

Cascadia Adventures 2

The Lost Girl

CASCADIA



TRAVELLER

Compatible Product

Requires the use of the Traveller (TM) Main Rulebook, available from Mongoose Publishing.

Cascadia Adventures 2

The Lost Girl

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About this book

This book is an adventure based in the alternate Traveller universe in which Gypsy Knights Games has been building. Specifically, the adventure takes place within the Cascadia subsector of the Clement sector.

To play this adventure, you will need to own the **Traveller Main Rulebook** (available from Mongoose Publishing) and **Subsector Sourcebook 1: Cascadia** (available from Gypsy Knights Games at Drive-Thru RPG or RPGNow). It is highly recommended that you have also read **The Hub Federation** (also available from Gypsy Knights Games). **The Hub Federation** contains information detailing the overall setting. Of course, you will also need the standard tabletop RPG equipment of dice, pencils and paper. Traveller uses two 6-sided dice and it is recommended that each player has their own pair.

The adventure is designed to be played with 2-9 players and 1 Referee. Nine pre-generated characters are provided with this adventure; however, other characters can be used. The pre-generated characters make up the crew of the *MV Dust Runner* and the pre-generated characters can also be used as NPCs if the Referee needs to fill the crew.

This adventure is designed to be part of a loosely connected series. Each of the adventures in this series begins in the Razz Casino located on the world of Chance. The characters, while engaged in interstellar commerce, also perform odd jobs for the owner of the casino, Carrie O'Malley. The adventures assume that the characters have known O'Malley for quite some time.

Referees wishing to use this adventure for characters in existing campaigns may wish to create a reason for their characters to be employed by the casino. While our set of pre-generated characters are tied to the casino by a personal friendship between Captain Zha and O'Malley, it could also be that other characters owe money to the casino and they

are paying a debt. It is also possible that O'Malley's personal assistant, Mr. Iskenderun, located the characters after observing them in the casino or another area on Chance.

If you have purchased **Cascadia Adventures 1: Save Our Ship**, you will note that some information such as the information on the Razz Casino, *MV Dust Runner*, and the pre-generated characters is repeated. This is both for convenience and for the sake of those who might not have purchased the first volume.

About the Author

John Watts is the owner and president of Gypsy Knights Games, a third party, small press publisher creating supplements for the Traveller role-playing game. John is married to his wonderful wife, Wendy and lives with three cats, Ariel, Moneypenny, and Felix.

John has been the Referee of a continuing Traveller game since 1985 when he discovered the game. In February 2011, he founded Gypsy Knights Games. Since then, he has written several books in support of the company's alternate Traveller universe.

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Merchant Vessel Dust Runner

Overview

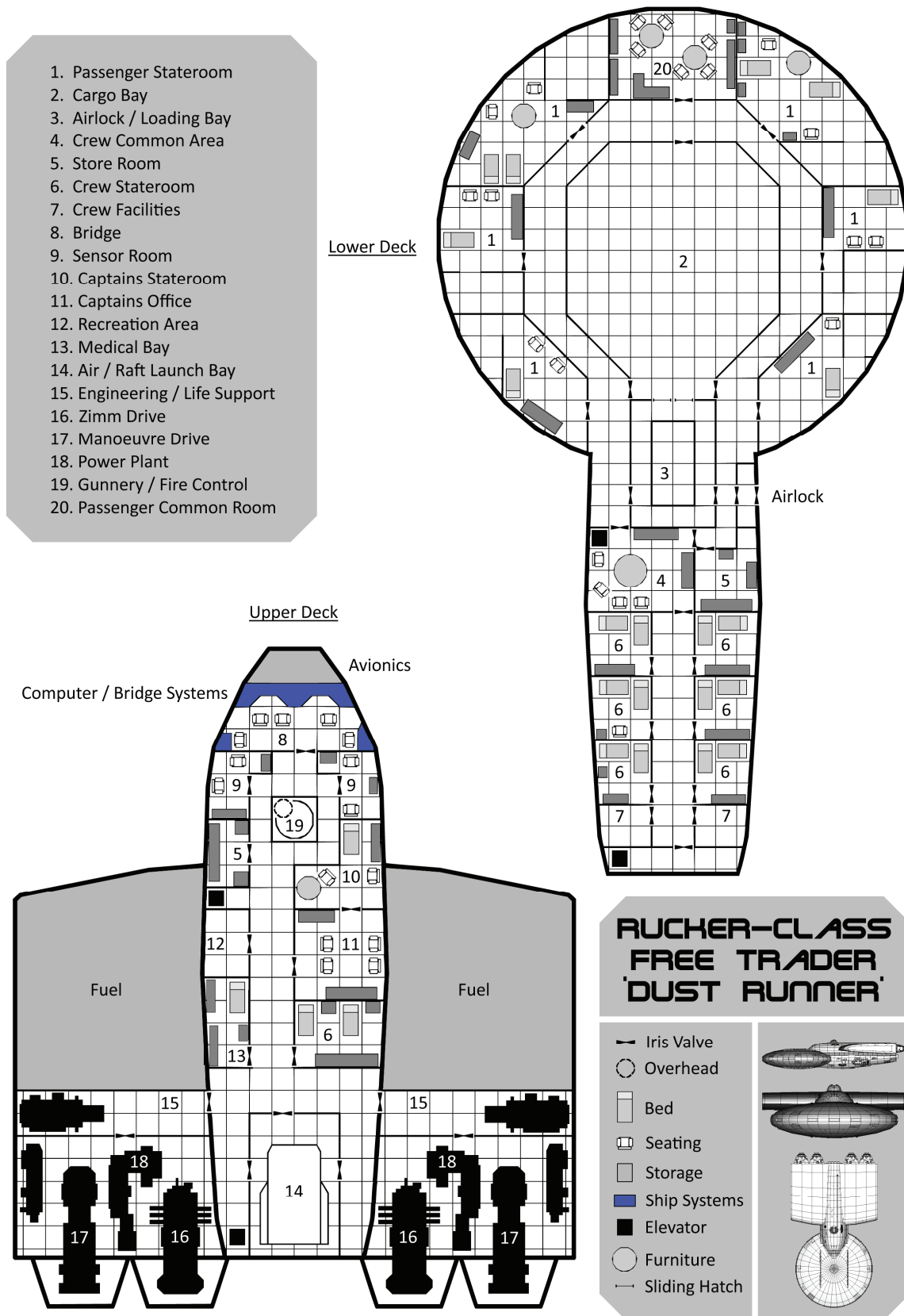
MV Dust Runner is a 200 ton merchant vessel. The ship was built in 2320 by Anderson and Felix in the Hub system. The ship is owned and operated by Captain Crawford Zha. The previous owner named the ship for the amount of ore she had carried from various asteroid mining facilities.

The ship is a *Rucker*-class merchant vessel, though most refer to the ship class as an “Odd Job”. The ship class earned this nickname from the wide variety of jobs the ship has performed. *Rucker*-class vessels are common sights throughout the Clement sector.

MV Dust Runner is registered with the government of Chance and thus avoids some of the taxes placed on ships registered elsewhere. The vessel is red with black accent stripes.



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Rucker-class Merchant Vessel "Dust Runner"

			Tons	Cost (Mcr)
Hull	300 tons	Hull 6		13.2
Armor	Streamlined	Structure 6		
	Crystaliron	4 Points	15	2.4
Zimm Drive C		2 parsec range	20	30
Maneuver Drive C		Thrust 2	5	12
Power Plant C			10	24
Bridge			20	150
Computer	Model 2	Rating 10		0.16
Electronics	Civilian Sensors	DM -2	1	0.05
Weapons	Hardpoint 1	Triple Turret (missile rack, beam laser, sandcaster)	1	3
	Hardpoint 2	Empty		
	Hardpoint 3	Empty		
Fuel	46 tons	1 2 parsec jump and 2 weeks of operation	46	
Cargo	108 tons		108	
15 Staterooms		One converted to office	60	7.5
20 Low Berths			10	1
Extras	Ship's Locker			
	Air/Raft			0.275
Software	Maneuver/0			
	Intellect			1
	Zimm Control			0.2
	Evade/1			1
	Fire Control/1			2
	Library			
Maintenance Cost (Monthly)				2.08
Life Support Cost (Monthly)				0.04
Total Tonnage And Cost			296	249.905

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Pre-Generated Characters

Captain Crawford Zha

Age: 44 Male Homeworld: Kyiv (Cascadia 0503)

STR 7 (+0) DEX 8 (+0) END 7 (+0) INT 9 (+1) EDU 9 (+1) SOC 6 (+0)

Pilot-2, Astrogation-1, Broker-1, Carouse-1, Investigate-1, Jack Of All Trades-1, Mechanic-1, Persuade-1, Sensors-1, Vacc Suit-1, Zero-G-1, Computers-0, Engineer-0, Gun Combat (Slug)-0, Space Science (Planetology)-0, Trade-0

Cash on Hand: 4,000 Cr Pension: 12,000 Cr

Monthly Ship Payment: 166,000 Cr Current Debt: -30 MCr

Equipment: Commdot, Autopistol, Captain's Guild Membership

Ally – Carrie O'Malley (Owner of The Razz Casino)

Rival – Captain John "Jack" Johnson (Captain of the MV Torn Slip)

Contact – Larry Zyban (Roskilde Trade Kiosk Manager)

Contact – Captain Rose Foreman (Captain of the MV Buster Stubbs)

Captain Crawford Zha is 44 years old from Kyiv. He has worked for the past 24 years on independent merchant vessels operating in the Clement sector. Zha purchased *MV Dust Runner* from the Razz Casino. The previous owner had lost the vessel to The Razz due to outstanding gambling debts. Captain Zha took out a loan from Chance Bank and purchased the vessel.

Zha met the owner of the casino, Carrie O'Malley at the time of the purchase and has been close friends with her ever since. Some have speculated the relationship might be more than friendship, but neither Zha or O'Malley have ever publically said so.

The captain and crew of *MV Dust Runner* are approved by O'Malley to stay at a discounted rate at The Razz. Zha and his crew often perform services for the casino or O'Malley herself, though they are not employed by the casino.

Zha is sometimes gruff, but always practical. Many of the crew view Zha as a bit of a father figure. On most occasions, Zha is simply looking for a way to earn money to pay off the debt he has accumulated by purchasing the ship.

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Brent Ferreira

Age: 30 Male Homeworld: Cascadia (Cascadia 0705)

STR 7 (+0) DEX 7 (+0) END A (+1) INT 9 (+1) EDU 7 (+0) SOC 7 (+0)

Astrogation-1, Gun Combat (Slug)-1, Pilot (Starship)-1, Sensors-1, Stealth-1, Vacc Suit-1, Animals-0, Carouse-0, Computers-0

Cash on Hand: 110 Cr

Equipment: Commdot, Autopistol, Handheld Motion Sensor

Contact – Frank Calder (Roskilde System Control)

Contact – Zoe Herzog (Gagnon System Control)

Brent Ferreira is 30 years old from Cascadia. He spent four years in the Cascadia Colonization Authority. Most of his time in the CCA was spent as a bridge officer on board the survey ship CCAS *Meriwether Lewis*.

Following leaving the CCA, Ferreira signed on as the chief bridge officer of MV *Dust Runner*. He has been on board MV *Dust Runner* for the past eight years.

Ferreira is a consummate professional when on the bridge of the *Dust Runner*. However, when not working, he can often be somewhat immature. This can grate on the nerves of many of his crewmates.

Ferreira is obsessed with the newest forms of entertainment and is currently following the holovid *The Adventures of Superpirate* avidly.

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Brandon Howell

Age: 38 Male Homeworld: Catalunya (Cascadia 0202)

STR 7 (+0) DEX 6 (+0) END 6 (+0) INT 8 (+0) EDU 7 (+0) SOC 8 (+0)

Zero-G -2, Astrogation -1, Engineer (Zimm Drive)-1, Jack of All Trades-1, Mechanic-1, Pilot (Starship)-1, Vacc Suit-1, Animals-0, Carouse-0, Computers-0, Gun Combat (Slug)-0

Cash on Hand: 150 Cr

Equipment: Commdot, Autopistol

Rival – Captain Andrew Stance – MV Kiswalia

Contact – Pierre Cosimo – Owner of the Tree of Life Tavern (Roskilde Main Upport)

Contact – Megan Benedict – 1st Officer, MV Mad Dog Belle

Brandon Howell is 38 years old and is from Catalunya. Howell spent 12 years on *Olot*, a transport ship operated by the Catalunyan Navy. During that time, he became the 4th Officer of the ship.

In the Catalunyan Navy, 4th Officer generally means “You do the things no one else wants to do.” Therefore, Howell has learned to be able to do a little of everything on board a starship.

Howell has been with *MV Dust Runner* for eight years. He was hired on board just before Brent Ferreira. Howell still holds a bit of a grudge against Ferreira in that he feels Ferreira is younger and should not be an officer.

Howell keeps his hair long and often has an unkempt beard. He is sometimes profane and occasionally talks to himself. Howell holds on to grudges from slights and this can make him somewhat difficult with which to deal.

One of these grudges is held against Captain Andrew Stance of *MV Kiswalia*.

Howell and Stance served together on *Olot* and Howell believes that Stance must have cheated someone to get to a position where he can own a starship.

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Noah Santos

Age: 34 Male Homeworld: Marlowe (Cascadia 0708)

STR 8 (+0) DEX 8 (+0) END 8 (+0) INT 9 (+1) EDU A (+1) SOC 7 (+0)

Engineer (Zimm Drive)-2, Engineer (Maneuver Drive)-2, Leadership-1, Mechanic-1, Melee (Blade)-1, Navigation-1, Computer-0, Gun Combat (Slug)-0, Trader-0, Science (Astronomy)-0, Vacc Suit-0, Zero-G -0

Cash on Hand: 350 Cr

Equipment: Commdot, Toolkit (High Quality), Autopistol, Cutlass

Ally – Sunni Barnes – Chief of Security (Razz Casino, Chance)

Contact – Rene Janik – Staff Officer, Roskilde Navy (Roskilde Main Upport)

Contact – Ziggy Dean – Staff Officer, Gagnon Naval High Command (Gagnon)

Although now on an independent merchant vessel, Santos is still extremely proud of his service in the Marlowe System Navy. Santos spent 12 years as an engineering officer on board *MSNS Feisty Cat*, a system defense vessel.

Santos has been on board *MV Dust Runner* for four years as the first officer and chief engineer. He keeps his hair within military regulations and is always dressed sharply.

While his rank is no longer official, he continues to insist that people refer to him as “sublieutenant” rather than use his first name. This grates on some of the crew of *Dust Runner* and some use the rank sarcastically, but he remains proud of it.

He was awarded a cutlass as a symbol of rank in the Marlowe Navy. Rather than, as most do, leave it hanging in his quarters, Santos prefers to wear it at all times. Provided the local legal situation will allow him to wear the cutlass, Santos will do so.

Santos has been in a relationship with Sunni Barnes, the chief of security at The Razz Casino. The couple has been engaged

for a short time and while they plan on getting married, no firm date has been set.

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Ethan Mau

Age: 38 Male Homeworld: Joseon (Cascadia 0610)

STR A (+1) DEX A (+1) END 8 (+0) INT 7 (+0) EDU 7 (+0) SOC 6 (+0)

Carouse-2, Gun Combat (Slug)-1, Gun Combat (Laser)-1, Leadership-1, Melee (Unarmed)-1, Recon-1, Sensors-1, Stealth-1, Survival (High Pressure)-1, Tactics (Military)-1, Animals-0, Computers-0, Survival (Cold)-0, Vacc Suit-0

Cash on Hand: 30 Cr

Equipment: Commdot, Laser Rifle (TL11)

Rival – Mikhail Ambrose – Security Officer (Razz Casino, Chance)

Contact – Astrid Mabijs – Sergeant, Roskilde Security Forces, Roskilde Main Upport

Contact – Zane Herrera – Sergeant Major, Gagnon Security Force, City of Missoula (Gagnon)

Ethan is 38 years old and was born in the city of Sarim on Joseon. At the age of 17, Mau left Joseon and immigrated to Cascadia. There he started to attend college, but left after one semester and joined the Cascadia Army in a cavalry division.

Mau spent 20 years in the Cascadia Army. He joined the crew of *MV Dust Runner* two years ago. He is currently the ship's chief of security.

While in the Cascadian Army, Mau left his cultural bias against cold drinks behind him. Indeed, some would say, he became obsessed with them. Mau is a heavy drinker and this can cause him to become involved in some sticky situations. However, most of the time, Mau is still sober enough and resourceful enough to extricate himself from the situation.

Mau has developed a hero-sidekick relationship with the gunner, Riley Yee. She looks up to Mau and often defends Mau to the crew and Captain Zha.

Mau has been thrown out of The Razz Casino twice over the past two years for drunk and disorderly behavior. Captain Zha has had to smooth this over on both occasions with the ownership of the casino.

Mau has a strong dislike for one of The Razz security officers, Mikhail Ambrose. The men truly dislike one another and Mau often goes out of his way to anger Ambrose.

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Riley Yee

Age: 34 Female Homeworld: Monroe (Cascadia 0107)

STR 9 (+1) DEX B (+1) END 9 (+1) INT 7 (+0) EDU 7 (+0) SOC 5 (-1)

Gunner (Turret)-1, Gun Combat (Slug)-1, Streetwise-1, Survival (Cold)-1, Tactics (Naval)-1, Tactics (Military)-1, Animals-0, Computers-0, Trade-0, Vacc Suit-0

Cash on Hand: 300 Cr

Equipment: Commdot, Snub Pistol, Advanced Combat Rifle (TL10)

Armor: Subdermal (Chest; Rating(3))

Contact – Jerry Sten – Corporal, Roskilde Security Forces, Roskilde Main Upport

Contact – Jordan Lynch – Sergeant, Gagnon Security Forces, City of Missoula (Gagnon)

Riley Yee is 34 years old and was born in the city of Challenger-Vasquez on Monroe. At the age of 17, she joined the Monroe Armed Forces. Yee spent the next 16 years as a gunner on a troop transport.

Yee is designated Chief Gunnery Officer on *MV Dust Runner*. On most occasions, she serves as the second security officer with Ethan Mau overlooking the loading and unloading of cargo.

Yee has a large degree of hero worship for Mau. She is regarded by most as his sidekick. Though neither have romantic feelings for one another, many often assume the relationship is of that nature. This infuriates Yee.

Yee can be quite impulsive. This often leads her to get into trouble, thus causing one of the other crewmembers (often Mau if he is sober) to have to extricate her from the problem.

Yee is often rude and has few social graces. This often causes her to be awkward in social situations.

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Angelina "Caro" Carerra

Age: 34 Female Homeworld: Dimme (Cascadia 0805)

STR 6 (+0) DEX 7 (+0) END 7 (+0) INT 9 (+1) EDU B (+1) SOC 9 (+1)

Medic-2, Computers-1, Gun Combat (Slug)-1, Jack of All Trades-1, Life Sciences (Biology)-1, Social Science (Psychology)-1, Vacc Suit-1, Animals-0, Carouse-0, Engineer (Maneuver Drive)-0, Remote Operations-0

Cash on Hand: 750 Cr

Equipment: Commdot, TL11 Medkit, Autopistol

Rival – Walter Claire – Private Physician, Roskilde Main Upport

Contact - Nick Stiles – Medical Examiner, City of Jensen (Roskilde)

Contact – Virgil Beck – Doctor in Residence, Missoula General Hospital (Gagnon)

Angelina Carerra has been a doctor for 12 years. She was born on Dimme, but went to medical university on Roskilde. She has spent ten of her twelve years as a doctor on board independent merchant vessels as a ship's doctor. She has been on board *MV Dust Runner* for the past four years.

Carerra is highly educated and tends to use a vocabulary which reflects this. Sometimes, this causes some of the other crew members to regard her as a bit snobbish.

Carerra is dedicated to the safety of her patients. While most of the time, she treats simple cuts and bruises, she is also prepared to aid the crew out of any troubles which they have found themselves. Many times, this requires a hangover remedy for Mau or a bandage for Yee.

During her previous employment on board *MV Tranquil Sunshine*, she was required to be a third engineer. It was there that she learned basic operation of the ship's maneuver drive.

Carerra generally gets along well with most people. However, she and Dr. Walter Claire have hated each other since medical

school. Carerra will not discuss this with anyone, but the hatred stems from a time when Claire attempted to date her. Claire badgered her constantly and she detests him for it.

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Mitchell Lee

Age: 34 Male Homeworld: Talca (Cascadia 0709)

STR 7 (+0) DEX B (+1) END A (+1) INT 7 (+0) EDU 7 (+0) SOC 4 (-1)

Streetwise-2, Deception-1, Gambler-1, Gunner (Turret)-1, Gun Combat (Slug)-1, Melee (Short Blade)-1, Stealth-1, Animals-0, Computers-0, Remote Operations-0, Vacc Suit-0

Cash on Hand: 120 Cr

Equipment: Commdot, Body Pistol, Blade

Rival – Soichira Auer- Professional Gambler (Chance)

Contact – Grace Abbot – Petty Thief (Roskilde Main Upport)

Contact – Alyssa Wang – Restaurant Cook/Convicted Criminal (City of Missoula(Gagnon))

Mitchell Lee had a difficult childhood on Talca. He had to scrounge most of his life. As he grew older, he discovered he had a real knack for obtaining items which people needed. Usually, but not always, this involved circumventing existing law.

Through this sort of behavior, he gained the attention of Captain Zha. When Zha got his own ship, he then located Lee and put him to work as an acquisitions expert. If the ship or crew needs anything, Zha sends out Lee. Lee will locate whatever is needed one way or another.

Unfortunately, Lee also has a gambling addiction. This can be problematic for the crew as they often stay on Chance. Lee has attempted to stay away from gambling, but, of late, has had little success.

Lee also has a running feud with professional gambler Soichira Auer. Auer has accused Lee of cheating in the past and it has created bad blood between them. Auer even had him arrested by security at The Arch which has resulted in Lee not being able to return to that casino.

Lee is well-liked by the crew, but no one trusts him. Many of the crew feel as if Lee might steal from them at any time, even though Lee has not stolen from anyone on board *Dust Runner* since Zha hired him.

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Madison Acuna

Age: 30 Female Homeworld: Fairfax (Cascadia 0105)

STR 7 (+0) DEX 7 (+0) END 8 (+0) INT 7 (+0) EDU A (+1) SOC 7 (+0)

Art (Writing)-2, Comms-1, Deception-1, Gun Combat (Slug)-1, Investigate-1, Medic-1, Streetwise-1, Animals-0, Carouse-0

Cash on Hand: 1200 Cr

Equipment: Commdot, Press Credentials, Autopistol

Ally – Perry Thomas – Fairfax News Agency

Contact – Monica Akillia – Roskilde News

Contact – Horst Vondel – V&K Private Investigations (Jensen, Roskilde)

Contact – Susan Porter – Urban Crime Reporter, Gagnon Press (City of Missoula)

Madison Acuna is a 30 year old independent journalist. She was born and educated on Fairfax. Since she was 18, she has been traveling across the Clement sector and reporting on what she finds.

Madison has discovered that the best way to see the real Clement sector is to travel with independent trading vessels rather than on cruise ships or corporate vessels. She writes these stories and then, when she jumps into a new system, files the story with the local press.

Madison has taken the position of “permanent passenger” on *MV Dust Runner*. While she has no official shipboard duties, she often offers her assistance when there is something she can do.

Madison is always on the lookout for a new story. However, this can lead her to be somewhat too inquisitive and a bit pushy. Several of the crew regards her as “nosy”, but she is generally well-liked.

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If you intend to be a player in this adventure, you are advised to stop reading now. Reading further will reveal details of the adventure which will hinder your enjoyment of it.

The Plot

The overall plot of the adventure is that a young woman, Frida Moskalawicz, has gone unheard from for almost a standard year. Her father, worried over this, has attempted several methods of contacting her without success. He is a former employee of the Razz Casino on Chance and has gone to Carrie O'Malley, the owner of the casino, for help. As the characters have performed jobs for O'Malley before (including the previous adventure, **Cascadia Adventures 1: Save Our Ship**), she turns to them to look into what has happened with Frida.

Frida has been studying sociology at the University of Gagnon, located on Gagnon in the Cascadia subsector. The characters will need to travel to Gagnon from Chance to investigate Frida's lack of communication.

Information concerning the investigation can be found by many methods. One of the methods, which we feel encourages roleplay, is the use of contacts to speak to the characters and pass on information. If the Referee likes, this information can be obtained in other methods.

The adventure is written with the idea that the pre-generated characters will be used by the players. If this is not the case, then the contacts can be assigned to the characters used or they can be used as NPCs.

During the investigation, the characters will learn that Frida has been taken by the dictator of Gagnon, Major Calderon. Frida is not the first young woman taken nor was she the last.

The purpose for these kidnappings is two-fold. First, he has added them to his personal harem where they are drugged and forced to attend to the Major's whims.

Second, the Major intends to use these young women as payment to a group of pirates. These pirates are going to be asked to attack shipping in the Slaren system and provide much of the fruits of this attack to Major Calderon.

The characters will need to rescue Frida from the Major's compound. In doing so, they will not only perform the job for their employer but also stop a potential attack on local shipping. Hopefully, they will also be able to rescue some of the other young women as well.

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The Razz Casino

Overview

MV Dust Runner has returned to Chance after a reasonably profitable cargo run to Kyiv. The crew, as usual, has booked a stay for a week at The Razz casino and hotel.

The Razz is owned and managed by Carrie O'Malley, the daughter of Vincent O'Malley. Vincent O'Malley is the current chairman of Chance Holdings Limited (CHL), the company which governs the planet.

As stated in the character information, Captain Crawford Zha is a close friend of Carrie O'Malley. If you have chosen to use characters other than those pre-generated, you may consider having a few short adventures where the crew gets to know O'Malley and The Razz. A less time consuming way to do this is for the Referee to have established that the captain/leader of the characters knows O'Malley in some way as a contact.

The Razz is dedicated to the idea of non-electronic styles of gambling. Unlike other casinos, there are no holographic cards, no robot dealers, no computerized gaming. There are no slot machines and robots are not allowed on the property.

All games in the casino are table games. Roulette, dice games such as craps, and card games such as blackjack. There are many variations of poker played here as well including razz, the namesake of the casino. Referees are encouraged to allow any interested characters to try their hand at one or more of the games.

The décor of The Razz is quiet and elegant featuring wood panels and painted walls rather than holoscreen walls. The wood panels are dark and were imported by the casino from many different worlds.

While the décor and the gaming tables are non-electronic, one should never assume the same of security. The Razz is filled with state of the art sensors to monitor guests and players at almost all times. In

Carrie O'Malley

STR 5 DEX 6 END 7 INT 9 EDU 9 SOC 9
Age: 86 (35)

Skills: Admin-2, Broker-2, Gambler-2, Persuade-2, Steward-2, Advocate-1, Carouse-1, Deception-1, Computers-0, Streetwise-0, Vacc Suit-0

Carrie O'Malley was born shortly after her father and the other members of CHL founded the colony at Chance. As an only child, Carrie grew up with her father teaching her the family business. As Vincent O'Malley grew older, more of the day to day operations of The Razz fell to Carrie.

Carrie's attention to detail, design, and even security is legendary. It is this dedication that is often credited for the success of The Razz and its place as the most popular casino on Chance. She can often be seen on the casino floor, accompanied by her bodyguards and Robert Iskenderun, her personal assistant, checking the games, entertainment and food personally.

Carrie is tall and strikingly attractive. She keeps shoulder-length blonde hair and flashing blue eyes. Though Carrie is in her 80s, continued anti-aging treatments have kept her youthful appearance.

addition, while the people seen on the floor of the casino are often unarmed, there are highly trained and heavily armed combat personnel at the ready to solve any problems on the casino floor.

The Meeting (Essential Scene)

After a day or so of the characters enjoying all that the casino has to offer, Robert Iskenderun will approach Captain Zha

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(or another character with a connection to Carrie O'Malley). He will request that the captain and his crew come to O'Malley's penthouse office within the next hour.

With The Razz being located underground, the penthouse is on the bottom floor rather than the top. O'Malley's office can only be accessed by a special code for a secure express elevator. Iskenderun will give the character the code for today.

When the characters arrive at the bottom of the elevator, they are allowed into a foyer with three armed guards. O'Malley's office is at the end of a long hallway. The hallway is loaded with security including laser weapons hidden behind panels in the wall. There are armed guards outside the door to O'Malley's office as well.

Once allowed inside, the characters will discover that the ban on holographic walls does not extend to O'Malley's office. Her walls are covered in panels which give the illusion that the office is on top of a large building rather than the bottom. The holopanel depicts a fictional cityscape which changes as time passes.

The office is furnished with a grand wooden desk made of wood imported from Cascadia. Facing the desk are several plush chairs as well as two couches near the holopanel walls.

O'Malley is seated behind her desk facing the characters. Also facing the characters and seated in a large, comfortable chair near one of the holopanel is a man the characters do not recognize. The man has a dark complexion and appears to be about 50 years old, though with anti-aging technology it is difficult to be sure. O'Malley will ask that the characters be seated as well.

O'Malley will introduce the man to the characters as Khalil Moskalawicz. It would seem that Moskalawicz is a former card dealer in the casino and he has come to O'Malley for help with a delicate situation concerning the status of his daughter Frida.

Moskalawicz lives on Tlix, which is located 4 parsecs to trailing from Chance. He moved to Tlix with his wife, Selena, after he met her here on Chance. Unfortunately, his wife died a few years after they left

The Format

Within this adventure, you will find different types of scenes which can be used to advance the story. The **Essential Scene** is a scene which is required to move the story forward. These are moments which are essential to the overall plot.

Optional Scenes are moments which can be used at the discretion of the Referee. These are scenes which can add flavor to the story, give character building moments or to provide a "red herring".

Contact Scenes are moments which the characters can "unlock" by visiting or contacting a contact, rival, or ally. These are excellent times for role-playing as the Referee can embody the contact and deal with the character.

Chance and this left Moskalawicz alone to raise his daughter, Frida. Frida was born on Chance and was twelve years old when her parents moved to Tlix.

After doing extensive research, Frida discovered that the University of Gagnon has a highly respected degree program. Frida had intended to study sociology and return to Tlix to teach. She was assured by her research that, while the Gagnon system was ruled by a dictator, Major Calderon was a firm but fair ruler.

Frida is a strong willed, intelligent young woman. While Moskalawicz objected to his daughter's choice of higher education, he found it impossible to stop her. He argued vehemently with his daughter and, in the end, she booked passage on a merchant vessel and left for Gagnon. Moskalawicz is visibly shaken as he tells the characters that his daughter was now both angry with him and living over 20 standard days journey from his home.

During her first year at the University of Gagnon, Moskalawicz did not hear from his daughter. After the first year, she sent a message of forgiveness via courier and he was relieved. He returned a message saying

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that he would travel to Gagnon to visit her. Forty standard days later, he received a message which indicated that such a visit would be welcome. She gave her address (322 Sabra Hall, University of Gagnon, Missoula) and the name of her roommates (Amalia Schein and Sharon Cooper).

It took Moskalawicz 170 standard days to gather the money for the journey. Moskalawicz booked passage on a ship and made the journey to Gagnon. However, when he arrived at Gagnon Highport, he was informed that his visa to visit the planet had been revoked. Moskalawicz sent a message to his daughter but received no response.

Moskalawicz remained on Gagnon Highport for several days, but never received a response. His repeated requests for a travel visa were denied. Finally, in frustration, he booked passage to Chance to ask for help from his former employer.

O'Malley offers 3000 credits to the characters for information concerning Frida's location. O'Malley makes it clear to the characters and Moskalawicz that most likely nothing is wrong, but she knows the characters to be persons of talent and discretion. However, if Frida simply doesn't wish to speak to her father, the characters need only to discover this and return.

If the characters discover that Frida has died, O'Malley states that she will pay not only the 3000 credits but the going rate of cargo + 10% for the return of Frida's body.

If the characters find that Frida is in some sort of trouble, O'Malley offers 5000 credits for her safe return to Chance. While O'Malley isn't ruling it out completely, she seems to feel that this is not a strong possibility.

Following this, O'Malley will ask Moskalawicz to leave the room. After he is gone, O'Malley will inform the characters that she wants them to use discretion when they are on Gagnon. While she is not fond of Major Calderon, he does make visits to the casino from time to time and she does not want to lose him as a customer.

O'Malley will tell the characters that it is unusual for the Gagnon government to refuse anyone a visa that does not have a

criminal record. She is sure that Moskalawicz' record is clean so there must be something odd happening.

O'Malley has a number of pre-approved visas to go to Gagnon which she will give to the characters. This will present the characters as a sales team for the casino. She tells them she could have given one to Moskalawicz, but she is certain it could have resulted in his death.

In addition, she will provide vouchers for one refueling here on Chance and two refueling on Slaren. The characters are also welcome to take on cargo during the trip as well provided they leave enough room to return Frida's body if this is necessary. O'Malley states that she would prefer that the characters do not take on passengers for the trip.

Assuming the characters take the job, O'Malley will insist that they be on their way to Roskilde as soon as possible.

Table Games (Optional Scene)

The Razz offers several table games for the entertainment of guests. Characters may wish to try their hand at one of these games. The following is a short explanation of the most common games in the Razz Casino and how the Referee can quickly resolve it for the players.

These are bare bones explanations and Referees are encouraged to read more about the intricacies of these games if they expect that their players may wish to embark on a side trip of gambling during the adventure.

Referees are encouraged to engage in this scene before "The Meeting". If O'Malley or any of her senior staff (like Iskenderun or Barnes) see the characters gambling after "The Meeting", they will insist that the characters get going to Roskilde. Characters continuing to gamble after this warning will find O'Malley giving the job to someone else or lowering the amount of pay she is offering.

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Blackjack

The goal of blackjack is to have cards which equal 21. Players do not play against one another, but rather against the dealer. The dealer deals out one card face down and one card face up. More cards can be requested, known as a “hit”. The winner is the person who gets closest to 21 without going over.

Numbered cards hold the value of the number on the face of the card. Jacks, Queens, and Kings have a value of 10. Aces have a value of either 1 or 11.

Referees may choose to have the player roll for each individual hand, a certain time increment, or the full time played. In playtesting, we found that simulating about five hands in one die roll is best.

Playing 5 Hands of Blackjack: Gambler, INT, 4-6 minutes, Difficult (-2)

Baccarat

All of the casinos on Chance have open table games of a variant of baccarat called “The Chance Variant” or, derisively, as “Punto Chance”. It is a variation of the form of baccarat known as punto banco in which a casino dealer acts as the banker and deals to a player from a shoe. The shoe always contains 5 decks of cards.

In this variant, players are playing against the dealer (or “bank”) and are dealt two cards. An additional card may be taken by the player if they so desire. The object is to have cards with a value of 9 or as close to 9 as one can get. Cards numbered 2-9 count as their numerical value, Aces have a value of 1, and 10s, Jacks, Queens, and Kings have a value of 0.

The value of cards added together is always the number in the ones place. So if one has a 2 and 5, one has a total of 7. If one has a 6 and 7 (6+7=13), one has a total of 3 (not 13).

This variant is often derided by high rollers and other wealthy and experienced gamblers as being “watered down”. More traditional forms of baccarat (of the traditional punto banco form and the chemin de fer form) can be arranged for “whales” and other high rollers in private rooms.

Characters wishing to engage in a few short term hands should stick to playing the Chance variant. A game of Baccarat (punto banco or chemin de fer) can become a tense and delicate dance between wealthy players. Referees are warned that an involved game of baccarat may take more time than they are willing to spend on an optional scene.

Playing 5 Hands of Baccarat (Chance variant): Gambler, INT, 4-6 minutes, Difficult (-2)

Playing 1 Hand of Punto Banco or Chemin de Fer: Gambler, INT, 2-8 minutes, Very Difficult (-4), Opposed.

Poker

Poker is a game of skill where individuals wager on the strength of the value of a hand of cards. Some or all of the cards may be hidden from other players. Certain combinations of cards are ranked as to which combination, when compared to the combination held by other players, determine the winner. Usually this is a combination of 5 cards.

The wide variations of the game of poker are beyond the scope of this document. The most common found on Chance are stud, draw, and hold ‘em. Each of these types has a number of variants as well such as Omaha and Razz.

The variations known as Razz and Omaha are the namesakes of casinos on Chance. Both casinos highlight their namesake variants within their casinos.

Razz is a variant of stud poker in which the object is to get the lowest ranked hand possible rather than the highest. In

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Razz, the best hand one may achieve is called "a wheel" (an Ace-5 straight).

Players are dealt 7 cards they may use to build this 5 card hand. There is a round of betting followed by an opportunity for the player to discard and redraw a certain number of cards. In The Razz Casino, players are allowed to discard up to all 7 cards if they wish.

There is a second round of betting and then the cards are revealed. The player with the lowest hand wins the pot.

Playing 1 Hand of Razz: Gambling, INT, 2-5 minutes, Difficult (-2), Opposed

Playing an entire game of Razz: Gambling, INT, 3-10 hours, Difficult (-2), Opposed

Playing a friendly game of Razz: Gambling, INT, 1-6 hours, Average (+0), Opposed.

Drinking (Optional Scene)

There are several bars located within the casino and plenty of opportunities for characters to take a few drinks. For some (like the pre-generated character Ethan Mau), it may be the first thing they do when they arrive on Chance.

While it is possible that some characters may enjoy one or two drinks and some socializing, some will seek to drink much more than that. In that case, skill checks can be made to find out the exact effects.

Drinking three alcoholic drinks: Carouse, END, 1-2 minutes, Average (+0)

For every second drink after the third, increase the difficulty by one level. Failure indicates impairment has begun.

Impairment increases the difficulty by one level of any skill attempted over the next 30 minutes. Continued failure of the drinking task increases the difficulty and the time period of impairment.

Gladiatorial Games, Comedy Shows, And Musical Acts (Optional Scene)

The Razz Casino offers many other forms of entertainment. Characters may seek to attend one of the many shows. Ticket prices for all the events are between 100-1000 credits, depending on how far back from the stage one is seated. There are two shows each night 7pm and 9pm.

The current act on the Comedy Stage is Janos Lahiri. Lahiri is a former member of the Annie Feingold show. Lahiri gained great popularity in Feingold's Travel Show with his observations about the pain of life. Often Lahiri uses self-deprecating humor concerning his own bouts with depression and loss.

The current act on the Music Stage is Orange Rocket. Orange Rocket uses a blend of traditional instruments and modern electronic devices to produce an orchestral sound.

The four members of the group are sometimes not even on stage themselves, but rather allow for fictional holographic characters to take the stage for them. These characters can change at the whim of the band members and many fans attempt to guess (or, on Chance, bet) as to which characters will show up on stage.

These holographic characters will often perform stunts such as flying across the theater and appearing randomly among the crowd.

The most popular of the theater shows is gladiatorial combat. These shows take place in a theater made by design and holography to be an ancient Roman coliseum.

Gladiators fight one-on-one battles against one another using a variety of melee weapons. On rare occasions, the Razz will stage battles between teams of gladiators.

However, these battles are not to the death. An experienced combat medic is employed as a referee in the matches. When the referee determines that a combatant is

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too injured to carry on at “peak performance”, the match is ended. This determination is entirely up to the referee who uses his/her experience both with combat injury and the players themselves as a guide.

Bets are made concerning the outcome, the time of first blood drawn, and even such events as the first dropped weapon or the first damaged helmet. Characters wishing to make bets on the event should use the following skill check:

Betting On A Gladiatorial Match: Gambling, INT, 3 minutes, Difficult (-2)

Bets can be made in increments of 10 credits. The majority of persons betting on the vent tend to bet 100 credits, though some bet as little as 10 or as much as 1 megacredit.

Contact Scenes

Several of the pre-generated characters have contacts in The Razz and on Chance. If you are using characters of your own creation, you may wish to extend this courtesy to your players as well.

Soichiro Auer (Rival of Mitchell Lee) –

Soichiro is a professional gambler who lives on Chance. He frequents The Razz and The Omaha. Soichiro is a rival gambler of Mitchell Lee and, even though he tries not to make gambling personal, he enjoys defeating Lee at every opportunity.

Soichiro is 42 years old and is from Talca. He is loud, boisterous, and constantly wearing sunglasses. He will taunt other players during games in order to intimidate them and has a habit of calling everyone “baby”.

Soichiro can tell the characters that he remembers Moskalawicz well. He was always a happy sort and would engage in friendly banter with players as he dealt cards. If the characters tell any of Moskalawicz’ story to Soichiro, he will be visibly moved by

the sadness of the story. He will express his regret that such a thing has happened to such a nice guy.

STR 5 DEX 8 END 8 INT 9 EDU 7 SOC 6

Skills: Gambler-3, Carouse-2, Deception-2, Persuade-2, Streetwise-1, Broker-0, Gun Combat (Slug)-0, Melee (Unarmed Combat)-0

Mikhail Ambrose (Rival of Ethan Mau) -

Mikhail is security officer at The Razz. Mikhail lives near the casino in a local apartment complex with his wife and daughter.

Mikhail is 32 years old. His family moved to Chance from Fairfax when he was young. He tends to be quiet and take on a silent but tough image on the casino floor. He has a tight military style haircut and ice blue eyes. When he isn’t intimidating patrons of the casino who get out of line, he is exercising and lifting weights.

Mikhail remembers Moskalawicz. He speaks highly of Moskalawicz as the sort of employee who caused no trouble.

Mikhail also remembers Moskalawicz’ wife, Selena, who used to work here as a waitress. He will provide an appreciative, if somewhat leering, account of her beauty and will be sad to learn of her death.

As usual, Mikhail will show up from time to time to intimidate Ethan Mau or any other character who chooses to drink a bit too much.

STR B DEX 8 END A INT 6 EDU 5 SOC 5

Skills: Athletics (Strength)-2, Persuade-2, Recon-1, Streetwise-1, Carouse-0, Gun Combat (Slug)-0

Sunni Barnes (Ally of Noah Santos) –

Sunni is the Chief of Security of The Razz Casino. Sunni is also the love interest of Noah Santos, one of the pre-generated characters. If you choose to not use the pre-generated characters, the Referee can

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choose to make Sunni an existing love interest or a potential love interest of another character.

Sunni is an attractive woman with long red hair which she keeps in a ponytail. She is somewhat short (5'4" or 162.5 cm) but often intimidates those much taller than she.

Sunni remembers Moskalawicz as a model employee and a favorite of O'Malley's. Sunni will even theorize that O'Malley and Moskalawicz might have been lovers and this was the real reason for the move to Tlix. Sunni will speak highly of Moskalawicz but will have little to say about Selena.

Sunni also remembers Frida and will say that the child was precocious and a bit too undisciplined. She will blame this lack of discipline on Selena.

STR 9 DEX 9 END 9 INT 8 EDU 7 SOC 6

Skills: Admin-2, Gun Combat (Slug)-2, Investigate-2, Melee (Unarmed Combat)-2, Persuade-2, Recon-2, Comms-1, Computers-1, Diplomat-1, Leadership-1, Sensors-1, Streetwise-1, Carouse-0, Medic-0, Steward-0

Chance Downport (Essential Scene)

The Chance Downport is located to the northeast of the city about 200 kilometers (124 miles) away. The downport is connected to the city by a maglev train which runs underground from City Station to Port Station. There are no stops between the stations.

The downport is located underground. A massive shaft has been sunk into the planet. Ships descend into this shaft slowly and are then grabbed by a gigantic claw. This claw then places the ship into one of several parking areas or as the locals call them "racks". Some have described the wall of the shaft as "a starship shelving unit".

A docking corridor extends from the interior of the parking area to the ship which

Setting Notes

When we first wrote **Subsector Sourcebook 1: Cascadia**, we intended it to fit a more traditional Traveller setting. However, we also wanted to be able to use the subsector for other types of settings as well. Indeed, one of those settings was our own setting which we outline in **The Hub Federation**.

In doing this, we changed the UWPs to better match the setting. While you don't have to do this, we recommend making sure the UWPs match your setting. The tech levels of the worlds in Cascadia are a bit high to fit into our setting, but in a more traditional Traveller setting would fit well.

In order to match the GKG Clement Sector setting, simply change the UWPs for these worlds to this:

Chance	A200612-B
Slaren	C665615-A
Gagnon	A7667A5-B

allows for passengers and crew to enter and exit the vessel without needing a vacc suit. Only vessels of 600 tons displacement or less are allowed to land at the downport. All other vessels must dock to the highport.

Cargo is loaded and unloaded from the ships by enclosed gravlifts. The operators dart these small craft in and out of the shaft to the racks. There the gravlift drivers can load the cargo containers while the ship sits in the rack.

If the characters use the fuel voucher Carrie O'Malley provided for them, they will have to wait for a short time as the ship is refueled. When the voucher is used, they will either interact with a port worker through a commlink or in person.

The port worker will inform them when the vessel has refueled. As he signs off, he will warn the characters that others have reported pirate attacks in several other systems.

Slaren

Overview

The characters are only making a fuel stop at Slaren. It will take 7 days to get to Slaren with the Zimm drive and use the entire amount of fuel they picked up at Chance.

It is assumed that the characters will be in a hurry to get to Gagnon. However, if the characters wish to make this a longer stop, Referees can consult **Subsector Sourcebook 1: Cascadia** for more detail about Slaren.

Slaren is well-known in the Cascadia subsector for being the home of the Slaren Brewing Company. The company owns the entire planet and has used much of the open grassland of the world to grow ingredients for making their beers, ales, and ciders.

The characters will need to land at the Slaren Main Downport which is located to the east of the city of Stanton. Again, assuming that the characters are moving quickly to get to Gagnon, they should have just enough time to load and offload cargo (if they have opted to carry any), refuel, and perhaps talk to a local contact. While the pre-generated characters have no contacts on Slaren, it is possible that the Referee might wish to provide one or one may already be part of an established campaign in Cascadia subsector.

Slaren Insystem (Essential Scene)

When the characters arrive at the Zimm point in the Slaren system, they are immediately met with a warning message. This message states that an attack happened within the last three hours that left two merchant ships damaged and their cargo stolen.

While there is no immediate danger, the small Slaren System Defense Patrol is on high alert. The SSDP vessels will scan each vessel as it heads towards Slaren. The

characters and *MV Dust Runner* will be no exception. The local system defense vessels are no more than armed *Rucker*-class trading vessels. These ships are no more powerful than *MV Dust Runner* and provide little protection to the system at large.

Because of the local astrogaphy and the limitations of the Zimm drive, almost all traffic coming from Hendershot, Gagnon, or Campbell will pass through the Slaren system. The Slaren Brewing Company does not have the resources to patrol all of the space in the system. These facts make Slaren an ideal place for pirate activity.

These scans will be repeated on the journey back from Slaren to the Zimm point. The SSDP will attempt to follow or give chase to any vessel acting suspiciously. Unless the characters get involved in something nefarious during their stay, this will likely not be a problem.

Slaren Main Downport (Essential Scene)

The Slaren Main Downport is a rather spacious port with lots of areas to park a ship. The landscape is divided into a honeycomb of octagonal landing bays. These bays are made like octagonal bowls with earthen berms 27 meters (88.6 feet) high. Ships land in the center of the bay. The bays are spacious and can accommodate vessels of up to 1200 tons.

Crews can either climb stairs and walk the tops of the berms a considerable distance to the terminal or they can ride on one of the many grav vehicles which fly along the parking area. The Slaren Brewing Company operates these grav vehicles, as well as the port itself, and a ride from any landing bay to the main terminal is a flat rate of 20 credits per person. Some landing bays are only a

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few meters from the terminal while others are up to 15 kilometers (9.3 miles) away.

To redeem the fuel voucher O'Malley gave the characters, someone will have to go to the terminal. The voucher will have to be approved, in person, by the fuel manager.

The terminal is a large octagonal shaped building which looks as if someone turned one of the landing bays inside out. The ground floor of the terminal is level with the tops of the berms dividing the landing bays. It is a three story structure with the trade kiosk, information desk and three restaurants located on the ground floor. The top two floors are taken up by offices and system traffic control.

The fuel manager can easily be found on the ground floor near the information desk. She quickly validates the voucher and gives orders to have *Dust Runner* refueled.

The three restaurants located in the starport are Kevin's All You Can Eat Buffet, Jay's Steakhouse, and Big Al's Biscuits. If the characters wish to do so, they may spend some of the time waiting for the ship to be refueled in one of these restaurants.

Kevin's All You Can Eat Buffet has a wide variety of foods from the worlds of the Gagnon region. These will include meats such as hamburger and steak from Hendershot and fish from both Gagnon and Campbell. These are not always the best quality, but they are cost effective for hungry travellers. The cost is 20 credits per person and each person may eat as much as they like from the warming tables.

Jay's Steakhouse, on the other hand, provides quality cuts of beef shipped in from Hendershot. This is a high end restaurant with well-trained chefs who will cook your food to order. Prices are between 60-250 credits per person depending on the order. In addition, those with SOC of less than 6 will find that service will be refused to them.

Big Al's Biscuits is one of a chain of such restaurants in many starports. The menu consists of several types of meat placed into a large soft dough biscuit. The most common meat placed into one of these biscuits is a spicy sausage. On Slaren, this is spiced with jortila, but this is unique to Slaren.

This is intended to be a quick meal and something which can be eaten by hand as the customer goes on about other business. While there is seating within Al's, most customers purchase a biscuit and then go about their business. An average biscuit at Al's costs 6 credits.

Traffic at the port is somewhat high and the characters may be forced to wait for service at any of these locations. Each of the locations, of course, serves beers, ales and ciders from the Slaren Brewing Company. The company's mascot, a caricature of the company's founder Jason Malberg, named Drenken Von Bierstein, can be seen in many locations around the port.

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Gagnon

Overview

Once the characters arrive on Gagnon, they will need to begin their investigation. Over the course of this investigation, the characters should learn:

- 1> Both Frida Moskalawicz and one of her roommates, Amalia Schein, are missing. They have been missing from the campus for about 180 standard days (196 local days).
- 2> It is not uncommon for young women to go missing on Gagnon.
- 3> Frida and Amalia were told they were candidates for a special government job.
- 4> Usually these women who go missing end up at Major Calderon's vacation home near the Wright Mountains.
- 5> The pirate group "Shining Raiders" seems to be present in the Gagnon system.

Arrival (Essential Scene)

When the characters arrive at the Zimm point in the Gagnon system, they will be hailed by Gagnon system control. The characters will be given the choice of taking *MV Dust Runner* to the main highport or to one of the downports. Missoula Downport is available as one of the options for landing and it is located near the University of Gagnon. However, the characters may also choose to go to the highport and take a shuttle down.

The Gagnon system has a much stronger system defense patrol than was seen at Slaren. However, the characters will not be stopped by any trade inspections. In addition, there will be no piracy warnings given.

The local news feed will have nothing concerning Frida in it. There is no mention of

Torus

If you as a Referee are unfamiliar with the concept of a torus shaped starport, the best way to imagine it is to picture a doughnut. The outer layer of the doughnut is the location of the starship docking areas. In these areas, the gravity plates are facing away from the doughnut hole, so that the "ceiling" is the outer layer of the doughnut.

Where this can become confusing is that on the interior of the torus, the gravity plates are facing the opposite direction. So that up is toward the "doughnut hole" and "down" is the direction toward the doughnut's outer layer.

The torus design for a starport is a real concept originated in 1975 at a NASA study at Stanford University (thus why it is often called a "Stanford Torus"). To understand a toroidal station, you can do no better than to view the art of Don Davis. Davis painted the pictures for this 1975 study. Though they are public domain and could have been added here, there are a bit too 1970s for this work. However, they are still an excellent resource. Interested parties can locate these works at <http://settlement.arc.nasa.gov/70sArt/art.html>

Frida being a missing person and searches of the obituaries will have no mention of Frida Moskalawicz.

Gagnon Highport (Optional Scene/Contact Scene)

Gagnon Highport is an orbital torus structure which is home to approximately 8 million people. There is also a large shipyard in orbit nearby which observant characters may note seems quite busy.

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If the characters have chosen to land here as opposed to Missoula Downport, they will be directed to one of the landing bays. These landing bays are located in the outer shell of the “doughnut” and are of varying sizes. The bays for ships the size of *MV Dust Runner* accommodate only one ship per bay. Still, it is a generous fit for the ship. The characters are cleared to land in bay 196, which opens for them as they approach.

Following the ship’s landing and the closing of the doors, the bay is then pressurized and filled with breathable air. Starport dock workers will then hook up the ship to the umbilical and ask for the required 400 credit dock fee. Before anyone is allowed to leave the bay, they must be scanned for weapons. Only blades of less than 20 cm (8 inches) are allowed to be carried outside the landing bay.

The highport is not a crowded place and there seems to be less traffic here than there was at Slaren. The restaurants, lounges and bars located here have a great many open seats.

A visit to the trade kiosk will find a large amount of goods going to Monroe, Hendershot, and Campbell. There are very few items going to Slaren. If the characters are bringing in any cargo from another system, they will discover that Gagnon now charges a 10% tariff on all incoming goods. If a character asks why this tariff is being charged, the trade kiosk worker will respond “system defense”.

Shuttles are available to take passengers to the downports on the planet. To board a shuttle to go down, one must present a valid planetside travel visa. Without a visa, the traveller must remain on board the highport. No weapon of any kind is allowed on the shuttle and each person boarding will be scanned and searched. This includes any bladed weapon of any size.

One of the pre-generated characters, Brent Ferreira, has a contact who is employed on the highport. Zoe Herzog is a sensors operator on the highport and watches over incoming and outgoing traffic insystem. If the Referee so desires, Herzog could even be the controller who speaks to

the crew of *MV Dust Runner* on their trip from the Zimm point to either the highport or the downport.

While Zoe cannot engage in personal conversation during ship to port communications, she could possibly set up a meeting with Brent or another character that has her assigned as a contact.

Zoe Herzog (Contact of Brent Ferreira) –

Zoe Herzog is a 32 years old and a former member of the Cascadia Colonization Authority. She attended sensors school with Brent Ferreira on Cascadia. After this, she was assigned to the *CCAS Hernando DeSoto*. She remained friends with Ferreira through correspondence as they are both fond of *The Adventures of Superpirate* serials.

Following her time in the CCA, Herzog left Cascadia and took a job with the Gagnon Space Defense Patrol. Herzog is employed at Gagnon Main Highport as a traffic controller giving her insight into the comings and goings insystem.

She will be pleased to see Ferreira but knows nothing of Frida and her disappearance. However, she will implore Ferreira to seek employment here. It would seem that the Gagnon Space Defense Patrol is growing and looking to hire on more people.

If asked, she will also say that there has been no pirate activity in the Gagnon system at all.

STR 6 DEX 7 END 7 INT 7 EDU 7 SOC 7

Skills: Astrogation-2, Sensors-2, Admin-1, Animals (Riding)-1, Carouse-1, Comms-1, Computers-1, Language-1, Pilot-0, Vacc Suit-0

Commander Sigmund “Ziggy” Dean

(Contact of Noah Santos) – Commander Sigmund Dean is a 45 year old staff officer in Gagnon Naval High Command, the group which controls the Gagnon Space Defense Patrol. He is known as “Ziggy” to his close friends.

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One of those friends is Noah Santos. During Santos' time in the Marlowe System Navy, his ship *MSNS Feisty Cat* operated in a joint training exercise with the Gagnon Space Defense Patrol. Santos and Dean became close friends during the exercise and Dean has asked Santos to join the Gagnon Space Defense Patrol on several occasions.

As might be expected, Dean knows nothing of Frida and her disappearance. However, he does state that the Space Defense Patrol is growing and that they need good men like Santos in their crews. They might even make him captain of one of the new ships they are building in the drydocks.

If he is asked about the rumors of Major Calderon keeping a harem, he will confirm this. Dean seems to see nothing wrong with this practice and will say that "sometimes the leader of a world needs relaxations that the rest of us can't have".

Dean can also confirm that there have been no pirate attacks in the Gagnon system.

STR 7 DEX 8 END 8 INT 8 EDU 8 SOC A

Skills: Admin-2, Astrogation-1, Diplomat-1, Gambler-1, Gun Combat (Slug Pistol)-1, Leadership-1, Persuade-1, Pilot-1, Sensors-1, Tactics (Naval)-1, Vacc Suit-1, Zero-G – 1, Advocate-0, Comms-0, Computers-0, Melee (Unarmed Combat)-0,

The Captain's Guild (Optional Scene)

There is a Captain's Guildhouse on Gagnon Highport. At the guildhouse, the characters will learn that the Guild is formally protesting the new 10% tariff with Major Calderon. So far, a protest is all that has occurred but there is even talk of boycotting cargo runs in and out of the Gagnon system.

There will be another warning concerning increased piracy in the Slaren system. The guildhouse will greatly

appreciate any information the characters can share concerning the situation at Slaren.

If the characters decide to stay in the guildhouse and socialize with the other ship captains, they will have the opportunity to meet Oyun Giovanelli, the captain of *MV Secret Angel*. Giovanelli will be quite outspoken in her assertions that Major Calderon is supporting the pirate attacks in the Slaren system. Giovanelli will assert that her ship was attacked while leaving Slaren with a cargo hold loaded down with Slaren Select Ale.

Giovanelli will claim that she later saw one of her attackers walking side by side with a Gagnon System Defense Force captain through the highport. Few of the other captains believe her story and more than one will state outright that Giovanelli is known for her tall tales.

Missoula Downport (Essential Scene/Contact Scene)

Whether the characters land at the downport or take a shuttle down from the highport, they will eventually go through the Missoula Downport. The downport is located to the southeast of the city of Missoula on an open plain. This plain stretches for 978 kilometers (607.7 miles) to the edge of the snowcapped Block Mountains.

The downport is laid out much the same as the downport on Slaren except somewhat smaller. Large octagonal bays with tall berms separate the bays. However, unlike on Slaren, there are armed and armored customs officials on hand at the bay when the characters arrive.

There will be four of these officials. Three of them will be armed with advanced combat rifles and wearing cloth armor. The fourth will be wearing a business suit. They will ask to see the visa of all members of the crew. If any member of the crew does not have a visa, the officials will arrest the entire crew. This should not be a problem as O'Malley has provided all of them with visas.

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The characters will be scanned for weapons as well. They will be forced to leave any firearm on the ship. They will only be allowed to carry bladed weapons if 20cm (8 inches) or less on their person.

Most of the traffic in and out of Missoula Downport consists of shuttles from the highport or other downports. Shuttles land on pads closer to the main terminal. These round pads sit on the opposite side of the terminal from the starship landing bays.

The terminal is a two-story building with a control tower in the center which extends 22 meters (72 feet) above the top floor of the terminal. Inside on the ground floor is an array of restaurants, bars, and a trade kiosk. The second floor consists of offices of the downport administration.

Inside the terminal near the trade kiosk is a large painting of Major Calderon. He is wearing his trademark white naval uniform with broad golden epaulettes, his large white military cap and a number of medals and ribbons on his chest. Calderon is shown looking toward the stars with his arm extended.

One of the pre-generated characters, Riley Yee, has an acquaintance who works security here at the downport. The Referee can choose when to introduce this NPC to the group. Jordan Lynch can be one of the security people who scans the characters for weapons or she can simply be met in a bar during her offtime.

Jordan will be happy to facilitate some of the security for the characters but she will not be willing to allow them to bring contraband or weapons from the ship. If they try to get her to do this, she will be very disappointed (especially with Riley) and will no longer aid the characters at all.

If asked, she will know nothing of Frida and the kidnapping situation. She has heard rumors of Major Calderon keeping a harem, but Jordan always felt these were simply rumors and fantasies.

Jordan will confirm that she believes some pirates have been at the downport and the highport. She had to break up two fights in the past thirty days between merchant vessel crews and people they claim attacked

their ships in other system. One of those systems was the Slaren system.

Jordan has heard of no pirate activity in the area, but she says the fights she broke up were intense. No one, she says, fights someone with that intensity and is lying about the cause.

Jordan Lynch (Contact of Riley Yee) -

Jordan is a 32 year old sergeant in the City of Missoula's security force. Jordan has worked several assignments, but she most often works security at the downports and the highport. Jordan met Riley several years ago while off-duty at a bar in Gagnon Highport.

STR 7 DEX 8 END 8 INT 6 EDU 6 SOC 5

Skills: Carouse-2, Gun Combat (Slug Pistol)-2, Melee (Unarmed Combat)-2, Advocate-1, Athletics (Endurance)-1, Investigate-1, Recon-1, Streetwise-1, Comms-0, Computers-0, Persuade-0, Stealth-0, Tactics-0, Vacc Suit-0, Zero Grav-0

The University of Gagnon (Essential Scene)

One of the few clues that the characters have about Frida's possible location is that she lives at 322 Sabra Hall on the University of Gagnon campus. While the campus is open to the public, the residence halls are only admissible by students and staff of the university.

The university is a large campus with lots of local trees lining walkways to and from classrooms, dormitories, and offices. It is summer in the southern hemisphere when the characters arrive and the trees are in full bloom. Temperatures reach a high of 28 C (82.4 F) during the day and a low of 9 C (48.2 F) at night.

The university is located on the coast. The north side of campus gives way to a

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white sandy beach where the students often go to relax.

The residence halls are located on the south end of the campus. Each of the residence is shaped like a cross and is eight stories tall. Each arm of the cross is made up with a center hallway with rooms on either side of the hall. A pair of gravlift elevators is located in the center of the cross in the midst of a small lobby.

Security for these buildings is somewhat light. There are security guards posted at each door of the residence hall. These guards are not armed but have handcomps for communication to other, better armed, guards.

The characters will have to devise a plan to get past these guards if they wish to see the inside of Frida's room or to speak to one of her roommates. For instance:

Convincing a guard to let you into the dorms:
Deception, INT, 1–6 minutes, Very Difficult (–4).

Coming up with a clever disguise or a convincing story should result in the Referee giving a modifier to the roll. For instance, in one playtest, a player disguised himself as a pizza delivery person. It is up to the Referee as to how convincing and how large a modifier can be given to the player.

Once inside, the characters should have no further problem locating the room. There are no further security measures inside the building and the room numbers are clearly marked. If the characters are in Sabra Hall in the late morning or early afternoon, the building is nearly deserted. If they choose to go in the evening, it will be packed with young people talking, playing music, and carousing.

Asking any of the students in the hallways about Frida will be fruitless. The students will appear worried and refuse to answer any questions. Talking to too many students may even result in the student complaining to the guard which could get the characters removed from the building.

Depending on the time of day, the characters may find someone at home in 322.

If it is before noon (11pm on Gagnon due to the 22 hour day) or after 7pm, the characters will find one of Frida's roommates at home and the door to the room will be standing open. At any other time, the door will be locked.

Opening the lock will be a Difficult (–2) task. Once opened, the characters can look through the room. The characters should note easily that the room now seems to be the home of one person rather than three. The possessions inside the room are rather sparse.

If the characters have arrived at a time when Frida's roommate is home, they will have the opportunity to meet Sharon Cooper. Cooper is a self-centered individual who will show little interest in Frida's fate. If she ascertains that the characters might have a personal connection to Frida, she will unconvincingly feign interest as to what happened to her. If she does not think the characters have a personal connection to Frida, she will express her relief to be in a dorm room alone.

According to Cooper, some government recruiters came to the room one morning and requested that both Frida and Amalia accompany them. The recruiters said it was an excellent opportunity for advancement and an Easy (+4) Investigate roll will show that Cooper was extremely jealous that they were chosen and she was not.

Cooper does not know what sort of job it was. However, she did overhear that the government position in question did require a physical to be performed. She's quite sure the physical was carried out at Missoula General Hospital in downtown Missoula.

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Missoula General Hospital (Optional/Contact Scene)

The characters may end up at Missoula General Hospital for one of several reasons. The hospital is located in the center of the city near several government office buildings. It is a large U-shaped complex which is seven stories tall.

Missoula itself is a city of approximately ten million people. It is a busy city with lots of wheeled ground vehicles running city streets and grav vehicles flitting back and forth between skyscrapers. The hospital is located near the center of the city among all of this. When the characters arrive, they are likely to see express grav ambulances bringing in patients and doctors going about their rounds.

Requests for information concerning patients will be flatly denied. The doctors and nurses are well aware that their licenses and jobs are on the line for providing such information. Few are willing to risk their livelihoods on giving information to total strangers.

However, if the characters wish to attempt this, they may try. For every 1000 credits offered in bribery, the Referee may lower the difficulty.

Convincing a doctor or nurse to let a character examine Frida's medical records: Deception, INT, 1–6 minutes, Formidable (–6).

Of course, there are other methods to learn this information. Characters may sneak into the hospital with a disguise or other trickery. If they do this, it is possible that they could hack into the computer system. The records storage in the hospital in a closed system and therefore cannot be accessed through the worldnet.

If the characters do find a way into the hospital and get to a local terminal, they will still be required to hack the computer for a user name and password.

Hacking a hospital computer to obtain medical records: Computer, EDU, 10-30 hours, Very Difficult (–4).

The Referee may assume that the hospital has Rating 2 TL11 security software as described on page 92 of the Traveller Main Rulebook. As usual, programs in use by the characters can aid them in the process of hacking the computer.

One of the pre-generated characters, Angelina Carerra, has a contact which works in the hospital. Doctor Virgil Beck is a resident doctor at the hospital and has a long standing crush on Carerra since they both attended the same medical school on Roskilde. This contact can be added on to another character if needed or as part of the history of a character in your campaign.

Beck can be asked to provide a look into Frida's medical records using the skill check as outlined above. However, Beck is not interested in money and will request time spent with Carerra. For every three hours of time promised to Beck for the two of them to be together, the Referee may lower the difficulty by one level.

If the characters do see the medical records by whatever means, they will discover that Frida did get a full physical. There is a holorecording of this examination and the doctor performing the exam asks several personal questions about Frida's private life that would not be in the usual exam.

If the characters are watching this holorecording in the presence of Dr. Beck, he will shake his head and look worried. He will remark that it is unfortunate, but that Frida may have been added to Major Calderon's harem. He has no other information concerning the harem except that this is not the first time this has occurred.

The doctor performing the examination in the holorecording is a Doctor Julia O'Bryan. Either from Dr. Beck or from local records, the characters will discover that Dr. O'Bryan died in a grav vehicle accident fifteen days ago.

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Doctor Virgil Beck (Contact of Angelina Carerra)

STR 6 DEX 8 END 4 INT 9 EDU B SOC 9

Skills: Carouse-2, Medic-2, Science (Biology)-2, Admin-1, Computers-1, Persuade-1, Drive (Wheeled Vehicle)-0, Sensors-0

Beck is a 34 year old doctor from Roskilde which has moved to Gagnon to practice medicine. He is easily enamored with women but is shy and inept in speaking with them.

Beck is somewhat overweight and is often referred to by his fellow doctors as a bit lazy. He is often unmotivated to do extra work.

Contact Scenes

Alyssa Wang (Contact of Mitchell Lee) –

Alyssa is a 32 year old former criminal who has sought to get out of criminal activity. She is from Talca and, at the age of 15, was arrested there on breaking and entering charges. She was placed in a reform school and this is where she met Lee.

While Lee continued in the “trade”, Wang left it. She tried hard to get away from her record, but found it difficult to do. After a while, Wang discovered that the only way to make a fresh start would be to leave Talca and travel to another world. She ended up on Gagnon and now works as a cook at Arthur’s Fish and Chips located near the University of Gagnon campus.

Wang will know nothing of Frida, but she has heard of women from the university being recruited as members of Major Calderon’s harem. Wang says that she has heard that the Major treats these young women well and doubts Frida is in any real danger.

STR 5 DEX 9 END 6 INT 6 EDU 4 SOC 3

Skills: Deception-2, Streetwise-2, Carouse-1, JOT-1, Language-1, Melee (Blade)-1, Persuade-1, Steward-0, Advocate-0, Computers-0, Gun Combat-0, Tactics-0, Vacc Suit-0

Susan Porter (Contact of Madison Acuna)

- Susan is a 54 year old reporter in Missoula on Gagnon. Susan and Madison know each other from several symposiums held at different locations concerning journalism. In fact, one was held at the University of Gagnon three years ago that they both attended.

Susan is the urban crime reporter for the City of Missoula edition of Gagnon Press, the official news outlet of the Calderon regime. Major Calderon, she says, often uses a light hand in controlling what news is reported. Most often there is no pressure from the government, but when there is, it is well-known that one does what one is asked.

Susan knows absolutely nothing about Frida or her disappearance. However, she does know about Major Calderon’s harem. She will say that she has met several of the women at gatherings at the Major’s vacation home in a large forested area off the Wright Mountains. She says that while these women often appear to be happy and pleased with their living conditions, she fears this is most often a front.

Susan will tell of an encounter she had with one young woman who had seemed extremely happy to be, essentially, scenery at Calderon’s home. During a trip to the restroom, the young woman cornered Susan and pleaded with Susan to take the woman with her when she returned to Missoula. The moment saddened Susan greatly and she will be visibly moved when she tells the story.

In addition, only if asked, Susan can provide additional information concerning the death of Doctor Julia O’Byran. Her grav vehicle lost control and crashed into a building near the hospital in Missoula. Susan will say that she was told by her bosses to not look into the crash, which indicates to her that

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there was some sort of government involvement in the accident.

STR 5 DEX 5 END 5 INT 8 EDU 8 SOC 8

Skills: Art (Writing)-2, Carouse-2, Investigate-2, Admin-1, Computers-1, Deception-1, Diplomat-1, Flyer (Grav)-1, Persuade-1, Streetwise-1, Advocate-0

Zane Herrera (Contact of Ethan Mau) –

Zane Herrera is an old friend of Ethan Mau. Zane is originally from Cascadia and served with Ethan in the same cavalry unit. Following his stint with the Cascadian Army, Zane looked for work first with a mercenary group and then with the Gagnon Security Forces. At age 43, Zane is now a respected member of the security force.

Zane, during his time with the cavalry unit was never much of a drinker. However, the NPC is most likely now found in a bar drinking away troubles if he is not on the job.

Zane will appear hollow and shell-shocked by comparison to the man Ethan knew on Cascadia. He is clearly depressed. Zane is not pleased at all with his job or how things are going in it.

If pressured by Ethan or if the drinks are flowing, Zane will confide in Ethan concerning his problems. It would seem that Zane has seen the seedier side of the Calderon regime and feels like his soul has been stolen.

He will tell Ethan that he not only knows about Calderon's harem but that he also has aided in the arrival of several of the women. If shown a photo or holo of Frida, Zane can confirm that he has not only seen her but that she was one of the ones he had taken to Calderon's vacation home.

Zane will also inform Ethan that Frida is one of Calderon's payment women. Zane will go on to explain that Frida and several others are due to be sold into slavery to a pirate group which now works for Calderon. Frida and the other women are to be the payment for their operations as privateers.

One of the reasons Zane is drinking tonight is the dread he feels because he is due to provide security for Calderon during a meeting at the vacation house in two days. He will prepare a security force for the house.

If Zane is pressed or someone appeals to his better nature, Zane will be willing to aid the characters in rescuing Frida. Indeed, Zane feels that he is responsible for getting the women into the house and, hopefully, he can save one of them. He is, however, cautious that more than one, perhaps two, of these women can be saved.

During playtesting, one of the groups jumped at this opportunity to be part of Zane's security force. This is one of the many ways that the characters can get to Calderon's home. If the players decide to do this, Zane can be convinced to provide weapons and transportation to the Calderon home.

If the players do not opt to do this, Zane can also share the fact that Calderon is planning on bringing in party supplies from a merchant ship. Zane feels he can create an opportunity for the characters to use their ship to land in a clearing near the dictator's home and sneak in as part of the supply crew.

In either case, Zane is willing to help the characters if he can.

STR A DEX 9 END A INT 6 EDU 6 SOC 7

Skills: Carouse-2, Gun Combat (Slug Rifle)-2, Leadership-2, Melee (Unarmed Combat)-2, Tactics (Military)-2, Athletics (Strength)-1, Explosives-1, Navigation-1, Recon-1, Stealth-1, Comms-0, Computer-0, Medic-0, Vacc Suit-0, Zero Grav-0

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Calderon's Home

Overview

By this portion of the adventure, the characters should know that Major Calderon has kidnapped Frida, her roommate Amalia, and several other young women over the years. He has been keeping them at his home and now intends to give these young women to a pirate group, The Shining Raiders.

The characters will need to devise a plan as to how to get to the Major's home and get Frida out of the home and to safety. It should be made clear to the characters that they will need to get Frida off the planet and back to Chance to insure that she is not simply recaptured.

It should also be made clear that it will be difficult to get all of the women to safety. However, most groups (at least in our playtests) will wish to try. The Referee should decide ahead of time exactly how difficult he/she wishes to make this endeavor.

Calderon's Vacation Home (Essential Scene)

Calderon's home is located in a large forest near the edge of the Wright Mountains. The home is located on a peninsula approximately 5 hexes north of Missoula, which is about 4800 kilometers (2983 miles). Unseen on the map is a large forest which has been created around the Major's compound. The area is approximately 600 square kilometers (372 square miles) to the east of the Major's vacation home.

There are several clearings located within the forested area. While these are not designed to look anything like a landing pad, they are intended for that use. Major Calderon wanted the landscapers to keep the uneven ground and shrubs in the area to maintain the look and feel of a forest.

Major Keith Calderon

STR 7 DEX 7 END 9 INT 9 EDU 7 SOC C
Age: 72 (35)

Skills: Advocate-3, Diplomat-3, Leadership-3, Tactics (Naval)-3, Admin-2, Carouse-2, Deception-2, Gambler-2, Gun Combat (Slug Pistol)-2, JOT-2, Persuade-2, Flyer (Grav)-1, Streetwise-1, Vacc Suit-1, Zero Grav-1, Broker-0, Comms-0, Computers-0, Recon-0, Trade-0

Major Keith Calderon has ruled Gagnon for the past 22 years following a revolution against the former government, an entrenched bureaucracy. Calderon came to power promising faster and more responsive government. Calderon has made good on his promises and the government now responds to the whim of Major Calderon.

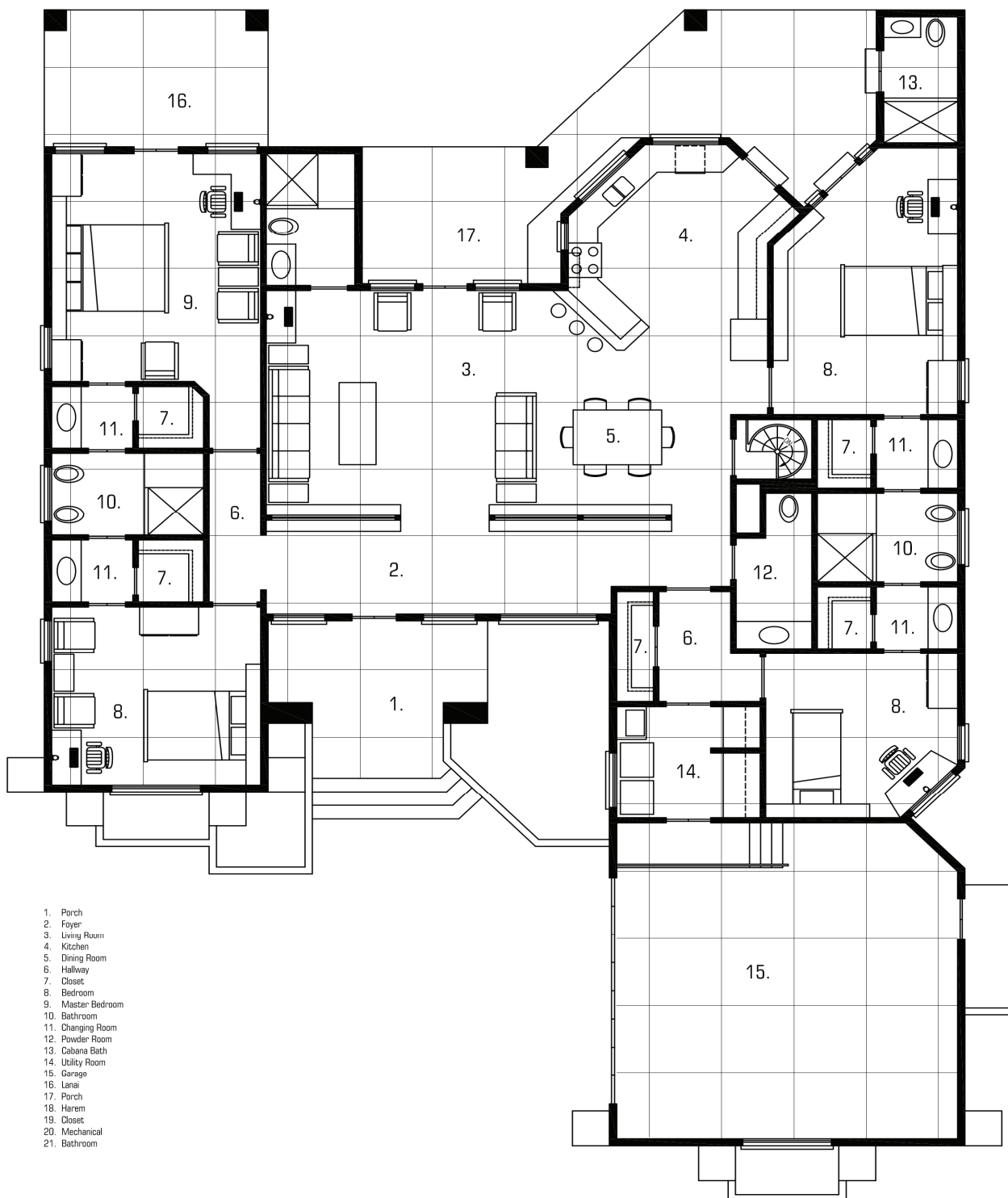
Major Calderon is almost always seen in his white dress uniform while in public. In private, he often wears a dark violet plush robe and smokes a pipe. He keeps his head shaven and, in public, he is often seen wearing his military cap. In private, he wears no hat. He is confident, outspoken, and very suave.

Major Calderon has a round face with a dark moustache and goatee. His years of living as dictator have added a few pounds to his body, but he is still a strong man. His body is kept young by anti-aging treatments.

He is known by the people to have very expensive tastes. He imports a lot of expensive items and foods from other systems.

The largest clearing is near the ocean where the Major's home is located. The house sits near a large cliff overlooking a wide sandy beach.

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There are approximately 30 armed guards in the area. About 10 of these will be going about the perimeter on small one person grav vehicles. The remaining 20 will be at the house patrolling the home and the immediate area around it.

Of the twenty guards near the house, most will be patrolling the grounds near the home. At least three will be standing guard around the pool. During daytime hours, it is quite common for Major Calderon to be swimming or lounging in the pool. At night, he is usually inside the home.

During daytime hours, the young women are usually in and around the pool as well with a few inside the home. The characters, if they interact with the young women at all, will discover that they are between the ages of 22 and 29, drugged and in a euphoric state. The pool is located about 100 meters (328 feet) off the porch. The area surrounding the pool is concrete with several chairs and umbrellas circling the pool.

During evening hours, the young women stay in the house. If it is before midnight, the young women are likely to be all over the home. If it is between midnight and sunrise, the harem is likely asleep in their beds in the dormitory in the basement.

Depending on how the characters arrive at the house, they may note another *Rucker*-class vessel in one of the other clearings. This is *MV Light Of Pain* and is one of the vessels of The Shining Raiders. Three of the raiders will be standing guard at the ship while the captain of the ship and five more crew members will be at Major Calderon's home.

Calderon intends to give five (including Frida and her roommate Amalia) of the young women to the pirates as part of a payment for their services attacking shipping in nearby systems. The characters will likely get to the Major's home at approximately the time for this deal to occur. The meeting will occur in Calderon's living room.

Playtest Notes

There are several ways to get to the house. While characters could charge in with guns blazing, this should be quickly discouraged. The guards are no pushovers and this is, after all, the home of a head of state. Military reaction will be swift and deadly and while the Gagnon Space Defense Patrol is still growing they are far more than a match for the character's ship.

In playtests, the characters devised several ruses on how to get into the home. One set of playtesters had themselves disguised as caterers who were bringing in food and supplies to the home. While they were bringing in supplies in cargo containers, they put several of the young women into the containers, loaded them aboard the *Dust Runner* and left the system.

Another playtest group convinced Zane Herrera to add them to the house's security detail. While there, Dr. Carrera used drugs to knock Frida and Amalia unconscious. The characters and Zane declared the young women had been overmedicated, had a terrible reaction, and had died. The characters convinced Major Calderon that it was best for him for the characters to sneak the young women out of the compound so the pirates had no idea they had lost two of the young women.

Inside The Home

The porch (1) on the front of the house leads into the home. It is a raised concrete platform. There are scanning devices located in the walls which alert those inside if the person on the porch is carrying a weapon.

Once inside the large wooden double doors, a visitor enters the foyer (2). The foyer has a hardwood floor like most of the rest of the house. Just inside the door is a large painting of Major Calderon in his white dress uniform painted by well-known artist

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Trimalchio Vanhala. The painting is called *To The Future* and is one of Calderon's prize possessions.

The living room (3) is plush and comfortable. The couches are made with leather made from betahyde from Megara. The hardwood flooring extends to this room as well. There is a bathroom in one corner of the room and a plexiglas door leading to the porch (17) and pool.

The dining room (5) and kitchen (4) have marble countertops and stainless steel appliances. A cookbot is often here making meals for the Major, the harem, his guests and guards.

There are three guest bedrooms (8) on the ground floor. These have comfortable beds, computer terminals and holowalls. Each has a bathroom and a changing room which can connect the bedroom with other bedrooms.

One of the guest bedrooms connects to the master bedroom (9) and is only used for female guests of the Major. The master bedroom has a king sized bed and is off-limits to all except the Major and those he invites to join him. At all times while Calderon is in the master bedroom, there are two armed guards both outside the door and on the lanai (16).

In the garage (15) is the Major's brand new Khadpo sport grav vehicle. The Khadpo is valued at 230,000 credits.

Down the spiral staircase is the harem dorm (18). The flooring here is soft red shag carpet. Uniquely, the carpeting is also on the walls creating a plush environment. There are also hundreds of soft pillows of all sizes scattered helter-skelter around the room.

The Cliffs

It is possible that the characters may wish to attempt to gain entry to the house by scaling the cliff wall at the beach. This can be done easily by grav lifts or can be done the hard way by climbing this sheer cliff.

The cliff is 29.6 meters (97 feet) tall. This will require three strength checks and one endurance check to climb to the top. Once at the top, the characters will have to

deal with two guards who stand watch over that area at all times.

Disguise

The most likely way to enter the compound would be through some sort of deception. If the characters wish to do this, then they will need to establish a reason for their entry.

As the *Dust Runner* is an established merchant vessel which has traveled to Gagnon before, this is the easiest way to do this. The characters can pose as someone bringing supplies to the home. This is not an unusual situation.

If the characters wish to do this, they will need to convince the guards who will respond quickly to an unexpected vessel. If the characters have used an NPC to pave the way for their visit, this step can be ignored.

However, in either case, they will still need to deceive the guards. This will require making the following skill check:

Deceiving the guards: Deception, INT, 2-6 minutes, Formidable (-6)

If the characters have enlisted the aid of an NPC, the difficulty level can be lowered. If the NPC is Zane Herrera, it can be lowered by two levels.

Characters who decide to pose as another entity (another merchant vessel, caterers, medical staff, additional harem personnel, etc) will face the same skill check as above. If they have enlisted the aid of an NPC, they will also get the modifiers listed above.

However, the Referee should determine how well the characters have performed any set-up for the disguise. For instance, if they are going to disguise *Dust Runner* as a different ship, the Referee should have the characters perform a skill check to do this. If they have done well in this check, the Referee might wish to lower the difficulty level.

Characters wishing to disguise themselves as a catering company or

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something similar should also be required to do some set-up. One of the first things the guards will do upon learning of a new company to handle something is to look them up on the worldnet. If they do not appear there, then the guards will know this is a ruse. This can be alleviated if the characters either have Zane to vouch for them or if the characters have done their preparation work and added their fake company to the worldnet.

Adding a fake company to the Gagnon worldnet: Computer, INT, 15-30 minutes, Difficult (-2)

Firefight

This sort of solution is certainly not recommended. This is, after all, the personal home of a head of state and guarded by experts with a military to call upon for assistance. However, if the characters persist in this desire, the Referee can oblige them.

There are 30 armed guards in the area surrounding the house. As stated earlier, only 20 are on the house grounds. The other ten are patrolling the forested area on personal grav vehicles.

Major Calderon's Personal Guards

STR 8 DEX A END 9 INT 7 EDU 7 SOC 7

Skills: Gun Combat (Slug Rifle)-3, Flyer (Grav)-2, Gun Combat (Slug Pistol)-2, Melee (Unarmed Combat)-2, Recon-2, Athletics (Endurance)-1, Carouse-1, Comms-1, Tactics (Military)-1, Computer-0, Vacc Suit-0, Zero Grav-0

Calderon's guards are armed with TL10 ACRs and a TL6 autopistol. Each of these has a full load of ammunition with one backup clip. The guards wear cloth armor at all times.

In a firefight, three of the guards are trained to instantly secure Calderon from the danger. These three will also call for backup

as soon as they have located and secured Calderon. The remaining seventeen will attack the intruders.

Backup will include the ten guards on grav vehicles who will immediately begin heading that way. Troops will also begin to move to secure the area from other locations such as the highport and Missoula.

In addition, there are five pirates at the mansion as well. They, too, will defend themselves against the characters. The pirates will not attempt to defend Calderon and will be more interested in taking some of the young women hostage or grabbing some of Calderon's valuables. They will attempt to get back to their ship as soon as possible.

Crew of *MV Light Of Pain*

STR 7 DEX 7 END 7 INT 6 EDU 5 SOC 4

Skills: Carouse-2, Gun Combat (Slug Pistol)-2, Melee (Blade)-2, Streetwise-2, Vacc Suit-1, Zero Grav-1, Computers-0

The pirates are armed with TL8 Snub Pistols and a cutlass. They are not wearing any armor. In addition to the listed skills, assume that each crewmember has a skill level of 2 in their assigned shipboard task.

The *MV Light Of Pain* is a *Rucker*-class vessel which is identical to the *Dust Runner* in all respects other than the color. If they are needed, *Light Of Pain's* stats are exactly the same as *Dust Runner*. *Light Of Pain* will only be interested in getting out of the system now that the deal has gone bad. If the characters wish to attack them, they will defend themselves.

The Referee may choose what other obstacles the characters will encounter, but one may assume safely that the Gagnon military has an array of atmospheric fighters, close orbit fighters, and system defense vessels which will be used to stop the characters from escaping. The level of how much of the planetary military he/she wishes to throw at the characters is entirely up to the Referee. We have only listed the minimum.

Resolution

If the characters have rescued Frida from Major Calderon and survived, they will need to take her back to her father on Chance. This should be relatively uneventful. O'Malley will pay the characters the money she promised. Moskalawicz and his daughter will be reunited in a touching moment.

If the characters attacked *MV Light Of Pain* and it was able to escape into ZimmSPACE, they will be in for a nasty surprise when they return to Slaren. *Light Of Pain* is also traveling to Slaren where it will meet up with two other vessels (again, use the same stats as for *Dust Runner*). These vessels will, as soon as they realize that *Dust Runner* is the ship which just left Gagnon, attack ferociously.

When the small Slaren System Defense Patrol arrives is up to the Referee. When SSDP arrive, if it is possible, the pirates will engage their Zimm drives and leave the system rather than fight them.

If the characters have simply taken Frida and her roommate from Calderon, then the characters will simply find that they are now unwelcome on Gagnon. Returning there in the future will be difficult for them.

If the characters rescued the entire group of young women, Calderon will now hold a grudge against the characters. The characters may add Major Calderon as an enemy.

O'Malley's joy at seeing the young women rescued will be tempered with anger at the characters for overstepping their bounds and her potential loss of Calderon as a customer. However, this anger will be short-lived once she understands how poorly the young women were treated.

In the end, assuming all goes well, the characters will have earned more respect from Carrie O'Malley and the prospect of another job soon to come.



GYPSYKNIGHTS

Cascadia Adventures 2: The Lost Girl

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