

GURPS® *Traveller*®

FLARE STAR



AN e23
ADVENTURE
FOR GURPS®
TRAVELLER®
FROM
STEVE
JACKSON
GAMES
FOR 3 TO 6
PLAYERS

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This campaign is made up of four adventures. It is designed for characters with a variety of backgrounds serving aboard a Trade Pioneer merchant ship. The GM may draw characters

from any source, including existing campaigns; it is recommended that several members of the team have Mechanic and Vacc Suit skills. It is also urged that characters have some skill in ground combat. Two scientist NPCs are also required for play of this campaign. Character generation information may be found in *GURPS Traveller*.

The merchant ship is the *Empress Marava*-class far trader *Scotian Huntress*. Details of her statistics and performance can be found on p. GT135, while deck plans can be found in *GURPS Traveller Far Trader* (pp. 110-111). Other *GURPS Traveller* books and supplements may be incorporated as desired.

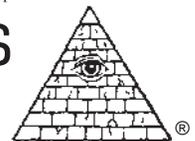
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Part 1: The Derelict

BACKGROUND

Undeveloped sectors along the edge of the Imperium – sectors like Reaver’s Deep – are the hunting grounds of the Trade Pioneers. *Scotian Huntress* is one of these, an *Empress Marava*-class far trader owned by the mercantile firm of Caledon Ventures. Manned by an experienced trade team, the ship has been probing along the rim of the Great Rift, searching out new markets, resources, and products that might put Caledon ahead of the competition.

Unexplored star systems always promise untold wealth. But the system the traders are currently exploring – shriveled chunks of rock and ice circling twin M5 dwarfs – has shown the other side of the balance sheet. There is nothing of value here.

Until they detect the Other . . .

The alien craft is unlike any seen before – huge, with enormous heat radiator wings, falling in an eccentric orbit around the red suns. Aboard the *Huntress*, excitement runs high. Newly discovered races mean whole new worlds of trade opportunity, and a fat bonus from Caledon. In moments, the traders have matched course and speed with the newcomer. But, as they approach, they realize that there is no sign of life from the alien craft and only the faintest traces of power leakage or heat spill. Their prize is a dead ship.

PAGE REFERENCES

Rules and statistics in this article are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*, CII to *GURPS Compendium II*, and GT to *GURPS Traveller*. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

But even a derelict must come from someplace. The Trade Pioneer’s contact team suits up to have a closer look. An air lock is visible at the bow. Within might be the clues that will lead them to a new world, new people, and bonanza.

GAINING ENTRANCE

A three-yard-wide panel at the derelict’s bow is the only obvious entrance. No controls are visible, but a recessed niche two inches square will invite investigation. Nothing the adventurers do to this niche will have any effect. Team members who carefully examine the hull around the panel can, on a successful IQ roll, discover a hidden manual release.

Operating the release will make the panel slide open very slowly. The outer door will close and the inner door open automatically once the adventurers enter the air lock. The inner door will operate in fits and jerks, freezing open, and a faint blue light on one bulkhead will flicker twice and die. The party will find that nothing they do, and nothing attempted by those still aboard *Huntress*, will make the air lock operate again. They are trapped, although there seems to be no immediate danger.

CONDITIONS ABOARD

There is no gravity or light and, except for the battery that spent its last power working the air lock, there are no operating power systems aboard. There is atmosphere, but the interior temperature is -240° F.

There are bodies floating everywhere, well preserved in the cold and all showing signs of violent death. They are of no species known to the adventurers. Each is three feet tall, with a tubular body, two stalked eyes, four grasping appendages and four heavier legs. None wears clothes; some carry lengths of metal tubing, broken equipment, or other improvised weapons.