

THE SABLE ROSE AFFAIR

By Bob McWilliams

MODULE 2: Task Force and Mission Background

The briefing is conducted by Raoul Mentieth, Head of the Imperial Galactic Survey's Planetary Rescue Systems Inspectorate, Regina Subsector, and by various specialist officers in a nondescript underground room somewhere on Regina (0310). The PRSI, apart from being a legitimate branch of the IGS responsible for inspecting and making recommendations on measures taken by planetary governments to find and aid survivors of crash landings, is the 'cover' for an operational force which takes on all manner of awkward jobs the Imperium would rather not advertise.

Mentieth commences the briefing by describing the disappearance of the freighters, of the Imperium's suspicions and the subsequent investigations. He then presents their conclusions:

"We are now convinced beyond doubt that these crimes originate on the planet Allell. As you may know, the government is particularly repressive - export of weapons is forbidden, technology equipment imports are strictly controlled - all end up with government agencies. We knew that the cargoes of victim ships arrive on Allell, and at first suspected that their destination was some sort of revolutionary organisation. However we now have proof that these items are ending up in government hands, and that they are giving covert protection to the operation, the organiser of this piracy receiving as payment any cargo not wanted by the government.

We therefore have three objectives to this mission. The first, obviously, is to stop any further piracy occurring, to operate in such a way that the government, and no doubt that we know of their involvement, and apply more direct methods in any further events. That whole region of the Subsector is politically unstable, believe that the crews of the stolen vessels are still alive, and as part of our price for maintaining the quiet, we will be demanding their release."

So, we have constructed an outline of the mission you carry out. As usual, it will be your own responsibility to detail methods and your requirements as regards equipment. This outline is now being passed round; please feel free to ask questions."

MODULE 3: Task Force Characters and Restrictions

The Task Force detailed to undertake the *Sable Rose* operation is a standard PRSI undercover suppression force. Organised as a loose version of the Marine squad, it consists of ten men (and/or women, in other teams), with a Force Leader and three teams of three, each of a Team Leader and two assistants. The force is flexibly trained and relies as much on each man's knowledge of the scope and limitations of the other members of the force as on operational doctrine. It could, for example, operate just as effectively split into two teams of eight and two men respectively. The first Team Leader is 'officially' second in command, but any Team Leader could take over as Force Leader in the event of casualties.

1. DUNCAN TAKEI	A67ECA	34-03-11-TAS
Force Leader		None
Marine Infantry, Force Cmdr.		1 PH, 1 MCUF, 2 CSR, 2CCR
OCS, Command Coll x2		
2. FORDSON COLE	9868C6	38-04-10-TAS
1st Team Leader		Recon, Interrogation, Computers
Marine Infantry, 1st Lt.		2 PH, 2 MCUF, 3 CSR, 3CCR
Intelligence Sch x3, Staff, Command Colls, Command Sch.		
3. SAMSON MILLETT	75B677	34-03-09
1st Team Member		Weapons, Mechanics
Army Infantry, 2nd Lt.		1 PH, 2 MCUF, 3 CSR, 1CCR
Intelligence Sch, OCS.		
4. GALETTAH R'HAL	CA8976	26-01-05
1st Team Member		Grav Vehicles
Army Cavalry, L/sgt.		1 CSR
None		
5. ANTIGONIUS FLETCHER	A769B7	30-02-10
2nd Team Leader		Hand Weapon Combat, Forgery, Bribery
Army Cavalry, Major.		1 PH, 1 MUCF, 4 CSR, 4CCR
Intelligence and Commando Schs.		
6. GERARD MONTJOIE	56A765	42-05-21
2nd Team Member		Demolitions
Army Infantry and Commandos, Sgt. Maj. 1 PH, 5 MUCF, 10CSR		X-Training Cavalry, Commando Sch.
7. YAROSLAV KAZAN	83BBD7	34-03-06
2nd Team Member		Electronics
Army Support, Corporal		1 PH, 2 CSR
Protected Forces, Commando Sch.		
8. DICCON MAGRITTE	5C7797	34-03-07
3rd Team Leader		Weapons, Combat Engineering
Army Infantry and Commandos, Capt.		1 SEH, 2 CSR, 2CCR
X-Training Cavalry, Protected Forces, OCS, Commando Sch, Staff Coll x2.		
9. STANES DRUHEV	A57689	34-03-10
3rd Team Member		Heavy Weapons, Medical
Marine Infantry and Cavalry, Ldg. Sgt.		1 PH, 3 MUCF, 3 CSR
X-Training Cavalry, Commando Sch.		
10. ARCHIE JORDAN	879C78	26-01-09
3rd Team Member		None
Marine Infantry, L/Cpl.		1 PH, 2 MCUF, 2 CSR
None		

Notes on Skills Table

- In this scenario, Brawling skill encompasses both the usual Hands, Club and Dagger and Blade weapons.
- Players may (after studying the Character UPP's) re-assign the given Blade Weapons skills within the class, not exceeding the total number of skill levels given. Skills may be reassigned to Foil, Sword, Cutlass, Broadsword or Bayonet etc. (Example: character 7 could change Sword-2 to Broadsword-1 and Bayonet-1).
- All skills acquired by characters in the course of their service careers and agency training have been given. This does not of course mean they will all be useful in this scenario.

Equipment Choices and Restrictions

Players may freely choose any weapons, armour or items of equipment that they can physically carry, though careful attention should be paid to the encumbrance rules. It is important to remember that the Law Level prohibits the carrying of any weapon in public, and players will need to exhibit ingenuity in concealing them. Some items are obviously ruled out - it is a little difficult to pass as a nonchalant civilian wearing Battle Dress with Fusion Gun attached. Remember the first rule of undercover operations - look and act as if you belong to the area in question. It may be assumed that the PRSI 'backroom boys' on Allell are capable of producing high quality disguises for equipment.

A short Traveller scenario, easily adaptable for use with Shadow or other systems. Notes for the Referee
The action takes place in the same Imperial Subsector as is used in *The Kinunir* (Traveller). All the information which is essential to play the scenarios is presented other characters and less so *Animal Encounters* (Supplements 1 and 2) may prove useful.

NB: The information provided is divided into *Modules*; the referee should, of course, be familiar with the situation and likely course of play. It should then be decided which group of players as the Imperial Security Task Force, and another as the criminal crew. The following Modules are available to players as starting information:
Task Force players (both versions): Modules 1, 2, 3, 4, 5, 6, 7.
Club players (version A only): Modules 1, 4, 5, 6, 8, 9, 10.
The referee should photocopy the appropriate Modules and hand them to the players.

MODULE 1: Introduction

Over the last two or three years, the number of space 'accidents' has risen sharply in the Efaté - Bougane - Roup region of the Regina subsector. The increase has been mainly among contract charter freight vessels and tramp traders. Many of the vessels have never been found, and the only other factors linking these losses (disregarding vessels whose misfortunes were easily explained) are that all contained high-technology goods amongst their cargoes, and that no two losses occurred in the same four week period. All this has pointed to some form of criminal activity, and after a long and painstaking investigation the full Governor, together with proposals for a solution,



CHARACTER SKILLS TABLE

Character Number

Skill	1	2	3	4	5	6	7	8	9	10
Brawling	1	1	1	2	2	1	2	2	2	
Blades	2						1			
Foil					2	2	1	1	1	
Sword										
Bayonet		1								
Guns										
Auto Weapons		1		2			2	1		
Combat Rifles		3	1			1	2			
Energy Weapons	2	1						2		
Laser Weapons					2					
Pistols	2	1			1	2				
Zero G Weapons	1	1								1
Heavy Weapons								2		
Auto Cannon								2		
LAG								2		
RAM Gren Lohr		2			1		2		1	
VRF Gauss							1			
Admin	2							2		
Battle Dress	1				1			1	1	
Bribery										
Combat Engineering							1	2		
Computer	1	3						1		
Demolitions	1	1	1	1	2		1	1	1	
Electronics	1	1				1	2	1		
Forgery	1	1	1	2	1		1	1	1	
Forward Obs	1						1			
Gambling							1			
Instruction	2	1	1	1	1	2	1			
Interrogation	1	2	1	1	1		1	1		
Leader	2	1			1					
Mechanical			2	1	1	1				
Medical						1		2		
Recon	2	3	1	1	1	2		1	2	1
Recruiting	1	1								
Streetwise	2	1				1		1		
Survival							1	1	1	
Tactics	2		1			1				
Vacc Suit	1	2	1			1	2	2		
Grav Vehicle					1					
Track Vehicle						1				
Wheel Vehicle						1	1	1		
Zero G Combat	1	2					1	1	1	

One area in which players are restricted is vehicles: Available for the Task Force's use, at the PRSI warehouse, are the following vehicles: Air/rafts - two normal air/rafts and one police patrol model in police colours; Ground cars - two four-seaters and one two-seater, and one van.

Any or all may be used.

All except the van have been 'souped-up'. Additionally available is Air/raft A parked outside the Longshoreman's Hostel. All vehicles have been fitted with one fixed forward-firing weapon mount (choice of LAG, Auto-cannon or VRF Gauss) and one rearward-firing RAM Grenade Auto-launcher, except the van which has the rear RAM Grenade only. All weapons are suitably disguised into the bodywork, and no additional weapons may be fitted.

MODULE 4: Alell: General Information

ALELL/Regina 0106 - B/467899 - A-None-Rich-None
 R=2000mi G=0.66G M=0.2875 Standard K=1.32 Standard
 Gravitic Bands: 0.25G=3250mi 0.50G=2298mi
 Safe Jump Distance=40000mi

General Physical Description

Alell is a pleasant world superficially similar to the Terran Standard type except for the relatively small size and low gravity. Its landmasses are concentrated in the equatorial band and southern hemisphere in three large and numerous small islands. The population is spread throughout the land area, except for the few islands in the north, which are subject to regular tectonic movements ascribed to perturbations in orbit. There are cities of over 1 million population; the planet as a whole has about 65% urban dwellers. Flora and fauna are mainly harmless and unlikely to worry anyone taking normal travel precautions.

(X REF FILE: ALELL/Regina - Flora/Fauna)

Visitor Data

(X REF FILE: ALELL/Regina - Approach Procedures)

Navigational Hazards: Alell has two small moons and no other adjacent celestial bodies. Approach Procedures should be consulted for artificial satellite orbits and restricted areas, periodic

comets, etc. Alell is the second planet out from the sun. The main navigational problem is posed by perturbations in the planet's orbit, and reference to orbit tables is essential to an economic approach.

Customs and Excise: All visitors must report to either of the two orbital stations prior to landing, failure to report constitutes an unlawful planetfall. All weapons, items of Tech 9 or higher, and all gems and crystals are illegal imports unless declared and subsequently licensed by the Alell government. The authorities will normally issue a temporary license for ships and permanent fixtures thereof.

Transportation: Regular weekly frequency service to Efate (0105) and Ushky (0205), together with many contract and charter vessels. Less frequent departures for Whanga (0206). No direct route exists to Knobes (0207) or Roup (0407), but occasional tramps or charters might be found to these destinations.

Port Facilities: The two orbital stations are at opposition in the same orbit (equatorial). Both are standard Imperium designs (Type JL-5a) capable of docking directly to the station any vessel of 1000 tons or less. Extending booms can cater for larger vessels. In all cases standard Imperium locking and electronic connectors are required. All usual planetary transfer services are available.

The starport is of standard type B, and is located 850mi S of the Equator on the main island, on the outskirts of the capital city Naness. Good quality maintenance and repair facilities are available for ships and equipment of Tech 10 and below. Emergency repairs only are available through government agencies for higher Tech levels.

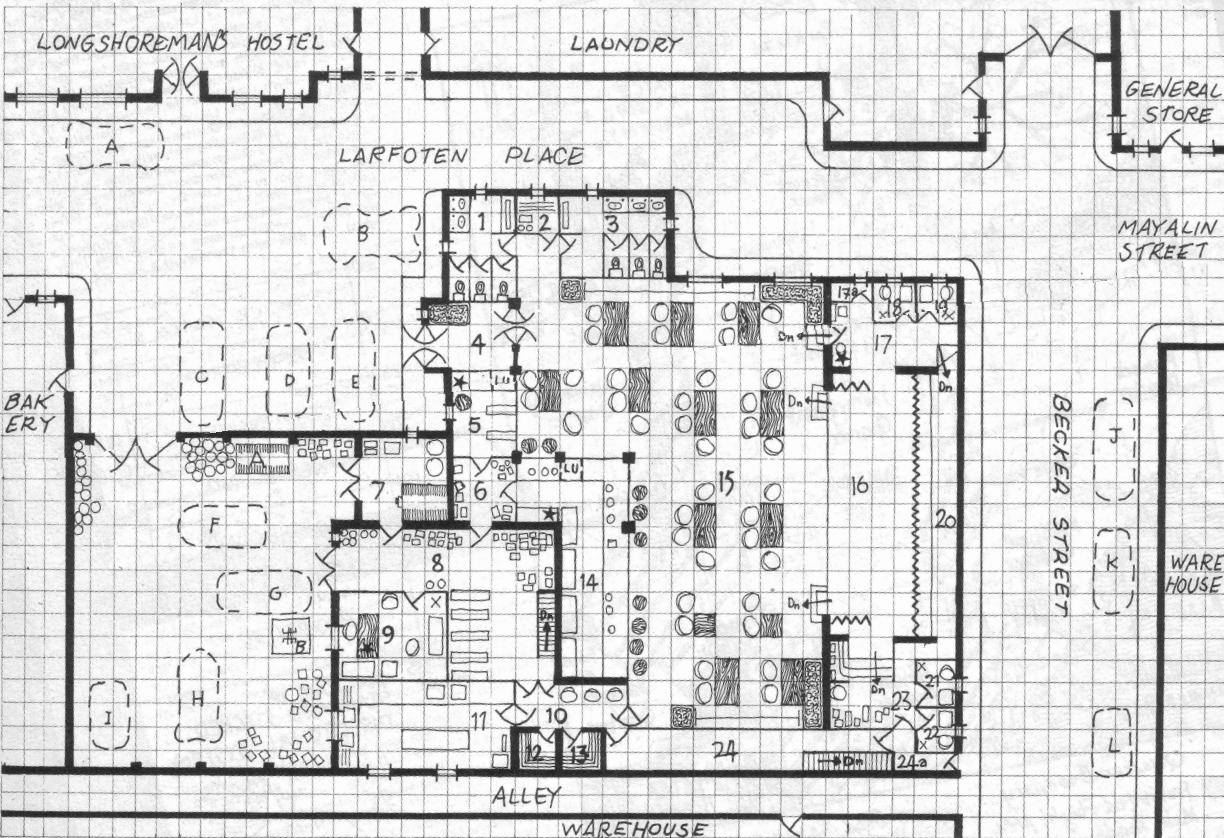
Politics and Mores: Alell is amongst the common category of communistic worlds. Government is carried out by a bureaucracy dedicated to the greater good; private enterprise and personal advancement is discouraged. The average citizen is shy of strangers, if not brusque, only relaxing when not in a public place. Conversation with strangers is generally limited to short answers to a request for directions. The police forces (of which there are many different levels) are more forthcoming, but should be approached respectfully, and should be obeyed at all times at the risk of incarceration.

Trade/Economy: Main Imports: Precious stones and metals, non-basic foodstuffs, military weapons and other high-technology equipment.

Main Exports: Most types of medium-level technology equipment and parts except weaponry, and some basic metal ores and refined products.

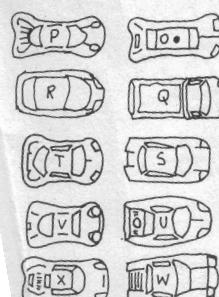
The economy is strictly government controlled; very little free enterprise trading is permitted. Off-planet importers and exporters must invariably deal directly with government officials.

MODULE 5: Objective and Locale: Map

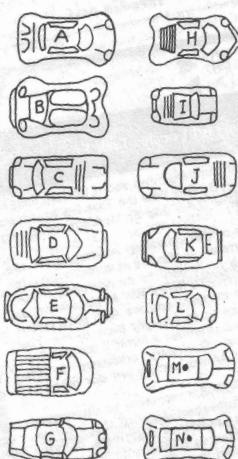
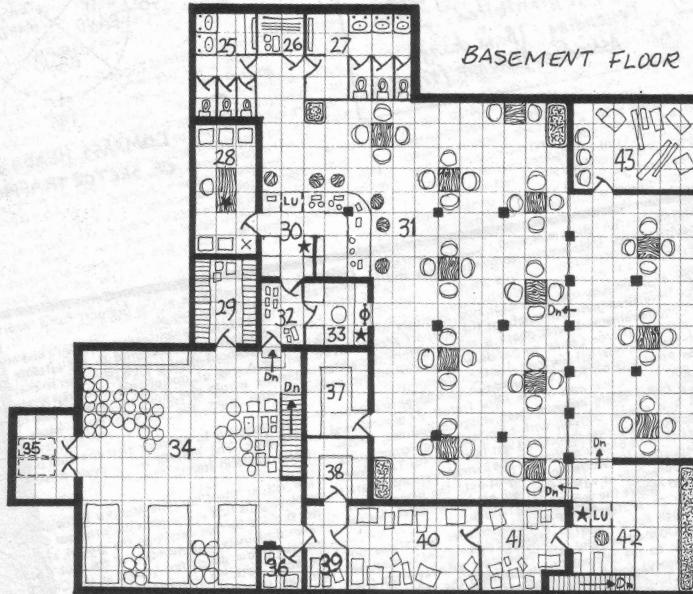


Each grid square = 1.5m x 1.5m

- Structural Wall
- Partition Wall
- Door
- Door: Opens both ways
- Structural Column
- Plant Boxes
- Com-Console
- Lift-Up Flap



BASEMENT FLOOR



MODULE 6: Objective and Locale: Description

The Journeyman's Quarter

The Journeyman's Quarter of Naness — capital city of Alell — serves three requirements of a city possessing a starport. Firstly, it provides the transient workforce associated with any starport, and offworld visitors of all but the highest social standing, with accommodation. Secondly, it houses the primary stages of import distribution and export goods collection, conveniently close to the starport terminal facilities. Thirdly, it contains the lower end of the Naness' industrial sector, including all the off-world temptations so frowned upon by Alellian morality and yet so alluring to Alellian curiosity.

It is in other words an archetypal low-rent district, and as such does not represent the pinnacle of urban environment. For this the visitor is led carefully away to see the Great Hall of Supreme Justice, the Place of Peace Cultural Centre, the Reformed Morganatic Cathedral, or the Water Palace, built under the old Royalists but still used by the ruling dignitaries.

Warehousing, subsistence-level hostels and apartments, and associated establishments — corner food bars, clubs, general stores — all jostle for a place; all present a rather run-down appearance. Most buildings are over a century old (Alell is quite kind to man-made structures), but some rebuilding has interrupted the original street plan.

Offworlders receive grudging acceptance in the Quarter, and short shrift outside of it (unless of the nobility or a trading magnate). Almost anything authorised for general sale (and a few things that aren't) can be bought here. Thus the streets — though nowhere near as crowded as, for example, the Artisan's Quarter — are well-used by native Alellians generally trying to draw as little attention as possible to themselves.

N.W. Sector, Naness City.

Traffic Regulations

In common with most of the more advanced worlds, a three-dimensional traffic system is operated. Ground cars, and other vehicles in ground mode, drive on the right. Air vehicles fly in a stacked directional system. As Naness and the starport are both on the coastal plain, there are standard altitude bands (also used over sea), but elsewhere on the planet, inland, a ground-following altitude system is employed. Changes of direction sector, and transition from ground to air and vice-versa, must be made in a directly vertical mode — penalties for oblique transfers (and indeed traffic infringements generally) are severe. Various visual and radar signals inform other fliers of vehicles changing bands.

Vehicles may not overfly a number of locations (such as the starport field area), but there are few of these in the city itself. In some particularly intensively-used corridors, specific ascending and descending columns of airspace are designated and in these corridors it is illegal to land/takeoff or change bands outside of the column.

The standard stacked directional system is:

0-79m	Level flight is prohibited (the tallest buildings in Naness are approx 72m high).
80-99m	This band is reserved for emergency vehicles only — civilian level flight is prohibited.
100-149m	Southbound sector traffic band.
150-199m	Westbound sector traffic band.
200-249m	Eastbound sector traffic band.
250-299m	Northbound sector traffic band.
300-349m	Reserved for Police patrols and emergency services — civilian level flight prohibited.

350m plus Above this level are various military and inter-continental bands, as well as a duplicate set of directional bands for use when weather conditions require them.

Each of the four directional bands covers a 90° arc — that for the Northbound sector being 315° through 0° (true north) to 45°, for example. It is considered very bad flying manners to set a course very close (i.e. within one or two degrees) to the sector divisions. If such a direction is required it is usual to follow a dogleg course, making one change of heading and band transfer.

The higher degree course has right of way within sectors (courses west of north in the Northbound sector are usually referred to in minus degrees), thus superior traffic is from the left — i.e. in accord with ground traffic priorities.

Immediate Environs

The *Sable Rose* club is a detached building, occupying a corner position on Becker Street and Larfoten Place. Becker Street leads toward the Artisan's Quarter, whilst to the east, Mayalin St. runs into the heart of the Bankers' Quarter and joins the Imperial Parkway (built along with the starport in the Royalist era by the Imperium, to provide a grand entry to the Water Palace). Larfoten Place runs west, deeper into the Journeyman's Quarter.

Some 120 years old, the club was originally a lapidary's workshop and emporium. It has been a club for the last 58 years, the present owner taking it over six years ago.

Adjacent to the club's yard is a Bakery. At the front is a shop for the purchase of wares — the side door is a fire exit. On the opposite side of Larfoten Place is the insalubrious Longshoremen's Hostel, occupied by starport freight loaders and a variety of unsavoury characters. Apart from the lobby, the other ground floor front rooms are a dining room to the left and a bar to the right. A side door from the bar opens onto the vehicle passage, which runs under the bedroom stories to a back yard. Next door to it, the Laundry has a relatively high reputation (including Diplomatic Quarter customers amongst its clientele). It is a rather blank building with toplight windows, and fire exits onto the Hostel's vehicle passage and onto Larfoten Place, and a reception office and large doors leading into an indoor loading bay. Next door to the Laundry, on Mayalin Street, is a small general store. Both the warehouse opposite the club on Becker Street, and the one south of the alley, are of newer construction and present windowless faces on these sides (they have roof-lights). The door onto the alley is a fire exit.

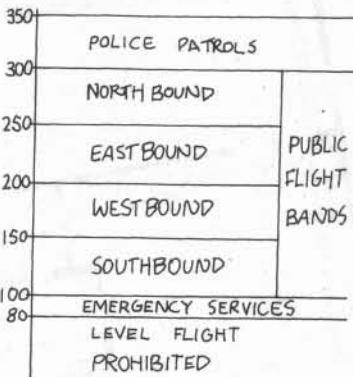
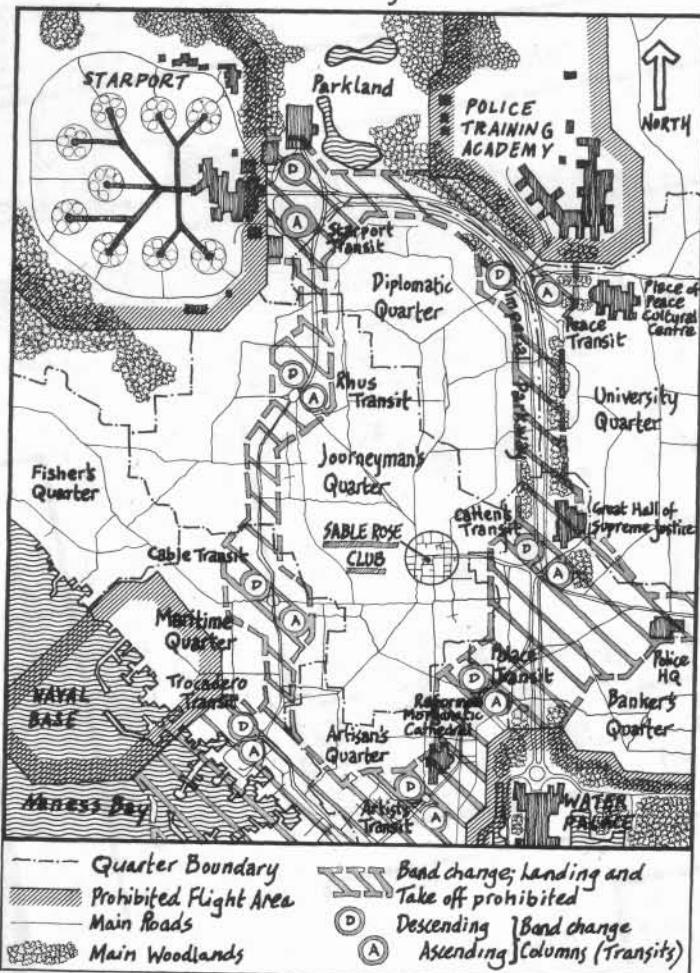
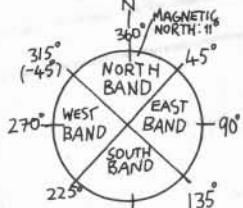


DIAGRAM OF STANDARD STACKED DIRECTIONAL SYSTEM



COMPASS HEADINGS OF SECTOR TRAFFIC BANDS

MODULE 7: Objective and Locale: Task Force Briefing

The scene is once again an underground room as described in Module 2, a short time later. By this time the Task Force players should have studied Modules 3,4,5 and 6. Mentieth continues with the briefing:

The primary objectives of this operation are twofold — the Club owner, one Jürgen Cottrell, is also the man responsible for organising this piracy. He is preferably to be captured; if not, eliminated. Secondly, in Cottrell's office will be documents relating to transactions between Cottrell and the Alell government in pirated cargo, and these are to be brought back to me. You will also leave within the Club premises a letter from the Sub-sector Governor on Imperial Stationary addressed to the Alellian Minister of Outworld Affairs, setting out our terms.'

The PRSI have devoted considerable resources to discovering details of the Club layout and operation. Most of this information has been gained by agents posing as customers, delivery drivers and so on. Module 5 represents a summary of information gathered on the layout; no detailed room descriptions are available, but the Referee is to make available some information on the 'public' rooms, and the players should be able to make reasonable assumptions as to the other room's uses based on the furniture layout. The Referee will also provide some additional

information on club personnel, building protection systems, possible police intervention, communications and gambling at the club.

As a preliminary move, one or two members of the Task Force have been given cover jobs at the Starport and rooms at the Longshoremen's Hostel about a month before the actual raid attempt (Force Leader to decide whether one or two and which team member(s)). Air/raft A is their transport.

The PRSI HQ on Alell is a run-down warehouse and office some 200 metres due west of the Rhus Transit. At ground level this is a rather seedy import/export shipping business. Underground it is almost clinical, with high technology communications, workshops, firing ranges and rest facilities. All Task Force members (except of course those at the Longshoremen's Hostel) have adequate cover stories to get them onto the planet and to the warehouse. This is where they will equip themselves for the mission, and receive the vehicles they require.

In order to protect the PRSI's undercover operations on Alell, the Task Force must take standard precautions to disguise the point of departure, and will make their getaway from the Club directly to the Starport (thus claiming the sanctuary of Imperial territory) and board an Imperial Kinunir class Battle

Cruiser which is at the Starport for a 'courtesy visit', for the return trip to Regina.

In addition to concealing weaponry and equipment, the Task Force players must attempt to get as close as possible to the target without alerting Club personnel to their purpose.

This area of operational planning is obviously one which players should give much thought to. The following conditions for the night the scenario takes place may be relevant:

The attempt is to be made after the Club opens for the evening, after dusk. The Referee will provide weather details when the actual scenario starts.

The act at the Club, the Markku Beowight Synthesiser Trio, is playing its first ever night's performance on Alell (the Referee can provide further details of the group), and a party of foreign junior diplomats — all members of the Club's gambling section — are taking four guests not known at the Club for an evening on the tables. Both the group and the guests could be impersonated, although the Club personnel may well be particularly suspicious of these two parties.

This information may be used or not as the Task Force players wish.

MODULE 8: Club Detail Description

General

Club Yard/Parking Area: This is a dirty, rubbish-strewn area faced on the W. by the blank-walled Bakery, and on the N. and S. by 1.8m high brick walls with pillars. In the N. wall is a pair of 1.8m high lockable gates. Various piles of empty crates, barrels and debris are scattered about; item A is a large liquid fuel tank (inflammable), whilst B is the Cellar hatch referred to in Room 35. H is a souped-up air-raft – the Club owner's personal transport, F,G and I are all Ground Cars; G is owned by the Club Manager, F is the Lounge Bar steward's small van, and I is a small two-seater owned by the reception clerk.

Vehicles Outside the Premises: Air/raft A has been regularly parked outside the Longshoreman's Hostel over the past month or so. Air/raft B and Ground Cars C,D and E are all customer's vehicles. Ground Car K belongs to the club's Stage Manager/M.C., whilst Ground Cars J and L are often parked in Becker St.

Room Descriptions: Ground Floor

1. **Male Toilets:** Consists of urinal against E. wall, two sinks and dryer against W. wall, and three W.C. cubicles (bolting from inside). Windows high up and translucent.

2. **Cleaner's Store:** Shelves containing cleaning and indoor plant maintenance equipment, with hydrostatic cleaners under. The door is normally locked; window translucent.

3. **Female Toilets:** Three sinks against N. wall, two dryers against W. wall, and a mirror on the E. wall N. of window. Three W.C. cubicles (bolting from inside). Windows high up and translucent.

4. **Foyer:** Double plexiglass swinging doors open onto street and main lounge. Plant container next to window. 4 and 5 are the same room, divided by a counter with a lift-up flap. Both sets of double doors are lockable.

5. **Reception/Cloakroom:** Shelves with membership data, a dagger and odds and ends, under counter. Com-console on counter, Club Alert button under counter against W. wall. A stool and two coat racks complete the furniture.

6. **Ante-Room One:** Basically a bare room with an empty-bottle bin in the SE. corner, and a couple of stacks of boxes containing bar snacks. In the NE. corner are a few discarded pieces of bar equipment (pumps, bottle holders etc.).

7. **Boiler Room:** In the SE. corner a large oil-powered boiler reaching nearly to the ceiling, whilst in the NE. corner are two generators; one for bar pump machinery and the cold store heat exchanger, the other a standby and not normally in operation. In the NW. corner stands a bureau for fuel delivery and servicing records, together with a panel over it containing heating controls and shut-off.

8. **Main Store Room:** Along the N. wall are various stacks of crates and casks. Along W. wall opposite stairs are four racks of shelves with bottled drinks (not spirits). Against E. wall a set of stairs down, with a barrier to W. and N. of stairwell.

9. **Club Office:** In NE. corner behind door, is a coat rack. Against E. wall a ceiling-high filing cabinet. Against S. wall in SW. corner a drinks/music centre, and E. of this a small safe, In

W. part of room a desk with three drawers to the left, below the com-console and privacy cone controls. The Club Alert button is under the right-hand end of the desk. Behind the desk is an executive swivel-chair, the other two chairs in the room being non-descript straight-backs.

10. **Ante-Room Two:** This room is empty but for three stacks of chairs similar to those in the main lounge.

11. **Kitchen:** Or rather a food preparation room, since most food is pre-cooked, then either frozen or dehydrated. Along the N. wall are utensil cupboards with worktops over, and two microwave ovens. Along the W. wall are sinks and drainers, with dryers under. In the centre of the room is a large preparation table. In the SE. corner is the control console and heat-exchanger machinery for room 12.

12. **Cold Store:** A solidly built and insulated room for deep frozen food.

13. **Dry Food Store:** Shelving contains all manner of dehydrated food, spices and additives.

14. **Bar One:** Shelving along the back wall supporting all manner of intoxicants and soft drinks. On the shelf near to the door to 6 is a com-console. Under the bar just south of the southernmost structural column is the Club Alert button. On the bar at intervals are stands of pumps for draught brews. The bar is open to room 15, but may be isolated by pulling down the various shutters to the front edge of the bar top.

15. **Main Lounge:** A large open room with chairs and tables regularly arranged for viewing the stage area. Along the W. walls are bench seats, and several stools at the bar. Some exotic indoor plants fill odd corners.

16. **Stage:** One metre above lounge floor level. Two short flights of steps lead up on either flank of the stage from the lounge. Drapes cover the stage passage (20) and the wing exits (17 & 23).

17. **Stage Wing:** Contains a lighting/curtain control console, with a Club Alert button under it, and a few odd props. At the same level as the stage, with steps down to 20 and beyond the door to 15.

17a. **Stage Window:** Small translucent window.

18/19/21/22 **Dressing Rooms:** Contain table, mirror, chair, coat-stand and a translucent window.

20. **Stage Passage:** Bare corridor behind stage backdrop – lower than stage.

23. **Stage Wing:** Steps down from stage, with odd junk in corners and one chair.

24. **Corridor:** Bare, with steps down to basement floor. Doors from 10 and 24a normally locked.

24a. **Stage Door Vestibule:** Short, bare corridor with stage door/ fire exit onto Becker St.

Basement Floor

25. **Male Toilets/26. Cleaner's Store/27. Female Toilets:** Identical to 1,2 and 3 but without window.

28. **Office:** Along the N. wall are three safes, all identical (except for locks). In the centre of the room is a desk and executive swivel-chair. In the left of the desk is a nest of four drawers. The Club Alert button is under the centre of the desk. Along the S. wall is a coat stand, a locked filing cabinet, and a stereo/drinks cabinet. The com-console also incorporates privacy cone controls.

29. **Wine Cellar:** Along both walls are wine racks, with the lower half ordinary shelving – on these are bottles of spirits. A few unpacked cartons of Roupean whisky stand at the N. end on the floor. The door is normally locked.

30. **Bar Two:** Shelving on both sides of the partition and back wall. Com-console next to the partition, and Club Alert button under bar to W. side of structural column. Otherwise similar to 14, except that video 'one-armed bandits' face each of the bar stools.

31. **Gambling Room:** 12 card tables each with 4 seats are spaced about the room, the three at the E. end being one step higher. On the N. wall is a card table with two seats.

32. **Ante-Room Three:** Similar in layout and content to 6.

33. **Teller's Room:** A glass window with a swivel tray occupies the E. end of the room. There is a com-console on the counter, with a small cash float of Cr.50 and a cash on a shelf under it, along with a Club Alert button. In the NW. corner is a set of open shelves, containing trays of gambling chips. In the SW. corner is a safe (of simple type) with a cash float of approx. Cr.1000. For larger deposits or payouts access to the safes in 28 is required.

34. **Main Cellar:** On the S. wall, three tandem (one above the other) draught casks. On the N. wall, shelves of soft drinks. Elsewhere are numbers of empty and full barrels and boxes. The draught switch panel is mounted on the wall to 36. The stairs from 8 come out in this room.

35. **Cellar Hatch:** An empty room except for a large bran sack below the hatch (to drop barrels onto). The double hatch opens upwards and locks from the inside (both it and the double access doors are normally locked).

36. **Pump Room:** Machinery for operating the draught brew system occupies this room.

37/38. **Store Rooms:** Both these rooms are empty except for shelving around the walls.

39/40/41. **Store Rooms:** These three interconnecting rooms contain boxes of all sorts of items, being odd lots from captured ships. The door between 34 and 39, and that between 41 and 42, is normally locked.

42. **Basement Reception:** Situated at the bottom of the stairs from 24, this area has a reception counter with com-console, and a Club Alert button under it. There are two coat racks. This room and the stairs are separated by a partition.

43. **Store Room:** Contains three stacks of chairs similar to those in 31, and various building fittings and junk. The door is normally locked.

MODULE 9: Club Operational Background

The club's day starts during mid-morning, when the cleaning staff arrive to erase the ravages of the previous night. At this time also, the Club Manager (2) and Steward (3) are present to deal with paperwork and deliveries, and around noon the Basement Manager (15) and Steward (16) arrive to carry out similar tasks. By the early afternoon all these persons have left, but occasionally the Club Owner may turn up to do his own book-keeping, and from noon onwards one of the bar staff not on duty that evening is present as a caretaker/guard, until the duty staff start to arrive in the early evening. The two Managers (2 and 15), Ground Floor Steward (3) and stage staff (12–14) are usually first to turn up, and the main Door Clerk (11) and Basement staff (16–21) the latest. By mid-evening all the staff on the diagram (except the cleaning staff) are present. Occasionally, the Club Owner is absent on other business.

Building Protection System: The building is protected by both conventional mechanical locks on doors and windows (lock pick set and Mechanical skill apply to defeating locks), and an electronic detection net. Master switch to the net is in the Club Office (9) on the com-console.

Club Alert System: In strategic locations (see room descriptions, Module 8), a type of 'panic button' is available in the event of a disturbance. Pressing results in a light flashing on all com-consoles other than the one in that location, and the system is also linked via the master com-console (i.e. this console must be operative to transmit the alert) to the local police station. The police would treat this as a routine disturbance call and dispatch a patrol as available. This would arrive outside the club in 4–9 combat rounds. It requires a verbal emergency call to Police HQ, either from a club com-console or police patrol vehicle, to trigger special police action, which arrives in 3–8 combat rounds and consists of two patrol vehicles with eight police. Proof on non-routine disturbance (use of firearms would be sufficient) is required in the call.

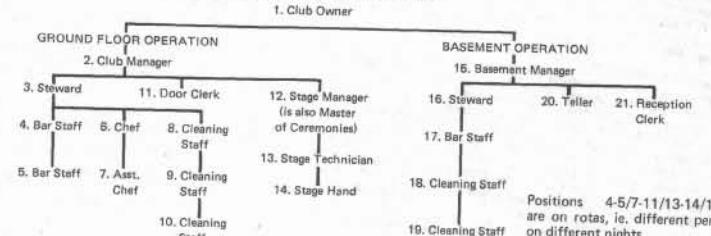
Com-Consoles: The club contains eight console locations (see room descriptions) of which three (those in 5, 9 and 28) are capable of direct outside contact. Other locations must call to one of these for an outside line. Console 28 is the master console, and if this is inoperative – switched off or wrecked – then the entire system will not function. Each location may call any other internal location – the receiving location has a key light which identifies which console is calling, and this light is also the warning light flasher for the Club Alert (see above), pinpointing

which location requires aid. There is also a warning light which comes on if a portable communicator is operated within the club. Outside lines include the usual telephone facilities, the city computer library, and the Starport Info/booking computer. Customers may use the two reception consoles (5 and 42) for outside calls, paying for their use (Cr.1 per combat round).

The Gambling Room: Although gambling is not illegal on Alell, it is strictly regulated and consists mainly of various types of state lottery. However, within the Journeyman's Quarter are a number of establishments catering to the offworlders and the more adventurous Alellians. The government is not averse to this activity (indeed, they levy a hefty betting tax) provided that certain rules are obeyed concerning with preventing the majority of native Alellians indulging in this form of activity.

Each member of the gambling section of the club is required to memorise the entry conditions. The procedure is to call the club from a public com-box a few minutes before reaching the club premises, giving name and membership number of all members in the party, and the name and occupations of any guests. The time lag enables the Basement Reception Clerk (21) to check any facts not known to him (i.e. membership status, guest's identity). On arrival at the club, the stage door (24a) has a bell push, voice box and vid-eye. The button is pressed, the Clerk asks for names and membership numbers (meanwhile checking visually). If satisfied, the party waits for the Clerk to

ORGANISATIONAL DIAGRAM



come and open the door. In the case of particularly valued clients, the Basement Manager may come up, if the person is for the stage section, the Clerk simply transfers the call to the Stage console (17).

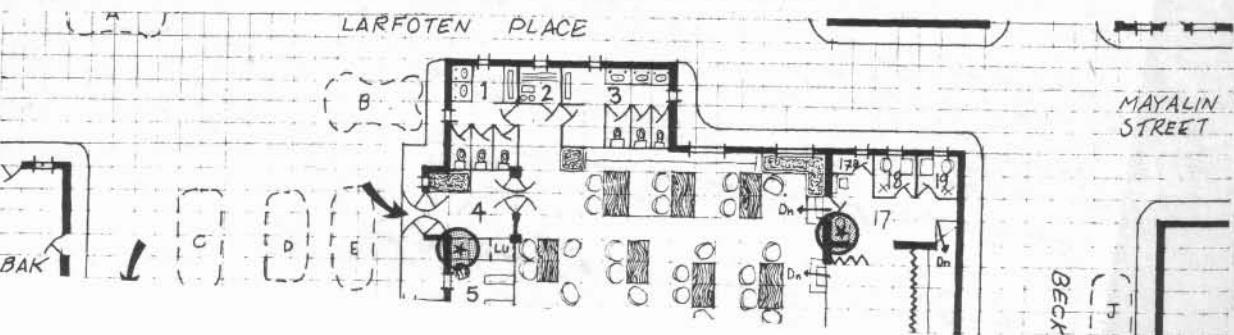
The Night of the Scenario

This section highlights specific conditions on the night the Scenario takes place.

The Scenario commences mid-evening, after dusk. The club has opened – nine customers have so far entered the lounge (15). All staff are present. The weather is overcast but dry, with the hint of an offshore breeze perhaps bringing in a sea fog later.

Expected shortly (via the stage door) is tonight's act – a synthesiser trio (keyboards – MARKKU BEOW/LIGHT; percussionist – HERVIG GIANELLI; mixer/computer panel – ALAN JAMISON; road manager – ARKESH MARGANE; road hand – ANGUS McFADDEN). The trio is from Farl(0405) and have never performed on Alell before. They are not known to the management – the booking was handled by an agent, and are due for a week's booking. They should arrive in a ground car and van (for the equipment).

Also due a little later for a night on the gambling tables is a group of foreign diplomats (8 members and 4 guests), in addition to the normal influx of clientele both for the main club and the gambling room.



MODULE 10: Club Personnel - Characters and Restrictions

This module lists characteristics of each of the staff. Characters in rota staff positions are those on duty on the specific scenario night, and the character number corresponds to position on the table in Module 9. The descriptions are set out in the following order:

NAME	CLUB POSITION	AGE	COMBAT SKILLS	OTHER SKILLS	ARMOUR ALLOWED
1. JURGEN COTTERELL	Club Owner	38	Gun-2 Blade-2 Brawling-1 Leader-1 Admin-1 Computer-1 Electronic-4 Streetwise-1 Pilot-1 Grav Vehicle-2		Cloth/Reflec
2. ROBERTO VALETTE	Club Manager	34	Gun-1 Blade-2 Brawling-2 Jot-2 Wheeled Vehicle-1	Computer-1 Electronic-2 Mechanic-1 Medic-1 Briefer-1	Mesh
3. BERNARD SFORZA	Ground Floor Steward	38	Blade-1	Steward-1 Wheeled Vehicle-1	
4. CALEB GESSENGER	Ground Floor Bartender	26	Gun-1	Zero-G Combat-1 Vacc-2 Medic-1 Navigation-1	Jack
5. IRA SWIFT	Ground Floor Bartender	30	Blade-1	Mechanic-1 Fwd Obs-1 Gunnery-1	None
6. LEON BEULER	Chef	42	Blade-1	Steward-2 Navigation-1 Medic-1	None
7. MIGUEL O'DONNELL	Assistant Chef	30	Gun-1	Zero-G Combat-1 Vacc-2 Steward-1 Grav Vehicle-1	Jack
11. EMILIO DE CASERT	Main Door Clerk	34	Blade-1	Mechanic-1	
12. RAPHAEL MORENO	Stage Manager/MC	46	Gun-2 Brawling-2	Jot-2 Electronic-1 Mechanic-1 Medic-1 Briefer-1	Mesh
13. AUGUSTE WAGNER	Stage Technician	46	Blade-1	Streetwise-1 Electronic-2 Steward-3 Wheeled Vehicle-2	
14. FERNANDO DIDET	Stage Hand	34	Gun-1	Grav Vehicle-1 Electronic-2 Forger-1	None
15. DONALD WEDELL	Basement Manager	26	Blade-1	Bribe-1 Jot-1	None
16. PHILLIP MOOKERJI	Basement Steward	42	Brawling-1 Gun-1	Gambling-3 Fwd Obs-1 Admin-1 Forger-2	Mesh
17. EDDY BAROUT	Basement Bartender	46	Brawling-1 Gun-1	Admin-1 Gambling-1 Grav Vehicle-1 Computer-1	Jack
20. CARL MAMOS	Teller	34	Blade-1	Zero-G Combat-1 Vacc-1 Jot-1 Medic-2	None
21. RICHARD PESTARQUE	Basement Clerk	30	Gun-1	Gambling-1 Steward-2 Computer-1 Mechanic-1	Mesh
				Steward-1 Bribe-1 Navigation-1 Streetwise-1 Grav Vehicle-1	Mesh

RESTRICTIONS - Combat Skills:

Although skills have not been assigned to specific weapon types, players may only choose within the framework given below:

Brawling: In this scenario, Brawling skill is assumed to cover the use of Dagger and Blade in addition to Hands and Club. All characters may carry one of either dagger or blade on their person, except characters 6 and 7 who may not carry any, though of course the Kitchen contains many improvised blade weapons.

Blade: Characters with Blade skill may only choose Foil or Sword (which are separate skills). If they do not wish to carry either of these weapons, they may convert all or part of their blade skill to Brawling skill. Only one of either Foil or Sword may be carried, and only characters with Blade skill may carry these weapons.

Guns: Characters are restricted to Pistol skill covering Body Pistol, Auto Pistol and Revolver, and Zero-G Weapons skill from which initially they may only choose the Snub Pistol (though if a member of the raiding force dropped an Accelerator Rifle, the skill level would apply to its use). Only characters with Zero-G Combat skill may choose Zero-G Weapons skill. All characters may carry one only gun except characters 7, 2, 11, 15, 21, 26, 30, 33, 37, 41, 42, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 909, 910, 911, 912, 913, 914, 915, 916, 917, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 979, 980, 981, 982, 983, 984, 985, 986, 987, 987, 988, 989, 989, 990, 991, 992, 993, 994, 995, 995, 996, 997, 997, 998, 999, 999, 1000, 1000, 1001, 1001, 1002, 1002, 1003, 1003, 1004, 1004, 1005, 1005, 1006, 1006, 1007, 1007, 1008, 1008, 1009, 1009, 1010, 1010, 1011, 1011, 1012, 1012, 1013, 1013, 1014, 1014, 1015, 1015, 1016, 1016, 1017, 1017, 1018, 1018, 1019, 1019, 1020, 1020, 1021, 1021, 1022, 1022, 1023, 1023, 1024, 1024, 1025, 1025, 1026, 1026, 1027, 1027, 1028, 1028, 1029, 1029, 1030, 1030, 1031, 1031, 1032, 1032, 1033, 1033, 1034, 1034, 1035, 1035, 1036, 1036, 1037, 1037, 1038, 1038, 1039, 1039, 1040, 1040, 1041, 1041, 1042, 1042, 1043, 1043, 1044, 1044, 1045, 1045, 1046, 1046, 1047, 1047, 1048, 1048, 1049, 1049, 1050, 1050, 1051, 1051, 1052, 1052, 1053, 1053, 1054, 1054, 1055, 1055, 1056, 1056, 1057, 1057, 1058, 1058, 1059, 1059, 1060, 1060, 1061, 1061, 1062, 1062, 1063, 1063, 1064, 1064, 1065, 1065, 1066, 1066, 1067, 1067, 1068, 1068, 1069, 1069, 1070, 1070, 1071, 1071, 1072, 1072, 1073, 1073, 1074, 1074, 1075, 1075, 1076, 1076, 1077, 1077, 1078, 1078, 1079, 1079, 1080, 1080, 1081, 1081, 1082, 1082, 1083, 1083, 1084, 1084, 1085, 1085, 1086, 1086, 1087, 1087, 1088, 1088, 1089, 1089, 1090, 1090, 1091, 1091, 1092, 1092, 1093, 1093, 1094, 1094, 1095, 1095, 1096, 1096, 1097, 1097, 1098, 1098, 1099, 1099, 1100, 1100, 1101, 1101, 1102, 1102, 1103, 1103, 1104, 1104, 1105, 1105, 1106, 1106, 1107, 1107, 1108, 1108, 1109, 1109, 1110, 1110, 1111, 1111, 1112, 1112, 1113, 1113, 1114, 1114, 1115, 1115, 1116, 1116, 1117, 1117, 1118, 1118, 1119, 1119, 1120, 1120, 1121, 1121, 1122, 1122, 1123, 1123, 1124, 1124, 1125, 1125, 1126, 1126, 1127, 1127, 1128, 1128, 1129, 1129, 1130, 1130, 1131, 1131, 1132, 1132, 1133, 1133, 1134, 1134, 1135, 1135, 1136, 1136, 1137, 1137, 1138, 1138, 1139, 1139, 1140, 1140, 1141, 1141, 1142, 1142, 1143, 1143, 1144, 1144, 1145, 1145, 1146, 1146, 1147, 1147, 1148, 1148, 1149, 1149, 1150, 1150, 1151, 1151, 1152, 1152, 1153, 1153, 1154, 1154, 1155, 1155, 1156, 1156, 1157, 1157, 1158, 1158, 1159, 1159, 1160, 1160, 1161, 1161, 1162, 1162, 1163, 1163, 1164, 1164, 1165, 1165, 1166, 1166, 1167, 1167, 1168, 1168, 1169, 1169, 1170, 1170, 1171, 1171, 1172, 1172, 1173, 1173, 1174, 1174, 1175, 1175, 1176, 1176, 1177, 1177, 1178, 1178, 1179, 1179, 1180, 1180, 1181, 1181, 1182, 1182, 1183, 1183, 1184, 1184, 1185, 1185, 1186, 1186, 1187, 1187, 1188, 1188, 1189, 1189, 1190, 1190, 1191, 1191, 1192, 1192, 1193, 1193, 1194, 1194, 1195, 1195, 1196, 1196, 1197, 1197, 1198, 1198, 1199, 1199, 1200, 1200, 1201, 1201, 1202, 1202, 1203, 1203, 1204, 1204, 1205, 1205, 1206, 1206, 1207, 1207, 1208, 1208, 1209, 1209, 1210, 1210, 1211, 1211, 1212, 1212, 1213, 1213, 1214, 1214, 1215, 1215, 1216, 1216, 1217, 1217, 1218, 1218, 1219, 1219, 1220, 1220, 1221, 1221, 1222, 1222, 1223, 1223, 1224, 1224, 1225, 1225, 1226, 1226, 1227, 1227, 1228, 1228, 1229, 1229, 1230, 1230, 1231, 1231, 1232, 1232, 1233, 1233, 1234, 1234, 1235, 1235, 1236, 1236, 1237, 1237, 1238, 1238, 1239, 1239, 1240, 1240, 1241, 1241, 1242, 1242, 1243, 1243, 1244, 1244, 1245, 1245, 1246, 1246, 1247, 1247, 1248, 1248, 1249, 1249, 1250, 1250, 1251, 1251, 1252, 1252, 1253, 1253, 1254, 1254, 1255, 1255, 1256, 1256, 1257, 1257, 1258, 1258, 1259, 1259, 1260, 1260, 1261, 1261, 1262, 1262, 1263, 1263, 1264, 1264, 1265, 1265, 1266, 1266, 1267, 1267, 1268, 1268, 1269, 1269, 1270, 1270, 1271, 1271, 1272, 1272, 1273, 1273, 1274, 1274, 1275, 1275, 1276, 1276, 1277, 1277, 1278, 1278, 1279, 1279, 1280, 1280, 1281, 1281, 1282, 1282, 1283, 1283, 1284, 1284, 1285, 1285, 1286, 1286, 1287, 1287, 1288, 1288, 1289, 1289, 1290, 1290, 1291, 1291, 1292, 1292, 1293, 1293, 1294, 1294, 1295, 1295, 1296, 1296, 1297, 1297, 1298, 1298, 1299, 1299, 1300, 1300, 1301, 1301, 1302, 1302, 1303, 1303, 1304, 1304, 1305, 1305, 1306, 1306, 1307, 1307, 1308, 1308, 1309, 1309, 1310, 1310, 1311, 1311, 1312, 1312, 1313, 1313, 1314, 1314, 1315, 1315, 1316, 1316, 1317, 1317, 1318, 1318, 1319, 1319, 1320, 1320, 1321, 1321, 1322, 1322, 1323, 1323, 1324, 1324, 1325, 1325, 1326, 1326, 1327, 1327, 1328, 1328, 1329, 1329, 1330, 1330, 1331, 1331, 1332, 1332, 1333, 1333, 1334, 1334, 1335, 1335, 1336, 1336, 1337, 1337, 1338, 1338, 1339, 1339, 1340, 1340, 1341, 1341, 1342, 1342, 1343, 1343, 1344, 1344, 134