



# GHOST STATION

STORY SUPPLEMENT FOR VANGUARD RPG  
VARMISK FALLEN

A BROKEN TOWER ROLEPLAY GAME  
BY TIM AND ROOK WESTHAVEN

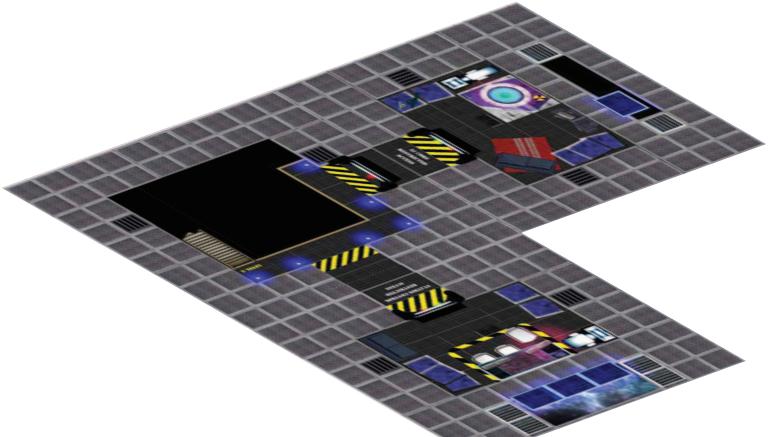


# DOFFLER STATION

## Level 3

AI Room

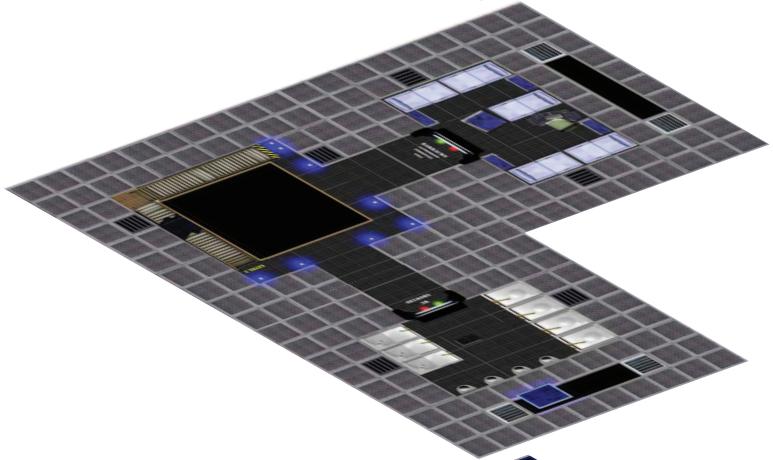
Command centre



## Level 2

Barracks

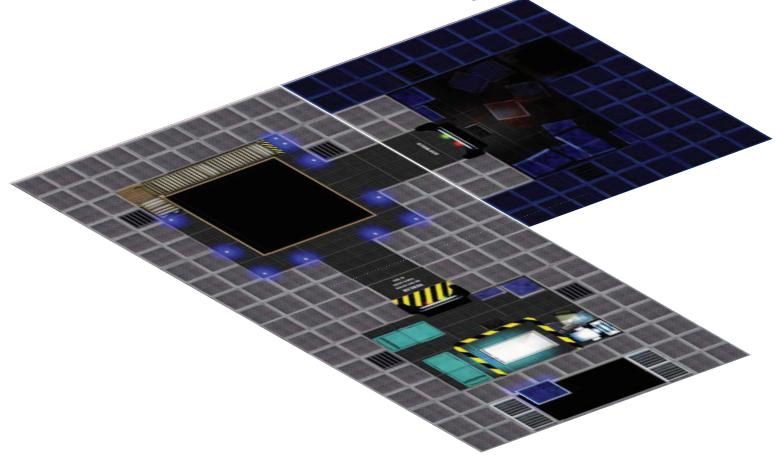
Showers and toilets



## Level 1

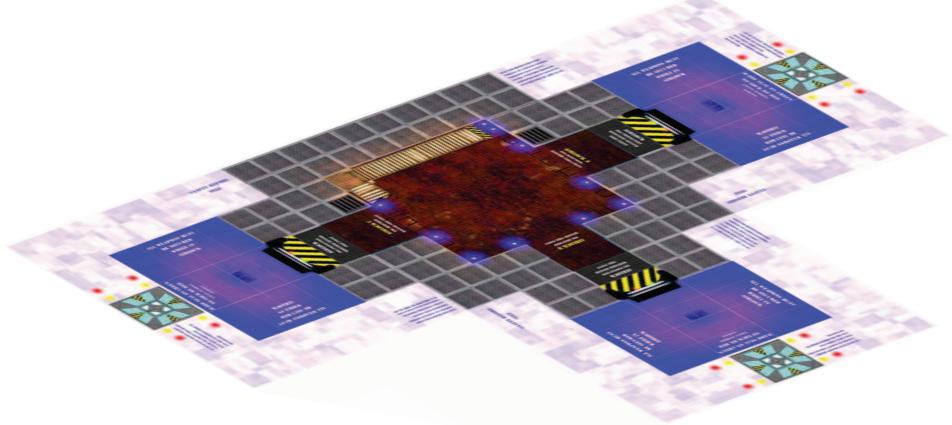
Storage room (breached)

Medical bay



## Base level

Airlocks (A, B, C)



## O INTRODUCTION

**This supplement can be a sequel to *Rout from Camp Dur* or used as a standalone story.**

**Following on from *Rout from Camp Dur*, the survivors escaping in the *Dasseula* reach the pre-programmed warp fissure that Ms On arrival they discover a hidden research station.**

This story requires the VANGUARD RPG 'Varmisk Fallen' core rule book. The expanded rule book can provide additional story options, making use of the space combat rules.

This supplement is for the GM only. If you are not the GM, and intend playing the module, stop reading now.

■ II

## O DOFFLER STATION

### Reaching Doffler station

If this story is being used as a sequel to *Rout from Camp Dur*, then once the characters and any survivors on the *Dasseula* reach Ashen orbit the *Dasseula* enters an uncharted warp fissure bringing them close to Doffler station.

If you are using this story in an ongoing campaign or as a standalone story, then have the characters enter an uncharted warp fissure, leading them to the station.

### Into the dark

Once the *Dasseula* is in the warp fissure and warp current unless something occurs to adjust the ship's course nothing is required of the crew.

While in warp space no conventional external scanners or instruments function.

The travel through the warp fissure lasts roughly 30 minutes of game time. This would be long enough to

carry out similar actions to those taken on the ground during preparations for lift off. It is also enough time to heal any damage using medicittes (including those in the *Dasseula*'s medical bay) and replenish 1 power point for those esper who take the time to rest.

The ship's klaxon sounds the alert for exiting warp space. When the *Dasseula* comes out of warp space there is a sudden jolt and the ship is spun about, causing all crew not seated or secure to take an initiative check against a DC4. Those who fail are thrown to the floor, any critical failure results in an automatic D6♥ damage that cannot be soaked.

Radiation warning signals will sound if there are any external hull breaches on the ship.

The ship's AI reports multiple minor collisions and the presence of strong ion radiation. The *Dasseula* has emerged inside an ion storm and a slow spiralling meteorite cluster, dominated by three large asteroids and hundreds of medium to small sized rocks.

The intense radiation from the ion storm is playing havoc with the ship's external sensors, causing a -2MOD to any sensor check. However, the sensors will detect a strange signal originating from somewhere nearby at the core of a gravitational anomaly near one of the largest asteroids.

As visibility is limited and the ship's scanners are full of interference, the only way to investigate the anomaly is with a close fly by.

Getting within visual range, the crew will notice there is a station built into the rock on a nearby asteroid. There are no markings on the station, but the architecture is clearly Confederation in design. There are three external gangways and airlocks. One of these shows signs of damage, the second is empty, while the third has a ship docked. This ship is a refitted merchant vessel and has clearly been modified for combat with weapon turrets.

Anyone with the pilot vocation can roll against a DC3 to suspect that the style of outfitting and general appearance suggests pirates or slavers.



HOST STATION





## Background check

Doffler station is a secret Confederation research station established to investigate an unexplained anomaly in the station's vicinity. This anomaly is characterised by a brief signal, of two separate bursts, three seconds apart, every 33 seconds, which is detected on sub-space, warp, ultrasound, gamma and x-ray frequencies. The origin of the signal is a point in empty space near the station; its provenance, purpose and meaning remain unknown. The point of origin is also emitting a gravitational pull, enough to keep many of the asteroids within a stable orbit around the anomaly; including the one housing Doffler station.

The station supports a standing crew of 6, primarily analysts, scientists, engineers and security personal who are rotated on duty every six months, with monthly supply deliveries – at least before the tanarii attack on Varmisk. The data collected at the station is then hard transferred to the supply ship to be analysed upon its return to Ashen.

The station has come under attack by a crew of pirates from the pirate ship *Molkat*, led by Captain Kranst. When the players are approaching the station, the pirates have already held the station for almost four days.

## Making contact.

If the players attempt to make radio contact with the station, the first 3 attempts are met with static. On the fourth attempt they receive a response. This response comes from Petnanst, the ferreal (weasel) who has been ordered by Captain Kranst to lure the *Dasseula* into the station by pretending to be a Confederation outpost.

Petnanst is cunning and has been a pirate long enough to know how Confederation ships talk and sound – but he's no expert (Petnanst rolls his FRIEND to form an opposed DC). Any character listening to

Petnanst can roll SMARTS to be suspicious.

Petnanst won't reveal the name of the station or his real name, he will use the following information as a basis for his fictional account.

- Role of communications officer Sergeant Brant CIN: 45-9823-7112-78 (the real Sergeant Brant is dead or wounded and trapped in the AI room)
- The nature of the station is classified
- The ship in the docking bay (*Molkat*) is a derelict that was towed to the station with no crew on board.
- Number of station staff – classified.
- Commander of station – Captain Hellers CIN: 33-9825-8420-02

The ion storm prevents a spectrum link and so no form of verification of CIN can be carried out. Also, anyone with PILOT vocation or a military passkey will know a Confederation station would require a verification code (which the ship's AI can provide) that creates an encrypted reply code verified by the *Dasseula* to confirm Confederation status.

If Petnanst is questioned on this failure to follow protocol, he replies that the station AI has suffered a critical failure, possibly a hack, and they have been awaiting assistance – implying that they assumed the *Dasseula* was here to repair the station and relieve the crew. Petnanst offers the following information to try to alleviate any lingering doubts:

- The AI shut down the main generators and the station has been subsisting on emergency power for the past two weeks, but it can't last much longer.
- Food and essential supplies are running low and the station replicator is offline.

Revealing such sensitive tactical information to someone not verified as an ally is a red flag to any SOLDIER, XENO-SCOUT or military passkey holder (such as Bragg or TK), possibly indicating the situation on the station is as desperate as it sounds or whoever is on the radio is a fraud.

## AGE APPROPRIATE

### Kranst's pirates

Kranst is a pirate through and through, but he is intelligent and knows when to avoid a fight as much as start one.

When playing Kranst for a younger audience think of Captain Hook from Peter Pan or the giant from Jack and the beanstalk. Kranst won't shy away from a fight if he thinks he can win, but he will always attempt cunning before violence.

For young players, Kranst and his crew can take on the role of the bumbling bad guys, always stumbling over one another, as eager to fight each other as much as the enemy and not the smartest of opponents.

Replacing serious threat

with comic relief may help lighten the mood for younger players.



### The station crew

In the story, Kranst and his pirates infiltrated, and took over the station by force, killing those of the station crew they could find.

A less violent option is to have the crew captured and held under guard by the pirates in the shower room.

Since the crew have been captured, they are unable to affect the story until they are released. Kept under close scrutiny by Kranst, they only come into play once a confrontation with the captain has occurred and the outcome of the story is fairly certain.

Those who are not captured by Kranst can join Captain Hellers, Sergeant Brant and specialist Tromski in the AI room where they've been hiding and surviving on meagre rations, awaiting rescue.

The crew will all be tired, injured and weak from hunger and dehydration, and not in a fit state to fight effectively.



There is no visible activity on the station and power does appear to be minimal lending credence to the idea that the station is suffering power difficulties.

## The real deal

The ship in the dock is the pirate vessel *Molkat*, its captain, Captain Kranst, and his crew of 20 pretadors fell into a warp fissure that led to Doffler station purely by accident while eluding capture by a Confederation destroyer. That was more than 4 days ago. When they appeared inside the ion storm and were being buffeted by meteorites they thought all was lost, until they detected the anomaly and discovered the station.

Unable to fool the crew of Doffler station, they were forced to attack and lay siege. Their first attempt ended in failure, with the station crew blowing up the first airlock and causing the loss of two of the *Molkat* pirates. Kranst landed a number of his crew on the asteroid out of sight of the station viewports; they walked over the asteroid and breached the station with laser cutters and explosives. Once they had a breach, they fought their way to the airlock allowing the *Molkat* to dock, and allowing their fellow pirates into the station.

A short and bloody battle ensued that saw all the station staff, except Captain Hellers, Sergeant Brant and Specialist Tromski, killed. Hellers, Brant and Tromski locked themselves in the station AI hub, shut the station down and waited, hoping a relief party from Ashen would arrive in time to save them. Depending on how you wish to play out the story, these three could still be holed up in the AI room or dead from dehydration.

With the station staff all dead or secure, Kranst and his crew set about ransacking the station, but then realised that this would be the perfect location from which to set out and raid. They took up residence in the station, relying on the emergency power to keep the basic essentials working.

After two days, the station emergency power failed and the crew of the *Molkat* were forced to use the

*Molkat*'s engine to power the station. That was all well and good, until the *Molkat*'s under-maintained engine seized and died a day later. With no way off the station and power down to the bare minimum, things are looking desperate for the crew of the *Molkat* and Captain Kranst has already had to kill a number of mutineers, leaving the total number of pirates remaining at ten, including the captain.

The crew of the *Molkat* are desperate, but they're not willing to surrender just yet.

When the *Dasseula* reaches the station and either makes first contact or docks, the pirates quickly see their chance to escape – and if they can take a Confederation light frigate at the same time all the better. However, as none of them are varmint, they doubt they'll be able to lure the crew of the *Dasseula* out; so they plan to take the crew by ambush, fighting their way onto the frigate.

To this end, as Petnanst is busy trying to persuade the crew of the *Dasseula* to dock (without raising their suspicions) Captain Kranst and the remaining pirates are laying an ambush in the main shaft and awaiting their chance to pounce.

## Springing the trap

Kranst and his pirates attempt to keep their deception up until they can successfully spring their trap.

Using a suit of G-12 Confederation armour, Petnanst pretends to be the hoppolite Sgt Brant. If the players are suspicious, a DC4 SENSES increases their suspicions of Sgt Brant as the tallest hoppolite any of them have ever seen. Petnanst is wearing the suit helmet (with the visor darkened) and refuses to take it off, citing the need to keep life-support options in case the emergency generator suddenly goes down.

He leads them from the docking bay and into the main access shaft. Once the players reach the stairs, two of Kranst's pirates sneak in behind them to secure the airlock and attempt to gain access to the *Dasseula*.



Meanwhile, Petnanst leads the characters up the first flight of stairs – when Petnanst reaches the top of the stair he will turn, drawing an M-6 pistol and shoot the character immediately behind him before kicking them down the stairs.

This is the signal for three more of Kranst's pirates to open fire from hidden positions around the gangway of the first level. The characters confined in the stairwell suffer a -2D defence given their restriction to dodge. The character behind Petnanst must make an **ACTION** DC6 to avoid falling down the stairs. If successful nothing happens, if not they collapse on the character behind them, who must make the same check at DC5. This chain reaction continues, with each subsequent check at -1 to DC until someone passes the check or all the characters in the stairwell are in a heap at the bottom. A character who falls down the stairs loses all tasks in the current round and must use a task the following round to stand up, giving the pirates plenty of opportunity to shoot them.

### Turning the tide or going under

If the characters manage to get the better of the pirates and kill two of those firing at them, Captain Kranst appears at the top of the shaft and yells for everyone to stop fighting.

The pirates hold their tasks and, if the characters also hold their tasks, Captain Kranst guarantees the characters safety if they give the pirates fuel to power the *Molkat* and let them leave the station unmolested.

If the characters agree to this proposal, Captain Kranst honours the agreement. As far as he is concerned, the station is on its last legs and has nothing more to offer the pirates.

However, if the characters lose half their number Kranst appears and offers them the opportunity to surrender. If they surrender, they are imprisoned in the shower room (minus weapons and armour) with a single pirate as guard – giving them time to heal if they have medicittes available. Meanwhile, Kranst and his pirates attempt to take the *Dasseula* by force.

If they manage to take the *Dasseula* they escape with the ship leaving the characters on the station with the *Molkat* (minus any weapons).

## WHAT'S NEXT

After the pirates escape or are defeated, Buttons Prue and Chess Redfurd appear at the station in a heavy Confederate frigate, the *Ankermn* with a consignment of Confederation space marines led by Captain Ashley Belleaux, 3rd assault battalion, Confederation marine corps (CMC). The marines have orders to secure the station and get it back to full working condition. This ends the story.

### A job well done

If the characters managed to defeat, capture or otherwise stop Captain Kranst and his pirate crew from stealing or destroying the *Dasseula*, Ms Prue congratulates them on a job well done.

The *Dasseula* is handed over to the marines to be used in the efforts to retake Varmisk. If the *Molkat* is still docked at the station, Prue gives the ship to the characters to use as their own. She has technicians from the *Ankermn* make sure it is space worthy, and has enough fuel to get to a system of the characters' choosing.

In addition, Prue rewards each character with their choice of an ODIN upgrade for the safe return of the *Dasseula*, as well as 6 Medicitte packets and the repair of any damaged armour.

### Make it so

If the characters were taken prisoner and stranded on the station, Prue and the marines come to their rescue. However, the loss of the *Dasseula* makes Prue cold towards the characters.

The ship was their responsibility and the loss of it means they are facing stiff penalties under Confederation law. While Prue knows that under the current circumstances with the Confederation in disarray, there is little she could do to legally punish

the characters – they don't know this – and so she is willing to play on their fears to get them to retrieve the lost vessel. She will explain that they have two choices: imprisonment on a mining facility for 30 years or, get the *Dasseula* back from the pirates.

Going after the pirates, Prue will give them a 30-day amnesty to return the ship to her at Doffler station, if they fail they will be branded enemies of the Confederation.

They are given the *Molkat*, ready to fly, with only enough fuel to get back to the Bolas system, but no additional help. She will however offer them the prize that should they succeed they will gain an increased military passkey grade (+1 to current).

## The Mirakeer

If the characters are given the *Molkat* by Prue, the ship is refitted by the Confederation technicians, bringing it up to full structural integrity with all systems fully functioning. They also repaint and give the ship its original name the *Mirakeer*, an old nutwerk word for gift (the pirates changed the name to *Molkat*), along with Confederation identification codes and markings.

It isn't the fastest ship, but it does have an operational warp field generator and can survive atmospheric entry, making it a versatile vessel.

The weapons are in working order, but the characters will need to find ammunition for them. The *Mirakeer* is secretly also fitted with a subspace tracker (DC6 SMARTS to discover if actively looking), so that Prue and Chess can follow the characters' progress and location.

## THE MOLKAT

If you have the expanded rule book and intend using the space combat rules to see the *Molkat* and *Dasseula* duke it out then here are some guidelines to arranging the *Molkat* techsheet.

The base template for the *Molkat* is a Darknarl warp transit ship (ERB pg69).

Three combat turrets have been added to the *Molkat*:

Turret 1	66W-PC x2
Turret 2	SM-6 missile battery
Turret 3	Ram spike

All other Darknarl defence measures remain.



## O LAYOUT AND ORIENTATION

Doffler station is a small facility built on the surface of, and embedded into, a large asteroid.

There are three hard-seal docks with airlocks that give access to the station; the station facilities are spread over four levels, with access gained through a central stairwell shaft.

On the following pages are floor plans for the four levels, showing the use of the battlemaps and how they fit together.

In addition to the floor plans, each section of the station will be detailed along with its battlemap section.

The effects of damage to the station, decompression, fire extinguishers and the use of airlocks follow the same rules as outlined in *Code Red on NIMBUS-6*.

### Gravity inside the station

The station has artificial gravity, established through the use of a gravity field. Still active, the field generator is embedded deep inside the Doffler asteroid. As long as the station has emergency power the field will remain active. If the field fails, the station effectively becomes a zero-gravity environment.

### Stairwells

The stairwells have black and yellow hazard strips at the bottom and a cut section indicating where the stairs disappear up to the next level. When moving up to the next level of the station, the cut section of the shown stairwell is where the characters will appear on that level; see the example to the side: Level 1 Main shaft.

### Airlocks

There are three airlocks, designated as A, B and C.

Airlock A is operational and likely the place the *Dasseula* docks with Doffler station. Airlock B has been damaged and will not open. Airlock C currently holds the docked *Molkat*.

The airlocks close automatically if the area to either side becomes depressurised. An airlock takes one task to activate, the door itself opens after three rounds (about a minute in real time). An internal airlock will not open if the area on the other side has become depressurised. This can be overridden by manually breaking the door coupling: it takes two tasks to remove a nearby panel and another two tasks to break the coupling with an **SMARTS** check of DC5.

Breaking through an airlock door is no easy feat (which is why the pirates haven't managed to get to the AI) The doors have 12 $\heartsuit$  and 20 $\heartsuit$ . They can however be hacked by either an **ENGINEER** or **HACKER** with a **SMARTS** DC4.

### External windows

Most of the main rooms have external windows. The radiation shutters are closed when the *Dasseula* approaches preventing the crew of the *Dasseula* seeing into the station.

All the windows are reinforced, but will break if more than 8 $\heartsuit$  of damage is inflicted.

### Central shaft

The flat black areas on the battlemaps represent the open area forming the central shaft, ringed with a waist-high, steel railing. A fall from one level to the next causes 1D6 $\heartsuit$ , with a fall from multiple levels causing cumulative damage.

### Doffler AI

The station AI, referred to as 'Orin' was shut down by Captain Hellers. Without it the station is a closed system, requiring local access. If the AI centre is taken by the characters Orin can be turned back on. If switched back on, Orin will recognise the characters' permissions as given to them by Unit 9 and grant access to the station's basic systems.

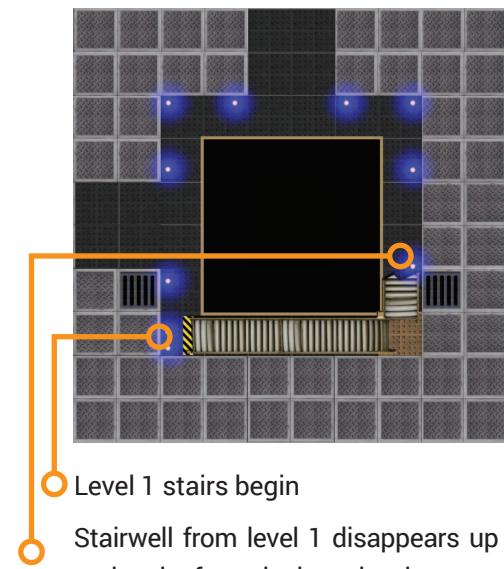
## USING THE BATTLEMAPS

If you intend to use miniatures to keep track of the characters' whereabouts, battlemaps are provided. The printouts are designed to have the walls folded up to form 3D environments, otherwise you can cut the walls away and just use the floor tiles.

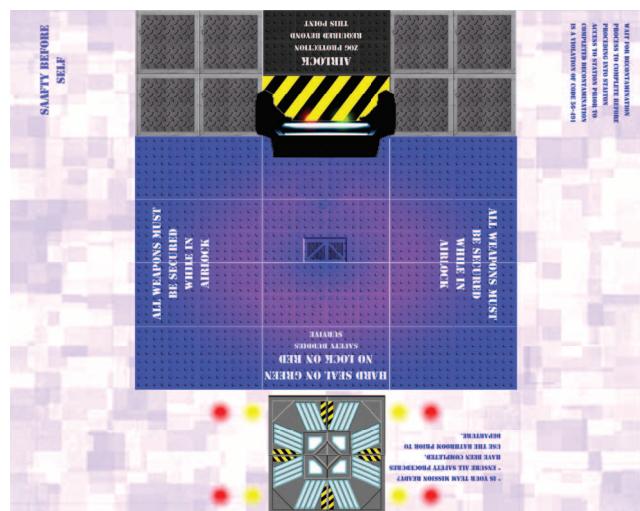
The maps have been marked with RED and GREEN lines, the RED lines indicate where cuts should be made, while the GREEN lines indicate where the maps are folded up to create the walls.



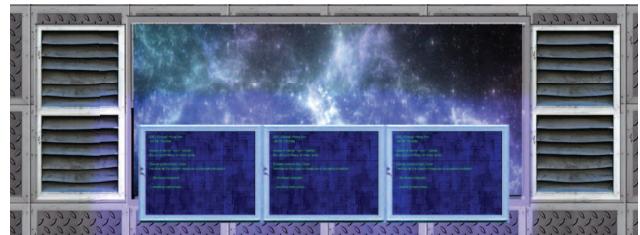
Level 1 Main shaft



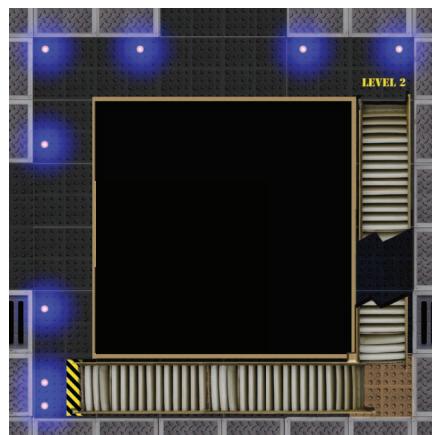
Stairwell from level 1 disappears up to level 2 and stairs from the base level appear on level 1.



Docking bay battlemat showing the external airlock and internal airlock.



External windows from the main facility rooms overlook the docking bays and the nebula. Radiation blast shutters can be raised to block visibility from the outside.

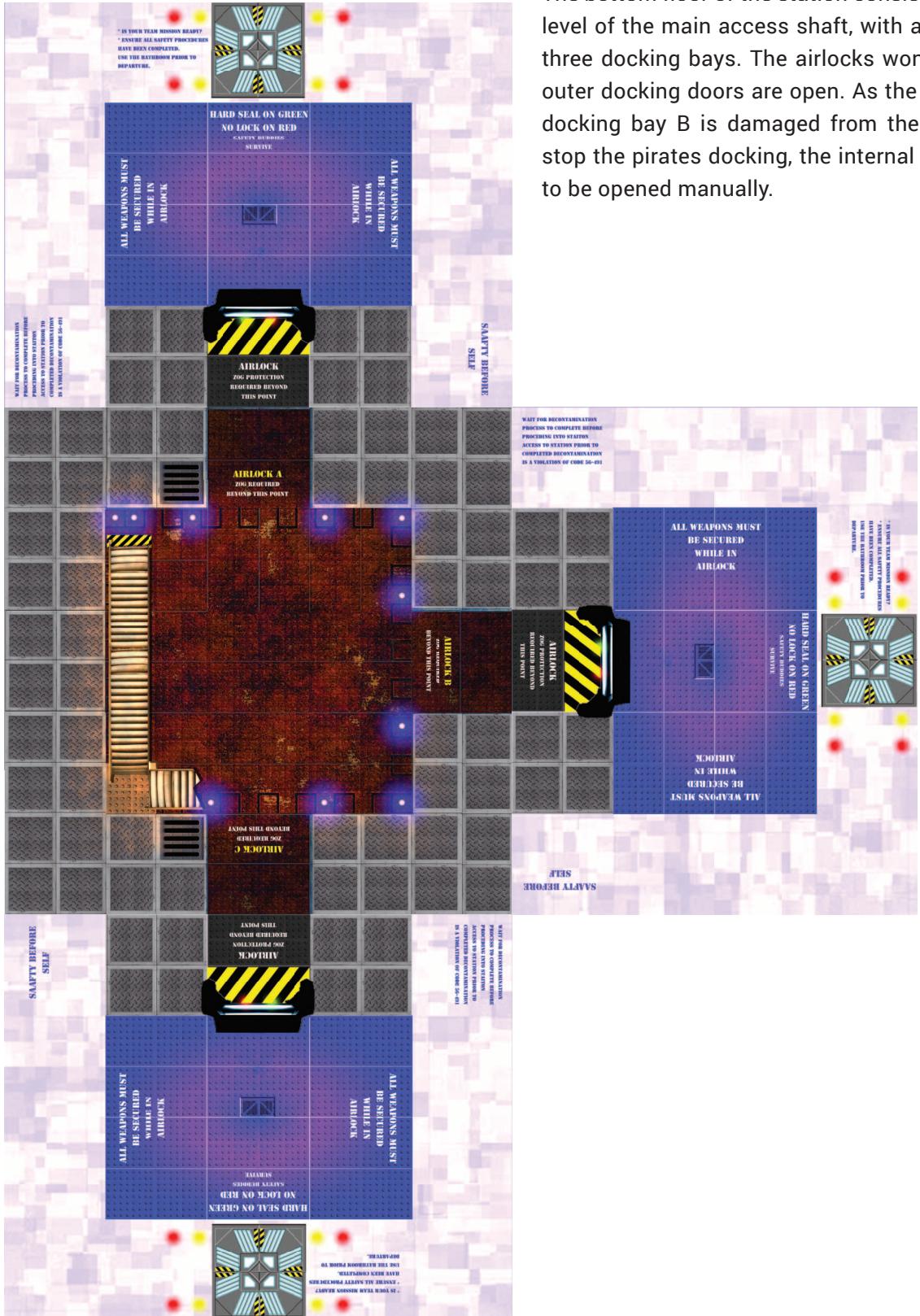


Solid black area in the middle of the battlemap indicating the open area of the shaft through the station levels.



## BASE LEVEL

The bottom floor of the station consists of the base level of the main access shaft, with airlocks to the three docking bays. The airlocks won't open if the outer docking doors are open. As the outer door to docking bay B is damaged from the explosion to stop the pirates docking, the internal airlock needs to be opened manually.



## 1<sup>ST</sup> LEVEL

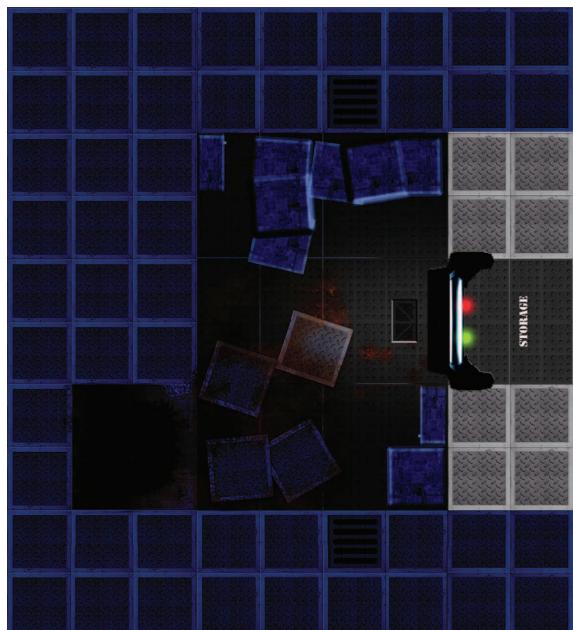
The first floor has access to the medbay and storage room.

### Medbay

The medbay is located here to allow easy access to the docking bays. It is fitted with an airlock should it become necessary to seal off the medbay for quarantine.

Inside there is a Revien tank, filled with a protein-rich, nanite bath, capable of healing all but the most serious of injuries (1♥/hour). The pirates know the tank exists, but don't have the technical knowledge (**DOCTOR**) to use it.

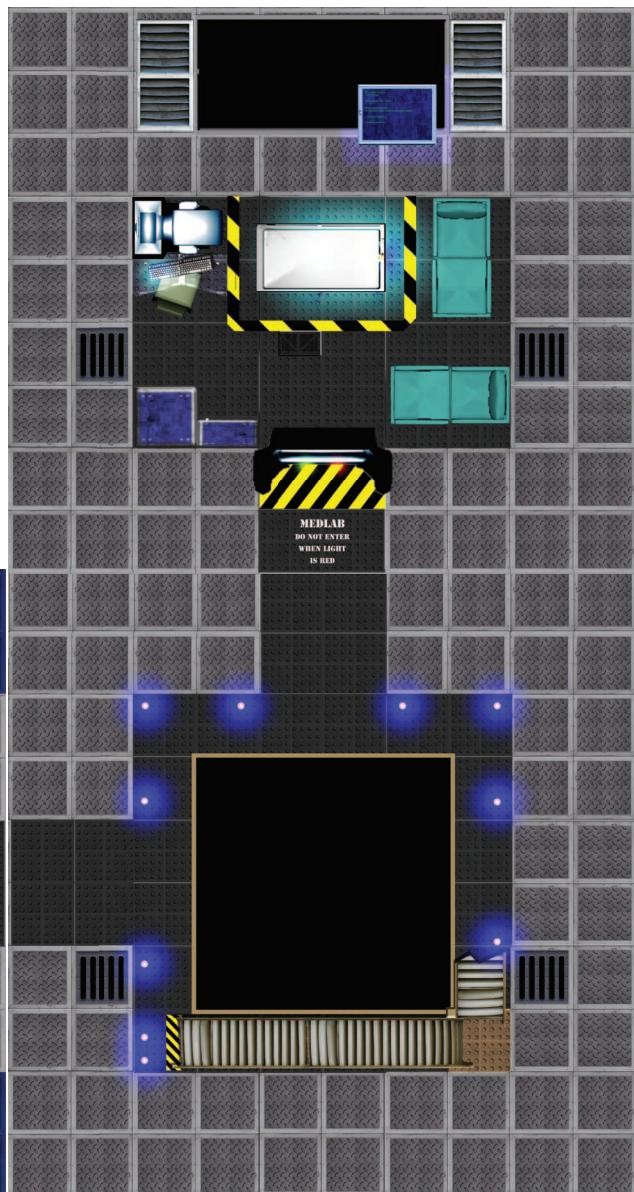
There was a store of medicittes that the pirates have exhausted. A **SENSES** DC5 check will discover three additional medicitte packets.



### Storeroom

The storeroom was where Kranst's pirates breached the station, coming in through the rear wall. The storeroom held basic stores for the station, including batteries, grey goo for the replicator and a few weapons and ammunition – but these were immediately taken by the pirates and now there is nothing left in the storeroom worth salvaging.

The door was destroyed during the pirates' initial breach and cannot be locked.





## 2<sup>ND</sup> LEVEL

The second level of the station was the living quarters, shared by officers and enlisted staff.

There were seven staff on Doffler station four of whom were captured/killed.

- Lieutenant Majorie Wey (Molen Scientist)
- Sergeant Tanner Crop (Nutwerk Soldier)
- Specialist Simone Lowe (Hoppolite Engineer)
- Specialist Trist Mountogue (Badgerian Soldier)

The pirates placed the station staff (whether dead or alive) in the shower block. If still alive, they are badly injured and not fit to fight.

## Shower and toilets

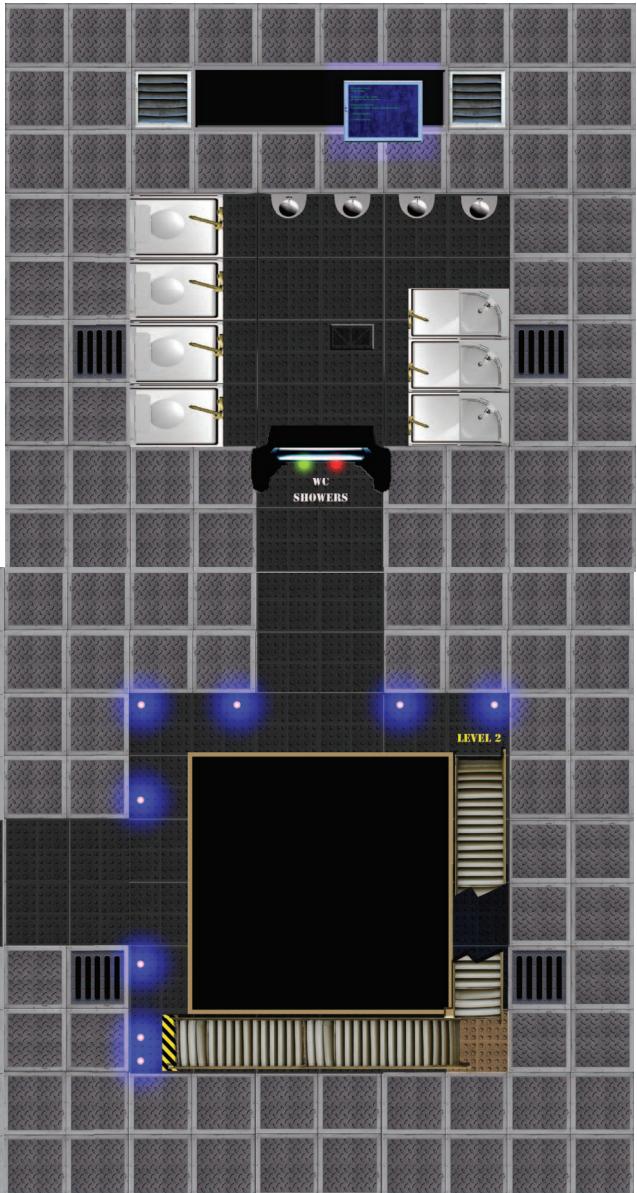
If the four captured staff are still alive they are huddled on the floor, guarded by one pirate. Otherwise their bodies have been laid out on the floor.

There is nothing of value in this room.

## Barracks

This was the main living quarters for the station staff. It has five double bunkbeds for a total of 10 berths, each with locker space for clothes and personal items.

The pirates ransacked the lockers, taking what they wanted, and using the barracks as sleeping quarters, preferring the bunkbeds to their own sleeping berths on the *Molkat*.



## 3<sup>RD</sup> LEVEL

This is the command and administration level of the station and where all data from the station's various instruments to monitor the anomaly is compiled. This level contains the station AI and the command centre.

### Command centre

From here all aspects of the station (except AI access) can be maintained. Once the attack was underway, Captain Hellers locked the control console and retreated to the AI room with Sergeant Brant and Specialist Tromski.

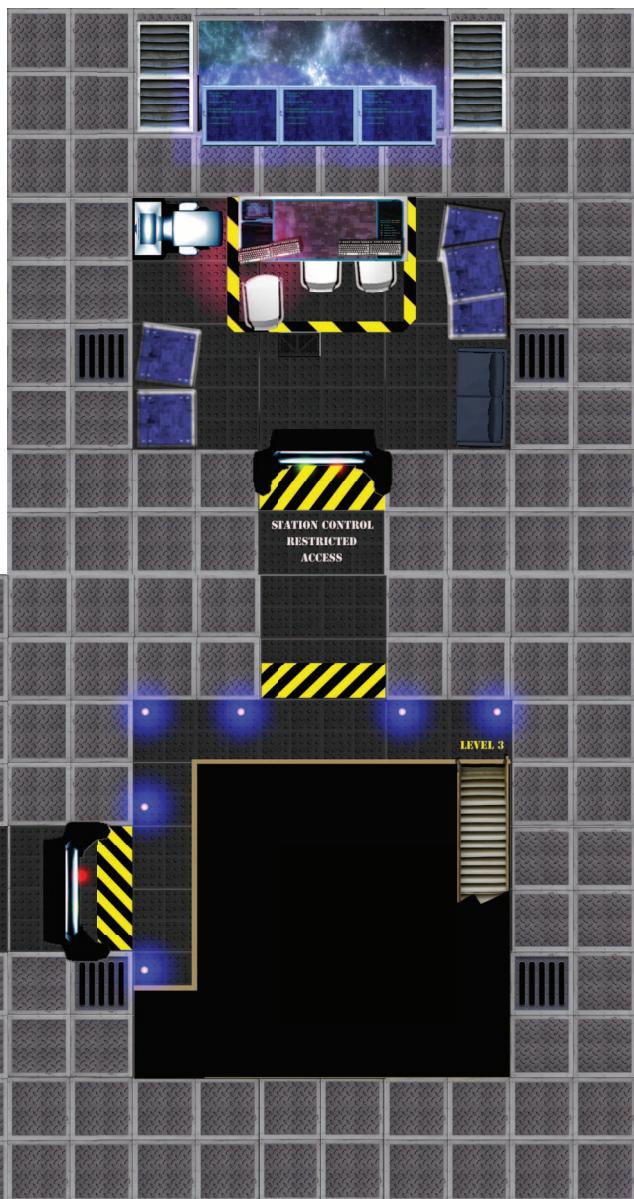
The station replicator has been drained by the pirates and any grey goo in the storeroom has been used up.

### AI room

Captain Hellers, Sergeant Brant and Specialist Tromski (who had all been present in the command centre at the time) immediately moved to the AI room, sealed the door and began to shut down the AI to prevent the pirates from hacking into the station's

more advanced systems. Without the AI, the pirates could only gain access to local drives and local systems; none of which were mission critical.

These three crew are still here (dead or alive) along with a number of small arms and the ammunition they had available at the time of the attack, including a Tsuba light and a Subuto Mag-AC rifle.





## Doffler station as refuge

Once the story is complete and Doffler station is back in Confederation control it will be expanded by the 3rd assault battalion while the characters are away, increasing the station's personnel capacity and life-support systems.

In the future it could become a safe haven from enemies for the characters. Its location is known only to the characters, Unit 9, the 3rd assault battalion and Captain Kranst's pirates (another reason to find them quickly.)

As a refuge, the station is able to provide the characters with research facilities, medical treatment, resupply (for a cost) of ammunition, medicittes, food and maintenance of their ship and equipment.

While the station is under the command of the 3rd assault battalion, if the characters return the *Dasseula* intact, room will be made for them on the station and they will be given clearance to come and go provided they remain in Unit 9's good graces and on the right side of the law.



## DOFFLER STATION

The following NPCs could be encountered at Doffler station. The station staff are mostly story-based interactions and therefore no techsheets are provided. Captain Kranst and his pirate crew are detailed on the following pages along with any specific weapon, talent or equipment details, not covered in the core rule book.

## Captain Grimner Kranst

Grimner Kranst is the captain of the *Molkat* and its crew. His pirate gang is well known to Confederate authorities. As a howler he commands respect and his crew know that he won't tolerate mutiny.

**HOWLER**  
"BLOOD WILL FLOW"

**SPECIES MODIFIERS**

TOUGH +1	FRIEND -2
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Tactician talent  
Iron will

**STALKER**

The howler gains +4BUF to FRIEND when stalking a target to remain inconspicuous and +4BUF to one attack on the stalked target if they remain unnoticed.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

**DEATH LUNGE**

**DESCRIPTION**

If the pretador reaches KO health with a target within CC range they gain a free CC attack, ignoring health monitor penalties.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## Angui, Mecure and Petnanst

Angui, Mecure and Petnanst are the three ferreal that form the backbone of Kranst's crew.

Angui has been with Captain Kranst since their time in the military together. Angui was Kranst's lead scout and remains his most trusted and loyal follower and the only member of his crew he is willing to risk his own life for.

**FERREAL**  
"KNOW NO FEAR"

**SPECIES MODIFIERS**

- +1 Agile talent
- +1 Alert talent
- +1 Natural weapon talent

**BLOODLUST**

While in close combat with a target they gain a +1BUF to ENEMY per round while still fighting the same target. All bonuses are lost if there is a break in combat or change in target.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

Mecure, as the bosun of the *Molkat*, is responsible for discipline, and in a pirate crew that means that he is expected to be the toughest member of the crew.

Petnanst is Captain Kranst's communications specialist and the pirates' main hacker.

## Fesenk (Vermen)

Despite Fesenk's small size compared to Angui or Mecure, his tenacity and vicious streak have made him one of Captain Kranst's favourites, but it is his esper abilities that have raised him up the ranks and made him Kranst's top spy.

## Kranst's crew

The remainder of Kranst's crew are made up of various ferreal, vermen and vulpine. The tech sheet in the core rule book (pg125) for pretador pirates should be used as the template for the rest of Kranst's crew.

SPECIES: Howler

TYPE: Soldier



NAME: Captain Grimner Kranst

TALENTS: WARRIOR CALM, UNSTOPPABLE 2, GUNS AND AMMO, KEEN HEARING 1, NASTY 3, SHADOW 2, DEATH LUNGE, TACTICIAN, FIRST BLOOD 3, NATURAL WEAPON 1, IRON WILL



NOTES:

Captain Grimner Kranst was a pack leader in the pretador nation army. His elite unit carried out numerous attacks against the Badgerians throughout the Basel archipelago, pushing the pretador cause further than any previous attempts. While holding out on the recently captured island of Sarisca, having won a bloody battle, Kranst received word that they were to abandon the island and pull back. It turned out that Kranst's superiors had cut a deal with the Badgerians to swap prisoners for land and that a temporary cease fire was in effect. Kranst was not only outraged that his personal efforts were being thwarted, but also that many of his soldiers had died for nothing. After this he left the military and became a pirate.

## GAROUL

### FOR BLOOD

☐ Crimson lord (D7)

This iconic powered armour is reserved for the most senior pretador soldiers.

LS3, EM5 shielding, muscle amplification increases initiative, and grants +2ATT and DAM for CC.



VANGUARD RPG © Tim Westhaven and Rook Westhaven



Soak

5

Mov.

+3

Init.

+3

WPN:AP grenades WPN:Laser Cutlass



## BRK ARMS

### INNOVATE TO WIN



☐ T-16 'Twitch' SMP (D4) ☺ ☺

The BRK-T is a light and easy-to-handle submachine pistol. Kranst's T-16 is heavily modified; including a larger calibre round and improved chamber delivery, increasing the RoF at the cost of magazine capacity and weapon handling. While the regular T-16 can be broken down into easily concealed parts, Kranst's version no longer has this feature.

Kranst uses broadhead ammunition increasing the damage of the weapon.

## GAROUL

### FOR BLOOD

☐ Milkclaws (D5)

These blade attachments fit to most powered armour boots (two per boot). Used as CC weapons they can also be fired at short range, removing them from the boot. With one blade fired, weapon ratings drop to 1ATT and 2DAM.



VANGUARD RPG © Tim Westhaven and Rook Westhaven



**TALENTS:** AGILE 1, ALERT 1, FLOURISH 1, WEAPON SPECIALIST (BALLISTIC), SHADOW LINE 1, GUNS AND AMMO, IRON WILL, SHADOW 3, NATURAL WEAPON 1.



**NOTES:**

Angui grew up on the streets of Kastfang in the pretador nation, running with a young pack before she was scooped up in a military press-gang action.

Establishing herself as an outsider and loner with a talent for stealth and marksmanship, she became a scout and quickly rose to the elite forces.



**SPECIES:** Ferreal

**TYPE:** Crook

She was transferred into Captain Kranst's unit and from there they swiftly became inseparable. A fatalist, Angui rarely experiences apprehension and it was her fearlessness (and prowess on the battlefield) that gained Kranst's admiration.

Angui prefers to attack with the element of surprise, using her favourite weapon the Crystal princess sniper rifle.

**ABILITIES/WEAPONS/ARMOUR/GEAR/**

**Assets and gear**

- Stasis field
- Nanobreeder (Low-light, toxin scrubbers)
- Rebreather
- Carbon molefier
- Passkey (Criminal 2)
- Neural interface
- Optics (target selector)
- Patrol dress (+2O) over EP suit
- Duraplex trenchcoat (2O)

## WPN SPECIALIST



**DESCRIPTION**



Grants a +1ATT to one type of weapon melee/missile/ballistic/energy/heavy/platform. This talent can be taken more than once for a different type of weapon.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

**WPN: Cobalt light**



**WPN: Nanoblade**



## CRETHE

**DOMINATE**



**Crystal princess (D7)**

A Pretador-made, adaptable, heavy rifle system with: an extended barrel (++, -1 initiative), scope (+1ATT ranged), laser targeter (+1DAM when targeted) and silencer (+2 FRIEND DP to avoid detection) available.

VANGUARD RPG © Tim Westhaven and Rook Westhaven



**TALENTS:** WARRIOR CALM, NATURAL WEAPON 2, UNSTOPPABLE 2, AGILE 1, ALERT 1, BULLET-SHUCK 1, WEAPON SPECIALIST (BALLISTIC), THUG 2



**SPECIES:** Ferreal

**TYPE:** Soldier

**NOTES:**

Mecure was a career soldier who Kranst recruited to join his pirate crew. While Mecure doesn't appear as dangerous as Kranst, he is in many ways much more so; tough, ruthless and merciless he is Kranst's bosun on the *Molkat* in charge of maintaining discipline and carrying out corporal punishment on any crew member who goes against Kranst's orders.

While Mecure loves violence, he prefers to let others take the risks while he waits to take the glory. As such he will hang back, let the other pirates engage opponents while he attacks at the most opportune moment with the intention of taking down a weakened or distracted opponent. But when cornered he will fight viciously and will not allow himself to be taken prisoner voluntarily.

**ABILITIES/ WEAPONS/ ARMOUR/ GEAR/**

**Assets and gear**

- Carlvin assault vest
- Patrol dress with Kgel
- Brainshell
- Target selector
- Arc harness
- EP suit
- Rebreather
- Medicite injector x2

**BULLET-SHUCK**

**DESCRIPTION**

This talent allows the character to dodge a single ranged attack (including burst fire) once per game session for each rating in this talent.

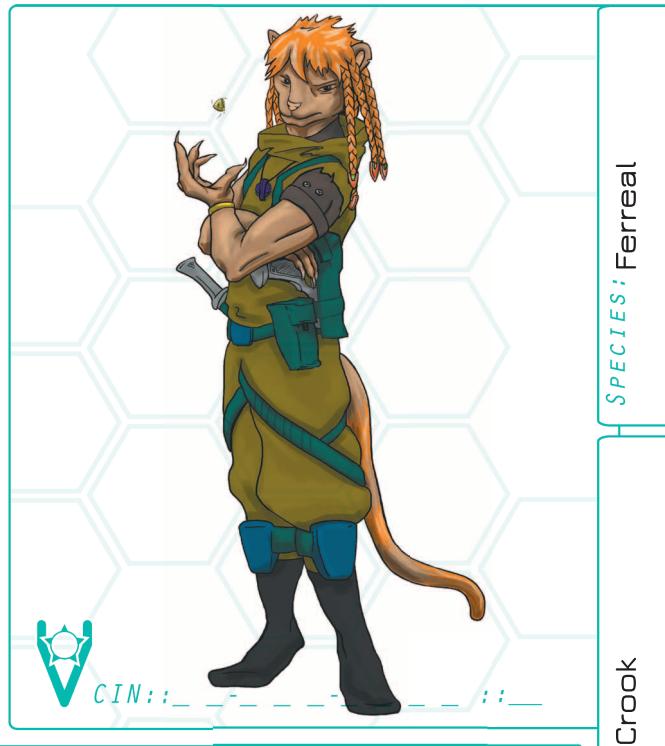
VANGUARD RPG © Tim Westhaven and Rook Westhaven

**WPN:** TR-4 Light



**WPN:** Warblade

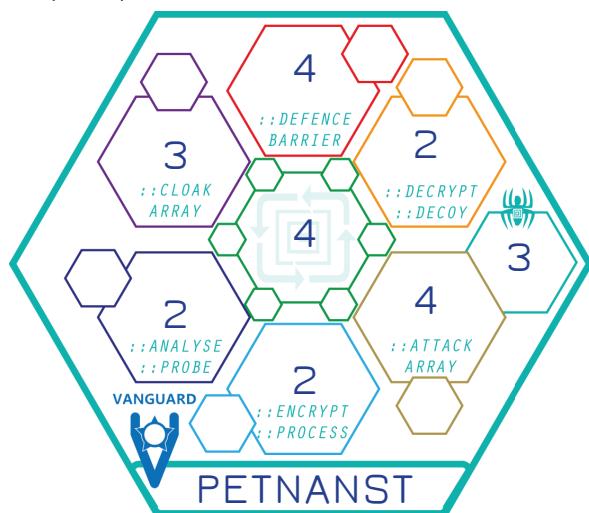


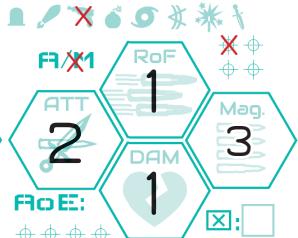
**TALENTS:** AGILE 2, ALERT 2, FLOURISH 1, NEUROMANCER 1, SHADOW 3, NATURAL WEAPON 1, MENTALIST


When the characters meet Petnanst he is wearing an ill-fitting suit of G12 armour (previously belonging to Sgt. Brant) that raises his **SOAK** to 6.

**ABILITIES/ WEAPONS/ ARMOUR/ GEAR/**
**Assets and gear**

- Stasis field
- Patrol dress (+20) over EP suit
- Nanobreeder (Low-light, toxin scrubbers)
- Rebreather
- Carbon moleifier
- Passkey (Criminal 2)
- Cyberbrain (+1)
- Softskills (Soldier, Athlete)
- Spinal replacement


**WPN: Cobalt light**

**WPN: Taser**




NAME: Fesenk

TALENTS: MENTALIST 1, ESPER 3, AGILE 1, ALERT 1, STREETWISE 1, NATURAL WEAPON 2, AURACLAST, AMBIDEXTROUS, SHADOW 3, THUG 2



## NOTES:

Fesenk has never been your typical vermen. While growing up in the typical poverty of his species, he quickly moved on to better things once he discovered his esper abilities.

Making the most of his abilities he became an enforcer for pretador gangs before finally striking out on his own on Wolvenholme and the outer systems. Having made too many enemies, he sought the



SPECIES: Vermen

TYPE: Esper

protection of a powerful patron, which he found in Kranst.

Knowing that his species marks him out for persecution by other pretadors he maintains a low profile – even amongst the crew of the *Molkat*, preferring a life in the shadows to no life at all.

## ABILITIES/WEAPONS/ARMOUR/GEAR/

## Assets and gear

- Scout trim (+1○, worn over EP suit)
- EP suit
- Conduction field
- Rebreather
- Nanobreeder (Dermal armour +2○, modifier already added to SOAK)
- Passkey (scientific 1)
- EMP discharger
- Medical diagnostics scanner
- Medicite injector x3

## Esper abilities

- █ █ □ □ □ □ Lightbender
- █ □ □ □ □ □ Molecularus
- █ █ □ □ □ □ Mentalist
- █ □ □ □ □ □ Telekinesis

## VERMEN

"SHADOWS PREVAIL"

## SPECIES MODIFIERS

+1 Agile talent

+1 Alert talent

+1 Streetwise talent

## PACK MENTALITY

The character gains a +1MOD against a target that has been attacked by another vermen in the same round.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

## WPN: Viper blade WPN: Viper blade



## WPN: Gravity tagger



## Tactics

Fesenk is a natural and talented knife fighter. Much of his early fortune he spent on custom ordering twin viper blades from Subuto industries. The equivalent to the viper power sword (only shorter) these blades are his prize possessions. Combined with his esper abilities, the blades are a lethal combination.

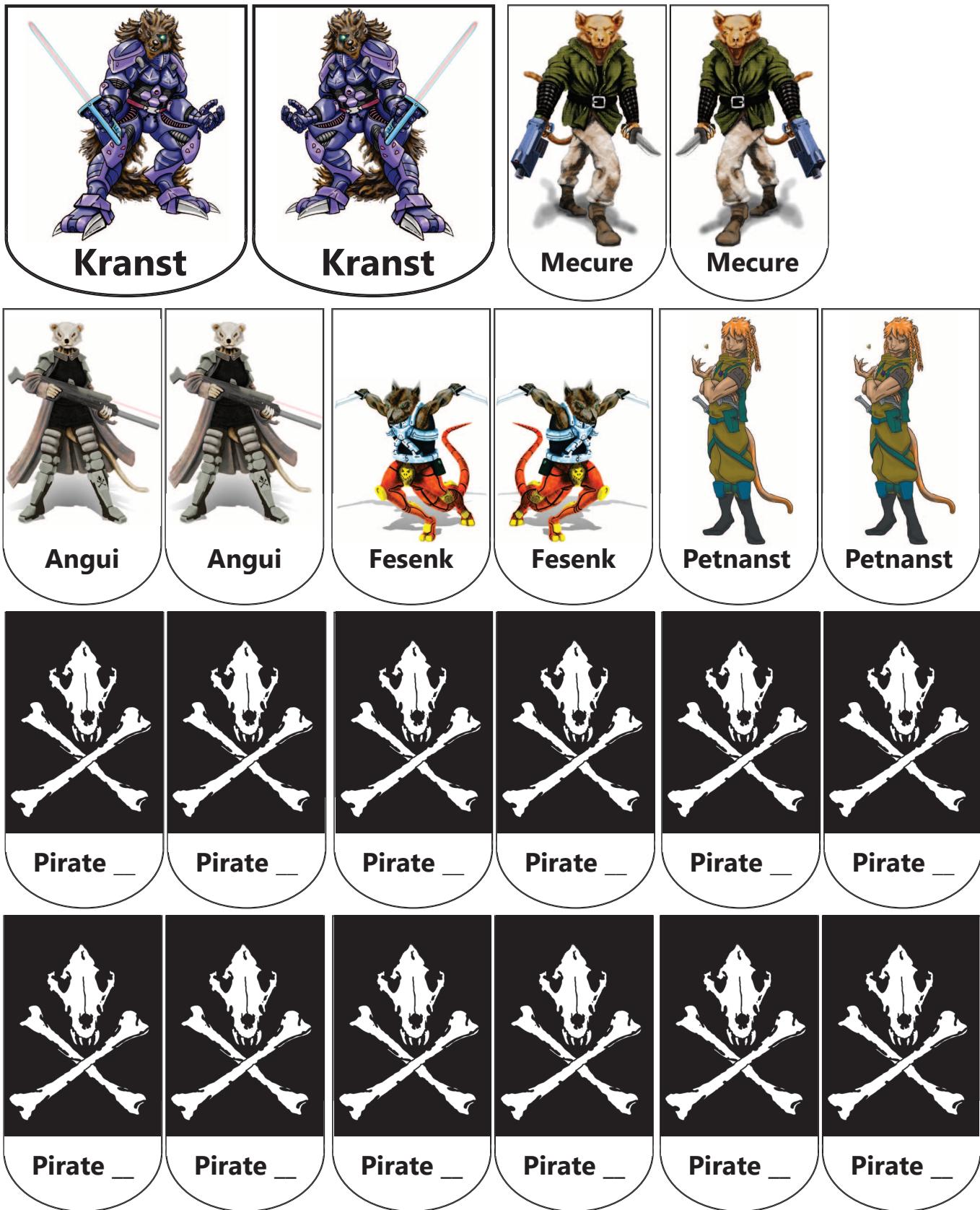
Fesenk will use both his natural stealth, as well as his light bender and mentalist abilities to get close to his target without them noticing; at which point he will unleash a flurry of deadly cuts with his power-enhanced blades in the hope of a quick victory. If outnumbered or outgunned, Fesenk will use his gravity tagger to slow down an opponent before making an escape or moving to a more advantageous battleground.

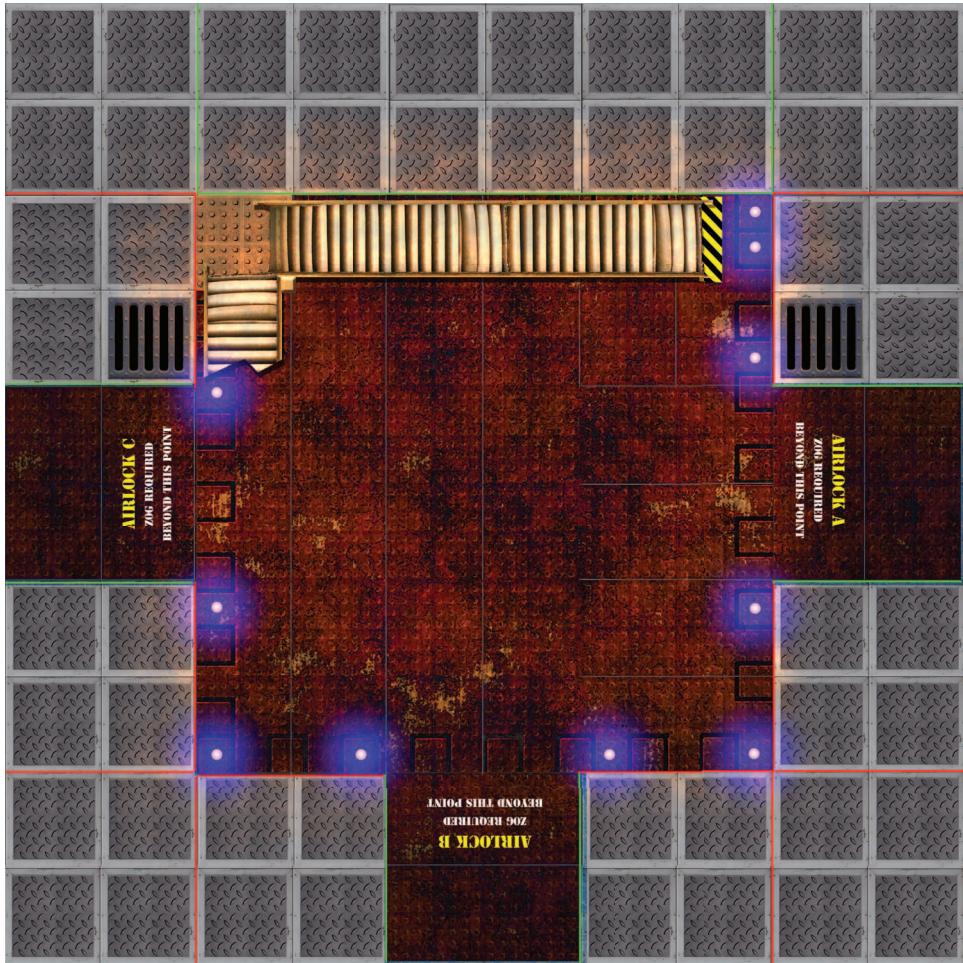
## Weapon specialist and expert

If you are using the expanded rule book you could replace Fesenk's THUG talent with the weapon specialist and expert talents with a focus on his viper blades.

## MINIATURE CUTOUTS

Here are some paper miniatures of Kranst and his crew. They can be cut out and the two sides glued together with the curved bottoms folded out either side to form bases.





## BATTLEMAPS

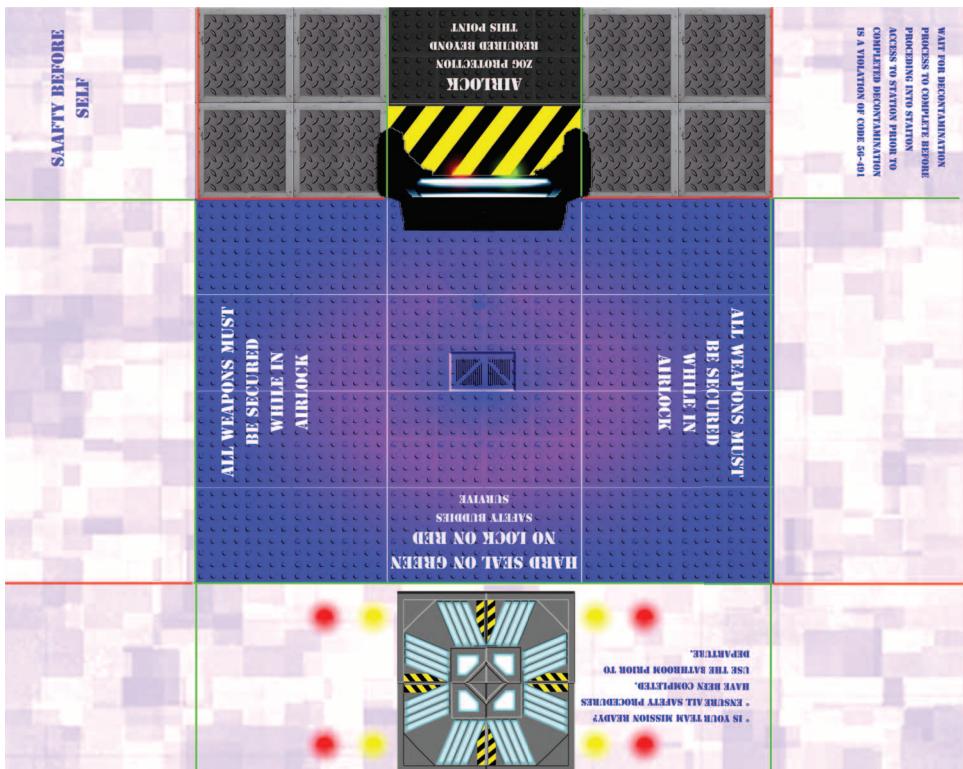
All maps are provided at 50% scale.

The Airlock map is replicated three times, once for each airlock.

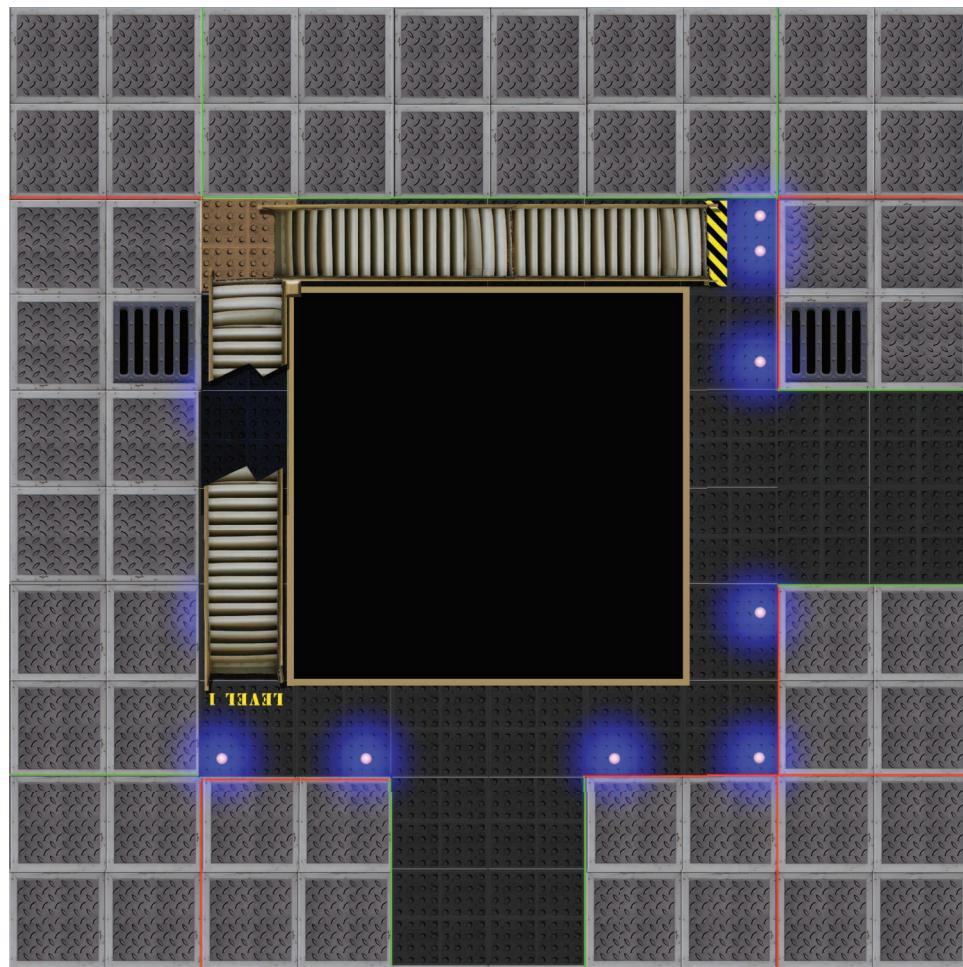
Maps should be cut along red lines and folded along green.

Central  
shaft  
Base level

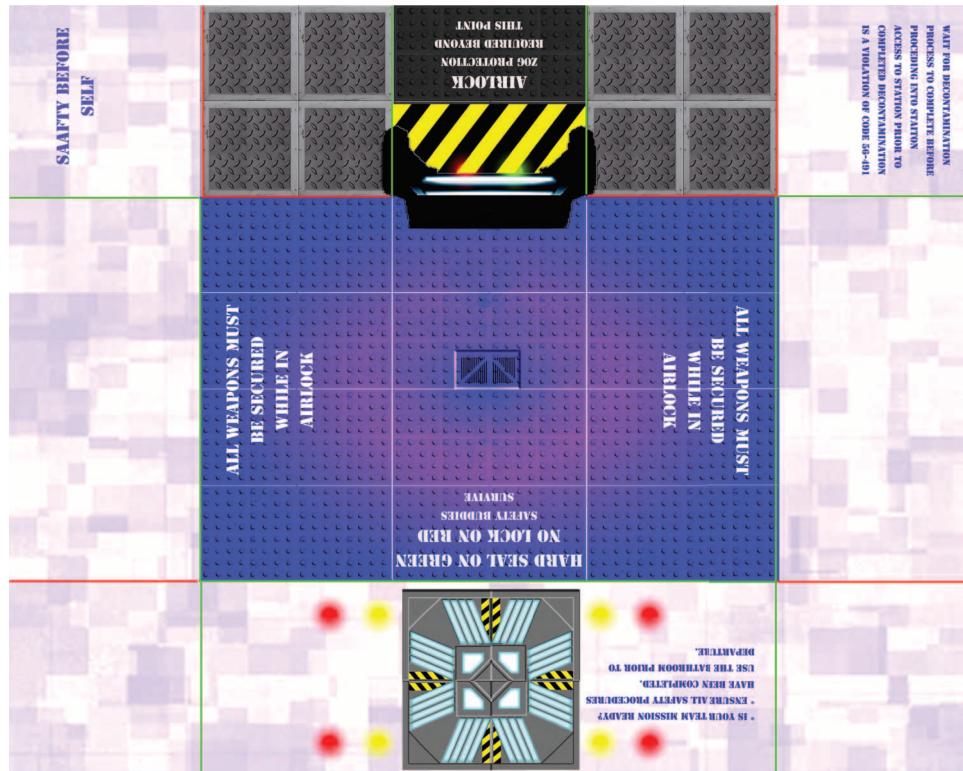
Airlock A

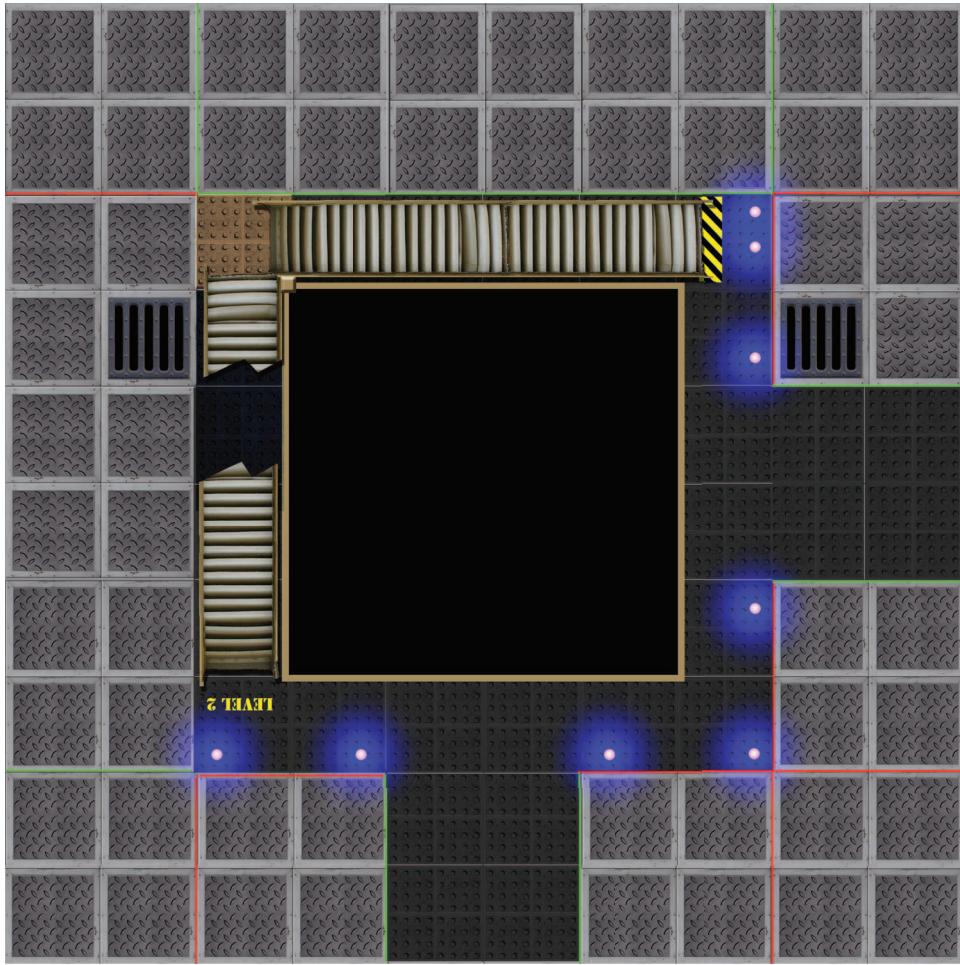
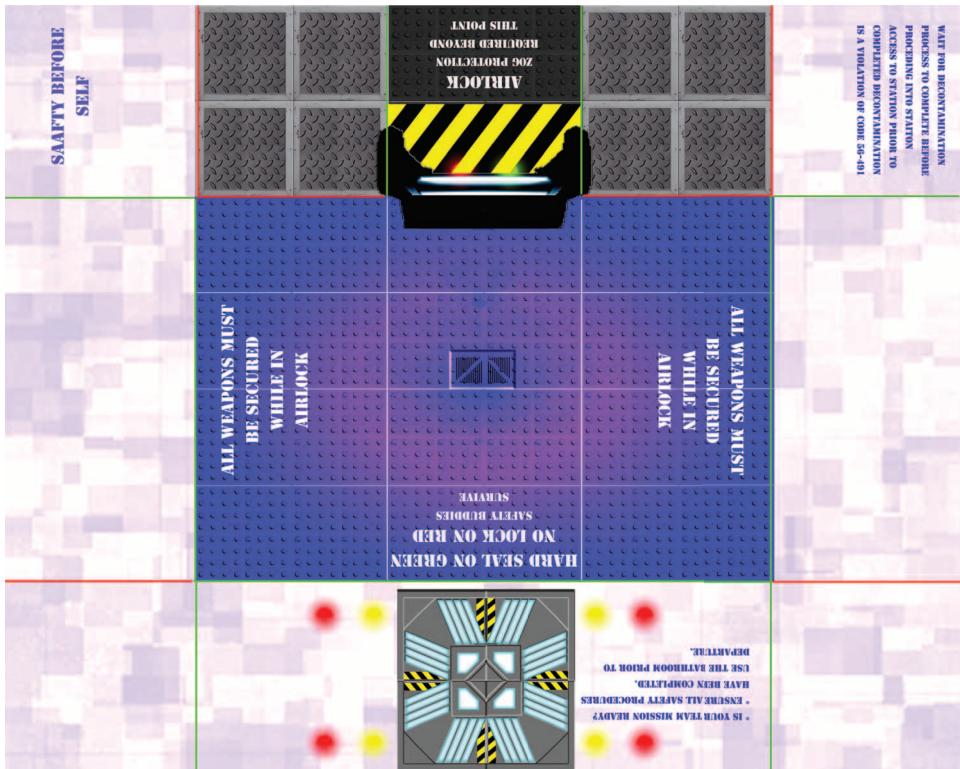


## Central shaft level 1



## Airlock B

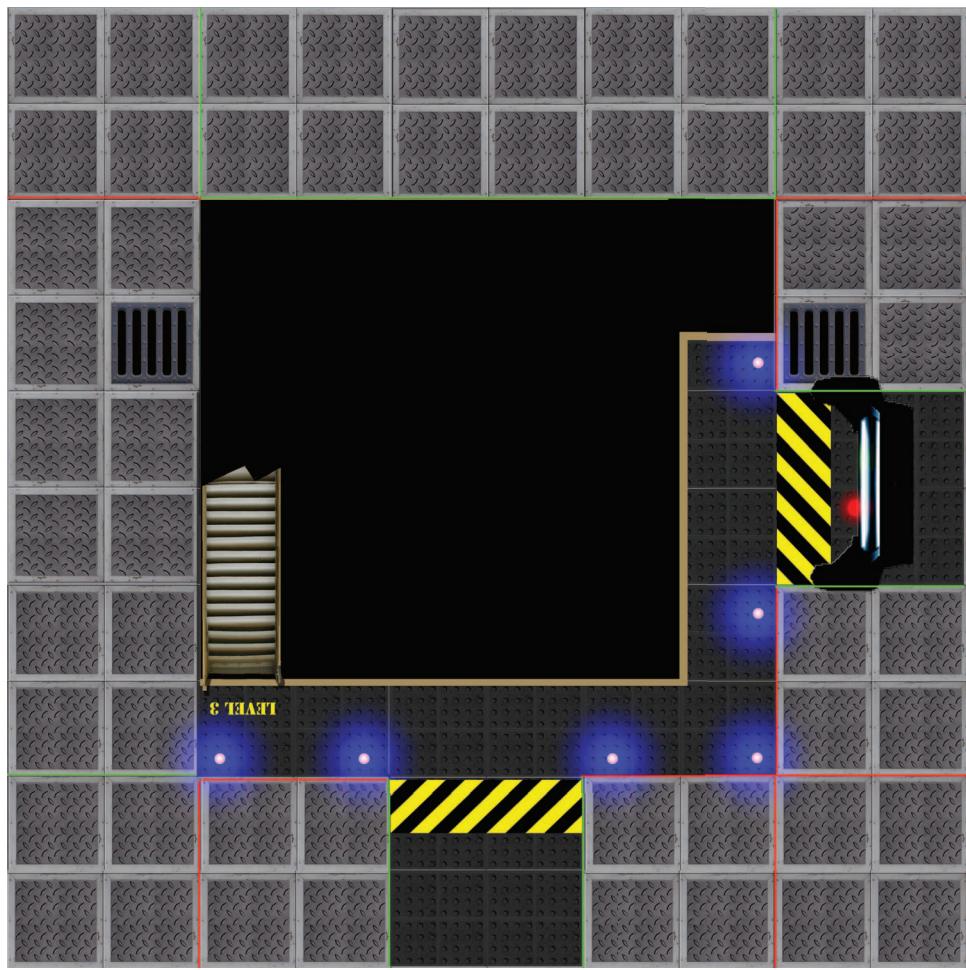



 Central  
shaft  
level 2


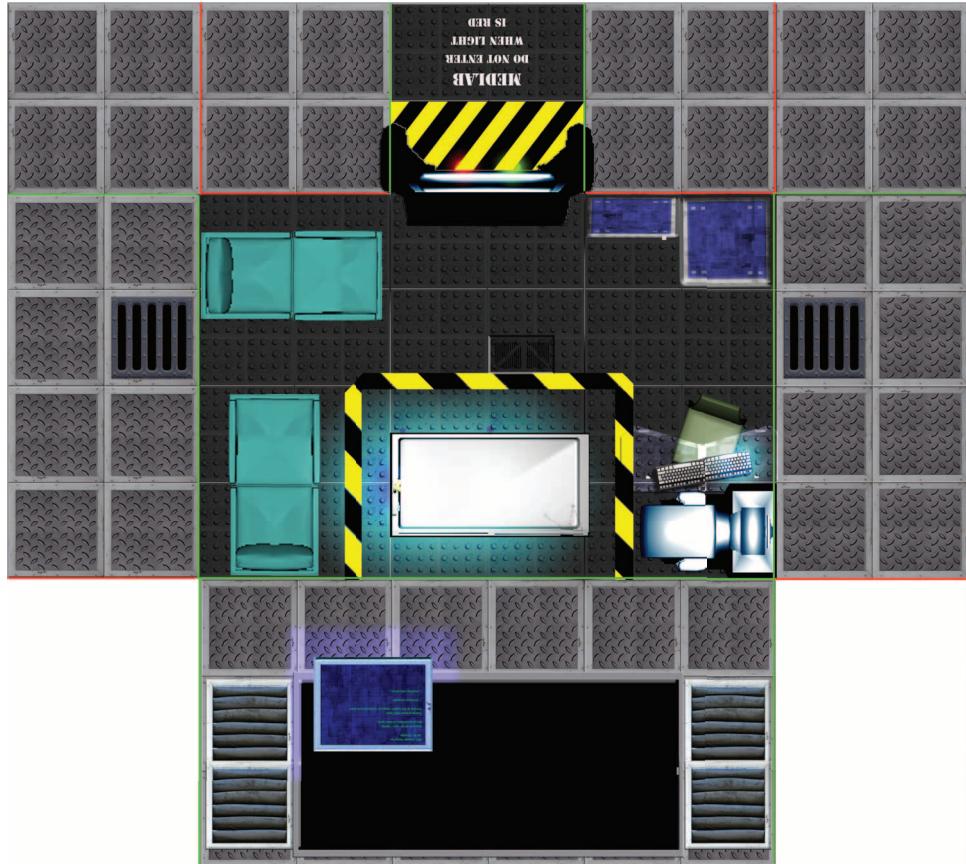
Airlock C

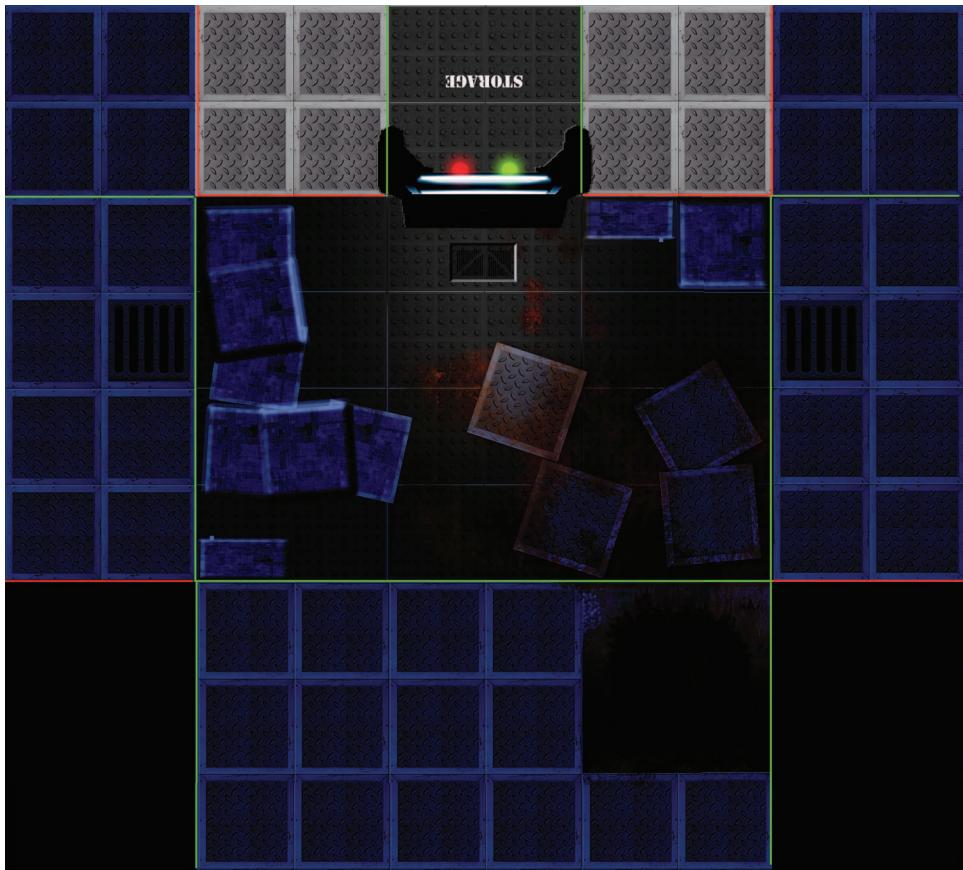


## Central shaft level 3

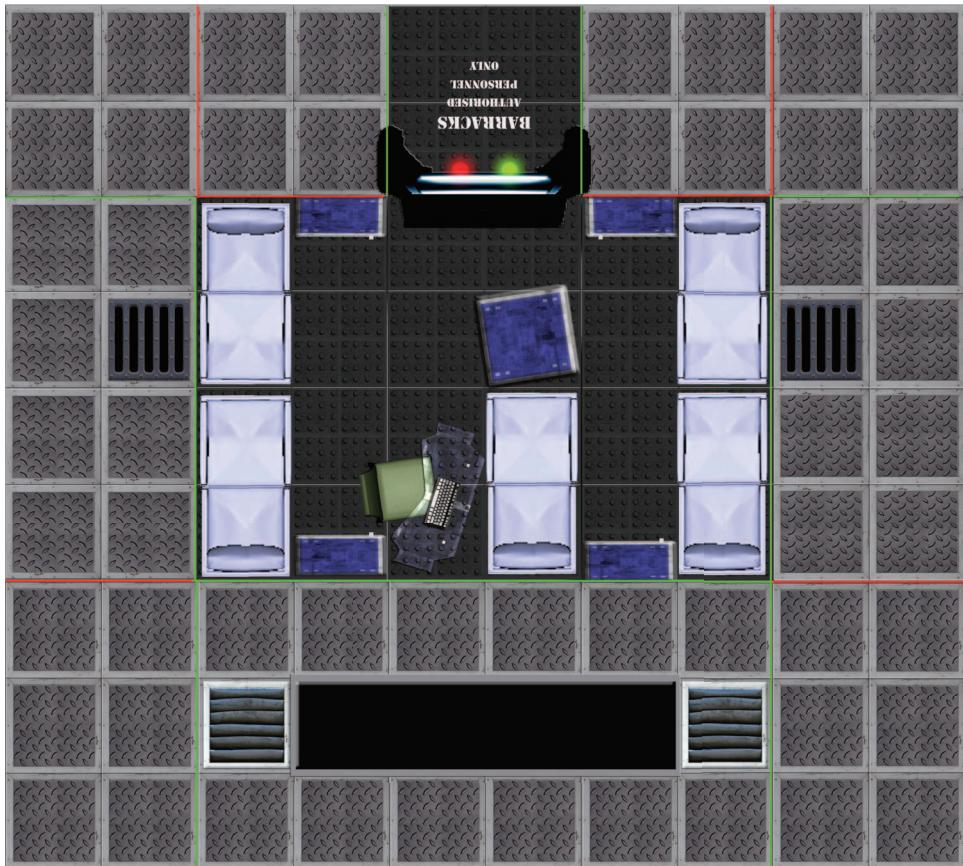


## Medlab



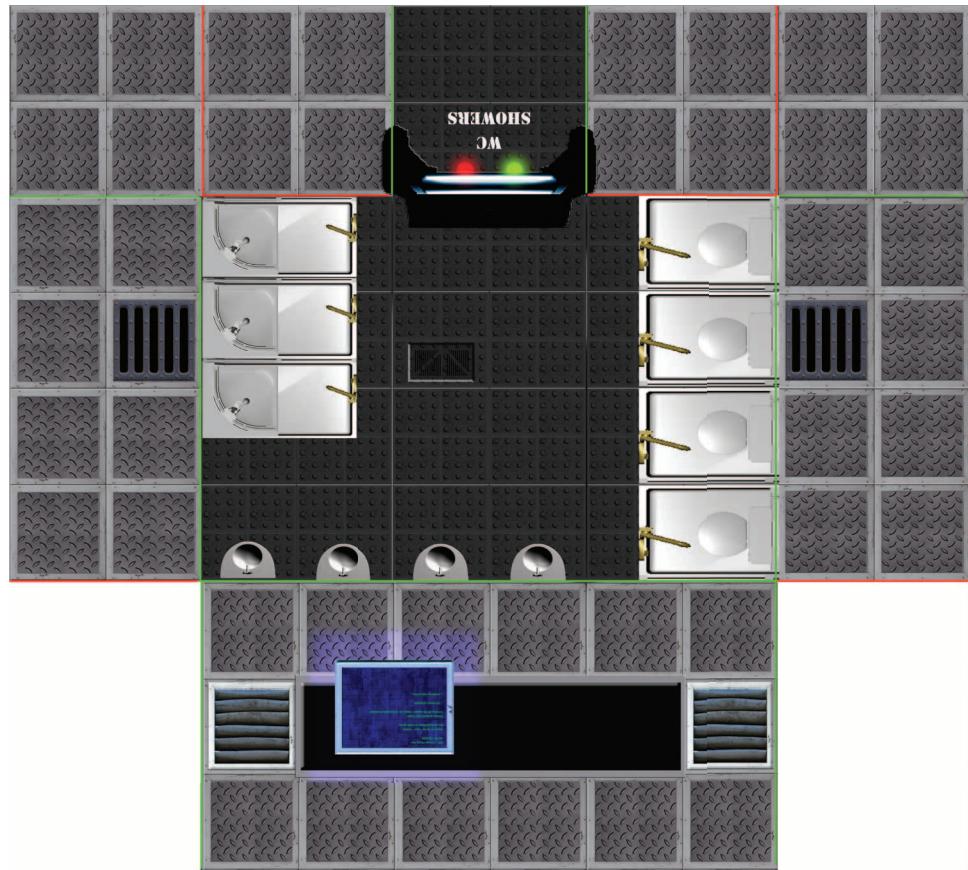


Storage room

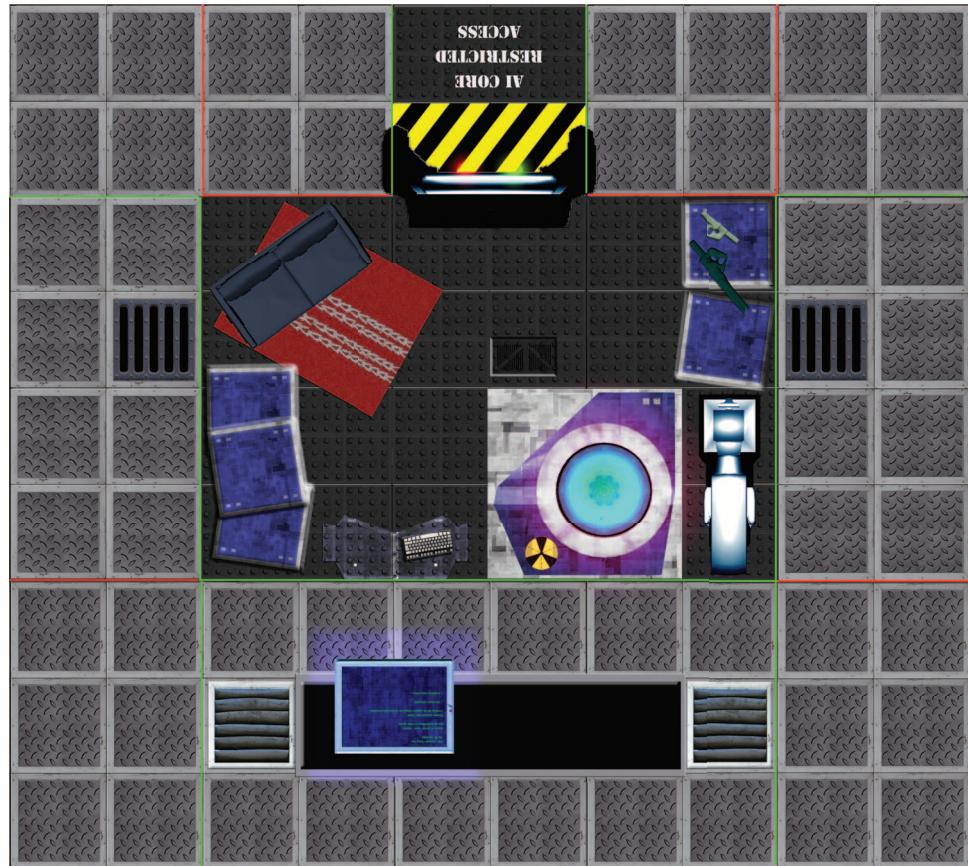


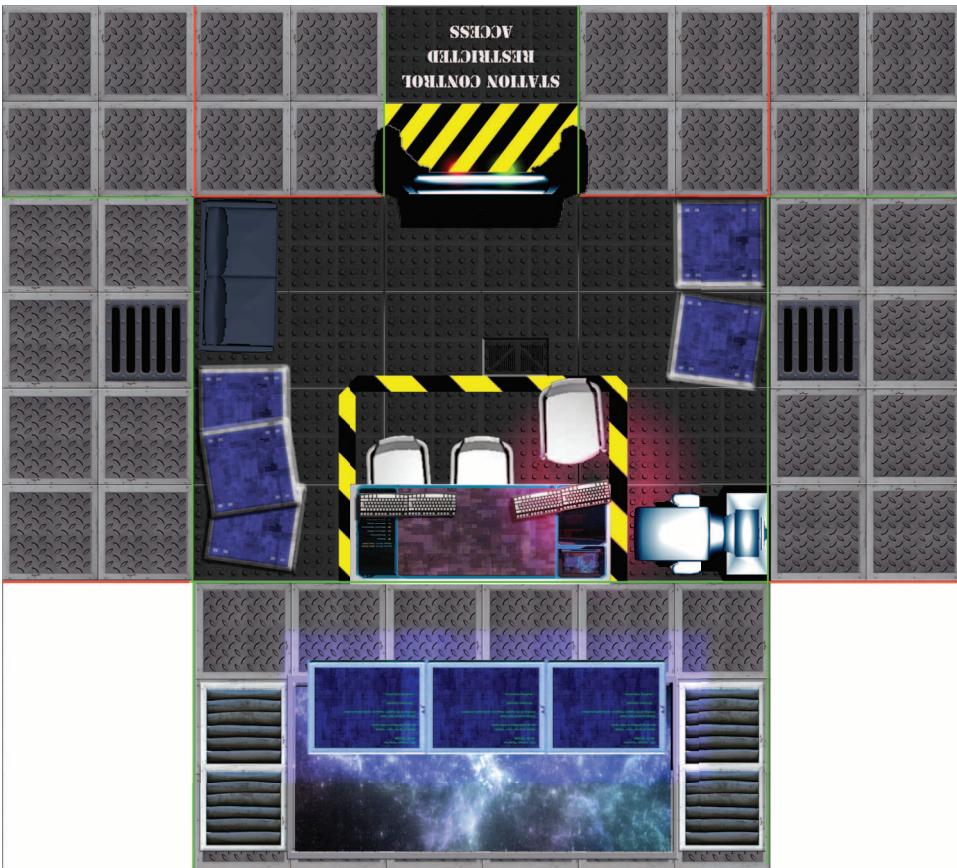
Barracks

## Shower room



## AI Centre





Command  
Centre



## Doors

Doors are folded in half with the print facing out, and the bottoms on either side folded to form a stand.

