

GURPS[®] SPACE ADVENTURES

Voyages to Interstellar Danger



STEVE JACKSON GAMES

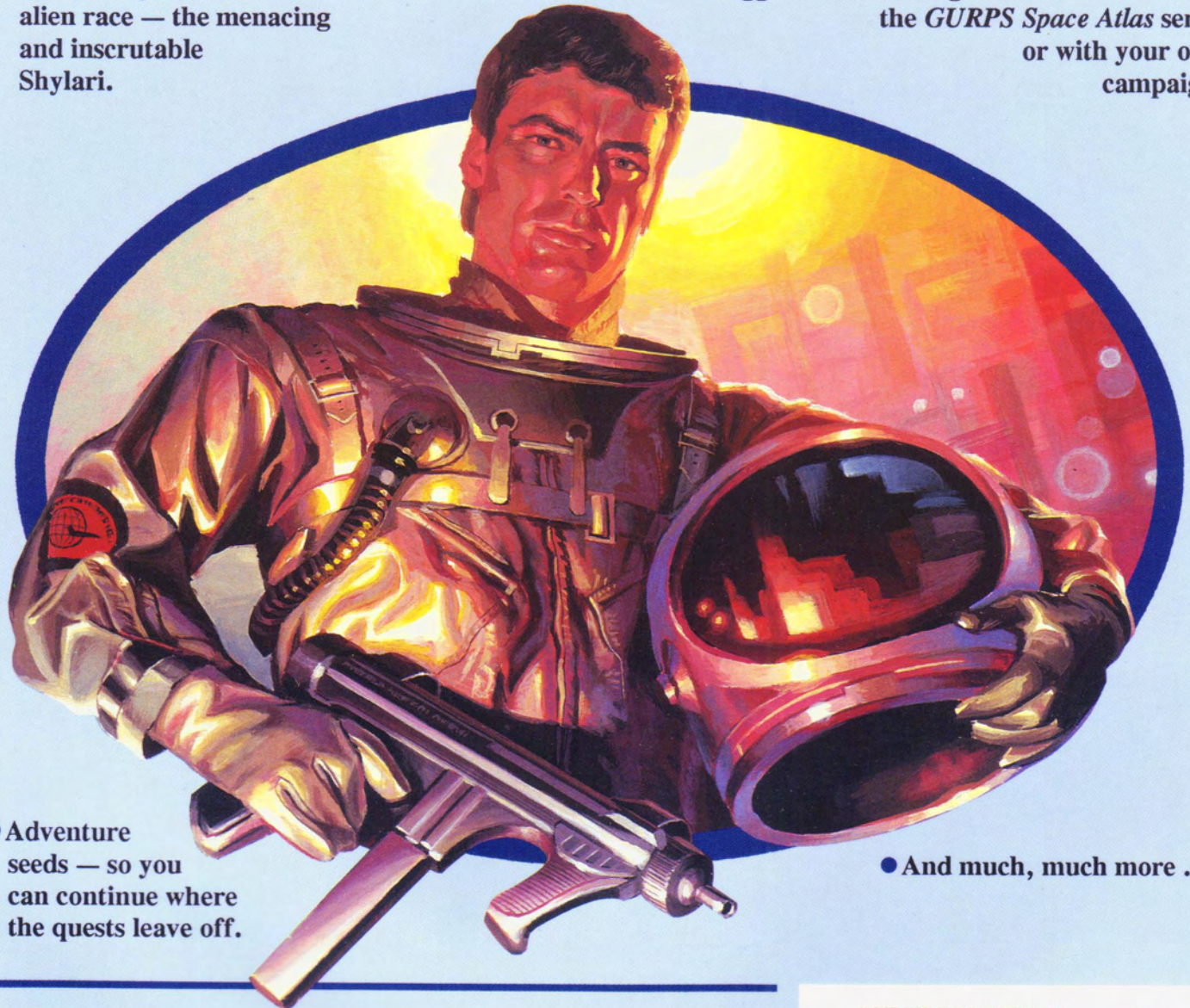
ALIEN ASSAULT!

Strange alien races . . . space battles . . . shadowy criminal contacts . . . paramilitary paramedics? Here are three intricate, exciting and deadly quests — from David Pulver's puzzling and sinister *Rebirth* to the hilarious *Beware the Health Police* (by the co-author of *GURPS Space*, William Barton). They are designed for use with the award-winning *GURPS Space* background, but can be used in any interstellar roleplaying campaign.

Also included:

- Complete game statistics for a new alien race — the menacing and inscrutable Shylari.

- Suggestions for using these adventures with the *GURPS Space Atlas* series or with your own campaign.



- Adventure seeds — so you can continue where the quests leave off.

- And much, much more . . .

Written by David L. Pulver, Thomas S. Gressman
and William A. Barton
Edited by Jeff Koke
Cover by Alan Gutierrez
Illustrated by L. A. Williams, C. Brent Ferguson
and Donna Barr

STEVE JACKSON GAMES



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1 2 3 4 5 6 7 8 9 10

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CONTENTS

INTRODUCTION 3

Map Key	3
About GURPS	3
Tech Levels	3

1. REBIRTH 7

<i>Working for Darkangel</i>	8
Briefing	9
Herne — Agent's Briefing	10
The Big Picture	10
<i>Agent's Briefing: Macrotech</i>	
<i>Biocybernetics</i>	10
<i>Agents' Briefing: Denivue Calais</i>	11
<i>Agents' Briefing: The M-66 Stardrive</i>	11
Arriving on Herne	12
<i>Accuracy of Briefings (GM Only!)</i>	12
<i>The Cast</i>	13
<i>Timeline of Events</i>	14
<i>Interrogating Prisoners</i>	15
The Big City	16
<i>Ariadne Skorpjo</i>	16
<i>Endrix</i>	17
Argos Import/Export Warehouse	18
<i>The Henchmen</i>	19
Reece Flats	20
<i>Sean Duvalle</i>	20
<i>The Skyrover</i>	21
<i>Damage Control</i>	22
<i>Lisa D'Mahl</i>	23
<i>Call for Help</i>	24
Finding Cybele	25
<i>Proteus Virus</i>	25
<i>Cybele Locke</i>	26
<i>Vidcons</i>	27
<i>Silvie</i>	28
The Macrotech Building	30
<i>Macrotech "Black Implants"</i>	30
<i>Macrotech Mk VI Powered Suit</i>	31
<i>Macrotech Security Guards</i>	32
<i>Morgan Crane</i>	33
<i>Assault Force</i>	34
Security Procedures	35
The Dark Side of the Moon	35
<i>Robots</i>	35
Wintermoon Station	36
Getting Inside	36
<i>The Wheel</i>	36
<i>Park Deck</i>	37
<i>Shylari</i>	38
Encounters in Wintermoon	39
<i>Shylari Warrior</i>	39
<i>Felice Langley</i>	40
Central Hub	41
<i>Psych Implants</i>	41
<i>Shylari Psychology and Society</i>	42
Noah's Speech	45
<i>Adapting to Other Genres</i>	45
<i>Bargaining With Noah</i>	47
Aftermath	48
<i>Character Points</i>	48
Maps of Wintermoon Station (Hub Section), Argos Import/Export Warehouse, 88th Floor of Macrotech Building	49

2. RAID ON STERLING 50

Background — The Real Story	51
<i>Background Assumptions</i>	51
Looking For Work	52
Meeting the Clients	52
<i>The Planet Breuse</i>	52
The Job	53
<i>The Clients</i>	53

Around the Starport	54
Buying Arms	54
Getting Underway	55
<i>Starport Encounters</i>	55
<i>Shipboard Attackers</i>	55
<i>Freighter's Crewmen</i>	55
Outward Bound	56
Not a Pleasure Cruise	56
<i>Along the Way</i>	56
Skull and Crossbones	57
Xi Caliburnus System	59
On the Approach Path	59
In-System Traffic	59
<i>The "Pirates"</i>	61
Breuse Downport	62
Basic Port Services	62
Lodgings in Breuse Downport	62
<i>The Strike Ships</i>	62
The Real System Governor	63
Colby	63
<i>Fighter Crews</i>	63
<i>Breuse: General Information</i>	63
Fight! Fight!	64
<i>High Gravity</i>	64
<i>Pablo's Place</i>	64
Mercenary Barracks	65
Around Breuse Startown	65
<i>Pablo Kinte</i>	65
Meeting Sterling	66
Sterling's Tale	66
<i>Generic Jessica Lane Crewman</i>	66
Bad News	67
The Sterling Colony	67
<i>Alfred Sterling</i>	67
Map of The Sterling Colony	68
<i>James Akira</i>	69
Search and Rescue	70
Air Search	70
Ground Search	71
<i>Condor Sub-Orbital Shuttle</i>	71
We Found Something	72
Raiding the Raiders	72
Air Assault	72
Ground Assault	72
<i>Mining Camp Troops</i>	72
Map of Mercenary Mining Camp	73
<i>Teacher, Teacher</i>	74
Once the Shooting Starts	75
Fighting Back	76
Large Scale Combat	76
<i>Stone and Steel</i>	76
<i>The Colonists in Combat</i>	77
To the Main Base	78
<i>Raiding Party</i>	78
Traveling by Air	79
<i>FlatCat Crawlers</i>	79
<i>Wheeled All-Terrain Vehicle (WATV)</i>	79
Traveling by Ground Vehicle	80
Dealing With Sensors	80
<i>Counter-Attack</i>	80
<i>Silencers and Suppressors</i>	81
Map of Mercenary Main Base	82
The Mercenary Base	83
<i>Colonel Erik Finn</i>	83
The Final Battle	84
Inspecting the Base	84
Finn's Quarters	84
<i>Communications Technician</i>	85
<i>Character Points</i>	85
Aftermath	86
<i>Adapting to Other Genres</i>	86
<i>Further Adventures</i>	86

3. BEWARE THE HEALTH POLICE 87

Introduction	88
Chaos, Incorporated	88
Encounter in Space	89
That's No Ship, That's the Patrol	89
<i>Assumptions</i>	89
Neanderthals on Patrol	90
Cell Samples	91
Don't I Get a Phone Call?	91
<i>The Patrol Cruiser Roylett</i>	91
Allow Me to Introduce Myself	92
The Situation	92
<i>The Boarding Patrolmen</i>	92
Rebels Without a Gauze	93
The Set-Up	93
<i>The Roylett's Brig</i>	93
<i>The Asteroid Base</i>	93
An Offer You Can't Refuse	94
<i>Wilhelm Messerschmidt</i>	94
She Walks Like a Woman	95
But Talks Like a	95
The Plot	96
<i>Why Us?</i>	96
We're Off to See the Autarch, the Paranoid Autarch Ryoc	97
<i>"Betellia Zee"/Agent Z</i>	97
Between a Rock and an Asteroid Base	98
Surviving on Survias	99
Meet the Mercs	100
Why, How Did That Get There?	100
<i>The Organization</i>	100
I'm Okay — You're Not Looking So Hot	101
<i>Diversions Aboard</i>	101
<i>Funny Stuff at the Starport</i>	102
<i>The Summersun Mercs</i>	102
Together Again	103
Sight-Seeing on Survias	104
<i>Survias ID Cards</i>	104
At the Hotel	105
<i>Survias — General Knowledge</i>	105
While They Wait	106
<i>The People of Survias</i>	106
<i>Your Local Health Police</i>	107
Ryoc's Day	108
What Some People Won't Do	109
to Be on TV	109
<i>Typical HP Trooper</i>	109
<i>Sick Jokes</i>	110
<i>A Visit From the Health Squad</i>	110
Helter Skelter	111
<i>If the PCs Fail to Run</i>	111
Car 54, Where Are You?	112
<i>Survian Hovercraft</i>	112
<i>Ryoc IV</i>	113
On the Lam	114
The Sewers Below, the Privies Above	115
<i>Horaz Sutyn, HP Chief Medical Marshal</i>	115
Encounters	116
<i>Lorz Barmn, HP Colonel</i>	117
<i>The Society of Infectious Concepts</i>	118
Other Encounters	120
<i>The Interstellar Security and Intelligence Agency</i>	120
<i>The Med Computer</i>	121
<i>The ISIA Liaison Agent</i>	122
Locations	123
<i>It's All Happening at the Zoo</i>	123
<i>Adapting to Other Genres</i>	124
<i>Further Adventures</i>	125
Map of SIC Headquarters/State Zoo	125
Denouement — Here We Go	126
Round in Circles	126
<i>Character Points</i>	127
Map of Ryoc City, Survias	127
Map of Health Police Central	128

INTRODUCTION

Adventures in space represent one of humankind's greatest passions: the exploration of the unknown. Space is a fascinating expanse, fraught with danger, alien creatures and extravagant beauty. The timid would balk at firing up the thrusters and launching into a frontier system, but not the adventurer. Give him a blaster and a vacc suit and he's ready to go.

This book contains three such voyages — adventures that capture the spirit of venturing into the unknown.

Rebirth sends a team of investigators to a chilly, low-population world to search for a stolen shipment of hyperdrive modules. The mystery unfolds to reveal intricate subplots involving a corrupt corporation, the alien Shylari and their computer savior.

Raid on Sterling casts the PCs as hired guns, sworn to protect a struggling farming colony from mercenary raiders on a world near the galaxy's edge. The colony is torn between giving up and fighting back . . . the adventurers may be their only hope.

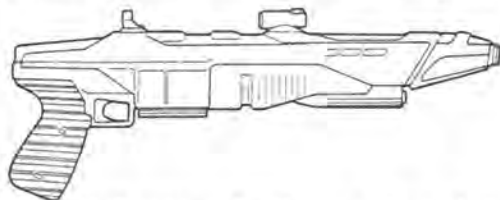
Beware the Health Police takes the explorers to Survias, where being healthy is not only a good idea — it's the law! This wacky voyage sends the adventurers through the pristine streets of Ryoc City, where they could run into any of the five competing factions of a hilariously complex power struggle.

The *GURPS Basic Set* and *GURPS Space* are all that is required to run these adventures, but *Space Atlas*, *Ultra-Tech* and *Space Atlas 4* may prove useful to the GM.

— Jeff Koke















Planetary Records

Each of the adventures in this book takes place mainly on a single planet. For the GM's convenience, the planetary record sheets are presented on the next three pages.



Map Key

This key shows suggested colors, for those making their own maps, and standard black and white symbols.

Ocean: Dark blue		Forest/Jungle: Dark green	
Freshwater Sea: Light blue		Desert/Barren: Rust-red	
Marsh/Swamp: Yellow-green		Urban/Populated: Crosshatched lines	
Plain/Steppe: Light green		Major city	
Icy/Barren: White		Capital	
Mountain/Volcanic: Dark brown		Restricted area	
Hilly/Rough: Light brown		Important starport	

About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly magazine includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistakes, including us — but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have computers, SJ Games operates a BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours a day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. Any page reference that begins with a B refers to a page in the *Basic Set* — e.g., p. B102 means p. 102 of the *Basic Set*, Third Edition. Page references that begin with S and U refer to *GURPS Space* and *Ultra-Tech* respectively.

Tech Levels

We have assumed that the base Tech Level of the campaign is 10. If the campaign has a different TL, the GM can scale the TLs given accordingly. If a world has a low general TL but imported higher-tech equipment can still be bought there, though not built or repaired, the higher TL will be listed in parenthesis. TL9 (10) means that a TL9 world has some TL10 equipment available — usually at higher prices.

PLANETARY RECORD: Herne (Vagabond III)

Planet Type: Earthlike
 Diameter: 7,780 miles
 Gravity: .75 G
 Density: 4.2
 Composition: Low-Iron
 Axial Tilt: 15°
 Seasonal Variation: Minor
 Length of Day: 26 hours
 Length of Year: 1.09 Earth years

One hex = 503.7 miles

Atmosphere

Pressure: .82 (Standard)
 Type and Composition: Nitrogen 72%, Oxygen 22%, CO₂ 3%,
 Other 3%
 Climate: Chilly
 Temperatures at 30° Latitude: Low 20°, Average 40°, High 60°
 Surface Water: 55%
 Humidity: 52%
 Primary Terrain: Plains/steppes

Mineral Resources

Gems/Crystals: Scarce
 Radioactives: Scarce
 Industrial Metals: Scarce
 Organics: Plentiful
 Rare Minerals: Scarce
 Heavy Metals: Scarce
 Light Metals: Ample

Moons

One large moon (Anwyn), uninhabited

Biosphere

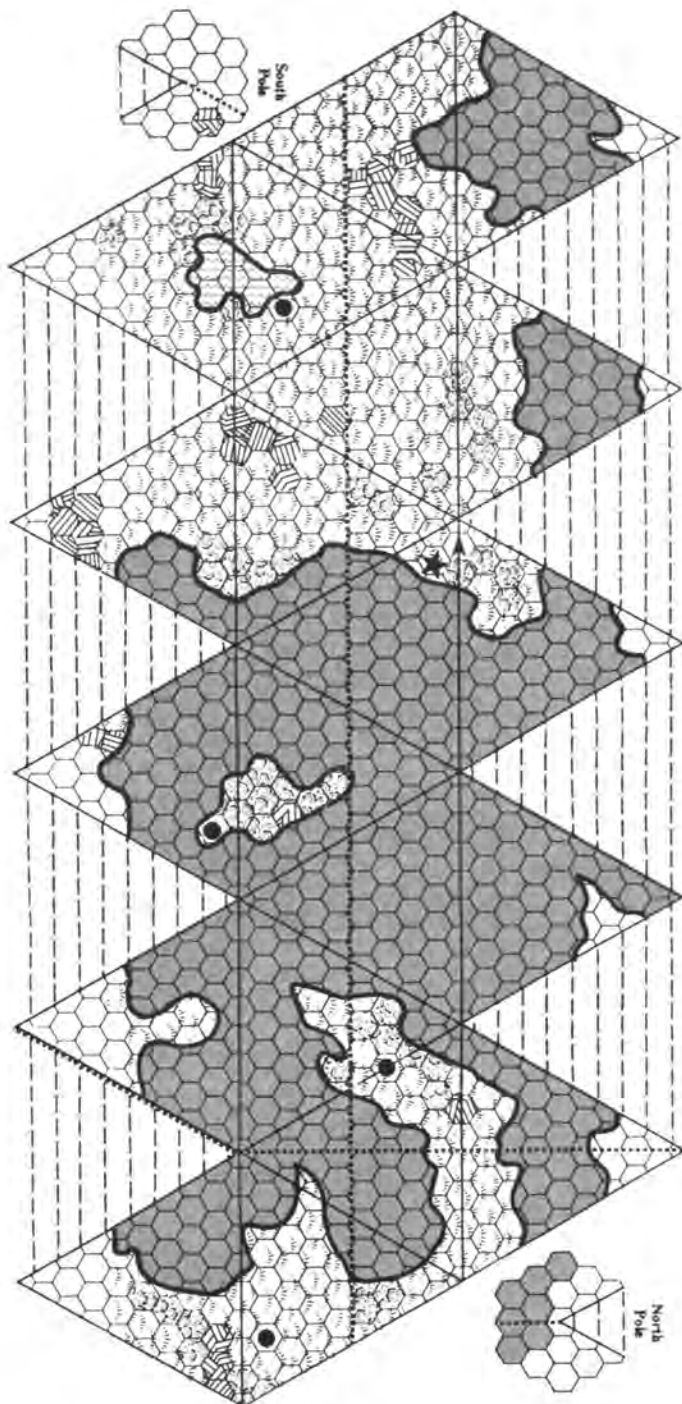
Dominant Life Form: Human
 Other Significant Life Forms: Planetary ecosystem was installed by terraformers — various animals ranging from insects to fish to farm animals, but little diversity among plant and animal forms. Common animals include rabbits, dogs, hawks and snow spiders.

Civilization

Population(s): 1,003,840 (PR 6)
 Tech Level(s): Local inhabitants TL9, Macrotech facility is TL10
 Control Rating: 2 in outback, 4 inside Macrotech installations.
 Society: Representative democracy with corporate influences. For the 25,020 Macrotech employees, effectively a corporate state.
 Starports: Class III at Freeport. No orbital stations. Wintermoon Station (located at a Lagrange point) was dismantled soon after the colony was established.
 Installations: Regional corporate headquarters of Macrotech Biocybernetics. Macrotech science station on Marian VI, a moon of the gas giant Marian.
 Economic Production: Exports agricultural products, biotech, cybernetics. Imports some TL10+ manufactured products.
 Other Notes: Capital city is Arden, population 152,000. All other towns are much smaller. Science lab on Marian has a population of 245 researchers, studying terraforming techniques.

System Information

Star Name: Vagabond Type: K3 IV Biozone: 1.0 to 1.5
 Inner Limit: 0 Number of Planets: 3



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. —	.6	Asteroid Belt	—	—	—	—	No significant wealth
2. Scathac	1.0	Greenhouse	6,300	5.7	.83	Superdense methane	No recorded landings
3. Herne	1.4	Terrestrial	7,196	5.9	.97	Nitrogen-Oxygen	Detailed above
4. Marian	2.2	Gas Giant	80,000	3.5	6.4	Hydrogen-Helium	6 moons, science lab

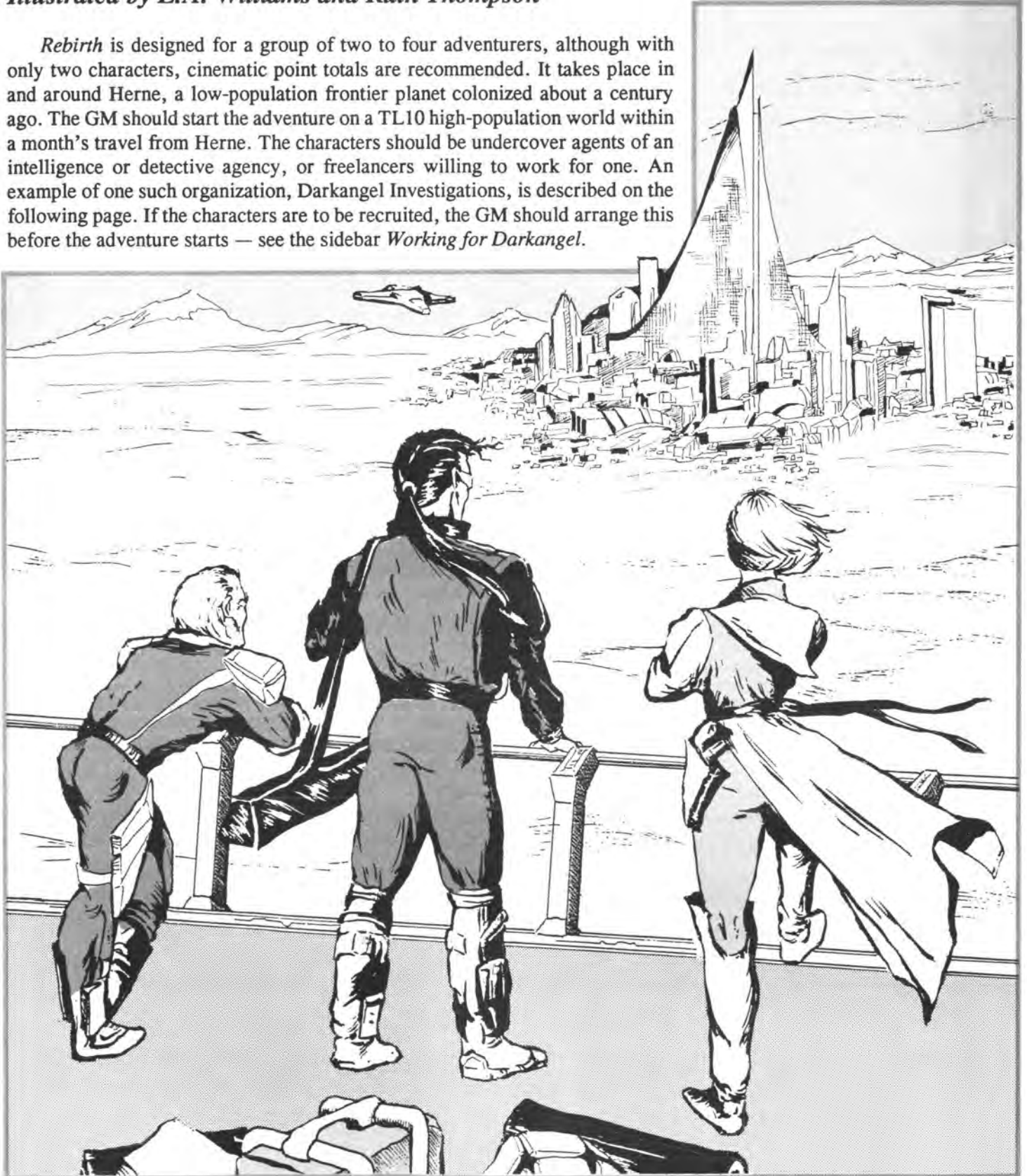
REBIRTH

1

By David L. Pulver

Illustrated by L.A. Williams and Ruth Thompson

Rebirth is designed for a group of two to four adventurers, although with only two characters, cinematic point totals are recommended. It takes place in and around Herne, a low-population frontier planet colonized about a century ago. The GM should start the adventure on a TL10 high-population world within a month's travel from Herne. The characters should be undercover agents of an intelligence or detective agency, or freelancers willing to work for one. An example of one such organization, Darkangel Investigations, is described on the following page. If the characters are to be recruited, the GM should arrange this before the adventure starts — see the sidebar *Working for Darkangel*.



About the Author

David L. Pulver grew up in Canada, England and New Zealand. He has been a science fiction fan for most of his life, and an avid gamer since 1978. He began freelance writing in 1988, and is currently trying to support himself as a full-time game designer. David's work has appeared in the magazines *Roleplayer*, *Challenge* and *White Wolf*, and he is the author of *GURPS Ultra-Tech* and *GURPS Psionics*. He frequently contributes to APAs such as *Alarums and Excursions* and *All of the Above*. David presently lives in Kingston, Ontario.

Working For Darkangel

No specific applicant requirements are listed — if the characters are to start as Darkangel agents or be recruited for this adventure, the GM should just decide what the minimum requirements are and then make sure that the PCs can fulfill them.

However, some minimum skills should be possessed. Most Darkangel agents are recruited from a background in private investigation, undercover police work, intelligence or commando operations, which implies specialization in espionage, dirty tricks and combat skills: Combat, Thief/Spy, and Social skill areas. Preference is given to ex-Patrol officers and to retired Security and Intelligence agents, but Darkangel will also train less experienced individuals who have special talents such as psi powers, eidetic memories, or the like. Between them, a team of Darkangel field operatives should have a majority of the following skills at level 14 or better:

Beam Weapons or Guns, Computer Operation, Criminology or Forensics, Driving, Electronics Operation (Security Systems and Sensors), Fast-Talk, Karate or Judo, Piloting (aircraft and spacecraft), Shadowing, Stealth, and Streetwise, other Weapon skills.

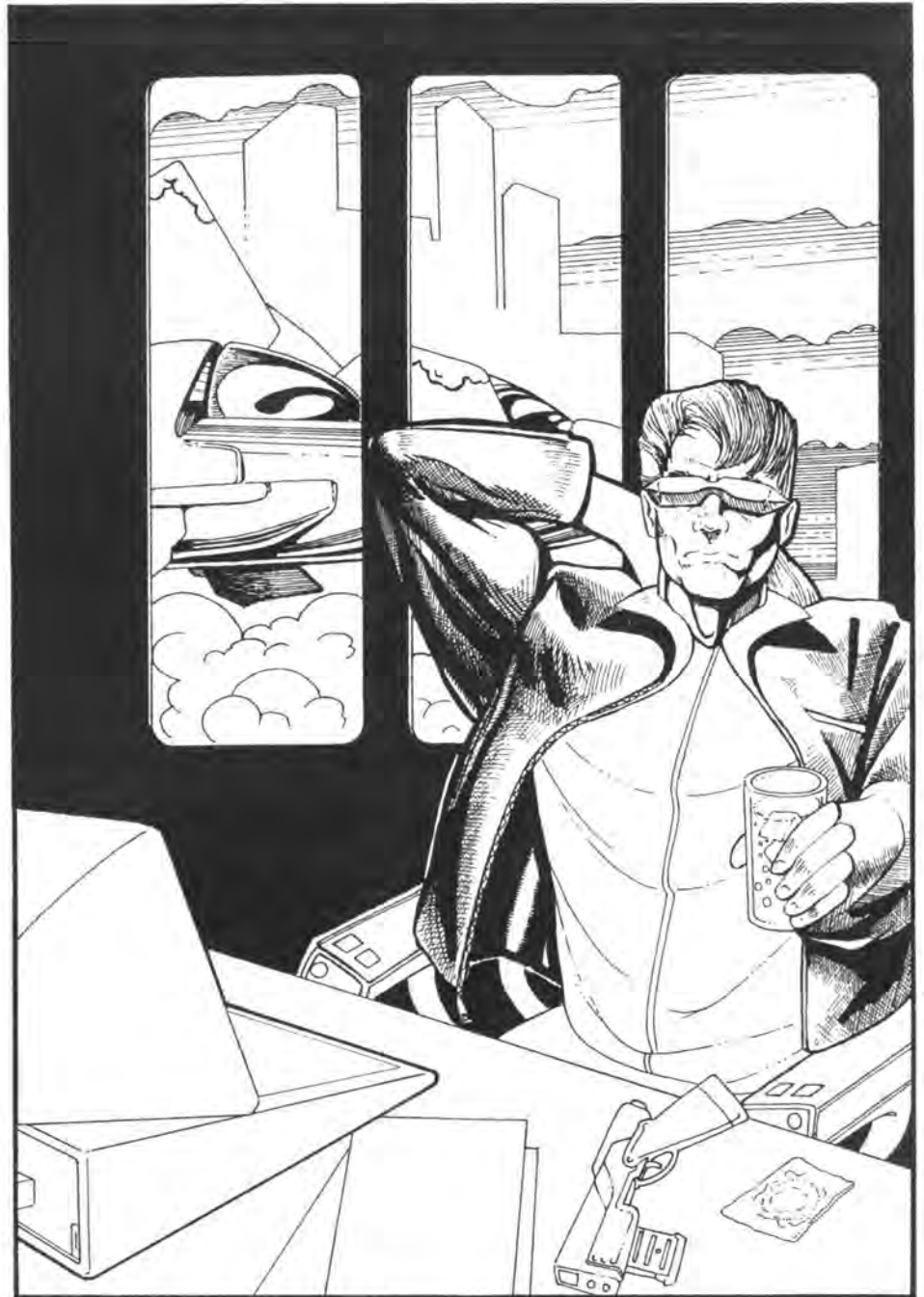
A good agent will also have advantages: Alertness, Charisma, Combat Reflexes, Danger Sense, Intuition, Luck and Strong Will are all very useful. No agent will have crippling physical or mental disadvantages. While an occasional agent may go over the edge, psychological testing usually screens out people with disadvantages like Berserk, Combat Paralysis, Cowardice, Gullibility, Sadism or Weak Will. Darkangel field agents are expected to be highly motivated, independent, and above all willing and able to successfully solve a case while several light-years away from any help or advice. Fanaticism (Darkangel) or Sense of Duty (fellow agents) are common. Other suggested disadvantages are Code of Honor, Lecherousness, Overconfidence, Stubbornness, and Enemies (rival agents, foreign powers or criminal organizations).

Continued on next page . . .

Darkangel Investigations

Darkangel is an investigative and troubleshooting business founded by the eccentric millionaire known as Gabriel. Her origins are shadowy, and few people have actually seen her. Different sources suggest she is a retired Federation Intelligence operative, a rogue Organization crime boss, or an alien. Everyone agrees that in the ten years since it was established, her agency has built up a reputation as the most effective private law enforcement and investigation firm in human space.

Darkangel's clients range from wealthy individuals to planetary governments. Its activities include corporate counter-espionage and counter-sabotage, bodyguarding, locating missing persons or objects, and the rescue of hostages and kidnap victims. Darkangel is also rumored to perform "deniable" covert operations for the Patrol and the Special Justice Group. Darkangel does not perform illegal actions — no industrial espionage or assassination. While its members have been known to stretch the boundaries of the law in pursuit of



RAID ON STERLING

2

By Thomas S. Gressman

Illustrated by C. Brent Ferguson

This adventure is designed for *GURPS Space*, to be played with six to eight 100- to 125-point characters. It involves the defense of the Sterling Colony, a small farming community on Breuse (Xi Caliburnus I) in the Saga Sector. The planetary map of Breuse is on p. 5 and general information about the world is in the sidebars on pp. 52 and 64-65. (More information about the Saga Sector can be found in *GURPS Space Atlas 4*.)

Bandits have been raiding the colony, intent on destroying everything the colonists have worked for. The colony's leader and founder, Alfred Sterling, has sent his son to recruit mercenaries or guards to protect the colony and teach its people how to defend themselves. No one on Breuse would take the job, so Mearc Sterling was forced to look elsewhere. He had contacts — old college friends — in the Sol system, so he headed for Terra. Finding a group who'll help him is the colonists' last hope. (They approached the Patrol about it, but the Patrol considers it a planetary dispute, out of their jurisdiction.)



This adventure is open to all types of characters and races. The team should have at least one member with Merchant or Fast-Talk skill. Other useful skills are Piloting, Computer Operation and Programming, Intelligence Analysis, Interrogation, Leadership, Strategy, Tactics and Teaching. Combat skills are also important.

This adventure requires the *GURPS Basic Set, Third Edition* as well as *GURPS Space*. *GURPS Space Atlas 4* and *GURPS Ultra-Tech* are also helpful.



Background — The Real Story

The “bandits,” who are raiding Sterling Colony are actually corporate mercenaries working for Hoag-Warner GmbH, a large mining and manufacturing cartel based on Terra. H-W is a huge multistellar, infamous for its shady business practices and brutal competition crushing. It has more than once put small, independent companies out of business — often buying them out and selling the parts for a tidy profit, leaving the company’s executives on skid row.

Hoag-Warner has discovered that the colony is sitting on a vast deposit of several valuable ores: iridium, osmium and platinum. To get their hands on the ore, the corporation attempted to buy out the colony. When the farmers refused to sell, H-W sent corporate mercenaries disguised as bandits to “persuade” the colonists to reconsider. They hoped that if they destroyed some crops and frightened the women and children, the colonists would give in. Maybe even at a reduced price.

But the plan has backfired. While some of the Sterling Colony Council have advised selling out, the majority, led by Alfred Sterling, wants to stick it out. The council first tried to hire mercenaries on Breuse (a planet practically swarming with independent merc companies who use the world for high-G training), but couldn’t afford the kind of money the mercs wanted. And nobody was interested in a percentage of a cash crop that might be burned to the ground next week. Desperate and determined, Mearc Sterling and two other colonists were sent as a delegation to Terra to recruit some less-expensive help.

About the Author

Thomas S. Gressman is a freelance writer, gamer and avid SCA member, who lives and works in Derry, Pennsylvania.

This is his first work to be published by Steve Jackson Games. His previous writing credits include *The Burning Eye*, an adventure for *Megatraveller* and *Distant Fire*, written for FASA’s *Renegade Legion* module.

Background Assumptions

This adventure is set in the Confederation game universe. Humans, particularly Terran humans, have spread their culture through the stars, meeting and befriending several other races along the way. If the campaign has a basis very different from these assumptions, the GM may have to adapt the adventure somewhat.

Technology and Space Travel

With a maximum Tech Level of 10, most starships are equipped with slow jumpline drives. A few rare vessels, primarily navy-owned, are equipped with hyper-sails. Jump and hyperspace travel produce no time effects. Jump travel causes discomfort and disorientation at the moment of entry and exit from jump space. This works out to DX at -2 for 20 minus HT turns unless the traveler is secured in a jump chair. Teleportation is not possible at this Tech Level.

Communication and Detection

The most common method of interstellar communication is the communications fleet. Slow FTL radio exists, but is limited and expensive. Again, this high-tech gear is found in the hands of the military or large corporations. Communication with a ship in hyperspace or jumpspace is impossible. Reliable point, FTL-scan, hyperdrive emergence and hyperdrive wake sensors are commonly used by the military. Most of these sensors are assembled into huge tracking stations which are positioned on the edge of explored space, or on the rims of important systems, like the Sol system.

Languages

All non-player characters are assumed to speak the universal language of the galaxy. Trade-Talk is an artificial language, amalgamated from a number of different tongues. It is commonly used by starship crews, merchants and the Patrol. It is considered M/H.

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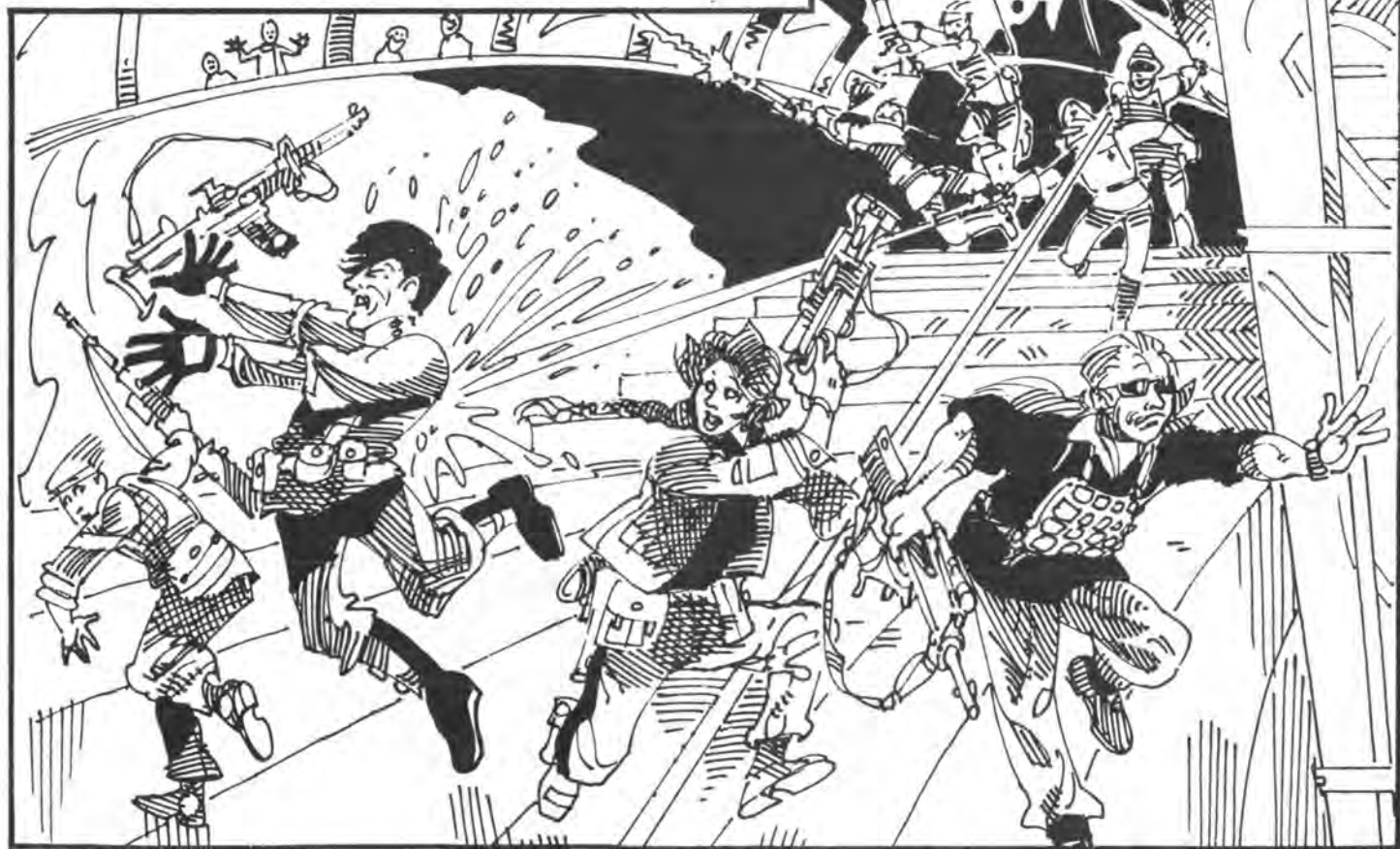
BEWARE THE HEALTH POLICE

3

*By William A. Barton
With Jeff Koke and Steve Jackson
Illustrated by Donna Barr*

"... but of all the secret police organizations throughout known space, the strangest must be the Health Police of Survias (Core-Tiann I), Old Frontiers Sector. Created by the planet's Autarch, Ryoc IV, the Health Police aggressively carry out their leader's single-minded (one might even say obsessive) crusade against illness and infirmity among the population of Survias. Armed with ceremonial scalpels and sonic disruptor rifles, the Health Police have become the very scourge of sickness in any form. They stand ready at a moment's notice to eradicate the tiniest germ, the most minute bacteria from any host. For to be ill on Survias is considered a crime against the state, and the illness must be cured, whatever the cost..."

Excerpt from the Escott Encyclopædia of Universal Knowledge, Vol. 13, Page 221, Paragraph B, re: "The Health Police" (Note: article banned on the planet Survias — Core-Tiann I — Old Frontiers Sector)



Introduction

Beware the Health Police is a *Space* adventure for 4-8 characters of 100 to 125 points. The optimum number is 5-7, with the party evenly split between beginners and those with some experience. However, any group can make its way through the adventure as long as some of the players are experienced and tolerant.

Nearly any SF adventurer with almost any skills can be run in this adventure; for most of the action, the PCs are being taken for a ride anyway. One requirement is that the explorers have a starship — either one of their own (bought, stolen or “borrowed”) or one on which they are currently passengers. In the latter case, the vessel’s actual owners and crew will “disappear” once they’ve surrendered the ship (and the PCs) to their captors at the outset of the scenario. (Innocent victims or Organization lackeys — GM’s choice.) It is therefore recommended that at least a few of the adventurers have some shipboard skills — Piloting, Astrogation, et cetera.

Most of the action in this adventure takes place on the Earthlike world of Survias, in the Old Frontiers Sector, as described in *GURPS Space Atlas*. However, it is not necessary to own that book to play the adventure, nor must the scenario actually be set in the Old Frontiers. The pertinent information on Survias is repeated on pp. 5 and 105 for the GM’s convenience. Thus Survias can be relocated into any star sector the GM chooses. Only this book, the *GURPS Basic Set (Third Edition)* and *GURPS Space* are required. Once the adventure gets underway, there will be many possible avenues of escape for the fugitive PCs to pursue, some by their own determination (though often just barely), some randomly. It’s possible the scenario could be played out in a single long gaming session, though at least two and possibly more sessions are likely.

About the Author

William A. Barton lives in Indianapolis, Indiana, with his wife, Vicki, and three cats, Watson, Sheba and Hungry J. Kitty. A graduate of Indiana University-Purdue University at Indianapolis with a degree in English Composition/Journalism, he was professionally employed for 11 years as a copy editor. During that time, Bill turned his enthusiasm for roleplaying games into a part-time freelance writing career. He is the co-designer of *GURPS Space* and *GURPS Space Atlas* and has contributed to or playtested several other *GURPS* items, including the original *Basic Set*.

Bill’s other writing credits include Chaosium’s award-winning *Cthulhu By Gaslight* and other *Call of Cthulhu* scenarios, as well as contributions to Chaosium’s *Superworld* and FASA’s *Star Trek* games. For years he was a contributing editor to *Space Gamer* and wrote reviews and articles for several other magazines, including TSR’s *Dragon*. His latest gaming project was his self-published RPG *So Ya Wanna Be A Rock ‘N’ Roll Star! A Rock ‘N’ Role-Playing Game*, for which he says he’s working on several “whacked-out” adventures and supplements. (He calls the venture, oddly enough, “Bill Barton Games.” Hmm . . .?) In limited distribution until recently, the game nevertheless won the 1991 Gamers Choice Award for Best Other Category Roleplaying Game.

Bill also enjoys playing bass and writing songs in a band he’s forming and confesses to being addicted to bad puns and Godzilla movies. Ever since he first thought up the Health Police, he’s been very uncomfortable around hospitals . . .

Chaos, Incorporated

Beware the Health Police is designed to keep the PCs constantly off-balance so that they don’t have time to think too deeply about their situation. Or if they do, questioning it always seems just too dangerous at the moment. They will have to keep moving at all times to stay one jump ahead of the Health Police and their spray antiseptic. Even when they think they’ve found safe haven with the rebels on Survias or with one or another competing faction among the Health Police, it shouldn’t last. Chaos should reign.

Keeping the party hopping is especially important if any of the players are of the type who insist on controlling their own destinies (or at least those of their characters). They will have little opportunity to do so here, so the GM mustn’t give them time to realize it. Characters *will* be called on to make certain decisions from time to time, though the “best” course to take — that of their captors, rescuers or whomever they’re dealing with at the time — will always be evident. Keep it a wild, hold-on-for-your-life ride from start to finish.

Throughout this adventure, the GM will undoubtedly be called upon to improvise and should be prepared to do so at a moment’s notice. This is especially true whenever random encounters are rolled. Gamemastering by the seat of the pants is a must! (GMs who eschew random encounters — wandering Health Police? — or wish to exert more control over events may plan such encounters ahead of time, or throw them in as they seem appropriate.)

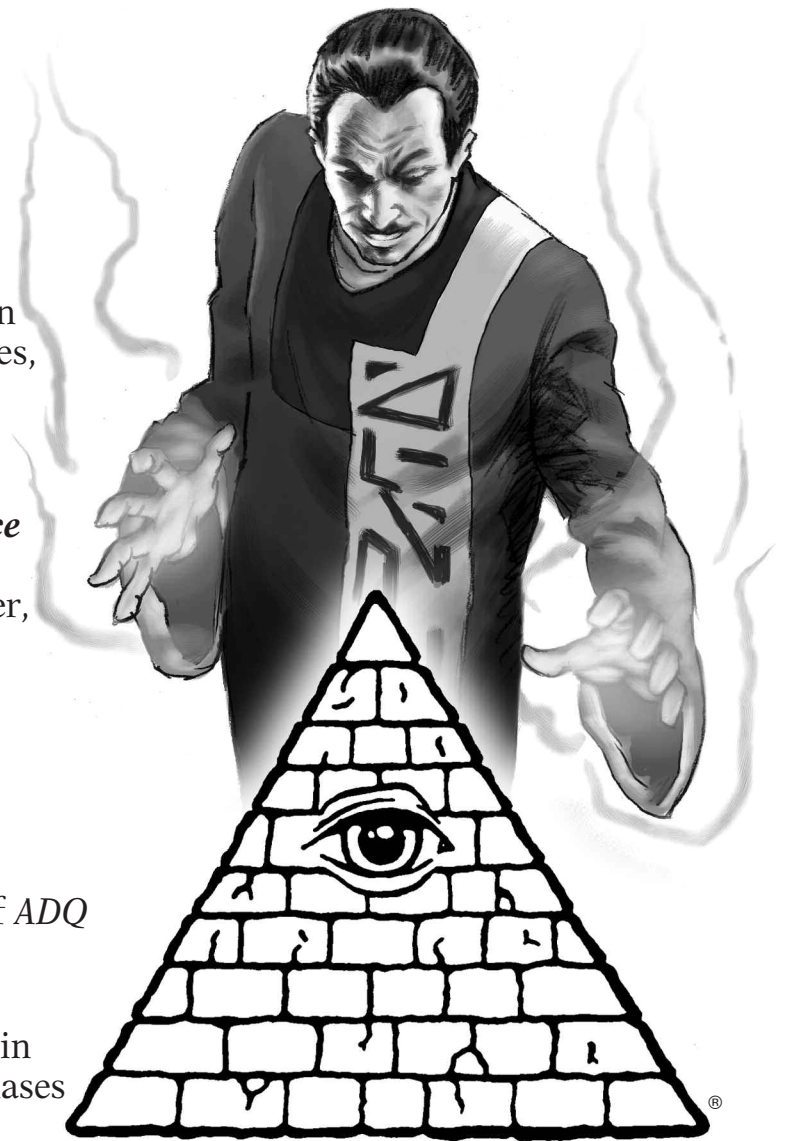
Additionally, there are a variety of characters in this adventures with certain mannerisms that are . . . well, eccentric. For this reason, it will be helpful if the GM actually takes the role of these characters and impersonates them for the PCs. It’s not required, but it will add another dimension to the adventure.

Finally, there will certainly be ample opportunity for bodily injury to befall the adventurers in this scenario. However, unless the players’ actions make it

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