



SEVEN WORLDS

INTO THE FIRE



Module 3 of the Epic Seven Worlds Campaign





SEVEN WORLDS

In the year 2217 humanity's greatest achievement is the colonization of the nearby star systems now known as the Seven Worlds. Here humanity lives, thrives, and prepares the next great wave of space exploration.

The Seven Worlds. This is the story of how we lost them, and of the heroes who tried to avert their fall.

The third adventure in an epic seven-part campaign!

Several months have passed since the fall of Nouvelle Vie and humanity is fighting a losing war against the alien invaders now known as the Devourers. The heroes are asked to go on a long-shot mission to find an alternative way to stop their enemy. The trail and an anonymous message leads to a political war between corporations in the frozen planet of Apollo, where the heroes have to storm a faraway research facility that has been taken over by terrorists. One of these terrorists has a clue the heroes need if they hope to find a way to save the Seven Worlds from annihilation!

This product also includes seven new side stories so your players can explore the Seven Worlds while they play the main campaign!

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SEVEN WORLDS INTO THE FIRE

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WARNING TO PLAYERS: DON'T READ ANY FURTHER!

The content of this book is for Game Masters only! Reading it will only spoil the adventure.
If you are a player rather than a Game Master read the *Seven Worlds Setting Guide* instead.

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introduction

"LET THE HEIGHT OF THE EMPIRE STATE BUILDING REPRESENT THE EARTH'S 4.5 BILLION YEARS OF EXISTENCE. WE CAN THEN REPRESENT HUMANKIND'S MEASLY MILLION YEARS OR SO BY A ONE-FOOT RULER STUCK AT THE TOP OF THE BUILDING. THE THICKNESS OF A DIME PLACED ATOP THE RULER STANDS FOR THE LENGTH OF TIME SINCE HUMANS DEVELOPED AGRICULTURE AND CIVILIZATION: ROUGHLY TEN THOUSAND YEARS. A POSTAGE STAMP GLUED ONTO THE DIME REPRESENTS THE LENGTH OF TIME SINCE WE HAVE DEVELOPED MODERN SCIENCE, ABOUT THREE HUNDRED YEARS.

IF OTHER INTELLIGENT SPECIES ARE OUT THERE AMONG THE STARS, WHAT ARE THE CHANCES OF OUR MEETING ONE AT OUR OWN LEVEL OF DEVELOPMENT— THAT IS, WITHIN THE THICKNESS OF THAT POSTAGE STAMP?"

—BEN BOVA, SPACE TRAVEL

Welcome to the third module in the *Seven Worlds* campaign! This epic, unforgettable odyssey places the heroes at the center of the greatest conflict humanity has ever seen, and puts its future in their hands.

At its heart, the story told in the *Seven Worlds* campaign is a tragedy, the story of the annihilation of humanity by forces far beyond its comprehension, and of a few heroes' efforts to turn back the tide. Other campaign's measure of success is the answer to the question "Did we win?" In this campaign, success or failure is measured in the answer to a different question: "Did we survive?"

This adventure continues where *Divided We Fall*, the second *Seven Worlds* campaign adventure, left off. It is assumed you've already played that adventure before starting this one, but if you haven't you will still find lots of interesting and challenging scenarios for you and your players to enjoy!

ADVENTURE SYNOPSIS

This section gives a short overview of the *Seven Worlds* Campaign up until this point.

WHAT'S HAPPENED BEFORE

A *Mysterious Encounter*, the introductory adventure included in the *Seven Worlds Setting Guide*, told the story of a group of Circle officers who, while on a routine patrol next to the frontier planet of Nouvelle Vie, witness the appearance of a strange alien ship and see its awesome destructive power. As a result, the heroes were sent to Concordia, one of the most powerful planets in the *Seven Worlds*, and the headquarters of the Circle, to report on what they saw.

In *Rumors of War*, the heroes travelled to Concordia and met Epsilon Leader Antoine, leader of the Circle. Antoine told the heroes that the Psion Brotherhood had been secretly interested in these strange ship sightings, and asked them to go to Brotherhood Headquarters on Earth and request information on the sighting from the Brotherhood, using official channels. Antoine also asked the heroes to investigate the mysterious disappearance of Dr. Luis LaMarche, a renowned scientist from Earth.

While attending Concordia's Centenary Celebration the heroes became involved in a terrorist attack that ended with the successful assassination of Governor Selnes, the leader of Bay Jing. Since Bay Jing and Concordia were bitter rivals, this assassination sparked the beginnings of an interstellar war.

When the heroes arrived at Earth they met the emissary of the mysterious alien benefactors known as the N'ahili. They also met the leaders of the Psion Brotherhood, including the famous Ganendra Nathan, but failed to get any clues to the identity of the mysterious alien ship they saw. Finally, they get to investigate Dr. LaMarche's disappearance and discovered he had been working on unspecified "improvements" to the Stellar Communications Network, the main technology that allowed the *Seven Worlds* to communicate.

In *Divided We Fall*, the heroes returned to Circle Headquarters in Concordia and were sent undercover to investigate a curious deployment of ships made by the Concordian fleet as part of their war with Bay Jing. An unlikely discovery ended with the heroes carrying information on a top-secret Concordian plan that could ruthlessly allow them to win the war in a single stroke.

By the end of that adventure, the heroes were in Nouvelle Vie again, where the bulk of the Concordian and Bay Jingian fleets were about to meet in battle. At this point, a fleet of mysterious alien ships

materialized and completely destroyed both fleets. Simultaneously, the entire Stellar Communications Network mysteriously crashed, thus isolating the *Seven Worlds*. The heroes barely escaped with their lives and flew towards Concordia, carrying a desperate cry for help against an invader more powerful than all of them.

WHAT'S HAPPENING NOW

Several months have passed since the fall of the Concordian and Bay Jingnian fleets at Nouvelle Vie, and humanity is fighting a losing war against the alien invaders now known as the Devourers. An anxious Epsilon Leader Antoine knows conventional means will not stop these aliens, and asks the heroes to go on a long-shot mission to find an alternative way to stop them. He latches onto the fact that the Stellar Communications Network failed (or was sabotaged) and that the missing Dr. LaMarche was working on something with this network. Since the timing for the Network crash was so convenient, maybe whoever crashed it knows something about the aliens that might help humans stop them.

After receiving an anonymous tip suggesting they go to Apollo, the heroes become embroiled in a political war between various corporations. To solve the situation, the heroes have to storm a faraway research facility that has been taken over by terrorists. One of these terrorists has a clue the heroes need, a strange story and the name of an unknown place: Chrysalis. Apparently this place has something to do with Logan's End, the farthest and least civilized of the *Seven Worlds*.

RUNNING THE ADVENTURE

As this adventure begins things look grim and hopeless, as humanity is slowly crushed by the alien attackers known as the Devourers, plunging humanity into chaos. This entails several modifications to the flow and tone of the campaign.

TIME PRESSURE

While the plot maintains a time pressure, you will note that the Devourer advance is erratic and unpredictable. Weeks or months will go by without the Devourers advancing, then all of a sudden their fleet will jump several star systems as fast as possible. This was done to underline how unfathomable these aliens are, but also because it allows you to pace the

campaign to your group's rhythm. If the players would much rather play a multi-session mini-campaign in the crime-ridden streets of Whitehall in Apollo than continue their mission, have the aliens wait a few more weeks before moving on. This allows you to fit to the schedule your heroes prefer.

NEW CHARACTERS

If you need to add more heroes to the campaign, either to change players or to replace lost characters, note that from this adventure onwards the group could decide to informally add a member who does not belong to the Circle. Since the Circle is practically gone anyway, it is not too far-fetched for the group to add a non-Circle-member to their ranks for the sake of the mission.

GEAR AND MONEY

Acquiring equipment is harder from now on. Double the price of every item the heroes can acquire from the gear section. Particularly unique items, at your discretion, could require a successful Streetwise roll to be found for sale.

Heroes should hoard the money they have, as the Circle devotes all of its resources to building new ships and strengthening their forces, and salaries are temporarily suspended (see *Seven Worlds Setting Guide*). Any benefits a hero may have from the Rich or Very Rich edges are halved.

THE PERSONAL IMPACT OF THE WAR

As the horror of the conquest escalates and humanity is confronted with the loss of world after world, you should make the risk and danger more intimate and emotional to the heroes. In the case of the pre-generated characters, for example, Maricelle may have to face the death of her sister, or the reproaches from friends in the refugee fleet; Seela may have to say a tearful goodbye to her parents before Concordia falls, or find Aaron as a survivor among the refugees from that planet; or Derrick may see his secrets confronted and his parents shamed as Apollo is attacked.

Assuming you and the players enjoy it, there are many opportunities for roleplaying the personal impact of the war during this adventure.

THE STELLAR COMM NETWORK

The Stellar Communications Network is permanently down. This has several implications for the heroes.

In the first place, no communications are available between planets. A makeshift ship relay has been set up by the military by placing patrol ships on both sides of every jump point, but message capacity is limited, slow, and only used for military purposes. In game terms, only extremely urgent, military-level messages will be transmitted, and they will take four times as long to reach their destination. The heroes thus have no opportunity to use the Comm Network to communicate.

On top of that, humanity's entire communications infrastructure is down. No requests for information to remote databases are available, and information and backups are not syncing between the planets. Programs or systems that depended on information from other planets are now useless. You should keep this in mind whenever the heroes are dealing with V-World.

Using the local storage capacity of ships travelling between planets to synchronize information between V-Worlds (see *Interstellar Communications Network* of the *Setting Guide*) has become the only way to transfer information between planets. Therefore it has become mandatory to accept these information downloads. The heroes should expect to become carriers of information between all the planets they visit.

If you are using the space random encounters table (see below) remember to apply the Stellar Communications Network penalty to all trips in space, regardless of their source or destination.

UPDATED MAPS

The following maps show how the *Seven Worlds* stand at the start of this adventure. Note the following significant differences:

- The secret jump point between HIP 14101 and Delta Eridani (discovered by the heroes in the previous adventure) is marked with a red line.
- The path between Gamma Leporis (Nouvelle Vie) and LHS 1723 is now marked as a Dead-end line. This is because all human civilization there has been wiped out by the Devourer invasion.

- All of human space is now marked as a Secondary Route. Since only star systems with a working Stellar Communications Network are considered Primary Routes, and since the Stellar Communications Network has crashed, there are no Primary Routes anymore.

If you are using the 3-D maps, this might be a good opportunity to show the heroes the updated map this adventure, explaining that since the Stellar Comm Network has permanently crashed, most routes between planets are now in a different color.

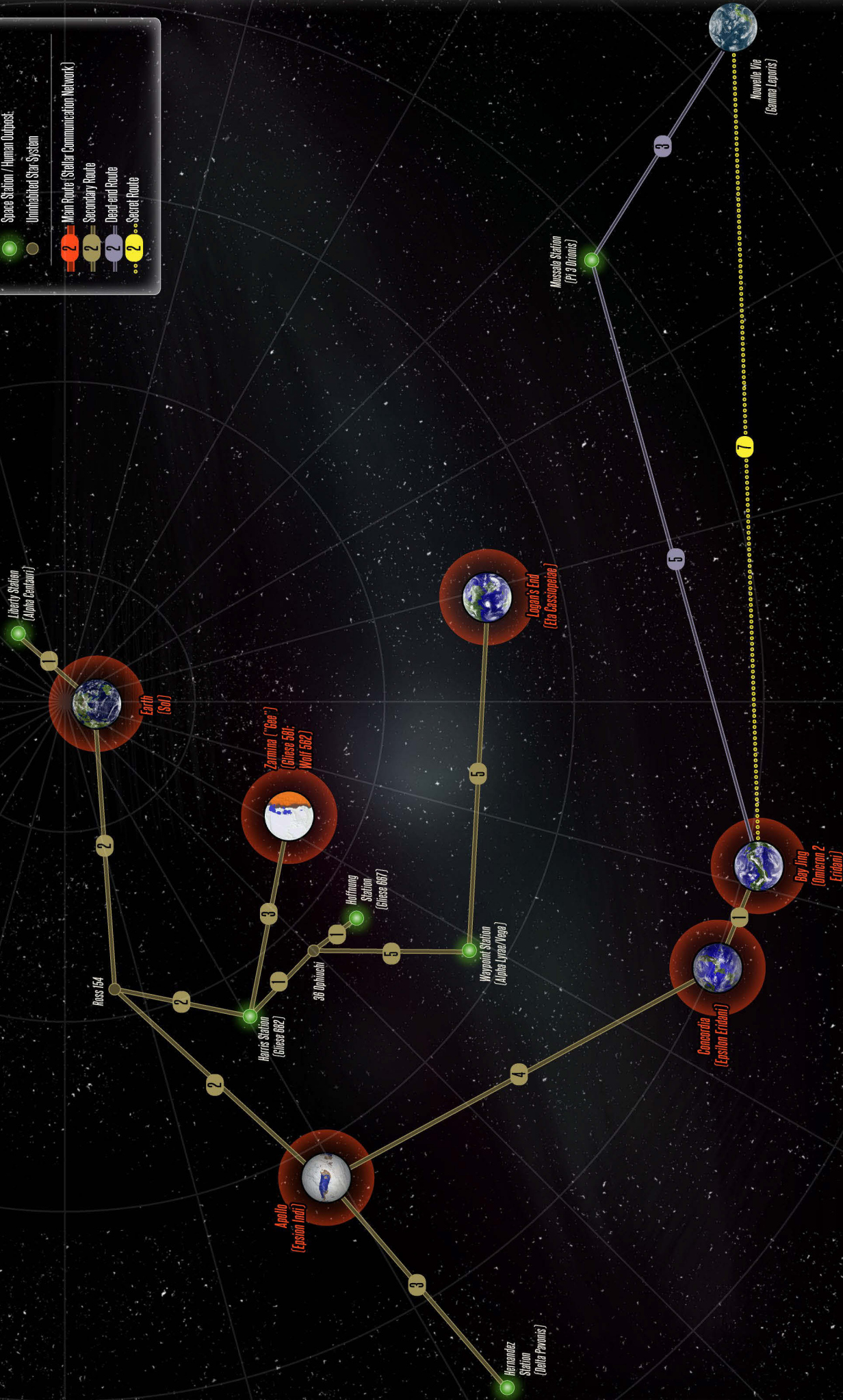
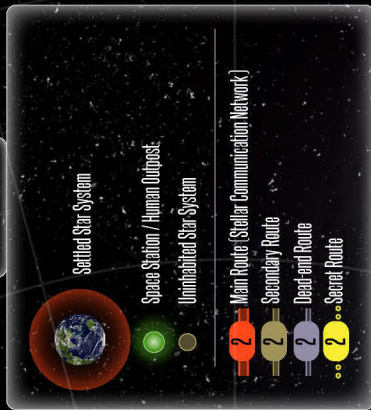
ENCOUNTERS IN SPACE

If you are using the optional Random Space Encounters tables detailed in the *Seven Worlds Setting Guide*, make the following changes to the rules:

- Since the Stellar Communications Network is permanently down, the -1 modifier for travelling between systems not connected by it *always* applies, regardless of where the heroes are travelling to or from.
- If the final modified die roll is a -1, instead of a Research Ship, the heroes find a Devourer ship. Note that a Devourer ship can easily overwhelm most hero ships, so make sure the heroes have a way out. Maybe the Devourer ship does not attack or follow for unknown reasons. Maybe it attacks once and then flees. Whatever it is, don't let the heroes enter a battle you believe there is no way they can win.

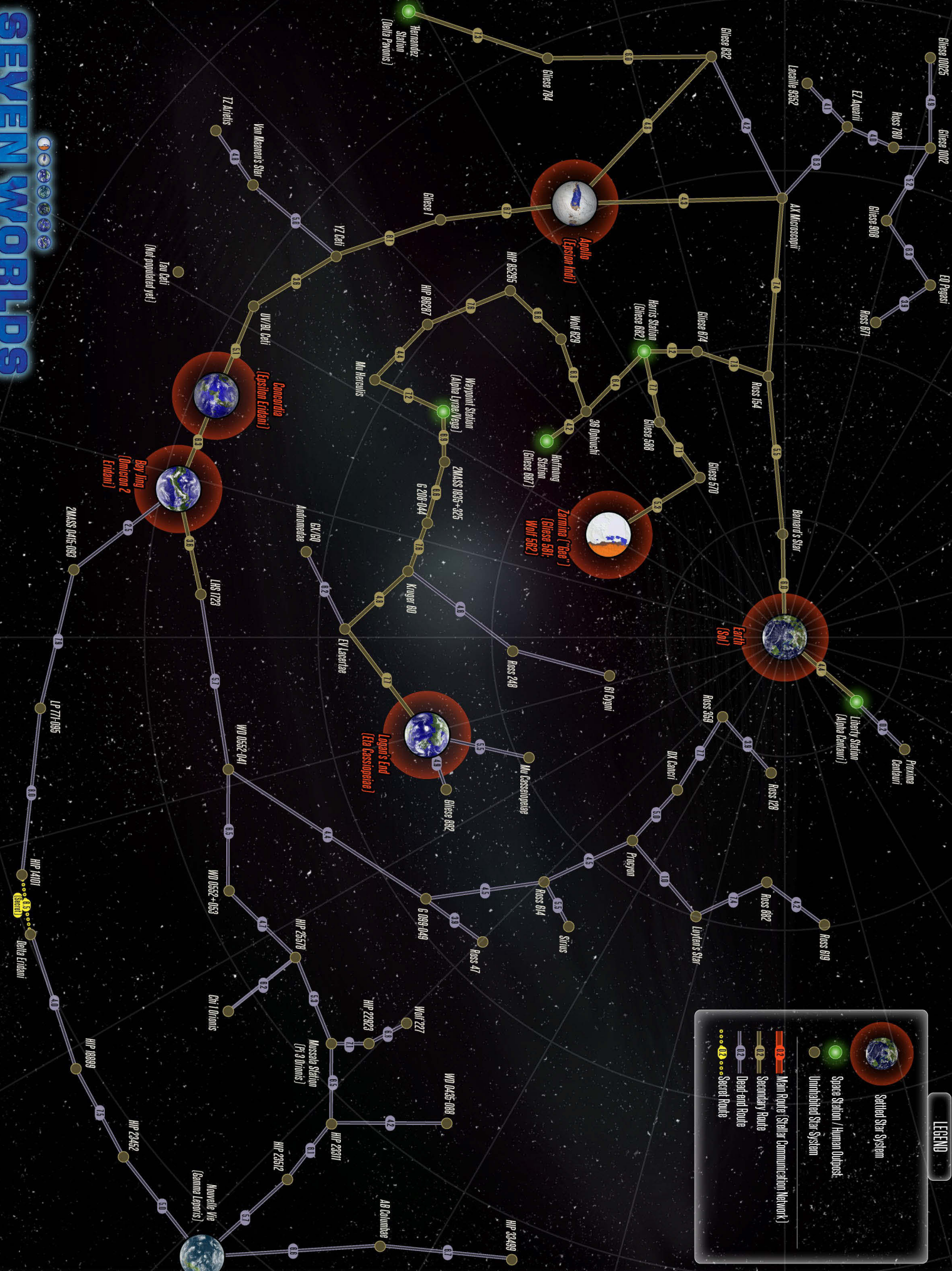
Additionally, you might want to arrange for an encounter with a pirate or criminal ship on an uninhabited star system on the route. The enemy warns the heroes to surrender their ship and valuables or prepare to be attacked. Since the Stellar Comm Network has gone down and more patrol ships have been assigned to the fleets to defend Concordia and Bay Jing, it has become possible to attack ships in space with minimal repercussions. It is more proof of how human society is starting to break down.

LEGEND



FROM SEVEN WORLDS

SEVEN WORLDS



Settled Star System

Space Station / Human Outpost

Uninhabited Star System

Main Route (Stellar Communication Network)

Secondary Route

Dead-end Route

Secret Route

LEGEND

The adventure begins several months after the last scene from *Divided We Fall*, and assumes the heroes successfully guided their convoy of refugees from Nouvelle Vie to Concordia. See the "Refugee Fleet" side story (page 22) if you want to run side stories between Nouvelle Vie and Concordia.

SCENE 1: A DESPERATE SITUATION

Read or paraphrase the following:

Almost five months have passed since the terrifying events in Nouvelle Vie, and you have finally arrived in Concordia after a harrowing ordeal. The unending stream of refugees with traumatic stories to tell, the constant fear of being chased and attacked by the mysterious aliens, and the deafening silence of the defunct Stellar Communications Network, a silence that has turned one of the most travelled routes in human space into a lonely and dangerous trip; all these and more have made this a bizarre, anxious voyage. You are glad it is over.

Many of the refugees you brought stayed at Bay Jing, their families' home planet. Most of the others have disembarked here in Concordia with you. Unfortunately, there is no rest for you. You barely have time to clean up and enjoy the sensation of being on a real planet when you are summoned to Epsilon Leader Antoine's offices.

A haggard Antoine receives the heroes, thanks them for their efforts in protecting the refugees, and outlines the situation.

The aliens are known as the Devourers. This picturesque name was given by none other than the N'ahili, who matter-of-factly admitted of knowing them from long ago. Adam also predicted humanity would most likely lose this fight and in the shocked silence that followed, advised them to prepare for that. The N'ahili have refused to provide any help.

Nouvelle Vie has fallen to the Devourers, who thoroughly destroyed both the Concordian and the Bay Jingnian navies in that star system. Mussala Station was blown up just three weeks ago. If anything, it is a mystery why the Devourers are taking so long to

move to the next planet. If they wanted to, they could have reached Bay Jing weeks ago.

The entire Stellar Communications Network is down since it first failed during the battle of Nouvelle Vie, and scientists say it will take *years* to repair it. Whatever happened to it has crippled humanity and made it very difficult to stage a coordinated response to the invaders. Investigations have determined that the computers inside each Stellar Comm Network station have self-burned down. No one knows how this happened, or why.

The Devourers have ignored all attempts at communication, and seem focused only on destruction. The remainder of the Concordian, Bay Jingnian, Circle and EarthGov fleets, now joined by necessity, are in the Bay Jing system preparing for the hopeless task of defending the planet should the aliens strike there.

The Circle has put in operation every single Settler Ship in its fleet, evacuating refugees from Bay Jing and Concordia, and moving them farther into the inner systems. The Psion Brotherhood is also supporting the evacuation as much as possible. The result of this massive exodus is social and economic chaos, with devastating effects.

Antoine is brutally direct with the heroes: He sees no hope of winning this war. No one has any idea of how to stop the Devourers yet before they completely annihilate us.

After outlining the helplessness of the situation, Antoine says that the heroes in the last few months have witnessed several things that, taken together, deserve investigation:

- What the heroes saw in Nouvelle Vie months ago was obviously a Devourer ship. This therefore means that the Psion Brotherhood actively kept all information on the Devourers classified. Why? Does the Brotherhood know something else about the Devourers?
- The assassination of Governor Sung Selnes in Concordia conveniently weakened humanity at a crucial time. This murder is still not completely solved. Could there be a connection?
- The Stellar Communications Network mysteriously crashed moments before the invasion, in every star system at once on a radius of almost 30 light-years. It is very unlikely the Devourers could have caused this, no matter how powerful they are. Dr. Luis LaMarche, an expert on the Stellar Comm Network,

conveniently disappeared a few months before the crash.

Is this all a coincidence? Or is there another explanation?

Antoine believes solving this mystery may give the Circle a clue on how to beat the aliens. He is willing to bet an entire team of Circle officers on his hunch. He currently has two starting points, none of them very solid.

As his first starting point, Antoine brings up Dr. LaMarche. When the heroes reported the results of their investigation on Dr. La Marche after their visit to Earth, Antoine passed a description of the doctor to all Circle outposts. A Circle officer stationed at Harris Station reports having seen someone that fits his description. Antoine wants the heroes to go to Harris Station, find LaMarche, and see if he can shed some light on the Stellar Comm Network crash.

The second starting point is somewhat stranger: Just two days ago Antoine has received a curious e-message. His agents have tried tracing its source without success. The entire text of the message is:

Your puzzle is missing a piece. Send Officers [insert heroes' last names here] to Whitehall. Ask Johann Patras about his latest trip.

Whitehall is, obviously, the capital of the planet Apollo.

Although the message is certainly suspect, Antoine has decided at this point anything is worth a try,

DISPATCHES FROM THE WAR

To keep the heroes abreast of what is happening in the frontlines of the war, several dispatches are available as player handouts. These tidbits of news will help you keep war ever-present during this adventure while at the same time reinforcing the futility of trying to engage the Devourers directly.

Periodically give dispatches #1 to #4 to the heroes as they work on this adventure. For more role-playing impact, these dispatches could be complemented with appropriate farewell messages from important contacts or family members, if one of the heroes has them in the affected planets. Some of these could even be the springboard for new side stories, as family members share previously unknown secrets with the heroes, or ask them to perform specific errands as a last wish.

and wants the heroes to follow up on this lead too. Since Apollo is on the way to Harris Station, Antoine suggests the heroes start their search there. The heroes will have their ship, the *Voyager*, at their disposal to continue the investigation (or a ship with similar specifications, if the *Voyager* has been destroyed earlier).

After the briefing Antoine wishes them the best, tells them they have his trust, and dismisses them. The heroes leave with the uneasy feeling that they might not see the leader of the Circle again.

WHAT HAPPENS NOW

Make sure the players clearly understand the goals of their mission: They must search and find any way to stop or defeat the Devourers. And they have two leads to help them start their mission.

The heroes now should follow the mysterious message and go to Whitehall on the planet of Apollo. Afterwards, they can follow the lead on Dr. LaMarche and continue on to Harris Station.

Allow the heroes to fully restock their supplies. Remember that Concordia is a planet expecting to be invaded, and role-play any personal NPC relationships appropriately. The heroes don't know it yet, but they will most likely not return to Melissant again.

SCENE 2: ARRIVING AT WHITEHALL

This scene begins as the heroes approach Apollo, following the clue left by the mysterious e-message received by Epsilon Leader Antoine. The message suggests the heroes go to Whitehall and ask someone called Johann Patras about his latest trip to find "a new piece of the puzzle."

As the heroes prepare to make the jump into Apollo read or paraphrase the following:

The space between Concordia and Apollo is very different than usual: More silent and lonely, thanks to the crash of the Stellar Comm Network; more crowded with ships fleeing from the frontier; and more dangerous, as pirates and criminals take advantage of the situation. You are now about to make the jump into Epsilon Indi, Apollo's star system.

As you soon as you complete your jump the ship's alarm notifications pop up! Two Apollonian patrol ships, ready to fire, surround you. "Stop! State your goal!," a nervous voice asks through the comm.

The two patrol ships have been assigned by security on Fukuyama Station to protect the star system against the arrival of pirates or an enemy fleet. They are On Hold, ready to fire and have to be convinced that the heroes are who they say they are before letting them through. This should be no problem for the heroes, though, unless they behave really stupidly. Once they have proven their identity, the Patrol Ships let them through.

Remember to have the heroes roll for Jump Disorientation.

- **Apollonian Patrol Ships (2):** Use the stats for Patrol Ship (see page 32).

After this encounter, the heroes approach Apollo and dock on Fukuyama Station or on any other docking station in orbit around the planet. Describe how empty and quiet the usually busy and hectic orbit of Apollo is.

Remind the heroes that they need breathing masks to breathe in the atmosphere of Apollo. If they don't have any, breathing masks are available for sale in the docking station, and on the StO shuttle itself (at double the standard price). See the *Seven Worlds Setting Guide* for the effects of breathing unprotected in Apollo. The heroes also need appropriate clothing to protect themselves against the cold, and goggles to compensate for the low lighting.

As the heroes take the StO shuttle read or paraphrase the following:

As the shuttle glides towards the surface of Apollo, you get your first full glimpse at the planet: A whitish, cold world, with a narrow band around the equator with combinations of brown, green and blue. It is no secret that the equator is the only part of Apollo that has above-zero degree temperatures on the average, and it is thus there that most cities have been founded.

You are not impressed by Whitehall: A large city that mixes modern architecture with lower, hastily constructed houses and buildings, most of it covered in a layer of snow. Whitehall is supposed to be one of the most dangerous cities in the now-Six Worlds, and things have only gotten worse with the war.

Remember to involve any heroes that are native from Apollo in this part of the game. Maybe they want to visit friends and relatives, or do something related to their character background.

THE SITUATION ON THE GROUND

Assuming the heroes have arrived in their Circle Patrol Ship, they have been identified and the local Circle offices have been notified of their arrival. Delta Officer Milla Lankila, in charge of the local Circle office, contacts and briefs them on the situation in Whitehall.

Whitehall is indeed worse than ever. Apollo is heavily dependent on commerce, transport and refueling fees, and commerce from Bay Jing and Concordia has virtually stopped. Business has therefore come crashing down, as shipyards and docking stations stand empty, and services go unused. On the other hand, more and more ships loaded with refugees escaping the likely invasion of Concordia and Bay Jing are requiring support services Apollo is not used to providing.

The result is chaos: Many businesses, both large and small, have closed or gone bankrupt; Supplies are scarce, unavailable or extremely expensive; inflation is rampant. In desperation, the surviving corporations and businesses have turned to even shadier tactics to survive, such as smuggling of illegal substances, sabotaging each other's remaining operations and engaging in open trade war with competitors. Some have taken advantage of the situation to settle old scores.

The lawlessness of Apollo has significantly increased, as murders, vendettas, debt-collecting and "unpaid favors" have become more and more common. Rather than controlling the situation, the corrupt authorities are desperately aligning themselves with whatever corporation can continue to pay them off. In short, there is no law anymore.

In the midst of this chaos swirl the rumors of war. To the average Apollonian, the breakdown and impoverishment of their society is much more real and immediate than news of a faraway war. News have also been heavily filtered to avoid a panic. Most citizens believe that Concordia and Bay Jing will take care of those pesky alien invaders long before they become a threat to Apollo. Aren't they the two largest and most powerful planets in the *Seven Worlds*, anyway?

Delta Officer Lankila cannot provide help in the form of Circle personnel for missions, as she is already spread thin supporting security controls in the city. She suggests that if the heroes start any investigations in shady parts of this dangerous city, they shed their Circle uniforms and don civilian clothes with thermal protection against the cold. A Circle officer in uniform stands out; in most cases this means trouble. Someone who really wants to identify the heroes will be able to do that using their ID Tags, anyway.

JOHANN PATRAS

A quick V-World search for Johann Patras unearths the information below. It is up to you to decide if the heroes get this information on their first search or if they (or their Assistants) need multiple searches to get all this:

- Johann Patras works as a merchant starship captain for a small company called Matsuri Import/Export. His home address is also listed as Matsuri Import/Export.
- Patras is a shady guy with a record. He has been in prison previously for organized theft and piracy.
- Matsuri Import/Export specializes in transporting small cargoes to and from Apollo. The company doesn't do much advertising and is very opaque in its accounts.
- An advanced or deep search into Matsuri Import/Export shows that Patras is not the only worker in the company with criminal record. In fact, the company would seem to specialize in hiring ex-convicts.
- The latest ship logs for Patras' ship show that he has recently arrived to Whitehall from a transport mission on the route to Earth. No more details are given.

SCENE 3: MATSURI IMPORT/EXPORT

Matsuri Import/Export is in a large, run-down unmarked warehouse in a semi-deserted commercial section in the outskirts of the city. Large snow mounds accumulate on the sides of the warehouse, as well as on the street in front of it. There are also several metal transport crates and mounds of wet garbage dispersed around the warehouse door and wall and on the street.

Several disheveled, dangerous-looking men are guarding the front door of the warehouse. As soon as the heroes enter range, these thugs rudely ask them what they want. The thugs will try to get rid of the heroes, telling them the company is closed at this time, or whatever else they think will make them leave.

If the heroes ask about Patras or become too insistent about entering, the thugs threaten them with violence unless they leave immediately. If the heroes don't heed their warnings, the thugs just attack.

The warehouse building front wall is 10" long, with the front door occupying the middle 2". The side walls are 20" long. The environment outside the warehouse is open and covered in snow. Place three Small

Burst Templates at different positions in front of the warehouse to represent the mounds of crates and garbage, which provide cover and count as Difficult Ground when crossed.

Anyone not native to Apollo who moves on the snow more than half their pace must make an Agility roll or fall prone after moving. Apply a -2 penalty to the roll if the non-native character runs.

Place one thug per hero on the entrance, plus two. Two more thugs per hero await inside the warehouse, and leave the building to enter combat as soon as any violence begins. The thugs will surrender when the fight becomes hopeless.

The following special Assistant actions are available:

- **V-World Sensors:** The V-World sensors around the warehouse have been modified to provide the goons with valuable positioning and action information. The goons, therefore, receive an automatic +1 bonus to all their Shooting rolls. Any Assistant can automatically identify this modification and report to the heroes that the sensors "are not playing fair." If a hero spends a Benny the Assistant can attempt to hack these modified sensors. With a successful Hacking roll, the Assistant disables the sensors, thus eliminating the goons' Shooting bonus. With a raise, the Assistant interferes with the information provided by the sensors, applying a -1 penalty to the goons' Shooting rolls instead.

The warehouse itself is composed of a very large open hall and several smaller rooms in the back. The inside of the warehouse is as dirty and chaotic as the outside, but it is mostly empty.

- **Mesh Goons (3 per hero plus 2):** Use the stats for Typical Thug (see page 31). Instead of Autopistols they are armed with SMGs (Range 12/24/48; Damage 2d6 AP 1; RoF 3; Auto). They have a temporary +1 bonus to Shooting rolls (see above). One of them is armed with a Nunchaku (Damage Str+d4; Parry +1), and gets a +2 bonus to Fighting rolls when using it.

AFTER THE BATTLE

Any surviving goons will be uncooperative and defiant, even after surrendering. They are sure of being able to avoid prison time, since the Mesh controls law enforcement. They will thus have to be intimidated or persuaded to talk.

When finally made to talk, the goons reveal the following:

- Matsuri Import/Export is really a front and main headquarters for The Mesh, one of Apollo's most dangerous criminal syndicates, led by the infamous Leon Granberg.
- The building is practically empty, since Granberg is currently leading a big operation somewhere on the planet far from Whitehall. He has taken most of his minions on this operation, which he said would be extremely profitable. The goons have heard that this operation was requested by Hariko Shipping, the largest business conglomerate in Apollo, and that it is some kind of hit against Consorcio La Merced, a small upstart rival of Hariko Shipping. They have no more details on what the operation is.
- Johann Patras arrived some time ago, and was immediately drafted by Granberg as part of the team involved in running this operation. If the heroes want to find Patras, they need to find wherever Granberg and his team have gone.
- There are rumors of a running quarrel between Shaneka Lesneski, CEO of Hariko Shipping, and Denice Orihuela, CEO of Consorcio La Merced. They, or the people who work for them, probably have more information on what the operation itself is.

If the heroes or their Assistants search V-World for information on Hariko Shipping or Consorcio La Merced, they find both companies addresses in Whitehall. Hariko Shipping owns the largest part of shipping in Apollo, and is known for doing business the tough way. Recently, Consorcio La Merced began challenging their leadership through a combination of lower shipping prices and better services, and a trade war has erupted. The Devourer War and consequent decline in shipping cargoes has affected both companies' businesses significantly, and they are both in danger of going under unless they find other sources of income. On the other hand, the increased chaos in the planet has increased the viciousness of the trade war.

Three days ago, Consorcio La Merced's security department went to full alert. Information leaks have been tightened, and no word is coming out. Something critical has obviously happened.

It is up to the heroes to decide how to proceed, but most likely they will want to visit either Hariko Shipping or Consorcio La Merced.

AN ENCOUNTER WITH THE LAW

Regardless of whether they first visit Hariko Shipping or Consorcio La Merced, the heroes are in for trouble. The Mesh has alerted their friends at local law enforcement of the heroes' activities, and wants payback.

As the heroes go on their way between Hariko Shipping and Consorcio La Merced, they are stopped by a group of police officers. Depending on how the heroes have chosen as a means of transportation, this may happen in the street if the heroes are walking, the policemen may stop the public transportation vehicle they are using, or intercept their private car. The environment where the possible combat takes place therefore varies depending on the circumstances.

The policemen haughtily ask the heroes if they are the ones who "recently caused trouble at that nice establishment, Matsuri Import/Export" and tell them they are under arrest. If the heroes comply, the policemen ask them to give up their weapons, and try to take them to a deserted, quiet spot. They will use their shock sticks, puke sticks or sonic stunners to do this. If they manage to get the heroes to a more private location, or if the heroes become too difficult to prod, the policemen switch to their autopistols and attack to kill.

These law enforcement officers can use the V-World sensors to full effect against the heroes. Police officers can ignore up to two points of Cover Penalties. They also have a +2 bonus to Taunt and Intimidation rolls due to the privileged access they have to information on the heroes.

If the combat is on foot, remember that non-natives that move on snow at more than half their pace have to make an Agility roll or fall prone.

If things are going badly for the heroes, you can have a team of Consorcio La Merced security operatives burst into the scene and become extras under the players' control. Denice Orihuela has also had several of her security operatives keeping tabs on the heroes, and they decide this is the time to get involved. In this case, after the battle the security operatives disappear and leave the heroes on their own.

The following special Assistant actions are available:

- **V-World Police System:** A determined Assistant can try to eliminate the police officers' information advantage bonuses. If a hero spends a Benny the Assistant can attempt to hack these modified sensors. With a successful Hacking roll the Assistant disables the sensors, thus eliminating the police officer's bonus.

If after the combat the heroes interrogate the police officers, they are told the Mesh asked them to take care of the problem. They don't know why, nor do they care.

- **Corrupt Police Officers (1 per hero plus 2):** Use stats for Security (see page 28).

- **Corrupt Police Officer leaders (1 per hero):** Use stats for Veteran Security (see page 28).
- **Consortio La Merced Security (1 per hero):** Use stats for Veteran Security (see page 28).

SCENE 4: HARIKO SHIPPING

If the heroes decide to visit Hariko Shipping they find their large, elegant offices in downtown Whitehall. The office building is heavily guarded, and all entrances are digitally encoded to not open to anyone except employees or visitors with an appointment. The heroes can try to make an appointment beforehand via V-World, or they can try to directly visit. In any case, the heroes will be politely rebuffed unless they mention The Mesh, Consortio La Merced, or the mysterious operation in progress. When they do, the Assistant at the other end of the line (or on the physical screen, if the heroes went in person) will ask them to wait, and after a few minutes give them a personal, face-to-face appointment with Shaneka Lesneski herself.

The heroes are accompanied by four imposing security guards who behave in a polite and pleasant manner. Before crossing the main lobby doors, the heroes are delicately but firmly requested to leave all weapons behind. If there are any problems, the guards can call up reinforcements within seconds.

The heroes are then introduced to two uniformed guards with Psion Brotherhood pins, who will perform a psionic scan to make sure there are no hidden psions among them. If there are any psions in the party, covert or otherwise, the psion guards will join the heroes' escort. This is a good time to remind heroes that Psion Brotherhood agents are available for rent as part of their offered services, without this implying the Brotherhood is allied with Hariko Shipping in any way.

The heroes are escorted to the top floor of the building, where a smiling Shaneka Lesneski awaits in a large conference room with an impressive view of snow-covered Whitehall. Two guards (plus the two psion guards, if necessary) stay in the conference room with Shaneka and the heroes.

The exact flow of the conversation depends on how you and the players handle it. Shaneka of course, denies any wrongdoing, and laments anything inappropriate that may be going on. She also very diplomatically suggests that the heroes should not get involved in unpleasant local problems, particularly since they are from the Circle and therefore outsiders. She praises them for their zeal and offers them a

small, but still rather valuable, souvenir of some kind as a reminder of their (concluded) visit to Apollo. She will also appeal to any Apollonian heroes, since they know how difficult things may be to outsiders who don't know "how things work in Apollo."

If the "operation" the Mesh is running comes up, Shaneka innocently explains that she has learned that Consortio La Merced has recently been hit by an "unfortunate event" caused by despicable criminal elements from Whitehall. She, of course, has nothing to do at all with that, and hopes everything turns up all right. She does not elaborate further, and suggests the heroes talk to Consortio La Merced if they are so interested in what is going on with them.

If Shaneka thinks the heroes may be interested in working for her, or if they mention they are looking for Patras and that he works at the Mesh, she tells them she may have a way to help: She has recently been offered valuable competitive information owned by Consortio La Merced, but the information is encrypted. She does not reveal what the information is, but explains that she needs a digital cryptokey to unlock this information before it gets permanently erased. If the heroes are willing and able to acquire that cryptokey from Consortio La Merced and provide it to her, she would be infinitely grateful for their effort. This gratitude may be expressed financially of course, but she may also "influence" on the criminal elements to see if she can get the heroes access to Patras if that is what they want.

As the heroes leave Shaneka offers them her most charming smile, and expresses hope that they may work successfully in the future. Then the heroes are escorted out of the building and returned any weapons they left behind.

- **Shaneka Lesneski:** Use the stats for Civilian (see page 27), but make her a Wild Card with a d12 Spirit and Smarts, and a d10 in Persuasion and Intimidation.
- **Hariko Shipping Guards (as many as needed):** Use the stats for Veteran Security (see page 28).
- **Psion guards (2):** Use stats for Veteran Psion (see page 30).

SCENE 5: CONSORTIO LA MERCED

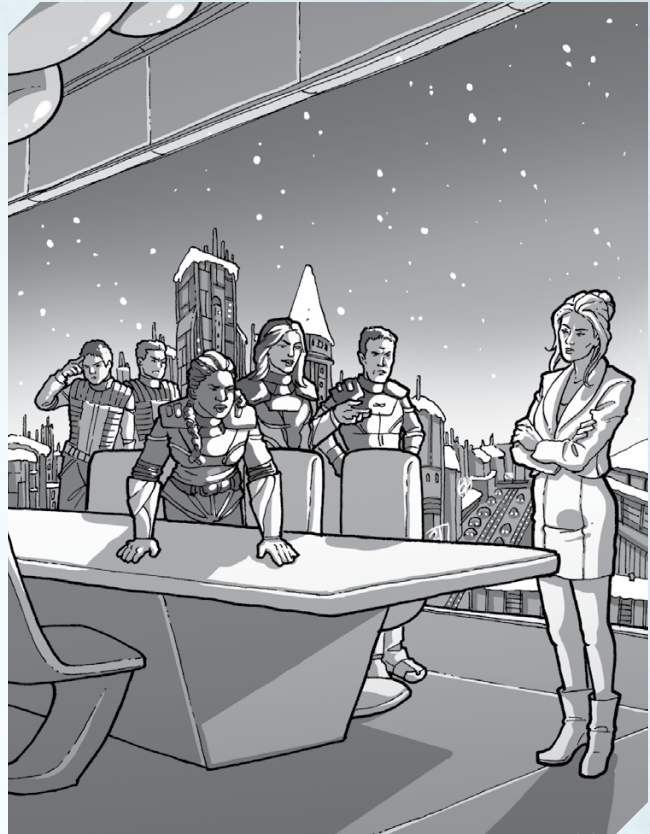
The headquarters of Consortio La Merced are as elegant and impressive as the ones for Hariko Shipping, if smaller. Although security is significantly tightened, the heroes are only lightly checked for

weapons and then taken to the offices of Denice Orihuela. No psionic checks are made on them.

Denice is a small, quiet woman of approximately sixty years of age (she is actually eighty-five) in an old-fashioned business dress. She invites the heroes to sit and offers them something to drink. She serves the drinks herself.

She begins the conversation in a very amiable fashion. If her security team got involved in helping the heroes during the fight with corrupt policemen, she mentions that. After they have gained her trust she explains the situation as Consorcio La Merced sees it. Use these points as part of the conversation as appropriate:

- Consorcio La Merced has been the underdog in the Apollo shipping industry market. Desperate to get an edge over their larger and more corrupt competitor, Hariko Shipping, a few years ago Consorcio La Merced modified an agricultural research facility they owned a few thousand miles to the south of Whitehall and of Apollo's temperate zone, and turned it into a secret lab.
- The research facility has recently made a breakthrough advance in biotechnology that dynamically reconstitutes the molecular structure of foodstuffs being transported, eliminating components that can easily be reinserted by nanotechnology at the cargo's destination. The end result of this is that foodstuffs can be significantly compressed, reducing space and mass for shipping by a factor of five or more. This allows Consorcio La Merced to realize significant savings transportation costs, which it can pass on to their customers and disrupt the shipping business.
- Three days ago the research facility was attacked by a terrorist group. They have taken all scientists in the facility hostage, and have threatened to murder one scientist each day unless they are given the cryptokey that allows them access to the formula and plans for this revolutionary technology. The database that protects the information is virtually unbreakable by anything except a brute-force attack (which would take months) and after too many failed attempts the information is automatically erased anyway. The terrorists are trying to break the code anyway, and have already killed two scientists.
- The attack on the research facility has not been publicized, and is not public knowledge. In Denice's eyes, this means that it is in the terrorists interest to acquire the formula without the public at large knowing about it. This would imply someone wants to use it without having to explain how it was



acquired. Law enforcement must surely have heard rumors about the situation, but they have washed their hands off it. Since they are usually bought by both sides, it is in their interest to not go against either one.

- The terrorists have not identified themselves, but Denice's security personnel are positive that they are members of The Mesh. Denice is sure this is all a plot arranged by the CEO of Hariko Shipping, Shaneka Lesneski, whom she hates above all things. It is a well-known secret that the Mesh works as Hariko Shipping's illegal arm. However, Denice has no proof, and she would love to have it.
- Denice's priority is to save the hostages and the formula for her new breakthrough... not necessarily in that order. She is willing to take more forceful measures to solve the situation. Unfortunately, most factions in Apollo know when not to get involved, and are not helping. The heroes, however, are perfect for this mission: They are outsiders with no local history or scores to settle with anybody, and want to locate Johann Patras, who is one of the terrorists in the compound. Denice will point out that if someone else takes the salvage job and succeeds, almost surely Patras will get himself killed and the heroes will lose any chance to get information from him.

Assuming the heroes decide to join forces with Denice, she lays out her plan: She wants the heroes to sneak into the research facility, retrieve the information, save the hostages, take care of the terrorists, and if possible obtain proof of Shaneka's involvement in the attack. She will transport them to a location relatively close to the facility and provide them with a map and keycodes for access to different parts of the compound, as well as supplies for the mission. She will also give them a cryptokey that allows them to retrieve the plans from the encrypted database. If the heroes are successful she promises to take care of any repercussions to them or to the Circle, and to get them the access to Patras they need. She also offers them a reward if needed to entice them. Denice warns the heroes that if they betray her to Hariko Shipping she will personally make sure they do not leave Apollo in one piece.

Denice Orihuela is a rogue psion, something she keeps very secret. If a psion attempts a mental psionic power against her, it will automatically fail the first time, and the psion will know who she is. She will also immediately know she has been discovered, and initiate a parallel mental conversation with the hero, hoping to get him to keep her secret safe.

Once the conversation ends, Denice pleasantly says good-bye to the heroes and wishes them the best. What happens next will depend on whether they accept their offer or not, and on whether they decide to play on Denice or on Shaneka's side.

★**Denice Orihuela:** Use the stats for Rogue Psion (see page 30), but make her a Wild Card with a d12 in Spirit and Smarts, and a d8 in Persuasion and Intimidation. She has no combat gear or weapons.

SCENE 6: THE RESEARCH FACILITY

If the heroes decide to take up Denice's offer, she provides them with maps of the three levels of the Research Facility; the cryptokey to retrieve the confidential formula from the central database; and a master code password to access the facility's system and equipment. The cryptokey is a physical card, and the heroes must decide who will carry it.

Denice can also provide any special equipment the heroes request (be sure to apply the Encumbrance rules). The heroes are given a special winter suit, complete with helmet, appropriate for a trek through the bitter cold of Apollo. This suit provides a +4 bonus to rolls to resist cold, but is bulky, providing a -1 penalty to Agility and all related skills while the heroes wear



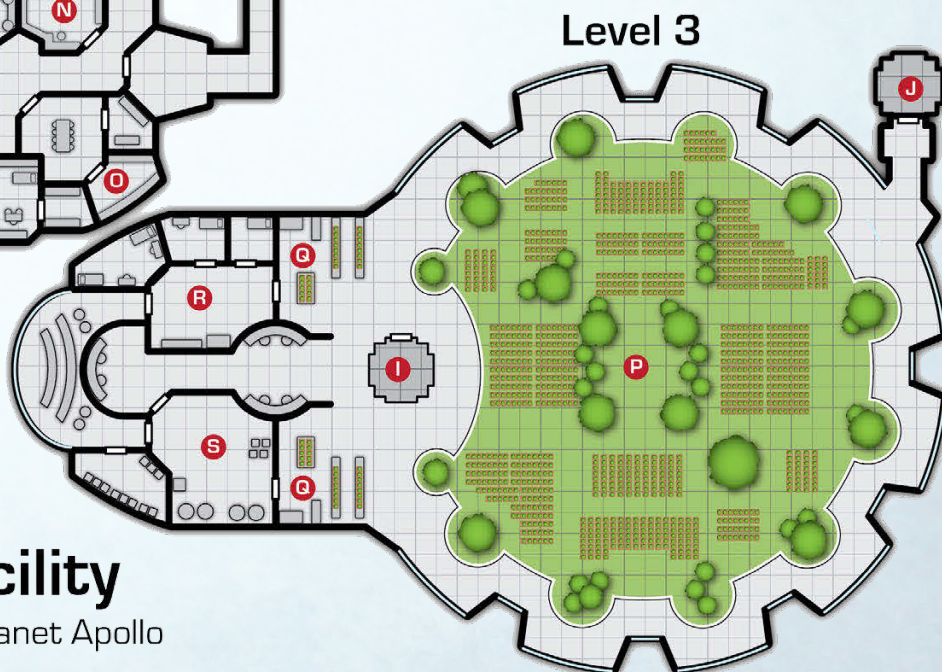
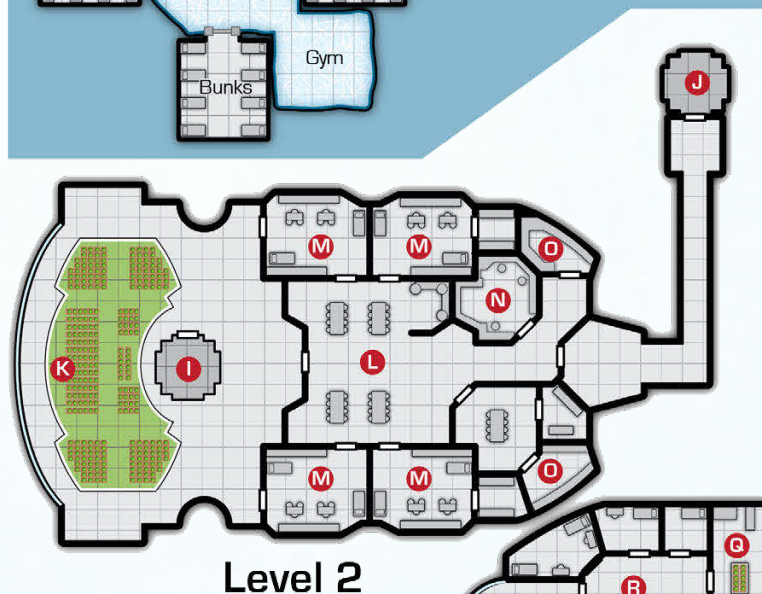
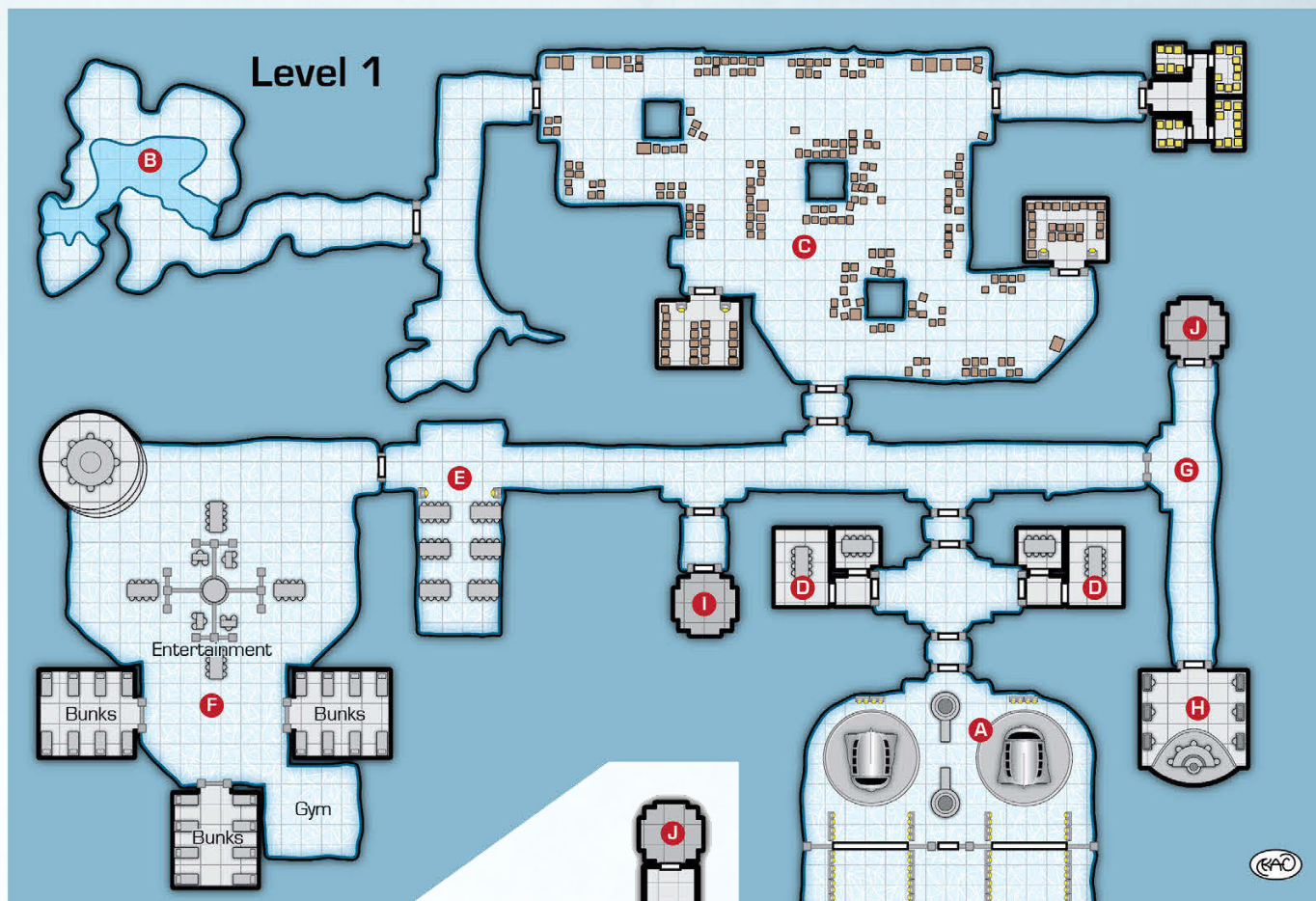
it. Note that the suit and helmet allow the heroes to swim through the freezing water stream in Location B.

A snow hovership piloted by Denice's team transports the heroes to a location several thousand miles to the south of Whitehall and about ten miles from the station. The heroes will have to reach the installation on their own. When the heroes send a success message or the ship detects them in the location where it left them, it will pick them up.

APPROACHING THE RESEARCH FACILITY

The walk to the research facility takes a few hours in the biting cold, and requires a Vigor roll with a -4 penalty to avoid Fatigue (don't forget to add the bonus for the heroes' clothing).

Consorcio La Merced's Research Facility originally was an agricultural research station, built to investigate new technologies for crop production and maintenance in hostile environments. However, in recent years Consorcio La Merced has turned it into a research facility on food transportation technology. Traces of the facility's original purpose still remain, though, most visibly in the existence of an agricultural dome with a greenhouse-like environment for plant and crop testing.



Research Facility

Consorcio La Merced - Planet Apollo

The first thing the heroes need to do is get within a mile of the compound. The facility is surrounded by sensors that detect any approaches within this radius. The heroes must make a successful cooperative Stealth roll with a -4 penalty to avoid detection. You should give heroes appropriate bonuses for any ideas they may have that could improve their chances, such as locating and modifying the sensors (hidden in the snow every few hundred yards). With a failure on their roll, the base is alerted to their approach.

Once the heroes have entered the compound's one-mile-radius, they can either try to enter the facility through the Hangar door (location A on the map); or they can try to sneak through a secret water stream that surfaces into a pool in the compound (location B on the map). This water stream is used within the compound as a source of water (after treatment) for irrigation and crew use. Denice has briefed the heroes on the secret entrance to the stream, a location about half a mile from the compound.

ENEMIES IN THE FACILITY

All enemies in the facility are in inactive mode for Stealth purposes, unless the heroes are detected. Since every opponent is connected to the facility's internal network, they can automatically raise the alarm as a free action during their combat turn.

If the heroes are ever detected inside the facility, Leon Granberg will redeploy his troops to chase and kill them as soon as possible. This means several key areas in the facility will most likely be left unguarded or weak.

THE COMPUTER SYSTEM

As soon as the heroes have entered the facility (either via Location A or B), they can interface to the wireless computer V-World using the password provided to them by Denice. This gives them the following benefits:

- The heroes can walk the corridors without any sensors spotting them. Guards that physically see them can still raise the alarm, of course.
- Unless indicated, most doors in the compound automatically open for the heroes.
- The heroes can detect the location of most guards in the level they are currently in. The location of people in other levels is not available until the heroes reach that level.

The computer system also shows the heroes that they can't use the elevators to other levels, not even

with the password. To use the elevators, the heroes must visit the Control Room at location H.

A. OUTSIDE THE HANGAR

The hangar is the facility's official entrance. Behind the hangar doors is a large area storing two snow hoverships, used by the crew to venture outside the facility.

A small human-sized door protrudes between the large doors, and is currently open. Several Mesh Troops guard the entrance. They are inactive unless the heroes have already raised the alarm.

The large doors are closed but can be opened in two rounds via a large button on the inside wall of the hangar, or via an Assistant command if the Assistant has authorized access to the facility's internal network. The doors cannot be pierced or destroyed by anything but Heavy Weapons.

- **Mesh Troops (2 per hero):** See page 29.
- **Snow Hovership (2):** See page 32.

B. THE WATER STREAM

This cold water stream is used as a source of liquid water by the facility crew. Heroes can take advantage of it to enter the facility.

The water is so cold that it immediately affects the heroes if they take too long to swim through it. Have every hero make a Swimming roll. Those who are successful have to make one check against Cold (Vigor roll with a -4 penalty plus the suit's bonus) or receive one level of Fatigue. Those who fail the Swimming roll have to make two consecutive checks against Cold. See the Cold rules in *Savage Worlds* for details on how to remove this Fatigue.

The stream ends at a small pool in the middle of a deserted natural cavern. The walls show scars of gunfire and shooting, apparently made during the invasion of the compound a few days ago. Several metal tubes transport water from the pool to different parts of the compound, both for irrigation and for human consumption. If the heroes do something drastic with the water, such as poison it, the Mesh troops in the compound drink or use the water in some fashion every four hours.

There are no sensors in this pool, and the heroes run no risk of being accidentally detected or found here.

The door at the end of the passageway leaving out of this location is locked from the hallway side. Since this door is very infrequently used, opening it can raise an alarm. Even if the heroes connect to the computer system from this room (see above) they still need to make a successful Hacking roll with a -2 penalty to open the door without raising the alarm.

Note that the walls and floor of this level are carved out of the ice. Any heroes or enemies who run must make a successful Agility roll or fall Prone to the floor.

C. STORAGE ROOM

This large cave is used for storage, and is full of crates and cases of different types. Each crate has Toughness 8 and grants Medium (–2) Cover.

Several Mesh troops guard this section, and are engaged in a multiplayer game using their lenses unless the heroes have been detected, in which case they are actively guarding the place.

The two compartments on the sides of the room contain crates of dehydrated and processed food. The room at the far right side of the storage room contains bottles of chemical compounds marked “hazardous” and “poison.” They could be used to poison the water in Location B. With some creativity, the chemicals and other accessories in this room could be used to build an explosive (see **Explosives** in the *Seven Worlds Setting Guide*). You should allow the heroes to find any hardware or technical parts they need, within reason.

- **Mesh Troops (2 per hero):** See page 29.

D. MEETING ROOMS

These are the reception rooms for visitors who arrive at the compound via the main gates in A. They are also used as generic rooms for the crew during their day-to-day work. They contain tables, chairs and wall-screens. The walls and floor show signs of combat, as some of the crew of the station attempted to hide here before being gunned down or captured by Mesh troops during the attack.

The meeting room at the far left end hasn't been opened since the attackers arrived. Inside is the decomposing body of a scientist that resisted the attack. In one of the dead scientist's pockets, the heroes can find a keycard that opens the door to Location H.

E. MESS ROOM

This is the facility's dining room and cafeteria. It is currently used to cook and serve food to the Mesh troops. Supplies are brought from the storage room (location C) once per day and prepared by one of the troops who performs the duties of cook. Food is distributed throughout the facility for the rest of the troops.

The tables and stools in the room have Toughness 8 and grant Medium (–2) Cover. There are dirty dishes, forks and glasses everywhere. These can be used as an improvised weapon if necessary.

A single guard sits on a stool next to the kitchen, which is located on the third table on the bottom left side of the room. He is asleep next to a huge pot while

he waits for his stew to boil. Heroes have a +2 bonus to any Stealth rolls against him unless he wakes up. If a hero poisons the stew and leaves without disturbing the guard, he will distribute the food to the other guards and prisoners in the facility. The food will take about four hours to be distributed to all the guards in the complex.

- **Mesh Troop / Cook (1):** See page 29.

F. DORMITORIES AND COMMON ROOM

These are the common sleeping and recreation quarters for most of the crew. There are bunk beds in the south, east and west dormitories. A large table surrounded by wall-screens occupies the north-west corner of the room. Four small desks and entertainment centers occupy the center of the room, and a gym takes the south-east corner.

Unless an alarm has been raised, several guards lie asleep on the bunks on each of the three side rooms. The doors to all three rooms are open. The guards' sleep is light, and they will wake up if the heroes are not moving stealthily.

The main hall has several tables and chairs. These have Toughness 6 and grant Light (–1) Cover. The tables are covered with ebooks, decks of cards, mugs, and other items. These may be used as improvised weapons if necessary.

One of the guards sleeping in the southernmost room recently ended his shift at location G and forgot to return the physical keycard to location H. It is still in his back pocket.

- **Mesh Troops (1 per hero):** See page 29.

G. GUARDS

The guards on duty at this location control access to the northernmost elevator and to the Control Room. They should have a keycard to open the door to location H, but the previous guard on duty forgot to return it and is now sleeping at location F. After some discussion these guards have decided to pick up the keycard after their shift ends.

- **Mesh Troops (1 per hero):** See page 29.

H. CONTROL ROOM

The door to this room is locked and cannot be opened without a keycard, even if the heroes gained access to the main V-World computer system. One of the keycards to open this door is in the possession of the guard at location G, and the other one is with the body of the dead scientist at location D. If they don't have the keycard, the heroes can try to hack the door by succeeding at a Dramatic Task with the Hacking

skill with a -2 penalty, made by either a hero or their Assistant. Failing the Dramatic Task raises the alarm and does not open the door.

Behind the door is a room covered with wall-screens, which light up with displays and schematics as soon as the heroes enter, and a large computer console on the southern wall. By interacting with the computer system in this room, the heroes can automatically configure their authorization to the elevators and to any other room and device in the facility, with the exception of the systems in the Computer Room at Location L. The heroes also gain control of the light and darkness emitters at the main Agriculture Dome (location P).

I. ELEVATOR #1

This elevator takes the heroes to the other two floors (the elevator is also marked as "I" on the other floors). The elevator is programmed to open only to people who have been explicitly authorized by the system, and therefore does not open for the heroes unless they obtained authorization by going to Location H. The elevator does not have any kind of V-World or digital connections (other than the internal connection to the Control Room) and therefore cannot be hacked.

When they enter the elevator the heroes will see several old-style physical buttons on the wall, labeled "Ice Quarters Level" (the current level), "Research Level" and "Dome Level." The elevator will take a few seconds to transport the heroes to the chosen floor.

J. ELEVATOR #2

This elevator behaves in a similar fashion to location I, above.

K. GARDEN

This small garden is built as a relaxation spot for facility scientists in need of a break. Among the plants and floor there are six strong lights with a short luminous head that provide the artificial light in the room. Place six game counters on appropriate locations on the tabletop. If any of these are successfully hit with a called shot (-2) against a Toughness of 6, the light automatically explodes. Treat the explosion as a use of the *stun* power, centered on the light's position. The hero triggering the device must shut his eyes to be immune to the effects. When two or more bulbs are broken, the room darkens (treat as Dim Light). When four or more bulbs are broken, the room becomes completely dark (treat as Pitch Darkness).

Several Mesh guards are patrolling this location. They raise the alarm if they see the heroes.

- **Mesh Troops (2 per hero):** See page 29.

L. COMMON ROOM

This open room is full of tables and chairs. These have Toughness 6 and grant Light (-1) Cover. The tables can be turned as an action to provide Medium (-2) cover.



A small kitchen in the north-east corner is used to heat food. The kitchen table is covered in utensils which may be used as improvised weapons.

M. SCIENTIST DORMITORIES

These four dormitories are empty. Leon Granberg and some of his lieutenants have been using them to sleep.

The dormitory in the south-west corner has been used by a careless troop. If the heroes make a successful Notice roll while in this room, they discover what looks like a small ebook. If the heroes read it, they find a diary with enough mentions to Shaneka Lesneski to prove that Hariko Shipping has been coordinating the attack. There is even a short video recording of one of Shaneka's latest calls to Leon, loudly complaining about their incompetence in obtaining the formula.

One of the dead scientists had a small genetically-modified dog in the north-east room. This dog, more intelligent than most, has been hiding under the bed for the last three days. It has become very hungry, though, and will attack any heroes who enter. The dog is weak enough so as to cause very little damage, but the noise it makes could alert the guards in other parts of the facility.

- **Small pet dog:** See page 27.

N. INFORMATION VAULT

The door to this room is closed. Two veteran Mesh Troops stand active guard in front of the door.

This room houses the main computers used by the facility's researchers. Since information is the most valuable output of the research facility, this computer system is not networked. This means the only way to remove information from this system is by physically interacting with the computers in the room. When the terrorists attacked one of the scientists enabled lock-down procedures and now the information vault is closed and protected. The only way to unlock the vault is via a physical cryptokey (which Denice gave to the heroes).

Hacking the information vault is extremely hard, and requires a successful Dramatic Task using the Hacking skill with a -4 penalty with each "round" lasting two full hours. This roll cannot be made cooperatively. The terrorists brought a top-notch hacker with them but he has been unsuccessful several times. To top it off, after ten unsuccessful tries the information vault automatically erases its contents. The anxious attackers are just beginning their ninth attempt. Currently the hacker is accompanied by two more Veteran Mesh Troops, who both protect him and keep tabs on him.

If the heroes enter, the hacker will try to accelerate the failed attempts on the information vault in order to erase the information while the guards cover him and call for reinforcements. Since failing the hacking attempts is so much easier than succeeding, this is also a Dramatic Task but each round is a combat round and the hacker's Hacking roll has a +2 bonus. Since each full Dramatic Task constitutes one attempt to hack the information vault and the hacker is on his ninth attempt, he needs to succeed at two consecutive Dramatic Tasks to have the vault automatically erase the information.

The room is covered in wall screens. These screens, however, are likely to explode when hit by a stray shot. When a 1 is rolled on any Shooting die, the shot misses and hits a wall screen behind the target, causing an explosion. Place a Small Burst Template centered on the wall where the shot has hit a screen (use common sense to determine this). Any character under the template suffers 2d6 damage.

The west wall of the room has a small outlet that fits the cryptokey. If the cryptokey is inserted in this outlet (this counts as an action), the formula will be copied to its memory in three full rounds, after which the cryptokey can be removed.

- **Veteran Mesh Troops (2 outside, 2 inside):** See page 29.
- **Hacker (1):** Use stats for Civilian (see page 27), with a Hacking d12.

O. LABS

The research labs used by the scientists at the facility have all sorts of implements and tools appropriate for agricultural and biogenetic research. Among the many compounds available in this place there are several containers (about four per room) with a clear warning sign on them. The AR overlay on the heroes' lenses identifies their content as a special compound gas used for experimental purposes, which can be dangerous if openly exposed to heat and fire. If a container is hit, it explodes. Place a Small Burst Template in the center of the location of the container. Anyone in the template suffers 2d6 damage and must make a Vigor (-2) roll to avoid being Shaken. Use gaming stones to represent the containers.

The Mesh troops know about the containers and will use them as part of their strategy to neutralize the heroes.

P. AGRICULTURAL GARDEN

The main dome of the facility was created as an agricultural greenhouse. A huge open space is covered

with plants, crops and trees of many types and sizes. Many types of insects, especially bred to participate in the plants' simulated ecosystem, crawl and fly among the bushes.

Several guards patrol this area. About half of them are located in the paved area of the dome that is closest to elevator J, the other half is distributed along the borders of the dome. They are inactive for Stealth purposes unless the alarm has been raised in the compound. If any of these guards raise the alarm, they will be supported by the troops in location Q almost immediately.

The following special Assistant actions are available:

- **Dome Illumination:** Although the dome is illuminated by natural sunlight, the illumination levels can be controlled to regulate the amount of light the plants receive. By spending a Benny, a hero can have his Assistant change the dome's illumination as an automatic action. In game terms, the hero gets to decide if the dome is fully illuminated, is in Dim Light, is Dark, or in Pitch Darkness. Dome illumination can be changed many times, by spending a Benny each time.

To help prune and take care of the trees in the agricultural level, the workers had a walking exoskeleton vehicle which lies idle around the center of the garden. The exoskeleton is about twelve feet high, and requires an Agility roll to climb. Once operative, the exoskeleton vehicle basically extends the hero's statistics and powers as follows: The hero's effective Strength is now d12+2, he gains an additional Armor of 6, a Reach of 1" and the Sweep Edge. On the other hand, the vehicle makes a lot of noise, thus nullifying any Stealth attempts. The vehicle's only attack option is a bash, which does Str+d8 damage. Finally, the vehicle has the Large monstrous ability.

- **Mesh Troops (2 per hero):** See page 29.

Q. ANALYSIS TABLES

These tables were used by the scientists to test, prune and prepare plants for the garden. The tables have Toughness 8 and grant Medium (-2) Cover. They are covered with different types of implements that can be used as improvised weapons.

Several Mesh Troops are idly sitting by here. They will react if they detect the heroes or the alarm is raised, and will immediately reinforce the troops at P.

- **Mesh Troops (2 per hero):** See page 29.
- **Veteran Mesh Troops (1 per hero):** See page 29.

R. LEON GRANBERG'S HEADQUARTERS

Leon Granberg has set up his temporary headquarters here, next to the room where he keeps the hostages. He periodically communicates with Shaneka Lesneski from here, giving her updates on his (unsuccessful) efforts to get the information from the vault. As a means of protection, he has recorded several of his conversations with Shaneka, and the heroes can copy them if they access his lenses or if they hack the terminal located here (Hacking roll with a -2 penalty). Leon will not let the heroes access the terminal if he is in the room.

If Leon is warned of the heroes' attack, he will attempt to bring out the hostages from location S and threaten to kill them if the heroes don't surrender. Treat Leon and five other Veteran Mesh Troops as having The Drop on the six hostages, with guns pointing at their heads. If this scenario occurs, it is up to the heroes to figure out how to bring Leon down and save the hostages.

One of the troops that accompanies Leon is Johann Patras, the man the heroes are looking for. Patras should survive, regardless of how the combat ends.

- **Veteran Mesh Troops (2 per hero):** See page 29.

★ **Leon Granberg:** See page 26.

★ **Johann Patras:** See page 26.

S. HOSTAGES

The surviving hostages are all kept in this room, protected by a team of guards outside the door. The door cannot be opened unless the heroes hack it on-site with a Dramatic Task using the Hacking skill with a -2 penalty.

The hostages have been relatively well-treated, and only have one level of Fatigue. If armed with a ranged weapon they are willing to participate in combat on behalf of the heroes. They will not participate in melee or hand-to-hand combat, though.

- **Mesh Troops (1 per hero):** See page 29.
- **Hostages (6):** Use stats for Civilian (see page 27) with a Knowledge (Science) d10.

EPILOGUE

The conclusion of this scenario depends on the heroes' decisions.

If the heroes decided to side with Shaneka and get her the information she needs, she automatically wins the standoff with Consorcio La Merced. In this scenario she is true to her word and not only gives them their rewards, she also brings Patras so the heroes can talk

to him and gather the above information. Denice and Consorcio La Merced will not forget this, and should attempt to kill the heroes before they leave.

If the heroes decided to side with Denice, they have a chance to talk to Patras during or after the raid. If they captured Patras, he will try to negotiate his release. Depending on what the heroes do with the evidence against Shaneka and Hariko Shipping, they may become attack targets, with Denice willing to support them. You are free to decide where this thread of the story ultimately leads.

Assuming Patras is in good shape at the end of the encounter, he is done with the Mesh. This is an opportunity to add or change heroes or player characters in the campaign.

TALKING TO PATRAS

The following text is Patras' story in his own words. Feel free to paraphrase this or handle it as a question-and-answer conversation, as you see fit:

My latest trip? What about my latest trip? Oh, I see, I think I know what you want to know. You see, something curious happened during my last trip. We're agreed that what I'm about to tell you is confidential, right? 'cause, to be frank, it's not exactly 'legal,' you know.

Ok, here it goes: You know that since the Stellar Comm Network is down, it's good business to attack ships travelling down the main routes. I mean, without the Comm Network to detect and report you, it is very easy to wait for an unsuspecting merchant ship next to a jump point and plunder it... or destroy it if it poses any resistance.

Some weeks ago I was sent by the Mesh to hang around the Ross 154 star system and attack merchant ships going between Earth, Apollo or Gee. We were patrolling the jump point from Apollo when we intercepted a ship, supposedly registered to a minor Concordia shipping company. We decided this ship would be an easy prey and demanded their surrender. They tried to attack and we fired back. We won easily and the merchant ship went silent. So we approached carefully, docked both ships together, and began boarding.

Inside we found the ship crammed with dead people! There were at least one hundred and fifty, more than twice as many people as the ship should have. Apparently the crewmembers had shot the passengers in cold blood... and then had

committed suicide themselves. Almost as if they had not wanted to be captured. Bizarre, I know.

We tried to identify the passengers, see at least where they came from, and found that all of their IDTags had been removed. No identification was possible. Why did the passengers have no IDTags?

We searched the computer systems in the ship and found that the crew had tried to blow up their ship before we captured it; fortunately for us, our last attack hit the ship and disabled its systems before they could activate the destruction mechanism. That was probably when they turned to murdering every passenger.

The ship had been cleaned. There was no evidence, either physical or digital, of the ship's or passengers' purpose, identity or goal. The ship's memory banks had been almost completely erased. I tried to strip the ship, maybe take the ship itself, but my crew opposed me. They were scared by all the bodies, and refused to touch or take anything! I could not afford a mutiny, so we just left the ship, blew it up, and waited for the next one.

Oh, you noticed I said the memory banks had been 'almost' completely erased, didn't you? Well, it turns out the ship's captain had been the last to deal with the computer system, and apparently had almost finished erasing the ship's memory banks when our last attack destroyed everything. The screen in his quarters was still showing the last few lines of the ship's log. From there I gathered they were going someplace called Chrysalis. Yes, Chrysalis. I have no idea where that is, I have never heard of the place. It's not listed on V-World, I've searched.

And that's all I know. When we got back Leon got us into this business with Hariko Shipping and I could not follow it up. Maybe you'll figure out who those guys were and what it all means.

The heroes should think about looking up the word "Chrysalis" in the Circle database. If they don't, an Assistant suggests it. Although there does not seem to be any place known as Chrysalis, an extensive search thru the Circle's indexes of planetary networks brings up an obscure three-year-old news report from the faraway, rough colony planet of Logan's End. Give Handout #1 to the heroes. No identification or information on the whereabouts of any of the people listed in the news release is available. To get more information the heroes will have to travel to Logan's End.

The adventure now continues in *Broken Circle*, the next module in the epic *Seven Worlds* campaign!

side stories

This section includes several side stories you can run or take inspiration from to complement the adventures in the main campaign.

THE REFUGEE FLEET

If you want to run some side stories within the fleet, one option is to run a Montage (see the Setting Guide), taking advantage of the trip. Another option is for you to create short side adventures. Here are some ideas for that:

- The enmity between Concordian and Bay Jingnian refugees (or their proxies, citizens from Jubilee and Dauphin) creates conflict within the refugee fleet. The heroes must defuse the situation before the violence escalates.
- Since the Stellar Comm Network is down, any ship looking to score a kill can do so without worrying about being identified. The fleet is attacked by a stray Concordian or Bay Jingnian warship that hasn't heard about the Alien ships. Alternatively, the fleet may be attacked by a pirate ship looking for easy loot.
- Food or medicine shortages affect the fleet, and the heroes must figure out a way to provide what is missing before riots break out.
- In a misguided effort to stay friendly to both Concordia and Bay Jing, Mussala Station decides to stay out of any political issues and refuses to receive, refuel or supply the refugee fleet. The heroes must convince the Station leaders that this is not an ordinary war refugee situation, and that Mussala Station itself is in danger.
- The heroes take too long and the Devourers catch up to them! Another in-the-nick-of-time escape is needed!

THE BREAKOUT

Where: Apollo.

As the Devourers continue to invade human space, the Circle office on Apollo receives a legal request from Earth. A group of Circle Officers must travel to

Teague Prison, a maximum security facility far away from Apollo's equator, housing some of the most dangerous and prominent prisoners on the planet. There, they must pick up Manfred Saggese, scion of the wealthy Saggese family from Earth and a hardcore murderer and drug trafficker in Apollo, bring him back to Whitehall and ship him to Earth so he can testify on a case regarding a major Earth crime cartel.

The court order, signed by EarthGov authorities and the Apollo Representative on Earth, seems perfectly in order. However, everyone suspects that the wealthy Saggese family has used its power, influence and money to concoct an excuse to have their son brought to the relative safety of Earth before the Devourers attack Apollo.

Once the heroes reach Teague Prison on a Snow Hovership and enter the facility, they get to meet Manfred Saggese, an unpleasant, violent mountain of a man. Before they can depart with him, though, a revolt begins! Most inmates, and quite a few guards, want to leave Apollo as well, and resent Saggese for being able to get out. The heroes are quickly involved in a major fight, as a group of inmates and guards (led by "the Beast" Jones, one of the deadliest inmates in the facility) face other guards and the heroes. Saggese doesn't really join a group, and mostly enjoys killing people on either side.

If he gets the upper hand, Jones is willing to negotiate, arguing that in the end what he wants is for every inmate and guard to have a chance to escape Apollo and the Devourers. And he has a point: Why should the prisoners not be evacuated, when everyone else on Apollo is trying to escape the planet as well? Ironically, it is Jones who wants to negotiate in good faith to help the prisoners escape Apollo, while Saggese is more than willing to double-cross everyone, including the heroes, in order to flee on his own.

- **Snow Hovership:** See page 32.
- **Manfred Saggese:** Use stats for Veteran Thug (see page 31) but with a Strength d10 and a Charisma of -4. He is not armed.
- **Raoul "The Beast" Jones:** Use stats for Veteran Thug (see page 31). He is unarmed.
- **Prison Guards (225):** Use stats for Typical Security (see page 28). 9 of these have joined the prisoners.
- **Inmates (40):** Use Stats for Typical Thug (see page 31). They are not armed.

A LOAN REVOKED

Where: Apollo/Harris Station.

This adventure works if there is at least one Psion in the group.

As soon as the heroes disembark a local Psion Brotherhood office representative approaches and informs them that the "On-Loan" status of Psion heroes is effectively ended (see *Seven Worlds Setting Guide* for more on "On-Loans"), and therefore the Psion must leave the group and the Circle and report for duties at the Psion Brotherhood immediately. The Devourer situation has stretched the Brotherhood to the limit, and all Psions are needed for emergency duties to protect humanity. Psion heroes have twenty-four hours to complete the transfer and report to the Brotherhood offices for their new duties.

If the Psion decides to escape, he or she becomes a fugitive from the Brotherhood. Since the Circle is committed to capturing Rogue Psions, if the other heroes get involved they risk breaking Circle regulations as well.

Another option is for the hero to negotiate with the Psion Brotherhood representative. Maybe the representative has a need or problem that he can't solve on his own, and is willing to turn a blind eye to the hero's passing through this location in exchange for the hero taking care of his or her problem. The problem might require the heroes to break the law to save their friend.

The hero's final alternative might be to follow orders and leave the group. In this case, the hero becomes an NPC and the player can roll up or add a new character to the group. The heroes might get to meet their friend again at some other dramatic time of your choosing (if they get to meet the hero in Chrysalis, maybe the hero has had *greater forget* and *brain lock* applied to him, and has *raze* stored in his brain!). Alternatively, you might decide to run two parallel adventures for a while, as the Psion hero gets to discover some of the dark secrets of the Psion Brotherhood on his own or with a new set of heroes, and then joins the original group later in the campaign.

BREATHING ROOM

Where: Zarmina ("Gee").

The heroes are contacted by Crista Beverino, who needs their help. A dispute with the Oxygen Harvesters Union over pay rates has exploded into a workers' strike. As a way to keep the planet's dwindling

oxygen supplies covered, and to put pressure on the Union, Beverino wants the heroes to lead an oxygen harvesting mission to Roanoke Lake, one of the largest oxygen lakes on the night side of Zarmina. She will provide a crawler vehicle for the mission.

If the heroes take the job, the Union threatens them, and a group of oxygen runners try to ambush the heroes before they leave.

- **Oxygen Runners (1 per hero):** Use stats for Typical Thug (see page 31). They are all from Zarmina for purposes of calculating Planetary Environment penalties.

After a grueling trip through the night side of Zarmina, the heroes finally reach Roanoke Lake and begin to harvest liquid oxygen into tanks. Before they are finished, however, they are visited by three other crawlers full of Union thugs. The Union Leader confronts the heroes and tells them that they are hurting the welfare of hundreds of workers who are being exploited and underpaid for doing a risky job, and asks them to consider joining the Union instead. If the heroes decline the offer, the Union members attack (or give chase in their rovers, if necessary).

- **Oxygen Runners (4 per hero):** Use stats for Typical Thug (see page 31), with a Piloting skill of d6, a Reinforced vacc suit (+2/+4, negates 4 AP against bullets) and a Vacc suit Helmet (+3, head only). They are all from Zarmina for purposes of calculating Planetary Environment penalties.
- **Oxygen Crawler (heroes have 1, enemies have 3):** Use stats for Crawler (see page 32).

If the heroes return with the cargo, Crista rewards them handsomely and gains the upper hand in the Union negotiations. Shortly afterwards, the Union backs off on the strike. The heroes have now gained enemies for life.

TERRAFORMING GLIESE

Where: Hoffnung Station.

Dr. Alex Ferguson, an aged scientist, approaches the heroes and quietly asks for their help. Dr. Ferguson is part of the research staff of Cyssenne Labs, and is testing an experimental new nanobacterium that processes sulfuric acid and generates several by-products with industrial value. To perform the test, Dr. Ferguson needs to fire a missile with his experimental bacterium at a specific time and planetary location on Gliese 667Cc, and unfortunately

Hoffnung Station won't be close at the appropriate time. Dr. Ferguson therefore needs the heroes to take him on their ship to the appropriate location in orbit to perform the test. If the heroes agree, Dr. Ferguson prepares one of their missiles with the nanobacterium, and then blasts off with them.

In reality, Dr. Ferguson's latest research is not a bacterium to create industrial products, but rather a terraforming organism that, according to the doctor, could over time build a breathable atmosphere on Gliese 667Cc and add one more world to humanity. Cyssenne Labs is excited with Dr. Ferguson's discovery and has arranged for internal testing to begin immediately. Unfortunately, Dr. Ferguson, old and about to retire, does not want to wait the years of testing it will take to make sure the organism is safe to deploy on the surface of the planet. Convinced that his invention works, he has taken a sample of the organism and is about to unleash it on the planetary surface, against Cyssenne Labs' orders.

As the heroes reach the location, they detect two Patrol Ships commissioned by Cyssenne Labs approaching from Hoffnung Station, and begin receiving messages telling them that Dr. Ferguson is performing an illegal test. Dr. Ferguson responds by telling the heroes that someone is trying to appropriate his research, and urges the missile to be launched.

The Patrol Ships reach firing distance in just a few minutes, and threaten to attack unless the heroes surrender control of the ship and disable the missile. As a last resort, Dr. Ferguson will try to fire the missile on his own.

As it turns out, even if the missile is fired and hits its surface target, no one gets to know what happens for quite some time. The organism takes months to adapt and start its process, so whether the planet is being terraformed or irreparable damage is done to its ecosystem is a question that will not be answered in the short time.

★ **Dr. Ferguson:** Use Stats for Civilian (see page 27) but add the Elderly Hindrance, and a d10 skill in both Hacking and Knowledge (Science).

• **Patrol Ships (2):** See page 32.

VIRTUAL TORTURE

Where: Anywhere.

Sometimes, despite their best efforts, the heroes are overwhelmed by their enemies. This adventure

can occur anywhere, and is a great way to get the campaign back on track and avoid a Total Party Kill.

First pick something the heroes know and that might be valuable to the enemy that overwhelmed the heroes. In the case of MaxDigital Corporation, for example, this might be information on the whereabouts of Dr. LaMarche. In the case of a terrorist organization, it might be the layout of Epsilon Leader Trevor Antoine's headquarters so as to plan a terrorist attack.

As the heroes fall to their enemies describe a hazy memory of a group of Circle soldiers quickly overwhelming the heroes' enemies. The heroes' last memory before falling unconscious is the friendly face of an athletic female soldier in battle armor.

When the heroes wake up they are in hospital beds. The female soldier is there, flanked by other Circle members. She introduces herself as Gamma Officer Diane Garrett from the Circle, and tells the heroes they have been unconscious for several days, but have responded well to treatment are almost completely cured. Diane then explains that she has been sent by Trevor Antoine himself, and needs the heroes' help for several urgent missions. If asked, she has digital orders from Antoine that pass all verification tests.

In reality the heroes are immersed in a detailed V-World simulation especially prepared by Garrett, an expert information gatherer who sells her services to the highest bidder. The heroes' vision of the arriving Circle team that defeated their enemies at the last moment was created by a combination of suggestive drugs and V-World projection. Garrett is so skilled at this she has even coded a special interface that makes the heroes' Assistants believe they're also in the real world and not in a simulation. Garrett's goal is to gain the heroes' trust and then carefully and smartly ask the questions needed to get the info she wants.

For the first "mission," craft a battle designed to make the heroes trust Garrett.. Give the heroes control of Garrett and her team during the battle, but keep role-playing her bravery and dedication to the Circle.

During the battle the heroes should start noticing something's wrong: Whenever they get a 1 on either the trait die or the Wild Die, the roll is considered as failed. When the players ask why tell them that they don't know, and it might be that they're still not cured, or it might be something else.

The "second mission" is an excuse to get the heroes to tell Garrett the secrets she wants them to spill. Garrett will produce any evidence the heroes need to prove the authenticity of her request (including video messages from Antoine or from their loved ones, if necessary).

If at any moment in the adventure the heroes expressly say that they feel something's wrong, allow them a free Spirit roll with a -4 penalty to figure out they are in a simulation (remember that a 1 on either die is considered a failure). Explain the roll as a roll to "feel what's going on" since nothing seems to be wrong at first sight. If a hero expressly says he believes they might be in V-World, or is told he is in V-World by another person, give him a +4 bonus to the roll.

With a success, the hero wakes up tied in a special chair in a dank room, surrounded by the soldiers from the simulation, only the real-life "soldiers" look more like thugs than Circle soldiers. The other heroes are also there, tied to similar chairs and inside the simulation. The hero can break his bonds with a Strength roll with a -4 penalty. He can also enter and leave the simulation at will.

If the heroes discover they are in a simulation and leave it, Garrett shrugs off her pleasant persona and explains what has happened, before moving on to more "traditional" methods of interrogation.

If the heroes fall for Garrett's trap and spill the information, Garrett laughs and tells them the truth, thanking them for what they said and explaining her employer will be very pleased. It is up to the heroes to escape the simulation and Garrett's torture before it's too late.

✱ **Diane Garrett:** Use stats for Veteran Soldier (see page 31), but give her a Hacking d12+2, Persuasion d12 and Charisma of +4. When she's inside her own V-World simulation, she has the Hacker, Assistant Hacker and Very Active Assistant Edges.

• **Fake Circle Soldiers (4 per hero):** Use stats for Typical Soldier (see page 31).

WILD WILD V-WEST, PART II

Where: V-World

The heroes' romp through a bizarre fantasy Wild West world continues!

The heroes pursue Crazy Jack and his gang to the abandoned and supposedly worthless Grimrock Mine, a few days west of Prairie Gulch. When the heroes arrive, Crazy Jack has already gone inside.

As the heroes enter the mine, they feel the abnormal heat for a mine such as this. The heroes have two encounters with some of the strange monsters living in the mine, such as Grimrock Chameleons, Earth Screams and Rock Monsters:

- **Grimrock Chameleons (3):** Use stats for Logan Chameleon (see page 28). Its Chameleon special ability applies to moving inside a rocky environment, not in vegetation.
- **Earth Scream (1):** Use stats for Manymouth (see page 29). Its Burrow special ability allows it to conceal inside rock.
- **Rock Monster (3):** See page 31.

Use the Heat rules from *Savage Worlds* as the heroes delve into the depths of the mine. Finally the heroes reach a large cavern. There is a large steam-filled hole on the ceiling of the cave. Crazy Jack is next to a deep lava pool at the center of the cavern, shouting words in a strange tongue. A Lava Demon suddenly comes from the pool and hands Crazy Jack what appears to be a bunch of bullets made of lava in a protective crystal sphere. As Crazy Jack sees the heroes, more Lava Demons come from the pool and fly away through the opening on the ceiling of the cave.

Crazy Jack laughs as he grabs the sphere and is carried by a Lava Demon towards the hole on the ceiling (he is not burned by the fire). Before escaping he tells the heroes that they won't get to see how he uses these lava bullets to summon an even greater demon on Carlson City itself. As a final farewell present, he summons a Lava Golem that climbs from the inside of the lava pool!

The heroes are left to die at the hands of Cherokee Bill, the rest of Crazy Jack's gang and the Lava Golem. Assuming they survive, they must get to Carlson City before Crazy Jack and his Lava Demons summon this greater demon and destroy everything.

✱ **"Crazy Jack" Harris:** Use stats for Old West Veteran Gunman (See page 29).

✱ **Cherokee Bill:** Use stats for Soldier Psion (See page 30), but he has no armor and his only gear is Two Colt Peacemakers (Range 12/24/48; Damage 2d6+1; RoF 1; AP 1; 6 shots, one full action to reload),

• **Crazy Jack's Gang (1 per hero):** Use stats for Old West Typical Gunman (See page 29).

• **Lava Demons:** See page 27.

✱ **Lava Golem:** See page 28.

allies and foes

IMPORTANT CHARACTERS

This is a list of some of the most important characters in the adventure.

★ LEON GRANBERG

Leon Granberg is the leader of the Mesh, one of the largest and most dangerous criminal organizations in Apollo. He has risen from the bottom, and has built his organization step by step. One of his trademarks is to get himself involved in the most dangerous and difficult missions he contracts, rather than delegating them to underlings. It is a commitment and a show of skill that he then demands from everyone in the organization.

Granberg has become important enough that he no longer fears any authority in corrupt Apollo. In fact, he has excellent relationships with most authorities, and many of them are his customers, or his employees. He fears betrayal from within his organization, and he has more than once eliminated lieutenants he perceives as being "on the edge of betraying him." What he fears the most, however, is the lone idealistic cop who decides to ignore his corrupt superior's orders and attack him directly.



LEON GRANBERG

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d6, Throwing d6

Cha: -1; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (2/4); **Mental Toughness:** 7

Hindrances: Mean, Greedy, Ugly (Minor)

Edges: Arcane Resistance, Combat Reflexes, Dodge, Command, Command Presence, Hold the Line!, Scoundrel, Tactician

Gear: Assault rifle (Range 24/48/96, Damage 2d8, AP 2, RoF 3, Auto), Combat knife (Str+d4), Combat vest (+2/+4, negates 4 AP against bullets), Combat helmet (+3, head only), Stun grenade (Range 5/10/20, Damage 3d6 non-lethal, Medium Burst), Assistant with at least d6 in Hacking skill.

Notes: Home World Apollo (gets the Scoundrel edge for free).

Assistant Name and Gender: Assistant Program 5, "Bunny", an extremely attractive female secretary dressed in immaculate executive clothes. Bunny only takes orders and does her boss's bidding, without ever giving suggestions or comments on her own. She talks and looks out of place among the shady Mesh leadership.

Assistant Skills: Hacking d4, Investigation d6 (with a Wild die), Notice d6.

★ JOHANN PATRAS

Johann Patras is one of the most capable pilots and captains in the Mesh. He is more effective at smuggling and transporting illegal goods than he is at the dark business of killing and attacking. For that reason, Granberg has assigned him to space freighter work. The constant time away has affected Johann, and he always seems distracted or focused on himself. Granberg doesn't care, though: Patras gets the job done and is unlikely to betray him.

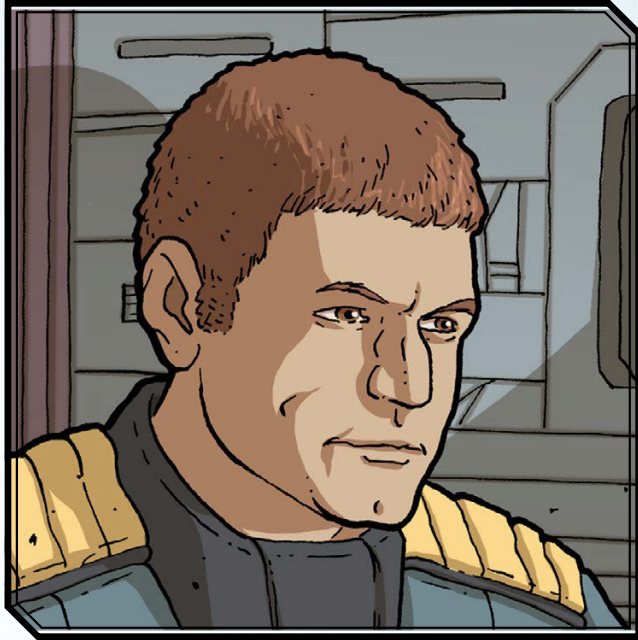
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d8, Persuasion d6, Piloting d8, Shooting d6, Streetwise d10, Throwing d6

Cha: +1; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2); **Mental Toughness:** 5

Hindrances: Mean, Wanted (minor), Quirk (likes candy)

Edges: Combat Reflexes, Ace, Improvisational Fighter



JOHANN PATRAS

Gear: Assault rifle (Range 24/48/96, Damage 2d8, AP 2, RoF 3, Auto), Combat knife (Str+d4), Light vest (+2), Stun grenade (Range 5/10/20, Damage 3d6 non-lethal, Medium Burst).

Notes: Home World Apollo (gets the Scoundrel Edge for free).

Assistant Name and Gender: Assistant Program 5, "Johann", a digital representation of himself. Conversations between Patras and his Assistant border on the bizarre, with both of them calling each other "Johann" and arguing among themselves.

Assistant Skills: Hacking d6, Investigation d6, Notice d4, Persuasion d4.

ENCOUNTERS

This is a list of the main creatures found in this adventure, both in the real world and in V-World.

CIVILIAN

Most civilians in the 23rd Century live normal lives, focusing on their trade or skills.

Found in: Everywhere

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Piloting d6, Knowledge (One specific trade) d6, Notice d6, Shooting d4, various other skills

Cha: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Mental Toughness:** 5

Hindrances: Varies

Edges: Varies

Gear: Assistant (skills and personality vary), tools of the trade.

DOG

In the 23rd century, dogs and cats are still beloved pets. Genetic modification has made them more resistant to the rigors of space and other planets, but they are basically the same as always.

Found in: Everywhere

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Notice d8

Pace: 8; **Parry:** 4; **Toughness:** 4

Hindrances: —

Edges: —

Special Abilities:

- **Bite:** Str+d4
- **Fleet-Footed:** Dogs roll a d10 when running instead of a d6.
- **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Size -1:** Dogs are relatively small.

LAVA DEMON

Lava Demons appear as small beings of slightly-humanoid shape, covered in flame. They are able to fly quickly.

Found in: V-World

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d10, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 8 (3)

Special Abilities:

- **Armor +3:** Lava and fire skin.
- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Flight:** Lava Demons have a Flying Pace of 12", with an Acceleration of 6".
- **Immunity:** Lava Demons are immune to all fire-based attacks
- **Fiery Touch:** Str+d6; chance of catching fire.
- **Flame Strike:** Lava Demons can project a searing blast of lava using the Cone Template. Characters

within the cone must beat the demon's Shooting roll with Agility or suffer 2d10 damage, plus the chance of catching fire.

- **Weakness:** Lava Demons suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.

★ LAVA GOLEM

Lava Golems look like a stone golem with a bright glow of lava running underneath. Their eyes constantly glow, and their entire body is dangerously hot to the touch.

Found in: V-World

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 11 (3)

Special Abilities:

- **Armor +3:** Magically hardened stone.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Size +1:** Lava golems stand over 8' high and weigh 2,000 pounds.
- **Spit Lava:** Lava golems can spew a glob of molten lava. Range 6/12/24, Damage 2d10, Medium Burst Template. Targets under the Template may make an Agility roll at -2 to escape the glob. Victims have a chance of catching fire.
- **Superheated Fists:** Str+d10.

LOGAN CHAMELEON

This dangerous carnivorous creature, native to the jungles of Logan's End, takes advantage of its chameleonic nature to blend among the patches and colors of the jungle and attack its victim when it is least expecting it.

Found on: Logan's End

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 8 (2)

Special Abilities:

- **Armor +2:** Think hide.
- **Bite:** Str+d6.
- **Chameleon:** If the chameleon is in vegetation and moves half its Pace or less, it gains +4 to Stealth rolls.
- **Claws:** Str+d8, AP 2.
- **Improved Frenzy:** Chameleons may make two Fighting attacks on the same action at no penalty.
- **Pounce:** Chameleons often pounce on their prey to best bring their mass and claws to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver.

LAW ENFORCEMENT

Law Enforcement can be police in cities, corporate security officers in large corporations, or maybe hired guards. They are in charge of keeping order and upholding the law, although in some cases may also be the elements of force of a suppressive regime or private organization.

Found in: Everywhere

TYPICAL SECURITY

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2); **Mental Toughness:** 5

Hindrances: Code of Honor (uphold the law)

Edges: Connections (Police Officers)

Gear: Light vest (+2, torso only), Enhanced autopistol (Range 12/24/48, Damage 2d6, AP 1, Semi-auto, also fires 1 explosive round for 2d8, AP 4 damage), Shock stick (Str+d4), Electronic handcuffs, Sonic stunner (Range 10/20/40, Damage 2d6+1 nonlethal, special), Assistant with at least d4 in Hacking skill.

VETERAN SECURITY

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d8, Intimidation d8, Notice d6, Persuasion d8, Shooting d8, Taunt d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4); **Mental Toughness:** 6

Hindrances: Code of Honor (uphold the law)

Edges: Block, Combat Reflexes, Level Headed, Marksman

Gear: Combat vest (+2/+4, negates 4 AP against bullets), Enhanced autopistol (Range 12/24/48,

Damage 2d6, AP 1, Semi-auto, also fires 1 explosive round for 2d8, AP 4 damage), Puke stick (Str+d4), Sonic stunner (Range 10/20/40, Damage 2d6+1 nonlethal, special), Electronic handcuffs, Assistant with at least d8 in Hacking skill and d6 in Investigation skill.

MANYMOUTH

Manymouths are some of the most bizarre aliens ever spotted by explorers in the jungles of Logan's End. Any name resemblance to a Bodymouth is just that, a resemblance that has nothing to do with how the monsters look or attack. Their round strong body ends in five thick necks with gaping mouths. Manymouths don't move much, but rather wait until their prey approaches to spring and attack.

Found on: Logan's End

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d6, Intimidation d8, Notice d6, Stealth d10

Pace: 2; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Bite:** Str+d6, +1 Reach.
- **Burrow:** Manymouths conceal themselves in soft earth mounds in the jungle floor.
- **Multiple Limbs:** Each "head" may make one Fighting roll without occurring a multi-action penalty. However, only two "heads" may attack a single foe.
- **Size +2:** Manymouths measure 6' in length, but are 3' in diameter.

MESH SHOCK TROOPERS

The criminal organization known as the Mesh has trained their thugs to be slightly more orderly and professional than usual. These are used when the Mesh carries out some of their more difficult or complex missions.

Found on: Apollo

TYPICAL MESH TROOPER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d8, Shooting d6, Stealth d6, Throwing d6

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2); **Mental Toughness:** 5

Hindrances: Mean

Edges: Combat Reflexes

Gear: Assault rifle (Range 24/48/96, Damage 2d8, AP 2, RoF 3, Auto), Combat knife (Str+d4), Light Vest (+2), Stun grenade (Range 5/10/20, Damage 3d6 non-lethal, Medium Burst), Assistant.

VETERAN MESH TROOPER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d6, Throwing d6

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (2/4); **Mental Toughness:** 5

Hindrances: Mean

Edges: Combat Reflexes, Dodge, Command

Gear: Assault rifle (Range 24/48/96, Damage 2d8, AP 2, RoF 3, Auto), Combat knife (Str+d4), Combat vest (+2/+4, negates 4 AP against bullets), Combat helmet (+3, head only), Stun grenade (Range 5/10/20, Damage 3d6 non-lethal, Medium Burst), Assistant with at least d6 in Hacking skill.

OLD WEST GUNMAN

The bad guy in V-World Old West programs, these men (and women) make a living with their gun. Wanted in many towns and states, they usually don't live long, and when they die they take a few souls with them.

Found in: V-World

TYPICAL GUNMAN

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Mental Toughness:** 6

Hindrances: —

Edges: Quick Draw

Gear: Colt Peacemaker (Range 12/24/48; Damage 2d6+1; RoF 1; AP 1; 6 shots, one full action to reload).

VETERAN GUNMAN

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Notice d8, Shooting d10, Stealth d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Mental Toughness:** 6

Hindrances: —

Edges: Quick Draw, Marksman, Trademark Weapon

Gear: Two Colt Peacemakers (Range 12/24/48; Damage 2d6+1; RoF 1; AP 1; 6 shots, one full action to reload), Rifle (Range 24/48/96; Damage 2d8; RoF 1; AP 2; 2 shots, one full action to reload, minimum Strength d6).

PSION

Psions are individuals born with the power to affect matter using only their thoughts. Most psions belong to the Psion Brotherhood, but some are rogue psions, having learned by themselves how to control the power.

To help you avoid having to keep track of psion Extras' power points during combat, no power points are used for the characters below. Instead, each power can be used a limited number of times per scene. Powers that normally last 3 (1/round) now last a flat three rounds per activation. For simplicity, assume if the Soul Drain edge is used, the modifier to the Spirit roll is a flat -2, regardless of the power to be used. If the roll is successful, the psion gains one power to cast immediately.

Found in: Everywhere

JUNIOR PSION

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Notice d6, Persuasion d4, Psionics d8, Shooting d6

Cha: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 6 (2); **Mental Toughness:** 5

Hindrances: Vow (Psion Vow)

Edges: Arcane Background (Psionics), Mentalist, Soul Drain.

Powers: 1 × *bolt*, 1 × *deflection*, 1 × *telepathy*.

Gear: Assistant, Autopistol (Range 12/24/48, Damage 2d6, AP 1, Semi-Auto, 20 bullets), Light Vest (+2).

TYPICAL PSION

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Psionics d8, Shooting d8

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2); **Mental Toughness:** 6

Hindrances: Vow (Psion Vow)

Edges: Arcane Background (Psionics), Combat Reflexes, Mentalist, Touch Psion, Soul Drain.

Powers: 1 × *bolt*, 1 × *deflection*, 1 × *entangle*, 1 × *pummel*, 1 × *read surface thoughts*, 1 × *telekinesis*, 1 × *telepathy*

Gear: Assistant, Autopistol (Range 12/24/48, Damage 2d6, AP 1, Semi-Auto, 20 bullets), Light Vest (+2).

SOLDIER PSION

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Psionics d8, Shooting d8

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2); **Mental Toughness:** 6

Hindrances: Vow (Psion Vow)

Edges: Arcane Background (Psionics), Combat Reflexes, Mentalist, Touch Psion, Soul Drain.

Powers: 2 × *bolt*, 1 × *deflection*, 1 × *entangle*, 1 × *pummel*, 1 × *read surface thoughts*, 1 × *telekinesis*, 1 × *telepathy*

Gear: Combat Vest (+2/+4, negates 4 AP against bullets), Combat Helmet (+3, head only), Assault Rifle (Range 24/48/96, Damage 2d8, AP 2, ROF 3, Auto), stun grenade (Range 5/10/20, Damage 3d6 non-lethal, MBT), Assistant with at least d4 in Hacking skill.

VETERAN PSION

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d8, Persuasion d6, Psionics d10, Shooting d8

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2); **Mental Toughness:** 8 (2)

Hindrances: Vow (Psion Vow)

Edges: Arcane Background (Psionics), Arcane Resistance, Combat Reflexes, Command, Mentalist, Nerves of Steel, Ranged Psion, Soul Drain.

Powers: 1 × *armor*, 1 × *blast*, 2 × *bolt*, 1 × *brain lock*, 1 × *deflection*, 1 × *entangle*, 1 × *probe*, 1 × *pummel*, 1 × *puppet*, 1 × *read surface thoughts*, 1 × *slumber*, 1 × *telekinesis*, 1 × *telepathy*

Gear: Autopistol (Range 12/24/48, Damage 2d6, AP 1, Semi-Auto, 20 bullets), Light Vest (+2), Assistant with at least d4 in Hacking skill.

ROGUE PSION

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Psionics d8, Shooting d8

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7/9 (2/4); **Mental Toughness:** 8 (2)

Hindrances: —

Edges: Arcane Background (Psionics), Arcane Resistance, Combat Reflexes, Psychic Soldier, Soul Drain.

Powers: 1 × *blast*, 2 × *bolt*, 1 × *deflection*, 1 × *read surface thoughts*, 1 × *telekinesis*, 1 × *telepathy*

Gear: Assistant, Autopistol (Range 12/24/48, Damage 2d6, AP 1, Semi-Auto, 20 bullets), Combat Vest (+2/+4, negates 4 AP against bullets).

ROCK MONSTER

Rock Monsters are strange underground creatures with sharp diamond teeth and a rocky shell. Although they can't digest meat, they love its taste and eat it whenever they can. They usually curl like a boulder inside a cave, and attack with surprise when explorers walk by them.

Found in: V-World

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Special Abilities:

- **Armor +2:** Rocky shell.
- **Bite:** Str+d6.
- **Camouflage:** When not moving, rock monsters resemble small boulders. Characters actively searching for danger suffer -4 to their Notice rolls to find them. Undetected Rock Monsters strike with surprise, getting the Drop on their unsuspecting foes.

SOLDIER

The typical soldier that represents cannon fodder in most enemy armies.

Found in: Everywhere

TYPICAL SOLDIER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4); **Mental Toughness:** 5

Hindrances: Loyal

Edges: Combat Reflexes

Gear: Combat vest (+2/+4, negates 4 AP against bullets), Combat helmet (+3, head only), Assault rifle (Range 24/48/96, Damage 2d8, AP 2, RoF 3, Auto), Stun grenade (Range 5/10/20, Damage 3d6 non-lethal, Medium Burst), Assistant.

VETERAN SOLDIER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d6, Throwing d6

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (2/4); **Mental Toughness:** 5

Hindrances: Loyal

Edges: Combat Reflexes, Dodge, Command

Gear: Combat vest (+2/+4, negates 4 AP against bullets), Combat helmet (+3, head only), Assault rifle (Range 24/48/96, Damage 2d8, AP 2, RoF 3, Auto), Stun grenade (Range 5/10/20, Damage 3d6 non-lethal, Medium Burst), Assistant.

THUG

Thugs are usually the muscle that works for the underworld, and will do anything for the right price. The more experienced a thug is, the more ready he is for tough missions and to act on his own.

Found in: Everywhere

TYPICAL THUG

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Mental Toughness:** 5

Hindrances: Mean

Edges: —

Gear: Autopistol (Range 12/24/48, Damage 2d6, AP 1, Semi-Auto, 20 bullets), Brass knuckles (Str+d4), Combat knife (Str+d4), Assistant.

VETERAN THUG

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d8, Shooting d6, Stealth d6, Throwing d6

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1); **Mental Toughness:** 5

Hindrances: Mean

Edges: Combat Reflexes

Gear: Autopistol (Range 12/24/48, Damage 2d6, AP 1, Semi-Auto, 20 bullets), Brass knuckles (Str+d4), Combat knife (Str+d4), Light Vest, Stun grenade (Range 5/10/20, Damage 3d6 non-lethal, Medium Burst), Assistant.

VEHICLES AND

SPACESHIPS

What follows is a list of the vehicles and spaceships available in the adventure.

CRAWLER

Crawlers are closed land vehicles used for expeditions on planets with poor or nonexistent atmospheric conditions. They are used, for example, to harvest oxygen on Gee, and to explore the surface of Chrysalis.

Acc/Top Speed: 3/5; **Toughness:** 18 (6); **Handling:** 0; **Crew:** 2+8

Notes: Amphibious, Tracked.

Weapons:

- 1 × Medium Auto-Cannon (Range 50/100/200; Damage 3d6; AP 6; RoF 3; HW)

DEVOURER SHIP

Strange, mysterious and terrifying, Devourer ships have technology never seen before by humans. They look like black spiked sea urchins, and would disappear in the blackness of space except for the fact that they blot the stars, and that their surface periodically sparkles. In frequencies other than human-visible light, they emit slightly higher amounts of energy.

Devourer ships are slightly smaller than a human battleship, but orders of magnitude faster than any human ship of any size, attaining accelerations of 20Gs or more. They do not seem to have engines or exhaust, and their propeller method, heat release and storage technology are unknown. If they have an energy shield (similar to the Coulborne Shield) it is not spherical, but rather an energy membrane directly touching the ship's surface. Their main weapon seems to be a powerful energy beam mixing different types of frequencies, such as laser, X-ray and gamma-ray radiation. It is not clear where on the ship the weapon is located, or how the ship produces beams at these different frequencies with a (supposedly) single cannon length.

"Alien" does not begin to describe it.

Top Acceleration: 26; **Toughness:** 90 (66); **Handling:** +2; **Heat Radiation:** +20; **Shield Effects:** —; **Crew:** unknown; **Jumps:** 16; **Weeks per Jump:** 0.5

Abilities: Knowledge (Ship Ops) d8, Piloting d8, Shooting d8, Repair d8

Notes: Heavy Armor, Spacecraft, Improved Stabilizer, Capital Ship

Weapons:

- 2 × Alien Heavy Energy Cannon (Range 4/8/16; Damage 3d8; AP 50; RoF 1; PDLB RoF 8; Heat Points

2; HW). The Devourer ship's energy cannon is a mix of several types of frequencies in the spectrum, including visible, X- and gamma-ray radiation.

PATROL SHIP

Patrol Ships comprise the bulk of security forces everywhere, be they military forces, frontier or planetary forces. They take the day-to-day duties of intercepting suspicious ships and keeping order in the space lanes.

Top Acceleration: 8; **Toughness:** 16 (10); **Handling:** +0; **Heat Radiation:** +3; **Shield Effects:** 2; **Crew:** 3+6; **Jumps:** 8; **Weeks per Jump:** 1

Abilities: Knowledge (Ship Ops) d6, Piloting d8, Shooting d8, Repair d6

Notes: Heavy Armor, Spacecraft, Improved Stabilizer, 2 Healing Pods

Weapons:

- 2 × Light Laser Cannons (Range 4/8/16; Damage 3d6; AP 6; RoF 1; PDLB RoF 5; Heat Points 3; HW)
- 1 × Medium Missile Launcher (Range 1/2/4; RoF 4; Heat Points 1; 4 reloads per launcher, maximum 1 of them can be nuclear).

Available Ammo:

- ✦ 4 Kinetic Missiles (Damage 3d6; AP 8; HW)
- ✦ 2 NNEMP Missiles (Damage 3d6+special; AP 10; HW)
- ✦ 2 Kinetic Cloud Projectiles (Damage 2d4; AP 8; HW; each one takes up one entire launcher payload)
- 2 × Mine Cloud Defenses (+2 bonus to Piloting roll to Evade against all projectiles; +4 against one projectile).

SNOW HOVERSHIP

Snow Hoverships are nimble covered shuttles designed to transport small numbers of personnel across the inhospitable cold and snow of Apollo. Although usually driven slowly, Snow Hoverships can be very fast if needed.

Acc/Top Speed: 6/30; **Toughness:** 12 (2); **Handling:** 0; **Crew:** 1+10

Abilities: Piloting d6, Shooting d6, Repair d4

Notes: Max Height 10", Improved Stabilizer

Weapons:

- 1 × Medium Gun (Range 12/24/48; Damage 3d6; RoF 1; AP 2, HW)

The following are handouts and dispatches to be given to the players during the adventure.

NEWS DISPATCH #1

..NEWS DISPATCH:..

Bay Jing—The Devourers may be on the move again, this time towards Bay Jing, according to unconfirmed reports received by BJNC.

Unnamed sources within the Joint Fleet of Bay Jing, Concordia and Earth report increased military activity among the High Command, as well as emergency order dispatches to all fleets.

“The fleet is on full alert,” says a source on condition of anonymity. “All starship captains have been ordered to prepare themselves for an imminent attack by the aliens.”

The Joint Fleet High Command will issue a statement shortly.

NEWS DISPATCH #2

..NEWS DISPATCH:..

Bay Jing—Chaos has gripped Bay Jing following the official full invasion alert announced by the Joint Fleet.

According to the military press release, two days ago several scouts detected the Devourer fleet approaching from the LHS 1723 star system. Based on earlier experiences of the alien ships’ speed, High Command expects them to enter our Omicron 2 Eridani system within the hour, and to reach Bay Jing about two days after that.

During the press release a haggard General Bruce Sager declared that the Joint Fleet will “shed every last drop of blood” to stop the aliens and guarantee the survival of Bay Jing.

Evacuation procedures to Concordia have accelerated, although barely a few hundred thousand will have an opportunity to escape the planet, even with all the resources provided by the Circle and the Psion Brotherhood.

Bay Jing has a total population of sixty-six million.

As civilization collapses around Bay Jing several acts of looting and violence have been reported, particularly among citizens desperate to board or have their loved ones board the final evacuation ships.

NEWS DISPATCH #3

..NEWS DISPATCH..

Bay Jing— Just two hours before the main engagement for Bay Jing begins, several Concordian warships have deserted the Joint Fleet and begun the trip towards their home star system of Epsilon Eridani, our war correspondents report.

Apparently, the Concordian captains have decided that victory is impossible in the face of overwhelming enemy numbers and firepower, and have retreated to reinforce the meager Concordian defenses at Epsilon Eridani.

Unable to hide his frustration at this disruption in his forces, General Bruce Sager has insisted that what is left of the fleet will do its best to “stop the enemy in its tracks.” However, in the last few hours several anonymous sources have declared that there is no chance of victory.

There is no word yet on whether the desertion was requested by the Concordian military or not.

The Joint Military Fleet will engage the enemy within the hour.

NEWS DISPATCH #4

..NEWS DISPATCH..

Concordia— Following the tragic destruction of the Joint Fleet and complete obliteration of Bay Jing, Concordian civilization has been thrown into turmoil.

The few surviving ships that were in the Omicron 2 Eridani star system during the battle and who managed to jump away (no military forces escaped) described a “massacre,” with Devourer ships casually destroying the fleet’s most powerful battleships and bombing of Bay Jing’s surface in just a few hours.

Concordian President Kenneth Livley issued an emotional message to the planet in preparation for the attack.

“The bombing of two entire planets and genocide of eighty-one million people apparently is not enough to quench the thirst of these aliens. Their ultimate goal is the entire annihilation of our species.”

While activating as many evacuation procedures as possible, as well as the creation of several underground refuges for the many who won’t be able to escape the planet, President Livley pledged to devote the entire resources of the planet to repel the Devourers.

As is their pattern, the Devourers have not immediately proceeded towards Concordia, and it is unknown when they will attempt to jump towards the Epsilon Eridani star system. Only one jump separates Epsilon Eridani from Bay Jing’s Omicron 2 Eridani star system.

Rumors of a fresh fleet approaching from Earth to bolster the planet’s defenses have not been confirmed.

BRAWL AT POPULAR DRINKING SPOT ATTRIBUTED TO 'GHOST SHIP' TALL TALE

Providence, Logan's End – Yesterday's larger-than-usual bar brawl at the well-known Providence bar "Fearless," which ended up with four injured and eight arrested, was sparked by a discussion about a 'ghost ship' story.

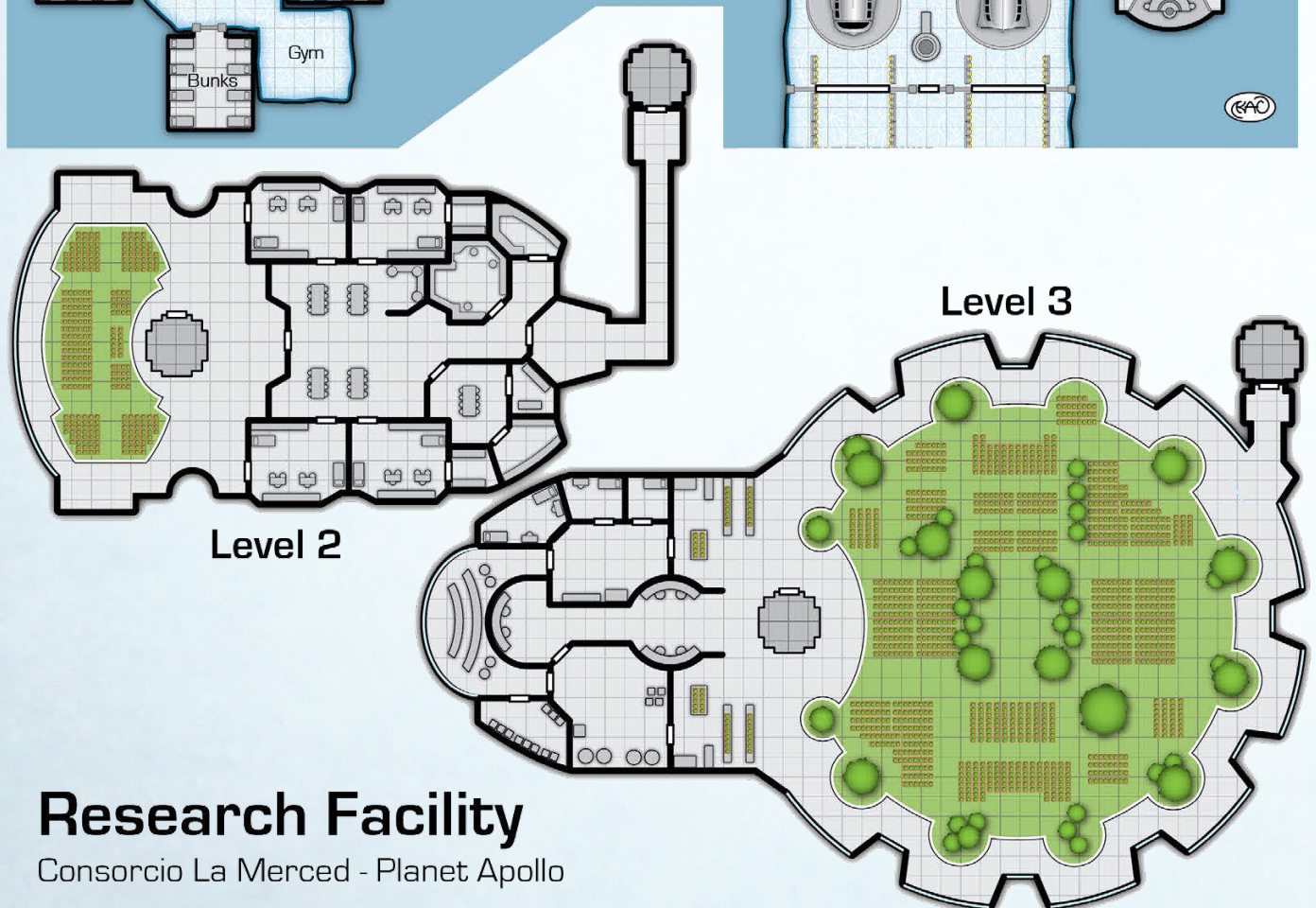
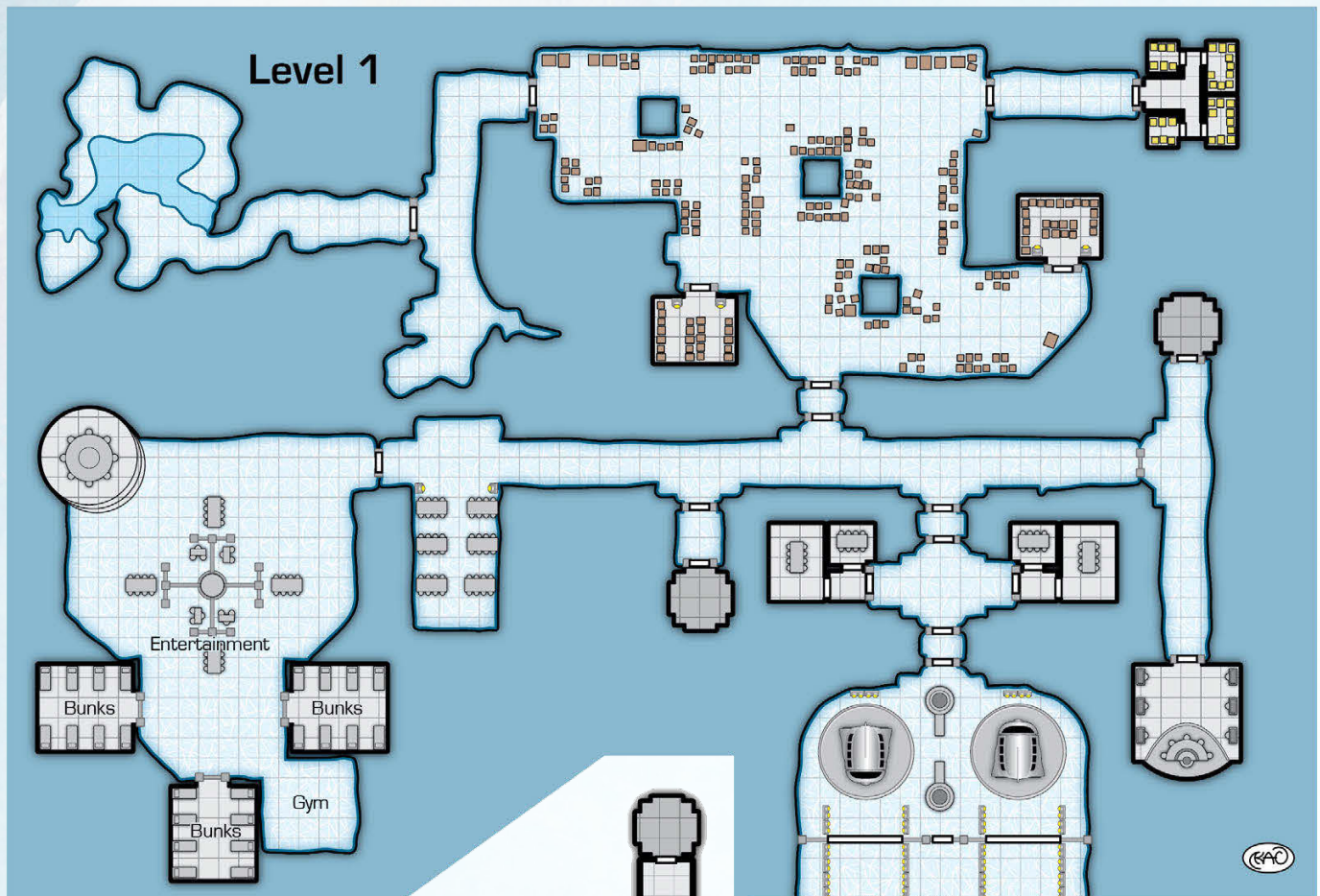
Melonia Ferrato, owner of Fearless Bar, explained that a merchant crew recently arrived from space caused the fracas by telling the story.

"They looked shaken and scared, and were obviously drunk," Ms. Ferrato declared. "One of them then began shouting that in their last trip they had come across and destroyed a 'ghost ship,' a ship that came out of nowhere in the depths of space, from a place called 'Chrysalis.' Or something."

According to Ms. Ferrato the story of the 'ghost ship' from the place with the strange name caused hilarity in Fearless' customers, who promptly began teasing and laughing at the merchants, who responded first with insults and then with violence. Then fighting erupted.

Local police have arrested the most likely instigators of the violence, including the five members of the merchant crew who started the story. They have been identified as Kevin Windon, Hassan Leova, Gerardo Bevard, Doug O'Malley and Oliver Sarria. Their ship is known as the Aurora Borealis and indeed it has recently parked in one of the orbital spots of Logan's End.

Ms. Ferrato has stated that she will not press charges. It is unknown whether the police will charge the suspects or if they will be set free soon.



Research Facility

Consorcio La Merced - Planet Apollo