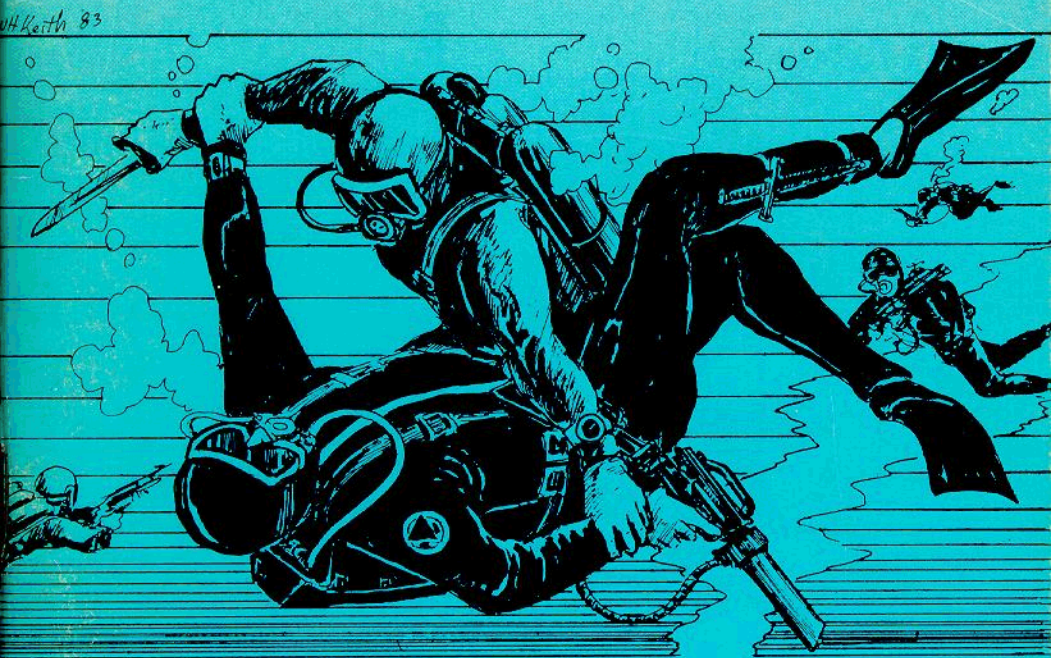


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TRAVELLER[®]

THE DRENSLAAR QUEST

by William H. Keith Jr.



Gamelords, Ltd.



THE DRENSLAAR QUEST

A Supplement for Traveller®

by

William H. Keith Jr.

Gamelords, Ltd.

Dedicated to Mike Nelson (and Lloyd Bridges), who first made diving an adventure.

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Introduction

The Drenslaar Quest is a complete adventure for Traveller, the science fiction role-playing game from Game Designers' Workshop. It is administered by a referee who is familiar with the rules for Basic Traveller (Books 1, 2, and 3, The Traveller Book, or the starter edition). The Drenslaar Quest also makes use of rules and information presented in The Undersea Environment, a Traveller supplement by Gamelords, Ltd. While not absolutely necessary for playing The Drenslaar Quest, The Undersea Environment will add a tremendous amount of detail, interest, and excitement to the game; much of The Drenslaar Quest is set underwater, and the undersea supplement will greatly enhance the realism and the players' enjoyment of the basic situation. In addition, weapons described toward the end of the adventure are fully described in Traveller Book 4, Mercenary. A copy of these rules will be necessary if the players want to use these weapons in the adventure.

The referee will also find paper, pencils, six-sided dice, and square-grid graph paper helpful or indispensable during the course of this adventure.

STANDARDS AND ASSUMPTIONS

This adventure takes place within the fictional universe described in other Traveller products, on the world Yarfahl (0608 C658796-6). Yarfahl is located in the Drexilthar subsector of the sector called Reavers' Deep, a (mostly) independent region bordered by the Imperium, the Solomani Sphere, and the Aslan Hierate.

The Imperium (also known as the Third Imperium — two previous Imperial governments have already existed) is a gigantic, human-controlled interstellar government.

The Solomani Sphere (or the Solomani Confederacy) is a rival human-dominated region of space, generally opposed to, but currently at peace with, the Imperium.

The Aslan Hierate is a loose, far-flung grouping of worlds dominated by the Aslan, a star-faring race descended from carnivore/pouncer stock.

About 85% of Yarfahl's surface is covered by water; land areas are divided between numerous island archipelagos and several small, tropical continents. The population is currently less than 19 million, concentrated in the hill country around Juyhaal, the world's single starport. With so small a population and a relatively low tech level, there is little here to tempt outside mercantile or Imperial interests. Recently, however, its position in space has brought it into the arena of interstellar affairs.

Yarhfahl lies astride the main jump route between the militant Carillian Assembly and the rebel world of Ildrissar (0706). Though not originally a member of the Assembly, Yarhfahl has become vital to the Assembly as a staging area for operations against the Ildrissarian Rebels. Technically an independent world, Yarhfahl had no space navy of its own, no military forces at all, beyond a small peace-keeping and tax-gathering militia. The local government now has little to say about the powerful fleet units grounded at Juyhaal, and orbiting overhead.

At the start of the adventure, recent events have made this one-time backwater even more important to the plans of both Assembly leaders and the rebels.

USING THIS ADVENTURE

The referee may use **The Drenslaar Quest** as a stand-alone game, using pre-generated characters presented here; or it may be played with characters from an existing **Traveller** campaign. Certain new skills introduced in the supplement **The Undersea Environment**, Swimming and Diving, will be necessary for those characters in this adventure and should be assigned to those characters by the referee. Other changes required to bring this adventure into line with an existing campaign should be obvious.

CHARACTERS

Any group of **Traveller** adventurers may take part in **The Drenslaar Quest**. At the referee's option, the players may use the pre-generated characters given below, or the players may use characters generated for previous **Traveller** adventures or campaigns. Play will begin with this party looking for paid employment at Juyhaalport, the only spaceport on Yarhfahl.

Desirable Skills: Swimming and Diving are two new skills discussed in **The Undersea Environment**. These skills will be necessary for any characters taking part in **The Drenslaar Quest**. In addition, small or large Watercraft skill (familiarity with handling various types of boats) may be useful, though not essential.

Skill level 0 may be given to some characters for certain skills; this suggests familiarity, but not expertise in that particular skill. — sufficient familiarity to allow the character to use the equipment or weapon described, but not enough to allow him to cope with emergency situations, or situations requiring great skill. Characters without skill in any weapon may be allowed a level 0 skill in some weapon; Carbine-0, for example, would refer to that character's 'best' or preferred weapon, even though he had no real expertise with it.

Pre-generated Characters: The following characters may be drawn upon by the players for **The Drenslaar Quest**.

1. Ex-navy Captain	A89988	Age 38	5 terms	Cr7000
SMG-2, Auto Rifle-1, Tactics-2, Leader-2,				SMG, Travellers
Small Watercraft-1, Swimming-3, Diving-1,				
Electronic-1, Vacc Suit-1				

- | | | | |
|---|--------|----------------|---------------------|
| 2. Ex-navy Lieutenant | 789AA7 | Age 34 4 terms | Cr5000 |
| Computer-1, Navigation-1, Electronics-1, | | | Revolver |
| Auto Rifle-1, Revolver-1, Vacc Suit-0, | | | |
| Large Watercraft-1, Swimming-4, Diving-1 | | | |
| 3. Ex-marine Lieutenant | B89784 | Age 34 4 terms | Cr3000 |
| SMG-2, Revolver-1, Forward Observer-1, | | | Revolver |
| Air/Raft-1, Mechanical-2, Swimming-3, | | | |
| Diving-3 | | | |
| 4. Ex-navy Lieutenant | 689976 | Age 30 3 terms | Cr500 |
| Rifle-0, Jack of All Trades-1, Computer-1, | | | Rifle, High Passage |
| Air/Raft-1, Small Watercraft-2, Swimming- | | | |
| 3, Diving-3 | | | |
| 5. Ex-merchant First Officer | 799A79 | Age 34 4 terms | Cr10,000 |
| Gunnery-1, Bribery-2, Streetwise-3, | | | Auto Pistol |
| Vacc Suit-1, Pilot-1, Small Watercraft-2, | | | |
| Swimming-4, Diving-3, Auto Pistol-0 | | | |
| 6. Ex-scout | 777A54 | Age 30 3 terms | Cr0 |
| Jack of All Trades-2, Pilot-1, Laser Rifle- | | | Laser Rifle |
| 1, Gunnery-1, Small Watercraft-2, | | | |
| Swimming-4, Diving-3 | | | |
| 7. Ex-army | AA4543 | Age 26 2 terms | Cr0 |
| Auto Rifle-2, Gambling-1, Brawling-1, | | | Auto rifle |
| Swimming-3, Diving-1 | | | |
| 8. Ex-marine | A99795 | Age 26 2 terms | Cr500 |
| Gambling-2, Brawling-1, Small Watercraft- | | | SMG, Cutlass |
| 1, SMG-1, Swimming-3, Diving-2, Cutlass-1 | | | |

All characters are assumed to be qualified on SCUBA equipment (open circuit).

BEGINNING THE ADVENTURE

The referee should assign the characters and inform the players of the basic background facts given in **STANDARDS AND ASSUMPTIONS** above.

Next, the referee should take the players through the events described in the next chapter, **THE REBEL LEADER**. Although the referee can simply read this section to the players, a better way is to play this section out, with the player characters interacting with each other and the non-player characters encountered.

Once they have taken the job offered, their new employer will be able to fill them in on background data about Yarfahl, the political situation between Ildrissar and the Carillian Assembly, the lost freighter **Drenslaar** (including a set of deck plans described elsewhere in this rules booklet), and other important information. He will also be able to provide them with all equipment needed — including SCUBA gear, boats, and underwater detectors.

When all of these preliminaries have been completed, the adventure proper begins with the section entitled **THE SEARCH**.

The Rebel Leader

Once again the adventuring party is faced with the necessity of finding (shudder!) honest work. They had arrived on Yarfahl working passage on an independent freighter. No sooner were they grounded at Juyhaalport, when they were summarily informed that the admiral of a contingent of Carillian Assembly warships had pressed the freighter into service. The owner — the adventurers' ex-employer — was kept on as pilot; with luck he might even get to keep his ship after the duration. The adventurers were brusquely told that their services would no longer be required, and given 30 minutes to get their belongings off the ship!

Now, with scarcely a credit to their collective names, they find themselves on a strange world where all space traffic had been grounded or pressed into service by the Carillian Admiral and the demands of war. That the impounding of private vessels is illegal by almost anybody's law is of slight interest to the Assembly military authorities — after all, who around is in a position to question anything the Assembly does? Fine legal points could be discussed at length later; for now, there is a rebellion to crush, and Yarfahl has the honor, by virtue of its convenient position, of becoming the staging point for the Assembly's military operations against the insurgents on Ildrissar, ten light years distant.

It is while discussing their plight and the prospects for work in a dingy bar at the edge of Juyhaalport that the adventurers first encounter the stranger who calls himself Jeston Halik.

Halik knows of the adventurer's plight, thanks to contacts at Juyhaalport Admin. Further, he has seen their records and knows that each of them has experience diving and working with various types of scuba gear. If the party is interested, he has a job for them — a job that will pay well, and for which he will provide all necessary equipment, transportation, and weapons.

This is a timely offer for the adventurers, for they were not even paid off when they were discharged so abruptly, and there seems to be no one they can even lodge a complaint with, much less approach to have their grievances redressed. If Halik's offer pays well enough, they may even be able to buy passage off-world; occasional passenger liners call at Yarfahl, and it is unlikely the Assembly will bother to impress these ships.

Halik will only tell the adventurers that his offer involves a salvage operation in about 20 to 40 meters of water, and that each man should clear "considerably more than Cr10,000 apiece" for his efforts. If the adventurers accept Halik's offer, he will tell them more.



HALIK'S STORY

Halik is a native of Ildrissar (0706 C995836-7), a small, lightly populated planet rich in radioactives and heavy elements. Recently, their struggle to become independant of the militant Carillian Assembly has erupted into full scale rebellion. Normally, Ildrissar would never have had a chance in such a mismatched conflict; her only space force is her far-flung merchant fleet, and she has virtually no ground force at all.

Money can do marvelous things for a war, however — even a one-sided one. Mercenaries were hired from several sources, both to fight Assembly forces (many of which were also mercenary units) and to train native Ildrissarians. And — just as important as the troops — their cash bought weapons, the deadliest and most modern that money could buy.

Six weeks before the adventurers arrived on Yarhfahl, one of Ildrissar's merchant freighters, **Drenslaar**, boosted from Yaggoth (0710 B864756-B) carrying almost one thousand tons of weapons and supplies for the Ildrissarian rebels. Tech 15 Fusion and Plasma guns, tech 14 Gauss Rifles, and even Battledress personal armor were included in **Drenslaar's** cargo, a cargo whose cost would bankrupt the Ildrissarian economy for several years — one installment in the price of Ildrissarian freedom. It was vital — absolutely imperative — that this cargo make it to Ildrissar.

It didn't.

Four weeks ago, **Drenslaar** entered the Yarhfahl system to refuel preparatory to its last jump-3 to Ildrissar, unaware that Assembly fleet

units had entered the system in force and all but occupied the heretofore neutral world and its spaceport. Drenslaar's skipper was caught by surprise; war was not supposed to be declared openly until the weapons were safely on Ildrissar. Events on that world had gotten out of hand ahead of schedule, and the Assembly had reacted with decision and speed. In the battle which followed, Drenslaar was badly damaged; the pilot attempted to set down at sea, hoping to lose his attackers in a storm blanketing a certain shallows area near the Garupah Archipelago while he took on sea water as fuel. The damage to her Engineering Deck and Maneuver Drives was more severe than the pilot realized, and Drenslaar sank after it hit the water.

There were two survivors of the crash — the gunners sealed in their turrets on the cargo hull. According to one of them, a woman named Freni Draslin, the ship's engineering section was badly shot up during the battle, while the bridge and crew quarters bore the full impact of a rather rough landing on the water. The cargo decks, however, remained intact, and even kept Drenslaar afloat long enough for the two gunners to make their way to the aft cargo lock, break out an emergency liferaft, and get clear before the flooding of ruptured and empty fuel tanks dragged the vessel down into about 30 meters of water.

There were no other survivors. They managed to reach a nearby island where they were rescued by a native fishing boat which took them to Juyhaal. There, Draslin managed to contact Halik through the local branch of Aariskin, an Ildrissarian mercantile corporation. Unfortunately, during their journey, they were stopped and questioned by Assembly military police. Draaslin managed to elude them, but her companion did not, and it is feared that Assembly Intelligence agents now have him in custody for questioning.

Assembly interrogation methods are — at the very least — effective. It is possible, even probable that they know about the crash. Neither gunner knew the true value of Drenslaar's cargo, but they did know that she was carrying arms for the coming revolution. It is not known how much importance Assembly Intelligence will put on the lost freighter, but there is a good chance that they will try a salvage attempt sometime in the near future — if only to ascertain Ildrissarian intentions.

THE JOB

Halik needs a team of experienced divers to make a salvage attempt before the Assembly can. By good fortune, he got a copy of the crew roster — complete with biographies and skills — for the freighter just appropriated by the Assembly fleet, and realized that the adventurers offered Ildrissar that one hope in thousands of recovering the precious weapons, transferring them to another Ildrissarian freighter, and sending them on their way to the rebel world ahead of the Assembly invasion fleet even now gathering in orbit over Yarfahl.

Halik will pay the adventurers Cr300 per day during the salvage operation, including any time they must spend in decompression afterward, plus a bonus of Cr500 each at the end of the job no matter

how many weapons are recovered. There will be an additional bonus of Cr1000 (to be divided among the party) for every 10 full tons of cargo which are actually recovered. Thus, if the salvage operation (and subsequent decompression) took two full weeks and if (somehow) all 1,000 tons of weapons were recovered, each man would make Cr9200 plus his share of Cr100,000 more.

Aariskin specializes in importing various types of scientific and exploratory equipment. Through them, Halik will be able to provide SCUBA gear, an underwater metal detector for locating the wreck, a number of Ildrissarians who will take care of the surface end of the operation, and a pair of native fishing trawlers recently purchased at Juyhaal. These last will serve both as cover for the searchers (in case Assembly patrols are out), and as salvage vessels, since both come equipped with nets, winches, and capacious 100 ton cargo holds.

A second freighter, identical to the ill-fated Drenslaar, has already been secretly brought to Yarthfahl, with markings and identification which should allow it to slip through the Assembly blockade disguised as a ship already pressed into the Assembly service — a fate shared by more than one hapless free trader on Yarthfahl in recent weeks, as the adventurers well know.

THE PLAN

(Referee's Note: If possible, the players should be allowed to develop their own plan of operations, based on information given them by Halik. The following plan, developed by Halik and his fellow rebels on Yarthfahl, can be presented if the players cannot come up with their own plan, or if, in the referee's opinion, the player's plan is unworkable or unrealistic.)

The general area where Drenslaar went down is known, thanks to the information provided by Freni Draaslin, and is shown on Map 2. The nearby island of Sijav is the local base of operations, having a sheltered deep-water cove, and extensive light woods where a starship can be camouflaged from passing aircraft.

A native fishing boat equipped with an underwater metal detector will search for the wreck. A second boat holding the team's diving gear (something of a giveaway, should this boat be stopped by Assembly patrols) will be kept hidden in Sijav. If the search boat is stopped, the team and the Ildrissarians on board will attempt to pass themselves off as native fishermen; the detector has been rigged to pass as a cursory inspection as a sonic fish-finder.

Once the wreck is located, the search boat will be joined by the second vessel with the diving gear. The Blip will have to be positively identified by divers, and it is possible that the boat with the divers will have to rendezvous with the search vessel to check false leads several times, but this is not expected to cause a problem (Yarthfahl has such a small population that the sea bottom is not yet littered with the metallic detritus of civilization — oil drums, sunken battleships, submerged Cadillacs, etc.).

When the sunken wreck has been located, the fishing boats will take station on the surface — two boats working together, or perhaps one boat assisting a disabled comrade, as far as Assembly searchers can tell. The divers will check out the wreck, and make their recommendations concerning its salvage.

Several possibilities present themselves.

If Drenslaar tore open as it sank, the hulk will be flooded and much of its cargo may be strewn across the bottom. If this is the case, the divers are to salvage as many containers as they can find; even a single, sealed, water-tight case of fusion guns and power packs would help the rebel cause.

Drenslaar may be partly flooded. At a depth of 30 meters on Yarthahl, the pressure will exceed 2.5 atmospheres; if the cargo section was open to the sea, the greater external pressure would have forced sea water into the wreck until the pressure of the air trapped inside equalled the sea pressure. In simplest terms, the air which formerly occupied the entire cargo volume would now occupy less than half its former volume, and the rest would be occupied by sea water.

Drenslaar's cargo section may still be sealed tight against the sea. This is unlikely, considering the damage the ship sustained going down, but possible, since Draaslin said she closed the cargo lock as she and her companion boarded their raft. If so, sea pressure outside will be over 2.5 atmospheres, while the pressure inside will be at one atmosphere. If an opening is made into the cargo section, water will rush in until the pressure of trapped air equals the pressure of the water.

Finally, there is a chance that the ship may be open to the sea but largely dry. Draaslin reported noticing that the main atmosphere bleeder valves for the cargo decks' environmental control were jammed full open as she passed them on her way out of the ship (the pilot may have had some idea of trying to maintain positive pressure in the craft to keep her airtight under water after the landing, and they remained open after the bridge was destroyed). This means there is a very good chance the internal pressure of the cargo deck built up to balance the pressure outside as the ship sank, with air flowing from the liquified reserves as fast as the external pressure increased. All ships have the ability of matching considerable variations in external pressure to save time and air in airlocks on, for example, worlds with dense but breathable air. If this is the situation, all of Drenslaar's cargo decks may yet be dry, and the pressure aboard will be the same as the pressure outside.

The diving team will ascertain which of these possibilities is actually the case, and make plans for recovering as much cargo as possible. In case A, only what can be picked up off the bottom in the space of several dives will be salvaged. In the other cases, however, it should be possible to establish a working 'camp' on the bottom. With the divers remaining under pressure all the time, there will be no need for lengthy decompression periods, and the entire wreck can be unloaded in the course of a week or two.

The fishing vessels' winches can hoist up to two tons at a time, and each trawler can carry 100 tons of cargo. As the boat's hold is filled, it will go to the Sijav cove where more Ildrissarians will unload it and stow the salvaged cargo aboard the hidden and camouflaged freighter. When all of the cargo has been loaded, the ship will lift off, and run or bluff her way past the Assembly blockade.

If the idea of a work camp on the bottom is feasible, the adventurers will have to decompress for approximately twice the time the spent on the bottom — a period which may be as long as a month or more. Halik has arranged for the freighter to carry a ten-ton decompression chamber — large enough for 20 men and plenty of room for the adventuring party for as long as they need to stay in it. The party will have a choice of either continuing on to Ildrissar in the decompression chamber on the ship, or having the chamber off-loaded onto one of the fishing vessels and returning to Juyhaalport. In either case — whether at Juyhaalport or on Ildrissar — they will be wealthy enough to buy passage on a liner bound offworld (even the Assembly can't get away with impounding the big passenger liners which occasionally pass through the Yahrfaht system!). If the group decides to journey on to Ildrissar, Halik is positive that he can well use their particular combination of talent and expertise.

The only hitch in this plan could be brought by the untimely arrival of Assembly forces, but Halik regards this as unlikely. Assembly Intelligence is probably too busy to take a great deal of interest in recovering the cargo; after all, what is important to the Assembly about Drenslaar is that she was sunk, not the exact nature of its cargo. If Assembly forces do appear, the fishing boats should be able to maintain their disguise of honest fishing boats, slip the divers back aboard unobserved when next they surface, and get away with whatever weapons were recovered before the enemy arrived on the scene.

The referee should feel free to incorporate any suggestions, expansions, or changes the players come up with to modify this plan. Halik will be willing to take any suggestions from the adventurers; after all, he is hiring them for their expertise in diving and underwater salvage. One note, however — he will be reluctant to salvage Drenslaar by landing the second freighter underwater, next to the wreck. This option is possible if the players suggest it and the referee wants to pursue it, but the Ildrissarians run the risk of losing a second 1000-ton ship and all the weapons. Halik will prefer to keep the ship hidden on land, ready for a fast get-away with whatever has been salvaged to date. Also, patrolling Assembly vessels may 'make' the sister ship on an undeclared flight to the remote site and figure something fishy is up.

Yarhfahl

The following information will be available to the players through library or information services at Juyhaalport, or through their Ildrissarian contacts on the planet. Commercially available maps or library information will not have the location of Drenslaar's crash, of course, but Halik will be able to point out the crash area just west of Sijav Island, southernmost of the islands in the Garupah Archipelago, about 2000 km southwest of Juyhaal.

Profile: Yarhfahl (0608 C658796-6) Agricultural G

Physical Description: Yarhfahl's surface is 85% water; two main continents along the equator, plus a number of island chains and groupings, constitute Yarhfahl's land area, with most of the population established in or near the site of the planet's original colony landing, Juyhaal. Except for isolated settlements and fishing villages, most of Hiklava — the second continent — and most of the islands are uninhabited and infrequently visited. Fishing is the planet's primary industry, and lennets — a small, spicy ichthoid favored as a delicacy on several other worlds — are the only export. Yarhfahl's location makes it a useful fueling stop for ships on the Ildrissar Route to or from the Carillian Assembly, and because of this the Class C starport — Juyhaalport — is of some importance in the subsector.

Population: Yarhfahl's 18.94 million citizens are governed by a bureaucracy which has so little to do with the population's day-to-day affairs that it is virtually unchanged from the earliest days of the colony. There is a small police-militia which enforces regulations and collects taxes, but nothing in the way of an organized military force. For the most part, Yarhfahlans are fishermen or employed by the lennet processing and shipping plants north of Juyhaal; lately, many natives have taken jobs at Juyhaalport working at the spaceport facilities or staffing its various agencies and departments.

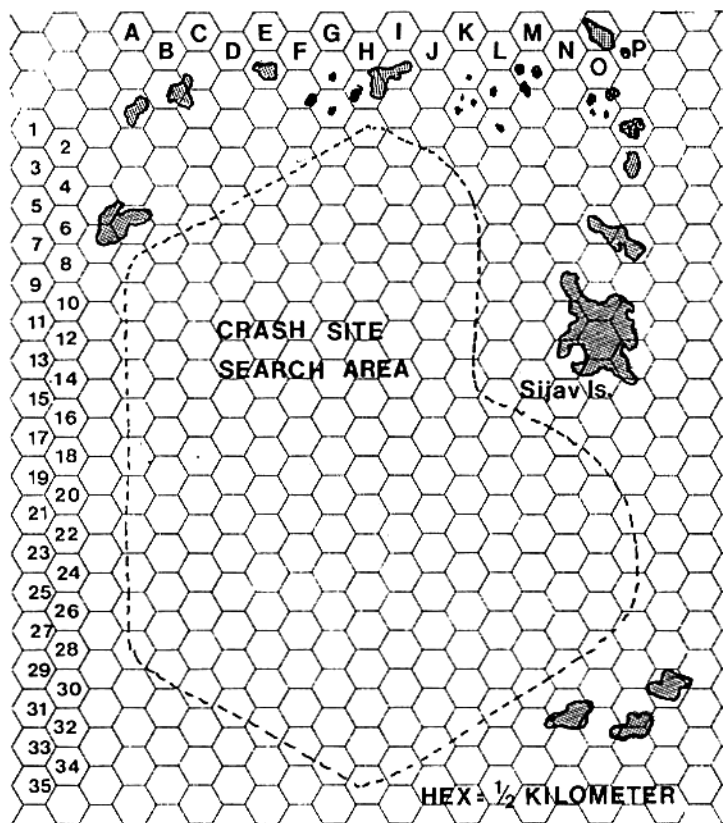
Since the Assembly has done little to interfere with either the Yarhfahlan government (such as it is) or the citizens, it cannot be said that Yarhfahl has been conquered. The local government, however, is obviously in no position to argue with these 'visitors' and the current situation at the spaceport can be said to be one of martial law, with armed and armored Assembly marines closely watching all traffic and activities. The native population has so far shown little inclination to resist their guests — on the basis of "they're not bothering me so I won't bother them." In time, when interrupted off-world trade makes itself felt through shortages or economic difficulties, this attitude may change.

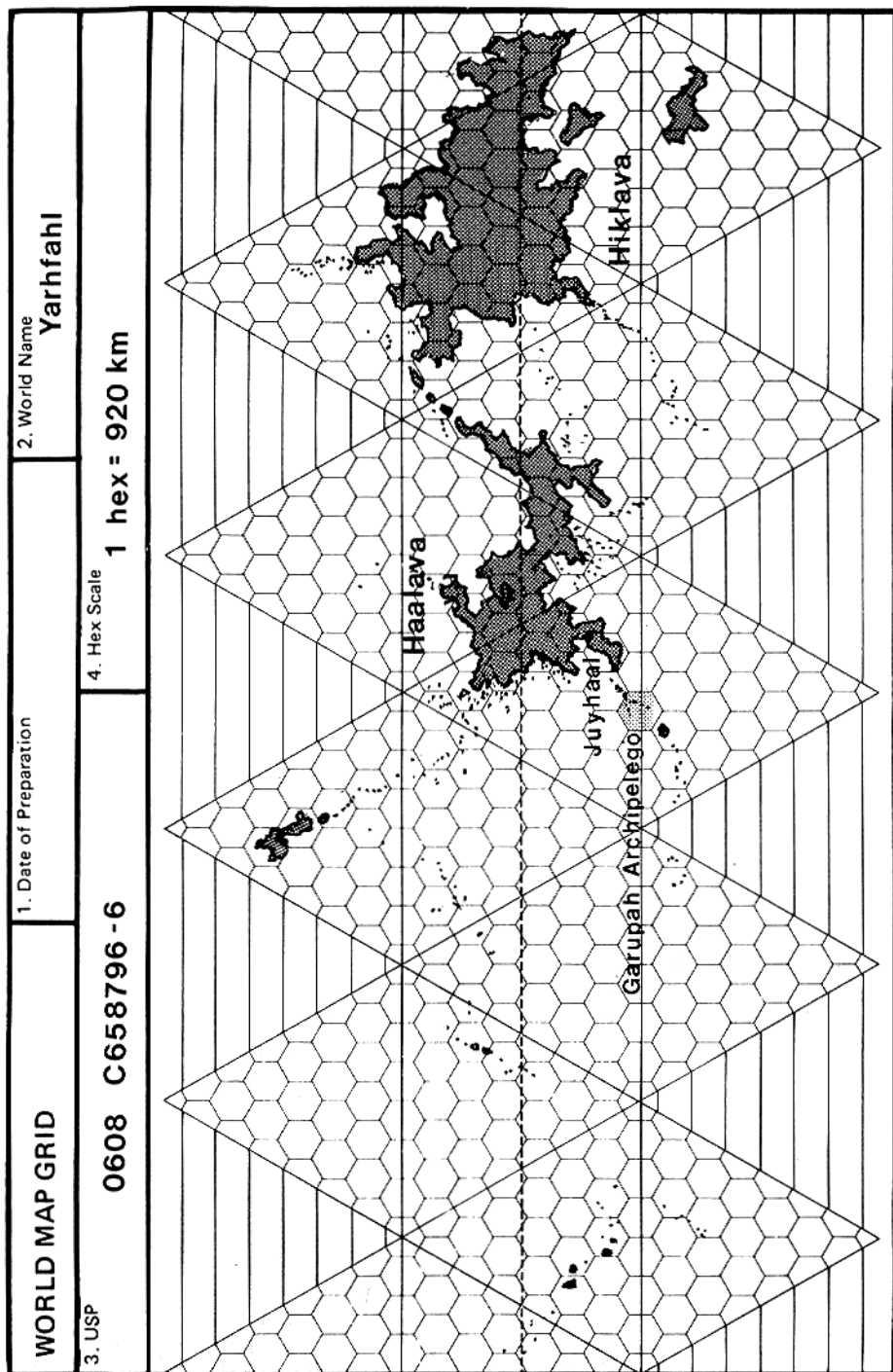
THE CRASH SITE

2000 km southwest of Juyhaal' lie the islands of the Garupah Archipelago. Somewhere within a broad area west of Sijav Island is where Drenslaar tried to set down to refuel, and crashed. This area is marked on the map below, based on information provided by Drenslaar's gunner, Freni Draslin.

Sijav is notable for its deep-water cove on the west coast, an ideal shelter for small boats in storms (and an excellent place to secretly unload and transfer cargo from a fishing vessel to a hidden space freighter. The open ground behind the cove is hard enough to allow a freighter to land safely, and the light woods beyond offer perfect cover from curious or unfriendly aircraft.

The crash site itself averages 30 meters in depth, with a level bottom which varies from sandy to muddy to grass-covered. The water is clear, but not clear enough to allow the wreck to be spotted from the air (Halik's people have already attempted to locate the sunken Drenslaar in this way). Since the cargo section is almost half as thick as the water is deep, however, there should be little difficulty locating it, using the underwater detection gear Halik has assembled.





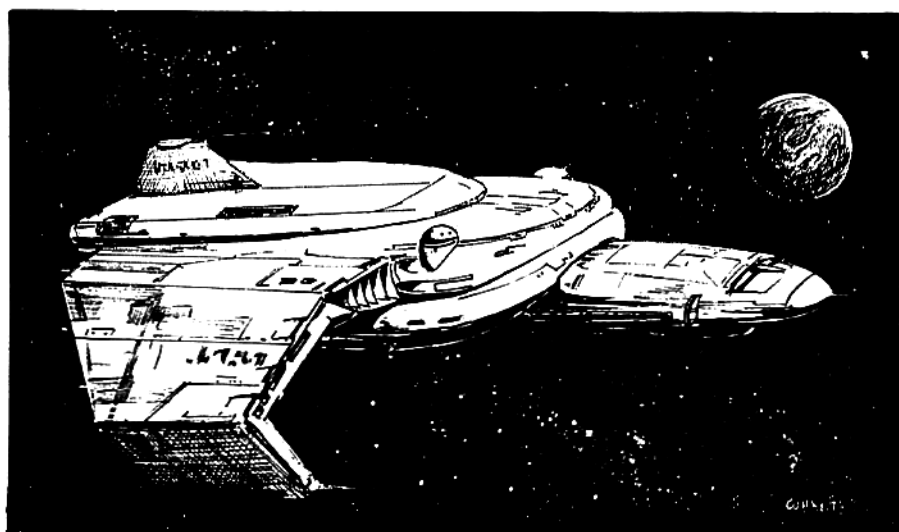
Dakaar Class Freighter Drenslaar

The deck plans and information on an intact Dakaar class freighter will be made available to the adventurers by Halik. According to the crash survivor, the bridge and crew quarters, and much of the engineering sections were destroyed either in battle or in the crash. The first, second, and third cargo decks seemed to be fairly intact, however; emergency power sources on each deck were still operating when the two gunners abandoned the sinking ship through the aft cargo lock on deck three. They know this because the lights were still on, the elevators and cargo bugs were still working, and they did not need to cycle the hatch open manually. Halik will suggest that there is still a good chance that the cargo compartments are still tight and dry — though of course, this cannot be known for sure until someone reaches the wreck.

Once the wreck is boarded, the referee can use these deck plans to describe what the party actually finds, compartment by compartment.

DRENSLAAR — THE SHIP

Drenslaar is an 1800-ton Dakaar class freighter built and operated by Starstream Enterprises on Caledon. A number of these versatile cargo carriers have been purchased by Aariskin Corporation on Ildrissar, which operates an interstellar merchant line with branches or offices on a score of worlds across Reaver's Deep.



Dakaar class freighters are streamlined, and haul their cargoes directly from the planet surface to planet surface, without the need for orbital transfers or shuttles. Fuel scoops are provided for skimming hydrogen from the upper atmospheres of gas giants, or for taking aboard water from a planetary ocean. Dakaar class ships are quite large for streamlined starships, and can haul up to 1000 tons of cargo.

INTERIOR DETAILS

The following numbered areas refer to the numbers printed on the deck plan layouts provided for **Drenslaar**.

1. **Bridge:** The 36 ton bridge has seats for the pilot and navigator forward, and for the Captain and his Exec on a raised platform in the middle.
2. **Forward Airlock:** Accessed through a hatch in the bridge deck; vacc suits and tools are stored in the airlock lockers.
3. **Computers:** Three tons are allotted to a computer Model/3 aft of the bridge.
4. **Office.**
5. **Sick Bay:** Medical supplies, an examination room and the ship's doctor's office are located here.
6. **Staterooms:** Single-occupancy staterooms with a bunk bed (which folds into the bulkhead when not in use), a wardrobe locker, desk and chair, and another locker for personal effects.
7. **Head Facilities and Showers.**
8. **Galley:** Food preparation and pantry storage.
9. **Common Area:** Mess area for meals, rec room for off-duty personnel.
10. **Storage Space.**
11. **Main Cargo Deck:** Deck cargo hatches and cargo handling gear dominate the area forward of the hatch from the crew quarters area. Between them is the cargo elevator for moving cargo between the first and second decks.
12. **Fuel Storage.**
13. **Maneuver Drive:** Engineering consoles and instrumentation are located in this area. A ladder leads through an overhead hatch to the jump drive compartment above.
14. **Main Power Plant:** Power generators run from fuel storage tanks marked '12'.
15. **Jump Drive Compartment:** The space is mostly taken up by drive machinery, though there is a small space where engineering controls are located, and where drive machinery can be accessed for maintenance and repair.

16. **Second Cargo Deck:** The deck elevator allows cargo to be moved up to the third deck or down to the first deck. The deck hatch leads to a ladder going down, and another ladder continues up to an overhead hatch in the third cargo area's deck.
17. **Turrets:** Port and Starboard twin pulse laser turrets.
18. **Fuel Scoops:** Scoops, pumps, and equipment for skimming hydrogen from gas giants' atmospheres or planetary oceans.
19. **Fuel Storage.**
20. **Third Cargo Deck:** Leading down to the second cargo deck is an elevator and deck hatch.
21. **Airlock:** Aft cargo lock for emergency use or for direct loading of the third deck in orbit, or free-fall.

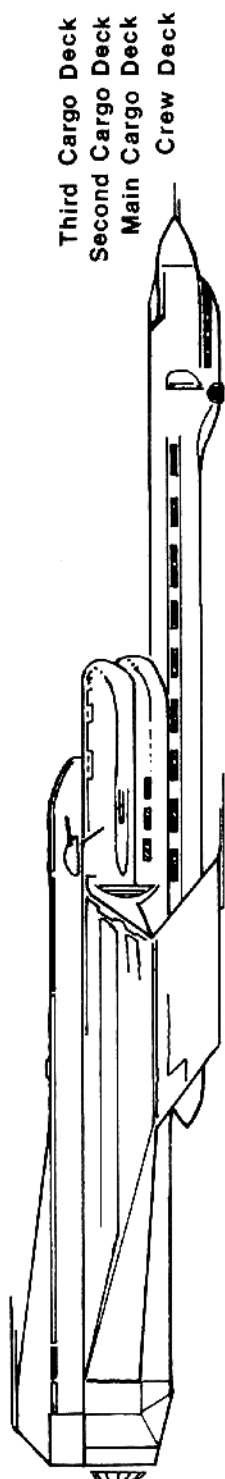
SPECIAL EQUIPMENT

Dakaar class freighters carry up to 12 cargo handling vehicles called 'bugs'. These are wheeled, battery-powered carts with a forklift on one end, a variety of grapples, lifters, and a small crane for moving heavy loads, and attachments to haul either wheeled or grav-lifted carts or pallets bearing massive cargo or containers. Bugs can be operated by a man riding them on an open seat, maneuvered by remote control from console, or set to doing extremely simple and repetitive tasks (such as stacking boxes, or moving them from one location to another) by programming their rather simple minded computers. When not in use, bugs are parked in stalls at the bow of each cargo deck, where they plug themselves in to recharge. Bugs will operate for about 20 hours, after which they require an eight hour charge to bring them up to full power again.

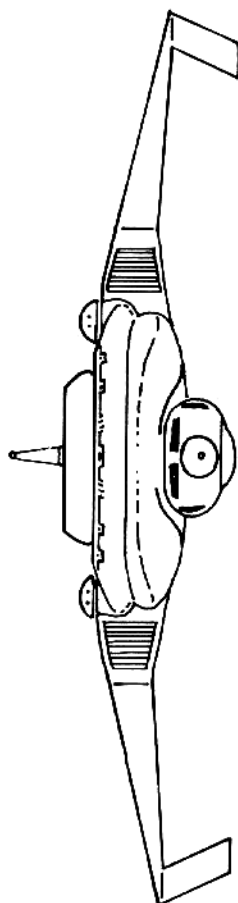
One bug can lift up to one ton, can haul up to 5 tons on carts at one time, and, on the average, can move about 20 tons an hour (for example, moving cargo from one deck of the freighter to another, or stacking it for unloading near the main cargo deck hatches).

Vacc suits are stored in both airlocks, as are air tanks and compressors. It will be possible for divers living aboard the wreck to refill their own SCUBA tanks.

Cranes and lifting equipment are on the main deck forward of the deck cargo hatches, and can be used for lowering cargo out of the wreck of **Drenslaar** and onto the sea bottom.



Dakaar Class Freighter Exterior Views



0 3 6 meters

The Search

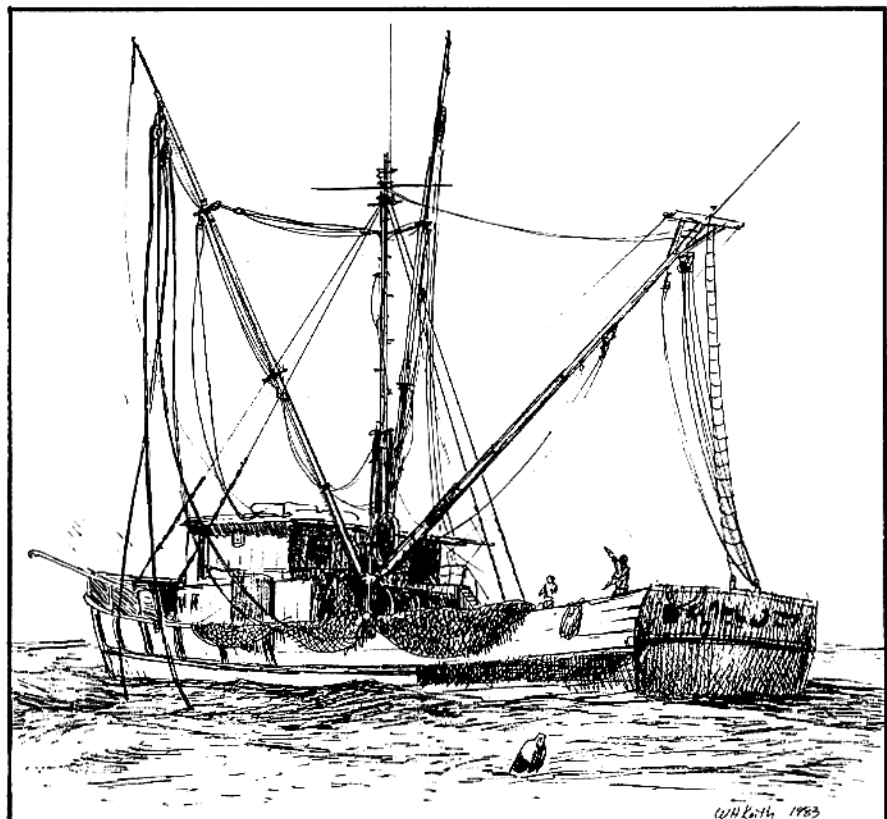
Before play begins, the referee should secretly record the hex number of one of the hexes in the marked area where *Drenslaar* crashed. This will be the location of the lost ship's cargo compartment. The fishing boat's underwater metal detector will locate large masses of metal in any hex through which the boat is passing at the time; the boat can enter three hexes during each hour. The players should use the map of the crash site to indicate the position of their boat from period to period; as they enter each hex, the referee will tell them whether they are picking up any signals from their equipment. The players should be aware of the limitations of their detectors; their equipment will detect metal, but cannot indicate how much is present or give a precise location. Each time their detectors register metal in a hex, divers will have to go down and check the source of the signal themselves.

The fishing boat can enter three hexes per hour while using underwater equipment on a search pattern, a speed which corresponds to the speed of a fishing boat engaged in trawling. The fishing boat has a top speed of 6 hexes per hour if it is not using its detecting gear. Storm winds may push the boat off course (see *STORMS*).

Each time the boat enters a new hex, the referee rolls 2D. An event on the Surface Event Table must be rolled for on a 9+. Events include approaching storms, aircraft or boats which are probably crewed by Assembly forces, and positive signals from the metal detector. The die rolls and table results should be kept secret from the players, and revealed to them only as events develop. Many results will be 'no event', but the players should never be sure whether nothing has happened, or whether something is happening of which they are not immediately aware. If the result happens to be #4 (hull plate), the referee must 'save' this discovery until the searchers are within two hexes of the secretly recorded site of the main wreck; as soon as the searchers enter a hex which they have not yet searched which is one or two hexes away from the location of *Drenslaar*, the detection of the engineering section hull plate will become the event for that hex. Discovery of the engineering section should (logically) tell the searchers that they are quite close to the main body of the ship, and that a careful search of the immediate area may be fruitful.

Once the cargo section is located, salvage attempts may commence.

In the event of a storm, the referee should refer to the section entitled *STORMS*. Quarter hour by quarter hour, the adventurers will be able to watch the storm develop, described step by step the referee using the information given in the storm rules. Storms may prove to be relatively light squalls which do little to delay the search, or they may be long, severe blows which could endanger the expedition, or even wreck the ship. Search efforts may continue once the party is aware



that a storm is approaching, and characters with skill levels of 2 or better in Small Watercraft Handling will have some idea of the severity of the coming storm. Delay in reaching a safe shelter in a bad storm, however, could prove fatal.

The Sijav Island cove is the only available 'safe shelter' in a storm. Boats moored inside the cove will be safe — though the adventurers should not know this until after the fact (after all, what's the fun of a good hurricane if you can't expect to be dashed against the rocks at any moment?).

Divers underwater will be unaware of the approach of a storm. The storm will not affect them so long as they stay underwater, but surfacing in the middle of a bad blow could be dangerous — to say nothing of the danger to their boat, should it try to keep station over them. Experienced divers will arrange for simple codes which can be transmitted by tugging safety lines or hammering on air tanks, should the need arise. Experienced divers, too, will know better than to attempt a dive when the weather is looking nasty.

Roll 2D on the table below, if the results of an event roll (made once every 15 minutes) is 9+. Actual results on this table should be kept secret from the players, and revealed to them only as events unfold.

SEARCH TABLE

- 2 **EVENT:** Aircraft passes low overhead. It appears first over the horizon, but banks and approaches, passing over within two minutes of first being sighted. It shows Yarfahl government markings. It will circle the fishing boat once at low altitude, before flying off into the distance.
Notes: The plane is a native twin-engine reconnaissance aircraft manned by Assembly marines searching for some sign of the sunken ship.
 See: **DISCOVERED**
 This event becomes 'NO EVENT', if rolled during a storm of level 4 or more.
- 3 **EVENT:** Detector fouled with weed.
Notes: The metal detector head, which trails over the stern from a cable, has dragged through a mass of floating weed which renders it useless. It will take 1D times 15 minutes to clear it.
- 4-5 **EVENT:** Blip on metal detector gear.
Notes: Investigation will reveal a massive metal hull section from Drenslaar's engineering section, half buried in soft mud. This result is treated as 'NO EVENT' when first rolled, but is 'saved' until the party's search carries them to a previously unsearched hex within 2 hexes of the secret location of Drenslaar's cargo section. Discovery of this piece indicates that the cargo section is close by.
- 6-10 **NO EVENT**
- 11 **EVENT:** Characters with skill level of 2 or better in Watercraft Handling will notice freshening wind, building clouds, dropping barometers, and other signs suggesting the approach of stormy weather.
Notes: Check for progress of the storm, as well as its severity and length.
 See: **STORMS**
- 12 **EVENT:** Patrol boat, carrying Yarfahl government markings, appears on the horizon. It will pass close alongside the fishing boat 30 minutes after it is first sighted. Armed Assembly personnel can be seen on deck through binoculars (or with the naked eye when it draws to within 10 meters or so).
Notes: The boat is a Yarfahlan patrol craft with Assembly marines and Intelligence personnel, looking for signs of the sunken Drenslaar.
 See: **DISCOVERED**
 This event becomes 'NO EVENT', if rolled during a storm of level 4 or higher.

When the fishing boat enters the hex previously designated by the referee as the location of Drenslaar (heralded by a blip on the detection instruments), the discovery of the ship becomes the event for that 15 minute period. A dive will be necessary to confirm the location of the wreck, of course.

Locating the Source of a Blip: One hex on the crash map represents quite a lot of open water. When a blip is detected, it means that metal is underwater somewhere nearby, but not necessarily directly underneath the searching boat. A further search of the hex underwater may be necessary.

When a blip is detected, the referee should roll 2D. If the hex being searched is in fact the previously determined location of Drenslaar's cargo section, a modification of -2 is made to the roll. The result will indicate how long it will take to find the source of the blip.

UNDERWATER SEARCH TABLE

0-2	Source of blip is found immediately, directly under boat or quite close by.
3-6	Source will be discovered after searching underwater for 15 minutes.
7-9	Source will be discovered after searching underwater for 30 minutes.
10	Source will be discovered after one hour of searching.
11+	Source will not be discovered during current dive.

STORMS

When the roll on an event table indicates that a storm is approaching, the referee should roll 2D-2 on the table below. The result give the strength of the storm, its duration, and other information which may affect the course of the adventure.

STORM ACTIVITY

0-3	Result: Light rainstorms will begin in 1Dx15 minutes. The party (whether on surface or underwater) will be in no danger. Duration: 1Dx15 minutes. Notes: Characters with Watercraft Skill 2+ will know that the storm isn't likely to be severe.
4-7	Result: Squall will begin in die result (4-7)x15 minutes. Characters swimming on surface must roll Endurance or less, DM+1, to avoid 1D damage. Fishing boat will be displaced 1 hex on crash site map at beginning of storm. Duration: First half of storm: 2D-1x15 minutes — violent wind, thunder, lightning, gusting rain. Second half: 2D+2 hours of occasionally heavy rain. Notes: Characters with Watercraft Skill 2+ will know gale is approaching.
8-10	Result: Severe thunderstorm will begin in die result (8-10)x15 minutes. Characters under water will be in no danger. Characters swimming on the surface must throw Endurance or less, DM+1, to avoid 1D damage. Fishing boat will be displaced 1 hex every 20 minutes for duration of first part of the storm. Duration: First half of storm: 2D hours — violent winds, thunder, lightning, high waves, and gusting rain. Second half: die result (8-10)x20 minutes — steady rain, occasionally heavy.

Notes: Characters with Watercraft skill 1+ will know heavy storm is approaching.

- 11 **Result:** Severe thunderstorm will begin in die result $((1D/2)+7) \times 15$ minutes. Characters under water will be in no danger. Characters swimming on the surface must throw Endurance or less, DM+2, to avoid 1D damage. Fishing boat will be displaced 2 hexes every 20 minutes for duration of first part of the storm.

Duration: First half of storm: 2D hours—violent winds, thunder, lightning, high waves, and gusting rain. Second half: 2D + 2 hours of occasionally heavy rain.

Notes: Characters with Watercraft skill 1+ will know heavy storm is approaching.

- 12 **Result:** Hurricane will begin in 2D+10 hours. Characters underwater will be in no danger, but surface swimmers during the course of the hurricane must roll Endurance or less, DM+4, to avoid 1D+3 damage points. Fishing boat will be displaced 2 hexes every 20 minutes for duration of storm (except for calm). Displacement will be in one direction during first half, in the opposite direction during the second half.

Duration: First half of storm: 2D+2 hours of violent wind, and gusting, extremely heavy rain. First half will be followed by 1D+1 hours of relative calm, as the eye of the storm passes over. Second half lasts exactly as long as first half, with direction of wind reversed.

Notes: Characters with Watercraft skill 2+ will know hurricane is coming, and about how long before it starts.

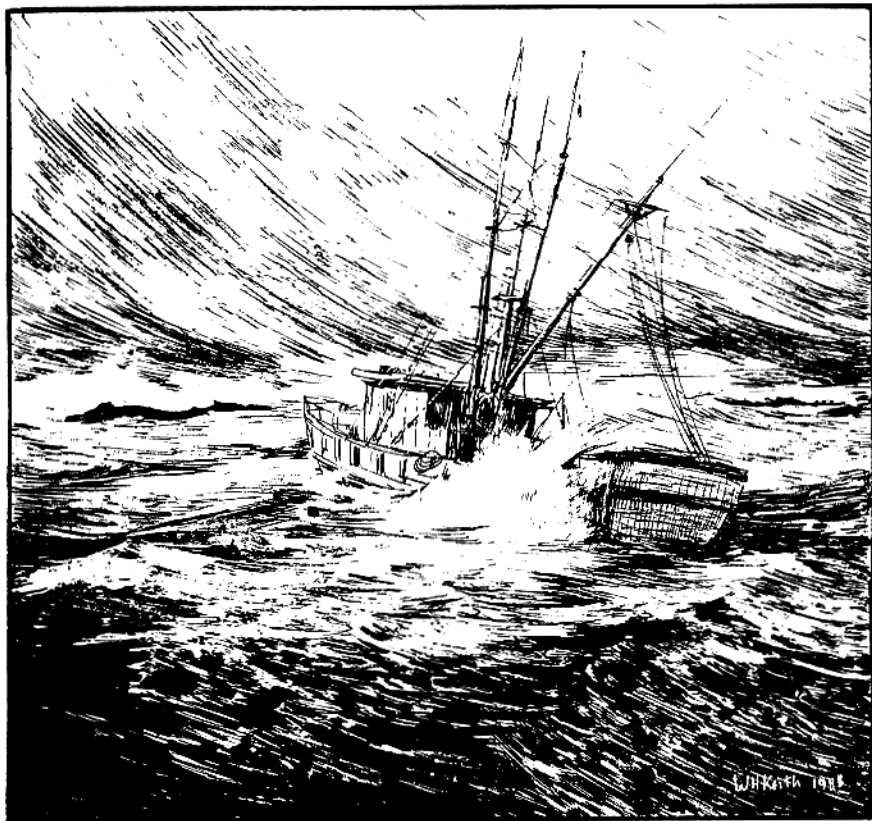
Additional Notes on Storm Dangers: Characters caught in the open aboard the boat or on shore during a severe thunderstorm are in danger of being struck by lightning. Any character moving in the open during the severe first half of the storm will have lightning strike very close to him on a 2D roll of 12 (this roll is made once for each character at one time during his outing). If this occurs, the character must make a saving throw of 7+; if the result is 2, the character has actually been struck, and will suffer 4D damage points immediately. If the result is 3-6, he will suffer 2D damage points from the effects of lightning striking very close (within a few meters). If the result is 7+, the character will be momentarily stunned, blinded, and deafened, but otherwise unharmed.

Characters caught in the open on shore during the first half of a gale or at any time during the first or second halves of a hurricane are in danger of being hit by flying debris or injured by being knocked down by the wind. Each character in the open must make a saving throw of 6+ once every minute during a gale, and once every 15-second combat round during a hurricane. If the result is 5 or less, a character may suffer 1D-1 (1-5) damage points in a gale, 1D+1 (2-7) damage points in a hurricane. Damage can be either from flying debris (tree limbs, other characters, etc.) or from being knocked down by the wind; the choice is the referee's, or may be made randomly. If the danger is from flying debris, the character may avoid being hit by rolling Dexterity or less; if the danger is from being blown down, he may avoid being injured by rolling Strength or less.

Characters on deck aboard the fishing boat during the first half of a gale or during either half of a hurricane run the risk of being knocked overboard by wind or waves. Once each minute during a gale, once each 15 seconds during a hurricane, each character exposed (i.e., not below deck or in the pilot house) must make a saving throw of 6+ to avoid being swept up by a wave. If the result is 5 or less, he may attempt to grab hold of something (roll Dexterity or less), then hold on (roll Strength or less). If he fails either of these throws, he has been swept overboard, and is subject to the damage inflicted on swimmers at the surface in a storm.

Characters overboard during a storm are unlikely to be rescued; visibility will generally be too bad to allow a character afloat in rough seas to be seen. Other characters on deck when someone is knocked over the side may attempt to rescue on a 2D roll of 10+; the rescue will succeed on a second 2D roll of 10+, and may involve attempts to throw a line to the victim. If the rescuing character secures himself to the boat with a line and goes in after the victim himself, he may use his swimming skill as a positive DM to the rescue attempt roll.

All characters swimming in rough seas must roll their Endurance or less every 15 seconds. If they fail an Endurance throw, their Endurance



Is reduced by 1, and the process continues. When Endurance reaches 0, the character will drown. Characters who attempt to rescue other characters in the water are themselves in danger of drowning, and must roll against their Endurance every 15 seconds.

Characters moving about on deck during a severe storm should consider the advantages of rigging safety lines and securing themselves so that they will not fall overboard. Characters secured in this way need not roll to determine if they are in danger of falling off the boat.

Severe thunderstorms, gales, and hurricanes may displace the fishing boat by varying amounts. The boat may continue to move at a maximum speed of 1 hex every 20 minutes; this movement may be in the same direction as its drift (increasing its speed), in the opposite direction of its drift (fighting against the effects of wind and wave) or cutting across the wind (in effect, moving in a third direction between its heading and the wind's direction). The boat's maneuvers may be used to counter the effects of the wind.

Being blown off course has only one severe danger; if the boat is carried into a hex blocked by land, it will be wrecked. Hexes only partially blocked by land may be safely traversed on a saving throw of 10+. Hexes containing only a single small island may be safely passed by making a saving throw of 8+. Ships which are wrecked ashore must be abandoned by their crew; crewmen abandoning ship run the usual risks of moving about in the storm in the open, and once ashore may be endangered by strong winds or flying debris (see above). In addition, each character must make a saving throw of 4+ to escape 1D damage in injuries sustained during the wreck.

Seamanship: Many of the characters in the expedition have Watercraft skill. In many cases, this skill may be applied in guessing what the weather will bring, being able to forecast the severity of a coming storm, and predicting when it will strike.

Seamanship may also be applied toward actually handling the fishing craft in a storm. None of the Ildrissarian NPCs manning either fishing boat are particularly adept at boat handling, having only recently purchased the craft from Yarthfahlian fishermen. During the first half of a gale, or during either the first or second halves of a hurricane, the referee must roll 2D for the aging fishing boat every 20 minutes. If the result is 5 or less, the boat will begin to sink.

A character with experience in handling large watercraft will be able to gauge wind and wave, and to pilot the boat in such a way that it will not suffer the beating it would otherwise receive. The skill level in Large Watercraft any one character can apply can be used as a positive DM to this third-hourly roll, and represents that one character taking the helm and guiding the craft through the storm. Every 10 minutes, he must roll his Endurance or less, however, for there is considerable strain in battling a storm. Every time he fails his Endurance roll, he will temporarily lose one skill level; one less skill level can be applied to that third-hour's handling of the boat. One character can be relieved

by another character, at any time, but only one may apply his skill to fighting the storm at any one time.

A modified roll of 5 or less means the boat is beginning to sink. This means only that water is coming aboard faster than it can be pumped out, not that the boat is hopelessly doomed. On a second modified roll of 5 or less, however, the boat is doomed, and will sink in 2Dx20 minutes. It may not maneuver, though it will still drift with the wind.

Wind Direction: Storms in the latitudes of the crash site come primarily from the south or southwest during the likely time of year of the salvage attempt. Before the storm begins, the referee rolls 1D; on a 1 or 2, it will come from the south, and boat drift (if any) will be toward the north (toward the top of the map). On a 3-6, the storm will come from the southwest, and drift will be toward the northeast (toward the upper right of the crash site map).

Safe Harbor: The only safe spot to ride out a storm on the map is the enclosed, deep-water cove at Sijav Island. If the boat can reach this harbor, it will be safe from sinking or from being driven aground even in a hurricane (rock cliffs to seaward shelter the cove from the worst of the wind). Characters on deck or ashore must still check for injuries as described above, but the boat will be safe. The referee is reminded, however, that the players cannot know that the boat is safe, and should sweat out the rest of the storm in some concern for the safety of their craft.

Characters with Watercraft skill of 2+ will know that they have a chance of riding out the storm safely in Sijav's cove, and will be able to recommend that the party take shelter there as soon as they know a storm is coming.

Using Storms: The main thrust of **The Drenslaar Quest** is aimed at underwater adventures, finding the sunken ship, and ultimately tangling with Assembly forces searching for the lost cargo. The storm can be used by the referee as an added diversion in what might otherwise be a boring period of doing nothing but hunting for the wrecked **Drenslaar**. It might also be used as an opportunity to elude searching aircraft or patrol boats; Assembly reconnaissance forces will not be encountered during anything worse than a light rainstorm. At the same time, the referee should feel free to ignore a storm result on the search table — or to alter a violent storm to a light rain — if he feels that the storm will interrupt the smooth flow of an already exciting adventure. The threat of a coming storm could pass with ominous clouds and distant rumblings, but nothing more serious than a fresh wind and intermittent rain. A full hurricane should be allowed to develop only if the adventurers have nothing more exciting to face!

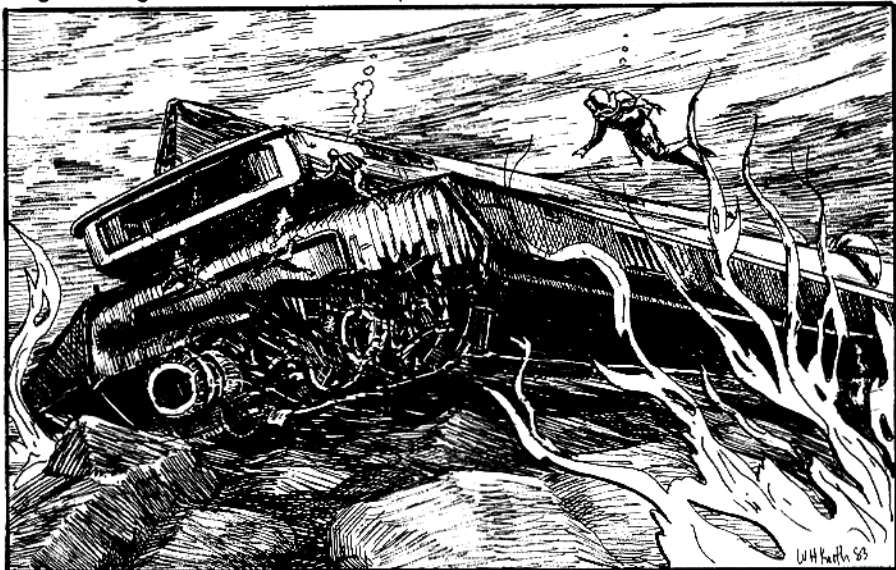
The Wreck of the Drenslaar

Once Drenslaar's cargo compartments have been located, salvage can begin. The adventurers must somehow get into the wreck, and get as many of the sealed crates of weapons and supplies aboard off Drenslaar, onto the fishing boat, and off to the island rendezvous as soon as possible. The problem has several parts, each part with several possible solutions. The referee should answer the players' questions about the wreck and its contents, but rather than suggesting various solutions, he should try to allow them to develop their own ideas; obviously, some ideas will work better than others, and some things the players' characters attempt could bring on disaster. To complicate matters, Assembly forces will be in the area searching for either Drenslaar or for Illdrissarian salvage parties. There is an unknown but very short time limit on operations at the wreck.

The various stages of the salvage attempt, and various solutions to the problems of each stage, are described below. If the players come up with alternative solutions, the referee should feel free to incorporate them into the adventure, rewarding them with success or failure according to their individual merit.

ENTERING THE WRECK

When the cargo section is discovered, it will be found resting right side up on the bottom, with the tail lower than the front. The three cargo decks appear intact, as described by the rescued gunner. The engineering sections (the tail portions of the 01 and 02 decks) have



obviously been torn open and badly damaged. The aft cargo lock's outer door is secure. The forward half of the cargo section is balanced on the ship's wingtips and upon the crushed and mangled remnants of the bridge and crews' quarters; these last seem to have borne the full impact of the 1800-ton ship's crash, and are shredded open in places, with gaping, ragged-edged holes and warped hull plates. The wings have buckled in places, and show signs of severe damage and stress.

A number of ways of entering the wreck present themselves.

The Aft Cargo Lock: The inner lock mechanism can be opened manually. If this is attempted, the sea will rush in and flood much of the cargo section, which still holds air. Only the 03 deck forward of the cargo deck hatch will remain dry — due to the air which will be trapped there. Any characters in or near the airlock will be caught in the suction of water rushing into the wreck; each must roll 8 or less to avoid 2D injuries.

If the airlock is examined, it will be apparent that emergency power is still available, and that the outer hatch can be closed, the airlock pumped dry, and the ship entered without flooding it.

The Engineering Section: The engineering sections have been torn open, and it may be possible to get in through them. The maneuver drive (01 deck) shows a gaping hole between the twin grav drive plates, but the entire section is more than half buried in mud. It will be possible to wriggle inside, but any character who does so must roll 9 or less on 2D to avoid tearing an air hose or otherwise damaging his breathing gear on the sharp, twisted metal edges that fill the compartment. The maneuver drive section is completely flooded, its machinery an unrecognizable mass of precariously balanced junk. Once every minute, each character inside must roll his Dexterity or less to avoid starting an avalanche of conduits, wiring, and heavy machinery which will pin him and any companions. The hatch leading up to the jump drive compartment, and the hatch leading forward to the power center have both buckled slightly, and cannot be opened. The bulkhead shows signs of having crumpled slightly, though there are no signs of leaks into the power room.

The jump drive compartment has also been opened, though not to the extent of the maneuvering section below it. A laser beam seems to have slashed across part of the compartment, creating a hole wide enough to admit a man. The interior is partly flooded; seawater has entered through the hole, but air is trapped in the upper half of the compartment. There is no danger from either sharp metal or collapsing machinery, since most interior damage resulted in melting of components, rather than wreckage. The deck hatch leading down to the maneuver drive compartment is jammed tight, but the hatch leading forward to the 02 cargo deck is standing open. The 02 deck aft of the cargo deck hatch is partly under water. Because of the aft-tilt of the ship, the water at the door is only at waist height, and the water level drops rapidly as one goes forward, with the waterline just behind the cargo deck hatch and ladder. The deck hatch is open, as is the hatch overhead leading to the 03 deck above.

The Bridge/Crews' Quarters: Entry here will be difficult. The compartments are badly damaged and partly buried in mud; the bridge cannot be entered at all. The crew's quarters can be entered through a slash along the port side, but each character who enters must roll his Dexterity or less to avoid damaging his breathing gear on a projecting piece of metal. The interior is completely flooded. The sliding door leading to the ladder up to the 01 deck is open. The hatch in the 01 deck is closed, but can be opened. The cargo area aft of the deck hatch is under some water; like the deck above, water is at waist height aft by the sliding door going into the power room, but reaches only as far as the deck hatches and ladder.

The Cargo Deck Hatches: Both of the cargo loading hatches are clear of the mud, supported about 1.5 meters off the bottom by the wingtips and the remnants of the crews' quarters. External controls are mounted on the outer hull — a roll of 2D can be made for each hatch; each will open on a roll of 8+. If one or the other or both open, the characters will be able, easily, to enter or leave the ship through them. A meter-deep well surrounding each hatch prevents the tilt of the deck from allowing water to enter through these hatches and further flood the ship.

Cutting Torches: It is possible to cut into the ship through the hull (though a careful examination of the other possibilities listed above should make it obvious that this is not necessary). Cutting gear supplied by Halik will cut a meter-wide hole through the hull at any point selected by the characters in 1Dx15 minutes. When they do so, they will flood all the cargo sections below the hole. Water will be trickling in as they make the cut, of course, but when the hull section is cut through, air will rush out, water will rush in, and each character near the hole must roll 8 or less to avoid being sucked into the hole and receiving 2D damage points. The only way to avoid this is to cut through the bottom (which will take 1Dx30 minutes), or to cut into a part of the ship already flooded.

While few thoughtful players will seriously consider this option for entering Drenslaar, it might be necessary if a first attempt does flood the ship, and/or if all other tries at getting in fail.

CONDITIONS ABOARD SHIP

The interior of Drenslaar has been pressurized by air bleeding from the ship's air reserves to match the water pressure outside. Thus, except for some waves entering through the jump drive section as the ship sank, the cargo decks are dry and tight.

All lights are off; the cargo sections will be in pitch darkness. Wall panels near each door, or in the ladder near each deck hatch, will activate overhead fluoros and provide dim, but adequate, emergency lighting. This emergency lighting will last as long as the power room remains unflooded. The sliding doors between the power room and the maneuver drive room, and between the power room and the 01 cargo deck are both closed and water tight. Opening the door from the cargo area to the power room, however, will allow the water trapped in the aft part of the 01 deck to flood into the power room and short out vital

emergency electric circuits. If this happens, the emergency lights, the recharge units for the cargo bugs, and power for the deck cargo hatches and cranes will be lost. The water outside the power room door in the cargo section is almost waist deep; there will be no way of opening that door without partly flooding the room beyond, and doing irreparable damage to the emergency power system.

On the 02 deck, as described earlier, the hatch leading to the jump drive compartment is open, and the after part of the 02 cargo deck is under water — waist deep at the door, reaching almost to the ladder and deck hatches. The rest of the deck is dry and in good condition.

The 03 deck is completely dry, and in good condition.

There are 8 cargo bugs operable, with several on each deck, locked in their stalls at the forward end of each cargo section, charged up and ready to go. Their controls — either for remote handling or for manual operation — are quite simple and easily mastered with a few minutes' experimentation. Any character with Computer-1 or better can program the machines to do simple, repetitive cargo handling tasks. Plenty of pallets and flat-bed carts are located on each deck for moving cargo.

The elevator connecting the three cargo decks is working — so long as the power room remains dry. Note that cargo bugs can only travel from one deck to another on the elevator, and cannot navigate the hatches or ladders.

The two twin pulse-laser turrets on the 02 deck are operable. They can fire (and rotate and track targets) so long as the power room remains unflooded. The ship's computer is destroyed, of course, but characters with Gunnery skill (Ship's Weapons) can operate the turrets and their lasers manually. This may prove necessary should one of the rather large lifeforms which inhabit Yarfahl's ocean deeps become interested in the sunken freighter.

The cargo consists of case after case of high-tech weaponry stacked from deck to overhead on every cargo deck; the cases are sealed and air-tight. Even those weapons stored in sections now underwater are dry and safe.

These boxes come in various sizes and numbers, but they are distributed more or less evenly throughout each of the three decks. Their numbers and weights are given below.

6000 crates @ 50 kg	=	300 tons
1500 crates @ 100 kg	=	150 tons
500 crates @ 500 kg	=	250 tons
300 crates @ 1 ton	=	300 tons
TOTAL (metric)	=	1000 tons

HANDLING THE CARGO

If the ship is flooded, each man will be able to move six 50 kg crates out of the ship every hour he works.

If the ship is not flooded, things look a bit brighter. Each man can move twelve 50 kg crates an hour. Each programmed bug can move 5 tons of crates (of any size of combination of sizes) per hour of operation; each bug can move up to 7 tons per hour if a man is controlling it — either riding it or directing it from a console. Note that the 100, 500, and 1000 kg crates can only be moved about using the cargo bugs. Since the crates are stacked, even a number of men working together would not be able to move these heavier containers.

Cargo crates do not float; they can be shoved one at a time through the hole in the jump drive room or a hole cut in the ship's hull, but cannot fit through deck hatches. They can be carried through the aft airlock one at a time, or loaded directly into a cargo net if the deck is flooded.

The goal is to get as many cargo crates off the ship in the time allotted as possible.

HAULING THE CARGO TO THE SURFACE

The fishing trawler carries twin large, heavy-duty winches, plenty of cable, and several large cargo (or fishing) nets. These nets can be spread on the bottom under the open deck cargo hatches; as crates are maneuvered through the hatch (or other opening), one or more divers working outside can guide them into position on the net. Each winch can haul 2 tons at a time. On the fishing boat, the cargo-laden net is swung over the fishing boat's hold, the net released, and the cargo rapidly stowed by a gang of Ildrissarian workers on board using smaller cargo lifts and cranes. The entire process — raising 2 tons to the surface, unloading it into the boat's cargo hold, and returning the net to the bottom — takes 20 minutes.

When both winches of 1 boat are in operation, alternately raising and lowering each of two nets, 12 tons can be stowed in an hour. The fishing boat has a cargo capacity of 100 tons. It will, therefore, take a little over 8 hours to fill the boat to capacity. It will take most of the rest of the day for the vessel to reach Sijav's cove and unload 100 tons of



cargo. There are not enough personnel available to enable two trips to be made in one 24 hour period; at this rate, it will take 10 days to transport 1000 tons of cargo from the wreck to shore . . . assuming, of course, that the work is not interrupted. If both fishing boats are loaded, working in 8 hour shifts, the operation will take only 5 days.

Of course, if the divers cannot have 2 tons of cargo ready to be hoisted each 20 minutes, the process will take longer.

Each player should keep track of how much cargo his character is moving — whether he is doing it himself or by proxy through a bug. The referee should keep track of the cargo maneuvered by programmed bugs, and a running total should be kept on a sheet of paper; the referee should also record each load hauled to the surface, and the passing of time. In this way, the progress unloading the ship can be seen by all.

The following table will help keep the loads moved by each man straight.

CARGO MOVING TABLE

Situation	Cargo moved	
	in 1 hr.	In 20 min.
Ship is flooded	300 kg*	100 kg
Ship is not flooded, man without bug	600 kg*	200 kg
Bug, without guidance, on program	5000 kg	1600 kg
Bug, under human guidance	7000 kg	2300 kg
(* In 50 kg crates only)		

At least one man must be outside the ship to guide crates onto the net as they come from the ship; he will be able to work fast enough to put a full load on one net within 20 minutes, but he will be unable to work longer than 1 hour. Two men outside are required if two nets are in operation.

None of the divers will be able to work longer than the 8 hours required to load the fishing boat; working longer hours will rapidly bring on complete exhaustion, and prevent the character from engaging in any further work.

Naturally, encounters with local animal life or other problems will delay the work. The referee is responsible for keeping track of the flow of time, for reminding players that their characters' air supplies are exhausted, and for determining when the fishing boat has a full load.

Referees who wish to streamline the game and speed events can calculate an average tonnage lifted in an hour and skip ahead by hours or days, as far as desired. While the players' characters are engaged in dull, tedious, and back-breaking work, there is no rule which insists the players themselves must be bored in the process! Even when taking shortcuts, the referee should make the usual rolls for encounters and events, since it is these momentary diversions which relieve the monotony of hard labor.

DANGER BELOW

While moving heavy cargo around the wreck of *Drenslaar*, the characters will be in grave danger. It is recommended that the referee not warn the players of this danger in any way, but allow them to discover it (one way or another) for themselves.

Drenslaar is balanced on her fins and tail when she is discovered; the bridge and crew quarters are touching bottom, but are obviously not supporting the ship's weight. The ship is slightly tail down, a fact obvious when anyone sees how the water on the 01 and 02 decks has collected aft, toward the wrecked engineering spaces.

One thousand tons of cargo are stored on *Drenslaar*'s three decks, the majority of it forward of the ship's center of gravity. If the adventurers begin moving cargo out of areas aft of the central elevator (the ship's center of gravity), there is a danger that the weight of cargo still stored towards the bow will overbalance the wreck, causing it to tilt forward. If that happens, water will pour into the 02 deck through the opening in the jump drive compartment. Smashed equipment in the maneuver drive compartment will fall against the already weakened bulkhead leading to the power room, and sea water will flood the power room, knocking out all emergency power on the ship. On a 2D roll of 7+, the door between the power room and the 01 deck will also be broken open, and the 01 deck will be flooded, as well. If the deck elevator is not in place on the 02 deck, water flooding the 02 deck will also pour down onto the 01 deck. Only the 03 deck will remain dry, and that will be in danger of flooding as weakened panels and supports give way with the shifting of the wreck. All characters caught on a deck suddenly flooded must make a saving throw of 8 or less to avoid 3D damage points, while characters working under the lower deck cargo hatches must roll their Dexterity or less to avoid being caught under the ship as it topples over on top of them.

This grave state of affairs can be avoided if the characters unload the ship from the bow aft. The tonnage kept in each area of each cargo deck is recorded on the ship deck plans. As the players begin unloading the wreck, they could routinely inform the referee from which area they are taking each load. Every time cargo is moved (usually every 20 minutes), the referee rolls 2D (DM+1 for every ton moved from aft of the cargo hatches on any deck); on a roll of 13+, the balance of the ship will change, and the wreck will begin flooding immediately and violently. If all cargo has been unloaded forward of the elevators, cargo may be moved from aft of the elevators without DMs. A 2D roll is still made every time cargo is moved, however, with flooding occurring on a roll of 12 (exactly). Players who anticipate such problems may avoid them by using jacks, cargo crates, wreckage, or even rocks to shore up the wreck in the general vicinity of the deck cargo hatches, an operation which will take 2Dx5 minutes minus 3 minutes for every character more than 2 who assists in the task (for example, 5 men would be able to shore up the wreck in $2D = 7 \times 5 \text{ minutes} = 35 \text{ minutes}$, minus 3 men $\times$ 3 minutes or $35-9 = 26 \text{ minutes}$) — however many people help with the work, the shoring-up job will take at least 10 minutes.

The danger of moving cargo from aft of the ship's center of gravity ought to be apparent to the players because of the wreck's tilt, and knowledge that the 02 deck is open to the sea. Even a brief examination of the ship's wings will show that they are buckled in places, and that slight stress could cause them to give way, allowing the ship's nose to come crashing down. Characters who are not thinking of these dangers can be subtly warned; ominous creaking sounds, the noise of tearing metal, even an occasional quiver or jolt as the wreck settles slightly, can all serve to warn players that the wreck can easily change position, and possibly drown their characters.

LIVING ABOARD THE WRECK

There is enough air aboard *Drenslaar* to last a number of men for days.

Since the ship is open to the sea at at least one point (through the jump drive compartment), the interior pressure is the same as the water pressure outside. The diving party will be able to set up a sea bottom base of sorts aboard the wreck while they carry out their salvage operation, saving themselves trips to and from the surface, and lengthy periods of decompression. While radio between surface and the divers is not available, a phone line could be rigged, if desired, from the boat to the wreck, though this would have to be disconnected each time the fishing boat took a load of salvage back to shore, or shifted from boat to boat if both vessels are engaged in cargo transport. Also, messages written on slates can be dropped to the bottom along a buoy line, or sent to the surface hooked to a small balloon. Extra air tanks, food, and other necessary supplies can be dropped to the divers and stored aboard the wreck, allowing the divers to live below as long as necessary. If Assembly forces chance to show up, *Drenslaar* may suddenly find herself turned into a secret underwater base — or at the least, a hidden refuge from the enemy on the surface.

Without re-supply from the surface, the air aboard the wreck will begin getting quite stale after 18 minus (the number of men living aboard) days (for example, the air will go stale in 11 days if 7 men are living in *Drenslaar's* wreck). The air will be unbreathable in half that many days more (in the example above, after 5-1/2 more days). Characters who have Halik drop them compressed air tanks, chemicals to remove CO₂, or even have air pumped to them through a hose from a compressor on the surface can have the breathability of *Drenslaar's* air extended indefinitely.

ENCOUNTERS ABOARD DRENSLAAR

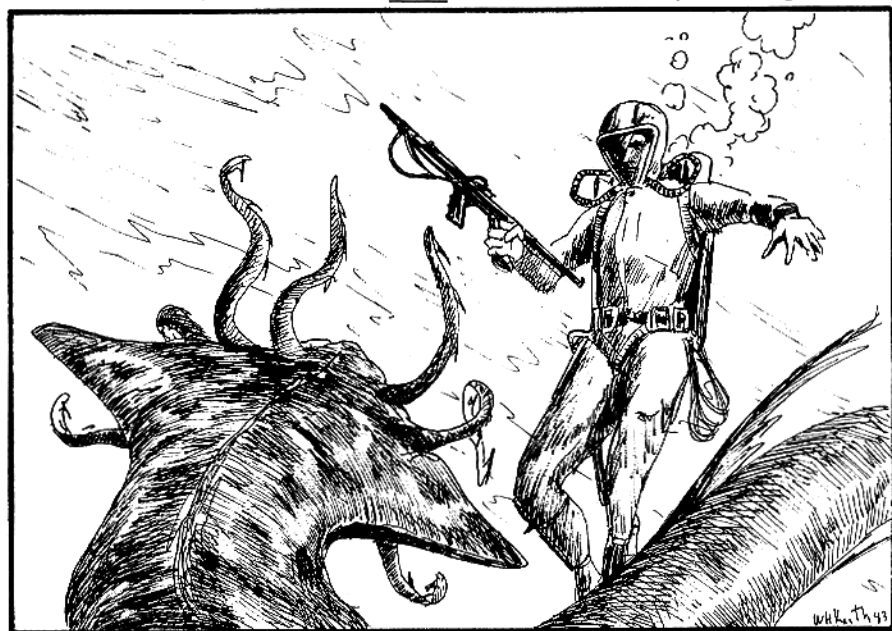
Some days . . . you just can't win. At least once every day the divers work aboard *Drenslaar* (more often, if the referee desires), the referee should roll 2D for a special event. A special event will occur on a roll of 9+, and is chosen by rolling 2D on the special event table given below. Application of these events is up to the referee; he chooses exactly when during the day they take place, and the circumstances surrounding them. The referee should feel free to modify events which might overwhelm the adventurers or which would seriously disrupt the flow of the adventure itself.

SPECIAL EVENT TABLE

- 2 Power Failing: It is noticed that the emergency lights are failing, and that elevators and other electrically-driven equipment are not functioning smoothly. The ship's power plant is failing, and will die 2D x 5 hours after the situation is discovered. (No one will know when the final failure will occur, of course.)
- 3 Sudden Leak: Water begins gushing through a hull seam near the starboard laser turret on the 02 deck. The water level on 02 deck will rise slowly, and begin spilling over onto the 01 deck after 1D hours. A diver working outside the hull can patch the leak using welding equipment (See: EQUIPMENT) or an improvised patch (wetsuit, tarpaulin, even caulking compound from fishing boat — players should improvise their own solution).
- 4 Slither Aboard: One of the Yarfahlan amphibians described in the encounter tables for both the beach and the bottom has managed to get into the ship through the hole in the jump drive compartment on 02 deck. It will be discovered by divers working on 02 deck, where it will rise snarling — confused and feeling trapped — from the shallow water aft of the deck hatch. It will attack; combat will be handled as for normal animal encounters.
- 5 Electrical Short: A damaged wiring conduit on the after bulkhead on the 02 deck has exposed critical circuits to seawater. All lights and other equipment run by emergency electrical power will go out, but personnel on the 02 deck will be able to see the sparks — caused by power arcing between wires just above the water. Characters with engineering or electrical skill will be able to repair the circuit and restore power in 3D minutes — provided they have their own lights (battery-operated headlamps are installed aboard the bugs, but they cannot be driven into the water). As the characters are repairing the short, the referee rolls another 2D; on a result of 9+, the damage has been caused by the slither described in #4 above — the workers will disturb the slither (which is under water, but on the 02 deck), causing it to attack them.
- 6 Elevator Jammed: The central elevator freezes during operations, due to damage incurred during the crash. The damage is minor, and can be repaired by any character with tools (found at any of the bug recharge stations) and Mechanical skill. The character rolls 2D every 5 minutes, with a +DM of his Mechanical skill. On a modified roll of 9+, the elevator will be freed and will run normally.
- 7 Shifting Cargo: Crates stored in the forward part of the 01 deck are overbalanced — they fall. Any characters working in that area must throw their Dexterity or less to avoid being trapped by falling weapons crates, receiving 1D points of damage. Seconds after the cargo falls, creakings and groanings will bound through the ship as Drenslaar heels forward very slightly. This incident should serve to warn the divers how precarious the wreck's balance is. If the indicated cargo area has already been cleared

out when this event is rolled, the incident can be transferred by the referee to any other cargo bay area not yet unloaded.

- 8 **Accident:** Someone (referee's choice) has an accident. This may involve slipping and falling down a ladder, being trapped by shifting cargo, or being trapped by run-away crates outside or a run-away bug inside. Characters will have to roll their Dexterity or less to avoid at least 2D points of damage (more at referee's discretion) for such events as falling cargo crates or dangerous underwater accidents.
- 9 **Rising Water:** The water level on the 01 deck is rising slowly. A careful search will reveal opened hull seams which are allowing water to trickle in along the starboard side. There is no immediate danger, but in 2D days, the water level will be high enough (and far enough forward) to cause the wreck to overbalance and fall forward, with effects described in the section entitled DANGER BELOW. The leaks can be slowed (add 10 days), but not stopped by repair attempts.
- 10 **Animal Attack:** The 24-ton killer (#11 in the Depths Encounter Table), known as the Yarhfahlan hydra, attacks the ship, thinking it to be a rival (they are not very bright). It will make 2D passes at the ship, smashing at the hull with its body, after which it will attach itself to the forward hull section with its tentacles and try to crush it. Each time the creature hits the wreck, there is a chance (10+ on 2D) that the wreck will change positions, with results as described for DANGER BELOW. Once it fastens itself to the hull, the wreck will definitely change position in 2D minutes.
- Characters outside the ship who attack the hydra will be able to get it to chase them instead of the ship — though it will



return to the ship after it catches and disposes of such diminutive irritants. Characters with Gunnery skill can man Drenslaar's laser turrets, and have a good chance of killing the beast. It will not retreat if wounded, but continue to attack until unconscious or dead. The laser turrets will each get 1D shots at the animal each time it attacks and the gunners are in position; a hit will be scored on a roll of 9+, with a DM+1 for each level of Gunnery skill — each hit will do 4D damage points to the hydra.

The hydra will make one attack every 30 seconds (2 combat rounds).

- 11 Animal Attack: Five 800 kg arrow slashers (as described in several of the encounter tables) begin circling in the area; if divers are working outside the ship, they will be attacked. If a slasher is killed, the surviving animals will go into a frenzy; they will attack any of their own which are wounded, and they will attempt to break through the hull of the wreck. If the 01 deck cargo hatches are open, they will attempt to attack the divers by reaching their anterior tentacles through the openings, flailing at the characters and trying to grab them. The laser turrets can be used to attack the slashers, though animals which are under the ship (attacking divers working there, or attacking through the deck hatches) will be out of the line of fire. A slasher will be hit on a roll of 11+, with a +DM for each level of Gunnery skill the gunner possesses. The animals will remain within range throughout the attack, but because of their quick movements, each gunner will be able to make only one shot during each 15 second combat round. One hit does 4D damage points; if a slasher is not killed outright, it will be killed within seconds by its companions.

Slasher attacks will not threaten the wreck's balance (though the players will not necessarily realize this), but so long as slashers are in the vicinity, work outside (loading cargo nets) will be halted.

- 12 Assembly Patrol Boat: Unbeknownst to the divers, an Assembly patrol boat has pulled alongside the fishing boat and boarded her. If a telephone link has been rigged between the wreck and the surface, a warning can be passed to the divers; if the salvage party is using slates for communications, a message can be dropped on the buoy line on a 2D roll of 7+. Subsequent events and possibilities are described in the rules section describing the arrival of Assembly forces — DISCOVERED.



Discovered

There is a very good chance that Assembly forces will arrive during the course of the salvage operation. A roll of 12 during the search of a newly-entered hex in the crash site area indicates the appearance of a patrol boat. A roll of 2 means a recon aircraft has spotted them. A roll of 12 on the daily event roll results in the arrival of a patrol boat.

In any case, the craft belong to Yarhfahlan government forces, but have been commandeered by Assembly marines to search for signs of the sunken rebel freighter. The aircraft will circle several times, then fly off toward the northeast. A patrol boat will arrive from the northeast early the next day unless the fishing boat has moved on to another area.

A Yarhfahlan patrol boat can carry up to 10 men. Its only armament is a heavy machine gun on a swivel mount over the bow, and two light machine guns in well mounts amidships. The boats are fast and maneuverable; the fishing boat, once spotted, would be unable to outrun one.

The rebels on the fishing boat are dressed as Yarhfahlan fisherfolk. Essentially, they have two choices when approached by Assembly forces — try to maintain the illusion that they are harmless fisherman, or fight. If all of the player characters are underwater when the patrol boat arrives, the rebels will try to bluff their way out without fighting — but the bluff will fail. Assembly marines will board the fishing boat, her cargo (if any) will be discovered, and her very un-fishermanlike diving equipment uncovered.

If any or all of the player characters are aboard a fishing boat when the patrol boat arrives, the players themselves should decide what course of action to follow. The Assembly marines will be suspicious; possibly they know that a Yarhfahlan boat was recently purchased by strangers — or perhaps they have some other clue which leads them to suspect the fishing boat's reasons for being in this part of the ocean. If the rebels allow it, the marines will board their craft, search it thoroughly, and discover cargo or equipment which will prove that the suspects are not simple fishermen.

If the rebels decide to fight, combat can be simulated using man-to-man combat rules from GDW's *Azhanti High Lightning* or *Snapshot*. Deck plans for both the fishing boat and the cruiser are provided elsewhere in this rules booklet. The referee is responsible for determining whether attempts at boarding (by either side) are successful, and the extent of damage caused by grenades, machinegun fire, or high explosives tossed back and forth. It is suggested that one fishing boat remain afloat and operable whatever the outcome of the battle; if the divers are to salvage any of the lost weapons at all, a boat with the fishing craft's hold capacity will be absolutely vital to the operation; the loss of both

fishing boats will effectively end any hope of successfully completing the mission. It may be possible, however, for the rebels to capture the patrol boat — especially if they catch the marines by surprise (while suspicious, the marines could still be caught off guard by harmless, ragged-looking workers who suddenly pull automatic weapons out from under tarps and start blazing away at close range!). If captured, the patrol boat could prove useful to inventive adventurers, and its extra firepower could come in very handy in later combat.

Divers underwater will be ignorant of what is happening on the surface. They may receive a warning that an enemy boat is approaching, but they will have to come up to discover the results of the encounter. Naturally, the referee should not tell these players the outcome ahead of time, but allow them to discover the situation for themselves. In game situations where one or more player characters are on the boat, while others are under water, the referee should either resolve the surface action while the underwater characters' players are out of the room, or strictly supervise those characters' behaviors to prevent them from acting on information which those characters could not possibly have.

DECKPLAN KEYS

ASSEMBLY PATROL BOAT

Pilothouse

1. Wheelhouse
2. Radio shack
3. Duty officer's quarters
4. Chartroom
5. Open deck

Main Deck

6. Gun mount well
7. Deck hatch — cable tier
8. Arms locker
9. Captain's cabin
10. Passageway
11. Galley
12. Common area, mess
13. Ladder to pilothouse
14. Deck hatch — engine room
15. Deck storage lockers

Lower Deck

16. Cable tier
17. Ammo locker
18. Stores
19. Fresh water tanks
20. Crew's quarters (bunk beds)
21. Head
22. General storage
23. Fuel tanks
24. Passageway
25. Engineer room

YAHRAHLAN FISHING BOAT

Pilot House

1. Bridge and radio
2. Captain's/duty officer's cabin
3. Chartroom

Main Deck

4. Forward hatch — cable tier
5. Forward hatch — net locker
6. Crew's quarters (bunk beds)
7. Head
8. General storage
9. Galley
10. Common room, mess
11. Mast and booms
12. Two twin winches
13. Deck hatch — storeroom
14. Deck hatch — cargo hold
15. Deck hatch — engine room
16. Deck storage lockers

Lower Deck

17. Cable tier
18. Net and rigging locker
19. Stores
20. Fresh water tanks
21. Winch machinery
22. Ladder to main deck
23. Cargo hold
24. Engine room
25. Fuel tanks



Assembly Divers: If the Assembly forces win a surface engagement, it will not be long before 2D marines with diving gear will arrive in a second patrol boat. This force will dive in a group, following the buoy line down to the wreck, or — if the buoy has been cut loose or taken in — they will conduct a short, professional search which will locate the wreck within moments. This situation will be best handled if the underwater characters have been kept completely ignorant of events on the surface. They may be waiting to hear something further from their friends on the surface, when the referee announces the appearance of a number of swimmers armed with laser rifles.

The resulting combat can be resolved normally, using rules from GDW's Basic Traveller (range bands), Azhanti High Lightning, or Snapshot, as desired. Remember that there is an automatic DM-1 to hit underwater targets, and that the enemy's lasers will do only 3D of damage when they hit, instead of 5D. The ship's laser turrets can be used in combat if gunners can reach them in time. Each turret can fire only on targets on its side of the wreck unless they are more than about 10 meters off the bottom, and cannot fire at targets at all which are blocked by the bulk of the wreck itself. The referee must determine when a target has gotten so close to the ship that he is out of reach of the ship's guns. The enemy's strategy will be to get as close to the wreck as quickly as

possible, hoping to take the divers by surprise before they can man their weapons; the divers will have to be on their guard to see the Assembly divers approaching. If they continue about their work without keeping a lookout, posting a sentry, or otherwise protecting themselves from a sneak attack, the enemy divers will be upon them before they know it. The players will have to think about this possibility and take steps to prevent it (posting sentries, or manning the gun turrets and having the gunners keep watch), and inform the referee of the steps they are taking — or the Assembly force's approach will be a complete surprise.

Forgiving or generous referees may permit a 2D roll against a character's Intelligence to allow him to feel suspicious enough to look around periodically, and see the danger before it is too late.

Assuming that the characters win an underwater engagement, the next move is up to them. A move to retake a fishing boat — and capture the patrol boats alongside — could be attempted, especially since the divers could disguise themselves with captured diving gear and carry their attackers' laser rifles, which are far more effective and deadly out of water than in it. Subsequent events are up to the players and the referee, but an exciting climax to this part of the adventure could involve an assault from the water against the three surface craft, which will be tied up side by side — a patrol boat on either side of a larger fishing boat. The divers will have one very large advantage — the Assembly forces will have no idea that air remains within *Drenslaar*; the characters will have what amounts to a secret undersea base in which to plan and organize their attack.

Drenslaar's laser turrets will not be particularly effective against surface targets — such as Assembly patrol craft. Surface vessels cannot be seen from the bottom, and *Drenslaar*'s targetting and gunnery control computers and devices are useless without more than emergency power. Thus, *Drenslaar*'s guns will not be able to use radar to lock onto surface targets, or to direct fire.

Putting an observer at the surface will not help — even assuming a surface-to-bottom phone line could be rigged to allow communication with a forward observer. Without instruments more sensitive and precise than wrist compasses, the observer and *Drenslaar*'s gun crews would not share a common coordinate system, and fire corrections would be largely guesswork, even when directed by an experienced forward observer.

If, however, the players think to work out both coordinate and communications systems far in advance — a process requiring an investment of 10 hours by at least three individuals, one of whom must possess Forward Observer skill — the referee can reward this foresight and ingenuity by permitting fire to be called in under the standard procedures for Forward Observer skill. A 'to-hit' roll of 11+ will allow destruction of a target, once the range is found. When the target is moving, a DM-2 is applied to the roll, making a hit possible only to individuals with Gunnery skill.

Otherwise, any attack mounted against a surface enemy will require that the adventurers carry that attack to the Assembly forces in person.

Note: REMEMBER THE DANGERS OF DECOMPRESSION SICKNESS!

Divers attempting an attack on the surface vessels will not have time to decompress on the way up. This means they will have to carry out their attack and return to the bottom within a very few minutes.

Player characters who are captured and forced to remain on the surface will begin suffering the effects of decompression sickness (the bends) within 5 to 10 minutes. Surface decompression facilities exist — aboard the rebel freighter on Sijav (which may or may not be in Assembly hands) and at the spaceport aboard an Assembly fleet medical transport. Subsequent events — and the survival of the character — are up to the referee.

Characters who attempt such an attack will have a maximum of about 5 minutes before being forced to return to the bottom. If their attack is carefully planned and executed, the Assembly forces on the surface will be caught by surprise and thrown into complete confusion. Their rebel prisoners should be able to join in the attack, and the battle — short and sharp — should be over in much less than the allowed 5 minutes.

An alternative exists for conducting attacks against the surface. Standard vacc suits can operate effectively at up to 5 atmospheres pressure (the equivalent of 40 meters' depth with a standard atmosphere). The reverse is also true; vacc suits can hold up to 5 atmospheres while operating in a 1 atmosphere environment. Battledress works at up to 10 atmospheres — or 90 meters with a standard atmosphere.

Part of the cargo stowed aboard *Drenslaar* consists of both standard vacc suits and tech 14 battledress. Roll 9+ to find the correct crates if the ship has not been more than half unloaded. If between 500 tons and 800 tons have been already unloaded, roll 7+ to find the correct crates. If 200 tons or less of equipment remain on *Drenslaar*, the crates containing battledress or vacc suits have already been sent to the surface, but spare vacc suits can always be found in the airlock storage locker on 03 deck.

Pressure suits can be modified by any character with vacc suit skill to pressurize up to the atmospheric pressure aboard the wreck. This pressure will be maintained by the suit, allowing the wearer to operate on the surface (or at any depth) for as long as his air holds out; spare tanks will be stored in crates in the cargo holds, and in the airlock storage locker, all with standard sized and interchangeable suit connectors. These suits are not buoyant, and the wearer will not be able to swim to the surface. He can, however, climb to the surface on the buoy line hand over hand (easier in water than on land!), or he can use one of the power sleds provided by attacking Assembly divers.

The use of pressurized vacc suits or power armor will enormously extend the operational abilities of the characters in this adventure; without them, they must remain on the bottom or in a decompression chamber. With them, they can take part in attacks and similar fun activities on the surface, without having to spend hours decompressing. Decompression will be necessary eventually (in fact, they can begin

decompression while wearing the suit by bleeding off pressure at the correct times to match the appropriate 'depths'), but the characters will have far more mobility wearing vacc suits than they would have otherwise.

ASSEMBLY FORCES

The following list gives the Traveller stats for Assembly NPCs who might be encountered in the course of the adventure.

1. **Assembly Marine Lt. Colonel** 97B79A Age 38 5 terms Cr23500
Blade-3, Revolver-1, ATV-1, Electronic-1, Revolver
Rifle-1 Leader-3, Tactics-1, Admin-1
2. **Assembly Marine Captain** 879C88 Age 30 3 terms Cr17000
Gambling-2, Computer-1, Cutlass-1, Revolver
Revolver-1, Laser carbine-1, Admin-1
3. **Assembly Marine Lieutenant** 67AA36 Age 22 1 term Cr5000
Vacc suit-2, Laser rifle-1, Computer-1 Laser rifle
4. **Assembly Marine Lieutenant** 665993 Age 26 2 terms Cr30000
Tactics-2, Leader-1, Laser rifle-1, Foil-1, Laser rifle
Swimming-3, Diving-1
5. **Assembly Marine** AA6532 Age 30 3 terms Cr1000
Gambling-1, Brawling-2, Cutlass-1, Rifle-1, Rifle
Recon-1
6. **Assembly Marine** 978867 Age 22 1 term Cr5000
Cutlass-1, Rifle-1 Rifle
7. **Assembly Marine** 678AA6 Age 22 1 term Cr0
Cutlass-1, Laser rifle-1, ATV-1, Laser rifle
Forward observer-1
8. **Assembly Marine** 9A6325 Age 26 2 terms Cr1500
Blade-1, Rifle-1, Gambling-2, Swimming-3, Rifle
Diving-1
9. **Assembly Marine** ABA358 Age 26 2 terms Cr5000
Dagger-1, Rifle-1, Swimming-4, Diving-2 Rifle
10. **Assembly Marine** 756937 Age 22 1 term Cr500
Dagger-1, Rifle-1, Gambling-3, Swimming-4, Rifle
Diving-2
11. **Assembly Marine** A87A95 Age 30 3 terms Cr5000
Blade-1, Brawling-1, Laser rifle-2, Laser rifle
Swimming-3, Diving-4, Tactics-2
12. **Assembly Marine** 675368 Age 26 2 terms Cr5000
Foil-1, Auto rifle-1, Laser rifle-1, Auto rifle
Swimming-3, Diving-1, Large Watercraft-1
13. **Assembly Marine** 997896 Age 30 3 terms Cr3000
Rifle-1, Cutlass-2, Medic-1, Swimming-3, Rifle
Diving-1
14. **Assembly Marine** 675768 Age 26 2 terms Cr30000
Cutlass-1, Laser rifle-2, Swimming-3, Laser rifle
Diving-1
15. **Assembly Marine** 9A9793 Age 26 2 terms Cr1000
Cutlass-1, Laser rifle-1, Tactics-1, Laser rifle
Small watercraft-1, Swimming-3, Diving-1

Equipment

The Ildrissarian rebels will provide the adventurers with all of the equipment they need for the mission. Because the salvage operation has been planned and organized in a very short time, the characters will not have a large variety of equipment to choose from. The referee should feel free to add items of equipment to this list which he feels are necessary. Player characters with special equipment picked up earlier in the Traveller campaign, or on a previous Traveller adventure, may be allowed to incorporate it in The Drenslar Quest at the referee's discretion.

Diving Equipment: All items of diving equipment are fully described in *The Undersea Environment*.

Light Wet Suits (Tech Level 7): The water temperature at the wreck is 10° C. Light wet suits will raise the divers' exposure time two levels (to 20° C). One is provided for each diver in the party.



SCUBA Air Tanks (Tech Level 9): The rebel forces were unable to secure advanced diving apparatus such as rebreathers or artificial gills. The SCUBA gear available is the very best, however; the tanks provide air (at 1 atm) for 5 hours each, and up to three tanks may be worn at a time. The number of tanks available for this adventure is essentially unlimited; plenty of extras have been brought along, and a compressor is available on the fishing boat to recharge empty tanks when they are sent up from the wreck.

Support Equipment: Depth gauges, tank pressure gauges, and knives are available for all members of the party. Line, lift bags, and inflatable balloons (for carrying small objects such as message slates to the surface) will be provided. At the referee's discretion, either message slates (which carry 20-30 word messages written in chalk) or a telephone line will be available for communication between the wreck and the surface. Underwater radios allowing communication between the divers while in the water are not available, however.

Weapons: The rebels will provide the divers with bangsticks and either gas or sling-propelled spearguns. The referee should use his discretion about other weapons brought into the adventure by the players. The Undersea Environment describes the use of various Traveller weapons under water.

Decompression Chamber: The mission plan calls for a decompression chamber to be brought from the rebel freighter out to the crash site on the fishing boat, after the last of the salvage has been hauled up. The chamber provided is large enough for all of the divers, and includes an airlock to allow traffic in and out (decompressing personnel could, for instance, leave the chamber while wearing vacc suits pressurized to the proper 'depth', if desired). The chamber is semi-portable, and can be carried as cargo aboard any ship with a large enough cargo capacity.

Metal Detection Gear: The fishing boat carries a device for locating the wreck consisting of controls located on the bridge, and a boom extending underwater, equipped with sensors which can detect large masses of metal on the bottom. Only one such device is available, and it is in no way portable. Once metal has been found in a given area, divers must confirm and identify the sighting, and they will have to search for the cause of the 'blip' without the use of special detection devices.

Explosives: Grenades and explosives can be obtained from the rebels on request, though there seems little likelihood of there being a need for such items in the salvage operation. Rebel forces, both on the boat and on the island, will have some high explosives, and plenty of grenades, rifles, SMGs, and other arms.

Cutting Torches: An oxy-acetylene torch weighing 1 kg is available for cutting through wreckage or Drenslaar's hull. Time to accomplish this is discussed elsewhere in these rules. The torch can also be used to weld patches in order to effect repairs to relatively minor leaks aboard the wreck. The torch will double as a weapon at point blank range, causing 2D damage to its target. Acetylene and oxygen refills will be available from the fishing boat.

Motor Launches: Three motorized rubber rafts are carried aboard each fishing boat for use as shuttles between ship and shore. They have a speed of 25 meters per combat round, and can be handled by any character (even those without Small Watercraft skill). One raft can carry up to 400 kg of equipment and/or divers, and weighs 15 kg. The motor is powered by small fuel cells, and will run 7 hours before requiring a recharge.

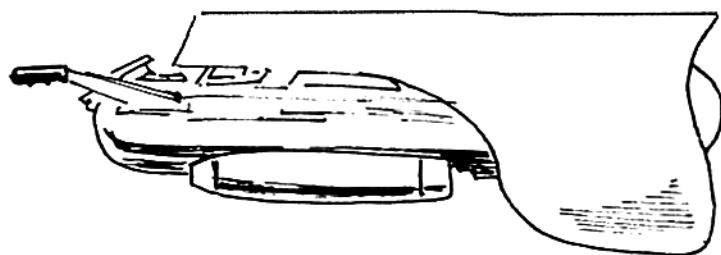
ASSEMBLY DIVING EQUIPMENT

If the divers encounter Assembly marine divers, they may be able to add to their own collection of gear. The following items of equipment will be carried by Assembly divers.

SCUBA Gear (Tech Level 9): Enemy wet suits and SCUBA rigs are similar in all respects to the adventurers' equipment. However, it is military issue, with distinctive coloration (black, as opposed to the colored wetsuits provided by the rebels), and wearing it might confuse Assembly forces on the surface, providing attackers from below with a short-term disguise.

Laser Rifles (Tech Level 10): Energy weapons are carried by Assembly elite forces (and an important reason for the Ildrissarians to try to pick up advanced weapons of their own). They are identical in all respects to laser weapons familiar to any Traveller adventurer — though when used underwater, there is a DM-1 to hit a target, and a hit results in 3D damage, rather than 5. The rifles are powered from a backpack which prevents the wearer from carrying more than 2 SCUBA air tanks (the pack is slung from the tank rig rather than from the diver himself).

Powered Tow Sled (Tech Level 9): Each Assembly diver will enter the scene driving a single-man, fuel cell-powered torpedo. If the adventurers find they must mount an attack against Assembly craft on the surface, these sleds may enable vacc-suited divers (pressurized to avoid an attack of the bends) to reach the surface, since they will not have negative buoyancy enough to swim themselves. These sleds might also be useful should it be necessary to launch an attack against enemy forces on Sijav Island. They can run for up to 5 hours before requiring a recharge (which can be obtained aboard the patrol boat which brings the Assembly divers).



Encounters

Five encounter tables are provided for five distinct ecological zones where the adventurers may run across native Yarthfahlan lifeforms during *The Drenslaar Quest*. The introductory paragraphs for each encounter table describes when rolls are made against each table, and how frequently.

Surface: The surface encounter table is used when one or more of the adventurers is on or near the surface, but a roll could be made if the characters were swimming underwater within 5 meters of the surface, or if they were on the surface in a small boat (such as the motorized rubber launches described elsewhere in this book). Each time one or more of the characters find themselves in such a position, the referee should roll 2D; on a roll of 7+, an animal encounter will occur. The referee should roll 1D and describe the result to the players. Normally, only one roll will be made for each separate time swimmers are at or near the surface. If swimmers or boaters are on the surface for a long period of time, a separate encounter roll of 2D, with an encounter occurring on a roll of 7+, can be made once every three hours. An encounter roll should not be made for swimmers who merely pass through surface waters on their way between the fishing boat and the bottom. It applies only to characters traversing the surface for a considerable distance and time — an adventurer making a two hour jaunt between Sijav Island and the fishing boat in a motor launch, for example.

All animals on this table are marine organisms, and have the special attribute of swimming. Number 5 is a triphibian; it can swim, walk on land, or fly through the air (albeit clumsily, for short distances only).

Encounter Table for

SURFACE

Die	Animal	Weight	Hits	Armor	Wounds and Weapons
1	3 Reducers	12000kg	45/25	cloth+1	20 claws & teeth A5 F4 S1
2	12 Grazers	800kg	20/12	none	19 teeth F0 A4 S1
3	1 Intermittant (spike digger)	30000kg	51/30	none	56 horns & teeth F7 A4 S1
4	15 Grazers	800kg	35/12	none	16 teeth F0 A4 S3
5	1 Gatherer (triphibian)	100kg	28/13	none	15 horns & teeth A7 F3 S2
6	6 Chasers (arrow slashers)	800kg	15/15	none	21 teeth & claws A0 F5 S3

Shallows: The shallows encounter table is used for encounters underwater in depths of up to 25 meters. The 25-meter depth line is shown on the crash site map. Each time an adventurer passes through the

5 to 25 meter depth, the referee should roll 2D to determine whether he has an encounter. On a result of 9+, the referee should roll 1D on the shallows encounter table, and describe the result. If the character remains in this depth range for a considerable period of time — if he must swim at this depth for 30 minutes or more, or if he must wait in this depth range to decompress, one encounter roll can be made every 15 minutes, with an encounter occurring on a result of 9+. All animals on this table have the special attribute of swimming.

Encounter Table for **SHALLOWS**

Die	Animal	Weight	Hits	Armor	Wounds and Weapons
1	1 Carrion Eater	12kg	8/ 6	none	8 teeth A6 F5 S1
2	20 Grazers	1kg	3/10	none	3 claws F4 A5 S2
3	10 Grazers	1600kg	42/10	none	25 teeth F5 A5 S4
4	5 Grazers	1600kg	42/10	none	19 teeth F5 A5 S4
5	1 Gatherer	200kg	25/12	reflec	16 claws & teeth A4 F8 S1
6	6 Chasers (arrow slashers)	800kg	15/15	none	21 teeth & claws A0 F5 S3

Depths: The depths encounter table is used for encounters deeper than 25 meters. As for shallows, the referee should roll 2D for a character or group of characters each time they pass through this depth level. An additional roll may be made every 15 minutes if the characters are working, swimming, or decompressing between 25 meters and the bottom for a considerable length of time (30 minutes or more). An encounter will occur on a 2D roll of 9+; if an encounter occurs, the referee should roll 2D on the table below, and describe the result. Animals on this table swim.

Encounter Table for **DEPTHS**

Die	Animal	Weight	Hits	Armor	Wounds and Weapons
2	4 Intimidators	3200kg	42/20	jack	28 thrasher A8 F5 S2
3	7 Eaters	100kg	20/ 8	none	17 claws & teeth A2 F7 S1
4	9 Intimidators	1600kg	42/20	jack	29 thrasher A8 F5 S2
5	1 Hunter	100kg	21/ 6	none	12 claws & teeth A1 F3 S2
6	20 Grazers	200kg	18/13	none	9 horns F4 A8 S2
7	5 Grazers	25kg	15/ 9	none	7 claws F5 A3 S2
8	12 Grazers	1600kg	25/12	none	26 teeth F5 A5 S4
9	6 Chasers (arrow slashers)	800kg	15/15	none	21 teeth & claws A0 F5 S3
10	Event — Strong and unexpected current. This water flow sweeps adventurers off course. Unless they are clinging to an anchored line (as when decompressing), 10x5 minutes will be added to the time required to get where they're going. As an alternate rule, each character must roll Strength or less to swim clear of the current, with one roll possible every 5 minutes.				
11	1 Killer (hydra)	24000kg	50/19	none	18 teeth A1 F4 S1
12	1 Siren	30000kg	71/26	none	24 as blade A0 F7 S1

Bottom: — The bottom encounter table is used whenever the adventurers are working on or near the bottom at any depth, including the area around the wreck. The referee should roll 2D once every 15 minutes; an encounter will occur on a roll of 9+. When an encounter occurs, the referee should roll 2D on the table below, and describe the result.

All animals on this table except the filters (6 and 8) can swim (the filters look like large, moss-covered rocks and grow on the bottom, never moving). The amphibian gatherer (12) can swim for short distances, though it generally remains on the bottom; it can also crawl on land.

Encounter Table for

BOTTOM

Die	Animal	Weight	Hits	Armor	Wounds and Weapons
2	13 Reducers	1kg	2/ 0	none	2 teeth A4 F7 S2
3	5 Eaters (gulpers)	100kg	20/ 8	none	17 teeth & claws A2 F7 S1
4	Event — Entangling Weed. One diver will be trapped; he must roll Dexterity or less to escape. Other divers may assist (making a roll against their own Dexterity each combat round to provide DM+1), but must make a roll of Dexterity or less themselves to avoid becoming entangled.				
5	9 Eaters (gulpers)	100kg	20/ 8	none	14 teeth & claws A2 F7 S1
6	1 Filter (mushroom rock)	100kg	22/10	none	8 claws A0 F0 S0
7	Intermittant	12kg	3/ 5	none	7 teeth F6 A7 S1
8	5 Filters (mushroom rocks)	100kg	22/10	none	8 claws A0 F0 S0
9	3D Chasers (arrow slashers — <i>S. parvus</i>)	6kg	5/ 6	none	16 claws & teeth A0 F6 S2
10	Event — Muddy Bottom. The bottom is composed of a heavy layer of mud, with visibility automatically reduced to 5 meters range. Any time the mud is physically disturbed (by a person, animal, or object), a thick cloud of mud reduces visibility to less than 1 meter for 10 minutes. Equipment or artifacts dropped onto muddy bottoms will become hopelessly lost.				
11	1 Pouncer (arrow slasher — <i>S. ferox</i>)	400kg	24/10	none	15 teeth A0 F0 S2
12	1 Gatherer (slither — amphibian)	100kg	12/10	none	13 claws & teeth A7 F4 S2

Beach: The following encounter table is used whenever characters find themselves on one of the islands (generally Sijav, near the cove). Since animal encounters tend to be much less frequent on land than in water, only two rolls are made each day — usually one in the daytime, and one at night. In either case, an encounter will occur on a roll of 8+. While most such encounters will be on the beach next to the water, the table also applies to the wooded areas and hills further inland.

The flying animals (2, 4, 6 and 7) correspond to large sea birds of earth; though they can get around on legs and will frequently first be

encountered on the ground, the air is their true element. The flying carrion eater (4) is quite clumsy and ungainly, and capable only of short flights, but the others fly quite well. The amphibian (3 and 5) is the same as the amphibian occasionally encountered near the sea bottom. It is a true amphibian with both lungs and gills; because its land area is restricted (the island is smaller than the ocean), it is more commonly found on land than in the water. All other animals on the table are strictly land-dwelling forms, and move on legs, or (in the case of the looper) by snake-like movements on belly muscles.

Encounter Table for

BEACH

Die	Animal	Weight	Hits	Armor	Wounds and Weapons
2	5 Flying Hijackers	3kg	3/ 2	none	3 teeth A3 F8 S1
3	1 Gatherer (slither — amphibian)	100kg	12/10	none	13 claws & teeth A7 F4 S2
4	4 Flying Eaters	12kg	8/ 6	none	10 claws & teeth A7 F7 S1
5	1 Gatherer (slither — amphibian)	100kg	12/10	none	13 claws & teeth A7 F4 S2
6	1 Flying Grazer	6kg	3/ 9	none	4 teeth +1 F4 A5 S2
7	25 Flying Grazers	1kg	4/10	none	7 horns & teeth F0 A7 S4
8	1 Grazer	800kg	35/15	jack	21 horns & teeth F4 A4 S3
9	1 Chaser (looper)	200kg	20/12	none	15 claws & teeth A0 F8 S4
10	Event — Cloud of tiny, stinging insects. This menace descends on characters ashore. Bites and stings accumulate to cause 1D damage every combat round. There is no defense other than diving into water or taking shelter inside a ship or other enclosed vehicle. Weapons are useless, but characters can escape the 1D damage by rolling Dexterity or less — representing their movements to kill or outrun the attackers. The cloud will remain in the area 1D minutes, then depart.				
11	1 Chaser (giant looper)	1600kg	42/15	none	36 thrasher A0 F8 S2
12	3 Chasers (loopers)	100kg	15/ 8	none	12 claws & teeth A0 F8 S4

YARHFAHLAN ANIMAL LIFE

The following descriptions give additional details for several of the life forms presented in the various encounter tables. Each life form is given the common name assigned to it by off-worlders (generally an English equivalent for the native name), its native name, (in Raht, the dominant Yarfahlan tongue), and the scientific classification for genus and species (in Latin). The descriptions and illustrations of these animals will help the referee bring these creatures to life for the players.

Spiked Drifter (Yashad Ai) — Monscornutis gigans

Though this ichthyoid is related to the dominant free-swimming life forms found in Yarfahl's oceans, drifters do little active swimming, but, as their common name implies, float with wind and current. The anterior

tentacles characteristic of many Yarfahlan marine forms have grown long — 20 meters or more in the largest (up to 30,000 kg) adults. These become entangled in sea weed and other marine plants as they trail along, supplementing the animals' usual diet of free-floating marine pseudocrustaceans and animalcules. Drifters are not normally dangerous, but the rows of razor-edges spines along the creature's waterlines — a defense against arrow slashers and other predators — can be dangerous to swimmers who encounter them either by blundering into them, or by being blundered into by the drifter's ponderous motions. Drifters are sometimes found beached, especially after a storm, when they are butchered by native fisherfolk who consider them to be surprise bounties provided by the sea.

Arrow Slasher (Daka Kang) — *Sagittaspiculum horribilis*
(Also *S. ferox*, *S. rufus*, *S. parvus*, and other species.)

Many species of arrow slasher inhabited Yarfahl's seas, and they are widely considered the most dangerous of the planet's marine life forms; they are the most frequently encountered pelagic carnivore. All are characterized by the broad, flat, triangular head with an anterior-ventral gaping mouth lined with blade-edged teeth. All have anterior feeding tentacles, many lined with barbed spines which help grasp wriggling prey. The smallest (*S. parvus*) is a bottom dweller which rarely weighs more than 5 or 6 kg. A larger bottom dweller (*S. ferox*) called the rock pouncer (for its habit of springing out of crevasses or caves in a sudden rush upon its prey) can weigh up to 400 kg. The largest and most dangerous are the sea slashers or dakas of the open ocean (*S. horribilis*, *S. rufus*) which can weigh 800 kg and grow to be over 5 meters long. These are generally encountered in groups of 3 or 4, but may group into hunting packs of as many as 10-12. They circle their prey warily, peeling off one at a time to make darting, slashing attacks, as much to dismember and cripple as to win mouthfuls of food.



Slashers have one weak spot — the roof of the mouth where the skull is quite thin. A harpoon, gunshot, even a knife driven into this area will cause an immediate 7D points of damage — enough, generally, to incapacitate, or even kill the animal outright. To strike at this weak point, however, a character must be able to reach into the slasher's mouth, and will generally already be grasped by the slasher's barbed anterior tentacles. His strike must be successful (a roll of 10+ or better, with positive DMs for skill levels with the weapon) on the first attempt, for he will rarely get a second chance.



Gulper (Sh'kaf) — *Yarhfahlvorarus multicorniculum*

Gulpers are related to the slashers described above, but are characterized by narrower heads, more and heavier anterior tentacles, and a pronounced tendency towards devouring anything organic, living or dead, which makes slashers look positively fastidious in their eating habits. Like the slashers, gulpers have razor-sharp teeth lining their jaws, and barbed claws or hooks along the tentacles. One tooth is elongated, a saber-sharp tusk dividing the mouth in two, used to slice large prey into manageable chunks for easy swallowing. Gulpers are encountered in small groups of 4 to 5, sometimes in open water below 25 meters, sometimes lurking among rocks or weeds on the bottom. Gulpers are garbage eaters, naturally, and are often attracted to an area by organic trash thrown overboard from fishing vessels.

Mushroom Rocks (Fahla'arish) — *Saxomarimum* sp.

Though they appear to be moss and weed-covered rocks when seen from above, mushroom rocks are sessile animals which grow from spores that, drifting with ocean currents, lodge in mud. Their adult form is a round, mossy mass perhaps 2 meters across, anchored to the bottom by a

stem less than a meter wide and less than a half meter long. They are filter feeders, continually drawing water into their bodies through grooved orifices on the top surface. These orifices are lined with inward pointing barbs designed to trap the occasional large swimming animal which gets drawn in; these are digested as readily as the plankton and microanimalcules which make up the mushroom rock's normal diet. These orifices, often camouflaged by moss or weed, are sometimes difficult to see; humans swimming over, or working around, mushroom rocks have sometimes put their hands or feet accidentally into an orifice, receiving nasty (and frequently infected) scratches. Another danger occasionally presented by these organisms is the cover they provide for rock pouncers (*Sagittaspiculum ferox*) which sometimes develop an almost symbiotic relationship with mushroom rocks — especially where a number of mushroom rocks are found together. The rocks provide cover; the wrinkled and moss grown dorsal surfaces of large pouncers closely resemble sessile mushroom rocks — and the mushroom rocks filter the water for scraps from a pouncer's rather messy meals. If more than one mushroom rock is encountered on an animal encounter roll, a rock pouncer will also be present on a 2D roll of 8+. Whether characters are injured by sticking careless limbs into a mushroom rock depends on the situation — whether the characters know about the animal; whether they are hiding behind it, working or standing on it, or simply passing by; and other factors up to the referee. Wounds received in this way are not serious, but may become infected (character will begin losing 1D points per day to a maximum of 4D points, until he is treated at a hospital or other medical facility, or by a Medic-2 or better with access to a medical facility) on a 2D roll of 9+. An encounter with a pouncer is, of course, handled separately by the referee.

Slither (H'shliff) — *Yarhfahlsalamandra amphibius*

This four-legged, broad-tailed, moist-skinned animal is generally harmless and reclusive. It is a true biphibian, possessing both gills and lungs, and may be found both along the ocean bottom or on beaches or



shoreline rocks on land. It is solitary, feeding on seaweed, various marine and land plants, and occasional animals found trapped in pools or along the shore. If cornered or threatened, however, it will fight back; on land it rears up on its hind legs, striking with wickedly clawed forelegs, and snapping with powerful jaws. Although there are exceptions, slithers seem to spend most of the planet's daylight hours underwater near the bottom, coming ashore in the cool and dark of the evening.

Looper (Yafalasht) — Yarahfahlserpens unguicorniculum niger
(Also giant looper, Y. unguicorniculum gigans)

Two sub-species of looper are common on islands and tropical coastlands in the part of Yarahfahl near the crash site — the black looper (niger) and the giant looper (gigans). Black loopers grow to weigh up to 200 kg and may reach 4 meters in length; giant loopers have been found weighing over 1600 kg, and surpassing 20 meters. In spite of their size, loopers can move with surprising speed; they are snakelike, without legs, moving by rolling loops of their body across the ground in a continuous sideways series of movements. Giant loopers are solitary; never is more than one found in a given area except during their infrequent mating seasons. Black loopers are more gregarious, and often hunt in packs of 3 or 4 animals. Though solitary, giant loopers are still classified as chasers (which normally attack only when they outnumber their prey) for they relentlessly pursue their chosen prey — across kilometers if necessary — until the prey tires and weakens. Both species of looper have anterior barbed tentacles (they are, in fact, closely related to water-breathing life forms like the slashers) which grab the prey. They also have been known to hold the prey in constricting coils, or (in the case of the giant loopers) to use their bodies to crush the intended victim. Loopers can swim, and are — rarely — encountered at sea, but always on the surface. They have been known to pursue humans fleeing in boats, and more than one fishing vessel has been crushed in the coils of a 1600 kg giant looper, attacking sea-serpent style. Much more often, however, they are found on land, often among boulders or other rough terrain. A giant looper is nearly always found in the vicinity of the horned grazer known as Gathas by Yarahfahlan natives — a favorite prey.

Loopers have the reputation of being the most relentless, and the most dangerous, of all Yarahfahl's land animals. "Yash fahl yafalasht!" ("Persistent as a looper!") is a proverbial expression among Yarahfahlan fisherfolk.



Pertinent Information

The material presented here is intended to summarize the most important information on conditions which will affect the adventure with regard to the rules for undersea activities presented in *The Undersea Environment*.

Pressure: Surface pressure on Yarhfahl is THIN.

Gravity: The surface gravity of Yarhfahl is 0.75G.

Use the following table, rather than the standard table in *The Undersea Environment*, for activities on Yarhfahl. Gravity and pressure have already been figured to Yarhfahlan norms in this data.

PRESSURE/DEPTH TABLE
for Yarhfahl

Depth Meters (feet)	Pressure atm	Depth Meters (feet)	Pressure atm
0 (0)	.50	30 (99)	2.75
4 (13)	.80	33 (110)	3.00
7 (23)	1.0	37 (122)	3.30
8 (26)	1.10	40 (132)	3.50
12 (40)	1.40	44 (145)	3.80
13 (43)	1.50	48 (160)	4.00
16 (53)	1.70	53 (175)	4.50
20 (66)	2.00	56 (185)	4.70
24 (79)	2.30	60 (198)	5.00
27 (89)	2.50	64 (211)	5.30
29 (96)	2.70	67 (221)	5.50

Depth of wreck: 29 meters (96 feet); pressure at this depth is 2.70 atmospheres (use 3.0 atm columns for decompression tables).

Tank duration: While operating at the level of the wreck, tanks rated at 5 hours will be good for 111 minutes of air.

Nitrogen Narcosis: At 2.7 atmospheres, nitrogen narcosis is not a problem for the adventurers.

Visibility: Visibility around the wreck is generally good; 60-80 meters sighting permitted.

Water Temperature: 20°C. Any sort of protective suit gives protection enough to prevent any endurance loss from cold water.

Other rules from *The Undersea Environment* hold true, as always.

Wrapping Up the Adventure

As always, the exact course this Traveller adventure follows will depend heavily on the referee, and upon the decisions and actions of the players. Technically, the adventure ends when the player characters have recovered as many weapons and supply crates from the sunken wreck as possible.

An exciting and fast-paced adventure, however, will demand a few complications.

As suggested elsewhere in this rules booklet, one or more Assembly-crewed patrol boats may show up; with one or both of the fishing vessels topside out of the action, the player characters underwater will be forced to improvise some sort of attack — or find themselves faced with a long swim to shore.

Other complications are suggested below. The referee is not required to pursue all, or any, of these possibilities, but they may provide additional ideas for extending the length and complexity of *The Drenslaar Quest*, or they may suggest ways in which *The Drenslaar Quest* can be turned into an on-going campaign — a series of Traveller adventures which will take the players to Ildrissar, and beyond.

SIJAV CAPTURED

At some point during the salvage operation — and especially if the fishing boats are captured — Assembly marines arrive at Sijav and capture the Ildrissarian rebels, their grounded freighter, and all of the supplies thus far recovered. They also, just incidentally, now control the decompression chamber which the divers will need at the conclusion of the operation.

The Assembly marines may inform the divers of their victory, suggesting that cooperation with Assembly forces is the best way of securing a place inside the decompression chamber. Or, possibly, one of the Ildrissarians on a fishing boat may be able to get word of what has happened to the player characters, or they will learn of the takeover when they manage to recapture their boats. With daring and the use of surprise, the player characters may manage to stage a counter-strike against the Assembly forces on Sijav. The strength of these forces should be determined by the referee and will depend on the firepower the players are able to assemble, but will probably not be more than a platoon or two of Marines armed with lasers, automatic weapons, and perhaps a heavy machine gun or two. The Assembly is known to be employing Aslan mercenaries, and the appearance of a small combat unit of these renowned warriors will add a touch of color — not to mention dread — to subsequent operations.

Any plan to attack the island will no doubt raise the question of using high-tech weapons salvaged from **Drenslaar**. At the referee's discretion, the characters can arm themselves with these weapons, but the choice of weapon types (obviously sharply limited by what the party happens to have readily available) is up to the referee alone. The following weapons and equipment may be found and used. All are drawn from, and described in, Book 4, **Mercenary**, from GDW.

HIGH TECH WEAPONS FOUND ABOARD DRENSLAAR

1. PGMP 13 (requires battledress* for use)
2. PGMP 14
3. FGMP 14 (requires battledress* for use)
4. FGMP 15
5. Laser rifles, carbines, and pistols — TL13
6. 4 mm gauss rifle — TL12
7. 4 cm RAM rifle grenades — TL13
8. Battledress* — TL13
9. Rapid pulse plasma gun†, vehicle mounted — TL14 (14 RP-A)

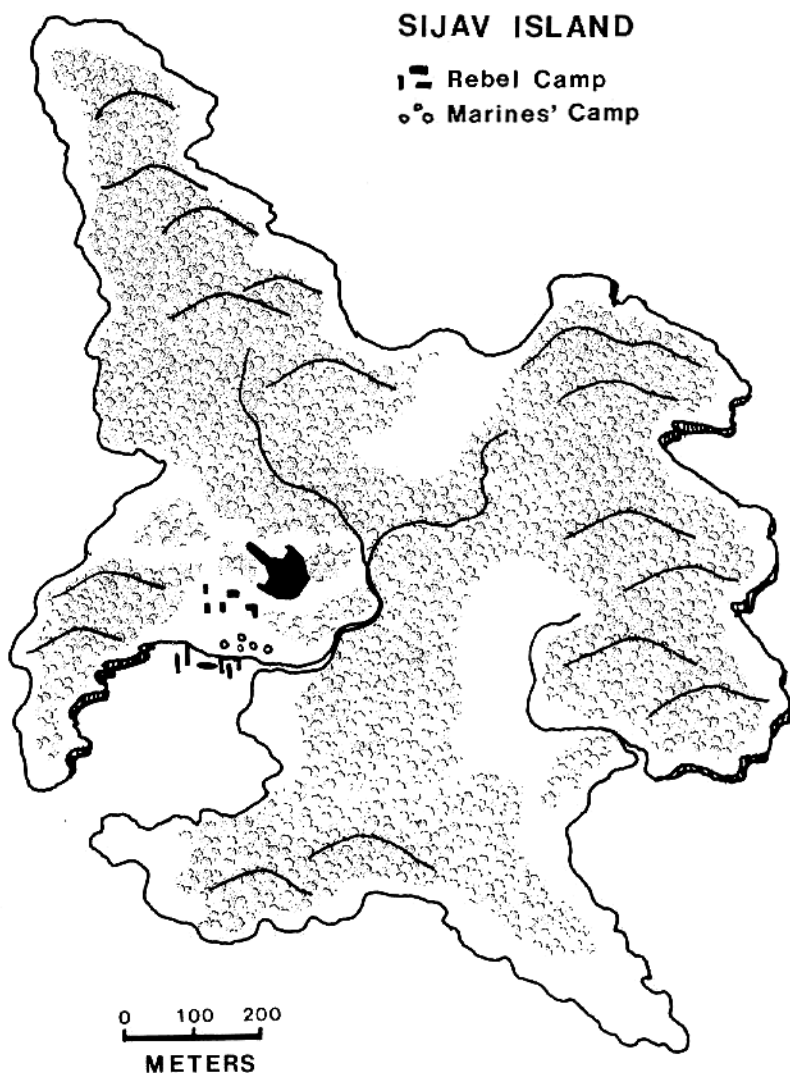
* Battledress can be worn and used by any character with Vacc Suit skill. Characters who do not have Battledress skill, described in **Traveller Book 4, Mercenary**, but who do have Vacc Suit skill, can fire weapons requiring battledress, but at the risk of suffering injury or death. This danger is treated fully in **Traveller Book 4, Mercenary**, under the description for Battledress skill.

+ A number of vehicle-mounted plasma guns are being shipped to Ildrissar for incorporation into rebel armored fighting vehicles. One such crated gun may be discovered by the player characters and mounted with jury-rigged supports aboard either a fishing boat or a captured patrol boat. It weighs 500 kg and has a rate of fire of 5. Complete information on the weapon is given in **Traveller Book 4, Mercenary**, under Field Artillery.

It requires a power source which will be found in a crate stored nearby, clearly marked. Normally Heavy Weapons Skill (described in **Mercenary**) is required to assemble and operate such weapons; any character with skill with any type of energy weapon will be able to puzzle out enough of the manuals included with the weapon to operate it at a skill level of 0. The referee may impose restrictions and negative modifications on the firer's ability to handle the weapon, but for a few shots at relatively close range, this should be sufficient.

A map of Sijav is provided to allow the players to determine their strategies of approach and attack. The Assembly forces will have been landed by one or military shuttles which have since returned to the fleet. The marines will have set up an encampment, consisting of a number of plastic bubble shelters, on the beach between the rebel encampment and the dock facilities. Almost any approach the players make will achieve surprise (unless they manage some colossal blunder in the process) since the marine forces are not expecting any real opposition.

Halik, who will be at the rebel encampment on Sijav, may well increase the bonus payment to the adventurers daring enough to rescue him and his men held prisoner by Assembly marines and mercenaries — at the referee's option.



ESCAPING TO ILDRISSAR

The player characters will be given little choice of a destination after their mission is complete. They will have to decompress for about twice the length of time they spent under water, and while they can

decompress wearing vacc suits, the process will be considerably more comfortable — and enduring — using the decompression chamber aboard the rebel freighter. This, of necessity, requires the player characters to board the freighter and take their chances with the Assembly blockade.

The rebels have obtained code clearances which should enable the freighter to slip past the Assembly forces orbiting Yarfahl. This can be taken for granted if the referee wishes to end the adventure with the successful recovery of **Drenslaar's** cargo. To continue the adventure, however, he may wish to allow the players to role-play the escape from Yarfahl, including — possibly — pursuit by a number of enemy space ships. In this case, player characters with applicable skills such as piloting or gunnery may be able to take a hand in the action, and the referee may nudge the players in this direction by having crucial rebel crew members killed or wounded before or during the escape. Once the freighter is able to enter jump space, she will, of course, be safe from her pursuers.

The Assembly will not have entered the Ildrissarian system as yet, and ships which meet the freighter at the other end of its jump will be rebels and friendly.

Naturally, the players may find themselves caught up in the rebellion on Ildrissar; they can avoid the coming clash entirely, of course, by boarding an out-bound ship (decompression chamber and all!) almost as soon as they set foot on the world. A grateful rebel government will no doubt foot the bill for shipping a ten-ton decompression chamber to another world. If the players choose to stay, however, they will find the Assembly fleet dropping in on the rebel planet within a day or two of the end of their decompression time. A number of adventures pitting the rebels and their **Traveller** allies against the Assembly troops on Ildrissar itself suggest themselves, and offer material for many hours of exciting **Traveller** action.

PRISONERS OF THE ASSEMBLY

A more depressing outcome of **The Drenslaar Quest** would find the adventurers prisoners of the Assembly forces on Yarfahl. Their captors will, of course, wish to question them carefully about what they know of the Ildrissarian rebels (a routine made quite simple by the prisoners' dependence on the decompression chamber which their captors also picked up along the way).

An exciting (if dangerous) adventure could be created revolving around the adventurers' attempts to escape their interrogators — ending, perhaps, with a flight to Ildrissar and at least temporary freedom with the rebels.

Other possibilities will be suggested to the referee and the players during the course of **The Drenslaar Quest**. Development of subsequent plots and actions are, of course, up to them!

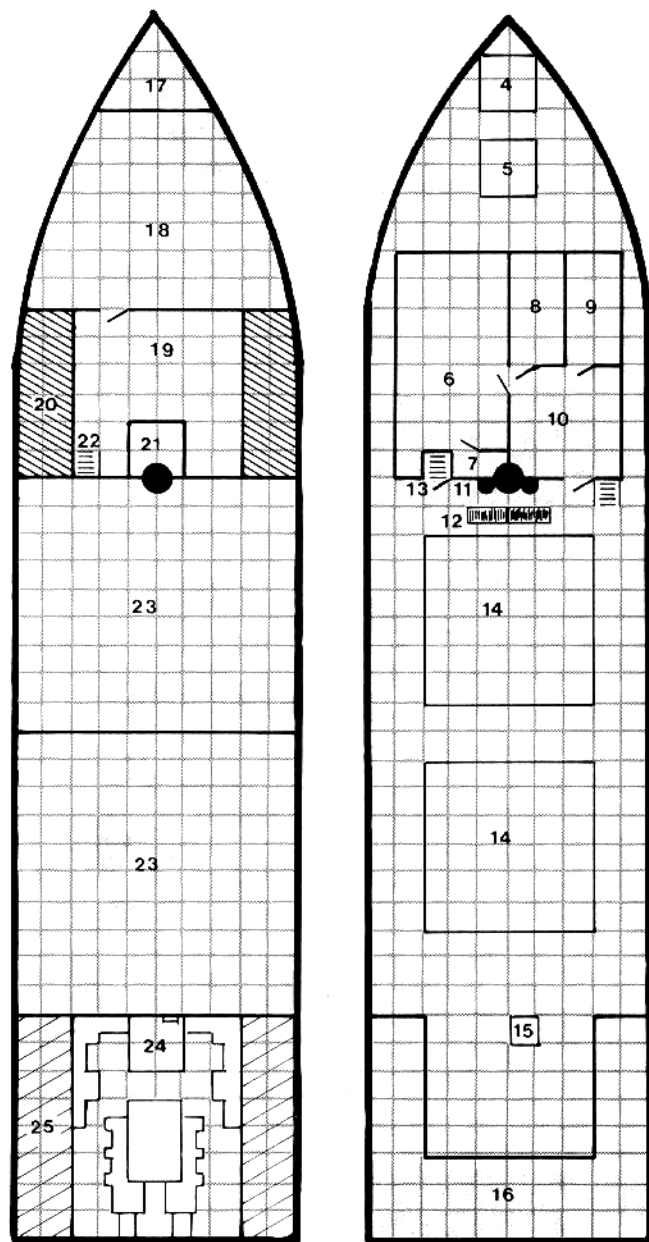
Adventure awaits on the watery world of Yarfahl, as players join the race to salvage a valuable cargo from the *Drenslaar*, a sunken star freighter. But will they elude detection by hostile forces long enough to complete their task?

The Drenslaar Quest is a complete adventure for **Traveller**®. This scenario makes use of rules and information presented in **The Undersea Environment**, a **Traveller**® supplement also by Gamelords, Ltd., and **Traveller Book 4, Mercenary**; use of these supplements is recommended, but not required.

Gamelords, Ltd.

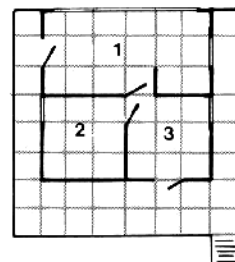
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Yarhfahlan Fishing Boat

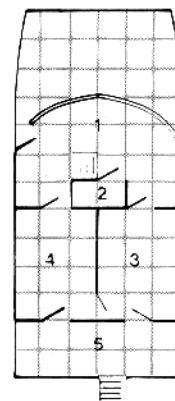


Lower Deck

Main Deck

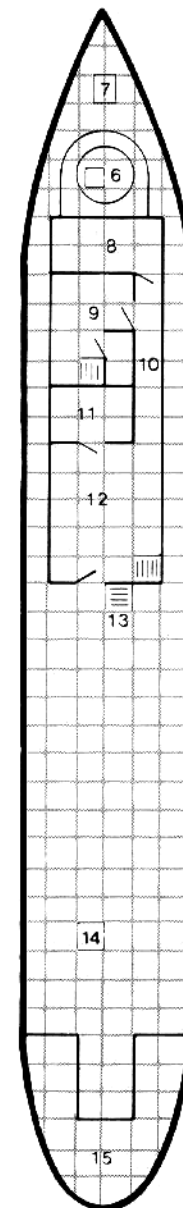


Pilothouse

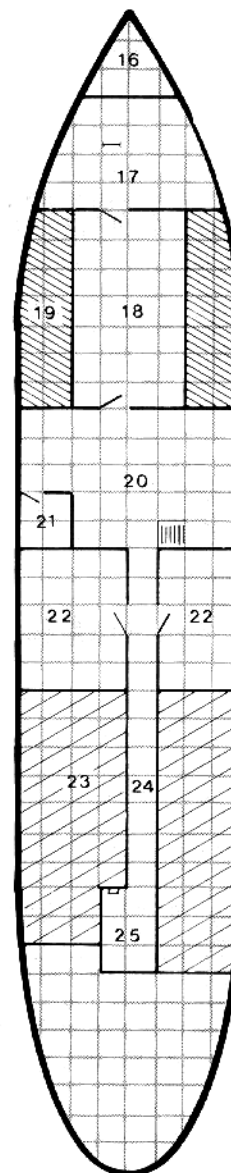


Pilothouse

Yarhfahlan Patrol Boat



Main Deck

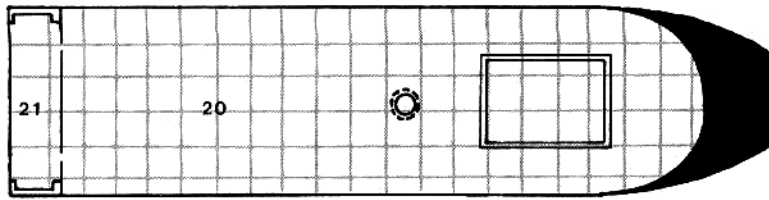


Lower Deck

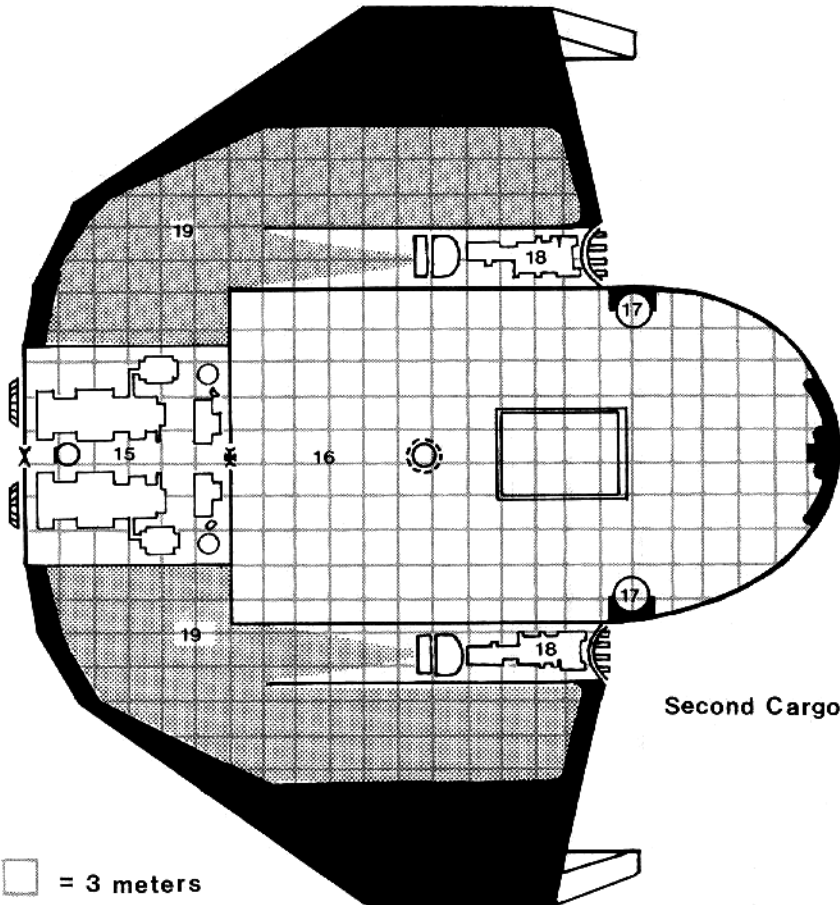
□ = 1.5 meters

Dakaar Class Freighter

Drenslaar

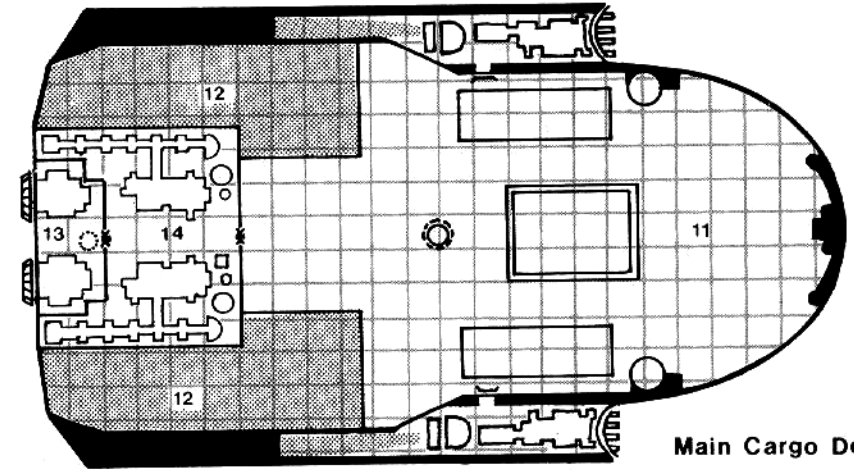


Third Cargo Deck

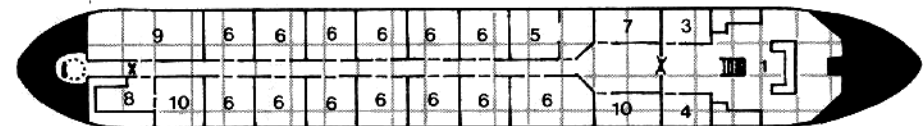


Second Cargo Deck

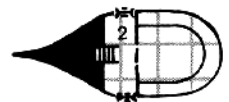
□ = 3 meters

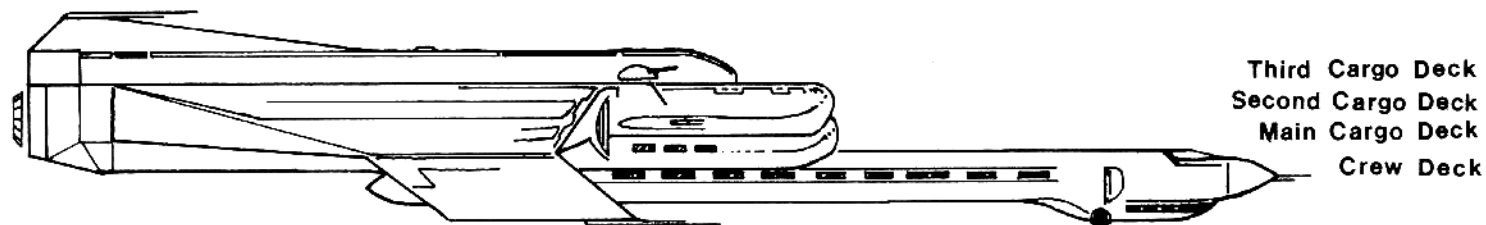


Main Cargo Deck

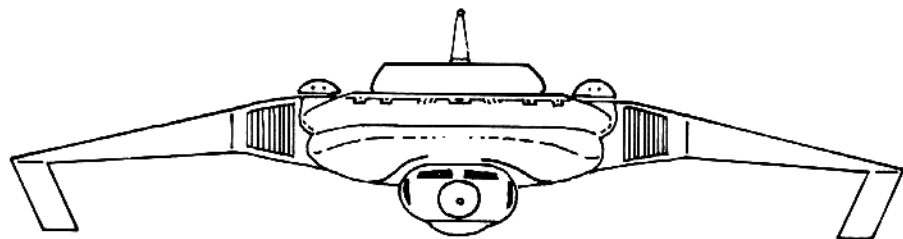


Crew Deck





Dakar Class Freighter Exterior Views



0 3 6 meters