

INTO THE STAR



***SOLO ADVENTURE AND INTRODUCTION
TO THE TWILIGHT SECTOR***

Michael J Cross & Matthew Hope

TRAVELLER

Compatible Product

INTO THE STAR

Solo Adventure and Introduction to the Twilight Sector

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INTRODUCTION

INTO THE TWILIGHT SECTOR

Welcome to the raggedy edge of human space! The Twilight Sector Campaign Setting choose your path adventure, "Into the Star," awaits you! Twilight Sector products provide both the Player and Game Master a dynamic ongoing campaign setting and custom rules options for their Traveller role playing games. Designed to bring many of the modern science fiction elements to the best set of science fiction role playing rules yet devised, the Twilight Sector will immerse you into a setting swimming in unanswered questions crying out for intrepid scientists, adventurers and rogues to answer.

Your first step towards the grand adventure of the Twilight Sector Campaign is to use the Mutant Creation rules below along with the Traveller Core Rules to create a character. You could choose a Belt Mod SIM (Scientifically Induced Mutation) which would be appropriate for the choose your path adventure that follows the Mutant Creation section. You could choose to be a Natural Mutant (NM) taking the mutations that nature randomly deals you. Or you could choose any of the other types of SIMs available. It might be kind of fun to see how an Aqua Mod SIM would function in a space-based adventure!

In case you want to skip the character creation process and dive right into the action, we have included a pre-generated Belt Mod Sim for you to play.

RESIS CAPRA CHARACTER RECORD



Belt Mod Human

Age: 30

Homeworld: Crispus Attucks deep space station. High Technology, Vacuum

S: 7 **D:**10 (+1) **EN:** 5 (-1) **I:** 12 (+2) **ED:** 8 **S:** 2 (-2)

Skills: Pilot (Small Craft) 2, Vacc Suit 1, Zero G 0, Gunner 1, Mechanic 1, Gun Combat (Energy Pistol) 2, Gambler 1, Computer 0

Finances: 51,000 credits, Owns the Ships Boat free and clear

Equipment: Ships Boat, Laser Pistol (Tech 11)

History: You were recently discharged from your service to the Orion Confederation. Although the Mutant War was mostly over by the time you were old enough to enlist, you went for the Navies "Win the Peace" recruiting campaign. You spent the last 12 years in the Orion Naval Service with a mostly stellar record having risen from Crewman to Petty Officer 3rd Class in your first two terms. However, your recent departure from the service was under a cloud. On the third year of your third term you were responsible for a ship's boat accident which killed two, including the son of a Navy Captain. You rededicated yourself to the service for the last year of your term to display your

commitment, but alias you were not offered reenlistment papers at the end of that year.

The end of your naval career left a bitter taste in your mouth and possibly made you an enemy in the form of Captain Lucious Moore, the father of one of the people killed in your accident.

You returned home to visit your folks on the Crispus Attucks space habitat in orbit around Achilles, hoping to find some peace and space to deal with the turmoil of the last year. You soon grow bored. Then an old friend from Naval Intelligence shows up ... (Continued on [Page 14](#)).

MUTANTS

If you do not want to play the choose your path adventure as Resis Capra, the pre-made character, you will need to know how to create one of the mutant characters common to the Twilight Sector.

Mutants, whether they are spontaneous or scientifically induced, receive a number of mutation points that can be used by players to select the specific mutations for their character. Likewise, players can choose to take negative mutations, which give them more points to spend on positive mutations. Each positive mutation costs one point and each negative mutation gives players a bonus mutation point. Some mutations, positive or negative, have varying degrees or levels. Each level of a mutation costs a point (in the instance of positive mutations) or grants a point (in the instance of negative mutations). Unless otherwise specified, a mutation can never have more than three levels.

In addition to mutation points, all mutants receive a number of traits specific to the type of mutant selected (natural or scientifically induced). These traits cannot be removed with mutation points and do not grant any additional points apart from those normally available to the mutant.

Alternatively, players can choose from a number of pre-determined mutation packages. These packages represent common sets of mutations found throughout human space. These packages can be used for both natural and engineered mutants.

NATURAL MUTANTS

Mutations that appear naturally are usually due to environmental conditioning or spontaneous, random mutation. Though many natural mutants that have evolved due to environmental conditioning can exhibit a specific set of mutations based on the environment they were born in, even these mutants can possess any number of random and unpredictable mutations. Natural mutants are almost always looked upon with fear, pity and hatred, depending on the nation they travel in. Most natural mutants have rather obvious mutations that are easily recognizable to 'normal' humans.

Natural mutants receive a random number of mutation points and randomly determine the mutations they possess. Players receive between one and six (1d6) mutation points when playing a natural mutant. Each mutation point spent lets players roll on the chart below to determine what positive mutations they possess. A player *must* take the total number of positive mutations rolled, they cannot choose to leave points unspent.

In addition, a natural mutant receives between zero and four negative mutations (1d6-2). No points are received for these negative mutations and these mutations are mandatory. As with positive mutations, natural mutants randomly determine their negative mutations. Players also have the choice of taking up to two additional negative mutations. Each of these grants the character an additional mutation point. These additional negative mutations *are* optional and are determined randomly.

Alternatively, players may choose any of the mutation packages presented below. These are usually the result of a heritage from a line of environmentally conditioned mutants. However, in addition to the mutations presented below, natural mutants receive one additional random positive and negative mutation and have the option of selecting up to one additional random mutation in order to grant an additional positive mutation.

When determining random mutations, if a mutation is rolled a second time and that mutation has varying degrees of levels, the mutation level is increased. Thus, if a player rolled *Notable Characteristic (Strength)* twice, they would receive that mutation at level two. If a mutation does not have varying levels but instead has a number of options, players rolling this mutation multiple times receive an additional option of this ability. For example, if a player rolls *Enhanced Senses (Vision)* and selects *Infrared Vision* only to again roll *Enhanced Senses (Vision)*, the player is free to select *Telescopic Vision*.

Finally, in addition to the mutations randomly determined and/or the packages chose, all natural mutants receive the following mandatory mutations that do not grant any additional mutation points and cannot be removed.

- **Weak Social Standing (-2)**

SCIENTIFICALLY INDUCED MUTANTS

Through the use of genetic engineering and selective breeding scientifically induced mutants are designed for a purpose. Often, they do not receive the same negative stigma as their natural brethren and many scientifically induced mutants do not feel any camaraderie with these evolutionary mutants. The reasons these mutants have been created and the abilities they've been given as a result are countless and scientific organizations are designing newer and stranger scientifically induced mutants every day. While some fit into long-

used groups, such as those created to colonize harsh environments, others are designed for combat, literally being bred for war.

Unlike natural mutants, engineered mutants receive a set number of mutation points and can choose which mutations they wish to possess. Scientifically induced mutants receive four mutation points. Each mutation point spent lets players select one mutation from the chart below without the need to roll. Players have the option not to spend all their mutation points. Excess points are lost.

Scientifically induced mutants also receive two negative mutations. No points are received for these negative mutations and these mutations are mandatory. These negative mutations can be selected from the chart below without the need to roll. Players also have the choice of taking up to one additional negative mutation, which grants them an additional mutation point. This additional negative mutation is optional and both it and the added positive mutation are selected by the player.

Alternatively, players may choose any of the mutation packages presented below. They have been created using a pre-determined set of parameters for a specific reason. Players selecting one of these packages receive the mutations listed there and, unlike natural mutants selecting a package, do *not* receive any additional mutations, nor can add negative mutations to receive additional mutation points.

When selecting mutations, players can choose to select some mutations more than once. If a mutation has varying degrees of levels, the mutation level is increased each time a player selects it. If a mutation has a number of options, each time the mutation is selected a different option is chosen.

Finally, in addition to the mutations selected by the player or the package chosen, all engineered mutants receive the following mandatory mutations that do not grant any additional mutation points and cannot be removed.

- **Weak Social Standing (–1)**

POSITIVE MUTATIONS

Roll (d66)	Mutation
11	Armored*
12–13	Aquatic
14–15	Enhanced Hearing*
16–21	Enhanced Smell*
22–23	Enhanced Vision*
24–34	Environmental Tolerance*
35	Fast Metabolism
36	Large
41	Natural Weapon
42–43	Notable Strength*
44–45	Notable Dexterity*
45–46	Notable Endurance*
51–52	Notable Intelligence*
53–54	Notable Education*

55-56	Notable Social Standing*
61	Psionic
62	Quick Healer*
63-64	Resistant*
65	Small
66	Slow Metabolism

* Indicates a mutation with multiple levels

NEGATIVE MUTATIONS

Roll (d66)	Mutation
11-13	Allergy*
14-15	Atmospheric Requirements
16-21	Diminished Hearing*
22-23	Diminished Smell*
24-25	Diminished Vision*
26-34	Environmental Weakness*
35-36	Light Sensitivity*
41-44	Physical Deformity
45-46	Susceptible*
51-52	Weak Strength*
53-54	Weak Dexterity*
55-56	Weak Endurance*
61-62	Weak Intelligence*
63-64	Weak Education*
65-66	Weak Social Standing*

* Indicates a mutation with multiple levels

POSITIVE MUTATION DESCRIPTIONS

ARMORED

The mutant has incredibly thick skin, scales or even armored plates. Each level of this mutation gives the character one point of natural armor.

AQUATIC

The mutant has gills, webbed hands and feet and lenses over their eyes so that they are suited for life underwater. The mutant can breathe underwater and on land and suffers no movement penalties in either environment.

ENHANCED SENSE

The mutant possesses senses far beyond the human norm. Each level of this mutation allows the character to select a specific enhancement to the associated sense (vision, hearing or smell). The sensory organs associated with these mutations often differ in size, shape or color from those of standard humans.

HEARING ENHANCEMENTS

1. *Echolocation*: The mutant is able to use their enhanced hearing to determine the location of objects through hearing alone. This allows the character to effectively 'see' in the dark, negating any penalties associated with darkness, but only out to Medium Range (50 meters).
2. *Enhanced Perception*: For each level of this mutation, the character receives a +1 DM to all tests associated with hearing.

SMELL ENHANCEMENTS

1. *Chem-Sniffer*: The mutant is able to identify chemicals by sense of smell. When within Close Range (3 meters) of a chemical, the character may make an Average Life Sciences (Chemistry) skill check to positively identify the chemical. This allows the mutant to easily spot explosives, gunpowder and other dangerous chemicals.
2. *Enhanced Perception*: For each level of this mutation, the character receives a +1 DM to all tests associated with smell.
3. *Pheromone Sense*: With their enhanced smell, the mutant can identify and track living creatures by smell alone. The character must succeed at an Average Recon skill check to track an individual through scent; this can be modified by the presence of other strong odors in the area or the target's masking of their scent.



VISION ENHANCEMENTS

1. *Enhanced Perception*: For each level of this mutation, the character receives a +1 DM to all tests associated with vision.
2. *Infrared (IR) Vision*: Allows the mutant to see heat-emitting sources in the dark.
3. *Telescopic Vision*: Allows the mutant to see further.

ENVIRONMENTAL TOLERANCE

One of the most common categories of mutation, mutants with these alterations are able to withstand hostile environments better than standard humans. When this mutation is first selected, a specific environmental hazard must be chosen from the following list: Atmosphere, Gravity, Radiation, and Temperature; the mutant then receives level one tolerance to this hazard. See below for the individual effects each of these different mutations has. Each level of this mutation allows the character to increase the level of environmental tolerance by one or select another environmental hazard.

1. *Atmosphere*: A mutant with this mutation can tolerate atmospheric environments standard humans find dangerous.

Each level of atmospheric tolerance allows the player to choose a single type of atmosphere that they can tolerate, in addition to a standard atmosphere: Corrosive, Dense, Exotic, Dense High, Thin Low, Tainted, Thin, and Very Thin. A mutant with tolerance for a specific type of atmosphere never suffers damage from exposure to this atmosphere or pressure. See page 171 of the Traveller Core Rulebook for the specific effects of atmosphere.

2. *Gravity*: When this mutation is selected, the mutant chooses either high or low gravity tolerance. Mutants with gravity tolerance never suffer penalties from exposure to the gravity type of their selection, however suffer from double the penalties when exposed to gravities from the opposite level of their tolerance; thus, mutants able to tolerate low gravity suffer a -2 DM when on a world with high gravity. Additional levels of this mutation cannot be taken and a mutant can never tolerate both high and low gravity types. See page 170 of the Traveller Core Rulebook for the specific effects of gravity.
3. *Radiation*: For each level of radiation tolerance the mutant possesses, it can ignore up to 50 rads, thus increasing the number of rads necessary before suffering from radiation exposure. Thus, if a mutant with Level Three radiation tolerance were exposed to 300 rads of radiation, they would only suffer the effects of being exposed to 150 rads. See page 142 of the Traveller Core Rulebook for the specific effects of radiation.
4. *Temperature*: The mutant is able to tolerate extreme heat or cold. For each level of temperature tolerance, the mutant chooses either heat or cold tolerance; when the character suffers damage from exposure to this temperature type it is reduced by -1 DM for each level of hot or cold tolerance. A character can possess tolerance to both extreme hot and cold, as well as multiple levels of tolerance for each. See page 74 of the Traveller Core Rulebook for the specific effects of extreme temperature.

FAST METABOLISM

Mutants with a fast metabolism require more food than most and their life support costs are doubled. In combat, fast-metabolism mutants gain a +2 Initiative bonus but halve their Endurance for fatigue purposes.

LARGE

The mutant is exceptionally large. The character rolls 3d6 for both their Strength and Endurance characteristics, but only 1d6 for Dexterity. Additionally, costs for some equipment will be doubled, such as those for clothing, environmental suits, armor and the like. Finally, life support requirements for large mutants are doubled and they may have difficulty moving in buildings or spacecraft not designed for their size.

NATURAL WEAPON

The mutant possesses claws, elongated teeth or some other form of natural weapon that can be used in close combat. The weapon is usable at Personal and Close Range (though the latter imposes a -1 DM) and deals 1d6+2 damage (plus Effect). The mutant also gains Melee (Natural Weapons) at level 0.

NOTABLE CHARACTERISTIC

One of the mutant's characteristics is exceptional. For each level of this mutation, the mutant receives a +1 DM when rolling for the specified characteristic and their maximum for that characteristic is likewise increased. A mutant may not possess both Notable Characteristic and Weak Characteristic for the same characteristic.

PSIONIC

The mutant has developed powerful psychic abilities; depending on their nation of origin, they may be feared or respected. The mutant immediately determines their psionic strength before any careers are chosen and is then eligible to take the Psion Career and gain their specific psionic talents. See pages 152-159 of the Traveller Core Rulebook for all rules governing psionics.

QUICK HEALER

Mutants with this ability can heal very quickly and possibly without the need for medical care. For each level of this mutation, add two to any natural healing the character receives.

RESISTANT

Some mutants are especially resistant to disease or poison. When this mutant is selected, the mutant must choose to be resistant to either disease or poison. For each level of resistance, the character receives +1 DM to Endurance checks made to

resist the effects of the specific hazard. A mutant may be resistant to both poisons and disease. A mutant may not possess both Resistant and Susceptible for the same hazard.

SMALL

Small mutants are quite short, generally growing no more than just over one meter high. Small mutants roll 3d6 when determining their Dexterity characteristic, but only 1d6 for both Strength and Endurance. Life support costs are halved however costs for some



equipment will be doubled such as those for clothing, environmental suits, armor and the like.

SLOW METABOLISM

Mutants with a slow metabolism require far less food and life support costs for them are halved. Mutants with a slow metabolism suffer from a –2 initiative penalty.

NEGATIVE MUTATION DESCRIPTIONS

ALLERGY

Exposure to a common element causes the mutant incredible discomfort or even physical harm. When this mutation is selected, choose a common element or chemical such as salt or iron; players and referees should work together to determine an appropriate substance. For each level of this allergy, the mutant suffers a –1 DM to all checks when exposed to the substance. For each level of this mutation, mutants can choose to select additional substances for which they're allergic or increase the level of an existing allergy.

ATMOSPHERIC REQUIREMENTS

The mutant has odd atmospheric requirements, having developed on a world with a non-standard environment. The mutant must select the type of atmosphere to which they are native: Corrosive, Dense High, Exotic, Tainted, Thin Low or Very Thin. The mutant suffers no hazards associated with this atmosphere type but now requires survival gear to survive in a standard atmosphere. The type of survival gear needed is the same that is normally required for their native atmosphere. A mutant may possess Atmospheric Tolerance and Atmospheric Requirements for the same atmosphere.

DIMINISHED SENSE

The mutant suffers from diminished senses of hearing, vision, smell or a combination of all three. Each level of this mutation imposes a –1 DM to any checks made using the specified sense. A mutant may not possess both Enhanced Sense and Diminished Sense for the same sense.

ENVIRONMENTAL WEAKNESS

The mutant suffers greatly when exposed to hostile environments. When this mutation is first selected, a specific environmental hazard must be chosen from the following list: Atmosphere, Gravity, Radiation, and Temperature; the mutant then receives level one weakness to this hazard. See below for the individual effects each of these different mutations has. Each level of this mutation allows the character to increase the level of environmental weakness by one or select another environmental hazard. A mutant may not possess both Environmental Weakness and Environmental Tolerance for the same environmental hazard.

1. *Atmosphere*: Dangerous atmospheres cause great injury to mutants with this weakness and they suffer an additional point of damage for each level of this mutation whenever they are exposed to any hostile atmosphere. See page 171 of the Traveller Core Rulebook for the specific effects of atmosphere.
2. *Gravity*: High and low gravity environments are particularly discomfoting to mutants with this weakness. When this mutation is selected, the mutant chooses either high or low gravity tolerance. For each level of this mutation, the mutant suffers an additional –1 DM when exposed to worlds of high and low gravity. Moreover, the length of time needed to adjust to these worlds is doubled for each level of this mutation. A mutant can possess weakness to both high and low gravity. See page 170 of the Traveller Core Rulebook for the specific effects of gravity.
3. *Radiation*: For each level of radiation weakness a mutant possesses, they suffer an additional two points of damage when exposed to the effects of severe radiation. See page 142 of the Traveller Core Rulebook for the specific effects of radiation.
4. *Temperature*: The mutant is unable to tolerate extreme heat or cold. For each level of temperature weakness, the mutant chooses either heat or cold weakness. When the character suffers damage from exposure to this temperature type it is increased by +1 DM for each level of hot or cold weakness. A character can possess weakness to both extreme hot and cold, as well as multiple levels of weakness for each. See page 74 of the Traveller Core Rulebook for the specific effects of extreme temperature.

LIGHT SENSITIVITY

The mutant is especially sensitive to light. For each level of this mutation, the mutant suffers a –1 DM to any rolls made when exposed to a light source equivalent to sunlight. In addition, a mutant with this sensitivity is easily blinded by exceedingly bright lights. Double the duration of any blinding effects and reduce the Effect needed to blind the mutant by one for each level of this mutation.

PHYSICAL DEFORMITY

Many mutants suffer from any number of physical deformities. These can be as mundane as strange coloration of the skin, eyes or hair to vestigial appendages. This mutation gives the mutant a unique physical deformity that cannot be hidden and clearly identifies the mutant for who, and what, they are. This deformity may or may not impose a penalty to social skill checks.

SUSCEPTIBLE

The mutant is especially susceptible to poison or disease. When this mutant is selected, the mutant must choose to be resistant to either disease or poison. For each level of resistance, the character receives +- DM to Endurance checks made to resist the effects of the specific hazard. A mutant may be susceptible to both poisons and disease. A mutant may not possess both Resistant and Susceptible for the same hazard.

WEAK CHARACTERISTIC

The mutant suffers from a weaker than normal characteristic. For each level of this mutation, the mutant receives a -1 DM when rolling for the specified characteristic and their maximum for that characteristic is likewise increased. A mutant may not possess both Notable Characteristic and Weak Characteristic for the same characteristic.

MUTATION PACKAGES

AQUA MODS

Aqua mod mutants are those that are at home on land and at sea. Able to explore and colonize worlds with large concentrations of water, these mutants are found working at the ocean depths farming kelp beds or mining undersea ores. They usually possess webbed feet and hands, obvious gills and streamlined bodies ideal for swimming. Aqua mod mutants possess the following mutations.

- **Aquatic**
- **Cold Tolerance (2)**
- **Diminished Smell (1)**
- **Enhanced Hearing (Echolocation)**
- **Physical Deformity (Gills, Webbed Hands and Feet)**
- **Atmosphere Tolerance (Dense High)**

BELT MODS

By far the most numerous SIMs, these individuals are modified for deep space environments without the use of artificial gravity. They are short and lithe and so perfect for work in close quarters. Their bones are less dense but significantly stronger so less prone to deterioration in weightless environments.

- **Atmosphere Tolerance (Very Thin)**
- **Low Gravity Tolerance**
- **Notable Dexterity (1)**
- **Physical Deformity (Short, Thin)**
- **Weak Endurance (1)**

GRAV MODS

Mutants from high or low gravity worlds tend to develop in much the same way, whether created for the task or a result of generations of breeding on such worlds. High-grav mutants are squat and short with great muscular strength while low-grav mutants are tall and thin and

quite nimble. Each has their advantages and disadvantages and both have been around for so long as to be a fairly common sight.

High Grav Mods

- High Gravity Tolerance
- Notable Strength (2)
- Physical Deformity (Short, Squat)
- Weak Dexterity (2)

Low Grav Mods

- Low Gravity Tolerance
- Notable Dexterity (2)
- Physical Deformity (Tall, Thin)
- Weak Strength (2)

RAD MODS

Exposure to intense radiation while working in deep space is fairly common, as it is on worlds with a higher than standard background radiation. As such, some mutants develop able to resist amounts of radiation that would otherwise kill a standard human. These mutants thrive where others do not and have established some small communities on harsh worlds, in the depths of space, or the toxic dumps of large cities.

- **Physical Deformity (Glowing Skin or Vestigial Appendages)**
- **Radiation Tolerance (3)**
- **Weak Social Standing (+1)**

ATMOSPHERE MODS

With the number of worlds being discovered that possess less than ideal atmospheres, the number of mutants needed to colonize these worlds – or those that result from colonization – has increased dramatically over the past few centuries. Able to survive on any one of a number of harsh environments, these rugged individuals live in atmospheres that would kill most standard humans. These mutants quickly become dependent on the atmosphere they have gained a tolerance towards.

- **Atmosphere Requirements (Choose One)**
- **Atmospheric Tolerance (Choose One)**
- **Heat or Cold Tolerance (1)**
- **Radiation Tolerance (1)**

Approximately 8 to 10% of the population on Terra/Sol is composed of mutants. Players should consult their Game Masters when creating mutant characters to work out the number and types of mutants that will be allowed into your campaign.

INTO THE STAR

*Δ CHOOSE YOUR OWN PATH ADVENTURE FOR THE TWILIGHT SECTOR CAMPAIGN.
YOU WILL NEED THE TRAVELLER CORE RULEBOOK TO PLAY THIS ADVENTURE.*

INTRODUCTION

Recently discharged from your service to the Orion Confederation during the Mutant War, you returned home to visit your folks on the Crispus Attucks space habitat in orbit around Achilles. It was great to catch up with your family but you quickly became bored and are anxious to start the next phase of your life.

You were recently approached by an old military friend who was in intelligence with the offer of some work. You realize that whoever you would be working for probably wants to keep their identity secret and to retain “plausible deniability” of your actions, however you decide to take the offer anyway. After all they are offering you 3,000 credits for a one day job!

Your friend told you that the PAX Combine, the owners of the Morning Star asteroid complex, had discovered a secret entrance into the famed tunnels of the alien-created Morning Star asteroid. This asteroid complex has been turned into an extremely popular resort destination by PAX. He also told you that the PAX has not allowed independent scientific research on the tunnels since they discovered them back in 2837. Recently PAX discovered this new entrance into



the tunnels on the “bottom” (the side opposite the high port for the asteroid) of the asteroid and surveillance had revealed that they were moving some heavy equipment into the tunnels. Your job is to find out what they’re moving in and what they’re looking for.

Your employer provides you with the following equipment to use on your mission: Bubble Car, TL 12 Vacc Suit, TL11 Laser Pistol, Sensor Array equipped to the left forearm of your Vacc Suit. An infrared visor with an embedded recording device, your briefer asks you to wear this at all times.

1

The space around the Morning Star asteroid is awash with bubble cars and sky cycles. Rentals mostly, piloted by tourists, they are programmed not to collide with any of the asteroids the tourists are gawking at, or each other. The plan is for you to be dropped off by a ship on the outskirts of the complex of 8 asteroids that make up the Morning Star system and make your way to the Morning Star asteroid itself. The Morning Star is the main asteroid of the cluster of eight and the one around which the other seven orbit.

You can see the radiant red and green ball that is Moria, tiny in the distance as the unmarked scout ship opens its bay doors barely wide enough for you to slid your bubble car out.

You must unobtrusively slide your bubble car into the stream of tourist vehicles moving from one asteroid to another. Fortunately for you this is a routine task. Roll 8+ with a +2 because this is a routine task plus any bonuses for your DEX bonus and piloting skill. Alternatively roll 8+ with a +2 for routine task plus any bonuses for INT and computer skill to program the bubble cars auto pilot to do the job for you.

[Go to #2](#) if you are successful.

[Go to #3](#) if you are unsuccessful.

2

You slid into the stream of vehicles making the circuitous route around the Morning Star complex and move at the speed of the surrounding vehicles so as to be inconspicuous. Bubble cars and sky cycles slid in and out of the line moving to landing pads on the various asteroids, all of which cater to tourists offering a variety of activities. Everything from gambling to shows to interactive sports are available. After 20 minutes your route finally brings you to the bottom of the Morning Star asteroid, however there are two sky cycles behind you which will have an easy view if you decide to exit the route now and make your way to the surface of the asteroid. Do you try and break for the surface now or will you take another trip around the circuit hoping for a better opportunity?

There's no time for programming the computer so if you move towards the surface [go to #4](#)

If you take another trip around the circuit [go to #5](#)

3

A black and white sky cycle pulls up behind you, obviously a traffic cop. You receive a broadcast that blares through your vehicles sound system "RESUME TRAVEL WITHIN THE DESIGNATED TRAFFIC LANES." The traffic AI's subroutine is probably going to be watching you now. You'll suffer a -1 circumstance penalty to any attempts to land on the Morning Star unnoticed.

You really have no choice but to follow the traffic cop's instructions. [Go to #2](#)

4

It's going to take a tricky maneuver here to slip off the traffic path and not be noticed by the two skycycles behind you. You gradually ease off the throttle and slid your bubble car ever so slightly lower on the designated traffic lane. You are trying to let the two skycycles slid past you while you imitate a gawking tourist. This difficult task imparts a -2 penalty. You can use your DEX bonus plus Pilot or Flyer skill to offset this penalty and hopefully make a successful roll. Roll 8+ considering your accumulated bonus or penalty.

BUBBLE CAR

<i>TL</i>	<i>Skill</i>	<i>Agility</i>	<i>Speed</i>	<i>Crew, Passengers</i>
10	Flyer	+0	400 KPH	1/3
<i>Open/Closed</i>			<i>Armor/Hull</i>	<i>Structure</i>
Closed			2	2
No weapons Cost:			50,000 credits	

See page 67 of the Traveller Core Rulebook for information on Vehicle damage.

[Go to #6](#) if successful.

[Go to #7](#) if unsuccessful.

5

It's been another 20 minute tour around the asteroid complex and you're bored and twiddling your thumbs as you finally approach the bottom of the Morning Star for the second time. You're pleased to see that the nearest vehicle is well behind you which should make it relatively easy to slip off the defined traffic lane and approach the asteroids surface. You have a +2 as this is a routine task plus any pilot or DEX bonuses. You need to roll 8+.

[Go to #6](#) if successful.

[Go to #7](#) if unsuccessful.

6

The whisper of the breaking jets is all that can be heard as the bubble car lightly touches down on the surface of the Morning Star. Your coordinates indicate you're only a few yards from the secret tunnel entrance. It is well hidden though. Even from this close you can't make it out, you'll have to hope the electronics are accurate. Securing your vacc suit you cycle through the exit sequence and the vehicle retrieves all the free oxygen from the vehicles cabin before opening the bubble top. Waste not want not is the first rule of life in a vaccum. As your vehicle's bubble opens you exit and step out onto the surface of the famed Morning Star asteroid. A thin layer of dust is kicked up no doubt the result of thousands of years of accumulation. Looking down at the dust you spot footprints leading to a small rock formation not 10 meters from your position. You follow the tracks and after just a minute you find the well concealed entrance. You are relieved to see that the PAX have installed a standard airlock over the opening they drilled in the rock and the outer door is open!

[Go to #8](#)

7

The bubble car lands with a shuddering jolt. Wisps of dust curl up around it. Your jolt may have provided the dust the energy it needed to escape its thousands of years of imprisonment on the surface of this asteroid.

You come down hard, your bubble car was traveling 10 KPH when it hit. You'll need to roll for damage to the vehicle (Page 66-67 of the Traveller Core Rulebook).

Your hard landing attracts the attention of a Drone which was apparently on guard. It attacks you immediately. It will get one free attack while you free yourself from the bubble car.

The Guard Drone has the following stats:

DRONE

S: 6 **D:** 7 **I:** 5 (-1) **E:** 6 **S:** 0 (-3) **Hull:** 1 **Structure:** 1

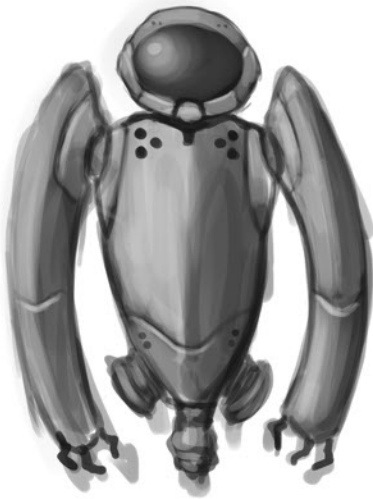
Traits: Gun Combat/ 0, Armor/6, Intergral System (mining laser), Inergral System (mechanical toolkit, Specialized Computer/1 (running Agent/1 and Mechanic/1)

Weapons: Mining laser, treat as a tech 9 laser pistol (Traveller Core Rulebook page 100)

Drone damage is treated the same as vehicle damage see page 67 of the Traveller Core Rulebook.

If you defeat the drone [go to #8](#)

If you are defeated by the drone your adventure is over!



You step through the outer door, closing it behind you so you can attempt to operate the airlock and cycle through into the obviously pressurized interior. The inner airlock door looks like a standard one and you don't see any special security devices on it. You'll have to hope that everything is as it appears. To operate the airlock door is a routine task (+2), plus any INT bonus and you may also include the highest bonus you possess for any of these skills, Engineer, Mechanic, Jack of all Trades or Zero-G. You need an 8+ on your skill check to open the airlock door.

Successful [go to #9](#)

Unsuccessful [go to #49](#)

9

You're in! This area is airtight, well lit and has a standard atmosphere. You can take off your vacc suit if you like. If you choose not to you will suffer a -2 task difficulty modifier for all actions taken in the tunnels. You find yourself in a good sized, rough-hewn room. It is now filled with crates containing a plethora of electronic equipment and inactivated robots. You hear noises coming from down the hall. They may be getting closer, it's hard to tell. What do you do?

Search the room [go to #10](#)

Head down the hall [go to #11](#)

Hide among the equipment [go to #12](#)

10

Searching through the piles of metal crates you find a lot of electronic sensing equipment that needs to be assembled to be useful. Obviously the PAX Combine believes there is something of importance in these tunnels and they are actively searching for it. You also find crates with at least a dozen inactive robots. Further snooping reveals a handheld electronic device sitting on top of one of the crates. Obviously somebody has walked off and left it sitting here. The device's screen shows what is clearly a map of at least a portion of this complex (you are now entitled to [look at the Map of the Star](#) at the end of this section). Little red dots on the map obviously identify something but you're not sure what. A few of them appear to be moving including one, that, if you're reading this right, is headed your way. Looking up you see a drone enter your area. When it spots you it begins blazing away with its embedded snub pistol.

After the first round of combat you can get cover among the crates, the drone will have a -2 to hit you for the rest of the fight.

DRONE

S: 6 **D:** 7 **I:** 5 (-1) **E:** 6 **S:** 0 (-3) **Hull:** 1 **Structure:** 1
Traits: Gun Combat/ 0, Armor/6, Intergral System (mining laser), Inergral System (mechanical toolkit, Specialized Computer/1 (running Agent/1 and Mechanic/1)
Weapons: Mining laser, treat as a tech 9 laser pistol (Traveller Core Rulebook page 100)
Drone damage is treated the same as vehicle damage see page 67 of the Traveller Core Rulebook.

If you defeat the drone [go to #13](#)

If you are defeated by the drone your adventure is over!

//

As you head down the hall you notice that the tunnel begins to take a more worked or polished appearance. But that reverie is short lived as you see a drone headed your way! Combat ensues.

DRONE

S: 6 **D:** 7 **I:** 5 (-1) **E:** 6 **S:** 0 (-3) **Hull:** 1 **Structure:** 1
Traits: Gun Combat/ 0, Armor/6, Intergral System (mining laser), Inergral System (mechanical toolkit, Specialized Computer/1 (running Agent/1 and Mechanic/1)
Weapons: Mining laser, treat as a tech 9 laser pistol (Traveller Core Rulebook page 100)
Drone damage is treated the same as vehicle damage see page 67 of the Traveller Core Rulebook.

If you defeat the drone [go to #13](#)

If you are defeated by the drone your adventure is over!

/2

You manage to hunker down behind a stack of metal crates. The label says it is part of a deep radar assembly. That would be useful in searching for hidden cavities in the asteroid's rock. You don't have a lot of time to contemplate this find before a drone comes into the room, guns blazing. However, you get cover which gives the drone -2 to hit you for the entire encounter.

DRONE

S: 6 **D:** 7 **I:** 5 (-1) **E:** 6 **S:** 0 (-3) **Hull:** 1 **Structure:** 1
Traits: Gun Combat/ 0, Armor/6, Intergral System (mining laser), Inergral System (mechanical toolkit, Specialized Computer/1 (running Agent/1 and Mechanic/1)
Weapons: Mining laser, treat as a tech 9 laser pistol (Traveller Core Rulebook page 100)

Drone damage is treated the same as vehicle damage see page 67 of the Traveller Core Rulebook.

If you defeat the drone [go to #13](#)

If you are defeated by the drone your adventure is over!

13

The hallway appears to be much more finished than the room you just came from. Moving down the hallway you come to a small room, finished in the same fashion as the hallway, it has three exits. One to the north, one to the south and one exactly opposite the entrance going east. From the north you hear the sound of some high pitched machinery but it's not overly loud. To the east you hear some tap, tap, tapping noise and to the south you don't hear anything at all (you are now entitled to [look at the Map of the Star](#) at the end of this section).

[Go north to #14](#)

[Go east to #15](#)

[Go south to #16](#)

14

Moving stealthily down the hall you get in a position to peak around the corner. Lining either side of the wall you see at least half a dozen drones all drilling into the hallway walls. At first glance it looks like they might be placing some kind of sensing devices in the small holes they are creating. A maze of wiring covers the floor of the hallway all leading back towards the east. From your position you can't see the end of the hallway without moving your head into view of the drones. Moving away from the corner without being seen may be harder than getting here. Make a stealth check (or untrained dex check to back away and not be seen) rolling 8+ to back away unseen. If you decided to engage you get a free round.

Stealthy retreat [go to #13](#) make a different choice

Engage or fail your stealth check [go to #17](#)

15

As you move down the hallway the tapping gets louder and you spot a human with his back to you hunched over some kind of control panel. He appears to be engrossed in the display. About all you can make out of it is a bunch of red dots. You can roll stealth to sneak up on the person (or untrained Dex). You can open up on him if you want to engage in combat (you'll receive a +2 task difficulty modifier as he's a sitting duck) or you can stay where you are train your gun on the person and demand that he surrender. One last option is you can

quietly slink back down the hallway, going back to #13 and make another choice.

Successfully sneak up on the person [go to #18](#)

Unsuccessful in sneak attempt [go to #19](#)

Attack [go to #20](#)

Demand a surrender, [go to #30](#)

Retreat back down the hall, [go back to #13](#) and make a different choice

16

This hallway appears to be the finished stone you've seen since the first room you entered. As you peer around the corner you see that it is empty. Making your way down the hallway, make an Intelligence check or an Education check whichever is better for you. Roll 8+.

Successful [go to #21](#)

Unsuccessful [go to #22](#)

17

There's a lot of drones here! You open up on them, getting their attention. Your first round of combat you can engage the drones unopposed. After that they turn on you and begin returning fire. The combat will go on for two rounds before you realize there's just too many of them, it doesn't look like there's any way you can take them all out.

If you run [go to #23](#)

If you stand and fight [go to #24](#)

18

You have snuck up on the distracted person hunched over the panel with the red dots. You order him to surrender and he jumps not having realized you were there but complies. You now have him at gunpoint. What do you do?

If you tie him up and question him [go to #33](#)

If you cold cock him [go to #34](#)

As you try and sneak up on the person, he spies you and quickly turns around, grabbing your gun arm. You find yourself and the other person grappling for your gun. You'll find the grappling rules in the Traveller Core Rulebook, page 64.

TECHNICIAN

S: 6 **D:** 6 **E:** 6 **I:** 8 **E:** 7 **S:** 6

Armor: None

Skills: Comms/0 Computers/1 Drive/0 Mechanic/1 Medic/0 Pilot/1 Remote Operations/2 Sensors/2 Vacc Suit/0 Zero-G/1

Weapons: None

If you manage to escape the grapple [go to #18](#) and chose one of the options.

If you fail, the person has your gun and the drop on you, [go to #24](#)

You carefully aim at the man and fire (you gain a +2 task difficulty modifier). If your first shot does not disable the man he will turn and flee to the north. You can pursue and get one more shot off before he disappears around the corner or you can choose one of the other options below. If he is disabled by your second shot he doesn't make the corner and lies dying in the middle of the hallway.

TECHNICIAN

S: 6 **D:** 6 **E:** 6 **I:** 8 **E:** 7 **S:** 6

Armor: None

Skills: Comms/0 Computers/1 Drive/0 Mechanic/1 Medic/0 Pilot/1 Remote Operations/2 Sensors/2 Vacc Suit/0 Zero-G/1

Weapons: None

If he is not disabled he will rally the robots to his aid. [Go to #24](#)

If he is disabled [go to #32](#)

If you demand he stop or you'll shoot again [go to #30](#)

If you check out the control panel [go to #32](#)

As you move down this hallway you spot a discoloration on the wall. You stop and use the sensor in your vacc suit. The sensor indicates that there is a ten foot section of the hallway that is extremely radioactive. You put your vacc suit back on and proceed without incident through the affected area.

[Go to #25](#)

22

Walking down this hallway you start to feel warm and in short order your skin is sensitive to the touch. An alarm on your suit's sensor array starts going off. You've walked through an area of intense radiation. You suffer 3d6 x 10 rads of radiation exposure and suffer the effects indicated by that amount of radiation (see the Traveller Core Rulebook page 141–142 for the results of your exposure).

If you are still functional [go to #25](#)

23

Running back the way you came you come back to the small room with three exits. To the north you hear the drones coming down the hall after you. To the east you hear some one yelling commands, to the south and west you hear nothing at all.

If you run east [go to #26](#)

If you run west [go to #27](#)

If you run south [go to #28](#)

24

Despite your best efforts you have run into a situation from which there is no escape. You are eventually overrun by the drones and captured. Your adventure is over but get yourself a GM and have them create a scenario for you to escape the clutches of the PAX Combine.

25

Moving towards the end of this hallway, you hear the tapping that you heard earlier. It gets louder as you approach the corner turning north. Peeking around the corner you spot a human hunched over a computer panel with red dots moving about on it. Do you roll stealth to sneak up on the person (or untrained dex)?

If successful [go to #18](#)

If unsuccessful [go to #29](#)

OR

Do you fire at him? [Go to #20](#)

Do you demand that he surrender? [Go to #30](#)

26

Turning to run east down the hallway, you get about halfway before you are confronted by a human and more drones. What do you do?

To engage them in combat [go to #24](#)

To turn and run back to the west [go to #44](#)

27

You are forced to flee the complex and do not complete your mission, however you do have the first recordings ever taken of the tunnels inside the Morning Star and that's something. Your employer seems pleased and pays you the full contracted price.

28

Running down this hall you start to feel warm and in short order your skin is sensitive to the touch. An alarm on your suits sensor array starts going off. You have run through an area of intense radiation. You suffer 3d6 x 10 rads of radiation exposure and suffer the effects (see core rulebook page 141-142).

If you are still functional [go to #29](#)

If you have passed out because of wounds, [go to #24](#)

29

As you round the corner heading back north you see a man hunched over a computer panel. He appears intent on his work whatever that might be. As you get closer he looks up and sees you ... his eyes go wide and he moves to start running away to the north.

If you fire at him [go to # 31](#)

If you demand he stop or you'll shoot [go to #30](#)

If you go to the control panel and check it out [go to #32](#)

30

The man takes a few steps then stops and throws his hands up in surrender muttering to himself, "This job's not worth getting killed over."

Do you tie him up and question him? [Go to #33](#)

Do you cold cock him? [Go to #34](#)

31

If the person isn't disabled by the first shot he will continue to flee to the north. You can pursue and get one more shot off. If he isn't disabled (had two or more of his physical stats reduced to zero) by your second shot he comes to the end of the hallway and will disappear around the corner that turns back towards the west.

If you continue to follow the fleeing man [go to #24](#)

If you stop and check out the control panel he was working on [go to #32](#)

32

Puzzling over the display you have an epiphany, the control panel clearly shows the locations of each robot on a map of the complex (you are now entitled to [look at the Map of the Star](#) at the end of this section). The guy is probably a technician and was controlling the work of the robots from here. Considering how this insight can help you, you suddenly hear a voice that sounds like it's coming out of the ceiling above you. It says, "Use the controls to shut of the droids." After jumping out of your skin you look around and don't see anything! There's no speaker visible, no security devices are detected by your suit's sensor array. This "Voice" seems to be coming out of thin air. *That's a strange reference*, you think, *nobody calls robots droids*. You wonder where this guy's from? Then you hear the voice again: "Well?"

If you attempt to understand how the panel works [go to #35](#)

If you attempt to speak with the voice [go to #36](#)

33

The man's eyes dart back and forth from your face to your gun. "You're not going to kill me are you?" he says. "I'm just a technician, whatever beef you've got with the Combine, I want no part of it." After questioning he'll tell you that he is controlling the robots from that interface, nodding towards the panel with the red dots moving around on it (you are now entitled to [look at the Map of the Star](#) at the end of this section). "We're looking for artifacts in the tunnels of the precursor civilization which built this asteroid complex."

Do you tell the technician to disable the robots? [Go to #37](#)

Do you attempt to understand the panel yourself? [Go to #38](#)

34

The guy is laying unconscious on the floor a sheen of blood on the back of his head where you hit him. He appears to still be breathing which assuages your guilt a little bit (you are now entitled to [look at](#)

[the Map of the Star](#) at the end of this section). You are shaken from your reverie when suddenly you hear a voice that sounds like it's coming out of the ceiling above you. It says, "Use the controls to shut off the droids." After jumping out of your skin you look around and don't see anything! There's no speaker visible, no security devices are detected by your suits sensor array. This "Voice" seems to be coming out of thin air. *That's a strange reference* you think, *nobody calls robots, droids*. You wonder where this guy's from? Then you hear the voice again: "Well?"

Do you do what the voice commands? [Go to #35](#)

Do you attempt to speak with the voice? [Go to #36](#)

35

Make a Computer, Engineer – electronics or Sensor skill check to understand the control panel. You get a +1 to your attempt as the voice offers helpful insights.

Where you successful? [Go to #39](#)

Did you fail? [Go to #41](#)

36

The seemingly male "Voice" responds again, "Shut down the drones and then I will show you what they seek." The sound still seems to come from all around you making it impossible to locate its source.

Do you continue speaking with the voice? [Go to #40](#)

Do you do what the voice commands? [Go to #35](#)

37

The technician will do as commanded, saying "I'm just a technician, I've got no beef with you, I'll do whatever you want, just don't kill me." After tying up the technician you hear a pleasant male voice which sounds almost as if its coming from the walls address you. "Follow the tunnel and I'll show you what they seek." After jumping out of your skin you look around and don't see anything! There's no speaker visible, no security devices are detected by your suit's sensor array. This "Voice" seems to be coming out of thin air.

Do you do what the voice commands? [Go to #43](#)

Do you leave to file your report with your employer? [Go to #42](#)

38

You examine the control panel trying to figure out how it's operated. Make a Computer, Engineer – electronics or Sensor skill check to understand the control panel.

If you are successful, [go to #48](#)

If you fail and don't enlist the aid of the technician [go to #45](#)

If you enlist the aid of the technician [go to #37](#)

39

The interface looks vaguely familiar. You operated something like it when you were in the service to control battle drones. After a few minute figuring out the controls you successfully deactivate all the robots shown on the control screen.

[Go to #46](#)

40

The “Voice” replies again, this time somewhat sterner, “If you do not head my directions you will be captured. Disable the droids.”

Do you do as the voice commands? [Go to #39](#)

Do you continue trying to question the voice? [Go to #24](#)

41

The voice continues to offer helpful tips but you hear robots starting to move towards your position. Make another Computer, Engineer – electronics or Sensor skill check to understand the control panel. This time you get a +3 on your check.

If you were successful [go to #39](#)

If you failed [go to #24](#)

42

Your employer is very happy with the information and video you obtained. You collect your 3,000 credits and are ready to begin a life of adventure in “The Twilight Sector.”

43

You follow the hallway and eventually come to a T intersection. On the far wall of the T a panel in the wall slides open revealing a large oval

shaped, fist sized, clear gem. It appears to have already been cut as it has many facets and shimmers under light. The voice says, "This is what they seek. Take it and go before they send more droids to capture you." You take it and make your way out of the tunnel complex. Your employer is ecstatic. You collect your 3,000 credits and are ready to begin a life of adventure in "The Twilight Sector."

44

Your only option at this point is to flee back to the west. You are forced to flee the complex and do not complete your mission, however you do have the first recordings ever taken of the tunnels inside the Morning Star and that's something. Your employer seems pleased and pays you the full contracted price.

45

You hear robots starting to move towards your position. Make another Computer, Engineer – electronics or Sensor skill check to understand the control panel. You get a +1 for persistence and hopefully establishing some familiarity with the interface by now.

If you are successful [go to #39](#)

If you are unsuccessful [go to #24](#)

46

The "Voice" responds, "Good! Now go down the hallway to the east. I'll show you what you need."

Do you go down the hallway to the east? [Go to #43](#)

Do you head back out of the complex with the information you've already developed? [Go to #47](#)

47

You leave the complex with a wealth of information, the first recordings ever taken of the tunnels inside the Morning Star and some information on what the PAX Combine is up to, and that's a lot more than had been known previously. Your employer seems pleased and pays you the full contracted price.

48

The interface looks vaguely familiar. You operated something like it when you were in the service to control battle drones. After a few minutes figuring out the controls you successfully deactivate all the robots shown on the control screen. When you've deactivated the robots you hear a pleasant male voice which sounds almost as if its

coming from the walls address you. "Follow the tunnel and I'll show you what they seek." After jumping out of your skin you look around and don't see anything! There's no speaker visible, no security devices are detected by your suit's sensor array. This "Voice" seems to be coming out of thin air.

Do you do as the voice commands? [Go to #43](#)

Do you say enough is enough and leave with the information you've developed so far? [Go to #47](#)

49

You don't have much choice do you? Try again!

If you're successful [go to #9](#)

If unsuccessful [go to #50](#)

50

You're taking too long. Through a portal on the door you see 6 robots enter the room on the other side. After tackling the one outside, you don't think there's anyway you can take 6 of them. You're going to have to abandon the mission. But don't worry, your employer will give you another chance. Get yourself a GM and have him create an adventure to infiltrate these secret warrens beneath the Morning Star. Or keep your eyes on terrasolgames.com for a continuation of this adventure or for others you can play in the Twilight Sector!

EPILOG

If you successfully retrieved the gem, then you delivered to your employer at least a portion of the AI which has been trapped in the tunnels below the Morning Star since at least 2837. This is what the PAX combine has been trying to capture.

Your employer is unaware of exactly what you've discovered will not take precautions to contain the AI. It will escape to the wilds of the internet, though for good or ill only time will tell.

It's time for you to organize a group of players and a GM and explore The Twilight Sector Campaign Setting to answer this and many more intriguing questions!

MAP OF THE STAR

