We didn't ask for much. He probably won't even tell any of the captains. He has that much money in his pockets."

The billiard balls cracked violently. Suddenly, the Vargr was bent over the table, blood seeping from a wound in his chest.

Savrette turned to see three armored men striding towards her, combat assault rifles aimed at her heart. Before she could react, Daniel was on the ground, dead.

Adventure Summary

This adventure is suitable for 4-6 100-point characters. It is set in the Vilis Subsector of the Spinward Marches of **GURPS Traveller**, though it can be used easily with any science fiction space setting.

The fifteen year-old daughter of Canter Mavraii, the Maquis of Frenzie, has been kidnapped. Her father does not know about her whereabouts but has received a notification for a ransom of Cr500,000.

This is a bit shocking to the Maquis, as his daughter is easily worth ten times that amount. He is suspicious, but at the time, more than will-

ing to pay the ransom.

Afraid to dispatch the Imperial Navy, the Maquis is looking for trusted individuals to make the exchange.

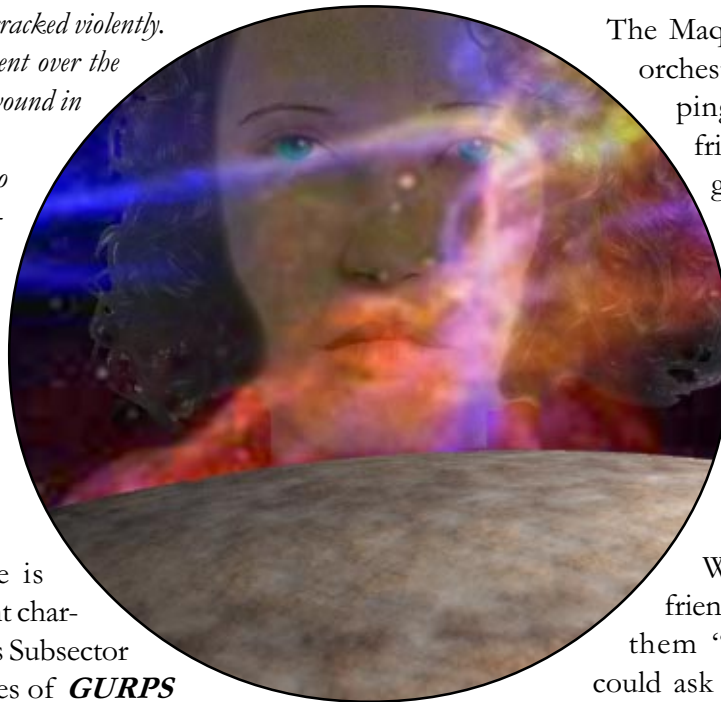
The situation, however, is more complicated than it appears.

Gamemaster Introduction

The Maquis' daughter, Savrette, orchestrated her own kidnapping. Recently, she made friends with a small rebel group working for the independence of Garda Vilis/Tanoose, an interdicted world in the subsector constantly wracked by rebellion and war crimes. It is currently under the martial law of the Imperial Navy.

Wishing to help outfit her friends, she arranged to have them "kidnap" her so they could ask for a small amount of money to keep their operations going. She and her friends were afraid to ask too much, as they didn't want to incur the wrath of her father or the Navy.

Her friends ambushed her shuttle and took her to the 899-076 system ("Liberty Station") where they could have some fun before receiving the ransom. There she was recognized and kidnapped by an extreme faction working for the an Arkadian independence movement. *Their* ransom



request (Cr500M) has not yet been received by the Maquis, but will be within a week.

Getting the PCs Involved

If the PCs work for either the Imperial Navy, the Scout Service, or a reputable mercenary group, the Maquis will specially request their service. He wants to keep the kidnapping quiet, so he doesn't want to dispatch the entire military to do a simple job.

If the PCs are traders, the Maquis will explain that he wants their special "bargaining" skills to assess the situation and discover why the kidnappers are asking for such a ridiculously low price.

The Maquis will offer the PCs commendations for completing the task, as well as a Cr10,000 bonus for getting his daughter back safely.

The ransom message informed the Maquis to find his daughter's shuttle; further instructions would be there.

Finding the Shuttle

According to records (an Administration roll will find the most accurate information), Savrette's shuttle was on a survey mission to the fifth planet of the system -- a large gas giant which she was researching for a school project. Only her personal pilot was with her. He has not been heard from and is assumed to be dead.

The Maquis has not dispatched the Navy to look for the shuttle. Again, he wants this quiet.

Savrette's shuttle is similar to the 10-ton Launch (Size Modifier +6, see p. GT139).

The distance between Frenzie and the fifth planet is 4 AU. Thus, at 2G acceleration, it takes 4 days to travel the distance.

An Electronics Operations (Sensors) roll is necessary to detect the shuttle once they are near the planet (at +2 using active scanners, +4 using passive), which is floating in space just outside the gas giant's orbit.

The Shuttle

From the outside, the shuttle doesn't look

damaged at all. It does not communicate with the PCs at all. A Electronics Operations (Sensors) roll at -2 will reveal that it is not broadcasting its registry, nor do its engines seem operable. Another roll at -2 will reveal that its power plant is putting out a low amount of energy.

The shuttle has an airlock, but is not equipped for attaching with another ship. The PCs must use vacc suits (roll Vacc Suit to equip the suit properly, and then Free Fall to open the airlock door).

Inside the shuttle, the PCs will find the unconscious pilot. He is suffering from hypothermia and a head wound. A Physician roll will save his life, or else he's likely to slip into a coma and die.

An Engineering (Ship Engines) roll will reveal that the power plant and engines was sabotaged from within. A Computer Operations roll will retrieve the ransom message from the computer -- recorded by Savrette herself.

Unwelcome Visitors

Meanwhile, a Vargr pirate ship is approaching the shuttle location. They were hired by the Arkadian extremists to destroy the shuttle, as the Arkadians are fearful the previous kidnappers of

The Coyote Zipper

Crew: Pilot (Axon Kudface; Piloting 16, Gunnery 17).

Design: 10-ton SL Hull, DR 1,175, Radical Stealth Cloaking, Radical Emissions Cloaking, 2 hull-mounted lasers (5dx50 (2), 1/2D 2, Max 6, Acc 32). Modules: 1 hardened cockpit bridge, 5 maneuver.

Statistics: EMass 90, LMass 90, Cost: MCr10.8, HP: 3,000, Size Modifier +6.

Performance: Accel 5.5 Gs, Air Speed 4,330 mph.

Savrette were careless and left survivors or clues as to their location. The Arkadians do not want to be tracked down.

The Vargr ship is a modified *Rampart*-class fighter.

If the *Coyote Zipper* is detected and hauled, Kudface will talk. He'll honestly (Kudface is Truthful, amazingly enough) explain that he's been offered Cr15,000 to destroy the shuttle and anybody aboard. Seeing how the PCs (that he's aware of) aren't aboard, he figures he can let them go, and still honestly collect his money.

Kudface can be talked down, or paid off. He might even be able to be intimidated, if the PCs have a significantly better ship or can convince them they're more skilled.

Savrette's Message

"Dear Father. I am fine, and my kidnapers assure me that I will not be harmed. Please take the ransom to Liberty Station. There you will find a man named Daniel Cliff. Transmit a message to him and he will arrange a meeting place on the station. Once he has safely jumped away from the system, he will transmit my location."

If the PCs are not from the Vilis subsector, an Area Knowledge (Vilis) roll will reveal that Liberty Station is also known as 899-076, an independant world in the subsector known for its low-class starport, abundance of criminals, and occasional military raids. It's not the safest place in the universe.

Liberty Station

Class I Starport. *Diameter:* 1,717 miles. *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* None. *Climate:* Cold. *Population:* 5,240. *Government:* None. *Control Rating:* 0. *TL:* 8.

The unique quality of Liberty Station is that it is occupied by both humans and Zhodani. On the outside, the Zhodani government doesn't seem to have taken too much of an "official interest" in the world, but a careful observer will

discover high-ranking Zhodani officials (an IQ-3 roll will reveal this).

The occupants of Liberty Station are highly armed, occasionally with military and other exotic weaponry. A Vision-4 roll will reveal the presence of undercover Zhodani soldiers as well.

Mostly, however, Liberty Station is the home to ruffians, pirates, gamblers, and worse. Amongst the humans and Zhodani, travelers will also find loud Vargr bandits and sinister Saurian scum.

Not surprisingly, the PCs will not receive a response once they transmit a message to Daniel Cliff -- he died when the Arkadian extremists kidnapped Savrette. So did his Vargr friend Kadjak. Both of them can be found and identified in the mortuary.

The Survivor

The last of Savrette's friends, however, survived the ambush. His name is Durgan Kingstein. He witnessed the attack and was stunned that Savrette was taken captive. He's skulking around Liberty Station, wondering what to do and who he should contact. Unlike Daniel and Kadjak, Durgan cared little for Savrette's friendship -- he trying to find a way to profit from Savrette's new kidnapping.

Durgan will quickly get word that the PCs are looking for Daniel. He'll pose as Daniel and try to receive the ransom money, even though he has no way of exchanging the money for Savrette.

Durgan will hire some toughs to accompany him to the meeting. During this encounter, however, he will appear overly nervous. If the PCs don't catch on, the GM can introduce a Zhodani psychic to help them... for a price, of course.

Once he's caught, Durgan will tell the PCs everything -- the arranged kidnapping, the attack of the real kidnapers, the politics of the Garda-Vilis / Tanoose situation.

Detecting the Coyote Zipper

	PESA	AESA
0 hex	-8	-6
1 hex	-10	-8
2 hex	-12	-10
3 hex	-14	-12

