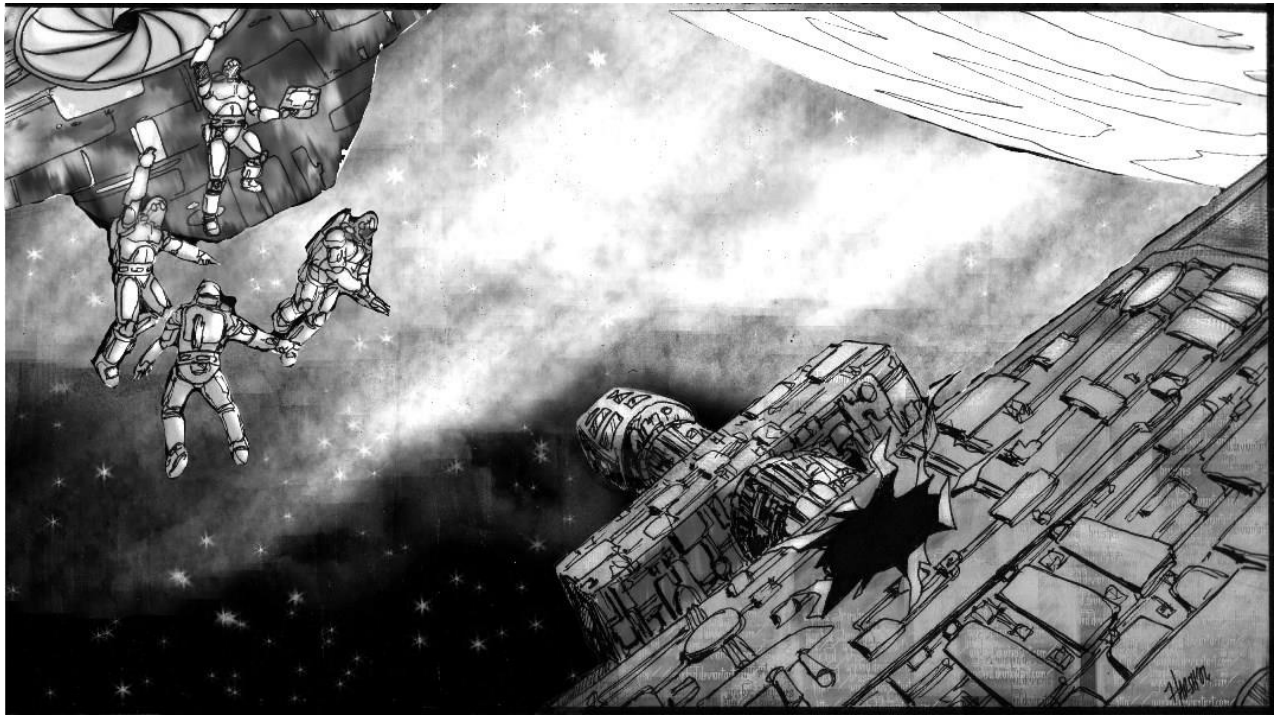




Fate of the Amun-Re

By David Bezio © 2009
Illustrations by Harsh and David Bezio

For 3-5 characters of level 1-3

Introduction

Erom checked the cell-level on the last of the core data collectors before closing the access panel. He made his way down the corridor leading to the bridge, his footfalls echoing in the emptiness.

As Erom entered the bridge, four other men briefly looked up from monitors and workstations, one nodding a casual greeting. A grey haired fifth man sat lazily in the Captain's chair, continuing to stare out the view port at the vast emptiness of space. It was this man, Erom addressed. "Sir, all internal and external systems are check, the flux is stable and is holding strong...we should reach Ariel Prime on schedule"

The Captain absorbed the report with indifference, then cast his eyes to Erom for a moment, "And the cargo?"

"The colonists are fine, Sir. The cryo-pods are all at 100% and the chamber systems are green."

The Captain nodded and returned his gaze to the view port, "Two more weeks of this claustrophobia. 10 months in space is too long for any man...any

sane man, anyway. Wish I could have slept through the journey like the rest."

Erom and the other 18 crewmembers all felt the same, but it was the Captain that seemed to feel the strain the most. He had spent long hours in the cryo-chamber staring at the pods containing his wife and children lately. But the journey would soon be over, and they would step foot on Ariel Prime, a fresh world granted them by the United Corporate Nations. Ra-Industries had already done the bio- research, and soon all their dreams would come true.

An explosion erupted suddenly! The ship lurched, knocking those on the bridge to the floor. The lighting went out and, for a brief moment before the auxiliary power kicked in, only the distant stars in the view port illuminated the bridge.

Erom staggered to his feet. He dabbed the blood off his forehead and began to frantically punch status menus on the screen of a control station.

"Get engineering online!" yelled the Captain, still on his knees, grabbing at the arm of his chair "What the hell was that!?"

Erom turned to the captain, his panicked expression bleached white by the auxiliary lighting, "Sir...engineering is gone. We have a hull breach at three locations, and the emergency repair shields are all offline. They're already dead...we're all dead."

Ra Industries



Ra-Industries is the dominant agricultural development cooperation on Mars. Their primary interests are in the genetic engineering of crops, but they have divisions in all aspects of agriculture. This includes the manufacture of cutting edge machinery, colonization of agricultural worlds, and transportation of livestock to the Reaches.

Ra-Industries has a long history that dates well into the late 1900s. They were in on the agricultural development of Mars when it was in the infancy of terraforming. Since then the company has grown by leaps and bounds.

Ra-Industries is still a family run business. There is a board of directors, but at no time does their limited power influence or supersede that of the CEO. The CEO has always been a direct descendant of Amsi Rahotep, the founder of the company.

Ra-Industries and the UCN

When the UCN was formed in 2020, Ra-Industries was in a prime position to be inducted into the Martian Council. However, the CEO at the time was adamant about not surrendering the required 10% of his corporation to direct UCN control. To this end, Ra-Industries was shunned by the council, and has been ever since.

The UCN has always looked enviously at Ra-Industries holdings. They have managed to pass several regulations that directly affected Ra-Industries ability to conduct necessary experimentation in their primary field, genetic engineering. To this end, Ra-Industries has begun doing much of its research and experimentation on orbital space stations, which lie out of the jurisdiction of the UCN.

Meanwhile, the Martian Council administrators have put a lot of effort (and credits) into developing their own agricultural division. Despite the efforts of the UCN, Ra-Industries is still light years ahead of them.

CEO Cepos Rahotep

Cepos Rahotep, the current CEO of Ra-Industries, is a bit eccentric. He is convinced that he is a direct descendant of Ptolemy XV, son of Cleopatra VII, the last Pharaoh of Egypt. He also believes he rules Ra-Industries through divine decree.

Of course, one wouldn't recognize anything out of the ordinary on the surface. Cepos Rahotep runs Ra-industries with cunning proficiency and an iron fist. His far sightedness and brilliant business sense has made his corporation more profitable than ever. His worship of the ancient deities of Egypt is kept secret, although his love of that culture and his massive collection of artifacts is very public information.

Project Anubis

If one could follow the tangled web of subsidiaries ultimately controlled by Ra-Industries, they would eventually come across Project Anubis.

Under the guise of the legitimate chemical corporation Chem-Tek-Future, Project Anubis explores biological and chemical warfare. This is a recent undertaking of Ra-Industries since the discovery of a mutating Crain spore on one of their orbital space stations (See the mission Cleopatra Station in the X-plorers rule book).

Chem-Tek-Future seems to be working within the legal limits set by the UCN. Project Anubis is so deeply buried in paperwork that it seems legitimate and legal. However, Cepos Rahotep has always been spiteful toward the Martian Council and, just perhaps, he has much more sinister goals for Project Anubis.

Planetary profile: Lithius-2

Deep in the Reaches one can find the remote 100268 system. 100268 is a system that was deemed so unremarkable it never received an officially documented name, although the first research team there eventually came to call it Lithius.

12 years ago a Ra-Industries research team, lead by one Dr. Fri, registered the only report of the system in UCN files. The 100268 proved unsuitable for colonization and/or mineral or agricultural exploitation, so no formal claim was requested.

The Lithius System

The 100268 system contains a sun and 3 moonless planets, 100268-1, 100268-2, and 100268-3. Planet 1 is nothing but a baked rock surrounded by carbon dioxide. Planet number 3 is a frozen barren dust planet with no notable atmosphere. Most of the research and documentation was confined to planet 100268-2, later called Lithius-2.

Lithius-2

Lithius-2 is roughly the size of Earth with a climate and atmosphere that could sustain human life. It has extensive oceans and its landmasses contain what appears to be typical plant and insect life (although adapted to the unique environment of Lithius-2).

At first glance the system seemed ideal for colonization, although the reddish hue of everything was slightly unsettling. Unfortunately the tests of Dr. Fri's research team shattered that illusion.

While the atmosphere on the surface was breathable, just above this was a layer of a previously unknown lithium gas, cataloged as Lithium-R. This wispy reddish gas would condense in the planets frequent rainfall. The result was that Lithium-R was infused into everything on Lithius-2, the water, the soil, the plants, and the insects.

The ecosystem of Lithius-2 has evolved and adapted to this high level of Lithium-R, but, it makes everything mildly toxic to humans. The water couldn't be purified, and anything grown in the soil, no matter how genetically altered, would eventually cause death in humans.

It didn't take long for the planet to be reported as uninhabitable. The research team was withdrawn and the system all but forgotten.



Lithius-2 at a Glance

What you see

The first thing to be noticed is that everything has a reddish tint to it. The soil is reddish, the rivers are reddish, the rocks are reddish, and many of the plants are reddish. There are several plants of different colors, but they all have either a reddish hue or streaks or spots of red.

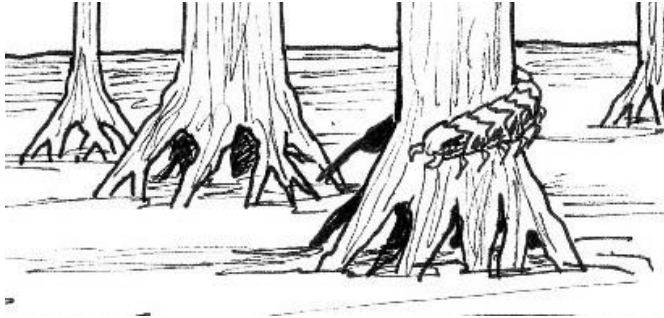
There is no mammal life to be found, but there is plenty of insect life, some of the bugs are rather large and gross looking. The planet isn't "crawling" with insects, but with close examination of the ground or plants several varieties can be noted. A common sight is a large (harmless) foot long red centipede-like creature crawling around the trunk of a tree.

Lithius-2 is rather flat, with no noticeable mountain ranges. Areas of dense jungle, spotted with large bodies of water cover most of the planet's surface.

Jungles consist of a number of different plants and vines, with large palm-tree like trees (Red Palms) being the dominant feature.

Bodies of water and rivers vary in depth and width from a couple meters to several dozen. This water

has a deep red tint to it and contains a high concentration of Lithium-R and other alien bacteria. It can not be purified by any method (including boiling). Even so, a human can drink the water for a few days before it starts to cause lethargy or have any serious side effects. See "What you Taste" below for more details on consuming the water.



What You Hear

The jungle of Lithius-2 is alive with sounds. The most ominous sound is the constant scratching and rustling that is caused by the plethora of insects scurrying through the dirt and leaves. There are also several mating calls, like the sound of Earth's crickets and frogs, constantly in the air. Every now and then a trumpet like "honk" pierces the air, and everything else goes silent for a moment. This is the roar of a Giant Litho-Beetle, the largest insect on the planet (see Creatures of the Reaches).

What You Taste

Everything on Lithius-2 has a slightly metallic taste to it, even the air. None of this will kill you immediately, but exposure to the Lithium-R through consumption eventually will. The air itself is breathable, since it is mostly oxygen and carbon dioxide. Most of the Lithium-R is in the upper atmosphere, only condensing in the rainfall. If Player Characters choose to eat the local vegetation (or bugs for that matter) or drink the water, it will give them slight feelings of euphoria. However, this is deadly after a prolonged period of continuous consumption. Side effects like lethargy and sickness will become apparent in a few days. Severe illness and incapacitating body pains will result after 2 weeks, and death after about 30 days. These effects can be negated at any time by simply stopping consumption of Lithium-R.

What You Smell

To sum it up in a word...Lithius-2 STINKS! The ecosystem is made up of plant and insect

organisms. The plants are self fertilizing, so they are constantly dropping leaves, fruits and branches to decompose. Several of the insect species live in this layer of rotting plant debris, secreting their own waste and fluids. Combine this with the heat and humidity, and you have a festering layer of foul smelling rot covering most of the jungle.

What You Feel

Lithius-2 has a very uncomfortable hot and humid atmosphere where humans are concerned. The temperature runs about 38 degrees Celsius (100 degrees Fahrenheit). This probably makes Player Characters uncomfortable and irritable. This also puts them in the very real danger of heat exhaustion, heat stroke, or dehydration. The referee may choose to have them make a physique saving throw or take 1d3 point of damage per day of exposure if they aren't wearing an environmental suit.

Random Encounters

Most of the wild and plant life on Lithius-2 is going to either ignore or avoid any PCs exploring the planet. However, there are some dangerous creatures on the planet (described in Creatures of the Reaches, this issue of *Galactic Troubleshooters*). If the referee desires, random encounters may occur every 20 kilometers the PCs travel in the jungle. On a roll of 6 on 1d6 a random encounter occurs. Roll another 1d6 and consult the random encounters chart below.

Lithius-2 Random Encounter Table

1d6	Encounter
1	1 Giant Litho-Beetle
2	1d3 Red Slooge Hummers
3	1d6 Deezele (see Below)
4	1d6 Rusted Mosquito
5	1d3 Acid Spider
6	1 Trapper Grass

Deezele will be encountered in hunting parties. Since they are hunting, they will be moving stealthily and/or hiding. These Deezele will not be surprised under any circumstances. The Deezele will not automatically assume the PCs are prey, and they may be more curious than aggressive. The PC's leader should make a presence saving throw to gain a favorable reaction from the Deezele



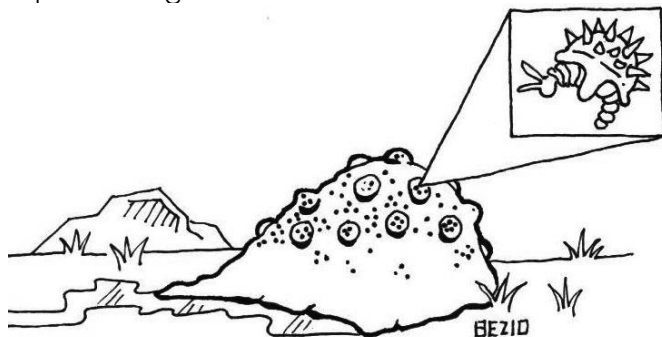
Creatures of Lithius-2

GIANT LITHO-BEETLE

AC 16
HD 6d6
THB +6
ATT 1d6/1d6/1d6
ST 13+
Move 6
SPC Cause Fear, Cling, Dark Vision
XP 1,000

The Giant Litho-Beetle is a large predatory beetle native to Lithius-2. It is a meat eater, and consumes other insects of all sizes. Its preferred meal is that of a large acid spider...but they aren't really very particular.

The Litho-Beetle is about 2 meters long, and stands almost as tall. It is covered with a large spiked carapace, and has 2 long arms that end in sharp spikes. It is colored a deep maroon, and when it gets angry it has a dull internal glow and makes a rapid clicking noise with its mandibles.



RED SLOOGE HUMMER

AC 8
HD 2d6
THB +3
ATT 1d6 (see below)
ST 17+
Move 2
SPC Puss (see below)
XP 45

The Red Slooge Hummer is actually 2 creatures living symbiotically.

The Red Slooge itself is a soft jelly-like blob covered with yellow puss-filled boils. It moves slowly on a trail of slime, feeding on any decomposing material it passes over.

The other creature is the Hummer, a small white worm covered in a bright red spiked carapace. These worms make a constant humming noise. The Hummers live on the Slooge's back, feeding off of the boils.

When the Slooge feels threatened, its boils erupt violently toward the cause of its fears. This shoots ichors and dozens of Hummers at its attacker. The spiked carapaces cause 1d6 points of damage and allows puss to enter the victim's bloodstream. The victim of this attack must make a physique saving throw or suffer another 1d6 points of damage from bacteria.

DEEZLE

AC 12
HD 3d6
THB +3
ATT 1d6+1
ST 16+
Move 4 (X special)
SPC None
XP 60



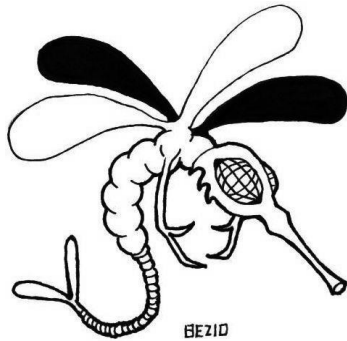
If left alone for another thousand years, the Deezele will evolve into Lithius-2's dominant sentient race. At present, however, they are still bordering the line between animal intelligence and something more, and are very barbaric.

Resembling 3 conjoined red spheres standing about 2 meters tall, the Deezele are divided into 3 sexes, and each mature Deezele is actually a symbiotic combination of the three. One sex provides optical abilities, one manipulation, and the final provides mobility. They use their claw-like appendage to communicate with other Deezele through a series of clicks.

Deezele can attack from a distance by throwing rocks and other items. In melee they use their sharp claw to bite at opponents.

RUSTED MOSQUITO

AC 9
HD 1d3
THB +2
ATT 1d6+1
ST 18+
Move 2 (10 fly)
SPC Optional Movement (fly)
XP 15

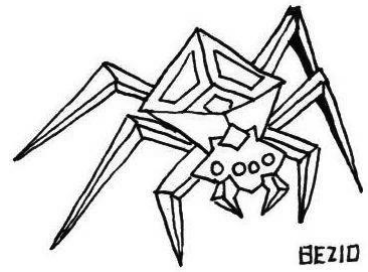


This rust colored 40 cm long alien insect flies about the jungles of Lithius-2 looking for prey. Its rapidly moving wings make a high pitched buzzing noise that can be heard 2 rounds before it actually attacks.

The Rusted Mosquito attacks by sinking its proboscis into sensitive areas and extracting a nice chunk of body fluid and meat. This is usually a single successful attack, and then the Mosquito flies off to digest. Unfortunately, they hunt in packs of 1d6+1, so a victim may be bitten multiple times by a group, causing deadly damage.

ACID SPIDER

AC 14
HD 3d6
THB +3
ATT 2d6
ST 16+
Move 8
SPC Surprise attack, Breath weapon (acid)
XP 120



This large, 1 meter in diameter, red spider has a carapace that is transparent and crystalline in appearance. Through it you can see its internal organs pumping and gyrating.

Acid spiders live in large holes in the ground, or in hollowed trees. They lay very still waiting for prey to come along and then shoot a stream of highly potent acid at them. This acid generally kills the victim and starts the digestive process for the spider. If this doesn't kill the victim outright, the Acid Spider lunges in for the finishing attack.

TRAPPER GRASS

AC 8
HD 2d6
THB See below
ATT 1d3 (automatic when embraced)
ST 17+
Move N/A
SPC Excretion, Embrace (see below)
XP 60

The Trapper Grass is an immobile plant that sprawls out on the earth in a diameter of about 3 meters. It has a circular central body with hundreds of tentacle-like leaves splaying from its core. Each tentacle has thousands of smaller red tendrils that are identical to Lithius-2's red grass.

The tendrils of the Trapper Grass produce a slick oily substance and anything that steps on it must make an agility saving throw or slip and fall on the creature. When this happens, the tentacles immediately wrap around the victim, while the tendril attempt to digest the prey.

A victim can escape the Trapper Grass's embrace by making a physique saving throw or when the Trapper Grass has been killed. All attack rolls while trapped are made at a -4 penalty.



Referee Information

Background

This is the story of what happened before the adventure, and the events that lead up to it.

The events in the introductory short story took place 10 years ago. To find out the fate of the Amun-Re and her crew, and why such a fate took place, we must go back 2 years further...

Dr. Scion Fri was a young scientist in the employment of the corporation Ra-Industries. While ambitious and competent, Dr. Fri was not remarkable in any way. He had been assigned to a planetary research team for 10 years since graduating from The Genetic Science and Technology College of Mars. The planetary research teams were tasked with analyzing Earthlike planets for possibility of colonization and agricultural exploitation. Dr. Fri had been turned down again and again for any reassignment or promotion, and it seemed that he would be stuck in this unrewarding, unglamorous position till the end of his days.

12 years ago Dr. Fri's team was finishing up studies on the remote 100268 system (See the Planetary Profile of Lithius-2, this issue of Galactic Troubleshooters.). At first glance the second planet, Lithius-2, in the system seemed ideal for colonization, although the reddish hue of everything was slightly unsettling. Unfortunately the tests of the research team shattered that illusion.

While the atmosphere on the surface was breathable, just above this was a layer of a slightly alien lithium gas, cataloged as Lithium-R. This wispy reddish gas would condense into the planets rainfall. The result was that Lithium-R was infused into everything on Lithius-2, the water, the soil, the plants, and the insects. While the planet's ecosystem had evolved and adapted to the high level of Lithium-R, it made everything potentially toxic to humans. The water couldn't be purified, and anything grown in the soil, no matter how genetically altered, would eventually cause death in humans. It didn't take long for the planet to be reported as uninhabitable. The research team was withdrawn and the system all but forgotten.

However, Dr. Scion Fri did discover one thing that he neglected to put in his report. In a dense jungle on one of the tropical islands near the equator grew a unique tree he called Redpalm. Redpalm consisted of a long, branchless stalk growing up to 50 meters in height, and crowned with large

crimson palm leaves. Among the upper leaves grew a fruit much like the pomegranate of earth. Through routine analysis, he discovered the fruit of the tree produced a number of chemicals, including a highly concentrated form of nicotine. When this mixed with the various chemicals present, especially Lithium-R, it was the perfect melting pot for a new drug that required very little refinement. If the interior of the fruit were scooped out, baked at extremely high temperatures, and finely crushed, the snuff created formed a very potent, and highly addictive, euphoric drug. Dr. Fri called his new drug Sciseed.

Sciseed would be extremely addictive but relatively harmless at first. However, prolonged use would have severe mentally and physically degenerative effects. In the later stages of use, the users' skin would begin to turn a dull shade of crimson, and a few months later, death would result. Thinking only of himself, Dr. Fri found Lithium-R to be the answer to his dreams. If he could refine and distribute this drug he would make a fortune and live the life he felt he deserved. While he possessed the chemical background to make Sciseed, he lacked several key elements to make the operation successful. First, he would need someone knowledgeable in the art of smuggling and dealing illegal drugs. Second, he would need equipment to produce and package the drug in quantity. Lastly, and most importantly, he would need manpower to extract the fruit from its remote location.

This seemed like an impossible order to fill until one year later Dr. Fri came up with a devious solution. A new class-V colony ship, the Amun-Re, was nearing completion, and would be launching soon for the distant planet Ariel Prime. Its navigated jump would bring it fairly close to the 100268 system. The class-V colony ship contained almost everything Dr. Fri would need to start his operation including a self contained metal heat treating foundry (to provide the specialized ovens for baking the drug), universal factory module (that could be modified for packing), and 2000 colonists (that could be "persuaded" to work as free labor). If the ship could be sabotaged and rerouted to 100268 he would have his fortune. The Reaches are too vast to search, and the Amun-Re would be just another colony ship "lost" to the hazards of space.

Now that he had a solid plan, Dr. Fri flew to Mars and boldly approached Grell Maxx. Grell Maxx was a small time drug lord and leader of the Chronicle Boyz, a Martian street gang. Grell Maxx had some press a few years back, being

suspected of trafficking drugs to Earth and Venus, but had never been convicted. Maxx had the knowledge and manpower to run the operation...combined with a complete lack of morals. Dr. Fri's offer intrigued Maxx and a pact was formed.

The Chronicle Boyz carried out the sabotage and reprogramming of the Amun-Re's engines and navigational computers, and the operation went off without a hitch. The Amun-Re disappeared.

10 years later Sciseed is the mysterious new drug sweeping the galaxy. Dr. Fri and Maxx live in luxury on Mars off the profits from the drug. On Lithius-2, Maxx's Chronicle Boyz monitor the Sciseed production base, away from the prying eyes of the UCN and the law.

The colonists of the Amun-Re are awakened from cryo-sleep as needed to fill the labor ranks of the operation. They are force-fed the drug till hopelessly addicted and then used as slave labor to harvest the Sciseeds or work in the refinery or packaging facility. The colonists are kept under control by force and their addiction to Sciseed. They are worked ruthlessly until the drug and harsh treatment finally claim their lives.

Recent Events

Things may have gone on unchanged on Lithius-2 forever, if not for a chance happening. A rich man and hobby geologist, Sir David Rupert, had chartered a small ship to take him to 100268-3 in the hope of finding some unique rock samples. By mere accident the ship's flight path came across the derelict Amun-Re floating in orbit above Lithius-2. The good knight, realizing the importance of this find, immediately raced to the nearest UCN controlled system to report this to the authorities. Ra-Industries was informed of the discovery of their long lost colony ship.

Adventure Summary

The mission consists of two basic parts, exploring the Amun-Re and exploring Lithius-2. While there are a few episodes that must take place to progress the story, the mission is mostly open-ended. There are no right or wrong answers to solving problems and how the story plays out will be totally dependent on the actions of the PCs.

In the first part, *The Amun-Re*, the PCs board the derelict colony ship. There they can begin to piece together the mystery of what happened to the ship, and why it is in orbit around Lithius-2. They also discover that many of the colonists are still alive in the cryo-chamber but also that many are

missing. Just when they realize something fishy is going on their ride home is destroyed. They are forced to stow away on, or take over, the Chronicle Boyz shuttle that has come to the colony ship to transport more colonists down to Lithius-2.

In part two, the Players must traverse the Jungles of Lithius-2, infiltrate the drug processing base, destroy the Chronicle Boyz, rescue the colonist slaves, and put an end to the illegal and immoral activities going on there. They are also very likely to get to the bottom of the mystery of who is responsible for these crimes, and report them to the UCN Police. Lastly they may need to acquire a new ship to get them off planet. A tall order indeed!

Players Introduction

Read or paraphrase the following text to your players to start the adventure:

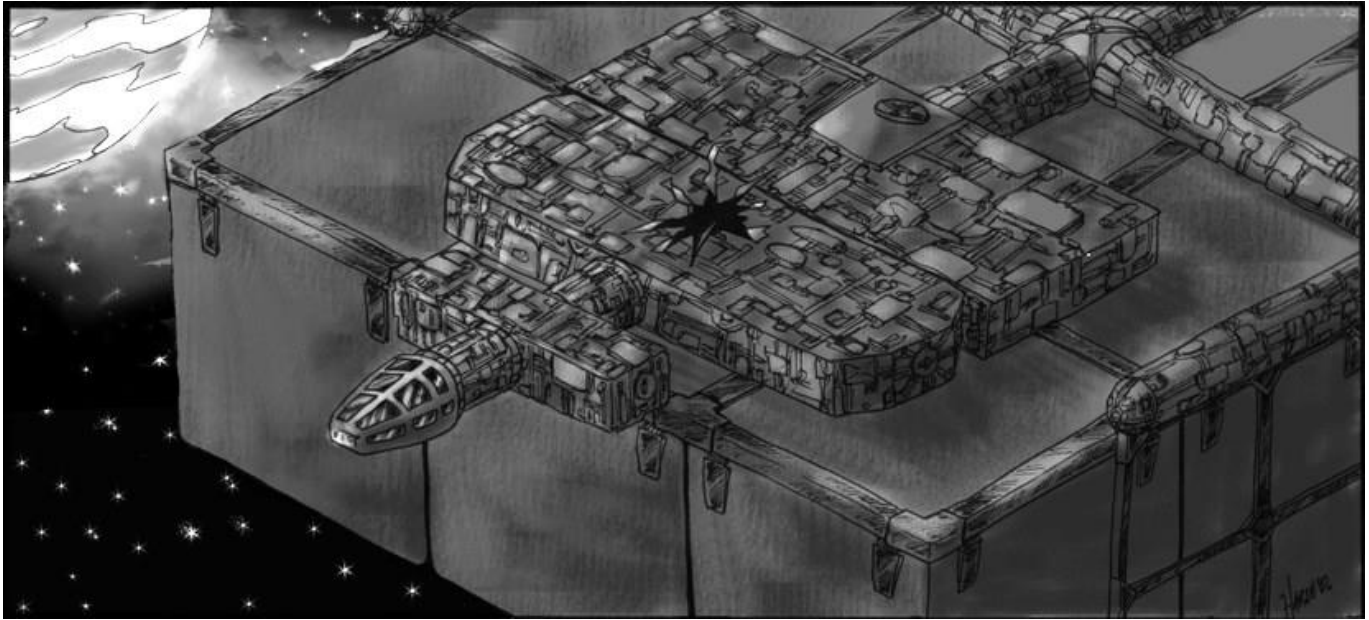
You are floating in the void of space. Above you the airlock of Ra-Industries Scout ship closes without a sound. Below you is your destination, the derelict class-V colony ship, the Amun-Re. This ghost from the past had gone missing 10 years ago, another colony ship lost to the hazards of space along with its 2000 hopeful colonists.

2 months ago a hobby geologist was visiting an uninhabited and remote system simply categorized as 100268. While passing the second planet in the system, Lithius-2, he was very surprised to come upon the hulk of the Ra-Industries colony ship orbiting the planet. He immediately returned to the nearest UCN base, and reported the find.

Your team of X-plorers was immediately assembled and routed to Lithius-2. You have suited up and are taking the space walk to the derelict. The Pilot of the Scout ship, Denzar, is taking the frigate down to the planet to do some scans of the surface. You have been hired to find out what happened to the Amun-Re, and why. Ra-Industries expects a full report on your return...Good Luck!

Give the Players a chance to ask questions now. They can ask about the appearance of the Amun-Re from the outside (see "*The Amun-Re at a Glance*" in part two). They can also ask questions about the 100268 system, since you can assume they got a briefing before being sent here. In fact, let them ask any background questions that seem reasonable for the situation.

When the Players are satisfied, proceed to Part Two of the adventure. They are entering the Amun-Re through the blown open airlock (Area 1 on the *Map of the Amun-Re*).



Ghost of the Amun-Re

The Class-V Colony Ship

The class-V colony ship is the smallest and least luxurious colony ship produced. It requires an operating crew of 20 men, while the passengers remain in cryo-sleep in the aft cryo-chamber during the entire trip.

The ship contains the barest essentials to support the skeleton crew and get the craft to its destination. It has a control bridge, living quarters for the crew, two massive engines, an engineering deck, and the cryo-chamber. These are all connected by long access tunnels lined with exposed cables, mechanisms, and computer arrays used to check various functions of the ship.

Below this awkward looking craft, the ship carries a dozen self contained modules and the Tug. The Tug is a simple ship-to-surface craft that is designed for the sole purpose of hauling the modules (one at a time) and colonists down to the surface of the planet being colonized. The modules are versatile collapsible constructions designed to make initial colonization as quick and painless as possible. They contain living quarters, scientific laboratories, and factories that can be modified to perform a number of tasks. The modules cannot be accessed from inside the ship, and they cannot be entered without being deployed and assembled on the surface.

After the ship reaches its destination and the modules are deployed, the remainder of the ship is usually cannibalized for any useful parts and materials.

The Amun-Re at a glance

Several things can be noted about the current state Amun-Re from the outside of the craft itself. The most obvious is that it is floating dead. None of the running or interior lights are on. Scans do show, however, that there is still some power flowing through the ship, so some systems (mainly the cryo-chamber) must still be functional after all this time.

There is a large hole where the airlock was located. This hole is blackened and ragged. It is obviously the result of an explosion or weapon (more on this later, see Area 1 on the Map of the Amun-Re).

The last thing that may be noticed (if any of the PCs make an Intelligence saving throw) is that the Tug is gone, as well as 4 of the 12 modules. The characters cannot tell what modules are missing (since each class-V contains different modules), but can access this information from the computers on the bridge. The modules that are missing are the control tower, a metal heat treating plant, a generic factory (now set up for packing), and a living quarters (one quarters houses about 200 people).

Once inside the ship there are no lights (other than in the Cryo-Chamber, Area 7 on the Map of the Amun-Re) or artificial gravity. These functions, along with life support, cannot be returned as they have been destroyed by the explosion in the engineering rooms (Areas 5). The floor grate is metal throughout. Below the grate run wires and cables along with various access panels and small maintenance areas.

Map Key to the Amun-Re

H) Hull Breach

These areas on the map are where the ships hull has been breached, and is open to space.

1) The Blown Airlock

There is a huge burnt hole about 7 ft. in diameter where the airlock used to be. A successful demolitions skill throw will indicate this was caused by an explosion *from within* and that the explosion was the result of a series of very carefully and professionally placed explosive charges...not an accident.

Inside the chamber the room is blackened from the explosion. The apparatus hooks where space suits usually hang have been pulled from the wall (from the pressure when the airlock first breeched). If specifically asked, or if an intelligence saving throw is made (at the referee's discretion) it will be noticed that the blackness has been worn off the floor in several paths leading toward the bow and the stern. The floor has been traveled by many feet *AFTER* the explosion.

2) The Crew's Living Quarters

Each of these 2 crew quarters contains 5 bunk beds (20 bunks in all) bolted to the floor. In the wall behind each bunk is a panel that slides open (manually) to reveal a personal compartment about 1 meter tall, 1.5 meter wide, and about 30 cm deep. Inside the compartments are several jumpsuits sealed in plastic shrink-wrap, some datapads, several entertainment data disks, and a few personal items (photos mostly and a few trinkets but nothing of real value). The items are a bit disarrayed, as the Chronicle Boyz have searched through them already.

Remember that there is no artificial gravity. The beds are tightly made, and the personal items safely stowed in their compartments. Ruffling through this stuff will send them floating about.

In the Port living quarter, the dried out husks of two of the off duty crew members float about along with the sheets and pillows of the beds they were laying upon when the ship decompressed.

3) The Common Area

This compact common area contains a lounging couch bolted to the floor, a large vid-screen on the wall (cracked and dysfunctional), and a long table lined with 2 benches. Everything is bolted down.

There is a fold-out cooking stove in the portside

wall as well as a storage cupboard. All the canned and packaged A & B rations (basically "real" food) are gone (salvaged long ago by the Chronicle Boyz). The small (catsup packet sized) packets (about 300) containing emergency paste (a yeast protein goop used to sustain crews in space when all the A & B rations are gone) float about the room.

4) The Access Tunnels

These access tunnels are used for repairs and monitoring ship functions during flight. Several of the cables running the span of the tunnel are burned and frayed (the after effects of the explosion).

In the starboard tunnel, the dried husks of two of the crew float about along with a variety of metallic and plastic tools.

5) Engineering

Both of the engineering decks are burned and scarred from the sabotage explosions. There are several dried body parts floating around both decks, as well as tools and mechanical bits. There are also small hull breaches open to space in both areas.

A successful mechanics skill throw will reveal many things, but let the characters ask specific questions first. First the explosions were caused by sabotage and very carefully placed and concealed charges. The explosions were meant to kill the engineers, and incur hull breaches while *NOT* disabling the engines. The engines are now disabled, but because of some mechanical disassembly *AFTER* the explosion. They can't be fixed without several expensive parts which are missing (salvaged by the Chronicle Boyz).

6) The Bridge

There is a closed door blocking entry to the bridge. Surprisingly there is a magnetic lock on the door that is still functioning. Next to the door is a numbered keypad. The combination to the door is 412. The lock can be disengaged with a successful security skill throw or through the use of the demolitions skill and 5 grams of explosives.

The bridge contains 4 workstations (two to the bow, one port, and one starboard) and the Captain's chair. The large view screen made of steel-glass is still open showing the stars outside. There are 6 shriveled bodies here in the same condition as those found throughout the rest of the ship. The bodies all float about except that of the Captain, which still sits ominously in the Captain's chair.

There is obviously power to one of the workstations at the bow, as a red cursor is flashing on the screen. The computer at the station is security locked, and will require a successful computer or security skill throw to access. Once in the system, a character with the computer skill can easily look up information about the ship by making a computer skill throw at +4 for each bit of information they would like to access. Below is detailed the information most likely requested.

Last Captains log entry?

The last entry was the day before the explosion (10 years ago, when the Amun-Re was 2 weeks out from Ariel Prime), it simply states, "All is green". The log entries used to be more detailed, but as the 10 month journey went on the entries got briefer, until "All is green" is about all the Captain wrote. "All is green" obviously means everything is functional, and nothing interesting is going on.

What Happened?

This is a bunch of technical mumbo jumbo compiled by the computer that a Technician character will be able to make sense of. There were 3 explosions that took place at exactly the same time; one at the airlock and one on each of the engineering decks. The emergency systems of the computer were preprogrammed to seal the cryo-chamber and retain power and pressure there while power to the rest of the ship was cut off (including life support). All other hatches were to remain locked open, and the E-shields (an electric force field that would seal off the points of hull breach) were to remain down. Later the cryo-chamber began a depressurization process.

How did the ship get here?

One hour after the explosion, a hidden sub-program redirected power to the engine thrusters, changing course toward Lithius-2, a journey which took 4 weeks. Once in orbit, the engines shut down, and only minimum power to the cryo-chamber was maintained. Most of the ship's fuel was burned at this point.

Where are the Tug and the missing Modules?

After being in orbit for two days the security system was manually overridden, and the Tug was disengaged and removed 4 of the 12 modules.

How often is the cryo-chamber accessed?

About once every 4 months the status of the cryo-chamber is monitored from this control station. At this time, a variable amount of pods are removed from the cryo-chamber. The first amount was 200, with another 20-40 pods being removed every 4 months thereafter.

Why wasn't an emergency beacon sent out?

The Emergency beacon was also tampered with. It was changed to a short range beacon maintained on an obscure frequency. The beacon is still on (the Chronicle Boyz use this to keep track of where the ship is at any given time so they can plan their trips accordingly).

7) The Cryo-Chamber

The door to the cryo-chamber is security locked. The combination to the door is 112. The lock can be overridden by the computer on the bridge, disengaged with a successful security skill throw, or blown open through the use of the demolitions skill and 5 grams of explosives.

The interior of this room is continually lit by a dull blue glow. The source of the light is through the grating on the floor. There is a computer access terminal to one side of the door that is used to keep logs on all the pods, their occupants, and status at all times.

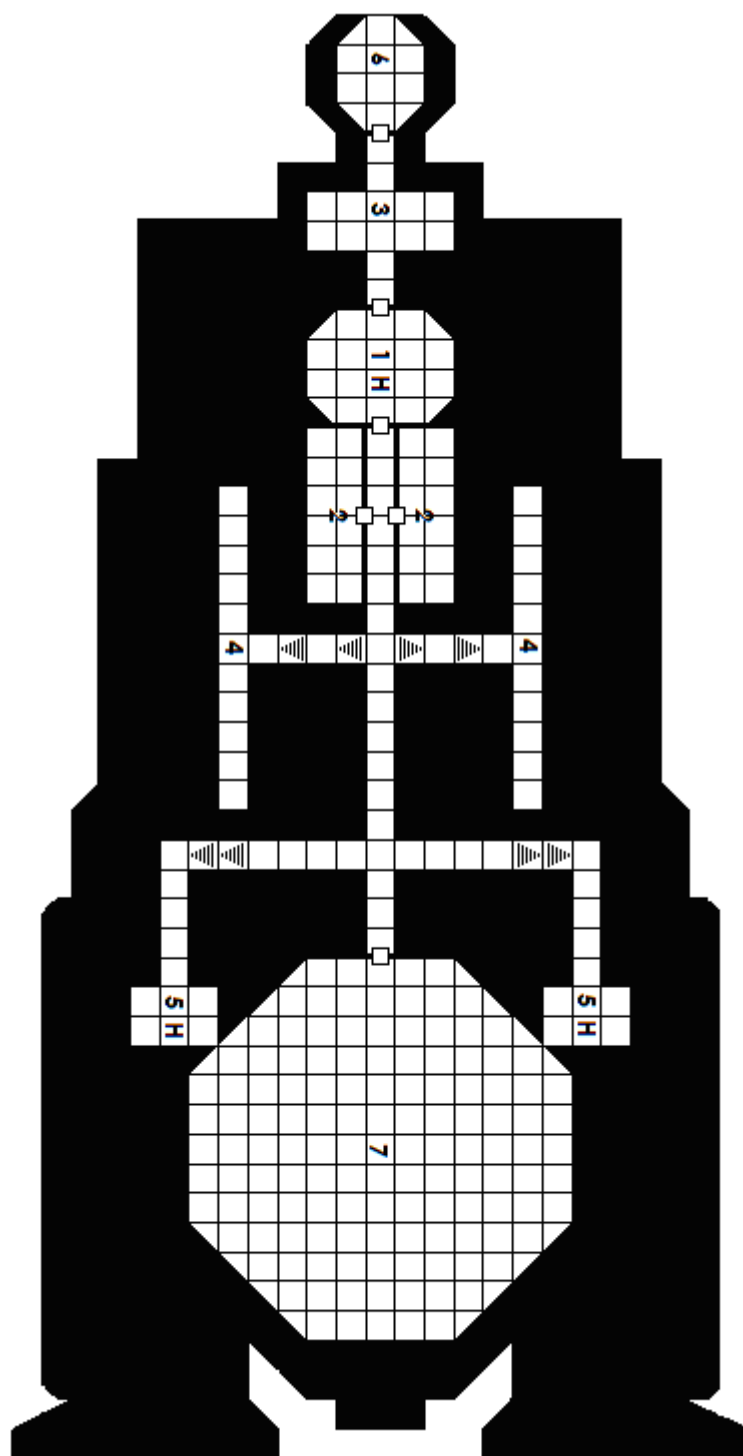
The room is fairly simple, it is octagon shaped. Two large pod support engines are set in the middle of the floor with mechanisms whirling behind enclosed steel-glass view panels. The walls are lined with 2000 round holes, each a meter in diameter. Each hole houses a large metallic cylinder about 1 meter in diameter and 2 meters long. Below each hole is a small keypad (used to inject or extract the cryo-pods from the orifice), and above the hole are two small lights, a green one (all systems go), and a red one (something wrong).

These holes are used to house the cryo-pods that the colonists "sleep" in during transit. 800 of the holes are filled the rest are empty. Of the pods remaining 700 are children (ages 16 or younger), and 100 are adults (The Chronicle Boyz have been using only adults. When the adults are gone they will start using the children).

The pods themselves are metal cylinders, each with a glass observation window (above the face of the colonist). The colonists themselves have several wires and plugs inserted into and taped onto their bodies. Underneath where each colonist lies is the mechanism needed to sustain cryo-sleep. When the pod plugs into the chamber wall, it draws power from the main power source, and transfers all data from the pod to the computer terminal by the door.

Once the characters have had a chance to explore the cryo-chamber jump to *The Chronicle Boyz Attack!* detailed below.

Map Key of the Amun-Re



The Chronicle Boyz Attack!

Once the Players have completed searching the cryo-chamber, but before they leave, 2 things happen in quick succession.

First, they pick up a transmission from Denzar (remember, the NPC member of the party who is flying the ship into the planets atmosphere.). Start out with a little casual conversation: *"Hey boys, how's it going up there? Find out anything interesting?"* Let the PCs inform him, and inevitably ask him how things are going on his end. Then hit them with this: *"I just broke into the atmosphere, looks pretty bare down here, doubt if I'll find anything...wait, what's this? That's strange. I'm getting a very faint power reading planet side, something small. Wait, there's something else...SHIT, 3 S.T.A.M.! incomi....."* and the transmission goes dead. S.T.A.M. are surface to air missiles (common knowledge to a Soldier character). One is more than enough to take out the Scout ship. Don't tell your players outright, but their ride home has been completely destroyed and they are stranded on the Amun-Re. Give the players a few moments for this to sink in...and begin to panic.

The second thing to happen is the PCs get some visitors! The Chronicle Boyz have just sent men up to the Amun-Re to acquire 20 fresh new workers from the cryo-chamber. These Boyz are not aware that the PC's are here or bright enough to notice the door is open (if the PC's left it that way). They come brazenly into the cryo-chamber. Unless the PCs have taken some precautions both parties are surprised, and initiative is rolled as normal.



Chronicle Boyz (4): AC 12, HD 1d6 (hp 6, 4, 4, 3), THB +1, ATT laser pistol or laser rifle, ST 18+, MV 4, XP 15

There are 4 Chronicle Boyz. 3 are armed with laser pistols set at 1EU (1d6 damage) and 1 is armed with a laser rifle set at 2EU (2d6 damage). Each of the Boyz has a 20EU clip. They all wear mesh suits underneath environmental suits (they have 6 patches each). They will fight until the first 3 are killed. The remaining one will then try to turn tail and run back to the Tug (see the following section) and escape if they can. If they do get away in the Tug, it spells bad news for the Players, as they really need that Tug to survive.

If the Boyz do get away with the Tug, you will have to decide what to do. Either the Chronicle Boyz will return in greater numbers (if you feel like giving the PC's a second chance), or they might just leave the PCs to slowly asphyxiate once they realize they already shot down their ship. Perhaps your players will come up with something brilliant. If you get desperate, or don't want to end the game session with your players characters dying a slow painful death, you can have them find an un-launched escape pod somewhere on the underbelly of the ship.

If for some reason the Chronicle Boyz are left undisturbed, they will take 20 of the closest cryo-pods (15 men and 5 women), load them into the Tug, then head back down to their base on the planet below.

Tug to the Surface

The Tug that came with the Amun-Re class-V colony ship is still being used by the Chronicle boys. They use it mainly for the trips to the colony ship when they need new workers for their drug operation.

The ship itself is a short-range shuttle designed only for trips from the surface to just outside the atmosphere. It isn't suited for deep space travel. The engines don't generate enough speed, the life support system only contains enough oxygen for 24 hours in space, and there is no waste facility. No amount of modification can make it deep space worthy.

The Tug is currently tethered by a regular old fashioned hemp rope, about 10 meters long, just outside the blown airlock (area 1 on the Map of the Amun-Re). The Tug itself has a 4 man airlock (or 2 men and a single cryo-pod). The airlock is

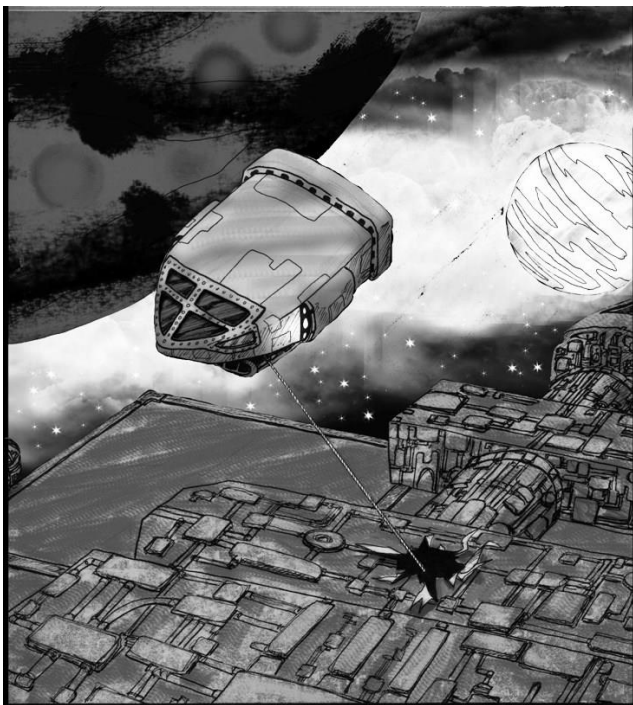
currently open to space, and can be operated from within the airlock itself. There is one pilot aboard the Tug manning the controls. He is casually waiting for his companions to return, and is looking at the airlock. The PCs gain surprise (they automatically gain initiative the first round) if they have weapons ready.

Chronicle Boyz Pilot: AC 12, HD 1d6 (hp 4), THB +1, ATT laser pistol set at 1Eu (1d6), ST 18+, MV 4, XP 15

Once aboard, a Technician or Scout will realize the capabilities of the Tug. They will also notice that there is a two way radio (on) that is tuned to a secure frequency (the control tower of the Chronicle Boyz base) and the location of the Chronicle Boys base is indicated on a surface map. There is also a scanner that is picking up two beacons, one from the Amun-Re, and another from something on the surface (The PCs downed Scout ship). The scanner picks up no other man made structures or power sources on the surface.

Blasted out of the Sky!

There is nowhere within the Tugs range that the characters can go and hope to live, other than Lithius-2 and the Chronicle Boyz's base camp. There are basically two ways to do this, the stealthy approach or the direct approach.



Once the Tug breaks the atmosphere, and gets through the hazy red layer of lithium gas, they can get a good telescopic aerial view of the land around the base. The area for 20 kilometers around the base is shown on the *Map of Lithius-2*.

At a glance the jungle around the base is extremely dense with only three possible landing areas. The first is the base itself (Area G on the *Map of Lithius-2*), the second is the clearing to the northwest of the base (Area A), and the third is the swath of jungle broken and burned by the crashing of the Characters own Scout ship (Area B).

Give the PCs a few moments to decide what they are doing. If they proceed to the clearing or crash site (area A or B) *AND* mention they are taking an indirect approach to avoiding getting too close to the base, let them land without incident. If they take too long discussing it, approach the base too closely, or actually approach the base itself, the radio crackles to life. The following message comes across:

"Grugan!? We've had some trouble here. Standard procedure alpha two five...please give the code..."

The code is: *Gamma 5536*. Since the PCs are very unlikely to know the code, or imitate Grugan (the leader of the Chronicle Boyz who entered the cryo-chamber) very well, there is a good chance that the Chronicle Boyz from the base will shoot them out of the sky. Play it by ear. This is not meant to kill the PCs, just get them on the ground. Ham it up though, make lots of rolls to hit and for damage behind the screen. Make the pilot of the Tug make a few pilot skill throws to make it appear that he has saved them from a death dealing crash. In this case the players crash land at a location determined randomly (roll a D6 and start them at area C1-C6 accordingly on the *Map of Lithius-2*). The characters are all uninjured...thanks to the skillful flying of the Pilot.

Lithius-2 (Key to the Map)

A) The Clearing

This is the one place, other than the Chronicle Boyz base, which can be seen from above that isn't dense jungle. There is a strip of land about 4 kilometers long that is almost totally devoid of any terrain feature other than gravel and a coarse purplish grass. The Amun-Re's Tug can be easily landed here.

B) The Crash Site

It takes an intelligence saving throw to spot this area from the sky. It is a strip of burnt and torn trees about 600 meters long. At the end of the strip is the crashed wreckage of the PCs Scout ship that the Chronicle Boyz shot down in part one of the mission. There is enough room caused by the crash to land the Amun-Re's Tug behind the wreck.

Most of the ship has been destroyed and is a twisted pile of metal. Inside the wreck the PCs can find the gruesome remains of Denzar (obviously dead). If very thoroughly searched, the PCs can recover two undamaged 20 EU clips from the weapons locker. The can also find 4 survival food packs containing 1 day of ration pills and water each.

The Chronicle Boyz have sent a detachment to investigate the crash. They arrive shortly after the PCs. If the PCs took precautions against such a thing (by leaving a guard outside, or some such thing) or if a Soldier character makes a successful survival skill throw they become aware of something making its way through the jungle. If all the PCs are inside the ship searching, the Chronicle Boyz hear them inside the wreck thumping about. They take a defensive position behind some trees and rocks (a cover bonus of +2 to their AC). When the PCs emerge they order them to, *"Throw down any weapons, and put your hands in the air!"* If the PCs surrender, the Chronicle Boyz tie up their hands, and begin the trek back to the base. If the PCs attack, roll initiative as normal.

Chronicle Boyz Detachment (3): AC 12, HD 1d6 (hp 5, 4, 3), THB +1, ATT Automatic pistol 2d6, ST 18+, MV 4, XP 15



C1-6) Random Crash Locations

If the PCs bring the Tug too close to the enemy base, they probably got *"Blasted Out of the Sky"*, as described in part two of the mission. In this case roll 1D6 to determine a random location where they crash.

A detachment of Chronicle Boyz will be sent to investigate the Tug crash and they will arrive in about 6 hours (if the PCs linger). There are 3 Chronicle Boyz in the detachment.

Chronicle Boyz Detachment (3): AC 12, HD 1d6 (hp 4, 4, 3), THB +1, ATT Laser pistol set at 1d6, ST 18+, MV 4, XP 15

D) Giant Litho-Beetle Tunnels

At these areas the tunnels of the Giant Litho-Beetle, one of Lithius-2's largest predators, get very close to the surface. A Soldier character can make a survival roll to notice that the earth below their feet makes a hollow echoing sound as they walk.

There is a 2 in 6 chance (a 1 or 2 on a 1d6 roll, roll once for each PC) that the ground they are walking on will collapse. Any Character who causes the collapse must make an agility saving throw to jump clear, or fall 3 meters into the tunnel below (a Scout character may use his stealth skill instead). Anyone falling through rolls an additional 1d6. On a roll of 1-4 they take 1D3 points of damage, on a roll of 5-6 they take no damage but instead fall into a large pile of the Giant Litho-Beetle's mushy droppings.

The tunnel the X-plorer falls into is about 3 meters in diameter. It is choppy and round, and covered with a reddish slime (the mucus discharge of the Litho-Beetle). It is even more humid than the surface, and smells like mold. The tunnel heads off in random directions. If a character can get his directional bearings (a survival skill throw for a soldier), or has a compass, he can navigate the tunnels. The tunnels are much easier to travel than the surface, and travel time is doubled (20 squares per day on the map). The tunnels can be traversed to just outside the Chronicle Boyz Base (area G on the map of Lithus-2).

Unfortunately, the ruckus of anyone falling through the surface into the tunnel immediately attracts the attention of the Giant Litho-Beetle that makes these tunnels its home. Fortunately for the PCs, these beetles are very territorial, and there is only one to be encountered in each tunnel complex. The beetle attacks anyone entering its tunnel shortly after falling in. Just before the beetle attacks, the victim can see its glowing eyes and hear its clicking mandibles

Giant Litho-Beetle: AC 16, HD 6d6 (hp 23), THB +6, ATT1d6/1d6/1d6, ST 13+, MV 6, SPC Cause fear, Cling, Dark vision, XP 1,000

E) Sciseed Harvest Locations

These two locations are the current active Sciseed harvesting areas. During the daylight hours, three Chronicle Boyz guards per location drive the AT trucks (Area 8 on the map of the Chronicle Boyz base) out here with 20 colonist slaves (or "Reds", as the Chronicle Boyz often call to them).

Each slave is tasked with harvesting 20 Sciseeds per day, or they get no evening meal. Getting the Sciseeds is no easy task. The tall stalk of the spiny thorn-covered Red Palm tree must be painstakingly scaled 30-50 meters. At the top, a single Sciseed grows. If it is ripe, it can be harvested, if not the Red must move on to the next tree. Due to the difficult climb up and down, this is very time consuming. It doesn't help that the colonists are weak from malnutrition and abuse, and are strung out on Sciseed.

Once the Sciseeds are harvested, they are loaded into the back of the truck. Since the truck bed is full, the colonist slaves must jog behind the truck on the trip back to the base. Along the road, the decomposed or skeletal remains of colonists who didn't make the short journey can be found. These remains are left as another gruesome reminder to keep the Reds submissive.

Chronicle Boyz Harvest Masters (3): AC 10, HD 1d6 (hp 5, 4, 3), THB +1, ATT Automatic rifle 2d6, ST 18+, MV 4, XP 15

F) Security Hover-Bot Patrol Areas

The area around the Chronicle Boyz Base is patrolled by a security robot (a Hover-Bot). When the PCs enter one of the squares marked with an F on the Map roll 1d6. On a roll of 1 the Hover-Bot picks them up on its scanners and moves to intercept them.

Hover-Bot: AC 14, HP 20, ST 12+, MV 4, Programs: Science, Security, Translation, Patrol (this robot has a special program for patrolling the area and sending up an alarm), Upgrades: Armor Plating, Advanced Movement (can hover over difficult terrain).

If the Hover-Bot intercepts the PCs, it will ask, in a metallic monotone voice, for their identification code (each Chronicle Boy is assigned a 3 digit identification code consisting of a letter and two numbers). If the codes given are good, the Hover-Bot allows the PCs to pass unhindered and will continue on its patrol. If the codes are bad or if none are given at all in 10 seconds (you can have the robot count down the 10 seconds in a loud annoying robot voice if you like) it will send an alarm back to the base. If the alarm is sent, 4 Chronicle Boyz guards will come racing to check out the disturbance via one of the AT trucks.

Chronicle Boyz Guards (4): AC 12, HD 1d6 (hp 5, 4, 3, 2), THB +1, ATT Automatic pistol 2d6, ST 18+, MV 4, XP 15

If the PCs destroy the Hover-Bot, there is a chance they may want to try to fix and reprogram it for some devious use. This is possible with 2 successful Robotics skill throws (one to repair the robot, and one to reprogram it). The Hover-Bot is an older model, so it can't perform super complicated tasks. Its main function is patrol and alarm. Any task beyond its primary function that can't be described in a few words (such as, "follow us") requires the Hover-Bot to make a saving throw to perform, or it mutters the typical robotic phrase: "Does not compute!"

G) The Chronicle Boyz Base

See further details of the base below.

The Chronicle Boys Base

The area about 100 feet around the base is cleared, beyond that it is surrounded by thick jungle. The base itself is in a small valley, with elevated hills to the North and West (these elevated positions are great for spying on the base or getting its layout). The entire base is built on grey Plastdurocrete slabs. Underneath the base is a large tank for fresh water that is imported from Mars. Waste is piped out about 30 meters south into a swampy area (The pipe is about 50 cm in diameter and made of plastic. If the PCs attempt to crawl through the disgusting pipe into the base, they can come to the surface via a manhole cover next to the AT trucks (Area 8)).

The Colonists

There are currently 80 colonist slaves residing on the base. They are all gaunt, and dressed in dirty rag clothing. They move about like zombies, with dark rings around their eyes, and spittle dripping from the sides of their mouths. As mentioned before, Sciseed addicts' skin starts to turn a ruddy red color late in the addiction as death draws near. Anyone observing the colonists will see several of them have varying shades of reddening skin. Those with the reddest skin also look to be in the worst shape.

They are all hopelessly addicted to Sciseed (by force, see Area 6). The promise of their next fix and the guns of the Chronicle Boyz keep them under control. Despite this outward appearance, the colonists believe they are happy when they are on a euphoric Sciseed rush. Their life has become a series of shadowed episodes, waiting for the next Sciseed fix.

Each colonist slaves is assigned a job in either the refinery, the packaging warehouse, or as a

harvester. They are also tasked with other menial jobs as needed. A typical day of a colonist consists of waking at dawn, heading to the "slop line" (a table that is set up outside the north side of Chronicle Boyz recreation building (Area 4), where the colonists are fed a pasty yeast gruel), going to the refinery for the morning fix (a small dose of Sciseed to get the slaves motivated for the day) given just outside the Refinery (Area 6), then heading off to their assigned job under the supervision of the Chronicle Boyz. When the day is over they once again go to the slop line, then to the refinery for a full hit of Sciseed, and finally they are herded into the Colonist Housing building (Area 3) and locked in for the night.

PCs who try to enlist the colonists' aid will find they are far beyond fighting the Chronicle Boyz in any way. When on a Sciseed rush they are withdrawn. When they aren't high their will is broken and their bodies are weak.

The Chronicle Boyz

The Chronicle Boyz are pirates and criminals of the worst sort. Most dress uniquely, but they all have a semi-militant look about them and always carry weapons. Even though they are scoundrels, they are loyal to their organization and perform their duties with diligence. They are rotated out every six months along with supplies, and are well rewarded for their loyalty and service.

The Chronicle Boyz are ruthless and treat the colonists as little more than slaves to be used and abused. They refer to the colonists simply as "Reds" (because of the tone of their skin when the Sciseed starts to take them). There is no compassion for the Reds from any of the Chronicle Boyz stationed on the base.

The Base operations are overseen by General Gratz and his right hand man "Brains" Magree (see Area 11). Underneath them are the supervisors of the various work details (harvest, refinery, and warehousing). The Chronicle Boys respect and fear General Gratz. Disobedience is dealt with quickly (and is often deadly). The first rule of the base is that no Chronicle Boy is to ever try Sciseed. The second rule is no sexual crimes are allowed (rape or child molestation of the colonists). The second rule is the result of a dark secret in General Gratz's past. Breaking either rule results in death by crucifixion...which keeps most of the men in line.

The sighting (and subsequent shooting down) of the PCs' Scout ship above the base has the Chronicle Boyz on a higher state of alert than they have been in some time.

There are 35 Boyz total assigned to the base at this time. Exact locations of all the Boyz at a given time may vary from those given on the map key, depending on time of day and special situations. Referees will have to use common sense to manage this.

Observing the Base

If the PCs take some time to watch the base, they will see the general hustle and bustle of a day's operation. This has already been detailed in the typical day of a colonist in "The Colonists" passage.

Among other things they may notice is that after the morning meal the two AT trucks (Area 8), driven by Chronicle Boyz guards, load up with colonists and head out to the harvest sites (Areas E on the Map of Lithius-2) along the well worn dirt roads. Another notable action is that of crates being loaded into the Ship (Area 10) from the warehouse (Area 7). It can also be noted that the guards in the guard tower (Area 2) are changed every 4 hours. On occasion a group of Reds will be sent out with barrels (they tote them on their backs) of waste to dump in a pit about 1 kilometer away from the base.

Key to the Map of the Base

1) Mass Grave of the Colonists

There are several large mounds in this area. Some are overgrown with plant life. The furthest trench is still open and contains several decomposing bodies of colonist slaves. The bodies are crawling with a generous assortment of the native insect life. As they die from the "red death" caused by prolonged use of Sciseed, or just from exhaustion or illness, they are thrown here by the Chronicle Boyz. The bodies are periodically covered with dirt.

On the western edge of the first trench are two crucifixes holding the skeletal remains of Chronicle Boyz that got caught using Sciseed and paid the price. They are left here as a reminder to the rest to stay clear of the drug and follow the rules.

2) Guard Towers / Electric Fence

The entire complex is surrounded by a 3 meter tall electric fence topped with barbed wire. The power to the fence is regulated by the Power Generator inside the base (Area 9). Touching the fence doesn't cause any damage, but prolonged contact causes 1d3 points of damage per round (it would take a Scout 3 rounds to climb the fence and other characters 1d6 rounds longer). Anyone other than a Scout attempting to scale the fence must also make an agility saving throw or get

caught up in the barbed wire above, taking another 1D3 points of damage, and being immobilized.

The two guard towers (a ladder leading up to a metal nest containing a chair, an umbrella, and a spotlight) are manned by one Chronicle Boy each. These guards keep an eye out along the perimeter of the base and open and close the gate (non-electrified) with a remote control located in the tower nest. Each of the guards is equipped with night vision goggles.

Chronicle Boyz Guards (2): AC 10, HD 1d6 (hp 5, 4), THB +1, ATT Automatic rifle 2d6, ST 18+, MV 4, XP 15

3) Reds (Colonist) Housing

This is one of the housing modules brought down from the Amun-Re. This is where the colonists are contained when not working. The interior is made up of several small apartments with common areas on each floor. The rooms contain the bare necessities with personal belongings being nonexistent. The building interior is lit with dim florescent lighting, burnt out in several locations. Water is rationed out to the extreme, and as a result the colonists never bathe. The entire place is dingy and smells like urine.

When the colonists are here they are usually asleep and/or high on Sciseed. They spend very little time interacting with each other in any but the most basic ways. The Sciseed has stripped them of their personalities and motivation.

4) Chronicle Boyz Recreation Building

This building is where the Chronicle Boyz come to rest and have a good time after a "hard day" of working the Reds. There is a room full of electronic games, billiards, and tables for playing cards. This is also the location of a mess hall (for the Chronicle Boyz only, the Reds are served outside) and a Bar. A fat old Chronicle Boy, Ungut (who will not fight), who does the cooking and operates the Bar is here at all times.

Ungut: AC 10, HD 1d3 (hp 2), THB +0, ATT Fists (1d3), ST 19+, MV 4, XP 10

There are three female prostitutes (who will not fight) imported from Venus who help maintain the building and service the Chronicle Boyz. The prostitutes are professionals belonging to the Venusian Escort Guild. They rotate off the base every 6 months with the supply ship. To them this is just another job (and a well paying one at that). They seldom leave the building.

Venus Prostitutes (3): AC 10, HD 1d3 (hp 2, 1, 1), THB +0, ATT Fists (1d3), ST 19+, MV 4, XP 10

There are 2D6 Chronicle Boyz here at any given time. These Boyz are usually under the influence of alcohol, and the stats below reflect that.

Off Duty Chronicle Boyz (2d6): AC 10, HD 1d6 (hp 3), THB -2, ATT Automatic rifle 2d6, ST 20+, MV 2, XP 15

5) Chronicle Boyz Barracks

This building contains the personal quarters of the Chronicle Boyz. Inside there is a long hall lined with doors leading into individual rooms. Each room is designed to house 4 men, containing cots, footlockers, a desk, and some personal items.

It is doubtful the PCs will have the luxury of searching the rooms thoroughly. If they do, common items found are clothes, magazines and book disks and readers, 3D Vid-Platforms (basically 3 dimensional television that shows recorded movies.), and weapons and ammunition. There are few credits (1d6 x 10) to be found, as most of the Chronicle Boyz pay is wired directly into their accounts on Mars.

At any given time there are 2D6 Chronicle Boyz here. Half of that amount will be asleep, and take 1D3 combat rounds to wake up if they are disturbed.

Chronicle Boyz Guards (2): AC 10, HD 1d6 (hp 5, 4), THB +1, ATT Automatic pistol 2d6 or Laser pistol set to 1d6 EU, ST 18+, MV 4, XP 15

6) Heat Treating Plant / Sciseed Refinery

This is another module that was brought down from the Amun-Re. It was originally designed to be a heat treating plant (heating metals to extremely high temperatures to make them harder) to help build and sustain the colony. The ovens are now used (at a fraction of their maximum temperature) to bake the raw Sciseed into its refined snuff.

This large building is divided into three large rooms. The room in the front is where the Sciseed from the harvest is unloaded. Here they are tested for chemical balance by 10 trained colonist slaves supervised by 2 Chronicle Boyz lab controllers. The seeds are scooped from their husk, and transported to the next room.

Chronicle Boyz Lab Controller (2): AC 10, HD 1d6 (hp 4, 3), THB +1, ATT Laser pistols set at 1d6EU, ST 18+, MV 4, XP 15

The middle room contains the large oven used to cook the Sciseed. The room is extremely hot to the

point of being uncomfortable. The oven is about 4 meters wide, 4 meters high, and 6 meters deep, with 30 cm thick insulation lining the interior walls and a computer station used to monitor any changes in temperature during the long baking process. There are 5 colonist slaves here supervised by one Chronicle Boy lab controller.

Chronicle Boyz Lab Controller (1): AC 10, HD 1d6 (hp 3), THB +1, ATT Laser pistol set at 1d6EU, ST 18+, MV 4, XP 15

The back room is the most disturbing. Inside are 10 medical tables. Strapped to these are some of the recent colonists from the Amun-Re. They are being intravenously fed doses of Sciseed. All new colonist are brought here for one month to get them hooked on the drug, and break their will. There is 1 Chronicle Boy here (Dr. Gregz Brack). He has kept extensive records of the effects of the drug on his "patients". While this is inhumane, the records would be of value to the medical community of the UCN. Dr. Brack is a coward with a bald head and thick glasses. He carries no weapons and will cower rather than fight.

Dr. Gregz Brack: AC 10, HD 1d3 (hp 2), THB +0, ATT Fists (1d3), ST 19+, MV 4, XP 10

If the Game Master chooses, or the PCs are getting beaten badly, you may have some of the colonists in the back room still in a condition to fight. They have no equipment or special abilities but can handle weapons if they are given them.

Colonists: AC 10, HD 1d3 (hp 3 each), THB +0, ATT Fists (1d3), ST 18+, MV 4, XP 10

7) Sciseed Packaging and Warehouse

When the Sciseed is done baking at the refinery, colonist slaves are sent to carefully transport it to the warehouse. In the warehouse it is measured into one hit baggies and shrink wrapped. These are then assembled into 100 hit plastic containers which are then boxed in airtight shipping crates. These crates are stored in the warehouse and periodically loaded into Gav Duster's blockade runner (Area 10). There are currently 30 crates, each with electronic locks (lock codes are filed in the computer at the control tower (Area 11)).

The back of the warehouse is also used to store equipment, supplies, and junk. Among this stuff is a mechanics workbench, and to one side all the parts of the engine of the Amun-Re that were removed to make it dysfunctional.

There are 10 colonist slaves working here during the day, supervised by 2 Chronicle Boyz.

Chronicle Boyz supervisors (2): AC 10, HD 1d6 (hp 3, 3), THB +1, ATT Laser pistols set at 1d6EU, ST 18+, MV 4, XP 15

8) All Terrain Trucks (AT trucks)

There is very little reason to go outside the base and these trucks are used almost exclusively for harvesting Sciseed. They are camouflage green, which sticks out conspicuously among the reddish foliage of Lithius-2. They are 2 ton capacity all terrain trucks that ride on heavy duty wheels. The shocks are blown, making for a bumpy ride along the Jungle roads. During the day they are at the harvest locations (Area E), during the evening they are parked in front of the Refinery (Area 6 on the map). The maximum speed the AT trucks can reach on is 120 km per hour on the roads and 60 km per hour cross country.

9) Power Generator

This incredibly expensive power generator supplies an almost unlimited flow of energy to the base. It is lined with switches and levers that control the flow of energy to everything, including the pumps to an underground water tank. The machine runs with a humming noise that, while not terribly loud, is a bit irritating.

10) Gav Duster's Blockade Runner

Parked on an upraised landing platform is a sleek Martian ship. Gav Duster's blockade runner is a modified Frigate ship that allows one man to function as both Navigator and Pilot. This is one of two ships tasked with bringing supplies from Mars to the base and returning with a fresh cargo of Sciseed. The round trip takes about 10 months. The ship is scheduled to leave in 5 days and the cargo hold is currently being filled with crates of Sciseed, and is about half full.



The Pilot of the ship is an independent smuggler named Gav Duster. He doesn't associate much with the Chronicle Boyz, eating and sleeping on the ship. Gav is a large man from Earth with an English accent who wears UV-goggles constantly to protect his sensitive eyes. He doesn't care much for the operation here, but the money is too good to pass up. He is a loner who prefers his time in space to that on the ground. He will fight to protect his ship, but he isn't suicidal and if things look bad he will attempt to cut a deal for amnesty.

Gav Duster: AC 14, HD 2d6 (hp 9), THB +2, ATT Laser pistol set at 2d6 EU, ST 18+, MV 4, XP 30

11) Control Tower / S.T.A.M. Launcher

This building is another of the modules brought down from the Amun-Re and serves as the Control Tower. This is where General Gratz and his right hand man "Brains" Magree reside. From here they run and maintain control of the base.

This is also the location of the main weapons locker and a supply of weapons, ammunition, and explosives can be found locked in the basement. Next to the basement door is a numbered keypad. The key to the door is 1923. The lock on this thick door can only be disengaged with a security skill throw made at a -2 penalty. Attempting to blow the door through the use of demolitions will cause the basement to collapse, burying the contents.

On top of the building is the S.T.A.M. launcher (surface to air missile). It was put here as a defense in case anyone discovers the base. The PCs Scout ship is the first ship they ever had to use it on. The missiles it shoots are heat seekers specially designed to lock onto the heat signatures of atmospheric spacecraft or aircraft. The shooter makes his "to hit" roll before the missile is actually launched to lock onto the target. If the "to hit" roll fails, the missile isn't launched. Once the missile is away it hits automatically.

S.T.A.M. Launcher: Range 1 Kilometer, 4d6 (spaceship damage)

General Gratz takes care of the overall running of the base and its personnel. Brains is in control of all the data, paperwork, payroll, and inventory. The Control Tower has an extensive computer database and gives access to records of all the Chronicle Boyz illegal activities along with names of bigwigs (including Dr. Scion Fri, and Grell Maxx). All this information can be accessed with a successful computers skill throw.

If the base is openly under attack, General Gratz will run outside to see what is going on. If it becomes obvious the Chronicle Boyz are going to lose (or have already lost), Brains will be trying to destroy data when the PCs enter the Control Tower.

If the PCs have been stealthy, General Gratz will be here along with Brains. Gratz will fight to the death. Brains will hide under the desk and refuse to fight. If threatened, Brains will offer up the information in the computer in exchange for his life



General Gratz is a short, obese, middle aged man. He has an Irish accent, and sports a red goatee. He wears a stylized military outfit, even though he is part of no official military organization. Despite his almost comical appearance, he is a formidable fighter and competent leader. Brains is a scrawny pasty-skinned man who wears thick glasses.

General Gratz: AC 12, HD 3d6 (hp 12), THB +3, ATT Laser pistol set at 2d6 EU x 2 (General Gratz can attack 2 times per round. He can shoot at the same or multiple targets), ST 17+, MV 4, XP 180

Brains: AC 10, HD 1d3 (hp 2), THB -1, ATT Fists (1 point of damage), ST 19+ (10+ for any intelligence saving throws), MV 4, XP 10

Conclusion and Awarding XP

This adventure has been designed to be open ended. This means that the players are thrown into a situation and location with a problem to solve, and left to solve it in any way they come up with.

By the end of the adventure, four basic problems need to be solved. First, the PCs must discover what happened to the Amun-Re for Ra-Industries by piecing together the evidence. Second, they need to find a way to get off the planet to report this information. Third, they should attempt to rescue the colonists planet side and aboard the Amun-Re. Fourth, they should attempt to stop the Chronicle Boyz in their criminal activity, and make sure they can't do it here again.

The first goal, discovering what happened to the Amun-Re, should be easy enough to accomplish by evidence and simple deduction. This is probably the easiest problem to solve. Reporting this to Ra-Industries completes the mission they were hired for. They are paid 1,000cr each and earn 1,000 XP each.

The second problem to be solved is finding a way to get back home. The answer is in the form of the Gav Duster's space ship. The answer is simple, how to accomplish the task may prove more challenging. PCs who come up with this idea gain a bonus of 100 XP each.

The final two tasks, rescuing the colonist, and handling the Chronicle Boyz, are a bit more difficult. Your players are bound to come up with creative ways to do this, so be ready to run with them and improvise. However, I've provided some additional information on the most "obvious" paths the Players might take, and some answers to questions that may arise.

The obvious way to accomplish both missions is to destroy the base and kill (or take prisoner) all the Chronicle Boyz. The PCs should be able to handle the Chronicle Boyz if they dispatch them in small groups, using a bit of planning. The base itself can be nicely destroyed with the S.T.A.M. launcher and/or the explosives stored in the Control Tower. Possibly the easiest way to destroy the base (and a nice chunk of the landscape) is to launch a Gut Buster Torpedo from Gav Duster's space ship as the PCs leave atmosphere (Gav will tell them of the missile if they enlist his help, or they can discover it on their own by searching his ship). Destroying the operation and/or the base will grant each PC a 100 XP bonus.

For a more permanent solution, the PCs should be able to get all the data on those responsible for this crime at the Control Tower. This can be reported to the UCN Police, who can send regular patrols to Lithius-2 in the future to make sure the Sciseed crops are destroyed, and no other pirates attempt to start the operation again. PCs who think of this and execute the plan gain a 100 XP bonus each.

As far as rescuing the colonists, all of those out of cryo-sleep should be able to fit in the cargo hold of the Gav Duster's ship. Enough rations for the one month trip back to the closest UCN planet can be found in the Recreation Center. Unfortunately, the PCs will have to bring along some Sciseed and ration it to the colonists on the trip home or there will be some horrible withdrawal problems. Once on a UCN controlled planet, the colonists can be put in the care of physicians who can start the rehabilitation process. PCs who rescue the colonists gain a 200 XP bonus each.

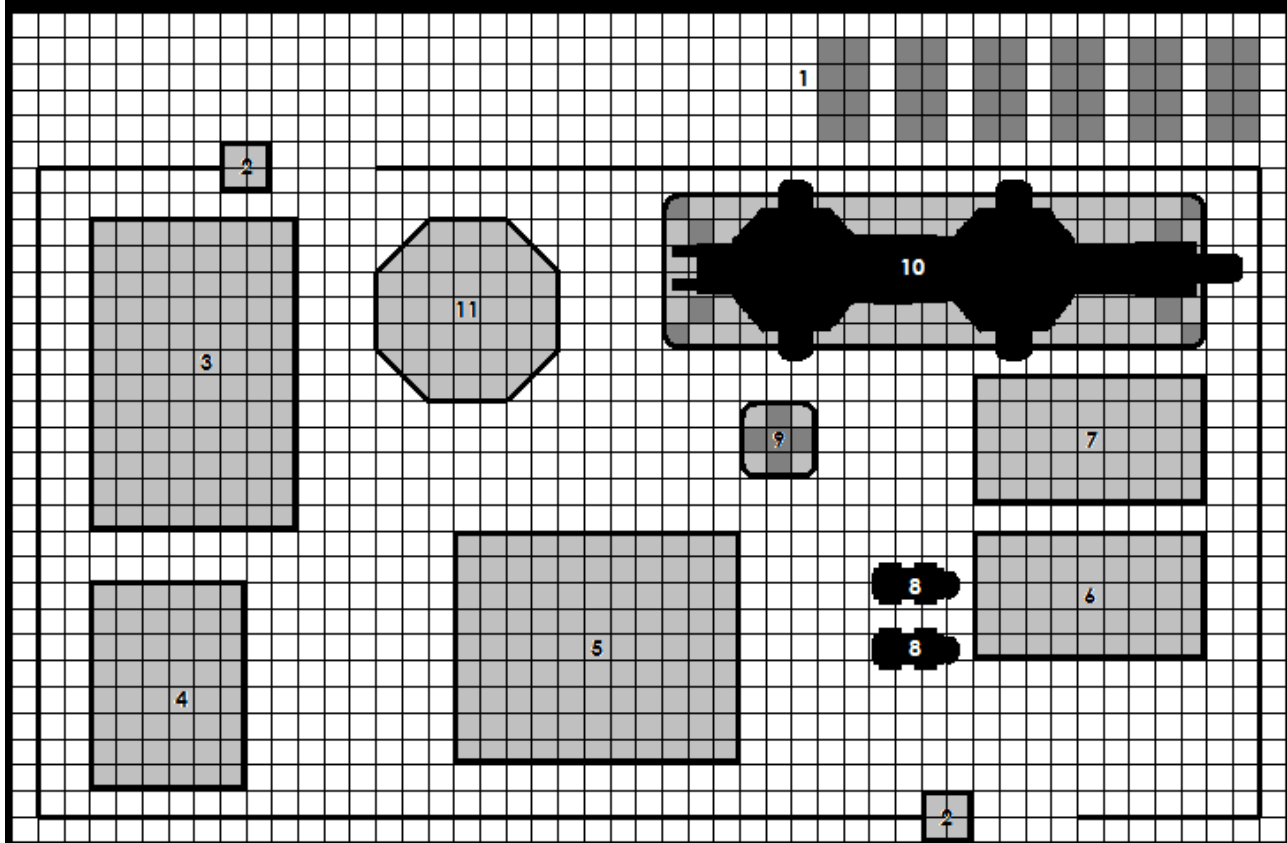
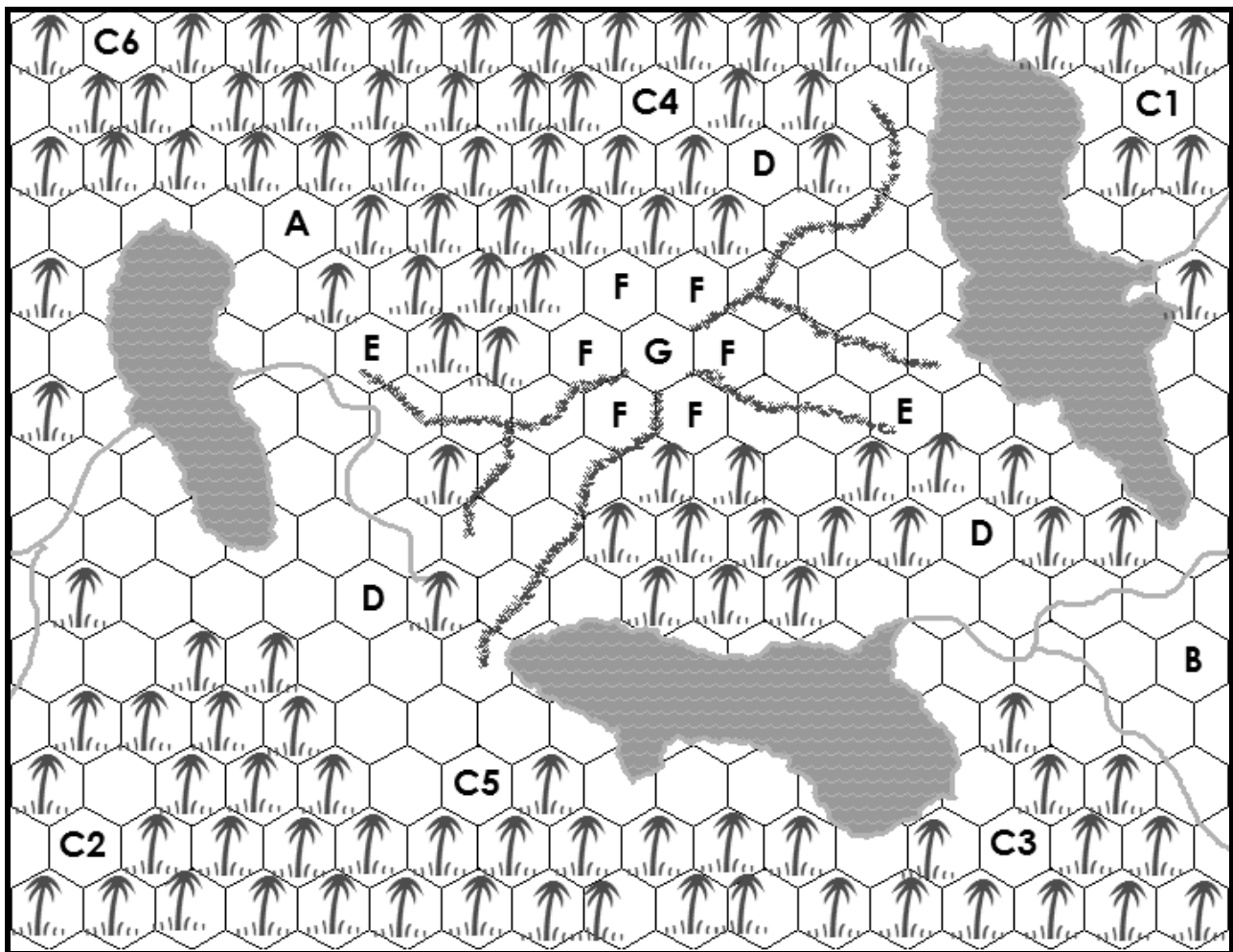
The Colonists aboard the Amun-Re can be rescued in three ways. First, by repairing the engines with the parts found in the warehouse and programming the ship to fly to a UCN controlled planet. The second way is to physically tow the ship with a tractor beam from Gav Duster's ship. The third (and potentially disastrous) is to leave it there with the plans of having Ra-Industries or the UCNP sending someone else to retrieve it later. Rescuing the colonists on the Amun-Re grants each PC a 50 XP bonus.

Of course, there is the very real chance the players will do none of this. They may hijack the blockade runner, and hightail it to the stars. In this case, the Chronicle Boyz's next supply ship arrives in one month to find the operation compromised. They pack up shop, destroy the base, any evidence to implicate them, kill all the colonists, and haul the Amun-Re to another location in the hope of starting the operation again at another time.

If the PCs kill off all the Chronicle Boyz, but leave the colonists behind unsupervised, they will all overdose on Sciseed long before the UCN or Ra-Industries can rescue them. When the Chronicle Boyz's supply ship arrives, they will assume the Colonists revolted, killed all the Boyz, and then overdosed. They will start up the operation again.

The adventure itself concludes when the PCs are safely aboard Gav Duster's ship or have managed to contact Ra-Industries to report what they have learned.

THE END



Pre-generated Characters

Samantha Ord (Sam)

Class: Scientist **Level:** 2nd **Gender:** Female
Age: 24 **Height:** 1.6 m **Weight:** 50 kg

Agi 11 (+0 Saves)
Int 14 (+1 Saves)
Phy 13 (+1 Saves; To Hit/Dmg melee/unarmed; hp)
Pre 9 (+0 Saves)

Basic Hit Bonus: +0
Saving Throw: 14+
Hit Points: 11
Armor Class: 13

Class Abilities (+1 to all skills for Int)
Computers: 12+
Medicine: 14+
Science: 12+
Sociology: 15+

Gear

Environmental Suit, Force Screen, Mesh suit, Survival Pack, Scientific Kit
Laser Pistol (1-3 d6; 1d6 per EU)
Laser Pistol clip (20 EU)

Thereon Jason Drolock (TJ)

Class: Soldier **Level:** 2nd **Gender:** Male
Age: 25 **Height:** 2.2 m **Weight:** 105 kg

Agi 9 (+0 Saves)
Int 11 (+0 Saves)
Phy 17 (+2 Saves; To Hit/Dmg melee/unarmed; hp)
Pre 14 (+1 Saves)

Basic Hit Bonus: +1 (+2 w/Laser Rifle)
Saving Throw: 14+
Hit Points: 13
Armor Class: 15

Class Abilities
Demolitions: 14+
Martial Arts: 1d3+1 unarmed (+2 for Phy)
Survival: 12+
Weapon Specialist: Laser Rifle (+1 to hit)

Gear

Environmental Suit, Force Screen, Reflec Armor, Survival Pack
Laser Rifle (1-5 d6; 1d6 per EU)
Laser Rifle clip (100 EU)

Holar Fredrick (Freddy)

Class: Scout **Level:** 2nd **Gender:** Male
Age: 32 **Height:** 1.9 m **Weight:** 80 kg

Agi 17 (+2 Saves; Ranged Weapons; AC)
Int 10 (+0 Saves)
Phy 8 (-1 Saves; To Hit/Dmg melee/unarmed; hp)
Pre 12 (+0 Saves)

Basic Hit Bonus: +0
Saving Throw: 14+
Hit Points: 9
Armor Class: 15

Class Abilities

Pilot: 13+ (+2 Agi)
Security: 14+
Sleight of Hand: 13+ (+2 Agi)
Stealth: 12+ (-1 Phy)

Gear

Environmental Suit, Force Screen, Mesh suit, Survival Pack
Laser Pistol (1-3 d6; 1d6 per EU)
Laser Pistol clip (20 EU)

Kramer Fillabar (Kramer)

Class: Technician **Level:** 2nd **Gender:** Male
Age: 22 **Height:** 2 m **Weight:** 90 kg

Agi 14 (+1 Saves; Ranged Weapons; AC)
Int 14 (+1 Saves)
Phy 9 (+0 Saves)
Pre 11 (+0 Saves)

Basic Hit Bonus: +0
Saving Throw: 14+
Hit Points: 10
Armor Class: 14

Class Abilities

Computers: 14+ (+1 Int)
Mechanics: 12+ (+1 Int)
Pilot: 13+ (+1 Agi)
Robotics: 14+ (+1 Int)

Gear

Environmental Suit, Force Screen, Mesh suit, Survival Pack, Mechanics Kit
Laser Pistol (1-3d6; 1d6 per EU)
Laser Pistol clip (20 EU)

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