

The Legend of the Sky Raiders

An Adventure For Traveller by

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*Dedication: To Indiana Jones, who would
feel right at home here.*



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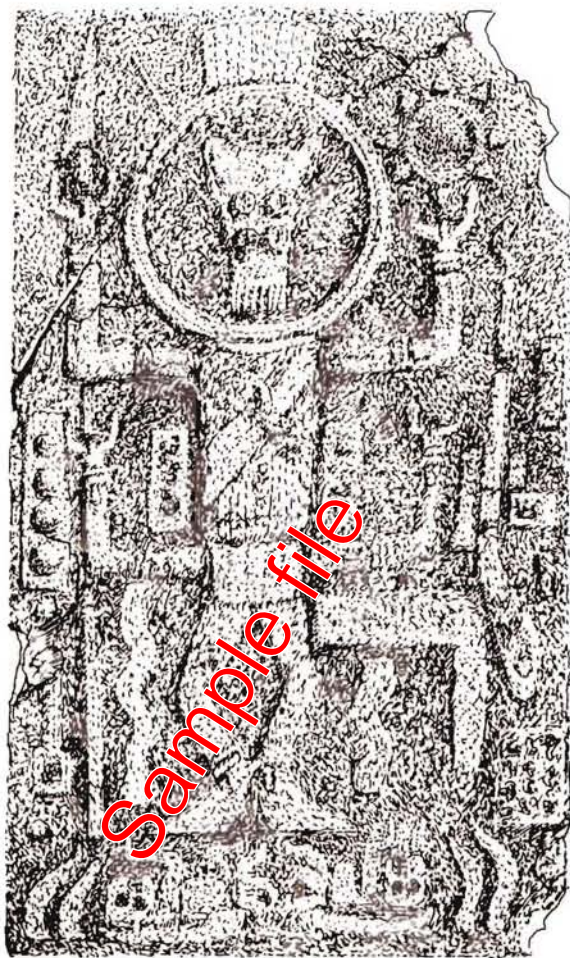
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“ Traditional archeological opinion insists that the Gogs of Mirayn have never enjoyed a tech level of more than two or three in all their history. If this is so, what is the meaning behind this bas-relief discovered in the hills behind Val Preszar ? What is that enigmatic starship-shape rising above the figure’s upper right hand ? Why the sun symbol at the upper right, when the inhabitants of Mirayn’s swamps and bogs never see the sun ? And . . . could that possibly be an auto rifle of some kind, at the extreme right ?

. . .the figure is clothed in some kind of coverall garment - a spacesuit ? and is wearing what can only be a space helmet, complete with antennae. He is shown trampling fallen enemies under his modern-looking space boots, when everyone knows that the Gogs of Mirayn today are peaceful and shy . . .”

Exerpt from *Hoard of the Sky Raiders*, Jothan Massadi
Alzenei Press, 1104

Introduction

This booklet, entitled *Legend of the Sky Raiders*, is a comprehensive adventure designed for use with GDW's TRAVELLER. Set in the Jungleblut subsector of the Far Frontiers sector, it revolves around an archeological expedition searching for a lost civilization.

It is assumed that this adventure will be administered by a referee who has read through this adventure who is familiar both with it and with the rules for TRAVELLER. This situation calls for the basic TRAVELLER booklets (books 1, 2, and 3), plus Supplement 4, *Citizens of the Imperium*.

**Requires only
Basic Traveller
and Supplement 4**

No additional supplements, books, or other information are required. As usual, paper, pencils, six-sided dice, and square-grid paper will prove helpful during the course of this adventure.

Although not required in order to play this adventure, certain other TRAVELLER materials may enhance the enjoyment of the situation. Book 4, *Mercenary*, Book 5, *High Guard*, Supplement 1, *1001 Characters*, and Supplement 2, *Animal Encounters* can all be used in conjunction with *Legend of the Sky Raiders*. Of course, other TRAVELLER booklets, games, and supplements may prove useful as well.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure.

Dates: All dates herein correspond to the Imperial calendar. The initial date for this situation is 345-1107; 345 is the current day (the 345th day of the standard 365-day year) while 1107 is the current year of the Imperium. Once the adventure begins, time should flow normally. If necessary, change the date to correspond to a local situation.

Date: 345-1107

Place: This adventure takes place on Mirayn (0504 D988737-7) in the Jungleblut subsector of the Far Frontiers sector. Mirayn is a large planet, some 15,000 kilometers in diameter, with a dense atmosphere and, in most areas, a hot, humid climate. The planet has a reputation as a treasure trove world, an archeologist's paradise, with relics of a past civilization common amid the marshes and jungles of the Outback. Belief in these stories has been fostered recently by the appearance of a popular book, *Hoard of the Sky Raiders*, written by one Professor Jothan Messandi, which identifies Mirayn as the site of a legendary race of star-faring raiders said to have been responsible for plundering several worlds in the region several thousand years ago.

**Place: Mirayn
Jungleblut Subsector
Far Frontiers Sector
Beyond the Imperium**

USING THIS ADVENTURE

The referee may use this adventure as an independent game situation with pre-generated characters (as written), or it may be used with existing characters from an existing campaign. Changes necessary for an on-going campaign should be obvious.

REFeree's CHECKLIST

1. Assign characters.
2. Allow equipment purchase.
3. State situation.
4. Guide characters through situation based on their actions.

Referee's Checklist: The steps shown in the referee's checklist should guide the referee through elements of administering this adventure. Characters are covered next in this section, then equipment. The basic

situation is presented beginning on page 9, with further material contained in the remainder of the adventure.

CHARACTERS

This adventure is intended for a band of adventurers numbering at least two and no more than eight. A group of pre-generated characters is supplied below, although the referee may allow other individuals instead.

1. Ex-Marine Captain 67C889 Age 30 4 terms Cr 1000
Cutlass-1, Revolver-2, Tactics-1, Brawling-2, Leader-2 Cutlass
2. Retired Navy Starman 9967A Age 46 7 terms Cr2000
Admin-2, Rifle-2, Computers-1, Medical-1, Ship's Boat-1 Rifle
3. Ex-Army Lieutenant 7A587A Age 26 2 terms Cr1500
Air/Raft-2, Rifle-1, SMG-1, Electronics-1 Rifle
4. Ex-Merchant Third Officer 687A96 Age 26 2 terms Cr3000
Streetwise-2, SMG-1, Navigation-1
5. Ex-Scout 589A46 Age 30 3 terms Cr1000
Carbine-2, Pilot-1, Jack-o-T-1, Mechanical-1 Carbine
6. Ex-Navy Ensign 8597BA Age 22 1 term Cr1000
Carbine-1, Forward Observer-1, Pilot-1
7. Ex-Rogue A89982 Age 30 3 terms Cr0
Streetwise-2, Bribery-2, Brawling-1, Rifle-0 Rifle, Blade
8. Retired Hunter 896786 Age 42 6 terms Cr4000
Hunting-3, Rifle-3, Leader-1, Medical-1 Rifle

A skill of 0 with a gun (for example, Rifle-0) shows the preferred or best weapon for an individual otherwise without weapon skill.