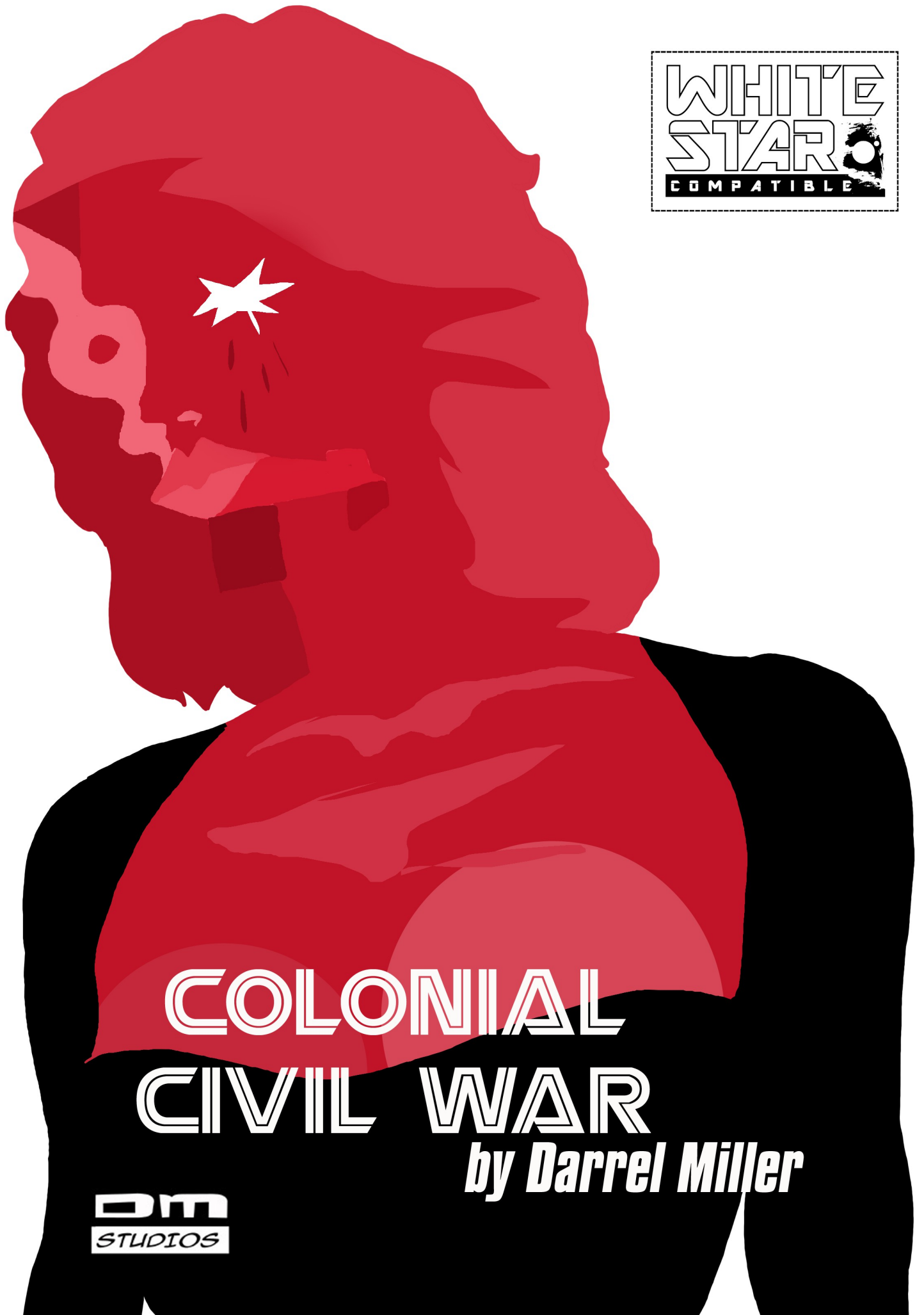




COLONIAL CIVIL WAR

by Darrel Miller

DM
STUDIOS

A Note from Darrel

I love GMing, and my favorite part is when the players are figuring out how to tackle a problem I have thrown at them. For two reasons: one it gives the players the spotlight and two it generates content I can use to thicken the plot. For me the strength of OSR games is that they don't rely on the game mechanics to solve problems but resolve the solutions. It seems to me many modern games have collapsed the player part (problem solving) into the game mechanic part, and provided precious little for the player to do beyond picking their next feat/skill/ability chain. In short, the GM designs problems (provides hints as necessary), the players devise solutions (wandering monsters/random encounters push them out of planning) and the game mechanics determines the how success of those solutions. Rinse and Repeat.

Darrel D. Miller

“ACT ONE”

Roleplay, Read, or Paraphrase the following:

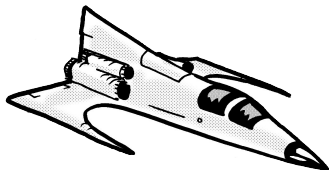
Your WarStar, the Unicorn, has arrived at the Colony of Corenth on a diplomatic mission: Get the planet to Align with the Quortium. President Rose Lane, having met with your Head Diplomat Labatar seems intent on remaining neutral in the coming conflict. To make matters worse a faction of Cyborgs from the planet want to start a civil war, by assassinating the President. So far nothing has happened, and Commander Deena wants to keep it that way. Therefore you are either flying along side the Continental One, or inside it to ensure the President of Corenth's safe return. Shortly after take off sensors show two armed cyborg space fighters on a direct attack path for the Continental One. What do you do?

WarStar “Unicorn”

AC 2 [17], HP 175 , Shield Strength 5
Movement 4 ,Targeting +4
Attack Heavy Laser x15 (6d6) Proton
Missiles x 6 (8d6)
Modifications - FTL, Reinforced Hull x3

The Unicorn is the only first generation WarStar still in service. She has basically been retired and now just runs about the galaxy ferrying Diplomats hither and yon. The fact that she is a huge ship with a large presence, and a long history, gives the Diplomatic Guard a bit of leverage when negotiating with resistant populations.

Scorpion fighter –



AC 2[17] HP 27 Shields 5 Movement 15
Targeting +1 Weapons Laser Cannons 4d6
Modifications: Ion Charge

These small fast fighters are the *Renegade's* foremost fighting force. Pilots from across the Quortium long to be a part of any WarStar's fighter squadron as it is a great honor.

“Cookie Cutter” Cyborg Space Raider



AC 3[16] HP 20 Shields 0 Movement 18
Targeting +2 Weapons Laser Cannon 4d6
Modifications: None

These robots have been crafted specifically to operate in space. Their orders are to eliminate the Quortium Scorpions and the Colonial President.

Continental One

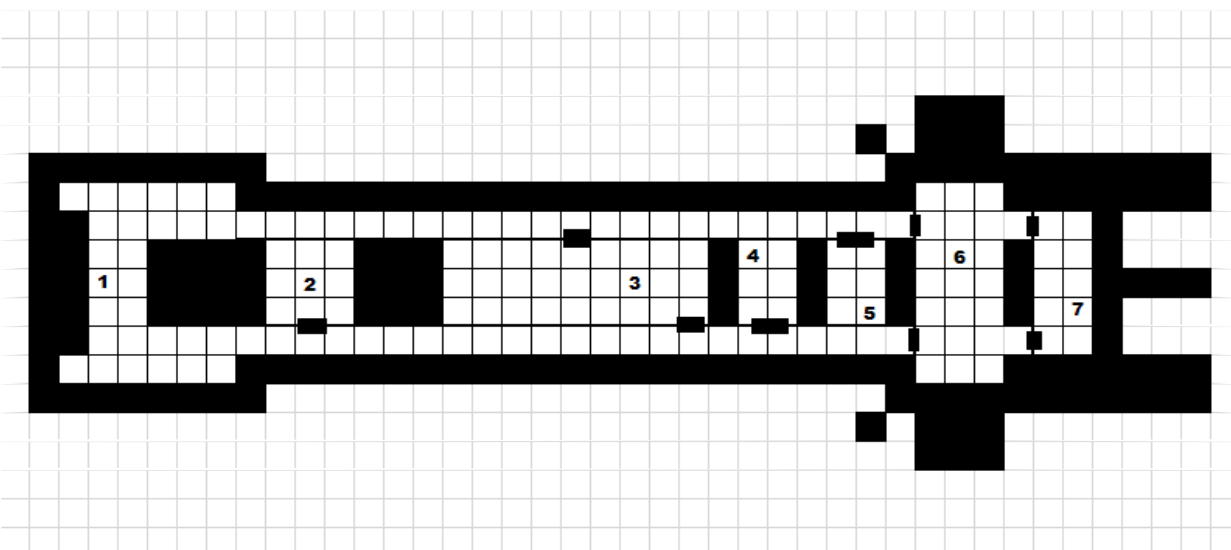
AC 5[14] HP 60 Shields 3 Laser Cannon
4d6 Targeting +0 Movement 15
Modifications: FTL, Shield Capacitor x3

The Continental One is the flagstarship of the President. It has been a symbol of rightful authority for decades.

After a round of Space Fighting read or paraphrase the following:

Outside the battle rages, and the ships can be seen zipping around firing at each other. The stellar space fight is exhilarating. Then the pop and sizzle of gun shots pulls you out of your thoughts as screams echo down the hallway. What do you do?

The players on the Continental One start in Area 3 with the President.



Area 1: *The Bridge.* There are two co-pilots here who manage all the flight operations. They have two assistants who can do most of the mundane jobs. The Chimeran Cyborgs' secondary objective is to get to the bridge and crash the ship.

Area 2. *Presidents Quarters.* This spacious room houses a bed, desk, and a small bathroom. The Continental One is designed to keep the President comfortable for at least two weeks if necessary.

Area 3. *Conference Room.* A long table is the center piece of this room. There is also a host of TV screens, ports, and plugins. This room is used for any news conferences or meetings with diplomats on board the ship. Rose Lane has brought with her about a dozen News and Media personalities on this trip and they spend most of their time here.

Area 4. *Assistant's Room.* Four people make sure that President Lane is ready for anything. They get her tea to the latest polls. This room houses two bunk beds, a small bathroom and kitchenette.

Area 5. *Guest Room.* In the event that President Lane is traveling with the Vice President, or some other member of the Senate, they will use these quarters. This room almost exactly mirrors the President's Quarters save for the lack of her personal effects.

Area 6. *Dinning Area.* A couple of long lunch tables sit here. A variety of machines border the edges to provide instant beverages or convenience food. A well stocked kitchen ensures they always have what President Lane likes.

Area 7. *Storage Area.* This houses any office materials, food, or miscellaneous materials needed for the trip. The Chimeran Cyborgs managed to stow on board here and once activated work their way towards the Bridge. They have two objectives: Kill the President and Crash the ship.

If the PCs save President Rose Lane they receive 240 XP. For every civilian on board they save (there are about 30) they receive 15XP per person.

Cyborg, Chimera

Armor Class: 5[14]
Hit Dice: 2

Attacks: slam (1d6-1)
Special: See Below
Move: 9
HDE/XP: 3/175

The Chimera Cyborg can assume the form of any humanoid sized creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Chimera Cyborg can hold this form for roughly one hour plus one additional hour for each HD.

After the players return to the Unicorn, read or paraphrase the following:

As you disembark from your starfighter the Unicorn shudders slightly and the power blinks. A computer attendant yells out "The propulsion system has been shut off!". What do you do?

"ACT TWO"

What the Players Discover/Learn

A Computer virus has been introduced into the Ship Systems.

Since the Unicorn is an older WarStar, it has not been networked, so the saboteur had to insert the virus manually, which means the saboteur is on board.

However, if the Virus is not stopped it will spread to the other systems on board the ship. The Pilot Reroute special ability will not solve this problem. Any player who wishes will have to combat the Virus via a Computer Terminal.

If the Virus wins, it infects another system on board. If the Players "kill" the Virus, they find it pops up again, targeting a new Ship Subsystem.

This means to actually stop the Virus they are going to have to find the slicer who is infecting the ship. Eventually the players discover there are six Chimeran Cyborgs on board the *Renegade*.

Computer Virus

AC 3[16]
HD 2
THB +2
Attacks - 1d6
Special – Syntax Error.
Movement 0
HDE/XP 3/75

Special: Syntax Error - Instead of attacking this round the Virus can freeze the player's computer terminal. The Player must make a SV or the computer is locked for 1 round, and they are unable to do anything at that terminal

The Virus intends to take over the ship. It will do its best to kill those on board, and then will launch attacks at the planet. If nothing else it will try to crash the WarStar into the planet causing incredible destruction. Failing this the Virus attacks the FTL drive. If it gains control of the FTL it will jump the WarStar into the Sun, a planet, or just strand it in unknown space.

Run the encounter(s) with the Virus as combat with the following caveats:

- each PC Computer Terminal has 1+1 HP, the player does not take damage, the terminal does.
- Player Damage to Virus is 1d6
- If a PC's Computer Terminal is reduced to 0 HP the Virus moves to an additional Ship system.

- If the Virus is reduced to 0 HP the infected system comes back online, and the virus cannot attack again for 1d4 rounds. After that time the GM picks another system for the Virus to attack.

While some players battle the Virus the rest must find the Slicer. When they turn their attention to this matter read or paraphrase the following:

As you contemplate how to deal with a slicer on board a junior member of the crew rushes up to you. He is waving to another group of men who are carrying a dead body. They throw it on the ground. "Sir, this thing looked like Private Jenkins, but it is not." A quick glance shows that it is a Cyborg who had assumed Jenkins' identity. What do you do?

However the players choose to solve this problem, eventually they will be able to isolate the Chimeran Cyborgs on the Hagar Deck. Thereafter they will have to go and physically clear the area. Unfortunately there are real crew members stuck on the Hangar Deck along with the Cyborgs. As long as the Cyborgs remain active on board the ship they can re-introduce the Virus. There are six Cyborgs besides the dead "Jenkins".

Unicorn's Hanger Deck

Area 1. Munitions Room. Any and all missiles for the Scorpion fighters are held here. There are three crew members here, one is a Chimeran who intends to set off any of the munitions it can. By the time the players get here, it is just starting this process.

Area 2. Locker Room #1. This is one of the two locker rooms for the air jockey's to change in and out of flight gear. They also double as small rec rooms with a couple of tables, TVs, and a

pool table. There are two crew members here. Neither are Chimeran.

Area 3. Locker Room #2. Same as Area 2. Except there are five crew members here. One of them a Chimeran. The Chimeran here downloads the Viruses via a laptop connected to the ship by a cable.

Area 4. Assembly Area. This open space is for the deck chief to give any orders for the flight crew. She has a small workstation that she can access the WarStar's memory banks. A Chimeran has replaced Deck Chief Alyssa Maher, it has been downloading the Virus from the workstation.

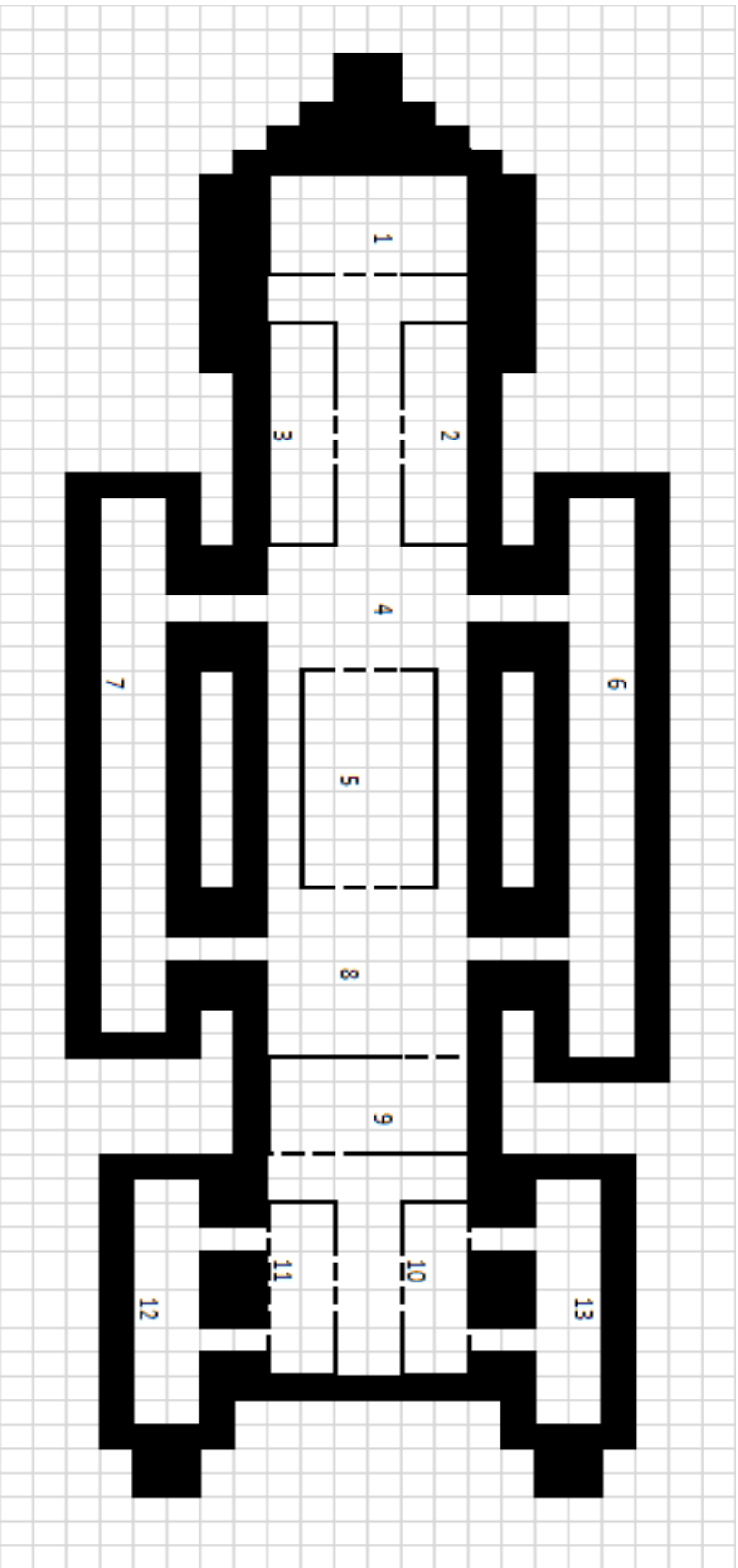
Area 5: Workshop. Not really an enclosed area, this is more of a shallow pit that demarcates the repair station. A variety of tools, work stations, and droids occupy this area. There are even three star fighters in various states of repair, or disrepair. One Chimeran is hiding among ten other crew members.

Area 6: Runway #1. This area is relatively clear of any objects save for starfighters prepped for take off. A Chimeran is here, and in one of the starfighters. It intends to shoot up the interior of the runway if nothing else.

Area 7: Runway #2. Same as Area 6 except there are no Chimeran's here.

Area 8: Parking Area. Any Scorpions not prepped for flight are stored here in tightly packed rows. There are probably 15-20 Scorpion Fighters here currently. Any people hiding here are human.

Area 9: Break Room: A variety of small "bedrooms" exist here, as well as a training area, and tables. The players arrive in this area, and most of the people have retreated here. They are not sure who the Chimerans are, but each



has their suspicions and tensions are at a boiling point. However no one here is actually a Chimeran.

Area 10: *Storage.* Here a variety of boxes on shelves and the ground hold all the miscellaneous materials needed to run a WarStar. There are a few crew members here.

Area 11: *Storage.* Same as Area 10, even fewer crew members are here.

Area 12: *Engine Room.* Same as Area 13 minus the Chimeran. There are a couple of crew members here though.

Area 13: *Engine Room.* A variety of instruments here control the Warstar's propulsion system. The Chimeran here intends to destroy (and has already started) the physical components of the propulsion system.

“ACT THREE”

There is no act three because Act Three is what your players do. How do *they* resolve this problem, for good or ill. It all happens when you play the game. Enjoy!!!

Nevertheless here are some GM ideas for you to get the most out of the third act:

If you find at any moment that the tension is gone, that the players are stalled hit them with another problem (or introduce an NPC with goals).

Have some Cyborg Stunt Fighters pester the ship. Have a Cyborg try to assassinate and impersonate one of the players. Or have crew members get even more paranoid, and violent. The key to tension is to keep the heat on but don't burn it.

Do this by watching your players and if they are ever bored or stalled have some "guys" with "guns" burst into the room. In other words, hit them with a problem. And if you're feeling really devious maybe even two or three.

The adventure ends if the *Renegade* is destroyed, but also if all the Chimeran Cyborgs are caught. Or maybe that is just the start!

PRESIDENT ROSE LANE



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