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Adventure 6
Expedition to Zhodane

TRAVELLER™

Science-Fiction Adventure
in the Far Future

Game Designers' Workshop

Expedition to Zhodane was designed by Marc W. Miller. The chapter on the Zhodani originally appeared in *Journal of the Travellers' Aid Society*, Issue 9, by Frank Chadwick, Loren Wiseman, and John Harshman.

The *High Guard* statistics for the Zhodani Strike Cruiser on page 37 were designed by Jordan Weisman and L. Ross Babcock III. Deck plans for that ship are available from FASA, Box 6930, Chicago, IL 60680.

The *High Guard* statistics for the Zhodani Patrol Frigate on page 38 originally appeared in *Leviathan*, *Traveller* Adventure 4.

Art direction by Rich Banner. Utoland map and Rock deck plans by Chris Purcell.

Expedition To Zhodane
TRAVELLER, Adventure 6

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1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

This booklet is a double adventure for **Traveller**, GDW's science fiction role-playing game set in the far future.

Traveller is GDW's trademark for its science fiction role-playing game materials.

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Introduction

This booklet is a comprehensive adventure for **Traveller** entitled *Expedition To Zhodane*. Through a convoluted series of situations, it leads a band of adventurers on a mission deep into enemy territory in an effort to rescue a sociology professor from the clutches of the Zhodani Navy.

Requires only Basic Traveller and High Guard

It is assumed that this adventure will be administered by a referee who has read through this booklet, and who is familiar with both it and the rules to **Traveller**. This adventure is based on the basic **Traveller** set – Books 1, 2, and 3. In addition, this adventure calls for Book 5, *High Guard*, for the resolution of some space combat situations. As usual, paper, pencils, six-sided dice, and square-grid graph paper will prove necessary during the course of the adventure.

Optional References: The wide range of additional **Traveller** materials remains available to the referee and they may be used if they are available and they fit the needs of the situation. For example, Supplement 7, *Traders and Gunboats*, can provide deck plans for ships which may be encountered during the adventure. Supplement 2, *Animal Encounters*, can provide animal encounter tables for world surface situations. Supplement 6, *76 Patrons*, may be used to provide scenarios and patrons as interludes to the primary adventure, or Supplement 3, *The Spinward Marches*, may be used to allow variant routing of the adventurers during their journey.

Specific materials (other than Books 1, 2, 3, and 5) referred to within this adventure are not required. They are mentioned in order to allow their use for the referee's convenience; they may be easily substituted by other materials, or by the referee's own imagination.

Chapters: This adventure is divided into chapters. Specific chapters are intended for specific purposes; some are intended for the use of the referee while others provide material directly for the players. The purpose is to direct information to the proper individuals in the most convenient manner.

This introduction (pages 4 to 7) is for the use of both the players and the referee and may be read by all individuals.

The referee's guide (pages 8 to 11) is a broad overview of the expected episodes of the adventure for the guidance of the referee only.

The *Utoland Gazette* (pages 12 to 18) details potential jobs for the players and indicates the results of each of the ads in the newspaper classified section. As such, the chapter is intended only for the referee. However, the first two pages of the chapter (pages 12 and 13) have been written in such a way as to allow that two-page spread to be shown to the players without compromising any secrets.

The remainder of the adventure (from page 14 to page 48) is intended for the use of the referee in administering encounters and events. Once some materials become available to the players, the referee may feel free to show the appropriate plans, maps, or information to the players in order to speed their assimilation of the material. This should be done at the referee's discretion.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. The referee may alter them by using a different time frame, or by using worlds set in a different **Traveller** universe run by the referee.

Dates: Dates herein correspond to the Imperial calendar. Years are counted from the founding of the Imperium; thus the date 1107 indicates the 1107th year since the founding of the Imperium. Dates are further expressed by the consecutive numbering of days within the year. For example, the first day of the year is 001-1107; the last day of the year is 365-1107. This adventure begins on 175-1107 (the date on the *Utoland Gazette*). Once the adventure begins, then time should flow normally.

Date: 175-1107

Place: This adventure starts on the world of Utoland (Utoland/Jewell 0409 C473464-7 Non-industrial). Utoland is an unimportant world in the borderland between the Zhodani Consulate and the Imperium. It is 6,400 kilometers in diameter with a standard, tainted atmosphere and perhaps 30% of its surface covered by water. Its population is approximately 40,000 (primarily humans) ruled by a colonial administration from Arden, approximately 3 parsecs away in the adjacent Vilis subsector. Arden rules both Utoland and Zircon as colonies and is gradually stripping resources for use in its own developing economy. The local law level for Utoland is 4, rather permissive for a colony. Technological level for the world is 7 and shows an effort by the ruling administration to keep local capabilities at a manageable level.

Place: Utoland Jewell Subsector the Spinward Marches beyond the Imperium

CHARACTERS

This adventure is intended for use with any group of adventurers available; they may be any sort of individuals as long as they are looking for some type of remunerative job. The text of the adventure can be altered to use nearly any type of adventuring group.

Pre-Generated Characters: A group of pregenerated characters is supplied on page 6, although the referee may allow other characters instead. Any group of characters will suffice provided they have a wide range of skills and are adequately played by the players. Important skills for this adventure include pilot, navigation, engineering, vacc suit, and streetwise. Some psionics may prove useful. If the pre-generated characters are used, but there are fewer than eight adventurers in the party, the first listed characters should be used first.

Desirable Skills: The specific usefulness of any skill ultimately depends on the players and how they use their characters. Nevertheless, vacc suit skill and weapon skill can be of relatively great importance to all characters. For those characters who do not have any vacc suit skill or desire to use other weapons, assign them vacc-0 and weapon-0. Vacc-0 indicates a certain familiarity with vacc suits sufficient to allow the use of one and to avoid making fatal mistakes when in vacuum. Weapon-0 should be taken by the individual in a specific weapon. Ideally, the weapon will be mated to the individual's strength and dexterity to allow dexterity bonuses, or to avoid dexterity penalties. In addition, weapon-0 avoids the negative DM associated with lack of skill.