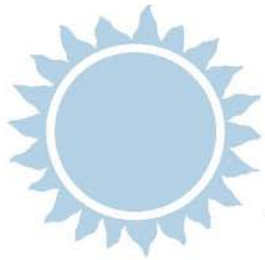


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*Adventure 13*  
*Signal GK*

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**TRAVELLER<sup>®</sup>**

*Science-Fiction Adventure  
in the Far Future*

Game Designers' Workshop

## CREDITS

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*Signal GK*

**TRAVELLER**, Adventure 13

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This booklet is an 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

*Signal GK* is a **Traveller** adventure sited on several worlds in the general region of Terra during the reign of the Third Imperium. Scenarios touch on the relationship between the Imperium and the Solomani Confederation, and on Stellar class subsidized merchants.

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 for **Traveller**. This situation calls for only the basic **Traveller** rules (Books 1, 2, and 3, *The Traveller Book*, or *Starter Traveller*); no additional supplements, books, or other adventures are required. As usual, paper, pencils, six-sided dice, and square-grid graph paper will prove helpful during the course of the adventure.

**For Referees Only:** This adventure presents material which is intended only for the use of the **Traveller** referee. Once the adventure is completed, the adventure booklet becomes a useful supplement and its deck plans, additional rules, and background information can be used in additional adventures for **Traveller**.

## STANDARDS AND ASSUMPTIONS

This adventure takes place in the **Traveller** universe against a background of star-spanning empires and a consistent, coherent history which chronicles the events of the next three thousand years. The following concepts are important to the adventure.

**Date:** Under the Imperial calendar, the current date is 075-1110. The first number is the day-number within a 365-day year; the date is the 75th day of the year. The second number is the year-number counting from the foundation of the Imperium; the year is the 1,110th since the founding of the empire.

**Location:** This adventure takes place in portions of the Sol, Arcturus, Gemini, and Kukulcan subsectors of the Solomani Rim sector. A starmap of the relevant area and an accompanying listing of world data are contained in this adventure.

**The Imperium:** The *Imperium* (or more properly the *Third Imperium*), is the dominant interstellar government in this area. The 1,100-year-old empire is a cosmopolitan government dominated by humans.

**Solomani Confederation:** Several hundred years ago, humans on Terra established a government which hoped to rival that of the Third Imperium. About a century ago, this Solomani Confederation attacked the Imperium in order to absorb new human-settled worlds. The result of this Solomani Rim War was ultimately a stop to Solomani advances and the capture of the Solomani homeworld (Terra) for the Imperium. Since then, the two governments have maintained an uneasy truce.

## CHARACTERS

This adventure is intended for use with any group of adventurers which does not have a starship. Players may use existing **Traveller** characters, or they may generate new ones specifically for this adventure.

**Desirable Skills:** The usefulness of any skill ultimately depends on how the players

use their characters. In this adventure, a wide variety of skills are helpful, but it is recommended that the various characters among them have these specific skills: computer, electronics, engineering, jack-of-all-trades, mechanical, medical, pilot, and vacc suit. If the mix of characters does not cover these skills, one or more characters should receive a level-0 in the skill(s) in question. Skill-0 indicates some familiarity with the skill in question, enough to allow use, but no real expertise.

**Pregenerated Characters:** At the referee's option, the players may use pregenerated characters supplied later in this adventure. A complete roster of available characters is supplied in a specific section of this booklet; these can be used both as player and non-player characters.

**Equipment:** Characters begin the adventure with equipment they mustered-out with; they may purchase more as the opportunity presents itself.

## **STARTING THE ADVENTURE**

Before beginning an adventure session with *Signal GK*, the referee should read through the entire text, paying special attention to the Referee's Synopsis. Once familiar with the plot of the adventure, events can begin.

The referee should ensure that each player has a character and inform the players of the basic background facts given in standards and assumptions above.

The adventure starts on Scandia.