


Halfway Station presents...

# Space: 1889



*Scenarios for the Space: 1889 RPG*



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My gaming group experimented with *Space: 1889* for a while, but never really caught the bug. We used these scenarios to try it out, which I have since reused successfully for *Traveller*, *Stargate* and *Empire of the Petal Throne*...

- Krolik Run (*Challenge* 64). This one was inspired by the rabbit rustlers of Dark Ages England. Don't look at me like that. It's true, I tell you!
- Exogamous Mating (*Challenge* 68)

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## Krolik Run

*A Space: 1889 scenario by Andy Slack*

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The PCs learn that a local fortress villa has a krolik pen. Krolik meat is a rare delicacy, valuable on the black market to those wishing to impress their dinner guests (or those simply curious to taste it). If the PCs can break in, steal some kroliks and get out, they can sell the meat on the black market for a tidy sum - say, 10/- per krolik.

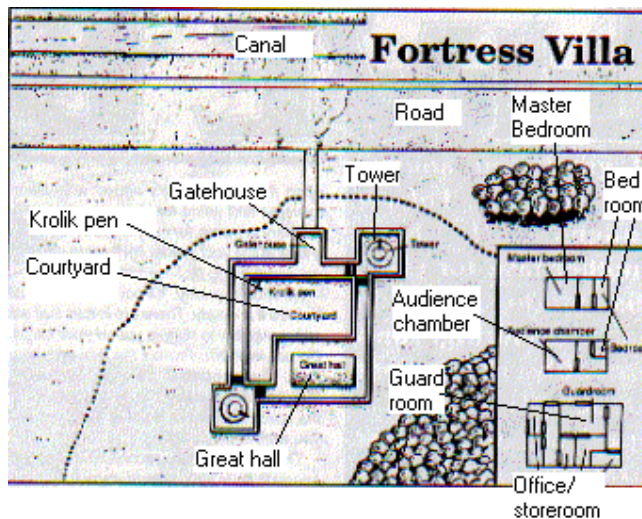
### Approach

The PCs must organize their approach to the villa, ideally under the cover of darkness. The journey will not be too difficult as the villa is only a mile or so from the outskirts of the Canal Martian city where the PCs are currently based.

The villa stands on a low hill a few hundred yards from a main canal. If desired, the referee can roll for encounters along the way using the standard *Space: 1889* encounter tables.

### Retrieval

The PCs must also organise their own escape route. This leg of the trip will be more difficult than the approach, as the villa guards will probably be in pursuit. Additionally, the PCs may be encumbered with a number of wildly thrashing kroliks. Again, the referee may roll for encounters, if desired.



### Map Description

The map shows the standard Martian fortress villa from *Space: 1889* in suitable surroundings. It can be located on the outskirts of any convenient Martian city, depending on where the PCs are currently located.

The krolik run is in the courtyard, between the northeastern gun tower and the main gate.

### Refereeing the Scenario

Kroliks are very similar to Earth rabbits, and the referee should use rabbits as a model for answering any questions raised by the PCs on krolik behaviour. However, these creatures have six legs and much shorter ears.

Detailed statistics are not really necessary, but the animals weigh about 10 pounds each.

Once the PCs are in the pen, catching a krolik is a Difficult: Agility task which takes a character's complete attention for one combat round.

Unless the beast is immediately killed (any PC with an edged weapon can do this simply by stating so), its frantic attempts to escape make it count as 40 pounds of weight for encumbrance purposes.

The PCs can make their getaway wrestling with live kroliks (and the scenario is much funnier if they do), but those of a practical frame of mind will despatch the animals first.

Kroliks can (and will) bite and scratch furiously. But while these assaults are painful, they do only superficial damage - not enough to count in game terms.

### **NPCs**

Kaashneek is the ideal NPC to alert PCs to this business opportunity. His stats and description can be found in *Space: 1889* on page 42.

For those running the scenario in other game systems - a TL4 *MegaTraveller* world springs to mind as a viable alternative setting - Kaashneek is a cheerful, streetwise orphan from the local slums with no taste in clothing and a weakness for crazy get-rich-quick schemes. He has continually pestered the party until they agreed to take him on as a local guide or party mascot, and has proven valuable for his contacts in the local underworld.

For other NPCs, use the human stock NPC characteristics in the *Space: 1889* quick reference charts. The Martians encountered are similar enough not to need separate statistics.

### **Alternatives and Variants**

If the PCs are too honourable to undertake this adventure as thieves, they can be invited to dinner at the villa on the night that a band of NPC Canal Martians attempt to steal the krolik. Their host may ask the PCs to help round up kroliks set loose by the thieves.

If you can't resist the idea of your PCs fighting wriggling kroliks all the way home (I couldn't), advise them that their buyer wants the kroliks alive. Truly sadistic referees will have the kroliks make loud embarrassing cries at inopportune moments (e.g., when the PCs are sneaking back into town with "nothing to declare").

## Exogamous Mating

*A Space: 1889 scenario by Andy Slack*

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The PCs are summoned to the British Legation in Syrtis Major. There, they are told that a European, Lawrence Carson, has been kidnapped by Hill Martians - steppe nomads of the Nepenthes-Thoth Steppe. The British Legation is aware of the situation because a Hill Martian nomad delivered a ransom note. The PCs are asked, in the Queen's name, to rescue the poor chap before something unspeakable happens to him. It is possible that German agents are behind this ungentlemanly scheme.

Should any cad in the party require a reward beyond that of knowing he has served the Queen and rescued a fellow Englishman from the clutches of the local barbarians, the Legation will reluctantly pay him £30 - and do their best to make him feel thoroughly guilty about it.

### Approach

The Legation gives the group a map showing the general location of the nomads' campsite (use the map on page 164 of *Space: 1889*). The campsite is in the hex due west of the city of Thoth. The party needs to make its own way there, then locate the nomad camp. The PCs must devise their own plan for rescuing Carson. The Legation has told them that Carson is a sound fellow, who can be counted on to keep his head in a crisis.

### Retrieval

During the trip out, the referee should roll for encounters normally using the tables in the rulebook. After accomplishing their mission, the adventurers will make their way back to Syrtis Major, hopefully with Carson or a letter from him explaining the situation. Normal encounter rolls are appropriate. Should the party have angered the steppe nomads (say by perforating a number of them with heavy revolvers in a fit of pique), those worthies will follow them as far as Shastapsh, where the local British garrison will dissuade them from further pursuit.

### Map

This is taken from the Shutterbug scenario card in *Twilight Encounters* (or *Twilight: 2000* second edition), as it can be used as a generic temporary encampment in almost any time period or campaign. It is reproduced here for your convenience. When the characters arrive, there are only 20-30 Hill Martians present, although several hundred more will arrive for a wedding feast over the next few days. So the longer the PCs take to making their move, the more outnumbered they will be. The guards are expecting some Red Men to attend as Carson's guests, so they will be friendly toward the PCs unless attacked. The PCs should not know this at first, so they will probably either sneak in or launch an assault. Sentry positions are marked on the map.

The tribe's chief and his daughter, Kallinak, are in tent 4; Carson is in tent 6. If the would-be rescuers observe the camp for a while before making their approach, they will see Carson wandering around the place freely and without concern, apparently on friendly terms with the Martians, especially with an attractive and richly-dressed girl.

### Refereeing the Scenario

Running this scenario may give PCs the impression that humans and Martians can intermarry, in the tradition of pulp writers such as Edgar Rice Burroughs. If you don't like this approach, you may want to devise an alternative plotline.

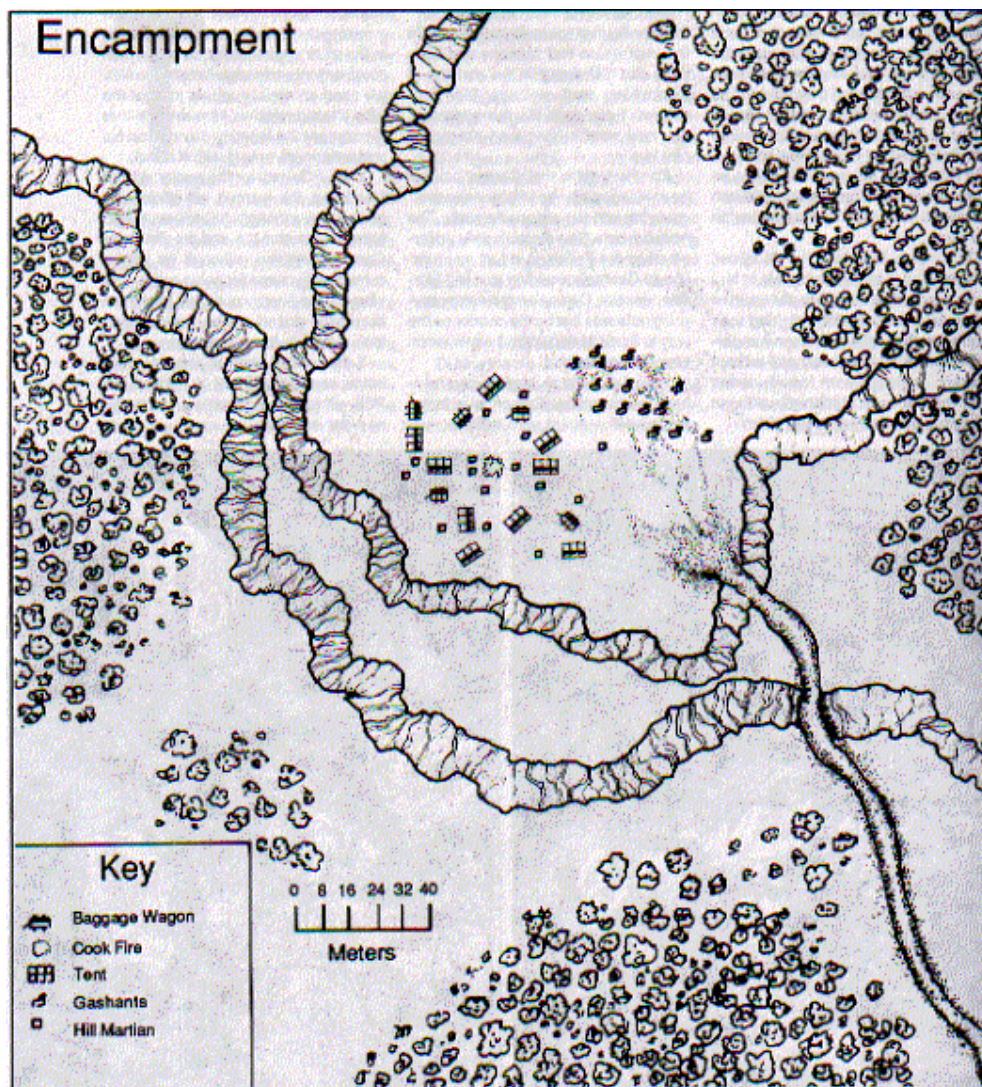
For the truth is that Carson has not been kidnapped - he has "gone native", marrying into the steppe nomads. The "ransom note", in a dialect poorly understood by the British, is in

fact an invitation to Carson's wedding to a Hill Martian princess. Carson's explanatory note was lost by the courier on the way to Syrtis Major, and his explanation was not understood.

While he poses as a footloose adventurer and explorer, Carson is in fact a foreign office agent on a delicate mission among the nomads. It is this which explains the British Legation's interest in the affair, their suspicions of German involvement, and their reluctance to simply send an aerial gunboat to blast the tribe into submission. However, neither Carson nor the Legation planned on his romantic involvement with Kallinak.

If the PCs resolve the matter without bloodshed, the Legation will be officially pleased that a strong bond has been forged between the nomads and the British by Carson's wedding, although he will be ostracised by some for going native. The tribe and the happy couple will treat them hospitably, and all will be well-disposed toward them in future encounters.

If the rescue attempt results in violence, especially if Kallinak is killed, the PCs will gain the nomads and Carson as bitter enemies.



## **NPCs**

**Kidnapped European:** Lawrence Carson is an Elite foreign office agent. His motivations are Leader, Aggressive. He is dressed as a Hill Martian warrior and is unarmoured, but carries a heavy revolver and a saber. Carson's charisma has served him well and has caused the tribe to accept him. He feels the barbaric lifestyle suits him much better than that of the typical European, especially since his lowly birth will forever bar him from true power in Britain. When the chief dies, Carson's marriage will give him control of the nomad tribe.

**Hill Martian Princess:** Kallinak is an Experienced Hill Martian. Her motivations are Arrogant, Adventurousome. As the chief's only child, Kallinak has been treated with deference since birth and has lacked for nothing. She has come to consider this as her right and so appears arrogant. Kallinak has been trained in the arts of rulership and war, which has given her a taste for adventure and the confidence to undertake it.

## **Alternatives and Variants**

Should your group prefer a genuine kidnapping, assume that the steppe nomad chief intends to forcibly marry Carson to his daughter. This will mean he does not need to pay for his daughter's dowry. Furthermore, under local (Thoth) law, the son-in-law is responsible for supporting all his bride's relatives - and is Carson not an offworlder, and therefore by definition incredibly rich?