

CASINO GALACTICA

A complete adventure setting outlining an entire luxury resort complex with hotel, casino, entertainment facilities, shops, and sports related facilities on the grounds. Descriptions of non-player characters fill out the Casino Galactica complex as these account for the notable members of the resort staff and even notable guests currently at the resort.

Several scenario outlines are provided to assist the StarMaster in generating adventures within this setting. These adventures are appropriate for players of virtually all professions and races in the Space Opera universe.

CASINO GALACTICA is not a game but a playing aid for use with the SPACE OPERA game system. SPACE OPERA is necessary for proper use of this adventure setting product.

Sample file

CASINO GALACTICA

Written by STEVEN B. TODD of Gnome Mountain Workshops
Illustrated by STEVEN S. CROMPTON

Sample file

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Steven B. Todd is in the process of forming a new publishing company called Gnome Mountain Workshops for the purpose of publishing Space Opera support material under license. Casino Galactica is an example of the kind of product he hopes to make available to the Space Opera player.

While in the process of approving this adventure pack for use with Space Opera we commented to Steve that we wished he had submitted Casino Galactica for our own publishing. I believe that the idea of having us publish one of his adventures to make the public aware of his style prompted Steve to change the nature of this submission to allow us to publish it. Watch for other products by Steve from his own Gnome Mountain Workshops in the future.



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1. INTRODUCTION

CASINO GALACTICA is a luxury resort hotel on Arcturus VI (see Star Sector Atlas 1), although the StarMaster should feel free to locate it as he desires, as long as local customs and law levels are not violated.

This campaign pack is designed not so much as an adventure per se, but as an adventure background. Within is provided enough information to spawn a host of exciting enterprises and adventures.

The descriptions herein are necessarily vague in many areas. This is to allow easy tailoring to individual campaigns. Only a few of the more important personalities are treated in any detail, though many more are supplied with characteristics and skills. The SM should feel free to assign personalities and backgrounds to these individuals as he sees fit.

A final note: While it is possible to role play any professional type or race at Casino Galactica, we have found that it lends itself best to spy/police or carousing type adventures. Bloody shoot-outs should be avoided as a commonplace occurrence. Remember that while the carrying of guns is permitted on Arcturus, the use of one to harm another person is punishable by death.

2. BACKGROUND

Casino Galactica was built only a half-dozen years ago by an off-worlder named Cosmo Filroy, who had a lot of money and off-world financial backing. Soon, the fledgling outpost of entertainment in the mountainous outback of Arcturus was the most popular on the planet.

It is a large operation, only one of many businesses controlled by Filco Enterprises. Filroy has taken personal charge of this, his most favored enterprise, and has placed hand-picked men at the key posts. They too are off-worlders, recruited personally by Filroy for the positions they occupy.

The resort complex (called collectively, Casino Galactica), consists of a casino, hotel, exclusive shopping mall, restaurants, show rooms, theatre, swimming pool, and other recreational facilities. These include a traditional Terran golf course and another more 'alien' built on the edge of a deep chasm. There is a ski lodge, target ranges, and an entire mountain valley for hunting and hiking. All the land for ten kilometers in each direction is owned by Filroy, and he has made sure that the Casino maintains its isolated mystique.

The resort is easily reached from the city of Tehorane (Star Sector Atlas A) five hundred kilometers to the south, on the coast. Access to the planet is by Trans-Galactic Starlines or the Vega Line (see Star Sector Atlas 1), though Filroy's own StarLine, Filco Spaceways, has routes opening up between major planets and Arcturus (detailed later in this booklet). The route from Tehorane to the casino is covered by shuttle (Filco again) or private bus; or one can drive by rented vehicle.

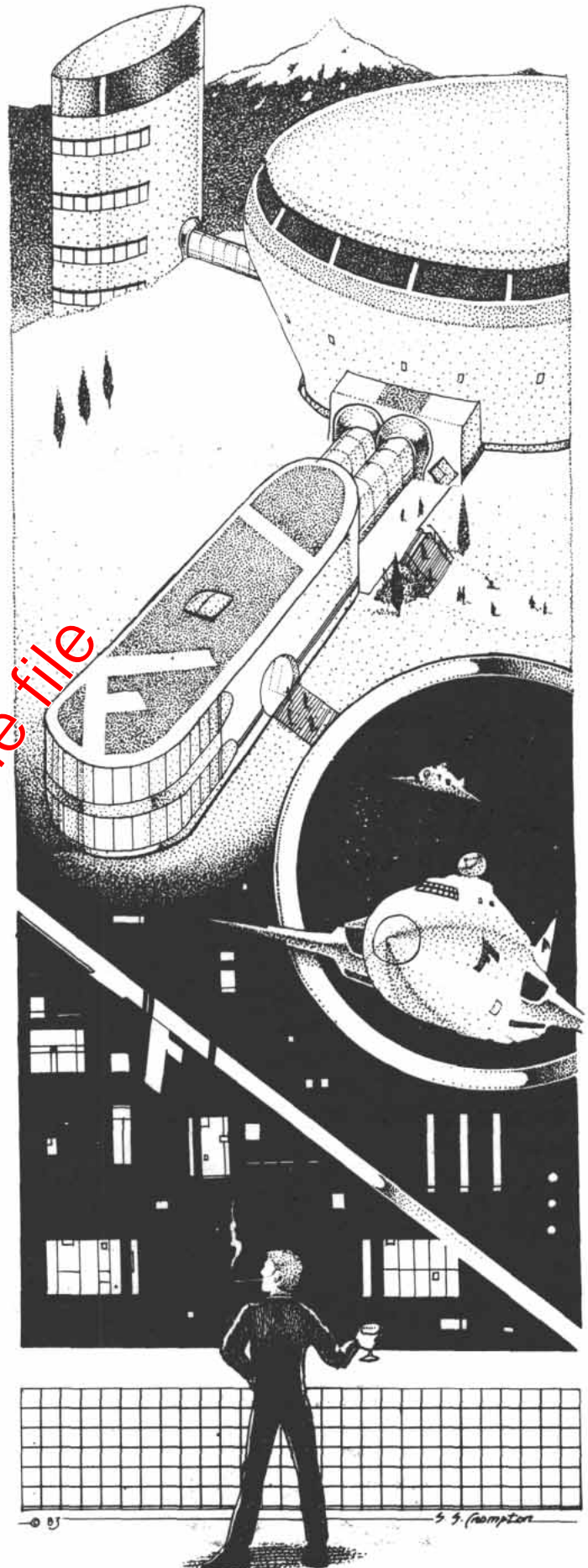
The complex has an idyllic location — perched atop a cliff overlooking a gorge that divides Mt. Tabor (12,000 ft.) and Mt. Christopher (10,500 ft.). The beauty of the location alone is enough to attract millions of tourists every Terran year from across the sector.

Due to its isolated situation, the nearest emergency facilities are well over one hundred kilometers distant. But the effect this would normally have is lessened by the large motorpool of vehicles (both land and air) maintained by the management. In all, the resort reflects the sort of free-spirited lifestyle of the planet's population. Fortunes are won and lost, men made and broken. There are politicians on the take, businessmen on the make, con men, miners, gamblers. Every type of person, human, humanoid, and non-human, can be found here. Visitors can be assured (and are) of a unique stay.

3. RUNNING CASINO GALACTICA

In an environment like Casino Galactica, there should be many things going on — it should be a very busy place. People come and go, as do events. Encounters can be brief or long, meaningless or very important. In other words, lay it on heavy. Give the players a great deal of information — certainly more than they need. When they're not shooting it up, they need to be thinking, so give them lots to think about. In an adventure like this, its good to have several story lines going at once.

Don't be sparing with the major characters. Let Cosmo Filroy roam through the place, staff on his heels, conducting business affairs as he goes; that is what Filroy is like. Don't be afraid to use him, or any of the others. That doesn't mean you have to involve them in life or death

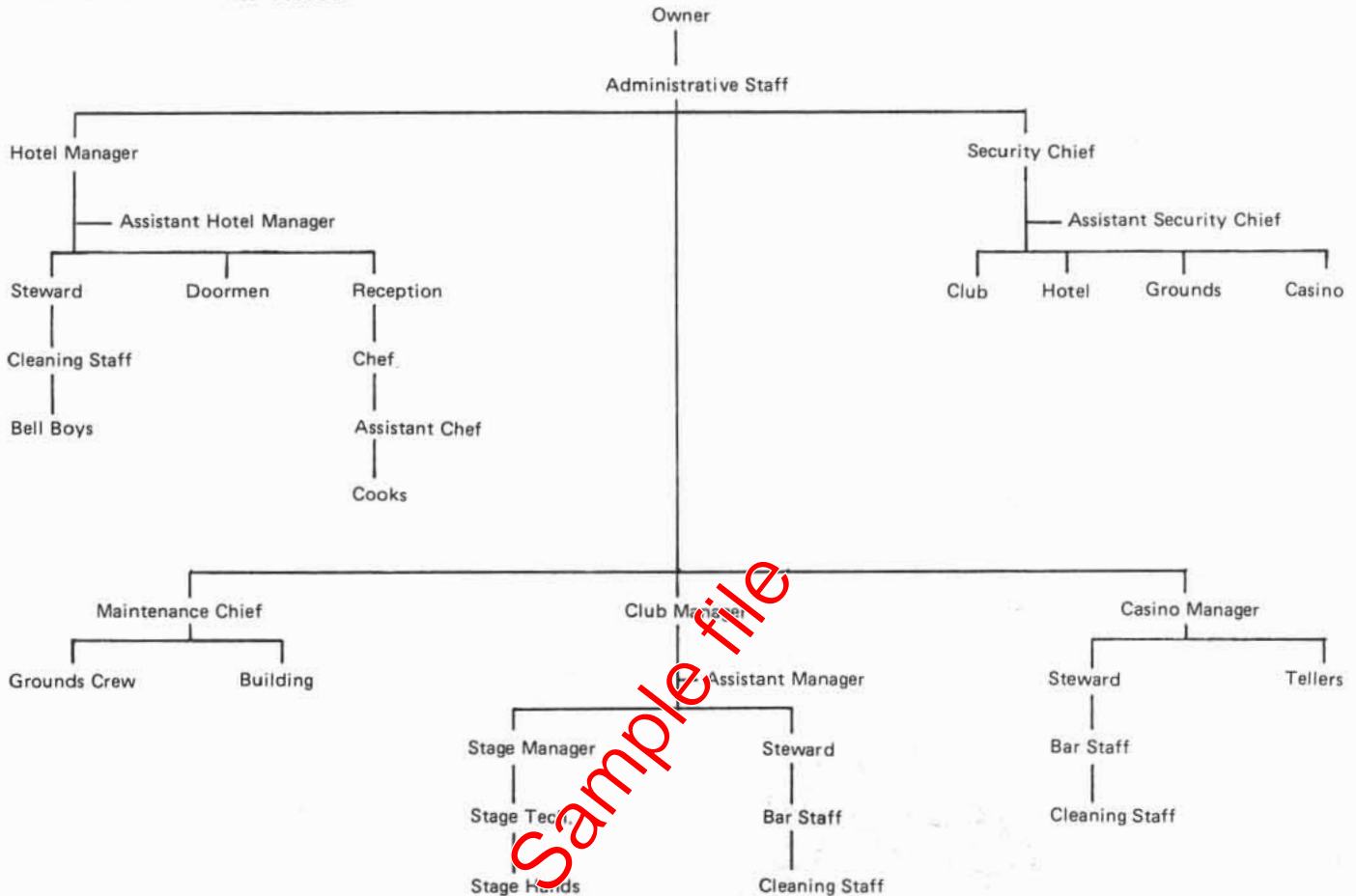


situations, but use them for color. A StarMaster who cannot find a use for Conchita Columbia should be ashamed. She isn't always 'working.'

If you can provide lots of atmosphere, the players will get into it readily enough. While you play out the scenario you have decided upon, feed the players some clues of another in the offing. These might be valuable, or might mean nothing. It doesn't matter, so long as you give the players something to think about.

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TABLE OF ORGANIZATION



4. PERSONALITIES

The NPC's given in this section are divided into two categories: Casino personnel and guests. There are two sub-groupings for each, of primary and secondary characters. For the primary characters, a brief description and personal history is given; it is certainly not definitive. The secondary characters have listed only their characteristics and significant skills. The SM will have to do some personal tailoring here.

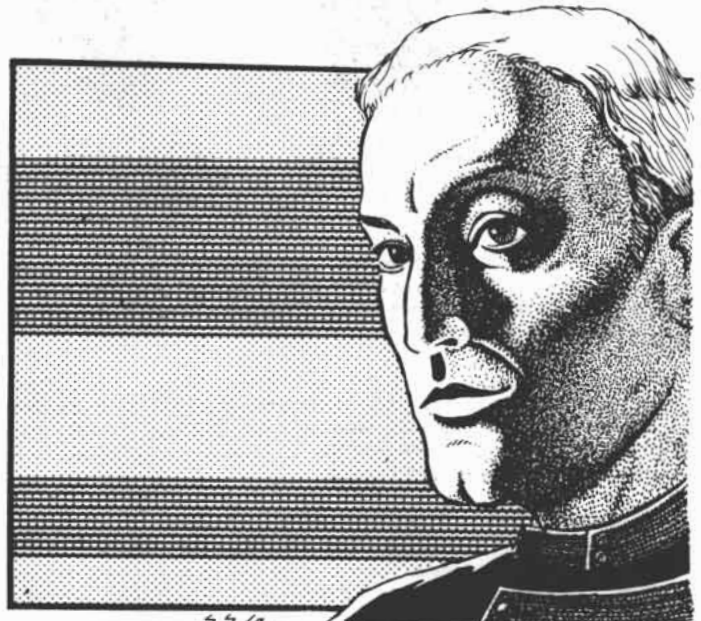
Casino Personnel

COSMO FILROY – OWNER

Race: Human, Sex: M, Ht: 185 cm, Wt: 96 kg, Age: 48, DF: 34, Strength/14, Constitution/13, Agility/13, Dexterity/14, Empathy/16, Intelligence/16, Bravery/11, Psionics/11, Intuition/18, Leadership/18, GTA/13, MechA/08, ElecA/11.

Cosmo Filroy is reputed to be the wealthiest man on Arcturus, and it is said that his money is the dirtiest. This is not strictly true, for while he is dishonest and greedy, he is not an evil man. He simply does not recognize the fine line between the honest and dishonest. Wealth and power are his goal, but not at any price. He purchased the small mountain-top chalet of Isaac Dolotier only six years ago — but nothing remains of the quaint lodge now. Cosmo Filroy owns two mountains, and the valley between, including all mineral and water rights.

His background is sketchy, and he keeps it so. Though he is very visible, much about him is mystery. Early in his career he was in the Explorer Service, but he found the work too hard and the rewards too few. He entered the Merchant Marine as a cargo handler, and through hard



work, bribery, and other, less open methods, climbed, in sixteen years, to Trading Officer. From pilfering and smuggling, he amassed a fortune, which he quickly and wisely invested. Soon, he owned a ship, then two. He sold these, deepened and broadened his investments, and showed an amazing ability to find the right deal. In this way he gained a reputation for great business acumen — not entirely deserved, as he is a very lucky man — and used the doors thus opened to build a financial empire.

Presently, he is involved in all sorts of legal and semi-legal activities, in which he is helped by the many contacts he made in his merchant days. Casino Galactica is only a small part of his varied interests; his Filco Enterprises controls several companies, including his latest pet, Filco Spaceways, also known as Arcturus Spaceways. He is beginning to dabble in the computer and robotics industry, and is looking seriously at several prospects. He is fascinated by cybernetics, and would like nothing more than to steal the market from the MekPurr if he could.

Because of his diverse interests, Filroy always has need of adventurous souls. For those who can keep a secret, there can be great rewards. His companies pay union scale or better, and offer a full package of benefits. Generally speaking, company loyalty and morale are very high.

Skills:

General Social Sciences/5, Linguistics/5, Historical Sciences/1, Comparative Cultures & Xenology/1, Psychology & Xeno-Psychology/1, Natural Medicine/1, Xeno-Medicine/1, Alien Environments/1, Survival/1 per area, Administration/10, Military Small Arms/3, Gauss Weapons/1, Atmospheric Pilot/10, Parachute/10, Marine Craft/1, Swimming/3, Forgery/5, Counterfeit/5, Gambling/9, Bribery/10, Scout/1, MiniComputers/8, Cybernetic Brains/1, Cybernetic Systems/1.

ANITA KALBIN — Secretary to Cosmo Filroy

Race: Human, Sex: F, Ht: 172 cm, Wt: 59 kg, Age: 27, DF: 26, Strength/16, Constitution/14, Agility/15, Dexterity/13, Empathy/08, Intelligence/16, Bravery/19, Psionics/10, Intuition/14, Leadership/11, GTA/04, MechA/14, ElecA/04.



Anita Kalbin is demure, petite, and looks like anything but the deadly bodyguard she is. Yet, she is at the same time a skilled administrative assistant. No one on the staff knows of her other function, though the wily security chief suspects.

She is loyal to Filroy, to the extent that she would find it all but impossible to betray him — even under threat of blackmail or death. Her one weakness is Gunther, the club's head bartender. She is on friendly terms with Evos Vreeler, but otherwise has no male interests. She has been seen a time or two with Jack Fletcher.

She controls access to Filroy, and only Evos Vreeler can see the boss without making an appointment with her. When she is not on duty she can be found in her rooms, reading or exercising. She is frequently in the recreation areas, and loves horseback riding. She will accept any invitation to exercise this passion, and is the surest way to her heart.

Skills:

Unarmed Combat/10, Administrative/5, First Aid/1, Stunner/5, Military Small Arms/4, Gambling/3, Swimming/10, Scuba/5, Marine Craft/4, Atmospheric Pilot/1, Parachute/2, Driver (Motorcycle/5, ATV/1), Streetwise/6.

EVOS VREELER — Club Manager

Race: Humanoid, Sex: M, Ht: 160 cm, Wt: 60 kg, Age: 50, DF: 23, Strength/13, Constitution/14, Agility/09, Dexterity/15, Empathy/14, Intelligence/15, Psionics/10, Intuition/12, Bravery/15, Leadership/13, GTA/13, MechA/14, ElecA/13.

Evos Vreeler was one of Filroy's foreign agents during his merchant/black market days, and is one of his oldest confidants. This puts him above the other managers, and gives him great operational latitude. Though diminutive, his mind and body are active, and his responsibilities reach into the grayer areas of Filroy's business world. Because of these duties, he is often absent from the resort, leaving Paul LaClerc to run the club.

Vreeler does most of the recruiting and hiring for Filroy's shady operations, and he is a keen judge of character. He can be bribed, but not to act against Filroy's interests. He is very busy, but can be counted on to know everything that's going on in the company. Paul and his other assistants keep him up to date. Still, it is a common, and a very serious mistake to misjudge him.



Skills:

Advanced Mathematics/2, General Social Sciences/4, Linguistics/4, Comparative Cultures & Xenology/2, Alien Languages & Customs/1, Merchant/10, Administration/5, Katana/3, Streetwise/10, Forgery/2, Gambling/5, Bribery/8, Driver (Groundcar/3), Swimming/2, Scuba/1, MiniComputers/10.

JACK FLETCHER — Security Chief

Race: Human, Sex: M, Ht: 195 cm, Wt: 96 kg, Age: 42, DF: 36, Strength/16, Constitution/15, Agility/14, Dexterity/12, Empathy/10, Intelligence/15, Psionics/05, Intuition/17, Bravery/18, Leadership/16, GTA/14, MechA/13, ElecA/12.

'Mad Jack' is an ex-BRINT man. As a resort security chief, he is over-qualified, but this just demonstrates Filroy's uncanny ability to obtain select talent for his operations.

Fletcher is on good terms with his boss, who has the utmost of confidence in him. There is some friction between he and Birkett Crandall, but Jack would just as soon let it lay. He is efficient, and if needs be, ruthless; but he is not vindictive. Nor is he ambitious; his only desire is to do his job as best he can. For this reason, he will not tolerate gold-bricking or incompetence. Ability he nourishes; those who do not meet his standards, or act improperly, are quickly gone. Even if he is not well-liked, he is respected.

Fletcher does not gamble — he thinks it a foolish waste. He spends his free time out-of-doors. He enjoys the company of Anita Kalbin, and has been riding with her on two occasions. He suspects there is some-

thing more to her than meets the eye, and senses her inner strength and sense of purpose.

As far as honesty goes, Fletcher is realistic. He is a man of integrity, but he does not blind himself to truth. He operates more or less on his own code of ethics. He has murdered and beat people as part of his job, but he would not steal, or mug someone on the street for their money. He will do whatever it is his job to do, with no remorse.

Skills:

Combat Training/5, Street Combat/3, Parachute Assault/5, Jump Belt/3, Airborne Assault/2, Alien Environments/5, Survival/1 each area, Streetwise/10, Alien Languages & Customs/1, Administration/3, Military Small Arms/5, Special Weapons/5, Unarmed Combat/10, Needler/5, Communications Systems/3, ECM Systems/3, Detection Systems/4, Personal ID Systems/5, Crime Analysis/1, Forged/Counterfeit Documents/1, Swimming/3, First Aid/1.

TESSO 'ODDJOB' VAKORIS – Bouncer

Race: Human, Sex: M, Ht: 187 cm, Wt: 88 kg, Age: 35, DF: 34, Strength/17, Constitution/18, Agility/14, Dexterity/11, Empathy/08, Intelligence/11, Psionics/12, Intuition/15, Bravery/18, Leadership/10, GTA/14, MechA/14, ElecA/12.

'Oddjob' is an employee of Birkett Crandall – but only Crandall and Jack Fletcher know this. He is Crandall's ace in the hole. He will be found either in the casino or with Crandall, and seems never to sleep. He is disliked by the other personnel, and Fletcher's people have orders to stay clear of him. He is a wrestler, and likes body-slammng and back breaking.

Skills:

Unarmed Combat/10, Brawling/5, Katana/7, Dagger/5, Driver (Groundcar/5), Streetwise/5, Atmospheric Pilot (Single, Multi-Engine/3), Blaster/3, Repeating Handguns/3.

BIRKETT H. CRANDALL – Casino Manager

Race: Human, Sex: M, Ht: 194 cm, Wt: 94 kg, Age: 40, DF: 33, Strength/13, Constitution/08, Agility/15, Dexterity/15, Empathy/11, Intelligence/18, Psionics/04, Intuition/13, Bravery/13, Leadership/18, GTA/12, MechA/16, ElecA/02.



Birkett H. Crandall is a typical gangland hoodlum type. He is the most ambitious of Filroy's lieutenants, and the most ruthless and dangerous. His activities go beyond the gray of Filroy's own. He is involved in gun-running, drug manufacture and marketing, corporate spying – even slavery – this in conjunction with the nobles of Capella V, particularly, Thork N'Garka, a frequent guest of the hotel.

Crandall's openness is his one big drawback. He is careless, often transparent in his intentions, and is currently under investigation by the IPA and several planetary law enforcement agencies. So far he has escaped prosecution, thanks to the corrupt officials in his pocket.

Crandall hates Evos Vreeler. He is jealous of the alien's preeminent standing in the corporation, and is currently investigating ways of elim-

inating him as a competitor. Killing him is not out of the question, but he would prefer a more devious method, to avoid arousing Filroy's suspicions.

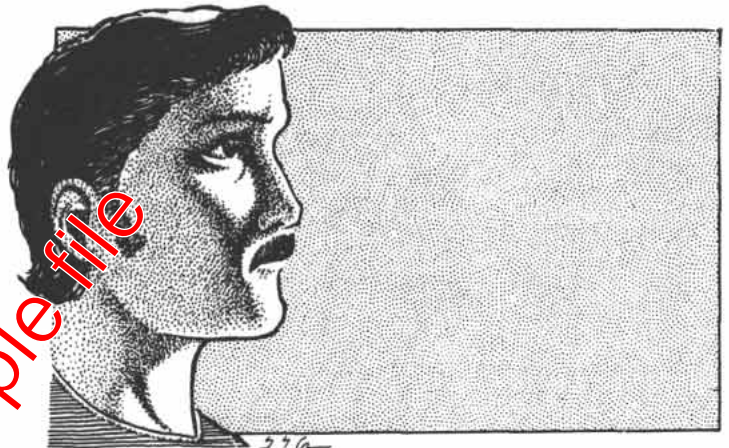
Like Vreeler, Crandall does a lot of hiring, but mostly for his own operations. He is not in the same league as Cosmo Filroy as a judge of character, and usually picks people too much like himself – shifty, lazy, and untrustworthy. He is not adverse to working at cross-purposes to the company, especially if by so doing he can harm Vreeler.

Skills:

Repeating Hand Guns/5, Military Small Arms/3, Sports Rifles/10, Unarmed/3, Marine Craft (Small Boat/1) Swimming/6, Scuba/4, Streetwise/10, Administration/4, Forgery/5, Counterfeiting/5, Gambling/7, Bribery/6.

PAUL LACLERC – Assistant Manager of Club

Race: Human, Sex: M, Ht: 185 cm, Wt: 85 kg, Age: 30, DF: 34, Strength/17, Constitution/14, Agility/10, Dexterity/12, Empathy/18, Intelligence/17, Psionics/16, Intuition/16, Bravery/12, Leadership/17, GTA/16, MechA/11, ElecA/08.



Paul LaClerc is Evos Vreeler's right hand man. He is loyal, hardworking, and competent. He is also an IPA detective, Sub-Lieutenant Reggie Walker, Rank Grade 4. To Vreeler, who does not know this, he is everything a good lieutenant should be: efficient, ruthless, and not too ambitious.

Paul's job is to infiltrate Vreeler's illegal activities. But while doing so, he discovered the magnitude of Crandall's operations. To complicate things, he has developed an attachment to the humanoid, while nurturing a good healthy hatred of Crandall. This has clouded his thinking, and muddled his original assignment. IPA headquarters does not yet know of his situation vis-a-vis the two criminals.

Skills:

Military Small Arms/6, Stunner/8, Special Weapons/3, Unarmed Combat/5, Administration/2, MiniComputers/4, Communications Systems/5, ECM Systems/5, Detection Systems/4, Personal ID Systems/5, Crime Analysis Systems/10, Forged/Counterfeit Documents/5, Driver (Groundcar/10), Swimming/2, Streetwise/10, Gambling/4.

JORAD DAVIN – Assistant Manager of Casino

Race: Human, Sex: M, Ht: 180 cm, Wt: 85 kg, Age: 37, DF: 29, Strength/18, Constitution/07, Agility/15, Dexterity/16, Empathy/15, Intelligence/13, Psionics/10, Intuition/14, Bravery/07, Leadership/15, GTA/08, MechA/12, ElecA/10.

Significant Skills:

Administration/3, Gambling/7, Bribery/8.

DUTCH MCKEON – Hotel Manager

Race: Human, Sex: M, Ht: 183 cm, Wt: 90 kg, Age: 46, DF: 33, Strength/17, Constitution/14, Agility/10, Dexterity/15, Empathy/14, Intelligence/16, Psionics/07, Intuition/09, Bravery/10, Leadership/13, GTA/16, MechA/14, ElecA/17.