The Third Imperium

Aramis: The Traveller Adventure

Credits

Original Traveller Adventure
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Mongoose Traveller

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Leedor on Aramis

This chapter is the first in a series of adventures that will take the intrepid band of travellers deep into the Aramis subsector in search of the answers to a puzzling brooch of unknown origin. This adventure is the beginning of the quest and contains clues that will prove to be of importance (and be explained later) in the campaign, if the players are alert and resourceful.

For Referees Only: This entire adventure is for the *Traveller* Referee only. Players should not be allowed to read any part of the adventure except when specifically instructed by the rules. Certain maps and floor plans may be useful for the players in the course of their activities; in such cases, they may be shown to the group or even photocopied for constant reference.

Date: This adventure begins with the celebration of the new year. If possible, the Referee should begin the campaign on the date 001–1105. Other days or even other years may be substituted if the Referee desires.

Place: This adventure takes place in the city of Leedor on Aramis, capital of the Aramis subsector of the Spinward Marches

Aramis

Situated on the Aramis Trace and giving its name to the region as well as the subsector, is the world of Aramis (0710-A680656-B), trade centre and subsector capital. The planet is some 9,500 kilometres in diameter, swathed with a swirling corrosive atmosphere that makes life on its dry desert surface intolerable. Nevertheless, the world boasts a population of nearly 620,000, almost all contained within the tunnels of its only city: Leedor. The city is the personal fief of the Marquis of Aramis, and all important posts and contracts are let on the Marquis' sufferance and can be cancelled at his whim.

The Deserts: Few people live outside of the city of Leedor; those who do maintain weather monitoring stations or scientific data collectors, or rove about in ATVs prospecting for exploitable mineral deposits.

The City: Leedor is underground, tunnelled into bedrock and often following the now empty veins from which ore has been extracted. The city's population pursues many occupations: mining, local and subsector governmental bureaucracy, life support for the city, light manufacturing, working for the local shipyard and starport, and various jobs within the smut and naval bases. The city is a comfortable home and a reasonable provider for hundreds of thousands.

The Starport: Aramis has a type A starport with an associated naval base, scout base, and shipyard (operated by the megacorporation Naasirka).

The Adventurers

The band of adventurers has gradually come together over the course of the past several months – each hiring on at a different time as crew for the *March Harrier*, a 400-ton subsidised merchant that serves the worlds of the Aramis Trace (and some worlds into the Rhylanor subsector that are accessible by jump-1). The ship's subsidy contract is owned by a blind trust based in Regina and the crew has broad discretion in selecting cargoes, destinations, and charters, provided only that basic financial and contract obligations are met. The Referee should make the data and deck plans in the chapter on the *March Harrier* available to the players.

The *March Harrier* has been running its assigned route in the Aramis Trace for something over five years. Under its subsidy contract, it must serve its route 70% of the time and is free to serve other worlds, take charters, or otherwise leave its subsidy route far the remainder of the time.

It has built up a credit of 80 weeks and can begin operations outside of the Aramis Trace at any time. The ship retains its responsibility to remit half of its revenues to the subsidy holder (payable at any starport type A, B, or C).

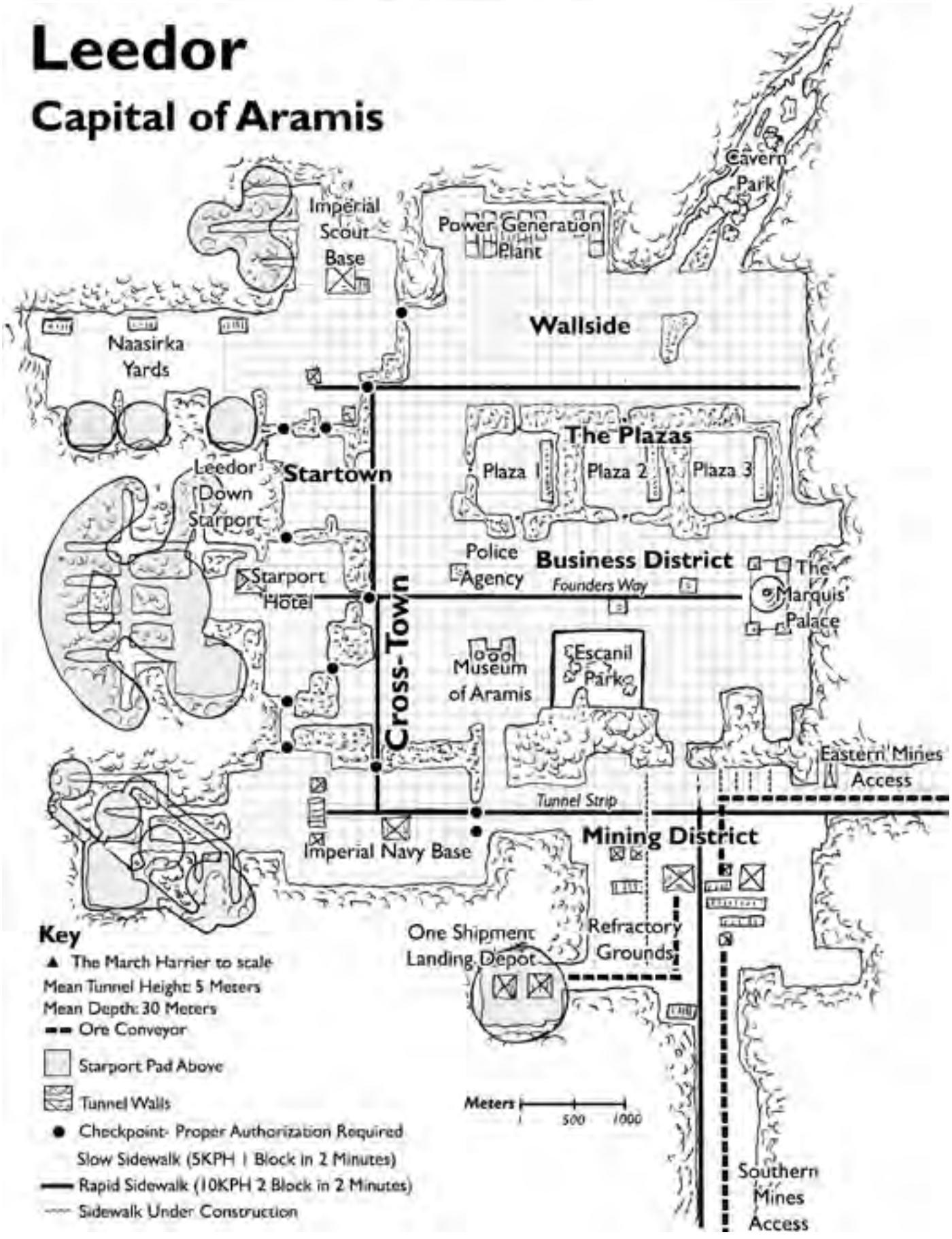
The major stumbling block to leaving the Aramis Trace (and the reason that the ship has been serving the Trace for three years) is the ship's jump-1 drives. Unless the ship can acquire jump-2 drives (prohibitively expensive) or at least additional fuel tanks to allow two successive jumps, it is stuck on the Aramis Trace.

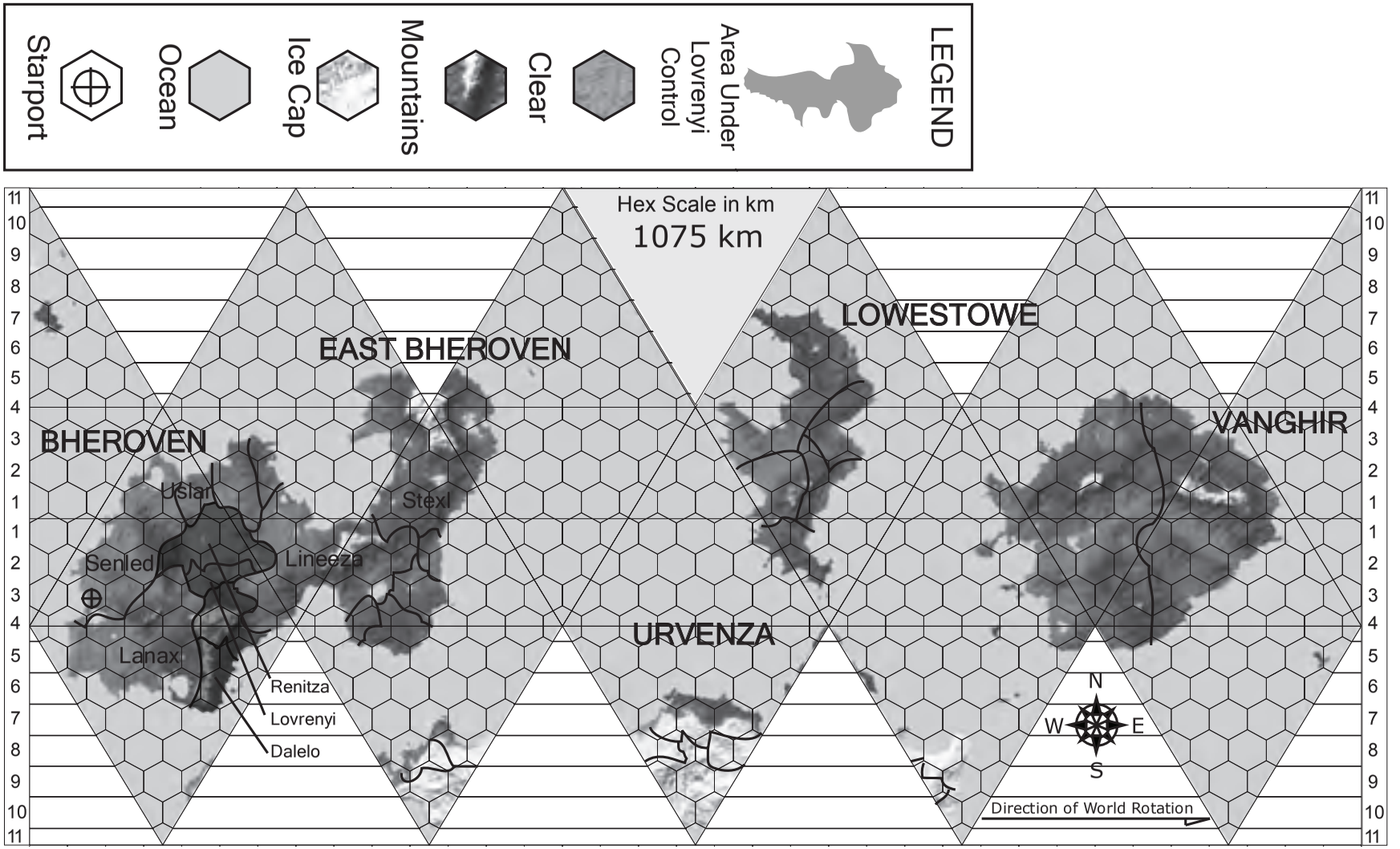
Annual Overhaul: The *March Harrier* was just turned over to the Naasirka shipyard for its annual maintenance (paid for in advance – some Cr. 101,300). Although the crew retains access to their staterooms on board the ship, everyone has moved into hotel rooms in Startown for the duration of the overhaul. The ship is supposed to be ready for operations on 013–1105.

Some Entertainment: The maintenance situation puts the crew on its annual paid vacation. A local agent is prepared to book passengers and cargo for the ship and assign them a destination based on the best cargo he can find.

Leedor

Capital of Aramis





ARAMANX

Aramis 0605
B657974-6

Additional Data
High Population
No Gas Giant in System

Exotic Encounters

In the course of their travels through Aramis subsector, the crew of the *March Harrier* have the opportunity to meet a variety of truly unusual patrons. Interstellar travel has led to meetings with some strange alien races; and even humans, isolated on strange worlds away from the mainstream of civilisation, have evolved cultures quite unlike the familiar, everyday society which is the accepted norm of the Imperium.

When such a patron is encountered, much of the group's contact with that patron is shaped by the nature of the race and culture in question. These situations, unlike the usual patron encounter, revolve around these questions of evolution, society and behaviour, and are here grouped under the special heading of exotic encounters. Like the patron encounters presented earlier, the four exotic encounters in this chapter are provided as examples of the types at situations that might arise when dealing with members of unusual races or cultures. The Referee should feel free to implement different exotic encounters and does not need to run through all of the ones provided here. Only one (Scene of Fear) is even marginally related to the overall plot of the campaign and is far from essential to the resolution of any adventure in this book.

Scent of Fear *Type: Non-human Race*

Jesedipere (0601-C775300-7) is a medium-sized world with a standard, tainted atmosphere and seas covering roughly half the planetary surface. Primarily a trading post for contact with nearby Vargr worlds, Jesedipere has recently become the site of a substantial refugee camp set up by Vargr fleeing from the rapid expansion of the Kforuzeng. Additional details regarding the world are given in Showdown on Jesedipere.

The Patron: At Jesedipere's starport the crew are approached by a Vargr, Vuzuege, who pleads for them to grant her a favour. Vuzuege is one of the leaders of the Vargr refugee settlement. The scout service staff on Jesedipere has been unable to extend any official help to her refugees (although they have unofficially done everything within their power to help the Vargr camp); decisions have been referred to higher authority. In the meantime, the Vargr on Jesedipere are near disaster. Inadequate food, medical supplies and other necessities pose a great danger to many and, as Vuzuege puts it, the scent of fear is in the air.

Vuzuege wants to plead her case before the scout administrators at the IISS way station on Junidy. But to do so she needs transportation – and she cannot pay. She asks the adventurers, as an act of charity, to grant her request and carry her to Junidy. Once there, she will find another way back, perhaps with a shipment of supplies from the Torenlee Foundation, which has organised a relief effort and manages to periodically send a ship in.

Vuzuege will freely admit that she can seek her passage to Junidy on the next such ship. But they are infrequent and completely unscheduled; she needs to make her appeal now.

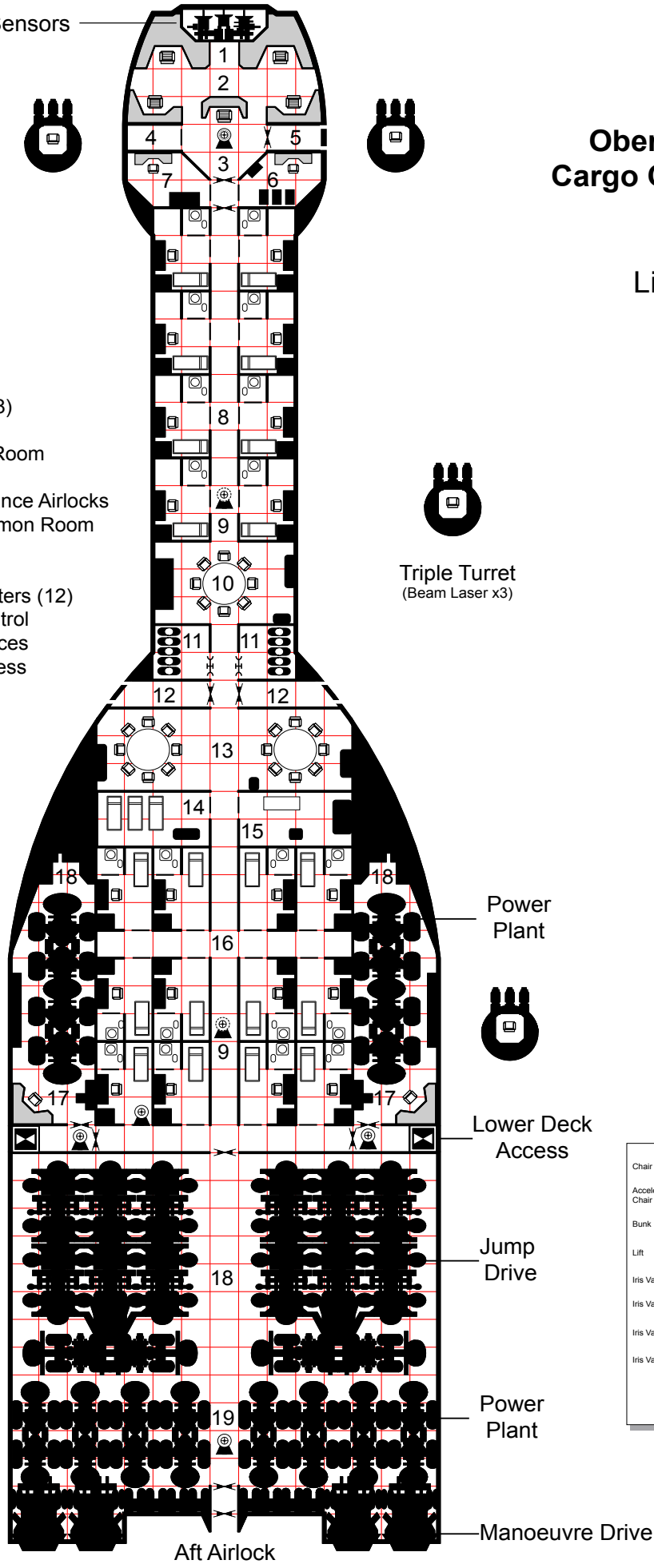
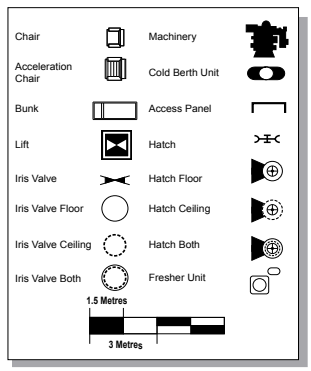
Her community has nothing to give in return but friendship and a promise to remember help that is received. The adventurers can accept or reject Vuzuege's pleas as they desire; in either case, there is no immediate consequence.

However, if the Vargr on Jesedipere are contacted again (see Showdown on Jesedipere), Vuzuage's friendship serves as a boost in winning the co-operation and support of the refugees.

Oberlindes Lines Cargo Carrier Type CT			Tons	Price (Mcr.)
Hull	1000 Tons	Hull 20	-	100
		Structure 20	-	-
		Streamlined	-	100
Armour	None		-	-
Jump Drive L		Jump 3	60	110
Manoeuvre Drive E		Thrust 1	9	20
Power Plant L		Rating 3	34	88
Bridge	Standard		20	5
Computer	Model /3	Rating 15	-	5
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hard point #1	Triple Turret (Beam Laser x3)	1	4
	Hard point #2	Triple Turret (Beam Laser x3)	1	4
	Hard point #3	Triple Turret (Beam Laser x3)	1	4
	Hard point #4	Triple Turret (Beam Laser x3)	1	4
	Hard point #5	Triple Turret (Beam Laser x3)	1	4
	Hard point #6	Triple Turret (Beam Laser x3)	1	4
	Hard point #7	Triple Turret (Beam Laser x3)	1	4
	Hard point #8	Triple Turret (Beam Laser x3)	1	4
	Hard point #9	Triple Turret (Beam Laser x3)	1	4
	Hard point #10	Triple Turret (Beam Laser x3)	1	4
Ammunition	None		-	-
Fuel	344	One Jump-3 and 4 weeks of operation	344	-
Cargo	418 Tons		418	-
20 Staterooms	3 Double Berths		80	10
10 Low Berths			5	0.5
Extras	Fuel Scoops	Integral	-	-
	10 Fuel Processors	200 Tons / day	10	0.5
	Ship's Locker		-	-
	Air Raft		4	0.275
	Med Bay		4	0.8
	Luxuries		1	0.1
Software	Manoeuvre/0	Rating 0	-	-
	Jump Control/3	Rating 15	-	0.3
	Library/0		-	-
	Fire Control /3	Rating 15	-	6
Maintenance Cost (monthly)			-	0.40
Life Support Cost (monthly)			-	0.17
Total Tonnage & Cost			**1000**	486.525

Oberlindes Lines
Cargo Carrier Type CT

Level 1
Living Deck



1. Sensor Access
2. Bridge
3. Turret Access
4. Ship's Locker
5. Airlock
6. Ships Computer
7. Captain's Office
8. Crew Quarters (8)
9. Turret Access
10. Crew Common Room
11. Low Berths (10)
12. Passenger Entrance Airlocks
13. Passenger Common Room
14. Sick Bay
15. Galley
16. Passenger Quarters (12)
17. Engineering Control
18. Engineering Spaces
19. Lower Deck Access