

Welcome to the Out-Rim Void—
beyond the Imperial border, and beyond
the law. Step aboard the merchant
cruiser Leviathan, for a trading voyage in
search of new markets and personal
fortunes.

Adventure 4
Leviathan

TRAVELLER

*Science-Fiction Adventure
in the Far Future*

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*Science-Fiction Adventure in
the Far Future*

Game Designers' Workshop

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Leviathan,
TRAVELLER, Adventure 4

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Table of Contents

INTRODUCTION1
Standards and Assumptions.1
Using this Adventure1
Characters2
Equipment2
Referee's Note3
SITUATIONS4
The Baraccai Technum4
The EIA Division, Glisten4
The Opposition4
Exploration Contract.5
Hiring On.6
RUMOURS8
Specific Rumours9
General Rumours	10
THE EGYRN SUBSECTOR	11
PLANETARY DESCRIPTIONS	12
Ship Encounters	15
THE PAX RULIN SUBSECTOR	18
World Data,	19
LEVIATHAN CLASS MERCHANT CRUISERS	22
General Specifications	22
Dispositions	23
Statistics	23
Major Variations	26
Internal Facilities	26
Entries and Exits.	27
A Deck	29
B Deck	29
C Deck	30
D Deck	31
E Deck	31
F Deck	33
G Deck	33
H Deck	34
Ship's Vehicles	34
THE CREW	36
Owner, Master and First Officers ..	36
Second Officers.	36
Third Officers.	37
Fourth Officers (and Unranked) ..	37
LIBRARY DATA	39
REFEREE'S NOTES	44

Introduction

This booklet is *Leviathan*, a comprehensive adventure for Traveller. Set in the Pax Rulin and Egyrn subsectors of the Spinward Marches and the Outrim Void, it deals with a commercial voyage of exploration into unknown areas.

It is assumed that this adventure will be administered by a referee who has read through this adventure, and who is familiar with both it and the rules for **Traveller**. This situation calls for only the basic **Traveller** booklets (Books 1, 2, and 3). Paper, pencils, six-sided dice, and square-grid graph paper will prove helpful during the course of the adventure.

**Requires only
Basic Traveller**

Additional **Traveller** Materials: This adventure also calls for such **Traveller** materials as **Supplement 1 - 1001 Characters**, **Supplement 2 - Animal Encounters**, etc. It also refers to other Adventures and to the **Journal of the Travellers' Aid Society**. All of these materials will prove useful in administering this adventure.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure

Dates: All dates herein correspond to the Imperial calendar. The initial date for this situation is 001-1107; 001 is the current day (the 1st day of the year) in the standard 365-day year, while 1107 is the current year in the Imperium. Once the adventure begins, time should flow normally. If necessary, change the date to match a local situation.

Date: 001-1107

Place: This adventure takes place initially at Berengaria/Pax Rulin (0505-B566644-7), on an orbital base of the Baraccai Technum. The Berengaria system itself is of no outstanding interest other than being on the frontier of the Imperium. Once the initial requirements of the situation are complete, the action shifts to worlds in the adjacent Egyrn subsector. This has seen activity by the Imperial Navy and Scouts on trans-frontier missions, and some worlds are believed havens for pirates, but civilian knowledge of the region is sketchy.

Place: Berengaria
Pax Rulin Subsector
Spinward Marches
the Imperium

Lying beyond the Imperium, the Egyrn subsector is part of the large region of space known as the Outrim Void; void being a reference to its lack of civilisation rather than physical emptiness. It consists of many independent worlds and small empires, many of which are atavistic; some of them are client states of either the Imperium or the Zhodani Consulate.

USING THIS ADVENTURE

The referee may use this adventure as an independent game situation with pre-

generated characters (as written), or it may be used with continuing characters from an existing campaign. Changes necessary for an existing campaign should be obvious.

REFeree'S CHECKLIST

1. Assign characters.
2. Allow equipment purchase.
3. State situation.
4. Guide characters through situation based on their actions.

Referee's Checklist: The steps shown in the referee's checklist should guide the referee through the elements of administering this

adventure. Characters are covered next in this section, then equipment purchase. The situation is stated on page 4, with additional materials contained in the remainder of the adventure.

CHARACTERS

This adventure is essentially about running a fairly large starship and dealing with situations on unknown worlds; it is therefore desirable that the band of adventurers be of a sufficient size so as not to overload any one player or the referee. It is intended that at least four and no more than eight adventurers should take part, with the ideal number being seven. A group of pre-generated characters is supplied below, although the referee may allow other individuals instead.

- | | | | | |
|------------------------------------|---|--------|---------|-------------------|
| 1 Ex-navy Captain | A49BBA | Age 42 | 6 terms | Cr3,000 |
| | Foil-1, Computer-1, Pilot-2, Vacc-2, Ship's Boat-1, Admin-1, Navigation-2, Shotgun-1 | | | Foil, Travellers' |
| 2 Ex-marine Lt Colonel | 757AB8 | Age 38 | 5 terms | Cr2,000 |
| | Cutlass-2, Revolver-1, Dagger-1, Computer-2, Medical-1, Tactics-1, Admin-2, Leader-1, Vacc-0 | | | Cutlass |
| 3 Ex-merchant First Officer | 768A85 | Age 34 | 4 terms | Cr1,500 |
| | Bribery-1, Mech-1, Pilot-3, Engineering-1, Electronic-1, Navigation-1, Medical-1, Carbine-0, Vacc-0 | | | |
| 4 Ex-merchant First Officer | 792997 | Age 38 | 5 terms | Cr2,000 |
| | Engineering-2, Jack-o-T-2, Mech-1, Streetwise-1, Auto Pistol-1, Admin-1, Blade-1, Navigation-1, Pilot-1, Vacc-0 | | | Auto Pistol |
| 5 Ex-scout | 8697C2 | Age 38 | 5 terms | Cr2,000 |
| | Gunnery-2, Air/Raft-1, Pilot-1, Computer-1, Vacc-1, Jack-o-T-1, Shotgun-0 | | | |
| 6 Ex-army Colonel | 7688AA | Age 34 | 4 terms | Cr 1,500 |
| | Admin-1, SMG-1, Blade-1, Mech-1, ATV-1, Electronic-1, Rifle-2, Tactics-2, Computer-2, Vacc-0 | | | Blade |
| 7 Ex-merchant First Officer | 79BA86 | Age 38 | 5 terms | Cr2,000 |
| | Engineering-2, Computer-2, Navigation-2, Vacc-1, Carbine-1, Jack-o-T-1, Pilot-1 | | | |
| 8 Ex-navy Commander | C979C9 | Age 30 | 3 terms | Cr 1,000 |
| | Vacc-1, Jack-o-T-1, Engineering-1, Ship's Boat-2, Navigation-1, Forward Obsv-1, Laser Rifle-1 | | | Blade |

A skill level of 0 (for example, vacc-0) has been assigned to show some familiarity with a skill, sufficient to allow use, but no real expertise. A skill level of 0 with a gun (for example, carbine-0) shows the preferred, or best weapon for an individual otherwise without weapon skill.

EQUIPMENT

Referees using an on-going campaign should ignore the remainder of this section.

The pre-generated characters listed above allied themselves some time ago for the purposes of obtaining short-term starship crew employment. However, they are out of a job at present, and down on their luck. Each has a change of clothes,

some money, and little else. If desired, the money may be spent on equipment subject to the following conditions.

1. It must be mentioned and described in Book 1 or Book 3 of Traveller. It may be of any tech level.

2. The item must be paid for. Since the only assets available are the balances above, some items (battle dress, for example) are precluded because of expense. The referee should allow no more than ten minutes for the purchase of equipment before beginning the adventure.

3. Equipment purchase is to take place before the situation is described to the players.

REFEREE'S NOTE

The information in this adventure is intended for the use of the referee. Only specific items of information should be made available to the players.

Introductory Material: The data on pages 1 through 3 should be made available to the players through the referee, rather than allowing them to read it directly.

Situations: The situations section should be shown to the players, and should be available for reference throughout the adventure, with the exception of the two sections under Exploration Contract and Hiring-on headed Referee which should only be divulged as required.

Rumours: The rumour data should be divulged only slowly, and in response to encounters or situations. It should never be simply presented to the players.

The Egyrn Subsector, The Pax Rulin Subsector, Leviathan Class Merchant Cruisers, The Crew: All these sections are available to the players throughout the adventure.

Planetary Descriptions: This data is intended for the referee alone, and should be kept secret until the information would logically become available to the players.

Referee's Notes: This material is intended to provide a background for the referee, and should be used to promote understanding of the situations.

Library Data: If characters seek out information sources such as computers or libraries, and browse or look up keywords, then the data in the library should be made available.

Situations

No specific situations are included in this adventure. Rather, an opening procedure — described below following various background information — is undertaken, and the course of the adventure thereafter is determined by the chosen exploration route. The referee has the ship encounter procedure, the planetary descriptions, and his appreciation of the personal loyalties and antagonisms of the ship's complement to help regulate proceedings.

THE BARACCAI TECHNUM

Though the Imperial core may be decaying and to some extent introspective, in the Spinward Marches at least, the trading spirit still burns fiercely. Large multi-system cartels continue the ages-old Terran tradition of cut-throat trade rivalry for materials and their markets in and beyond the Imperium. One such cartel is the Baraccai Technum (BT).

With its headquarters on Trin/Trin's Veil (0805), BT is influential throughout the rimward worlds of the Marches; its wealth rests firmly on manufacturing, transport and brokerage interests. However, by no means unimportant are entrepreneurial connections with worlds beyond the Imperium in the Outrim Void, an interspiral region immediately to rimward of the Marches. This aspect of BT operations is our present concern, specifically those in the Pax Rulin subsector.

THE EIA DIVISION, GLISTEN

The BT Centre on Glisten/Glisten (0406), hub of BT operations at the spinward end of their territory, is responsible for the EIA (Extra-Imperium Activity) Division. Primary base for operations of this Division is at Berengaria/Pax Rulin (0505), and it is here that the merchant cruiser Leviathan is being prepared for its next mission, tethered to an orbiting BT maintenance and repair station. The Division has similar bases elsewhere in the subsector at Cyan (0502), Pax Rulin (0604), and Alexin (0805). All of the Imperial worlds in the subsector, except Rhysk (0704), have some sort of BT trading presence. The normal method of maintaining trade relations with independent worlds is the appointment of a Factor, usually a BT company man, but occasionally a native of the planet. Apart from the usual warehousing, living quarters, office and so on, each Factor also, has a small emergency ship repair facility for the use of BT vessels. BT have factors on Candia (0201), Kydde (0210), Bantral (0306), Senlis (0508), Magen (0709), and T'yana/Egyrn (0802).

THE OPPOSITION

Apart from the dangers to be expected in any unexplored region of space, active or passive opposition to BT operations comes from two quarters: commercial and official.

Commercial — BT's two main rivals in the rimward area of the Marches are:

a) McClellan Factors, another giant cartel who have cornered the market in District 268, an independent subsector, after a long and bitter fight between McClellan's and BT (this still causes considerable embarrassment to BT). Main regional McClellan base is at Mertactor/268 (0707), with advance facilities at Trex-alon/268 (0509), and, in the Egyrn subsector. Factors are maintained on Walei (0102), Kaldamar (0401), Nabeth (0402), Ashley's Rock (0801) and T'yana (0802). On the last mentioned, things can get pretty hot between the two cartels' supporters. McClellan would view any extension of BT influence into Egyrn as a serious threat.

b) Arkesh Spacers, a frankly predatory outfit on the thin line between accepted commercial practice and outright piracy. With a nominal headquarters on Strouden/Lunion (0707), Arkesh Spacers eschew regular bases, instead relying on (often criminal) contacts on many Marcher worlds to provide custom and maintain their vessels. Attracted to anything with a profit in it.

Official — that is, the Navy and the Scouts:

a) Naval interests are not keen on civilian penetration of the Egyrn region, due to continuing tensions from the Fourth Frontier War (1082-1084) with the Zhodani Consulate (who are still believed active in the area), and for various other reasons. Little courtesy can be expected from Navy vessels, if not outright demands to leave the region altogether. A typical trans-frontier Task Force would be a Kinunir class battle cruiser (see **Kinunir, Adventure 1**) and two Gazelle class close escorts (see **Issue 4, TAS Journal**), perhaps with a specialised detection vessel or fleet auxiliary (for on-station resupply) in company. The most likely Zhodani vessel to be encountered is the Shivva class patrol frigate, either singly or in pairs.

b) The Scouts, in particular the IGS, are believed to have a number of observation programmes in progress in the Outrim, and are not likely to welcome any intrusion. In addition to the usual types of small scout craft and various resupply vessels, it is thought that the Leviathan's sister vessels in IGS service may be deployed in the Outrim.

EXPLORATION CONTRACT (commence anywhere in Marches)

An invitation is received under the signature of the president of the Baraccai Technum, proposing a contract of some interest. The band is to travel to BT's orbital base at Berengaria/Pax Rulin, free of charge via BT transport. The invitation enjoins strict secrecy, and concludes with hints as to BT's efficiency in dealing with loose talkers.

The band is met at Berengaria by chief officials of BT's EIA Division - the Division Vice-President, Dom Guerau de Seripando (age 54, 755AAB); the Fleet Captain, Gaspard Moy (age 50, 596A99); and the Chief Factor, William of Hotzel (age 42, A36B89), and negotiations begin in earnest.

The essence of the contract is that the Leviathan, an exploratory merchant cruiser, is to be sent on a voyage of no more than six months duration into the Egyrn subsector of the Outrim. The voyage is to be staged via Bantral or Kydde, and must keep clear of the known worlds of the subsector at the coreward end for the sake of secrecy, unless a dire emergency develops. The objective is to discover new trading possibilities, and to bring back sample trade goods, reports and survey

data. The band are offered positions on board the Leviathan, and required to hire-on the remaining crew members at Berengaria's starport. Certain crew positions will be filled by BT nominees.

Referee: The player party should preferably be sufficiently qualified to fill some or all of the First Officer posts, and particularly the Master's position. It is not necessary that all players occupy command posts, but it complicates the referee's task if players are subordinate to non-player characters. An ideal party would consist of seven players occupying crew positions 02, 03, 04, 05, 06, 07, 11. Salaries should be negotiable, the basis being double standard salaries plus injury benefits, pension endowments and so on. Successful mission completion is usually rewarded with a percentage value of goods brought back. A Master would expect 4%, 1st Officers 2½%, 2nd Officers 1½%, 3rd Officers 1%, and 4th Officers ½%. Unranked characters are classed as 4th Officers for this purpose.

A selection of low and mid tech trade goods — some of it in the 'glass beads and trinkets' category — is provided for bartering with indigenous populations. This cargo should total about half the cargo capacity. The Leviathan is fitted with demountable fuel tanks (see description in the section headed **Major Variations**); this gives some flexibility to the Leviathan's route, as it is no longer essential that every jump is to a world — two maximum jumps in succession are possible. Apart from travelling time, about two weeks are required for a full planetary survey and initial contact; planetary stops may of course take longer. The voyage will therefore probably only cover about four unknown worlds. There is nothing to stop players signing on for a further trip if they wish.

HIRING-ON

Berengaria/Pax Rulin (0505)

Once the party have accepted the contract, a few days are spent in familiarising themselves with the Leviathan, then a BT shuttle takes them down to the planet. BT officials have previously contacted many likely crew members, and these are awaiting interview. It may be that this selection will not fill all the positions, in which case both BT and the players may have to search further.

The section of this booklet entitled **The Crew** indicates all crew positions and the minimum requirements to fill them. It should be noted that service on a Merchant Cruiser is regarded as prestigious, and many persons (those throwing 9+ on the Reaction table) would take a drop in rank if required to secure a place. It is very rare for anyone to gain a promotion to fill a crew vacancy unless no other suitable candidate is available.

As previously stated, some crew positions are filled by BT nominees - these are employees of the company and represent their interests; and incidentally prevent 'skipping' (see Book 2, p.3). The senior company official aboard is the Purser (08), nominated by the Chief Factor's office; the other BT posts are 2nd Pilot (10), Master-at-Arms (16), Cargo Officer (18) and the two Security officers (44, 45).

BT are also providing four science advisors to be officially classed as passengers and housed in the E Deck passenger area. These advisors are also BT employees, and comprise a Mineralogist, Metallurgist, Organic Chemist and Agronomist. They are to supply specialist advice on trade possibilities and to carry out field research and evaluations.

Once recruiting is complete, about two weeks are required for crew shakedown,

then the Leviathan sets a course for the Outtrim.

Referee: **1001 Characters, Supplement 1**, and **Citizens of the Imperium, Supplement 4** may be used to provide sufficient candidates for interview, or the referee may roll up his own characters. A reasonable selection should be presented to the players to allow some choice. A cross-section of races, creeds and sexes will make the adventure more interesting as relationships develop. The referee should not skimp this phase of the adventure, as the interaction of crew members on the voyage can play a major part in decision making. Each interview should include a Reaction test (Book 3, pp. 22-23).

To add more interest, some of the candidates should be undercover BT employees, their identity probably known only to the Master-at-Arms and perhaps the Purser. It is also possible that others have found out about the voyage; one or two McClellan Factors' agents for example, or agents of Imperial departments could also be included.

Rumours

The term rumour actually applies to a wide variety of information, including (in addition to rumours) such concepts as leads, clues and hints. Rumours have three basic purposes: to direct characters toward profitable endeavour, to misdirect them away from such endeavour, and to assist them after they have established a goal for themselves. For example, a specific clue may be utterly incomprehensible to those who find it, at the time. Later, however, they may encounter a situation where the data fits perfectly; there, the clue's nature may finally come to light.

Rumours are encountered in a manner similar to that of patrons. The individuals involved determine that they are out mingling with the population, making the rounds of bars and spacers' taverns, the local Travellers' Aid Society facilities (if the person is a member), the local naval or scout base, and any other appropriate location. Per week, one throw is allowed for the entire party, with one person selected as their leader for the purpose. A party should not be allowed to split up to canvass an area for rumours; such a procedure will produce all rumours as information in too short a time. If a party insists on splitting up, the referee may roll for rumours for each, but should disclose only one rumour, ignoring the others.

The rumour table is a six by six matrix calling for two separate die rolls. The 36 locations in the table contain 26 items, letters matching the 26 distinct rumours given in this section. Six of the rumours (lettered U to Z) are of a general nature, and appear more than once. The remaining twenty (lettered A to T) are specific, and appear only once each. Die roll modifications are called for which make certain rumours more probable to persons with specific qualities or experiences. Thus a scout will more probably encounter some rumours while a noble will more probably encounter others. After a throw indicates that a rumour is encountered, roll two dice, modify by the nature of the leader of the

RUMOURS

	1	2	3	4	5	6
1	A	B	C	D	E	F
2	G	U	U	W	W	H
3	I	U	Y	Y	W	J
4	K	X	Z	Z	V	L
5	M	X	X	V	V	N
6	O	P	Q	R	S	T

group, and determine which rumour should be relayed to the party. Modifications to the horizontal die roll are based on naval and scout service. If the leader of the party is a former scout, apply a DM of -1; if prior experience was in the navy, apply a DM of +1. Modifications to the vertical die roll are based on social standing. If the leader of the party is noble (social standing of 11+), apply a DM of +1; if the individual has a skill of streetwise -1 or better, apply a DM of -1). Throws on the rumour table of less than 1 equal 1; throws greater than 6 equal 6.

The specific rumour should be embellished by the referee as much as possible, providing a situation, setting, and allowing the players to interact with the source. He or she may be a patron, and may require some mission be performed prior to disclosing the information. Reaction (as per page 23, Book 3) should be rolled.

These rumours are applicable to encounters in the rimward region of Glisten subsector, and throughout the Imperial region of Pax Rulin subsector. It is the responsibility of the Referee to determine any rumours heard on independent worlds, etc. Many may simply be reworded versions of the specific rumours.

SPECIFIC RUMOURS

The following rumours appear only once in the table.

A. A retired scout (age 50, 2767A5) tells of having been on an Outrim data sweep when he found himself heading for Nabeth (0402) Scoutbase at full Jump speed (in a Jump-4 vessel) with the impulsion to get home without delay. He had no recollection of the past twenty days and all flight recorders were burnt out.

B. A brash young trader (age 30, 697987) at the local Lodge boasts of how he evaded a squadron of pursuit ships of strange design, when down on an Outrim planet procuring trade goods. He goes on at great length about the overpowering armament of the strangers, and all the tricks he used to escape, but avoids all questions about the planet except that it had a standard atmosphere.

C. A longshoreman (age 38, 555765) is overheard in a bar, stating that the pinnacle of a Kinunir class battle cruiser, he thinks the Ishmeilum, called today. The cruiser is thought to be on an anti-privateer cruise along the Imperial border.

D. An ebullient merchant captain (age 42, 843988), if encouraged with liquor, will repeat a story he's picked up about a trader who was chased out of an Outrim system by a warship neither Imperial nor barbarian.

E. An old Navy gunner (age 54, 463965), well beyond his alcoholic tolerance, blasts verbally all and sundry in the bar with the 'curse of Ganulph' when the barman throws him out.

F. This laboratory assistant (age 26, 7A8986) recalls being on a botanical research vessel which called at Walei (0102) doing work on plant life in corrosive atmospheres. He mentions that a couple of field collectors died on the planet; the inhabitants live in sealed domes. He doesn't recommend the place.

G. This scout (age 46, 568C89) discloses how he narrowly escaped death by sacrifice on an otherwise peaceable planet somewhere in the Outrim — this occurred many years ago and he cannot remember enough to describe the world.

H. A retired naval engineer (age 58, 343886) tells of several minor clashes his destroyer had with Zhodani ships during the Fourth Frontier War. His ship was involved in intruder sweeps and picket duty along the Outrim border, and the long distances from Zhodani territory suggests they must have had some bases in the Outrim.

I. This shipyard worker (age 34, 6B6895), on hearing of the questioner's connection with the Leviathan class, casts aspersions on the reliability of the fuel refinement onboard processing equipment.

J. A former cavalry captain (age 34, 9A6545) says he is joining a mercenary cadre on Kaldamar (0401), whose government has lost patience with McClellan Factors' cavalier trading methods.

K. A computer expert (age 46, 5438B7) mentions an interesting data collation exercise he has been asked to undertake by the Bureau of Trading Standards. Using publicly available sources, it is required to predict the percentage chance of extractable deposits of each of the first series of rare earth elements (atomic numbers 57 to 71) within a subsector-size volume of space. He has no valid set of results as yet.

L. This retired marine (age 50, 674899) can provide general information about Ashley's Rock (0801) from the time he was part of a small occupation force during the Fourth Frontier War some twenty years ago. Naturally the information is a bit vague and conditions on the planet may have changed.

M. A minor official of the Trading Standards Bureau (age 34, 624675) lets slip that certain alloys specified in recent electronics patents cannot be procured within the Imperium.

N. An off-duty customs official (age 38, 744866) recalls a McClellan Factors vessel carrying middle-technology weapons, parts and ammunition having passed through the starport recently.

O. A senior IGS official (age 46, 4749BA) warns the party not to venture into Egyrn subsector 'for your own good', but refuses to be specific.

P. This executive (age 42, 745A99) of Arkesh Spacers seems to know of the party's mission and smugly tells them they are wasting their time.

Q. A customs and excise official (age 38, 674886) bemoans the lack of control exercised by the Navy over privateers. It is fairly certain, he says, that the government of Trane/Glisten (0408) has issued letters of marque to one or two corsairs operating from the Outrim.

R. A young member of the Subsector Governor's secretariat (age 30, 669AB9) mentions that Zhodani strategy, long thought to have been mainly aimed at removing the Imperial presence in Five Sisters, may have wider implications. Some evidence that a few worlds in the Outrim were Zhodani seeded, and continued military activity so far from the Consular core, points to matters unconnected with their rivalry with the Imperium.

S. This eminent zoologist (age 62, 354BBA) is willing to pay Cr 5000 for a living specimen of any unknown carnivore delivered to him in a healthy state.

T. A casual meeting with a scholarly type (age 46, 3647B8) at the Travellers' Aid elicits the information that a living descendent colony of the Ancients is thought to have been discovered by the IGS somewhere in the Outrim and is being kept strictly secret as the benefits to the Imperium could be tremendous.

GENERAL RUMOURS

The following rumours appear more than once in the table. Each time one appears, it should be embellished and restated slightly.

U. Anagathics prices are climbing through the roof: anyone discovering a source of any of the constituent compounds would make a fortune.

V. Imperial detection agencies believe that the Psionics Institute has some major interest in the Outrim.

W. The Imperial banks are approaching a critical shortage of precious metals, notably iridium and platinum, and money metal prices are expected to soar. (Recent demands by industry are cited as the reason for shortages.)

X. The complement of scoutboats at (Nabeth/Egyrn (0402), Kydde/Pax Rulin (0210), Bantral/Pax Rulin (0306), take your pick) scoutbase has been increased due to interest by the IGS in certain phenomena in the Outrim.

Y. The Senlis Foederate has banned all outsiders from planetfall on Orsach/Pax Rulin (0408), due to internal dissention with Senlite rule.

Z. Press sources indicate that Imperial expansion in the Outrim is being considered, and that surveillance of one or two worlds has begun.

The Egyrn Subsector

Except for the extreme coreward end, Egyrn subsector is largely unknown to the public - most Navy and Scout data on this area is classified. Believed to have been first settled during the Ramshackle Empire era (circa 1700 PI) and since regressed to isolated low-tech societies. The mid and rimward areas are part of the Outtrim Void. The subsector name preserves the original title of Ashley's Rock. Sir Gildemar Tomas Ashley was a staunch supporter of the Solomani faction who settled this world after the Solomani Rim War (990-1002). Most of the data that is available on the subsector is due to another famous character, Bennett Lai da Santos, a gentleman-explorer and rogue of the mercantile persuasion.

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	<i>Align.</i>
Walei	0102-E7B4776 5 0109 0205 0306 0310		G Ind.
Kaldamar	0401-E745326 7	Non-industrial. T-prime.	G Ind.
Nabeth	0402-D326579 8 S 0409 0505 0507 0508	Non-industrial.	G Ind.
Selshor.	0602-X330576 0 0610	Non-industrial. Iceworld.	R G Ind.
Carben	0702-X3555A9 1	Agricultural. Non-industrial.	R G Ind.
Ashley's Rock	0801-D100120 5	Non-industrial.	G Ind.
T'yana	0802-E568752 8 0805 0808	Rich	Ind.

The Egyrn subsector contains 18 worlds of which 7 have known data; these 7 have a population of 101.5 million. The highest known population level is 7, at Walei and T'yana; the highest known tech level is 8, at Nabeth and T'yana. The entire subsector is classified as an Amber travel zone.

Planetary Descriptions

This section provides the referee with basic data and characteristics of worlds in the Egyrn subsector not listed (except by location) in the Subsector Data. Apart from the normal planetary information, note has been made of any unusual features of each world, which the referee should expand to make each planetfall a unique challenge to the players. A modified ship encounter procedure is included to suit the individual nature of the Egyrn subsector.

WORLDS OF THE EGYRN SUBSECTOR

Pa'an 0109-E649333 4 Non-industrial. T-prime G

Humans of Zhodani stock inhabit this planet, and contact with the Consulate is maintained through visiting patrol vessels. The planet is ruled by a psionically adept nobility through their powers of telepathy and clairvoyance, and the majority of the population live in serfdom.

Few weapons are in evidence (mostly ceremonial and entirely confined to the nobility). The usual defence against outsiders is hypnotic amnesia if a few subjects, or telepathically induced aggression against other members of the party if a large group. The crew will begin by feeling antagonistic and short-tempered with each other, and within one to six hours will be actively engaged in trying to finish each other off.

The world's main trade value is in being a Terran prime with largely unused resources, especially petrochemicals.

Gorgon 0205-E690264 6 Non-industrial G

Under the rule of the Belgardian Sojourn (see Belgard 0306), Gorgon is an exile planet for Sojourn recalcitrants. Life is extremely harsh, as the surface is exposed to constant high-velocity winds. In some areas the vegetation has adapted by growing in umbrellate forms to an average height of two metres. The micro-climate under this layer is just bearable to the few hundred inhabitants who live there in shelters of organic construction. This population, a prison society, mines for copper, zinc, palladium, silver and tin.

Some untouched rare earth deposits will show up on a full planetary survey, and the trunk and limb wood of the parasol trees has a tensile strength amongst the highest recorded for a natural material. Planetary landings are particularly hazardous.

Belgard 0306-D371321 9 M Non-industrial G

The name is probably a corruption of Beauregard (see Library Data). There will be at least one student of Imperial history in the crew who may make this connection. Though a starfaring community, this capability — and other technology — is conducted with obsolete equipment, either much repaired originals or unreliable copies. Actual tech level ability of the world is 6. The community (in one large town with outlying agricultural and ancillary settlements) is known as the Belgardian Sojourn, its origins lost in myth and legend. Other starfaring humans are

generally regarded as the 'Enemy'. The Sojourn wishes only to be left alone.

Much of Belgard's natural resources have been ravaged in an unplanned, callous manner, as the Belgardians do not see the planet as their permanent home. However, prime trade goods are animal pelts, precious gems and most importantly, naturally occurring zuchai crystals (see **Library Data**).

Velscur 0310-X374479 3 Non-industrial G

A typical regressed colony. Apart from a few jealously guarded artifacts of high tech level and now assuming religious significance, technological ability had sunk to primitive levels but has now climbed back to a wind and water power era. There is no central government - each settled area is a separate feudal monarchy. The Velscuri, though wary, will welcome traders — they have a fairly sharp set of merchants themselves.

Most elements are present, including rare earths in small quantities. Other trade possibilities are some novel spices, fine woven fabrics and a powerful brandy.

0409-X775000 0 Non-industrial. T-norm

This world could be the prize of the subsector — an uninhabited Terran norm planet could provide unlimited profit to the right type of colonisation project. The rather primitive flora and fauna types, ruins of artificial constructions and space debris all suggest disaster befell its occupants some one hundred years ago. Evidence of the extinct civilization is widespread, though large areas are barren and appear to be the result of radiation weapons.

Investigations of the space debris will reveal that all are remains of satellites and ships in decaying orbits - most have already burnt up (low chance of a wreckage shower for on-planet parties; manual override descent mandatory for any landing). A full survey routine will indicate the whereabouts of a) ruins of a class B starport; b) ruins of several manufacturing areas (though most were obliterated by nuclear explosions; c) mining areas, mostly in ruins but exploration possible with caution. The overall impression is of a tech level of 10.

With usual precautions against long-term radiation, mutated viruses and so on, this is a habitable and desirable world.

Gollere 0505-D574756 7 Agricultural

A regressed settlement which has overcome its difficulties and produced a vigorous, enquiring society based on the division of labour between specialised clans. Gollere is now in the process of taking its first exploratory steps on the road back to space travel. Some contact with Belgard (0306) is maintained on an intermittent basis only when the xenophobic Belgardians have a disastrous harvest, exchanging machinery for agricultural produce. The Gollerans will leap at any other source of trade, though they have little except organics to barter.

Another possible set of trade goods are some ingenious variations of low to mid tech weapons and machinery (TL 5-7) which would find a ready market on similar worlds.

Ganulph 0507-X200000 0 Non-industrial G

This world was originally inhabited by a society that had attained tech level 5. During the Fourth Frontier War, it was garrisoned by Imperial Marines as an ad-

vanced base, including a major munitions store. In early 1084 all life on the planet, and its atmospheric envelope, was destroyed in the Manoeuvre of Ganulph (see **Library Data**). The Marine commander was posthumously court-martialled.

The planet is now completely valueless and still highly radioactive.

Eleson 0508-E441100 8 Non-industrial. Poor

Claimed by the Belgardian Sojourn (see Belgard 0306). The only inhabitants are an enclave of some forty personnel producing high grade alloys required in electronics manufacture, and harvesting small quantities of medicinal plants.

The Belgardians have so far missed the significance of certain crystalline rock formations much in demand for laser and other optical applications.

Goria 0610-E222475 6 Non-industrial. Poor

A world which has regressed less than most, though competition for scarce food and water resources has led to an aggressive lifestyle. From their colonisation era protective domes, now extensively fortified, clan chiefs practice organised piracy on their neighbours. Main objectives are to secure food stocks, capture valuable technicians essential to the continued functioning of the domes, and cause general mayhem. Not unnaturally, a hardy experienced warrior class has developed.

The concepts of barter or payment for goods are unknown - any discussion in this vein will end in hostilities. Very little of trade value; some exceptional wines and liqueurs, and extremely well-made hand weapons up to tech level 5.

Vior 0805-X500401 1 Non-industrial G

In appearance this world is uninhabited (and uninhabitable), however a detailed survey will indicate geological anomalies in one particular location. Investigation will reveal several airlock chambers giving access to an extensive underground habitat, where the Viorans lead a troglodytic existence. In one of the worst cases of regression yet found, chronic overcrowding has produced a primitive semi-cannibalistic society. Healthy crew members will be greeted primarily as a source of food.

The Viorans produce nothing of value; however, one reason for their overcrowding is longevity. After much detective work, assuming the researchers have not been eaten in the meantime, this longevity may be traced to the inclusion of a particularly repellent rodent scavenger in their diet, with remarkable anagathic properties. The planet itself has a number of extractable deposits of various minerals.

Braudel 0808-X543200 3 Non-industrial. Poor G

The Braudel are a free-ranging steppelands culture, well adapted from the original farmer colonists. Great land yachts are the usual means of transport, though a minority also pole barges along the river roads. Braudel has a flourishing barter economy based on the yurfal, a large grazing animal providing almost all the requirements of the tribes (see **Supplement 2, Animal Encounters**, p.16 — Prairie terrain item 8). The Braudel are capable of telepathy and awareness, controlling the yurfal through telempathy. These psionic abilities appear to be naturally developed rather than the result of Zhodani influence.

Braudel is a pleasant world with many worthwhile organic products, though nothing of exceptional value. Very large oil deposits, but metal-poor.

SHIP ENCOUNTERS

The following section modifies the basic Traveller ship encounter system (see Book 2, p.36 to suit conditions in the Egyrn subsector, as there is little organised trade and few space-faring populations. Normal encounters apply to the known planets. The following notes enlarge on the presence of Imperial Scout and Navy, and Zhodani Navy craft in the subsector.

Scouts: The IGS maintains orbital planet watches over Vior and Braudel, though these are not continuous. A research and survey programme, funded by the Ministry of Colonisation, is being conducted on 0409, requiring occasional visits for data.

Imperial Navy: General patrol sweeps, anti-piracy cruises and resupply missions are the main naval activities. Some overlap with Zhodani patrols is maintained. There are no bases or permanent guardboats in the region.

Zhodani Navy: Regular contact is maintained with Pa'an, with infrequent patrols elsewhere in the rimward area. Resources are limited at this distance from the Consulate.

Belgardian Navy: A small military fleet is maintained. Apart from non-starships, several starships in the 200 ton class, termed 'lancers', are operated. These are similar to the Type A Free Trader, but capable of 4G acceleration and Jump-3, with less cargo room and more fuel.

Encounter Procedure: Throw two dice and apply a DM based on the starport of the world: D = +1, E = -2, X = -4. If the modified total is 8 or more, an encounter has occurred and one further die should be thrown; the result of this is referenced to the succeeding numbered ship types.

SHIP ENCOUNTER TABLE (8+, Ship Encounter; less than 8, no encounter.)

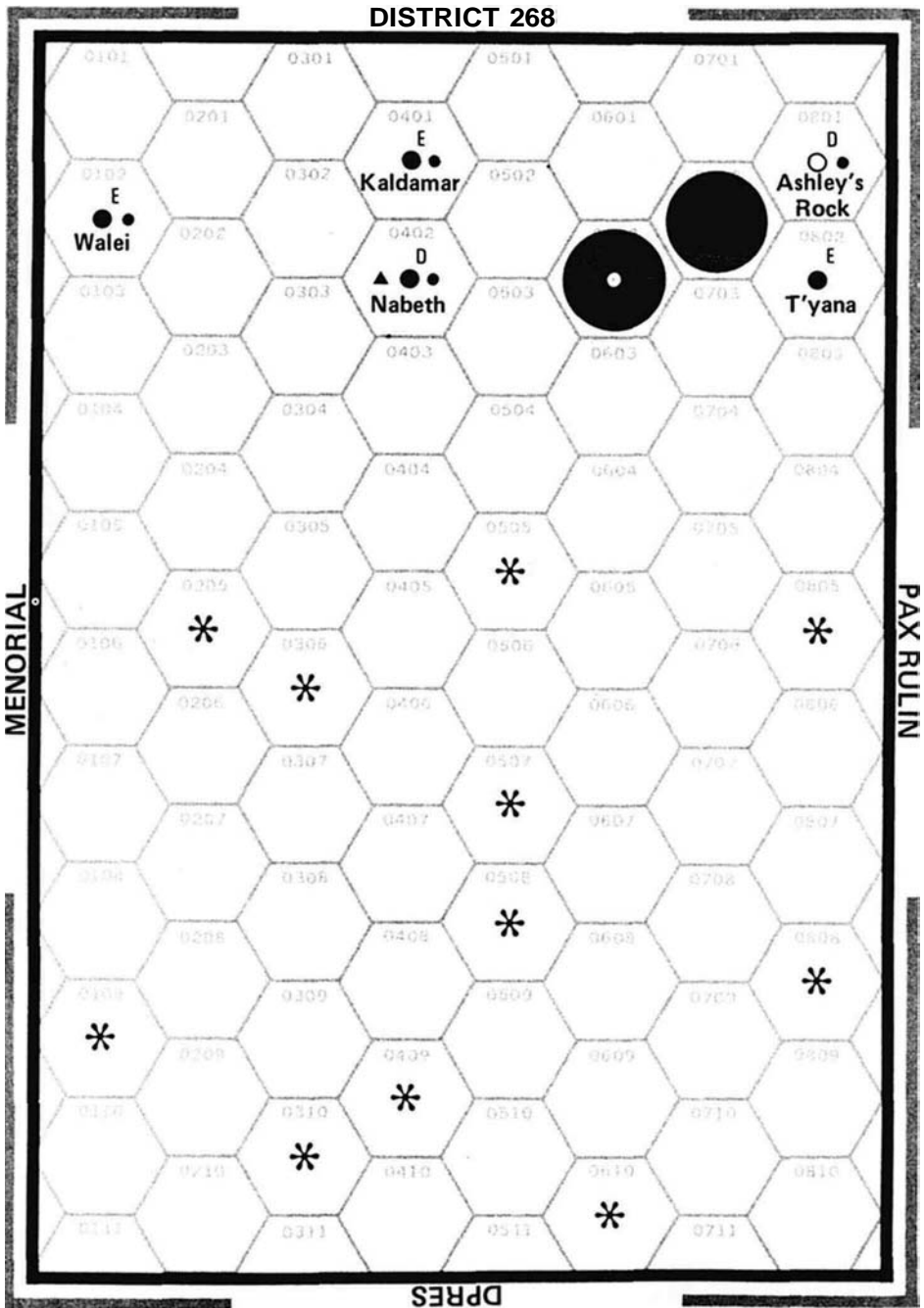
Pa'an 0109	1-2 Zhodani Trader*; 3-5 Zhodani frigate; 6 Two Zhodani frigates
Gorgon 0205	1 Cutter; 2-4 Trader*; 5-6 Lancer (All vessels Belgardian.)
Belgard 0306	1-2 Cutter; 3 Trader*; 4-5 Lancer; 6 Two Lancers (All vessels Belgardian.)
Velscur 0310	1-4 Trader; 5-6 Zhodani frigate
- 0409	1-2 Trader; 3 Zhodani frigate; 4 IGS scout; 5 IGS cruiser; 6 Navy patrol
Gollere 0505	1-2 Trader; 3 Belgard Lancer; 4 Belgard Trader; 5-6 Navy patrol
Ganulph 0507	1-3 Trader; 4-6 Navy patrol
Eleson 0508	1 Cutter; 2-3 Belgard Trader; 4-5 Belgard Lancer; 6 Zhodani frigate
Goria 0610	1-3 Trader; 4 Zhodani frigate; 5-6 Navy patrol
Vior 0805	1-2 Trader; 3-4 IGS vessel(s); 5-6 Navy patrol
Braudel 0808	1-2 Trader; 3-4 IGS vessel(s); 5-6 Navy patrol

* One in six chance of the trader being a Free Trader.

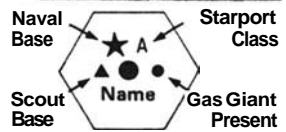
Trader or Free Trader result may be interpreted by the referee as a merchant cruiser if desired.

As an alternative system, the volume of traffic is so low in the subsector that a method of determining lengths of stay and movement times could be evolved and record of all vessels be kept by the referee.

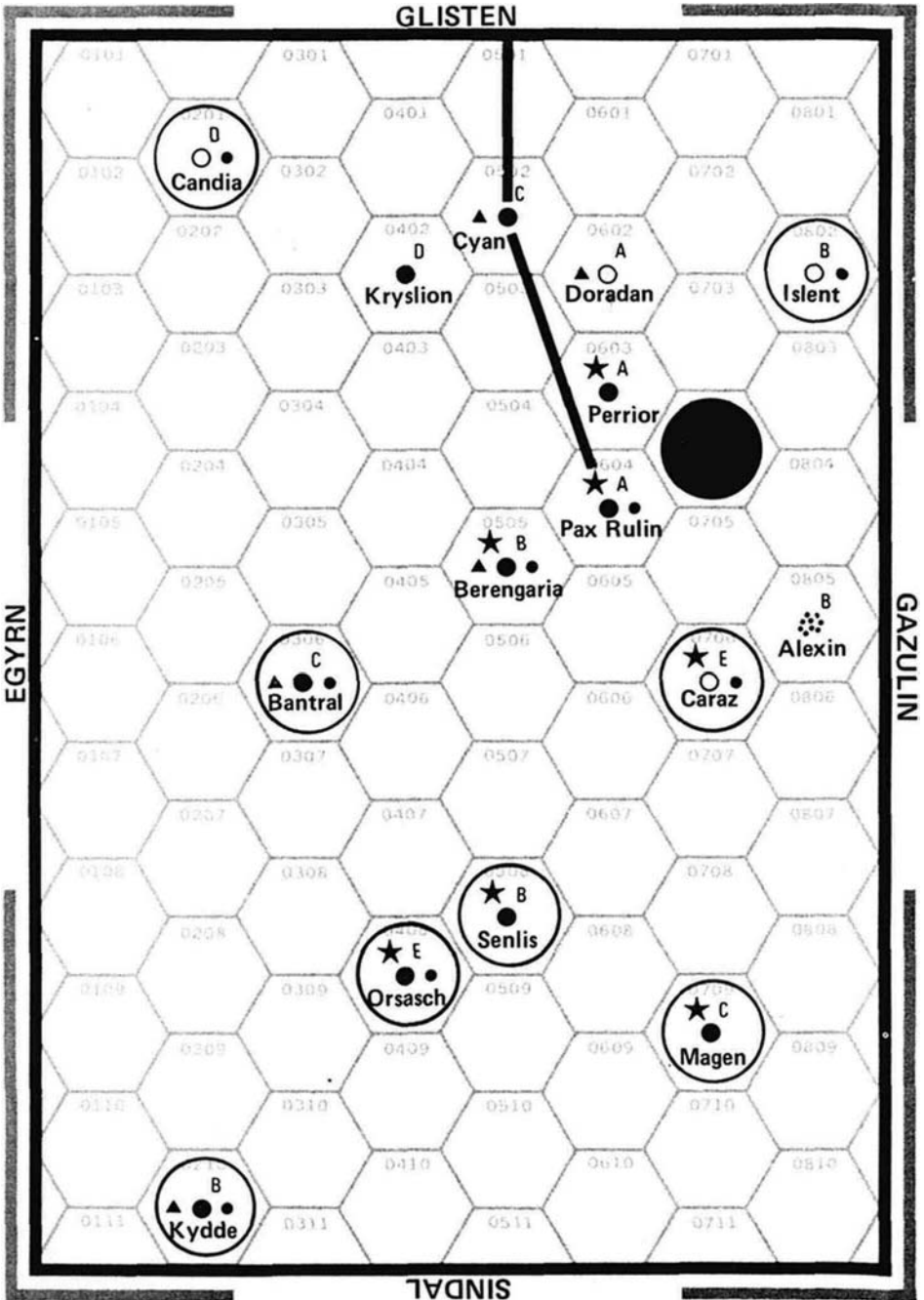
DISTRICT 268



The Egyrn Subsector



GLISTEN



EGYRN

GAZULIN

SINDAL

- Water Present
- No Water Present
- ⋯ Asteroids
- ★ Data Unavailable
- ▬ Xboat Route

The Pax Rulin Subsector

The Pax Rulin Subsector

At the spin-rimward boundary of the Imperium, this subsector is also on the coreward edge of the Outrim Void. Pax Rulin subsector is administered from Glisten, and the Imperial presence in this subsector amounts to little more than a string of military installations defending the Imperial border - other than these, life is very much in the independent frontier mould.

The Senlis Foederate (Senlis, Orsasch and Magen) is a small independent trading and defence alliance, and the first stage of a known jump route across the Void. The worlds of Kydde and Bantral, both within the Void, have high agricultural status and have trade connections to the Foederate and the Imperium.

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	<i>Align.</i>
Candia	0201-D4006A9 4	Non-agricultural. Non-industrial	A G Ind.
Kydde	0210-B644779 5 S	Agricultural. T-prime.	A G Ind.
Bantral	0306-C886589 9 S	Agricultural. Non-industrial. T-prime.	A G Ind.
Kryslion	0402-D483AA99		Imp.
Orsasch	0408-E241364 7 M	Non-industrial. Poor.	A G Sen.
Cyan	0502-C4689B9 B S	Imperial Way Station.	Imp.
Berengaria	0505-B566644 7 2	Agricultural. Non-industrial. Rich.	G Imp.
Senlis	0508-B671633 A M	Non-industrial.	A Sen.
Doradan	0602-A400369 B S	Non-industrial.	Imp.
Perrior	0603-A633966 B N	Non-agricultural. Poor.	Imp.
Pax Rulin	0604-A402231 E N	Non-industrial. Poor. Subsector Capital.	G Imp.
Rhysk	0704-E413730 3	Non-agricultural. Poor.	R G Imp.
Caraz	0706-E110959 A N	Non-agricultural. Industrial.	A G Imp.
Magen	0709-C543550 9 M	Non-industrial.	A Sen.
Islent	0802-BAC0789 6		A G Imp.
Alexin	0805-B000420 C	Non-industrial. Asteroid belt.	Imp.

The Pax Rulin subsector contains 16 worlds with a total population of 63.5 billion. The highest population is A, at Kryslion; the highest tech level is E, at Pax Rulin.

WORLD DATA

The subsector data given on the preceding pages may be found in ordinary library programs. This section explains the data coding system.

World Alignment: The following abbreviations are used:

- Imp. Member of Imperium.
- Ind. Independent world, uncommitted to any interstellar group.
- Sen. Member of Senlis Foederate.

For an explanation of the world statistics (the hex location-six letter and/or figure characteristics—tech level), see Book 3, pp1-12.

Following this are Bases Present and Remarks.

Bases: The following codes are used:

- S Imperial Scout Service base.
- N Imperial Navy base.
- 2 Both the above bases present.
- M Independent world Navy base, with accompanying Marine and Army installations.

Remarks: This section deals with various supplementary classifications. Trade Classifications - see Book 2, p.43, the last two columns indicating Travel Zone class, and whether a gas giant is present in the stellar system.

a) *Other Data:*

Subsector Capital - The world indicated is the seat of government at the sub-sector (or other interstellar) level. In many cases, this government is independent of the local planetary government. Examples include Subsector Capital, Confederation Capital and Frontier District Capital.

Imperial Way Station - A base established for the repair, maintenance, and overhaul of Imperial equipment. It may include provisions for Army troop barracks, naval and scout ship overhauls, and intelligence operations.

T-prime - Terran prime worlds are worlds similar to the Terran standard type; to be classed as such, much prized as habitations, the following apply:

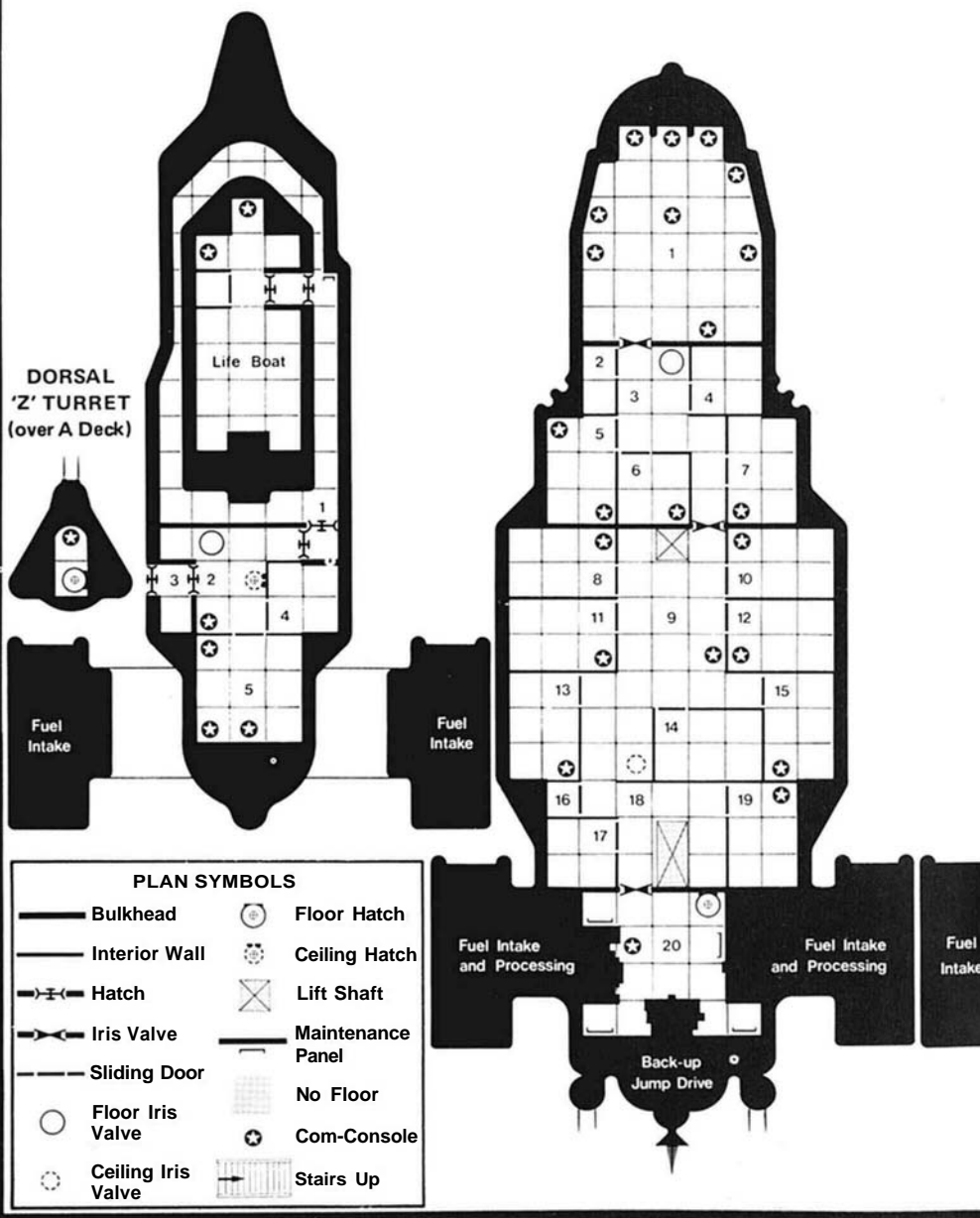
Size 6-9, Atmosphere 4-9, Hydrography 3-9, Gravity 0.6-1.1G. Within this category is the Terran Norm (Size 7—9, Atmosphere 6—7, Hydrography 5-7, Gravity 0.75-1.1G, code T-norm), a classification that almost guarantees successful colonisation or tourist industries.

b) *Travel Zone Classifications* - The Travellers' Aid Society classifies worlds by their degree of danger to travellers, using a colour system ranging from green, through amber, to red.

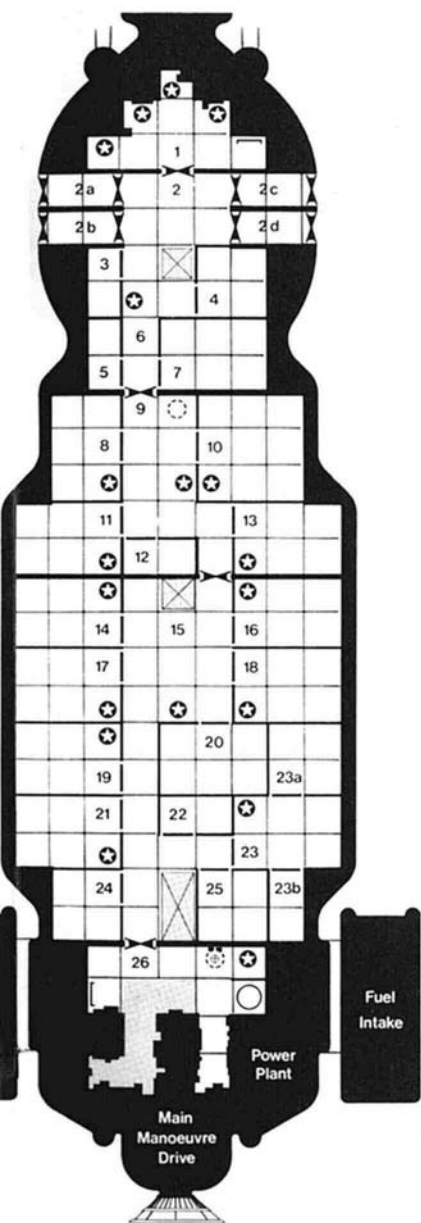
c) *Gas Giants* - One major source of fuel for starships is the light element atmosphere of gas giants. Worlds which 'have gas giants in their stellar systems are coded G; in the absence of a G code, refuelling is possible only at local starports, or from local oceans, if the hydrographic percentage is greater than 0.

A DECK

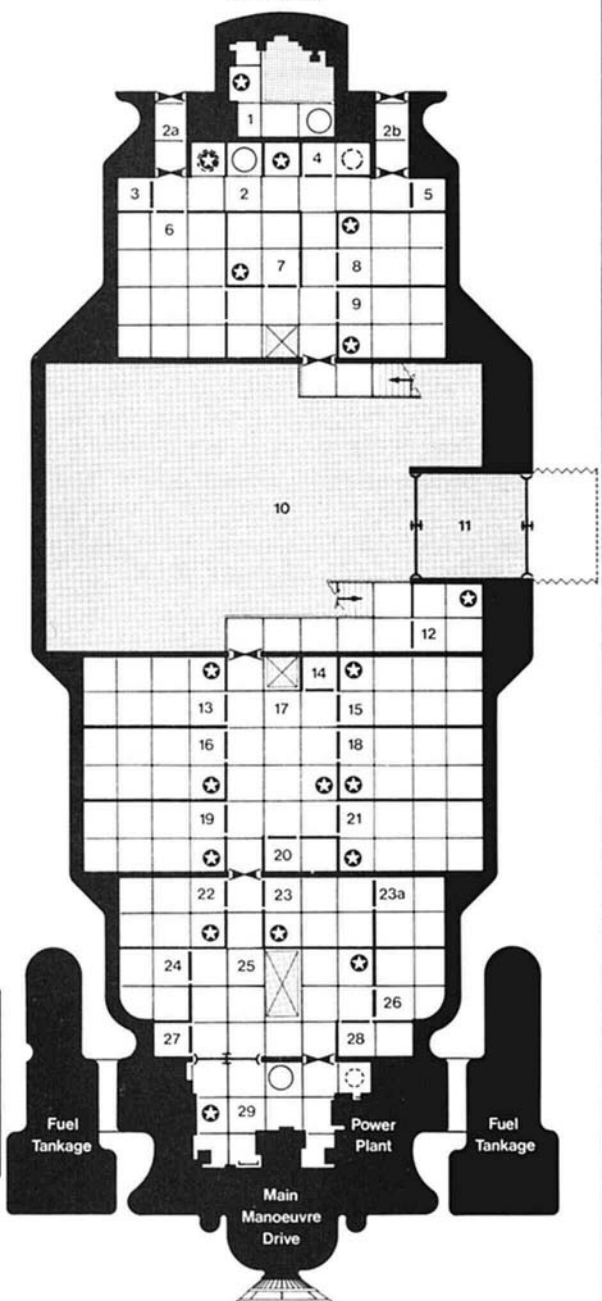
B DECK



C DECK



D DECK



Leviathan Class Merchant Cruisers

The following section contains data and statistics on the Leviathan class of merchant cruiser. All data listed under General Specifications, Dispositions, and Statistics is available in ordinary library programs filed under the general keyword Merchant Cruiser— the Specifications section under the general heading, with Dispositions and Statistics as sub-sections under those keywords.

GENERAL SPECIFICATIONS

Designed jointly by Bilstein Yards of Glisten and the Baraccai Technum, the Leviathan class was developed from previous designs and is primarily intended for independent cruising in undeveloped trade areas; high survivability is also a design factor. The vessels are semi-streamlined, allowing skimming refuelling manoeuvres as well as landings in types 0 and 1 atmospheres. Atmospheric landings are otherwise impossible, hence the large complement of ship's boats. Bilstein has made the design available for general sale, and fifteen have been completed (of which three have been lost), four building, and two on order.

Tonnage: 1800 (standard). 25200 cubic meters.
Dimensions: 53.5L x 22.5W x 35.5H.
Crew: 56.
Powerplant: Type 4.
Jump: 3 parsecs; backup 2 parsecs.
Acceleration: 4G constant; backup 2G.
Engineering: One Torgee PL FS62-Y fusion-linked power plant driving two Gayle Field type 77X jump drives (one type 76W backup) and one Bilstein Arg-6Y impulse manoeuvre drive Alb-5W backup).
Gravities: Ganged Forelle Field generators, with 1G floor fields.
Electronics: Zahinyo 7.4c computer with integral fibre optic backup, and Zahinyo 5.0h auxiliary computer. Integral and manual input fire control.
Range: Unlimited manoeuvre. One jump (with 580 ton fuel package). 300 days standard supply consumption. Fuel processing can refine crude hydrogen for fuel with on-board plant.
Capacity: 33 staterooms; 4 passengers possible. Six low passage berths. 70 tons cargo space.
Armament: Two dual beam laser turrets, one each dorsal and ventral. Four remote dual beam laser turrets, two each fore and aft. Four nose launch tubes, with drone RPV capability.
Ship's Boats: One 25.5m Shuttle. One 21m Pinnacle. Two 14m Lifeboats. One 3.5m Air/Raft with pressurized cabin.

Second Edition High Guard USP:

MC-50164 Leviathan MC-A4344G2-200000-60004-0 MCr 1229.46 1800 tons
one battery each, all batteries bear. Crew=56. TL=13.
Passengers=0. Low=6. Cargo=70. Fuel=612. EP=72. Agility=2. Air/Raft=1.
One 95-ton shuttle. One 40-ton pinnacle. Two 20-ton lifeboats. Six extra hardpoints.

DISPOSITIONS

Most vessels of this successful class remain in service in and about the Spinward Marches. However, three have so far been lost to various causes:

Amuar (MC-50247) Failed to return from a mission Outtrim, mid 1102. No known cause or survivors.

Marcucci (MC-51336) Captured by corsairs 135-1095 in the Quare region of the Vilis subsector. Subsequently identified on a number of occasions in pirate service. Present fate unknown.

Mar de Damas (MC-52861) Destroyed off Zaibon in the Lunion subsector 022-1098; mistaken by an Imperial Kokirrak class dreadnought for the Marcucci due to a communications malfunction. Only 15 crew survived.

STATISTICS

Table showing tail numbers and construction information for the Leviathan class. Information correct as of 001-1107.

<i>Number</i>	<i>Name</i>	<i>Laid Down</i>	<i>First Flight</i>	<i>Owner</i>	<i>Status</i>
MC-50164	Leviathan	062-1086	040-1090	Baraccai Technum	in service
MC-50165	Decameron	108-1086	085-1090	Baraccai Technum	in service
MC-50247	Amuar	265-1087	140-1091	McClellan Factors	lost 1102
MC-51336	Marcucci	164-1089	095-1093	Tukera Lines	lost 1095
SCP-9906	Sarsharev	201-1089	153-1093	MANS	in service
MC-51706	Marluk Ghisli	301-1090	227-1094	McClellan Factors	in service
CNS-2005	Nicolas de Nicolay	285-1092	199-1096	IGS	in service
MC-52490	Shoji	297-1092	209-1096	McClellan Factors	in service
MC-52861	Mar de Damas	050-1094	358-1097	Baraccai Technum	lost 1098
MC-53640	Tuembalt	066-1096	361-1099	Oberlindes Lines	in service
MC-53641	Cabrera	085-1096	025-1100	Lanthan Traders	in service
MC-53959	Sumenojr	162-1097	143-1101	Tukera Linos	in service
MC-54503	Roman de la Rose	151-1099	125-1103	Baraccai Technum	in service
CNS-2023	Bartholomeu Dias	350-1099	329-1103	IGS	in service
MC-55027	Vanoriel	235-1100	214-1104	Arkesh Spacers	in service
—	Alwar Sadek	256-1102		Imperial Household	fitting out
—	Gonorwy	364-1102		McClellan Factors	fitting out
—	not yet named	340-1103		Oberlindes Lines	building
—	Chantelle Star	345-1105		Chantelle Corpn.	building

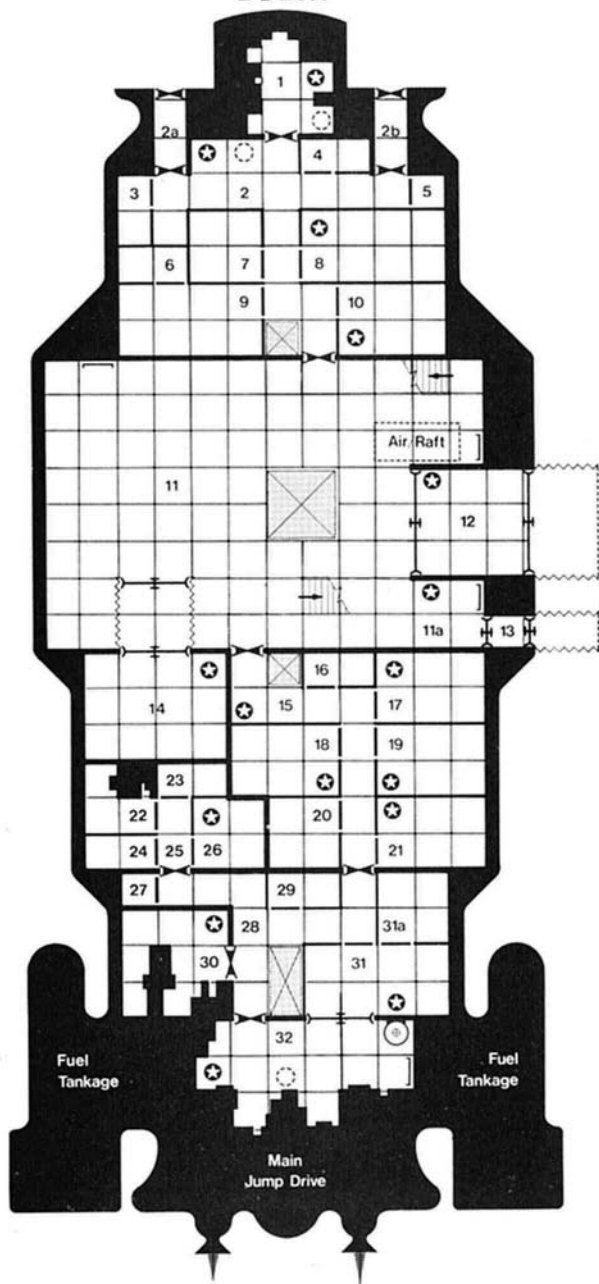
Plus two vessels on order: Baraccai Technum, 1 (to be laid down 003-1107); Tukera Lines, 1.

Notes: All vessels built by Bilstein Yards, Glisten/Glisten(0406).

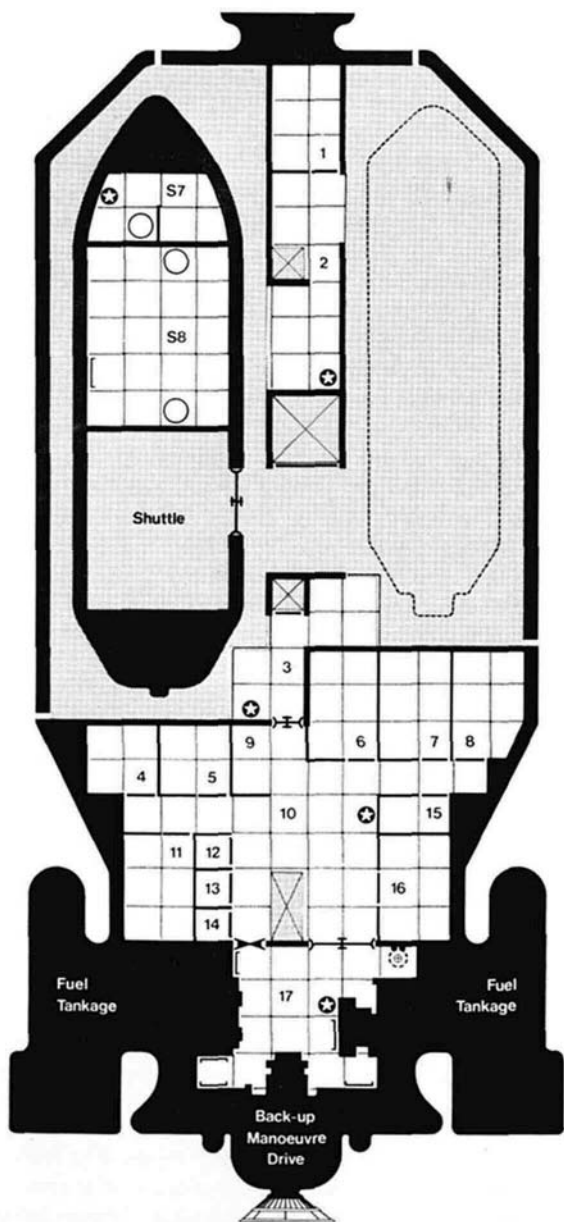
Sarsharev(SCP-9906) in service with the Marches Auxilliary Naval Service and officially designated a Reconnaissance Cruiser.

Nicolas de Nicolay(CNS-2005) and Bartholomeu Dias(CNS-2023) owned

E DECK



F DECK



by the Imperial Grand Survey, Spatial Phenomena Investigation Branch. Alwar Sadek (named for a famous antecedent of the Imperial line) is being constructed for one of the Emperor's many cousins, Duke Jarl Fennes, as a personal headquarters vessel. First flight due 235-1107.

The following information covers interior and other details of Leviathan class merchant cruiser, for use by the Referee in adventures.

MAJOR VARIATIONS

Sarsharev (SCP-9906) has the shuttle and pinnacle deleted and replaced with two armed ship's boats. Improved detection equipment.

IGS vessels have the shuttle deleted and an extra pinnacle added. Very much-modified instrumentation for anomaly monitoring. Extensive modifications to B, C and F decks to allow onboard research.

Alwar Sadek has much-modified C, E and F decks to suit command use, and the Duke's personal requirements.

Fuel and Cargo Pods are available for the class. Two 300 ton fuel pods may be fitted to couplings on the tanks at H deck; these are demountable, not L-Hyd drop tanks. Similarly, a 200 ton cargo pod may be fitted at H deck between the fuel pods - this pod has no through connection to the interior, it is necessary to use the shuttle or pinnacle to transfer cargo. The IGS vessels do not have the cargo pod option; instead couplings at A and H decks allow the carriage of two 100 ton Type S scouts within the jump field. It should be noted that these additions have two main effects on performance. First, any (or all) of these options alter the displacement class upwards, with a consequent loss of drive potential - the main drives will now produce Jump-2 and 3G. Secondly, the aft arc of C turret (and X, Y and Z turrets in IGS vessels) is seriously proscribed by the pods.

INTERNAL FACILITIES

Walls: Two types of walls occur — partitions and bulkheads, differentiated on the basis of line width in the ship drawings. Partitions are non-load bearing panels firmly fixed in place, but not pressure-tight and unable to withstand a concerted assault. A partition can be broken down (enough for a person to pass through) after it sustains 100 hit points from an energy or explosive weapon. Bulkheads are built of heavy metal, and maintain the structural integrity and environment of the ship in the face of battle or collision damage. A bulkhead is very difficult to destroy, and requires 1000 hit points from an energy weapon or explosive before showing a hole large enough for a person to pass through.

All deck floors are bulkheads.

Doors: Sliding panel doors are set in partition walls. They are not airtight and will open at the touch of a stud (if power is on), or by concerted effort (if power is off). Locks on sliding doors are for privacy only, and may be easily broken with a prybar or other tool.

Iris Valves: Portals set in bulkheads are either hatches or iris valves. Iris valves are much like the aperture of a camera; they consist of a series of metal plates that slide into place to block the opening. Valves are difficult to force open once fully closed (throw 9+ to force open a closed iris valve; DM +1 if strength 10+, +2 if dexterity 10+, -3 if person is in vacc suit. Gunfire will simply lock the valve

tighter), and impossible to force if open. Any strong object (metal bar or rod) placed in the valve when open will prevent full closure, and allow a partially closed valve to be opened with ease. Iris valves are operated by depressing a stud on a switchplate on the wall near the valve. They are airtight when closed, and mark transition points to other bulkheaded areas, or into airlocks. As long as the ship has any power (ship auxiliary power source has not been disconnected), iris valves will close automatically when interior pressure drops.

Hatches: Hinged metal doors are placed at some locations, secured by pins operated by a handwheel on the door. These hatches are not controlled by the ship's computer. There is no provision for locking hatches, but a metal rod inserted into the handwheel will jam the hatch such that it cannot be opened from the other side. Hatches may be present in floors or decks as well as in bulkhead walls. Vertical shafts with hatches are indicated as such on the deck plans.

Vertical Shafts: Ladders leading through portals between decks are present at vertical shafts.

Lift Shafts: Automatic lift platforms are installed in some locations and provide rapid transport between decks. They operate as do normal lifts. In battle situations some or all lifts may be shut down or the number of decks served reduced, in which case sliding bulkheads close off the floor opening. An example of reduced service is the fore lift serving C, D and E decks only, in battle.

Power: The power plant on C and D decks provides electric power for all ship functions. Wall outlets situated throughout the ship provide connections for most uses — such connectors are Imperial standard. The backup power plant on F deck provides about 70% of the main plant's output, which has no material effect on any function other than the jump drive; this is limited to Jump-2 on the backup plant.

Light: All areas are fully and comfortably lighted. The intensity of light may be reduced by computer instructions or by simple wall switches. Some areas may be lit in red, especially the boat deck or the vehicle deck, in an effort to preserve night vision.

Environment: The ship interior is maintained at a constant temperature and pressure, and oxygen levels are constantly replenished. Both Life Support Systems have identical capacities.

Gravity: The ship's decks have plates built in to provide constant gravity; these may be adjusted to provide any G value between 0 and 1G. Computer instructions are needed to revise or switch off plate values. Under normal conditions acceleration dampers negate the effects of acceleration or deceleration, but in situations where violent manoeuvring is expected, such as combat, these are switched off to prevent overload, and the crew must rely on other measures such as acceleration couches.

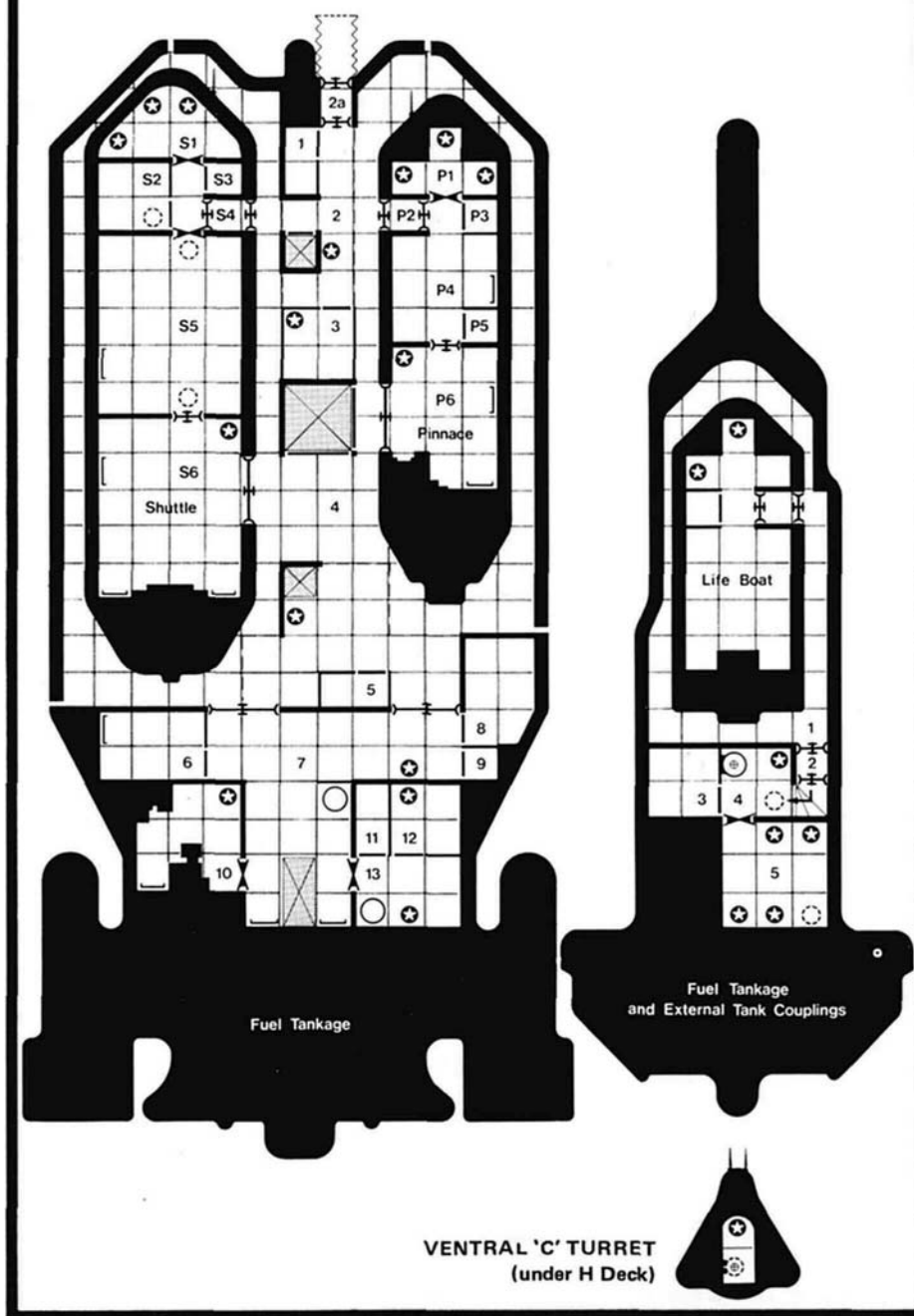
ENTRIES AND EXITS

This section describes both official entry points and other probable methods of ingress. More than adequate safeguards are present on all locations. Provisions are made to prevent opening of any location to vacuum without suitable protection. See also the various location descriptions.

Personnel Airlocks: Normally electronically locked, may be by-passed by persons with Electronic skills, though this will trigger security telltales.

G DECK

H DECK



Cargo Airlock: May be unlocked from outside with a special key of which there are several on board, and one on each of the shuttle and pinnace. Owners' orbital bases are also equipped to open the lock.

Lifeboat Docks: Automatic sequencing opens two cylinder quadrant doors during lifeboat launch. These doors may also be opened for large scale maintenance, and may be cranked open manually in the event of hydraulic failure (with some effort this may be done from outside).

Boat Deck: For ship's boat launch, the whole of the front and side walls of the boat deck fold out. The only possible method of entry from outside would be to grapple from another ship.

Manned Turrets: An expert could dismount inspection panels to gain entry to C and Z turrets; no entry is possible to the remote turrets.

Capsules and Tubes: An entry might be forced via any of the shafts on C, D, or E decks if they are not loaded.

Vandalism: The only other method of entry is the time-honoured use of weaponry or charges to make a big enough hole in the hull at some suitable point.

A DECK

1. Lifeboat Dock. Hangar for the dorsal lifeboat (see Ship's Vehicles). Provides access for boarding and maintenance. Airlock to A2.

2. Aft EVA Ready Room. Lifeboat muster station, Z turret access, and muster for extra-vehicular activity (EVA) — inspection and maintenance. Racks of 30 vacc-suits of various sizes, oxygen tanks, tools and wide-bore compressed gas pistols attached to tanks, used for EVA propulsion. Drop shaft to B9.

3. Aft Airlock.

4. Vacc-suit Repair/General Store. Contains worktops, tools, storage etc. for vacc-suit repair and maintenance, and general EVA stores.

5. Aft Fire Control. Though the ship's total firepower can be controlled from C1, this installation can take over either the aft arc in mult-target situations, or the entire system (with some loss of efficiency, DM -1) as a backup facility in the event of C1 being inoperative.

Dorsal (Z) Turret. Access via a hatched airlock shaft in A2. Turret must be manned to gain Gunner Interact DM's for the weapons.

B DECK

1. Bridge. Controls ring this large room. Forward are the navigator, pilot and computer stations. To port are various engineering monitor stations; to starboard the gunnery and comms positions. In the centre is the Master's monitor console. It is possible to run the basic functions of the ship, for limited periods of time, with only the bridge manned.

2. Fresher.

3. Circulation Space. Drop shaft to C9.

4. Bridge Galley. Auxiliary galley facilities mainly used for snacks or when at action stations.

5. Main Computer. Contains the main hardware sections of the Model/7 computer.

6. Master's Day Cabin. Bunk, comms-console and data processor allow the Master to take rests from the bridge and make computations in privacy.

7. Admin/Security Office. Contains ship directory and plans, the ship's and purser's records consoles, and a weapon rack of three accelerator rifles and six snub pistols, with ammunition.

8/10/11/12/13/15/19. Staterooms.

9. Common Room. Mainly functions as a lounge and eating area, also contains a projector and exercise facilities. Lift shaft connects B to G decks.

14. Galley. Food storage and preparation for B9. The best-equipped galley.

16. Cleaner's Store.

17. Fresher.

18. Main Lift Shaft. Connects B to G decks.

20. Fuel Processing Room. Contains fuel refinement controls and monitors. Also serves as access to backup J-drive and X and Y remote turrets. Drop shaft to C26.

C DECK

1. Main Fire Control. The heart of the ship's gunnery system, this station or A5 must be manned to allow certain computer programs to be used (Predict, Selective, Multi-Target). Gunnery may otherwise be controlled from the bridge. This station may also override the tube launch controls at D2.

2. Capsule Ready Room. Four Personnel Capsules (2a-2d) are available for emergency use — see Ship's Vehicles. The room includes a rack of four 'universal' vacc-suits. Capsules are normally launched from within, but launch buttons are also situated on the tube hatches.

3. Fresher.

4. Electronic Stores. Contains ready-use replacement circuit boards for computer, bridge and fire control equipment.

5. Cleaner's Store.

6. Corridor. The lift shaft connects C to G decks.

7. Auxiliary Sickbay. Normally only manned at action stations, and as an overflow to the Main Sickbay D23.

8/11/13. Staterooms.

9. Corridor. Ceiling shaft to B3.

10. Master's Stateroom. Larger than normal stateroom, it includes a duplicate of the Master's bridge monitor console, and a full computer station. The room cannot, however, function as an auxiliary bridge.

12. Fresher.

14/16/17/18/19/21. Staterooms.

15. Common Room. Smaller version of B9. Lift shaft connects B to G decks.

20. Galley. Food storage and preparation for C15 and D17. Not as well-equipped as B14.

22. Cleaner's Store.

23/23a/23b. Owner's Suite. Consists of day room 23, sleeper 23a, fresher 23b. Normally used as a senior officers' conference room in the owner's absence.

24. Fresher.

25. Machinery Store. Contains stateroom, galley, sickbay, lift, hatch and valve machinery parts. Adjacent lift shaft connects B to G decks.

26. Upper Main Drive Room. See D29. Ceiling shaft to B20, drop shaft to D29.

D DECK

1. Upper Astrogation. See E1. Drop shaft to E1. Note no other exit.
2. Tube Launch Area. Controls for all four tubes (D2a/b and E2a/b) and remote missile arming are situated here. May be overridden by C1. The D deck tubes are usually used for drones. Ceiling access hatch for port (A) remote turret. Drop shaft to E2.
 - 2a/b. Upper Tubes. Normally one RPV (Remotely Piloted Vehicle) drone in each tube (see also Ship's Vehicles).
 - 3/5. Ready Use Lockers. Normally one RPV drone in 3, and one jump message torpedo in 5.
4. Fresher. Ceiling access hatch for starboard (B) remote turret.
6. Main Magazine. Missile and other munitions storage. Excluding those listed at locations C2, D2/3/5, and E2/3/5, normal complement is four jump message torpedoes, sixteen missiles, eight RPV drones, and four personnel capsules, plus various explosive stores for planetary expeditions. The lift shaft outside connects C to G decks, and is used to move ordnance to C and E decks.
7. Magazine Office. Records console and warhead selection program. Around the walls are racks for small arms (room for up to 20 shoulder weapons including backpack types, and 30 pistols — players may select composition prior to start of mission), and lockers for ammunition, missile arming pistols, and explosive detonators. Doors to 6 can be locked and unlocked only from this room.
- 8/9. Staterooms.
- 10/11. See E11/12.
12. Cargo Office. Cargo records storage and logistics programs. The Cargo Officer is additionally responsible for the ship's 'trim' to the Executive Officer, and may require stores or cargo to be relocated as consumed.
- 13/15/16/18/19/21. Staterooms. Larger four-bunk version.
14. Cleaner's Store.
17. Common Room. Similar to B9. Lift shaft connects B to G decks.
20. Fresher.
22. Stateroom. Has the capability of being quickly transformed into three two-person low passage berths if medical situation requires, in which case the normal occupants are billeted elsewhere.
- 23/23a. Main Sickbay. 23 is a normal consulting room and dispensary. 23a is a small operating theatre.
24. Medical Stores. Normally locked. Poisonous drugs are kept in 23.
25. Circulation Space. Lift shaft connects B to G decks.
26. Secondary Computer Room. Contains main computer's fibre-optic backup systems. Capable of full operational status within five seconds of main unit failure.
27. Cleaner's Store.
28. Fresher.
29. Lower Main Drive Room. Controls, metering and access for the main M-drive and Power Plant; includes upper catwalk C26. Ceiling shaft to C26, drop shaft to E32.

E DECK

1. Lower Astrogation. Main monitoring and detection station, includes upper catwalk D1. Mostly on automatic from bridge, but manual override is necessary

in unfamiliar or critical situations. Ceiling shaft to D1.

2. Tube Launch Area. Controlled from D2 or C1. E deck tubes used for normal missiles. Ceiling shaft to D2.

2a/b. Lower Tubes. Normally one homing missile in each tube.

3/5. Ready Use Lockers. Normally six homing missiles in 3 and two in 5.

4. Fresher.

6. Electronic Stores. Replaceable elements and basic components for the ship and its vehicles and weapons are stored here.

7. Galley. Not manned; for snacks and action stations use only.

8. Stateroom. Larger four-bunk version.

9. Electronics Shop. Maintenance and repair facilities for all ship's electronic equipment. Lift shaft outside connects C to G decks.

10. Stateroom.

11. Cargo Hold. Large two-storey cargo volume of 64 tons (includes D10). Stairs up to D deck magazine and D12/aft D deck. Large cargo lift connects to G deck, capable of taking five metre-high loads. Air/raft normally parked near Airlock.

11a. Cargo Operations Area. Airlock and connector controls and docking operations in this area, as well as environment controls for E14. Rack of vacsuits to fit cargo crew plus four 'universal' suits. Serves as a reception area when side-docked to an orbital station or another ship, in which case one of the security crew (44 or 45) will be on duty here.

12. Cargo Airlock. Five metre-high airlock (includes D11), which may be extended for cargo transfer. Outer door is in effect two sized, with the larger hatch of standard Imperial dimensions for orbital docking, while within it is a smaller hatch which will mate to either the shuttle or pinnacle cargo locks, although they are different sizes (the shuttle lock is 5x3m, the pinnacle 3x3m). Outer hatches open inwards, inner hatch opens upwards into E11/D10.

13. Personnel Airlock. With extending connector as E12.

14. Exotic Cargo Hold. 6 ton capacity annex to E11, with atmosphere, temperature, humidity and gravity controls to suit almost any special cargo. A temporary airlock in E11 may be extended from wall and floor to allow cargo transfer.

15. Corridor. Lift shaft connects B to G decks.

16. Fresher.

17/18/19/21. Staterooms. The only specific passenger accommodation aboard.

20. Passenger Galley. Similar to B14 but smaller.

22. Exotic Cargo Systems. Machinery for regulating the environment in E14. Controls are at E11a.

23/24/26. Stores. General equipment stores. 26 has padded surfaces and is often left vacant for use as a low-G exercise room — grav plates in this room may be altered without affecting the rest of the deck.

25. Corridor.

27. Cleaner's Store.

28. Circulation Space. Lift shaft connects B to G decks.

29. Fresher.

30. Main Life Support System. Machinery for regulating the ship's environment.

31/31a. Machine Shop. 31 is the main machine shop, with equipment for repair and parts fabrication. Roll-over shutter access to the lift in 28. 31a is a parts

and tools store.

32. Main Jump Drive Room. Controls, metering and access to the main J-drives, together with metering to the main life support system in 30. Ceiling shaft to D29, drop shaft to F17.

F DECK

1. Ship's Boats Maintenance Store. Parts, tools and jigs for repair and maintenance of the shuttle and pinnacle.

2. Upper Boat Maintenance Access. Power trolley near lift. Extending walks enable hull and instrument inspection and work. Lift shaft connects C to G decks. Void Area. See G4. For S7/8 see shuttle (**Ship's Vehicles**).

3. Upper Boat Drive Access. Power sources and tool racks on walls. Extending walks over boat drives. Lift shaft connects B to G decks.

4/5/6/7/12/13/16. Stores. General supplies, food concentrates, spare utensils, and survival and exploration equipment are stored here.

8/11. Exercise Rooms.

9. Fire Point. Rack of eight 'universal' vacc-suits and fire-fighting equipment.

10. Circulation Space. Lift shaft connects B to G decks.

14. Cleaner's Store.

15. Fresher.

17. Backup Drive Room. Controls, metering and access to the backup M-drive. Also contains metering for the auxiliary life support system in G10. Ceiling shaft to E32.

G DECK

1. Tool Store. For boat and EVA inspection and repair.

2. Forward EVA Ready Space. Muster station for EVA and boat boarding. For equipment, see G1/G7. Lift shaft connects C to G decks. Security duty station if end-docked to an orbital station or another ship.

2a. Forward Airlock. With extending connector for end-docking (see also E12).

3. Boat Deck Maintenance Shop. Facilities for minor inspection and repairwork on the shuttle and pinnacle. Parts bins, tools and worktops.

4. Cargo Transfer Area. Lift shaft connects to E deck. Large five metre-high door on ship's axis for shuttle loads. Smaller three metre-high for the pinnacle. Other lift shaft connects B to G decks.

5. Fresher.

For descriptions of shuttle and pinnacle see **Ship's Vehicles**.

6/8. Hydroponics Rooms. Contain hydroponic tanks, metering and environment controls.

7. Circulation Space. On forward bulkhead, racks of 30 vacc-suits of various sizes, oxygen tanks, tools and wide-bore compressed gas pistols attached to tanks, and used for EVA propulsion. Lift shaft connects B to G decks. Drop shaft to H4.

9. Cleaner's Store.

10. Auxilliary Life Support System. Emergency ship's environment regulating machinery.

11. Fresher.

12. Auxilliary Computer. Separate Model/5 computer system without integral fibre-optic backup. Normally only functions when the auxilliary bridge is in use,

and for ship's boat launch and recovery programs.

13. Boat Deck Office. Records and boat launch/recovery consoles. Also serves as auxiliary bridge security station. Drop shaft to H5.

H DECK

1. Lifeboat Dock. Hanger for the ventral lifeboat (see **Ship's Vehicles**). Provides access for boarding and maintenance.

2. Lifeboat Airlock.

3. Store. Equipment and parts for lifeboat, bridge and computer installations.

4. Circulation Space. Lifeboat muster station. Drop shaft to C turret, ceiling shaft to G7.

5. Auxiliary Bridge. Controls for commander, pilot, gunner, and engineer. Ceiling shaft to G13.

Ventral (C) Turret. Access via a hatched airlock shaft in H4. Turret must be manned to gain Gunner Interact DM's for the weapons.

SHIP'S VEHICLES

The Leviathan class has a large complement of ship's vehicles due to the restrictions on planetary landings with a semi-streamlined ship. These vehicles are distributed throughout the ship, though the main boat deck (on G deck) sees most activity.

Shuttle: The 25.5 metre, 95-ton shuttle is a Bilstein two-deck design for cargo transfer and access to planetary surfaces. Capable of 3G acceleration, with a fuel capacity of 9 tons, a cargo capacity of 48 tons, and seating for 30 passengers and 4 crew. It is possible to leave the shuttle loaded when docked, increasing the ship's cargo capacity to 118 tons. Due to its use in possibly hostile situations, the shuttle is armed with one fixed beam laser. (See also Book 2, p.17.)

51. Bridge. Controls for the pilot, engineer and gunner.

52. Store. General steward's stores and survival equipment.

53. Fresher.

54. Personnel Airlock.

55. Lower Passenger Compartment. 15 seats in five rows of two and one.

56. Cargo Hold.

57. Galley. Cooking and storage facilities.

58. Upper Passenger Compartment. As S5.

Pinnace: A Bilstein through-deck design for scouting and light cargo or personnel transfer duties, the 21 metre, 40 ton pinnace has an armament of one fixed beam laser and up to 5G acceleration. Capacities are five passengers and three crew, 12 tons of cargo and 12 tons of fuel. (See also Book 2, p17.)

P1. Bridge. Controls for pilot, engineer and gunner.

P2. Personnel Airlock.

P3. Fresher.

P4. Passenger Compartment.

P5. Galley.

P6. Cargo Hold.

Lifeboats: Two of Bilstein's 14 metre, 20 ton lifeboats occupy dorsal and ventral docks. These are exactly as described in Book 2, p.17. Both have an auto-

mated launch sequence and sophisticated automatic flight and landing systems, which allows persons without Ship's Boat or Pilot skill to operate them. The fresher cubicle opposite the airlock includes a survival equipment locker.

Air/Raft: A 3.5 metre long, 4 ton air/raft of standard type (see Book 3, p.17) but equipped with a pintle-mounted Auto-cannon, is carried in the cargo hold (E11). It will fit into the shuttle or pinnace cargo holds, but must be transferred via the Cargo Airlock, as it is too large for the cargo lift. The air/raft is pressurised for vacuum and has an auxiliary ducted jet propulsion and lift system for use on low-gravity worlds.

Personnel Capsules: The capsules on C deck are intended for emergency use – they are in effect one-man life boats, weighing about two tons. The capsule is entirely automatic in operation, and is pressurised although it is usual to wear a vac-suit in case of a bad landing in a hostile environment. It may only be used as an escape method if the ship is in orbit. On landing, the capsule may be used as a shelter -- it contains standard survival equipment and radar beacons.

RPV Drones: RPV's fall into the general category of guided missiles. They have however several possible missions other than warhead delivery. By altering programmes and instrumentation, they can be used where a manned craft would be in danger. They may be programmed as decoy drones, with the basic characteristics and radio emissions of the Leviathan or its boats. This decoy facility may allow a warhead to be carried within detonation distance of a hostile ship. Remotely Piloted Vehicle drones weigh about one ton, and have a maximum acceleration of 6G.

Jump Message Torpedoes: Consists of little more than a jump drive, fuel and a recording unit. 'J-Torps' are used to send messages by automatically broadcasting a pre-recorded tape at the conclusion of their jumps.

The Crew

This crew list indicates all specific crew positions on board a Leviathan class merchant cruiser. Normal operational requirements call for a crew of 56: 15 of Second Officer and above, 41 of Third Officer and below. It should be remembered that the specific crew positions are by no means the only tasks aboard a starship, and a basic part of crew selection is the ability to double up in other posts, carrying out general shipkeeping chores, forming planetfall parties and so on. For further information on the crew generally, see the Situations section.

The data is presented in a standard format, viz:

02 Master Captain Admin-1, Comp-1, Pilot-1 C10 B1 B1

The first number is for identification and reference purposes. The individual's crew position is next, followed by the rank usual for the post; some Fourth Officer posts are bracketed - this indicates the only posts which may be filled by individuals with no rank. The skill levels given are the MINIMUM requirements to occupy that post, and the three letter-prefixed numbers indicate quarters, duty station and action station respectively. The letter indicates the deck, and the number the room location. For crew positions involved with the ship's boats, the station shown bracketed indicates station when not on boat duty.

Referee's Note: The indications of crew locations are necessarily simplified. Off-duty crew will be in their stateroom less than 60% of the time -- exercising, eating, chatting in a common room, or occupying a fresher are all likely alternatives. Similarly the duty station indicates the main location for that crew post - for example 38, the Electronics Shopman whose duty station is E9, could be almost anywhere on the ship maintaining or repairing equipment.

OWNER, MASTER AND FIRST OFFICERS

01	Owner Aboard	nil	nil	C23	nil	nil
02	Master	Captain	Admin-1, Comp-1, Pilot-1	C10	B1	B1
03	Executive Officer	1st	Admin-2, Comp-1	C8	B1	H5
04	Pilot	1st	Pilot-2, Navig-1	C11	B1	B1
05	Chief Engineer	1st	Engng-2, Mech-1	B13	B1	B1
06	Chief Gunner	1st	Comp-1, Gunner-2	C13	B1	B1

SECOND OFFICERS

07	Computer Officer	2nd	Comp-2, Elect-1	B10	B1	B1
08	Purser	2nd	Admin-1, Comp-1, Steward-2	B8	B7	C2
09	Boat Deck Officer	2nd	Admin-1, Comp-1	E10	G13	G13
10	2nd Pilot	2nd	Pilot-1	C14	B1	H5
11	Navigator	2nd	Comp-1, Navig-2	B12	B1	B1

12	Shuttle Pilot	2nd	Pilot-1 <i>OR</i> Ships Boat-1, Navig-1	D9 (B1) (B1)
13	Surgeon	2nd	Medic-3	C16 D23 D23
14	2nd Engineer	2nd	Engng-1, Mech-1	C21 D29 D29
15	2nd Gunner	2nd	Elect-1, Gunner-2	B19 B1 H5
16	Master-at-Arms	2nd	Gunner-1, Zero-G Wpns-1	C18 D7 D6

THIRD OFFICERS

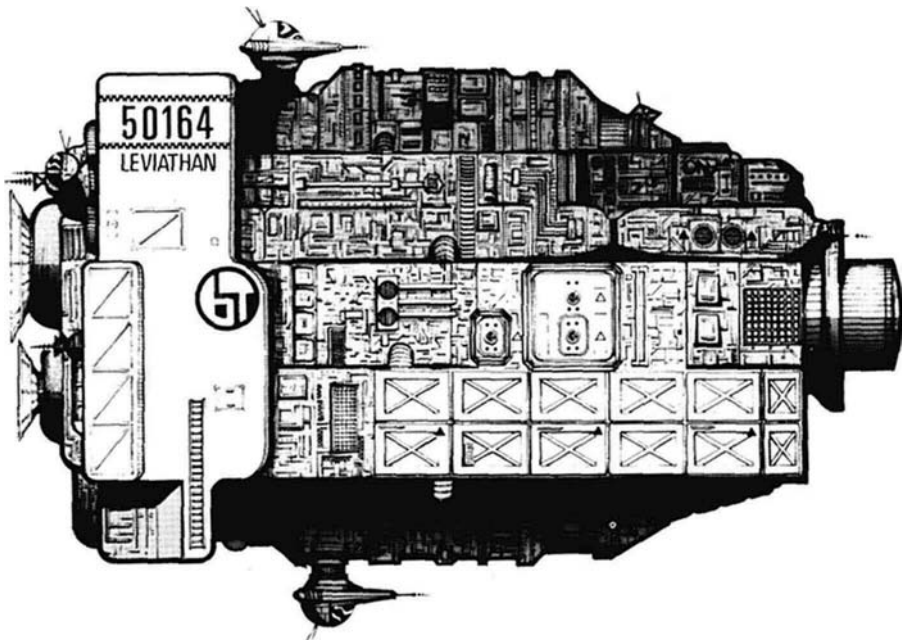
17	Commo Officer	3rd	Elect-2	B11 B1 B1
18	Cargo Officer	3rd	Admin-1, Comp-1	B11 D12 E2
19	Chief Cook	3rd	Steward-1	B15 B14 B4
20	2nd Navigator	3rd	Comp-1, Navig-1	D8 E1 E1
21	Pinnacle Pilot	3rd	Pilot-1 <i>OR</i> Ships Boat-1, Navig-1	E10 (E1) (H5)
22	Medic	3rd	Medic-2	B15 D23 C7
23	3rd Engineer (Power)	3rd	Engng-1 <i>OR</i> Elect-1 <i>AND</i> Mech-1	C19 D29 D29
24	3rd Engineer (Drives)	3rd	Engng-1, Mech-1	C19 D29 D29
25	3rd Engineer (Ships Boats)	3rd	Engng-1, Mech-1	D8 G4 H5
26	Tubes Officer	3rd	Gunner-1, Mech-1	C17 D7 D2
27	Fire Control Officer	3rd	Comp-1, Gunner-1	C17 C1 C1

FOURTH OFFICERS (AND UNRANKED)

28	Computer Operator	4th	Comp-1	D16 B5 B5
29	Computer Operator	4th	Comp-1	D16 B5 G12
30	Commo Operator	4th	Elect-1	D16 B1 B1
31	Commo Operator	4th	Elect-1	D16 B1 G13
32	Engineer (Power)	4th	Engng-1, <i>OR</i> Elect-1 <i>AND</i> Mech-1	D19 C26 C26
33	Engineer (Drives)	4th	Engng-1, <i>OR</i> Elect-1 <i>AND</i> Mech-1	D19 C26 F17
34	Engineer (Fuel)	4th	Elect-1, Mech-1	D19 B20 B20
35	Engineer (Shuttle)	4th	Engng-1, Mech-1	E7 (G4) (E30)
36	Engineer (Pinnacle)	4th	Engng-1, Mech-1	E7 (G4) (G10)
37	Machine Shopman	4th	Mech-2	E7 E31 E31
38	Electronics Shopman	4th	Elect-2	D19 E9 E9
39	Forward Fire Control	4th	Elect-1, Gunner-1	D15 C1 C1
40	Aft Fire Control	4th	Elect-1, Gunner-1	D15 A5 A5
41	Dorsal Gunner	4th	Gunner-1, Vacc-1	D15 A4 Zturret
42	Ventral Gunner	4th	Gunner-1, J-o-T-1	D15 G6/8 Cturret
43	Pinnacle Gunner	4th	Gunner-1, J-o-T-1	E7 (G6/8)(A5)
44	Security	4th	Vacc-1, Zero-G Wpns-1	D22 B7 B3
45	Security	4th	Vacc-1, Zero-G Wpns-1	D22 B7 G7
46	Steward	(4th)	Steward-1, <i>OR</i> J-o-T-1	D21 B14 B9*
47	Steward	(4th)	Steward-1, <i>OR</i> J-o-T-1	D21 C20 F10*
48	Steward (Shuttle)	(4th)	Steward-1, <i>OR</i> J-o-T-1	D21 (E20)(F10*)
49	Cargo Hand	(4th)	Vacc-1, Str8+, End7+	D13 E11a D25*

50	Cargo Hand	(4th)	Vacc-1; Str8+, End7+	D13	E11a	D25*
51	Admin Clerk	(4th)	Admin-1	D13	B7	B1
52	Galley Hand	(4th)	nil	D18	B14	B9*
53	Galley Hand	(4th)	nil	D18	C20	B9*
54	Galley Hand	(4th)	nil	D18	E20	F10*
55	Medical Orderly	(4th)	Medic-1	D18	D23	D25*
56	Magazine Orderly	(4th)	Mech-1, and any one Gun skill	D13	D7	D6

* These action stations are the mustering points of first aid/damage control parties.



MSS Leviathan (Civil Registration 50164)

1800 ton displacement merchant cruiser designed for exploratory and entrepreneurial trading. Name-vessel of class still in production. Capable of Jump-3 and 4G manoeuvre. Crew: 56. First Flight: 1090. Owners: Baracca Technum.

Library Data

Library data is information obtainable from any ship's computer in response to the correct keywords. Only the specific information requested should be given to players; care should be taken not to reveal additional data as the information is made known. For other library data, see **The Kinunir, Adventure 1** (pages 38 to 42), and **The Spinward Marches, Supplement 3** (pages 2 to 3).

Arkesh Spacers: See page 5.

Ashley, Sir Gildemar Tomas: One of the best known of the Solomani faction, though not of the dynasty. Ashley was a prime mover in the abortive civil war now known as the Solomani Rim War (990 to 1002). Once defeat became inevitable, Ashley and others decided to leave the Imperium and settle a suitable planet on the edge of the Outrim. The planet Egyrn was chosen, and is now known as Ashley's Rock through common usage. Ashley's memoirs, *Unrepentant Exile*, include a detailed account of the colonization of that airless world.

Baraccai Technum: See page 4.

Beauregard, Captain Argon Kevin: Generally held to be responsible for the defeat of the Empress Marava in the Battle of Sulgami, 620, by Ivan, who was subsequently proclaimed Emperor. Beauregard was commanding a Fleet Carrier in the Reserve Division when, through enemy action, command of the Division passed to him owing to seniority. When a large force of Ivan's Strike Cruisers broke through the main line, Beauregard jumped his ship to safety and left the Division temporarily leaderless. Marava's position became untenable, and she ordered a wholesale retreat. Beauregard afterward claimed he had undergone a 'religious experience' during the battle, and wisely chose to quit the Imperium before an organized pursuit could be mounted. Though connected with certain acts of piracy along the Outrim, his final destination and fate remain mysteries.

Bilstein Yards: The Bilstein company of Glisten/Glisten (0406-A000986-F) has achieved a high reputation for specialist starships of non-streamlined types. Though constructing on a small scale compared to builders like Ling Standard, Bilstein vessels are sought after due to their attention to customers' special requirements. Bilsteins are the main suppliers of private yachts to the March nobility and this provides the bulk of their output. Occasionally, however, a class of vessels such as the Leviathan merchant cruisers are turned out and several powered planetoid types have been constructed.

Da Santos, Bennet Lai: A legendary March character, da Santos was a gentleman explorer of the Fourth Frontier War era, who made his fortune with an uncanny knack of arriving on undeveloped worlds ahead of any rivals, sometimes only by a matter of hours, and of avoiding unprofitable ventures. Eventually settled

somewhere outside the Imperium to avoid charges of tax evasion and bribery. Born in 1036 on Fosey/Mora (0201), whether or not he still lives is the subject of speculation. UPP576ABA.

District 268: See **The Spinward Marches, Supplement 3** (pages 18 to 19).

Ganulf, Manoeuvre of, 1084: *Important Note— Restricted to Naval Files only.* In early 1084 during the Fourth Frontier War, Imperial forces assigned to the Egyrn subsector were drawn into a long series of skirmishes in the vicinity of Walei (0102) and Nabeth (0402). The reason for these became clear when a Zhodani task force arrived over Ganulf (0407) and overwhelmed the solitary guardship, the Light Cruiser Alchemda.

The Imperial resupply base with its small marine garrison held out for a short time, but eventually a spread of missiles penetrated a munitions storage silo, causing an immense nuclear explosion and sympathetic detonations in other storage areas. In the increasing convulsions that followed, Ganulf lost its thin atmospheric envelope and all life on the planet became extinct.

Munitions at the base included certain experimental weapons, and the subsequent court of enquiry laid the blame on the logistics staff for inadequate storage safeguards.

Gazelle Class Close Escorts: An Imperial Navy standard class built by the hundred, and a common component of Navy task forces in the Marches. Designed specifically to protect the line-of-battle against enemy skirmish forces and for general escort duty, the class is well-armed for its size and type. L-Hyd fuel tanks may be dropped in extreme circumstances, allowing jump-5. The tanks must be replaced unless a severe reduction in jump ability is to be tolerated.

CE-13768 Unicorn CE-3455762-300000-401000-0 MCr355.99 300 tons
batteries bearing 2 2 Crew=12
batteries 2 2 TL=14
Passengers=0. Low Berths=0. Cargo=6. Fuel=81. EP=21. Agility=0. Troops=0.
Note: L-Hyd Tanks add 100 tons of fuel and mass (CE-4444762) and cost MCr.11.

GG-13768.1 Gig GG-0106B21-000000-20000-0 MCr27.65 20 tons
Agility=6. one battery Crew=1. TL=14.
Passengers=7. Emergency Low Berths=3 (for 12). Cargo=2. Fuel=2.2. EP=2.2.

Ship Data: 300 tons, plus 100 tons of L-Hyd tanks. 12 crew. Jump-4, 4G, Power Plant-4 (increases to Jump-5, 5G, Power Plant-7 if tanks are dropped). Computer Model/6. Four turrets: 2x triple beam laser; 2x single particle accelerator barrette. Armored hull. Fuel for 100 days; one jump-4. Drop tanks increase to one jump-5. Tech level: E. First Edition High Guard USP: CE-44444C2-9000600-40400-0.

Glisten Subsector: See **The Spinward Marches, Supplement 3** (pages 26 to 27).

Imperial Grand Survey: The Survey Office of the Imperial Interstellar Scout Service is known commonly, and even internally, as the IGS, the Imperial Grand

Survey. It has responsibility for mapping and exploration within Imperial borders. The Outrim Void is technically within the Imperial borders, so exploration and survey here are the responsibility of the IGS rather than its rival Exploration Office.

Other offices within the Scout Service include the Exploration Office already mentioned, the Detached Duty Office (administering surplus scouts in the hands of ex-scout personnel), the Communications Office (operating the Xboat network which spans the Imperium), an Administration Office, Operations Office, and a Technical Office. Lesser-known functions of the Scout Service include the Xenobiotic Bureau (within the Exploration Office) dealing with non-human contacts, and the Ancients Foundation, an organization sponsored by the Imperial family and administered by the Scouts. The Ancients Foundation is responsible for the investigation of all discovered Ancient sites. Finally, there are rumours that a number of executive undercover forces operating under Imperial warrants inhabit obscure corners of the Scout Service, but little proof is available.

The Grand Survey is responsible, in addition to survey duties, for publishing its cartography, establishing traffic control procedures, and for enforcement of space vessel safety standards. The function of exploring unknown areas accounts for only a small percentage of IGS manpower and funds.

Kinunir Class Battle Cruiser: Imperial Navy class of relatively low displacement colonial or battle cruisers, not considered to be suitable for the line-of-battle. Generally assigned to patrol and counter-insurgency missions, the class is wholly employed in the Marches. Only 20 were constructed.

BC-9514 Kinunir	BC-A2447G2-000410-50202-0	MCr1338.43	1250 tons
batteries bearing	2 2 2		Crew=45.
batteries	2 2 2		TL=15.

Passengers=0. Low=0. Cargo=63. Fuel=587.5. EP=87.5. Agility=1. Marines=35.

KT-9514.1 Pinnacle	KT-0204421-000000-30000-0	MCr21.7	35 tons
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Passengers=34. Low=0. Cargo=17. Fuel=1.4. Agility=4. Crew=2. TL=15. Battery=1.

Ship Data: 1250 tons. 45 crew plus 35 marines. Jump-4, 4G, Power Plant-7. Computer Model/7fib (with limited AI). Twelve turrets: 8x dual beam lasers; 2x single particle accelerators; 2x triple missile racks. Black globe generator. Nuclear Dampers. Fuel for 200 days; one jump-4. Carries three air/rafts, one grav APC, and one 35-ton pinnacle. Overall tech level: F.

For further details on these vessels, see *The Kinunir, Adventure 1*.

McClellan Factors: See page 5.

Merchant Cruisers: A generic term applied to vessels specifically assigned to independent missions, the prime objective of which is market discovery and acquisition, either in isolation or in competition with other merchant operators. Design parameters for such vessels usually include a high level of weaponry and auxiliary boats in proportion to their cargo capacity and all possible back-up systems, along with high structural integrity. See also pages 22 and 23.

Small Craft: The Leviathan class merchant cruiser carries a variety of boats. The

following is a list of typical small craft carried on such cruisers.

MY Shuttle MY-0203311-000000-20000-0 MCr28.785 95 tons
 One laser battery Crew=4. TL=13.
 Passengers=30. Low=0. Fuel=9. Cargo=48. EP=2.85. Agility=1.

MK Pinnacle MK-0205511-000000-20000-0 MCr17.25 40 tons
 One laser battery Crew=3. TL=13.
 Passengers=5. Low=0. Fuel=12. Cargo=12. EP=2. Agility=2.

QB Lifeboat QB-0201101-000000-00000-0 MCr14 20 tons
 Standard Book 2 Design Crew=1. TL=8.
 Passengers=2. Low=20. EP=.2. Cargo=3.5. Agility=1. Unarmed.

Outrim Void: Colloquial name for the region to the rimward of the Marches consisting of many small empires and independent worlds. The region is largely unknown to the civilian population of the Imperium, and is regarded with suspicion by the average citizen due to its being a natural haunt for corsairs and any who wish to escape Imperial justice. Many Outrim worlds are believed to have been settled in the great Terran age of expansion known as the Ramshackle Empire, and since isolated from other human contact, whilst other have retained links with either the Imperium or the Zhodani Consulate, some as client-states.

Pax Rulin Subsector: See pages 17 to 18.

Senlis Foederate: See page 18.

Shivva Class Patrol Frigates: Ubiquitous Zhodani Navy design most frequently encountered of the types deployed on and beyond the Consulate frontier districts. The class is deployed on various independent picket, communications, and patrol duties, often well beyond Zhodani borders. The crew is known to include a Psionic Adept, who in addition to normal navigation duties is believed to augment the range and strength of a special communications system, which may explain the posting—Adepts are usually only assigned to capital classes of vessel.

Sample names (-va = light, thus Shivva = moonlight): Alekrva, Brnava, Doruva, Jadsva, Jirtodva, Loyhva, Mielrva, Shivva, Uturva.

FP-43676 Shivva FP-67424F2-030000-50003-1 MCr493.87 600 tons
 batteries bearing 3 1 1 TL=13
 batteries 3 1 1 Crew=18 (incl 10 pilots)
 Cargo=24.15. Fuel=264. EP=24. Agility=2. One 50-ton fuel launch. Ten 8-ton ftrs.

FM-43676.1-.10 Fighters FM-0106D21-000000-00003-0 MCr15.324 8 tons
 One missile battery. Cargo=0. Fuel=1.04. EP=1.04. Agility=6. TL=13. Crew=1.

TY-43676.11 Shuttle TY-0202201-030000-20002-0 MCr13.52 50 tons
 one battery each of laser, missile, and sandcasters TL=13. Crew=2.
 Passengers=4. Cargo=5.5. Fuel=33. EP=1. Agility=0.

Classified Naval Files Data: The Psionic Adept carried aboard does not, as originally feared, control an interstellar communication system. Instead, he serves as a central direction officer for the ten fighter pilots, conveying battle information and tactical instructions. (Ship tactics levels for the adept are conveyed as tactical skill to each of the pilots.)

The patrol frigate cannot refuel itself; it must use its fuel shuttle, requiring eight skimming runs at a gas giant.

First Edition High Guard USP: FP-67424F2-030000-50003-1.

Terran Norm, Prime: See page 19.

Zuchai Crystal: These crystals form the raw material for a vital focusing element in jump drives. They are both naturally occurring and manufactured, but the natural type appear to have longer operating lives. Natural crystals in a raw state are worth about Cr1,000 per kilogram.



Referee's Notes

This booklet forms the framework for an adventure, or series of adventures, using the **Traveller** rules system. The information contained in **Leviathan** is presented for the referee's use in an overall, skeletal form that gives the referee a set of guidelines within which the adventure operates. The referee is required to flesh out this skeleton with further thought and preparation.

First, as referee, you should read this booklet thoroughly, just to familiarize yourself with the data and the concepts. As the players encounter various situations during the adventure, you will be familiar with what the booklet states, and what it leaves to the referee to handle.

Second, this adventure is best enjoyed if the participants can devote a reasonable amount of time to each stage. It should be obvious that the contract and hiring-on phases should take place first, but thereafter it is up to the players to determine their course of action, initially in the form of a route plan. Once players reach an unknown world, the referee should develop a situation from the ship encounter table and planetary description perhaps using pre-prepared material. The referee may aid, frustrate or put in danger the players' objectives and existence, according to how the referee feels the overall adventure is going.

Finally, the referee should remember that the exploration voyage operates on two levels — the objectives of the sponsoring company and the differing, perhaps opposing objectives of the players' own **Traveller** characters.

Other Situations: The referee may use the information in this booklet to create further adventures to follow on from the one given. Alternatively, the merchant cruiser motif may be ignored and the setting used for other types of situation. The following are some suggestions for other situations.

Piracy: The ship dispositions indicate that the Marcucci (MC-51336) is now a pirate vessel. The ship might appear in various situations.

Lost Vessel: The Amuar (MC-50247) was lost Outrim in 1102. The vessel could be discovered derelict or in some new guise.

Cadre Mission: A passing conversation (rumour J) may start the players onto the trail of a mercenary contract. The government of Kaldamar wish to regain their independence from McClellan Factors' economic stranglehold, and intend to do this by making McClellan's operations on Kaldamar unprofitable, by armed non-cooperation.

Infiltration: The players could be contacted by a government agency to attempt to find out the current political situation on Orsach in the Senlis Foederate.

Prospecting: The players could mount an expedition into the Outrim to discover new sources of some specific material, such as platinum, or one of the rare earths.

Providing players with information: At each stage of the adventure, it is the referee's responsibility to fill out the data presented in this booklet, and the adventure will run more easily if much of this is prepared before a playing session. The referee should ensure that the players have information that they could observe at the moment. Above all, **Traveller** is a game to be enjoyed.