

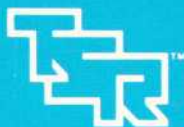
A STAR FRONTIERS®

ALPHA DAWN ADVENTURE

Dark Side of the Moon

by Jim Bambra

For 3-6 Characters, Skill Levels 4-6



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WELCOME

TOURIST GUIDE TO BEAUTIFUL KRAATAR

Kraatar is a delightful world of high rugged mountains and lush green hollows. In the mountains, the air is too thin to breathe, but in the hollows, and along the shores of the Yatiz Sea, it has an invigorating effect. Kraatar produces some of the finest foods in the Frontier — even the gourmet will not be disappointed at the wide range of delicacies available. And, of course, Kraatar is deservedly famous for its splendid glassware, and flourishing computer industry.

Kraatar is a happy, carefree planet where Humans and Vrusk both enjoy a high standard of living. A visit to Kraatar is one to be treasured. After experiencing the friendly hospitality of the natives you will want to return to Kraatar again and again.

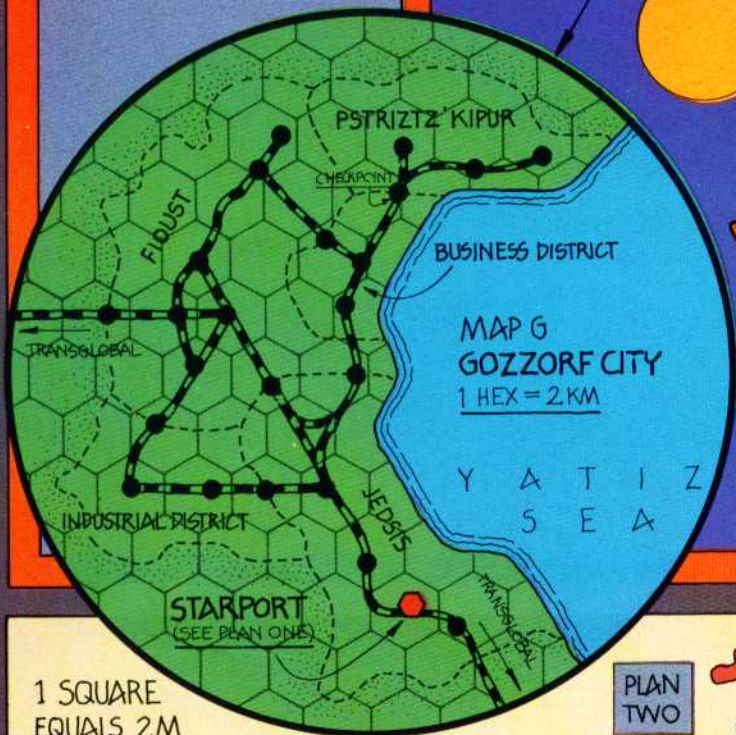
The Kraatar Tourist Board



PLAYERS' AID #2

MAP K

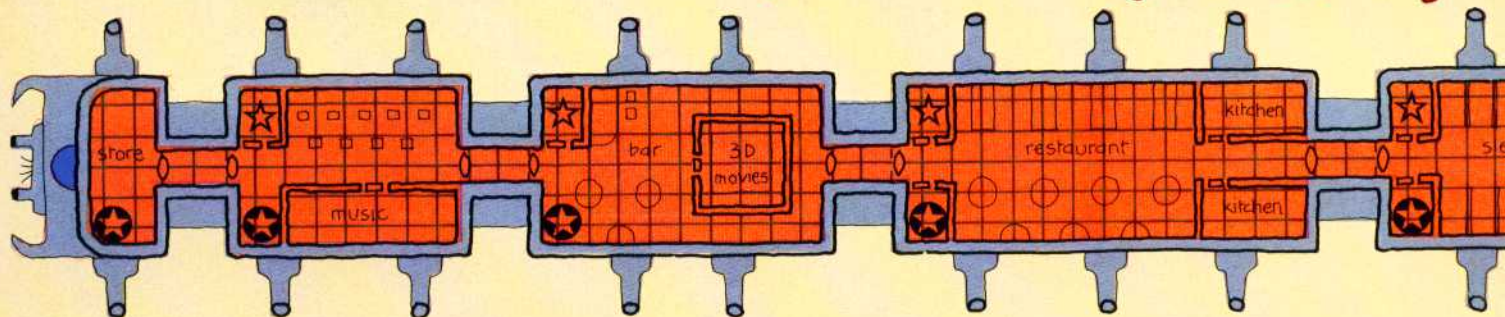
1 HEX = 2324 km



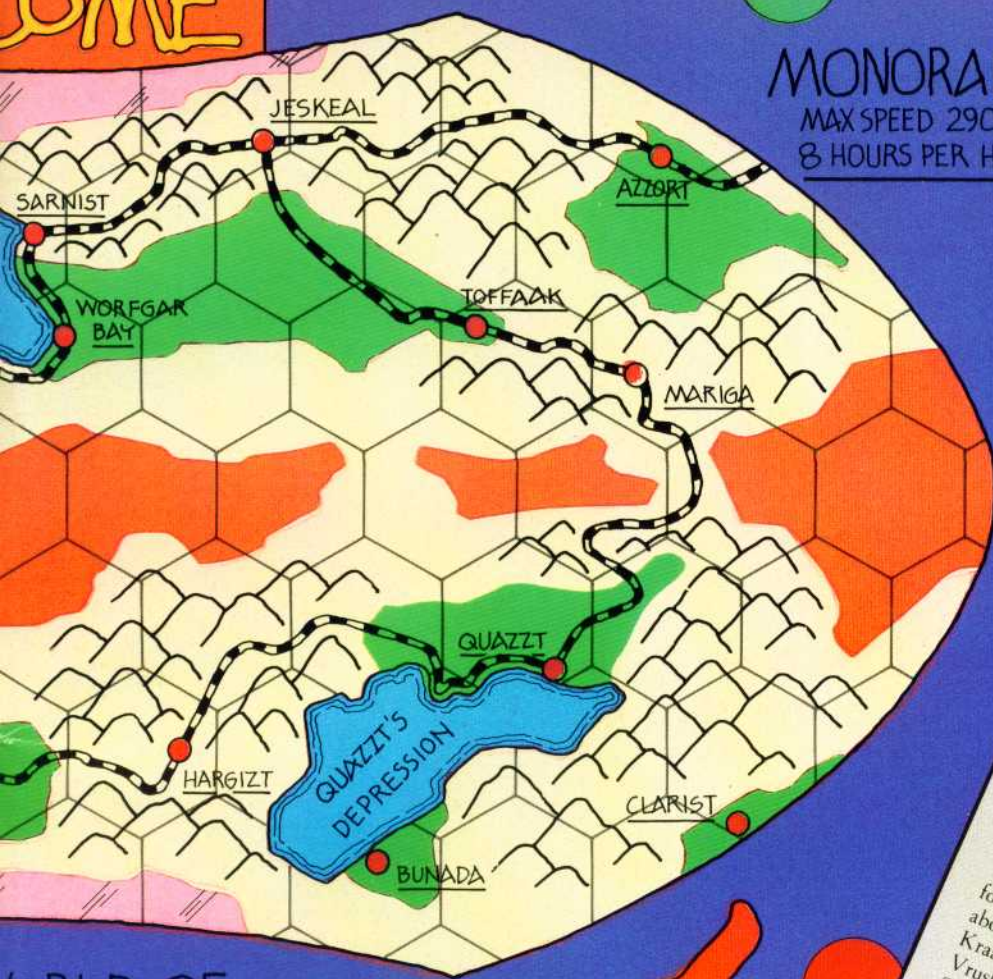
1 SQUARE
EQUALS 2M

PLAN TWO

THE TRANSGLO



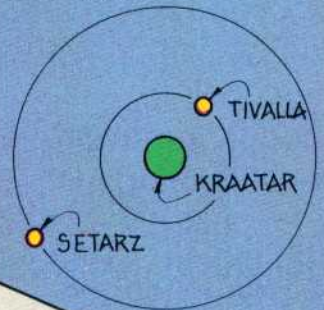
COME



MONORAIL
MAX SPEED 290 kph
8 HOURS PER HEX

- FLATLANDS
- DESERTS
- SEAS
- UPLANDS
- MOUNTAINS
- ICE CAPS

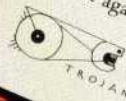
DIAGRAM TWO
SATELLITES
OF KRAATAR



Statement from the office of Jack Legrange,
Director of Trojan Enterprises

Today I had the honour of receiving the Fulbourn-McCoy prize for bio-electronic engineering. During my speech, I spoke about the continued threat posed by the Vrusk to the people of Kraatar. Unfortunately, the broadcast was interrupted by the Vrusk responsible for running the local tri-vid network. Therefore, I now wish to inform you of the rest of my speech.

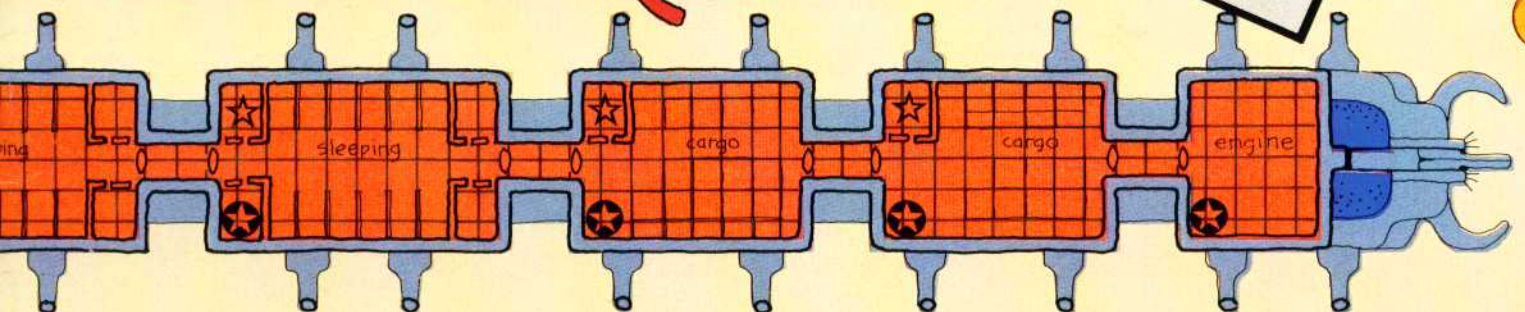
The Vrusk in the Frontier are a menace to us all. Their presence leads to an undermining of all that we hold sacred. Where the Vrusk have appeared, basic Human, Yazirian, and Dralasite freedoms have been curtailed. They have come to hold all the key executive and administrative positions on my homeworld of Kraatar, and are attempting to subjugate the spirit of my people, as well as steal my planet's wealth. The Vrusk regime on Kraatar is oppressive and must be changed. I am returning to Kraatar to speak out against their presence and to organise a protest against the Vrusk stranglehold of my homeworld.



PLAYERS' AID #1

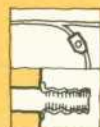
★ HATCH
★ EQUIPMENT

GLOBAL MONORAIL



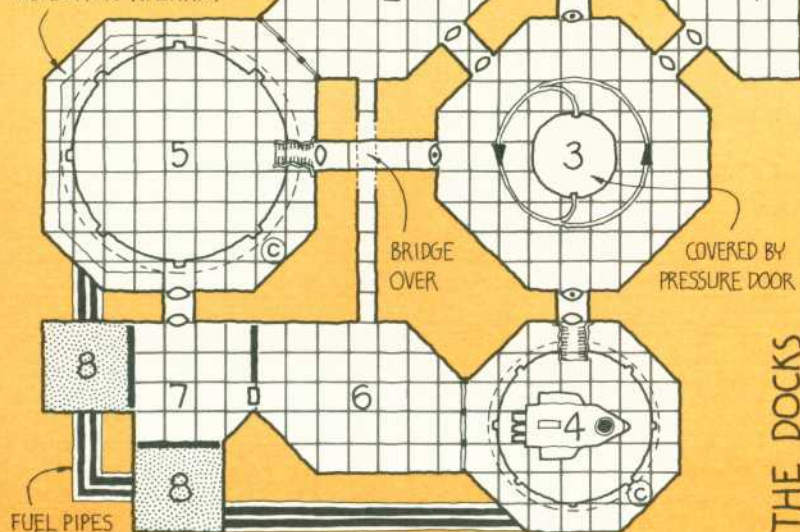
ZONE I

(1SQ=5M)



STEEL RAILS WITH MAGNITRUK
RETRACTABLE DOCKING TUBE

INSPECTION WALKWAY



THE DOCKS

ZONE II

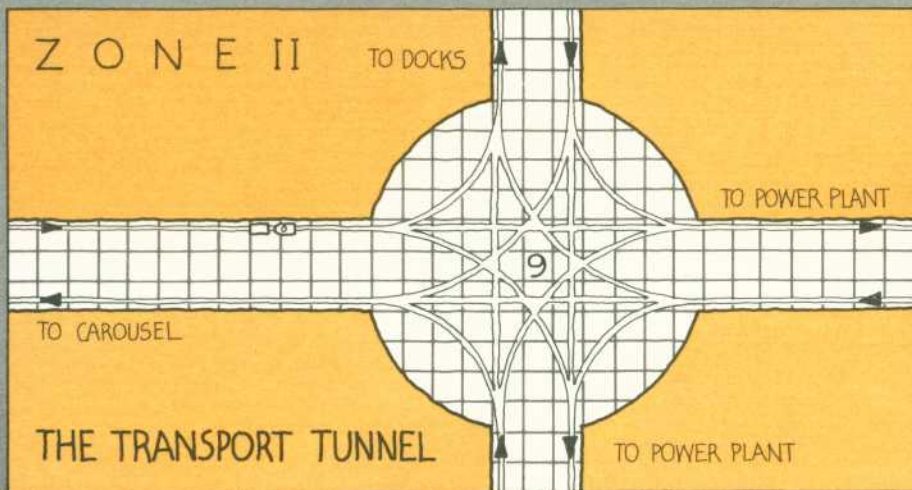
TO DOCKS

TO POWER PLANT

TO CAROUSEL

THE TRANSPORT TUNNEL

TO POWER PLANT



ZONE III, IV

LIFE SUPPORT

POWER GENERATORS

POWER PLANT/LIFE SUPPORT

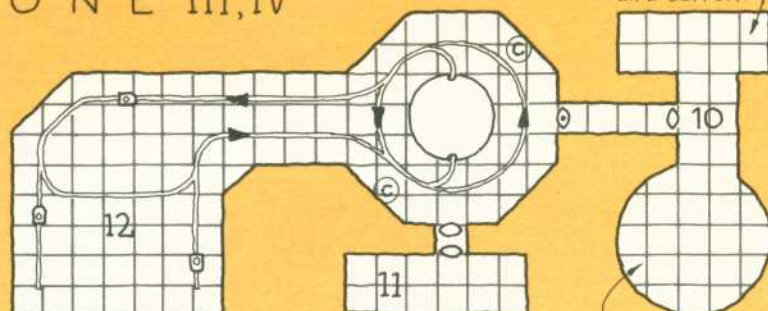
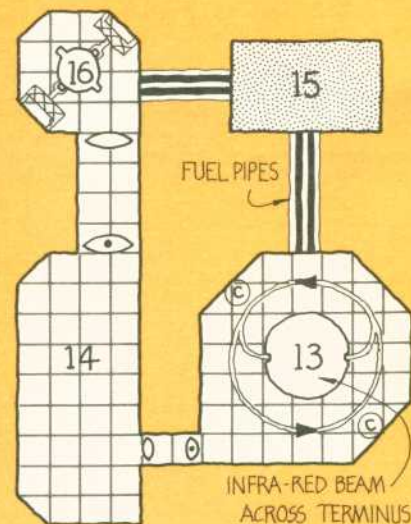
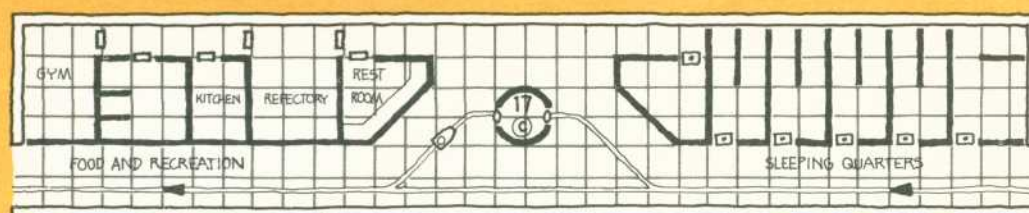
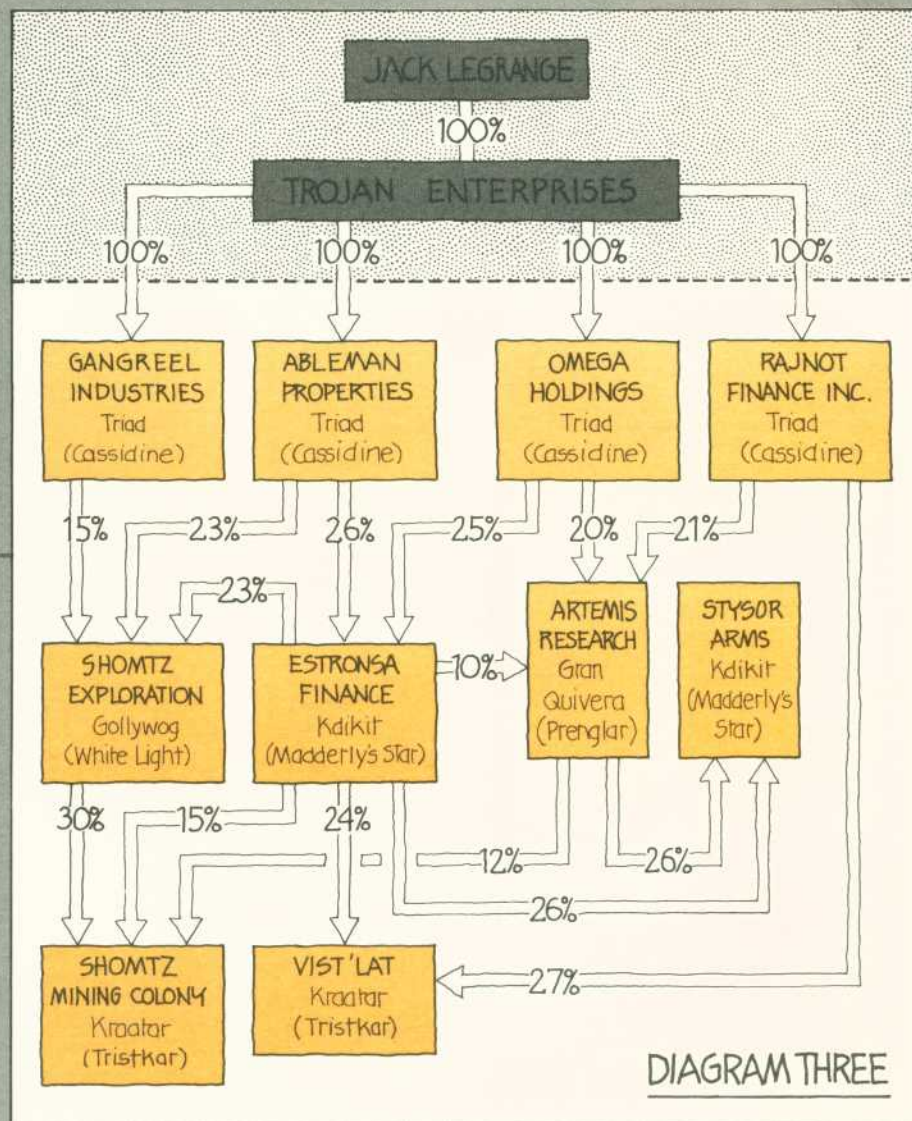
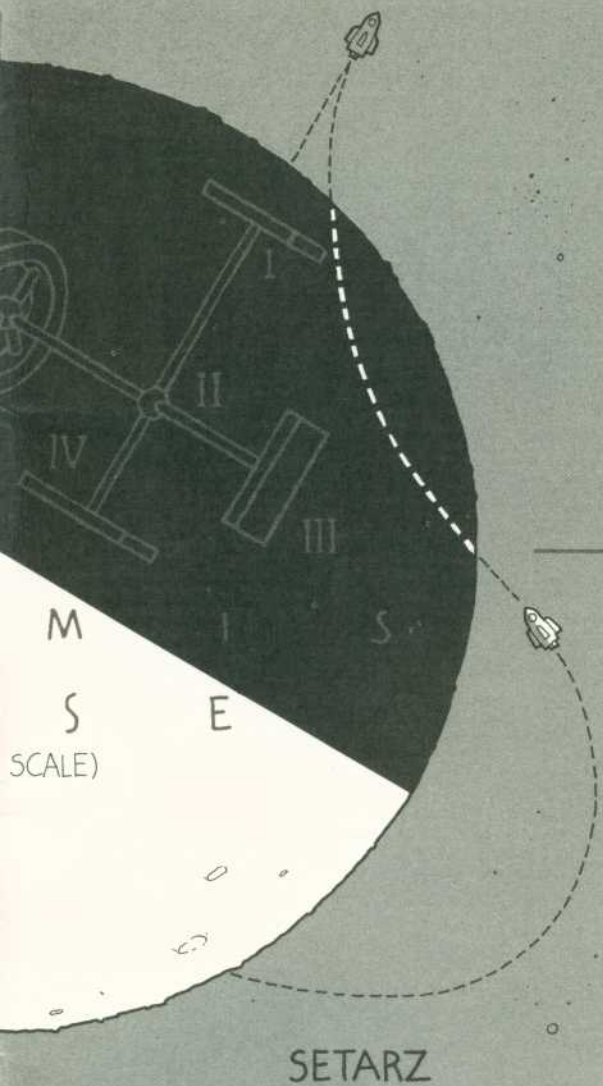


DIAGRAM FOUR

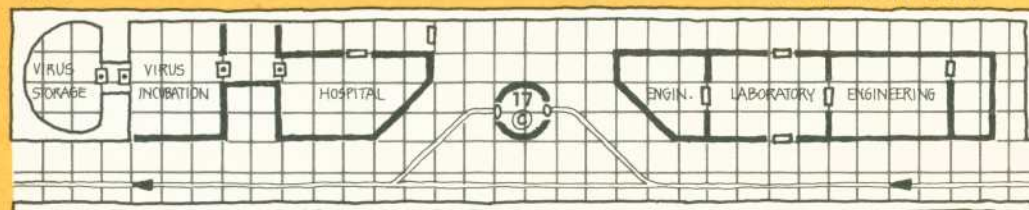
ZONE V



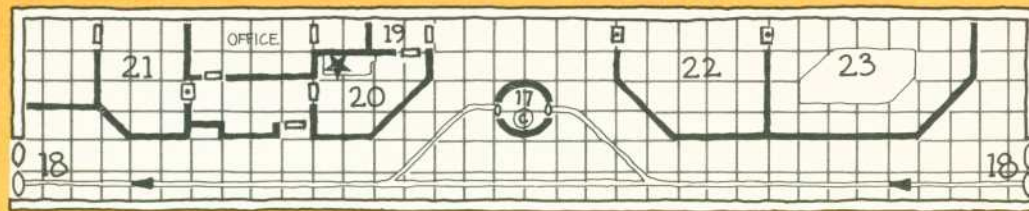
THE MISSILE SILO



VI/A RECREATION AREA

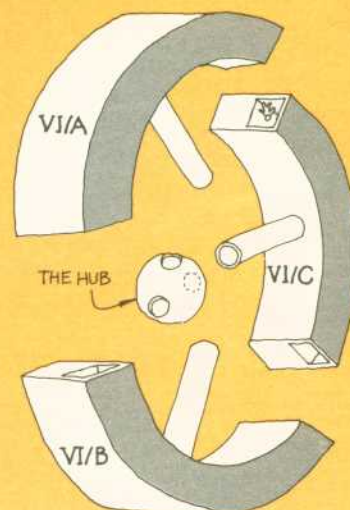


VI/B SCIENCE AND ENGINEERING AREA

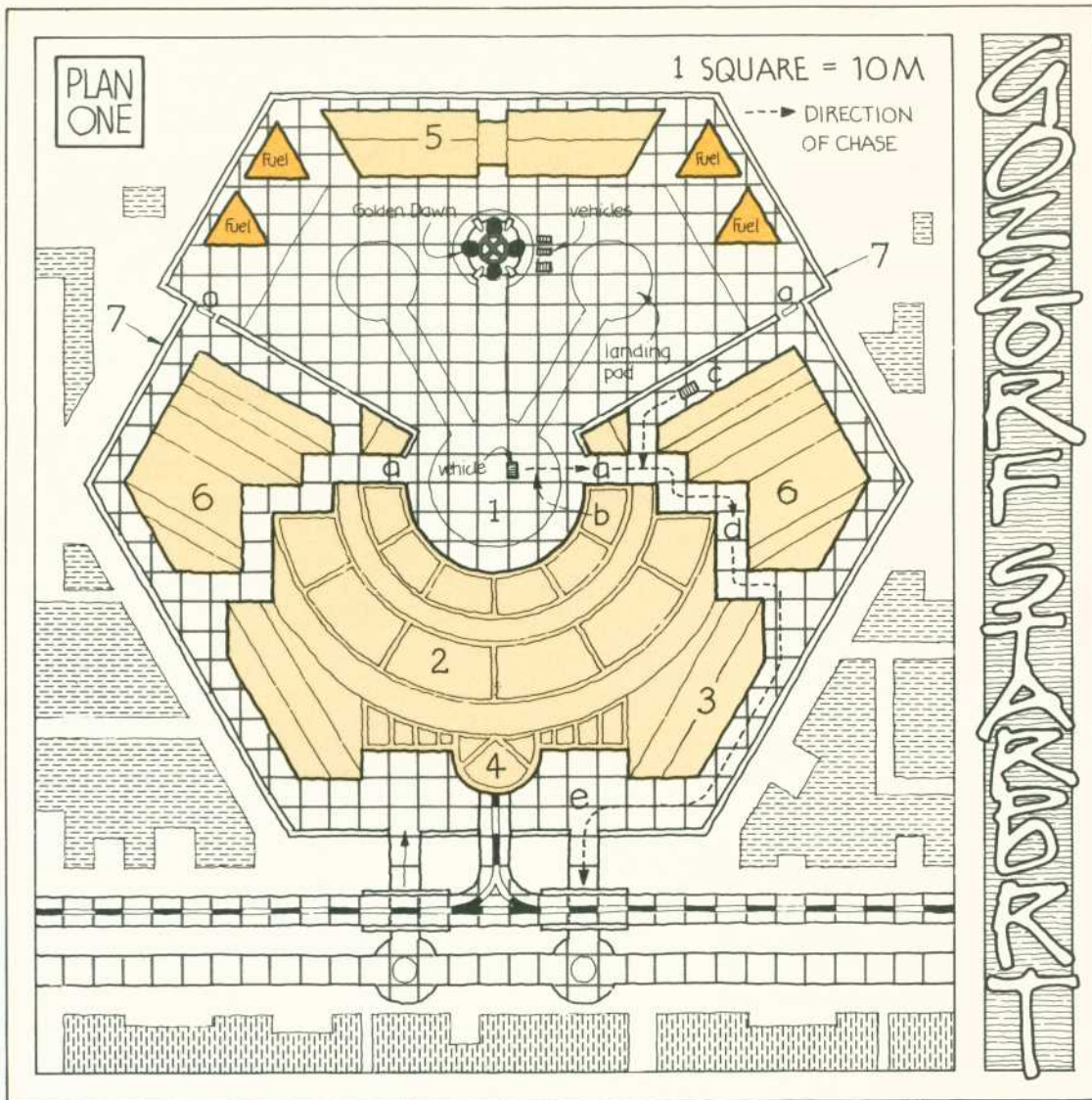


VI/C COMMAND AREA

ZONE VI

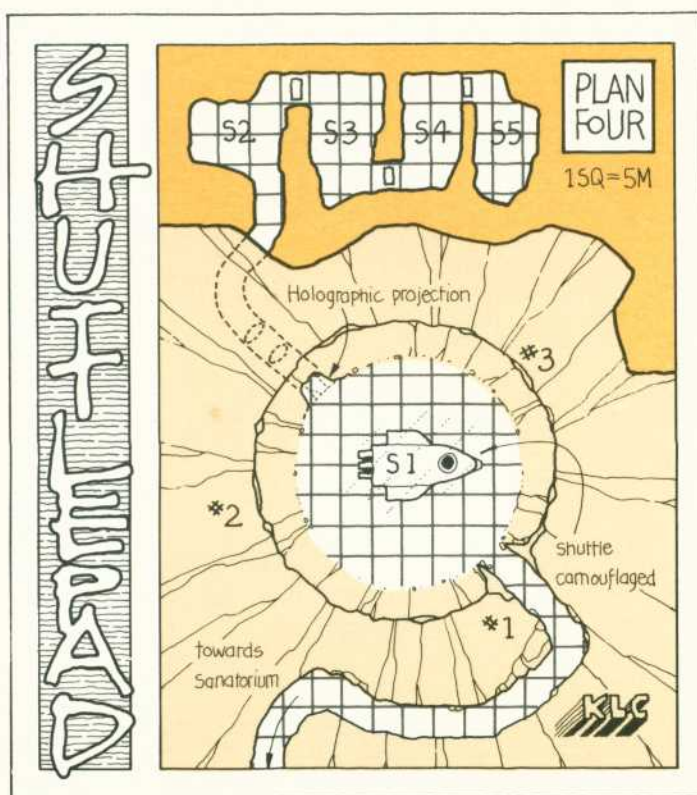


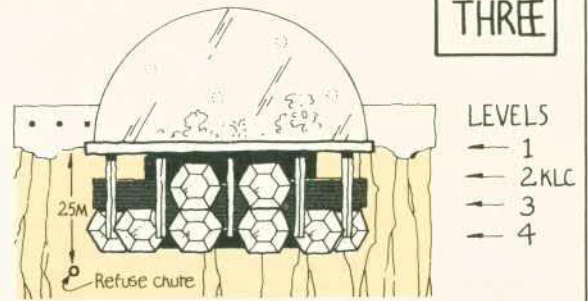
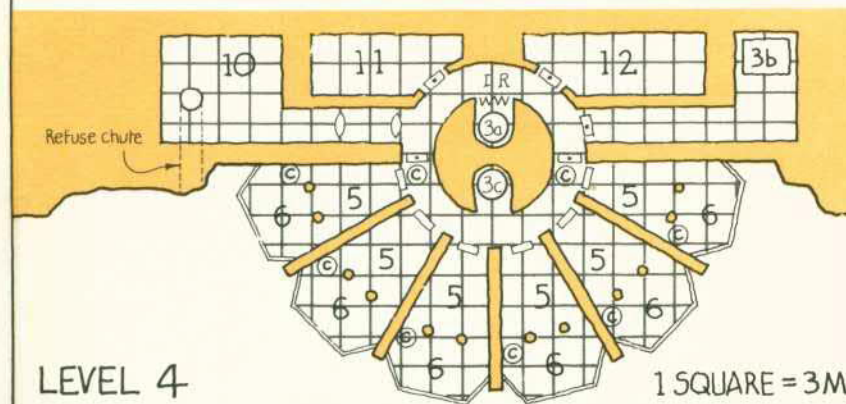
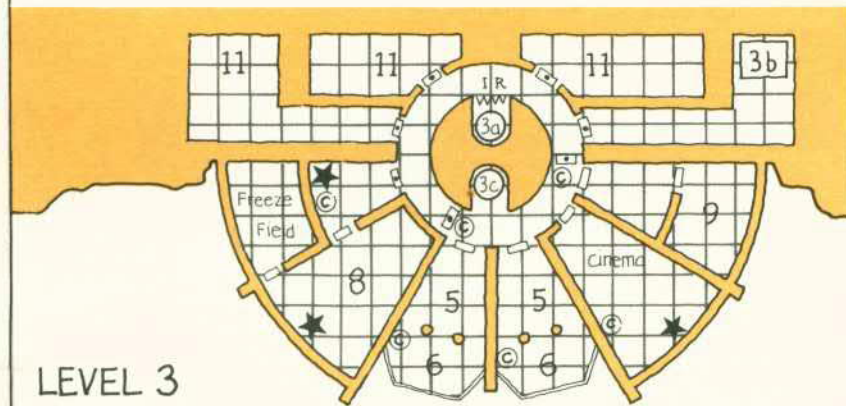
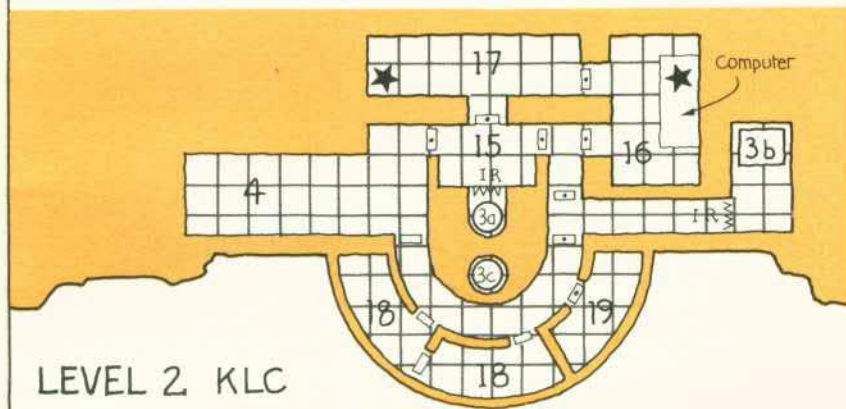
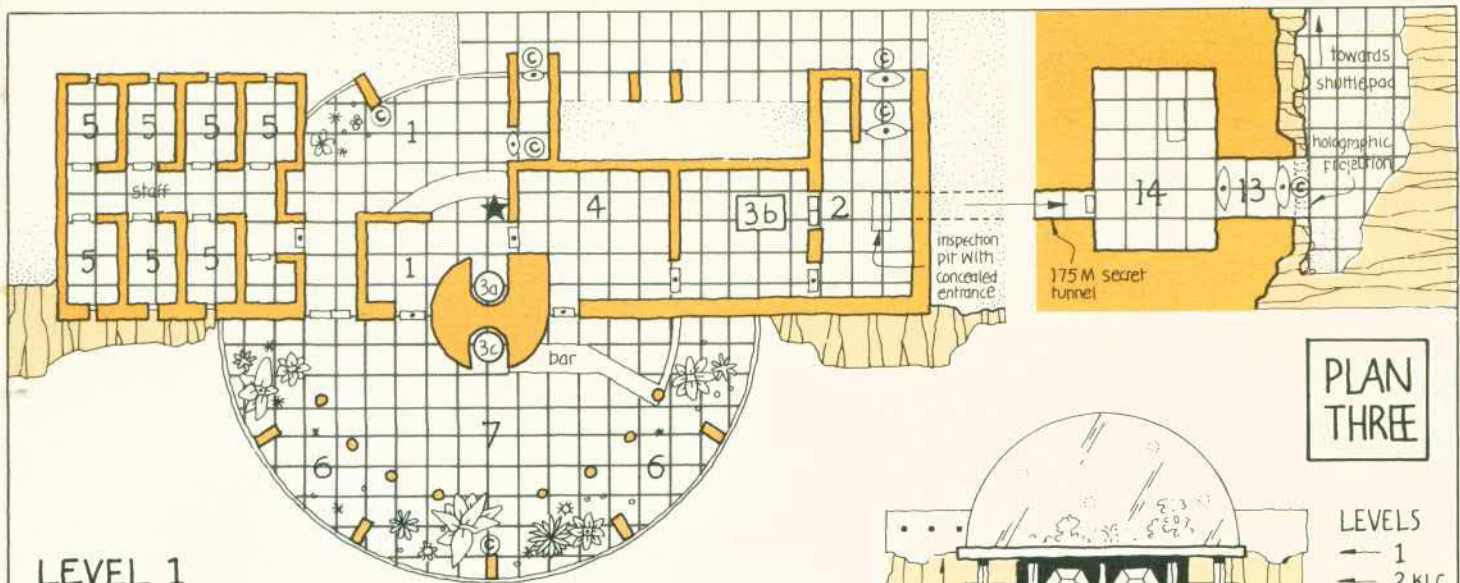
THE CAROUSEL



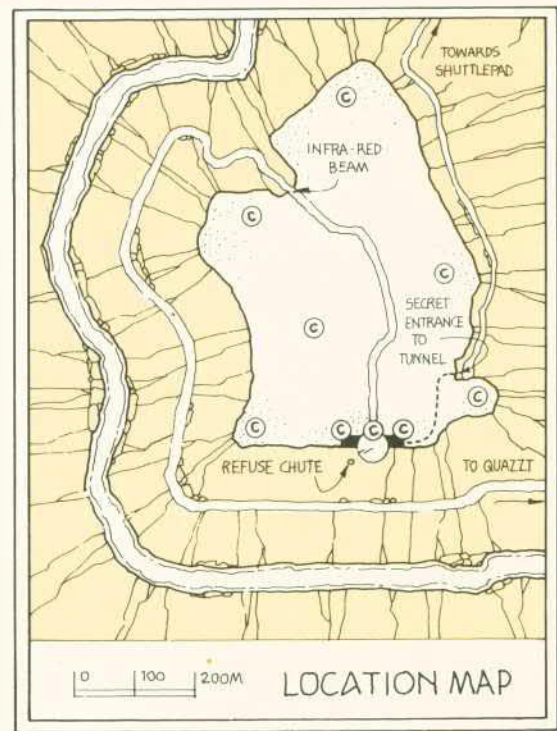
KEY

- SLIDING DOOR
- DOOR WITH VOICE RECOGNITION LOCK
- AIR-LOCK DOOR
- AIR-LOCK DOOR WITH VOICE RECOG. LOCK
- I.R. BEAM
- SECURITY CAMERA
- COMPUTER TERMINAL
- HIGH TENSILE GLASS
- UNDERGROUND TUNNEL
- RIVER AND SEA
- KRAATAR FLATLANDS
- MOUNTAINS





HIGH PEAKS SANATORIUM

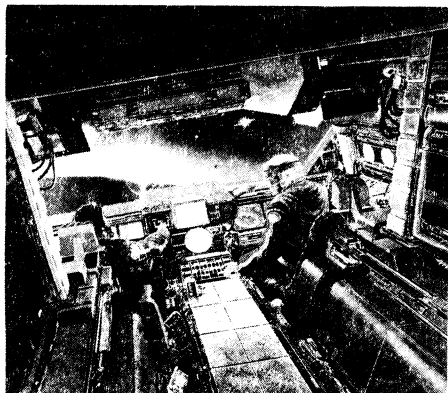


A STAR FRONTIERS®

Alpha Dawn Adventure

Dark Side of the Moon

by Jim Bambra



PRODUCTION: Phil Gallagher
EDITING: Graeme Morris and
Phil Gallagher
MAPS: Geoff Wingate
COVER ART: Keith Parkinson
INTERNAL ART: Kevin Hopgood and
Jeff Anderson
LOGOS & DIAGRAMS: Geoff Wingate

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TSR, Inc.
P.O. Box 756
Lake Geneva
WI 53147
USA

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge,
CB1 4AD
United Kingdom

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This module is designed for 3-6 experienced characters with skills of levels 4-6. Technical and psycho-social skills play an important part in the adventure, as it is set on a developed and populated world. The ability of characters to garner information from NPCs and computers is vital, and reliance on combat abilities alone will not be sufficient.

The adventure takes place on the planet Kraatar, where the marked differences in attitudes and life-styles between the Human and Vrusk populations have led almost to a state of civil war. On the one hand, the original Human settlers have adapted to an individualistic, self-sufficient, agricultural life-style, while the "newcomer" Vrusk ardently serve the interests of their technologically-based trade houses.

Feelings are running high and Kraatar's society is polarised between the ideals of the two races. However, for one Human little idealism remains. Jack Legrange's hatred for the Vrusk has convinced him that the end can justify the means...(see **NPCs - Pull-out Sheet III**).

BACKGROUND

Kraatar

This adventure takes place in the system of Kraatar, which should be placed on the Map of the Frontier Sector in any square to the right of K'Tsa-Kar (see **AD - p51**). Of course, you may freely alter this location to suit your own campaign. Kraatar is a small planet in the Tristkar system. Most of the surface is covered by rugged, mountainous uplands and desert plateaus where the atmosphere is too thin to be breathable. Only in the lowland depressions (flatlands) scattered around Kraatar's temperate zones is the air dense enough to breathe, and only here are there rivers and lakes (see **Kraatar System Brief - Pull-out Sheet I**).

The Humans

Two hundred years ago, Human colonists from White Light came to Kraatar, settling at Gozzorf on the shores of the Yatiz Sea (see **Map K**). When their early attempts at mining proved fruitless, the newcomers adapted their life-style to farming. Although the Humans grew to love their new world, Kraatar offered them few riches and, as equipment wore out, an attitude of self-reliance and self-sufficiency grew amongst the Kraatarans. Contact with other worlds was only sporadic, and Kraatar was largely ignored (see **History of Kraatar - Pull-out Sheet I**).

2 INTRODUCTION (Background/Jack Legrange)

ALPHA SECTION: DARK SIDE



The Vrusk

Eighty years ago, the computer of a Vrusk trade ship suggested Kraatar as a "world suitable for commercialisation." Soon, Vrusk trading ships were flocking to Kraatar, trading up-to-date equipment for agricultural products. Permanent Vrusk colonies were established and new industrial plants expanded the planet's economy to include the manufacture of computers and glassware. The traders had become settlers, and the settlers were on Kraatar to stay. (see **Enter the Vrusk and Major Trade Houses - Pull-out Sheets I-II**).

Culture Shock

At first, the Humans felt only the benefits of Vrusk commercialism, but other changes were also afoot. Many Human farm-workers, displaced by new agricultural machines and drawn to the new towns by hopes of jobs in the Vrusk manufacturing plants, were unable to cope with an urban life-style and the structured organisations of the Vrusk. Unable to return to the land, many Humans began to feel threatened by the well-meaning off-worlders (see **The Dispossessed - Pull-out Sheet II**).

The Vrusk, intent on making Kraatar a more prosperous world, could not understand the Humans' problems. The apparent reluctance of the Humans of Kraatar to become properly involved in the commercial life of the planet led many Vrusk to regard them as antisocial and

lazy. Opinions vary between those who favour conciliation and a softening of attitudes, and those who see the dissident Humans as a threat.

The KLC

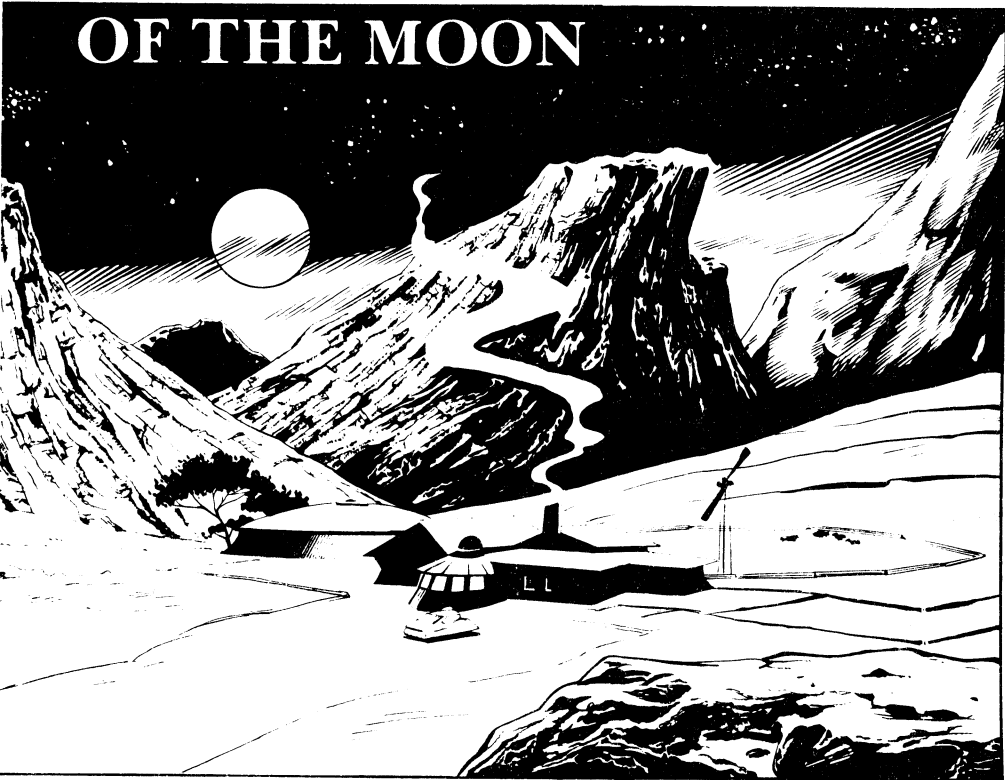
Despite a continued growth in prosperity, and the efforts by the Vrusk to sort out problems by employing experts in Human personnel management, the animosity between the races swelled. Eventually, 30 years ago, a group of Human idealists led by Jack Legrange and David Dever, founded the Kraatar Liberation Corps (KLC): a secret organisation dedicated to freeing Kraatar from Vrusk domination by "direct action", including bomb attacks and sabotage directed against the Vrusk (see **Legrange and the KLC - Pull-out Sheet III**).

The Vrusk Commercial Council have recently taken the step of employing RIK, a Vrusk security trade-house, to police the major centres of population. At the same time, the Vrusk trade houses have increased their own internal security and have even taken clandestine reprisals against "known agitators".

JACK LEGRANGE

Already famous in business and scientific circles as the head of the highly profitable limb and organ regeneration company Trojan Enterprises on Timeon, Jack Legrange has recently shot to galaxy-wide prominence as the winner of the coveted

OF THE MOON



Fulbourn-McCoy Prize for medical research. Born on Kraatar, but exiled for KLC activities, he has long spoken out for the removal of "Vrusk interference" from his home planet, and made an impassioned speech to this effect during the prize-giving (see page 4).

Since his exile, Legrange has continued his clandestine support of the KLC with weapons and finance, and he has established a clinic, the High Peaks Sanatorium, as a front for their operations on Kraatar (see **Legrange and the KLC**). The sanatorium purports to provide therapy for over-worked Vrusk, but in fact uses its "stress-alleviation therapy" as a cover for an operation to implant a control device in the brains of selected Vrusk patients. The device enables them to be pre-programmed to carry out certain tasks (see **The Implant - Pull-out Sheet VIII**).

Legrange's plans have gone beyond the liberation of the Humans of Kraatar, and now include the annihilation of the Vrusk and the establishment of himself as ruler of the planet. Following his outspoken speech at the Fulbourn-McCoy prize-giving, Legrange will apparently journey to Kraatar, and there be killed by Vrusk extremists. In fact, it is an unwitting double, Troy Trans, who will die — at Legrange's direction! For Legrange hopes that his "murder" will tip the balance of Vrusk-Human relations from antipathy to civil war.

Meanwhile, Legrange will be at his secret base on Kraatar's moon, Setarz, making the final preparations for the release of a

deadly virus, genetically engineered to affect only Vrusk, into the atmosphere of Kraatar. This will kill off the Vrusk inhabitants, and in the ensuing chaos Legrange will "return from the dead" to take up the leadership of "his people". Unknown to Legrange, however, the virus will react with Kraatar's atmosphere to threaten all lifeforms on the planet. One week after being released into the atmosphere, the virus will have killed all Humans as well (see **Fumiga Virus - Pull-out Sheet III**).

HOW TO USE THIS MODULE

The middle eight pages of the module (numbered I - VIII) contain information which may be needed at any time during the adventure. These pages should be removed from the rest of the module booklet for ease of reference.

Experience Awards

Experience points should be awarded, according to each player's performance, at the end of each section:

Beta Section: achieving interview with Trans/Legrange - 3 xps; chasing the assassins - 3 xps; defeating the assassins - 3xps.

Gamma Section: interviewing likely suspects - 6 xps

Delta Section: thwarting the KLC attack - 3 xps; saving the train - 3 xps; defeating

Dever and the KLC at the Sanatorium - 3 xps; gaining the data from the computer - 3 xps; capturing the shuttle - 3 xps.

Epsilon Section: entering Artemis Base - 3 xps; destroying the missile - 3 xps; capturing or killing Legrange - 3 xps.

Computers

It is essential that the player characters make good use of computers, since important information is contained in various databases scattered throughout the module. Full details for using computers and the databanks can be found on **Pull-out Sheet VI**. Players unused to relying on computers for information, may initially need encouraging (by means of a friendly NPC) to do so.

Maps and Mapping

Detailed maps have only been included for areas where combat is likely to occur. Other areas are treated much more abstractly — the City of Gozzorf (**Map G**) shows only the separate areas of the city. If your players request street plans, you can either describe an area of a city already familiar to you (altering it to reflect what you know of Gozzorf) or else say that it is not really important — the city is very big and no-one expects to be able to map a city fully.

Abbreviations

AD - STAR FRONTIERS® Alpha Dawn Expanded Game Rules.

Creature/Robot/Character Statistics

ATT - Attack rating
BODY/LEVEL Body type/robot level
DEX - Dexterity
DM - Damage
IM - Initiative modifier
INT - Intuition
LDR - Leadership
LOG - Logic
M - Melee weapons base chance to hit
MOVE NORM/MAX - Mode of movement (normal/maximum movement speed)
MV - Movement class
PER - Personality
PS - Punching score
RS - Reaction speed
RW - Ranged weapons base chance to hit
SA - Special attacks
SD - Special defences
STA - Stamina
STR - Strength
Std - Standard

BETA SECTION: BEGINNINGS



INTRODUCTION

In this part of the adventure, the player characters (PCs) are hired by a journalist wishing to interview Jack Legrange about his recent scientific award (see **Prize-Giving** and **The Newshound** - below).

Provided with a cover story, the group are to travel to Kraatar on the same ship as Legrange, his two bodyguards, and two Vrusk executives (see **The Golden Dawn** - below). However, the man they believe to be Jack Legrange is an unwitting decoy — Troy Trans (surgically altered to look like Legrange - see **Pull-out Sheet III: NPCs**) — whom Legrange has duped into travelling to Kraatar in his stead. This is the first stage of Legrange's deranged "Excelsior" plan to "eradicate all Vrusk from the face of Kraatar".

When the ship docks at Gozzorf starport, Trans/Legrange will be assassinated by two Vrusk, backed up by the Vrusk executives (see **Laser Blast** - page 6) all controlled by Legrange's brain implants (see **The Implant** - **Pull-out Sheet VIII**). The PCs will have the chance to chase the assassins, but the assassins will be destroyed by explosive charges in the implants before they can be caught. Afterwards, the PCs will be interviewed by starport security and inevitably, their cover story is blown (see **The Squeeze** - page 9). It is important that the PCs trust the security official, for, providing they can convince him they are not insurgents, he will be a valuable ally. Without his aid — given in return for some investigation into the motives behind the assassination — the PCs could have difficulty leaving Kraatar at all!

PRIZE-GIVING

When the adventure starts, the player characters are assumed to be between jobs. While visiting one of the starport bars they will see an interesting news broadcast:

The bar's loud music stops as vid screens flash into life around the bar. Appearing on their screens is a view of a stately hall with a podium at one end. "Today, the distinguished scientist and philanthropist Dr. Jack Legrange was awarded the Fulbourn-McCoy prize for his contribution to bio-engineering."

After a few moments, during which the bartender asks for silence:

Dr Legrange, a middle aged Human, approaches the podium and accepts the prize from one of the officials. As is customary, he turns to face the crowd to make a speech. "Thank you for the honour you have bestowed on me, I am most grateful and pleased that my work has been recognised. I would like to take this opportunity to draw your attention to the planet of Kraatar, my home-world, where the Humans are being ruthlessly exploited by the Vrusk. These creatures have been undermining Human rights on Kraatar. They must be stopped, this cannot be allowed to go on, for the galaxy..."

The picture is suddenly blanked out as an official-sounding Vrusk voice makes an announcement, "Due to technical failure, we are unable to continue this broadcast, we will meanwhile play you some mus..."

A Yazirian bartender switches the tri-vid off at this point, muttering about the terrible decline in the quality of service recently.

THE NEWSHOUND

A day after this incident, the party are approached by Charletta Komitz (see **NPCs** - **Pull-out Sheet III**). After introducing herself and offering to buy the PCs drinks, she informs them that she works for Pan-Galactic Holo-News, a reputable frontier-wide news agency, and that she is trying to obtain an interview with Jack Legrange. Following his outburst at the awards ceremony, Legrange has refused to speak further but a press statement (**Player Aid 1** - on the inner module folder) has been issued by him.

Charletta wants evidence for an exposé of Legrange's illegal connections with the trustees of the Fulbourn-McCoy prize, although her suspicions are, in fact, unfounded. However, Legrange is notorious for his dislike of journalists and since he travels everywhere with his bodyguards, Charletta wants to hire the PCs as a back-up in case of trouble. She explains that Legrange is scheduled to leave for Kraatar in two days time, on board the space liner "The Golden Dawn".

If the PCs express interest, she adds that she would also like them to help with her investigations into Legrange's activities on Kraatar. For these services she can pay all travelling expenses plus 5000 Cr (but can be bargained up to 8000 Cr.). If the PCs accept the job, she gives them the Tourists' Guide to Kraatar (**Player Aid 2**) and a cover story (see below) to explain their business on the planet.

The Cover Story: Charletta can provide the PCs with papers which identify them as recently hired employees of Sik'Triksta, the Vrusk trade house specialising in transport on Kraatar (see **Major Trade Houses** - **Pull-out Sheet II**).

By using a starport computer terminal, the players can discover general information about Legrange and Trojan Enterprises (see **Computers** - **Pull-out Sheet VI**). Until arriving on Kraatar they cannot find out any more information.

THE GOLDEN DAWN

Far from travelling to Kraatar aboard the Golden Dawn, Jack Legrange is already enroute to Kraatar aboard his own ship. Troy Trans (surgically altered to resemble Legrange exactly — see **NPCs** - **Pull-out Sheet III**) has been sent in his place. Trans/Legrange boards the ship with two bodyguards (who believe him to be Legrange). Two Vrusk executives, the PCs and Charletta comprise the rest of the ship's complement of passengers. Full details of all these characters can be found on **Pull-out Sheet III**.

The starship map from the Alpha Dawn box should be used for this part of the adventure. The ship's bar and lounge are off the map to the left of the passenger cabins. When the players board the ship, their baggage is searched by the Dralasite steward. All weapons, screens and armour are stored in the ship's hold. The steward does not search the PCs' tool-kits or their persons. The steward then shows them to their cabins.

Steward

RACE: Dralasite

STR/STA 55/55

DEX/RS 40/40

INT/LOG 60/60

PER/LDR 40/40

PS 3

IM 4

RW 30%

M 28%

Special Abilities: Elasticity (4 limbs), Lie Detection 22%



SKILLS (PSA - BIOSOCIAL): Psycho-social 2, Beam weapons 1, Medical 1.

Weapons and defences: None carried, but in the event of trouble will collect a laser pistol, an albedo screen and a power backpack (50 SEU) from the bridge.

An hour after the PCs board the ship, it lifts off from the starport and begins acceleration towards Kraatar. Charletta encourages the PCs to make the initial approaches to Legrange and assess his mood, but for all of the first day Trans/Legrance stays in his cabin. His bodyguards watch the door at all times, working in shifts and allowing no one to enter. Attempts to influence these guards with *persuasion* and *hypnotism* automatically fail, as they are totally loyal and cannot be swayed from their duty.

From the second day, Trans/Legrance is often in the lounge — playing games or reading. In the evenings he can be found in the bar. He is accompanied at all times by his two bodyguards. The bodyguards keep a wary eye on the two Vrusk executives and refuse to let any PC Vrusk near to their boss. Any other PC may approach Trans/Legrance and find him to be a sociable and likeable fellow. Trans/Legrance engages in general con-

versation and buys the PCs drinks. He is very suspicious of any Vrusk in the party and unwilling to deal with them.

At some convenient time after this, Charletta persuades Trans/Legrance to give her a short interview. The non-Vrusk PCs are invited along, and the character with the highest technician skill is asked to operate the holo-camera.

The Interview

Before the interview, Charletta encourages the PCs to ask questions as well and you should try to avoid having her do all the work.

The following information and views can be gained from Trans/Legrance during the interview. You may like to elaborate on it by using background material from the **History of Kraatar**, the details of Trans, and notes on the Trade Houses of Kraatar (see **Pull-out Sheets I-III**). Be sure that players ask for this additional information before you give it to them!

- Vrusk are enslaving Humans; the Humans have no choice but to work for the Vrusk in their factories or indirectly on the farms.

- Humans are treated as second class citizens; no Human holds a managerial post, all have low jobs in the hierarchy.
- Vist'Lat, described as "by far the most rapacious trade house on Kraatar", has been carrying out vigilante raids against Humans.
- When asked about his connections with the Fulbourn-McCoy board of trustees, Trans/Legrance is very offended and terminates the interview immediately. This behaviour merely serves to arouse Charletta's suspicions even further.

After the interview, Charletta gives the video tape to the PCs for safe-keeping.

The Cargo Hold

The cargo hold is secured with a level 4 electronic lock and is fitted with a level 2 security device. Unless this has first been deactivated, an alarm sounds on the bridge when the door is opened. Two minutes after the alarm sounds, the steward (laser pistol and power backpack - 50 SEU) arrives to investigate.

Should the PCs enter the hold they find little of interest: Trans/Legrance's equipment — three albedo screens, two laser



rifles and a laser pistol, as well as bundles of press releases (similar to the one on the inner module cover). The Vrusk executives' luggage consists of four fragmentation grenades and two laser pistols. If later questioned about these, the Vrusk claim the weapons are for defence only.

Approach to Kraatar

As the *Golden Dawn* nears Kraatar, passengers are invited onto the bridge to watch the approach manoeuvres. If the PCs go to the bridge, they find Trans/Legrance and his bodyguards already there. The Vrusk executives have elected to stay in their cabins. The *Golden Dawn* passes close to Tivalla, the nearest of Kraatar's two moons:

The bridge is humming with activity as the crew make the final approach manoeuvres. Through the view screen can be seen a large black void set against the backdrop of stars. Light begins to appear at one edge as the ship alters its course. Soon more of the light side of the moon comes into view. Suddenly the whole of space is illuminated by a flash of light from the dark side. The crew frantically flick switches as the captain shouts out orders.

The explosion is from the Shomtz Mining Colony on the dark side of the moon. The captain knows that there is a mining colony in the area of the blast and he radios the starport on Kraatar, to inform them of the situation. On no account does he deviate from his course to Kraatar. As final approach is made, the bridge is cleared of all passengers. They are told by the steward that they will be landing at Gozzorf starport shortly and to meet by the airlock in 2 hours time, ready to disembark.

When the PCs arrive at the airlock, they find their baggage from the hold already there. As the ship docks, they are able to take whatever they like from it.

WELCOME TO KRAATAR

(Maps K & G/Plan 1)

Gozzorf starport is owned and controlled by Vist'Lat trade house (see **Major Trade Houses - Pull-out Sheet II**), who deal with the administration of the starport

BEGINNINGS (Welcome to Kraatar)

and provide customs officials. Following a KLC attack on the starport a fortnight ago (see **The Freedom Fighters - Pull-out Sheet II**), VL have contracted RIK (Ral'lk'Ka) personnel to oversee security matters and provide trained guards.

Just before the starship lands at Gozzorf starport (see **Plan 1**), one of the Vrusk executives remembers that he left a bag in his cabin and both Vrusk return for it.

Trans/Legrance is about to be assassinated as he steps from the starship. Charletta Komitz is killed in the ensuing cross-fire, and the PCs have the opportunity to chase the killers:

The starship touches down and all goes quiet as its motors cut out. The airlock begins to hum as it slowly opens to reveal a bright pink sky and orange-yellow sun. Before you lies the starport with its administrative tower and landing bays. A ground transport is moving towards the ship and parked by the landing ramp are a ground car and a cycle. At the bottom, stand three uniformed Vrusk, one of whom holds a hand computer.

The approaching ground transport contains two Vist'Lat Vrusk maintenance personnel. They park the transport near the landing ramp and begin to inspect the ship's landing gear. The three Vrusk waiting at the bottom are unarmed VL customs officials.

Trans/Legrance and his bodyguards leave the ship after the PCs. The customs officials politely ask for people's names and ID cards, enter the names into their hand computer (see **New Equipment - Pull-out Sheet VIII**) and await a reply from the main computer. This is merely a formality and delays the PCs for a minute at most. Charletta expresses a desire to have a final word with Legrance and so waits at the base of the landing ramp. The customs officials meanwhile direct the PCs to the Administrative block where their baggage is to be checked before they are allowed to leave the starport. Following the attack on the starport by the KLC, this is now standard policy and cannot be avoided; at present only pistols and melee weapons are allowed on Kraatar. All heavy weapons and grenades are held by Vist'Lat and are only returned when characters leave the planet.

Laser Blast

As Trans/Legrance moves onto the landing pad, a flash of laser light comes from area 1, striking Trans/Legrance and instantly killing him (below -30 STA). At the same moment, the two Vrusk executives appear in the airlock. Both throw a fragmentation grenade (8d10 points of damage) at Legrance, his bodyguards, and the customs officials. Charletta is fatally wounded in this attack. The Vrusk then produce laser pistols and shoot (4 SEU per shot) at the bodyguards (if they are still alive), otherwise they fire at the PCs. The bodyguards return their fire, while the customs officials hastily take cover underneath the starship, where the maintenance personnel are already hiding.

The Assassin

The assassin is an RIK Vrusk with a brain implant, who carries a laser rifle and two power backpacks (50 SEU each). She has just fired a 20 SEU shot, and next round she switches to 5 SEU before fleeing to a ground car parked nearby. Another Vrusk (also a brain-implemented RIK employee) waits in the ground car and is armed with a laser pistol (set to 4 SEU) and a power backpack (50 SEU). The statistics of both of the assassins can be found on **Pull-out Sheet IV**.

Actions of NPCs

The two assassins attempt to flee towards Gozzorf City, following the route marked on **Plan 1**. If the PCs "commandeer" the parked vehicles to follow them, use the **Chase** section (see page 7). In any event, the assassins wreck their vehicle while attempting to break through the main gate (area e). Whether the PCs give chase or not, Starport Security wish to interview them as soon as the assassins have been dealt with (see **Aftermath - page 9**).

The suddenness of the attack effectively paralyses the Starport Security. Starport personnel take no part in the chase, but those at the main gate (area e) fire at the assassins as they attempt to leave the starport (see page 8). Irrespective of whether the PCs give chase, a Vrusk controlled by an implant directs a security robot from the Administration Building (see page 8), to kill them. The robot attacks until destroyed.



THE CHASE

The parked vehicles (a ground car, transport and cycle) are not locked. The PCs can automatically enter and start the vehicles in 1 turn. In the following turn they can give chase. The assassins (in their ground car) attempt to evade their pursuers and fire at any pursuing vehicle (see AD p32). They attempt to escape as quickly as possible, and Reaction Speed checks should be made where necessary for the driver. If their vehicle crashes and cannot be restarted, the assassins flee on foot.

Vehicle Statistics

All speeds are given in metres per turn unless stated otherwise.

GROUND CAR

Top/Cruise Speed: 100kph/60kph
Acceleration/Deceleration: 60/40
Top/Turn Speed: 175/80
Passengers: 6

ENCLOSED GROUND TRANSPORT

Top/Cruise Speed: 75kph/60kph
Acceleration/Deceleration: 40/30
Top/Turn Speed: 125/50
Passengers: 3 (up to 6 on top)

GROUND CYCLE

Top/Cruise Speed: 120kph/60kph
Acceleration/Deceleration: 100/40
Top/Turn Speed: 200/100
Passengers: 2

The starport map is divided into 10-metre squares. Normally, a vehicle travelling at its *turn speed* or less, may turn 45

degrees to the right or left for every 5 metres travelled. Therefore, in a 10-metre square it can turn 90 degrees. Once *turn speed* is exceeded, a 45 degree turn can only be made every 10 metres. Attempts to turn faster than this require a Reaction Speed check from the driver on each occasion, with failure resulting in a crash (see AD p31).

Chase Obstacles

a. Checkpoints

These consist of a reinforced plastic barrier across the road, and a booth containing two RIK Vrusk personnel. Usually, ID cards are shown to the guards who then raise the barrier to allow vehicles to pass through.



As the assassins reach the first barrier, it is raised to allow an incoming ground transport to pass. The assassins swerve around the transport and under the barrier before it closes. The transport driver loses control and crashes into the Administration Building (area 2). PCs chasing the assassins can get under the barrier before it closes, if the driver makes a Reaction Speed check. Otherwise, the PCs hit the barrier which shatters and characters in the front of the vehicle take 3d10 points of damage (negated by a successful Reaction Speed check). The vehicle will otherwise be undamaged.

b. Robot

The Vrusk operator of the central computer terminal in the Administration Building (see **The Starport Computer** - below) has a Legrange brain implant. This directs her to eliminate *anyone* trying to detain the assassins. Accordingly, she assumes direct control of one of the security robots and uses it to attack the PCs, at the same time deactivating the other security robots. This attack takes place whether the players have taken up the chase or not, although if they are in a vehicle, the robot must approach them head on. The robot attacks until destroyed.

RIK SECURITY ROBOT

BODY/LEVEL: Standard (reinforced)/4
MOVE NORM/MAX: 8 wheels; 10/90
LIMBS: 2 mechanical arms
PROGRAMS: security lock; attack/defence; computer link
PARABATTERY: type 2
STA & DEFENCES: 150; Albedo screen (powered from 50 SEU battery), A-S implant
WEAPONS: limbs (DM 2 x 2d10); laser rifle; 10 doze grenades and 10 tangle grenades; 100 SEU backpack (for rifle)
ATT 70; IM 7; RS 70

Description: This is a standard RIK security robot, with a specially armoured (but not heavy duty), cylindrical body. Its normal *mission/ functions* relate to restricting access to the central computer terminal in the Administration Building, but the terminal operator has the facility to control it directly from the terminal (see area 2 - **Administration Building**). The robot has 3 cameras mounted in a 3-sided pyramid above its audio-visual sensors. These relay visible light and/or infra-red views of its surroundings to the central computer terminal. Its electrified maintenance panel stuns anyone attempting

to deactivate the robot (negated by a successful Stamina check), and can only be opened safely by altering the robot's *functions* from the central computer terminal.

c. Ambulance

This ambulance is on its way to the scene of the assassination. It suddenly appears from the side road in front of the PCs' vehicle(s) with its siren blaring. Characters making a successful Intuition check hear the approach of the ambulance and can take suitable actions. The ambulance can be avoided if the PCs accelerate past the opening, or else the driver(s) may try to swerve around it by making a successful Reaction Speed check. Failure results in a loss of control (see **AD p31**).

If the PCs fail to hear the ambulance's approach, the first they know about it is when it appears from the side road. A successful Reaction Speed check allows the PCs to swerve around it and continue on their journey, otherwise they will lose control and may collide with the ambulance (see **AD p31**). Unless a collision occurs, the ambulance driver does not lose control and continues on his way.

d. Alley

This links the warehouse section with the main gate. A number of Reaction Speed checks are necessary here for the curves. Failure results in a loss of control. The assassins slow down to *turn speed* here unless closely followed by the PCs.

e. Main Gate

This has a larger barrier than the checkpoints. Hitting this decreases a vehicle's speed by 20 metres/turn and, if the driver fails a Reaction Speed check, the vehicle goes out of control. There are four RIK guards here, who fire at the assassins' vehicle with their laser pistols. Whether the PCs are following or not, the assassins' vehicle automatically crashes and the assassins themselves explode.

Exploding Vrusk

On no account will the assassins surrender. If they, or the Vrusk executives are reduced to less than 0 Stamina, fall unconscious or are captured, the implant

devices in their heads explode, instantly killing the Vrusk in question. The blast is not large enough to affect any other creature. To an observer, it appears that the Vrusk has set off some sort of self-destruct device, totally destroying the cranial carapace. Both assassins carry RIK ID cards.

GOZZORF STARPORT

All buildings are protected by level 4 security devices and locks. If an alarm is activated, a buzzer rings in the Security Wing of the Administration Building (area 3). At the same time, a doze grenade is fired by the defence system at any character it has detected. Four RIK personnel and a security robot arrive on the scene within 3 minutes.

2. Administration Building

This complex houses the offices of Vist'-Lat. From here Vist'-Lat personnel administer the running of the starport. Customs, cargo handling, overhaul, refuelling and monitoring of all vessels entering the system are done from here. Passengers disembarking from or embarking on starships pass through the customs check here. Waiting lounges and recreation facilities are provided for the passengers' entertainment.

Medical facilities and the starport computer are also situated here. The computer's data banks may be accessed by the public from a number of terminals.

The Starport Computer

Access to the starport computer is available at all times from a number of terminals in the Administration Building of the starport. Characters may use these terminals to discover various pieces of information (see **Computers - Pull-out Sheet VI**).

As well as robot management, the central computer terminal can provide its operator with direct remote control of any of the 12 security robots in the starport. This feature, which uses both the robots' computer link program and a radio transceiver, allows several levels of control — from general verbal commands within a robot's *mission and functions*, to direct 'joystick' control with verbal command overrides. The computer's screens can be directed to show the views (visible light or infra-red) from the robot's three cameras.



3. Security Wing

Following the attack by the KLC a fortnight ago (see **The Freedom Fighters - Pull-out Sheet II**) the security trade house Ral'lk'Ka has been employed to protect the starport. Ral'lk'Ka personnel now occupy this part of the Administration Building. The statistics of average RIK personnel can be found on **Pull-out Sheet V**.

4. Monorail Terminus

The terminus is run by Sik'Triksta trade house and runs a regular service to central Gozzorf every 15 minutes. The cost of the journey is 1 Cr. The monorail track is 5 meters above the starport.

5. Maintenance Building

This building complex has a vehicle store, workrooms for overhauling small inter-planetary ships, and extensive repair and overhaul facilities for larger ships.

6. Warehouses

Goods are stored here while they await shipment either to Gozzorf or out of system on a starship.

7. Starport Fence

This is a 5-metre-high, electrified fence (level 2 defence - DM 4d10). Signs warning that it is electrified are located every 10 metres. The power supply for the fence is at the main gate, but a technician making a successful *deactivate defences* roll can wire round a section of fence, diverting the electricity from it and allowing the fence to be cut or climbed.

AFTERMATH

If Trans/Legrange's bodyguards survived the attack, they are taken to the medical section of the Administrative Building, where their wounds are treated. After being interviewed, they leave the starport and go to Gozzorf — providing they do not need hospitalisation.

Starport Security has now overcome its inertia and moved into action. The Vrusk controlling the security robot is discovered, but her head explodes before she can be captured.

Once the assassins are dead, Starport Security will wish to interview the PCs. After 5 turns, four ground cars and a ground transport appear wherever the PCs are. Two RIK personnel get out of the lead car and approach the PCs in a non-threatening manner. They ask the PCs to accompany them to the Administration Building for an interview. If they refuse, twenty armed Security personnel pour out of the vehicles with their weapons trained on the PCs. If the PCs still refuse to co-operate, a fight breaks out, but should the PCs surrender at any point, they are taken to the Administration Building for questioning.

The Interview

Once at the Security Wing, the PCs are relieved of their weapons, and their papers are taken for routine checking. They are then shown into a comfortable room containing a uniformed Vrusk and a computer terminal.

The Vrusk is Ral'lk'Ka Zzik'Ti (see **NPCs - Pull-out Sheet IV**), the Vrusk in charge of RIK Starport Security. RIK Zzik'Ti is very apologetic about the incident, and emphasises that this has never happened before. He offers his sympathies for the death of Charletta and undertakes both to contact Pan-Galactic Holo-News, and to arrange for the body to be returned to her homeworld.

He informs the characters that the operator of the security robot which attacked them has been caught. Unfortunately, the technician committed suicide by blowing her own head off. If the PCs enquire about the technician's background, RIK Zzik'Ti informs them that she had worked here for 8 years, during which time she had an exemplary record.

RIK Zzik'Ti is genuinely upset and shocked at the murder of Legrange. Legrange was certainly an outspoken person, but it is not the Vrusk way to deal with opposition in such a bloody manner. However, the evidence clearly shows that Vrusk were responsible for Legrange's death — and RIK personnel at that. Even if the PCs did not search the bodies of the assassins, RIK Zzik'Ti admits that the dead assassins were RIK employees. If questioned about their records, RIK Zzik'Ti explains that the two Vrusk disappeared some months ago while on an undercover mission to seek and destroy a KLC cell. RIK Zzik'Ti feels that something is not right, but he is

unable to tell exactly what. He is on the point of asking whether the characters could undertake some enquiries for him, when he receives a chronocom call. RIK Zzik'Ti excuses himself and disappears into the next room. When he returns his attitude has changed: he is more abrupt and questions the PCs closely about their business on the planet, with particular reference to the cover story given them by Charletta Komitz.

The Squeeze

During the interview, RIK personnel have checked through the PCs' ID cards and questioned the Golden Dawn's captain. Sik'Triksta, the transport trade house for which the PCs are supposed to be working, has not advertised off-world for employees and has never even heard of them. Since the PCs arrived with Legrange, they are now under suspicion of being his agents.

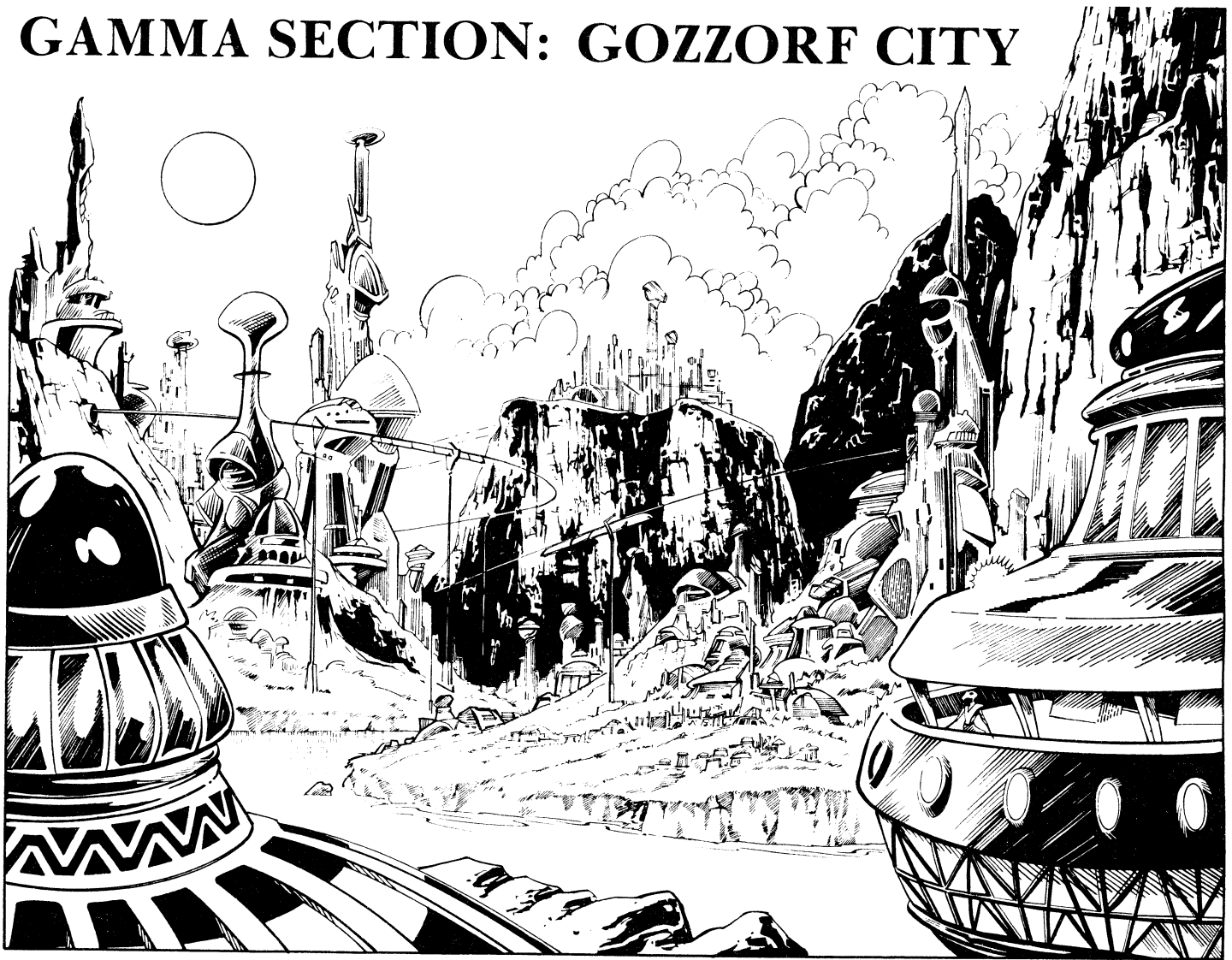
The PCs have to come up with a story to convince RIK Zzik'Ti (the truth will do). RIK Zzik'Ti makes it clear that in exchange for allowing them to leave Kraatar, he requires information to be gathered. (If Psycho-Social skills are used successfully, RIK Zzik'Ti can be persuaded to pay them a nominal amount — 50 Cr per day each). RIK Zzik'Ti wants to know who is responsible for Legrange's killing, and what the motives are. The Vrusk executives were Klik'Aqat personnel and Zzik'Ti will suggest that this is a good place to begin the investigation. He also tells the PCs about recent events on Kraatar and explains that things are very unsettled. He mentions that weapons captured from the KLC are all of offworld manufacture, made by the Stysor Arms Company of Madderly's Star (see **Diagram 3 - The Legrange Network** on the module cover). Should the party later need any assistance, they should contact him directly at the starport. He does not want Vist'Lat trade house to know of his "deal" with the party, and if they find out that the PCs are working for him, he will be forced to leave them on their own.

Freedom of Kraatar

After the interview, the PCs' pistols, defences, melee weapons and papers are returned to them. Once released, it is up to the PCs what to do. Ideally, they should find some accommodation and begin their investigations in Gozzorf City.

BEGINNINGS (Aftermath)

GAMMA SECTION: GOZZORF CITY



In this section, more information is discovered about the unstable situation on Kraatar and an offer is made to buy the PCs' video of Legrange. The events they experience should eventually lead the PCs across Kraatar to Quazzt's Depression and the High Peaks Sanatorium.

LAW ON KRAATAR

All weapons other than pistols or melee weapons are illegal. Characters found in possession of other weapons will be arrested, have their weapons confiscated and be fined 500 Cr each. In most areas of Gozzorf, RIK personnel maintain a low profile, and areas where they are likely to be encountered have been specified below. Should the PCs be arrested, they will be taken to the RIK headquarters for questioning, and after RIK Zzik'Ti has been contacted, they will be free to leave. Should the PCs kill any RIK personnel, they will be securely locked away to await trial. RIK Zzik'Ti will be unable to help them in this situation and if convicted, they will be jailed for life.

A GUIDE TO GOZZORF CITY

GOZZORF has a population of about one million (divided more or less equally between Vrusk and Humans, with only a few Dralasites and Yazirians) and is the largest settlement on Kraatar. It was here that the first Human settlers landed, and it is still the site of the planet's starport. Gozzorf is zoned into a number of districts, connected by monorail and roads:

A) Starport — the starport is run by Vist'Lat trade house (see **Major Trade Houses - Pull-out Sheet II**).

B) Jedsis — is the name of the area containing the starport and is home to numerous transients, plus indigenous Humans and Vrusk who have opted to stay outside mainstream Vrusk society. Attitudes to Vrusk vary here, but it is an unwise Vrusk who ventures out alone at night. Following recent attacks by the KLC, Jedsis is frequently patrolled by groups of four RIK personnel, who stop and interrogate anyone acting sus-

piciously. There is a 45% chance that the PCs suffer some form of harassment from an RIK patrol each time they enter Jedsis.

C) Business District — located on the shores of the Yatiz Sea, the business district includes numerous shopping plazas, several well-appointed hotels and important office buildings. Most Vrusk trade houses have their offices here. The business district is usually crowded with Vrusk and Humans.

D) Industrial District — the majority of factories and warehouses are located here. A small number of workers actually live here, but most Vrusk and Human workers commute here every day on the monorail.

E) Pstritz'kipur — this is where the majority of Vrusk executives live. It is a beautifully ornamented area. Open parklands and gardens are common, and its wide boulevards are lined with statues and sculptures pleasing to the Vrusk. Following terrorist attacks by the KLC,

this area is out of bounds to anyone who does not hold an entry permit. RIK personnel can be found at the checkpoints leading into this area — their statistics are the same as the RIK personnel on **Pull-out Sheet V**.

F) Fioust — the majority of Vrusk and Human workers live in this area. Although not as picturesque as Pstritz'kipur, Fioust is still a pleasant area. Most of the workers live in three-storey houses.

The Monorail

The monorail is run by Sik'Triksta trade house and links all areas of the city. Trains run every 15 minutes and a ticket, valid for a day's unlimited travel within the city, costs 1 Cr.

FIGHTING IN THE STREETS

1. Leaving the Starport

As the PCs leave the starport after their interview with RIK Zzik'Ti, their journey is interrupted by a riot taking place in the wake of Legrange's death. If they are on the monorail, they witness the following scene from the air, if in a car or on foot, they see it as they cross the crest of a hill:

As you leave the starport, sounds of angry voices drift from the surrounding streets. After a short time a large group of milling Humans can be seen moving towards the starport perimeter fence. Shouts of, "This murder will not go unavenged!", "Vist'Lat murderers will all die!", and "The KLC cannot be crushed!", are now clearly audible.

Two ground transports, and a group of Vrusk equipped with riot gear can be seen at the back of the crowd. Suddenly a rocket shoots out from the crowd and hits one of the transports, engulfing it in flames. The sound of automatic weapons breaks out, and a few Vrusk fall, clutching at their bodies. At that moment the crowd surges forwards, engulfing the Vrusk.

If the PCs are on the monorail, it pulls into a station and halts until the riot ends in 18 hours time. The PCs are free to leave the monorail and venture out onto the streets.

2. On the Streets

This encounter occurs no matter where the PCs are going. A group of five Humans and three Yazirians (see below) can be seen standing over two Vrusk. Cries of, "Get up bug, we ain't finished yet!" and "Smash its skull!", are clearly audible above the sickening sound of blows to the Vrusks' carapaces. One of the victims calls to the PCs for help, and the thugs turn round.

The thugs' Human leader wears an eye patch and wields a sonic sword. He grins at the PCs, revealing his broken teeth and says, "That's the second lot tonight. At this rate there won't be many left." If there are any PC Vrusk, the leader notices them and grows tense. If the PCs intervene, he leads the thugs against them. If



there are no PC Vrusk present, the thugs attempt to beat the remaining Vrusk to death, unless the PCs prevent them. The thugs flee when half of their number have been killed or rendered unconscious. If the PCs do not intervene, you will need to introduce Sa'Shr'It'Rezz to them by some other means later on.

Both Vrusk are in bad shape, and require urgent medical attention. Tyzzik (an average Vrusk) is reduced to -28 Stamina and Sik'Triksta Sa'Shr'It'Rezz (see **NPCs - Pull-out Sheet IV**) to 2 Stamina. After being brought round, Sa'Shr'It'Rezz tells the PCs her story. She and Tyzzik had been visiting a friend when the riot broke out. Fleeing from the riot, they were waylaid by the thugs and beaten up. Sa'Shr'It'Rezz lost consciousness and came round to find the PCs standing over her. She asks the PCs to accompany her to her residence in Fioust. If they are unwilling, you should point out that she is very weak and needs help to get there.

The Riot

RIK personnel are quickly mobilised to quell the riot, firing doze grenades into the crowd in an attempt to contain it. For the next 18 hours, sporadic street-fighting continues, until the riot finally peters out. Afterwards, news reports comment on the large number of Vrusk involved in the riot. The reports state that these Vrusk hold Vist'Lat responsible for Legrange's death and wished to protest against it.

After the riot, the PCs require somewhere to stay. Sa'Shr'It'Rezz would gladly provide them with accommodation but her flat is too small. Accommodation can be found

		STR/STA	DEX/RS	INT/LOG	PER/LDR	PS	RW	IM	M
Leader		61/65	68/50	42/45	50/65	4	54%	5	74%

Skills: Melee weapons 4, Projectile weapons 2

Weapons and Defences: Sonic sword, Automatic pistol (2 full bulletclips), Gauss screen, Military skainsuit, Power backpack (28 SEU)

Thug 1	H	30/45	55/45	20/20	30/30	2	—	5	48%
Thug 2	H	50/55	40/40	30/30	35/40	3	—	4	45%
Thug 3	H	25/35	50/50	40/40	40/40	2	—	5	45%
Thug 4	H	55/65	60/58	35/36	28/25	3	—	6	50%
Thug 5	Y	35/35	55/58	50/50	40/40	2	—	6	48%
Thug 6	Y	40/40	50/50	45/45	45/45	2	—	5	45%
Thug 7	Y	50/65	52/50	45/45	50/50	3	—	5	46%

Skills: Melee weapons 2

Weapons and Defences: Thugs Nos. 1-3: Knives; Thugs Nos. 4-6: Clubs; Thug No. 7: Vibroknife (12 SEU) and Club; all wear damaged Military skainsuits (30 points left).

GOZZORF CITY (Fighting in the Streets)



in Fioust and Jedsis. In Fioust, accommodation is run by Yrri'tK (a minor trade house specialising in accommodation and entertainments). Accommodation in Jedsis will be run by either Yrri'tK or an independent character of any race. Rooms and board cost 10 Cr per night. Once they have found somewhere to stay, the PCs should be encouraged to explore the city and continue their investigation.

ENCOUNTERS & EVENTS

Unlike Set Encounters which take place at specific locales, Events occur at specific times (the location of the PCs at the time is often irrelevant). The following events occur during the PCs' stay in Gozzorf, with Day 1 being the day of Trans/Legrange's assassination:

- Day 2. Responsibility Claimed
- Day 3. The Video
- Day 3. Vist'Lat Sackings
- Day 4. Strange Rumours
- Day 4. The Tail
- Day 5. Expulsion of Vist'Lat
- Day 6. News of Funeral

EVENTS

DAY 2. Responsibility Claimed

The day after the assassination of Trans/Legrange, the following announcement is broadcast across Kraatar by KLC agents. The message interrupts all current transmissions:

"Yesterday, brave soldiers of the Vrusk Protection Force struck a glorious blow for the freedom of all Vrusk on Kraatar. The vile soft-skin Jack Legrange, was eradicated as he stepped onto our planet. Others of his kind, unfortunately, survived the attack. In the future all soft-skins will be driven from Kraatar. This planet is ours and all lesser life forms will be destroyed."

Ssi'Aq'Krr (SAK) news service is the only news trade house on Kraatar. If the PCs investigate at the SAK offices in the Business District, they discover that the transmission originated from the starport. Contacting the starport, they are put in touch with RIK Zzik'Ti, who informs them that a relay device was discovered in the communications room. It could have been left by anyone, as Vrusk technicians pass through it all the time.

GOZZORF CITY (Encounters & Events)

DAY 3. The Video

David Dever fears that the video which the PCs made on the Golden Dawn, might, on close inspection, reveal Trans to be an impostor. He orders his agent, the Dralasite Gorboz (see **Pull-out Sheet IV**), to obtain the video at any cost. Gorboz sends Sikriie, a Yazirian henchman to search the PCs' rooms. This occurs when the PCs are all out exploring Gozzorf, for example. When the PCs return, they find their rooms ransacked, and the video stolen (if it was there). Nothing else will have been taken.

If the video was not there, on the following day, Gorboz attempts to buy it. At any convenient location, the adventurers are approached by Gorboz, pretending to represent Ssi'Aq'Krr, the news trade house. Should the PCs enquire at the offices of SAK, they discover that Gorboz has never worked there. The Dralasite is interested in purchasing the video of Legrange. (Gorboz does not reveal how it knows about the video, but drops hints about "my knowledgeable friends"). Gorboz offers to pay 20,000 Cr for it and can be bargained up to 30,000 Cr. *If the PCs agree* and have the video with them, Gorboz pays them the money and leaves. If they don't have it, Gorboz arranges to meet them the following day and to hand over the money then. If asked, Gorboz denies all knowledge of Sikriie's attempted burglary and says that in these troubled times, one has to expect such things. *If the PCs refuse to sell the video*, Gorboz reports to David Dever (see **Pull-out Sheet IV**) at the High Peaks Sanatorium, and when they leave Gozzorf, an attempt is made to kill them (see **The Shootout** - page 16).

DAY 3. Vist'Lat Sackings

The Ssi'Aq'Krr (SAK) news service broadcasts this report in the evening:

"Today's shock news bulletin is that in the wake of the riot in Jedsis, Vist'Lat has sacked all of its Human workforce. Humans living in VL company houses have been forcibly evicted by RIK personnel, and in some areas of Jedsis, street-fighting has again erupted. Attempts by the Commercial Council to reinstate the workers have been rejected by VL, who claim that they are a danger to the starport."

Riots in Jedsis go on for the next 2 days.

DAY 4. Strange Rumours

While in a bar, the PCs overhear a conversation between a Vrusk and a Human. The two are friends and both work for Sik'Triksta on the monorail (racial hatred is not as widespread as Legrange would wish). While recently at Quazzt's Depression, the Human saw starship lights in the sky, which was very odd since starships are only supposed to land at the starport. Why they should land at Quazzt is beyond him.

If questioned, both Human and Vrusk are very friendly and attribute the current disturbances to extremists on both sides. Most Humans and Vrusk are happy with life on Kraatar and only wish to be left in peace. If the PCs persist, the Vrusk suggests that they check out starport records, where all landings are catalogued.

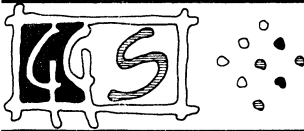
The Starport Technicians

A visit to the starport allows the PCs to speak to the Vrusk technicians responsible for space traffic control and landings. The technicians have no records of any authorised or unauthorised landings outside of the starport. A look at the normal computer records shows the same. However, a computer specialist can discover more (see **Computers: Quazzt's Depression** - **Pull-out Sheets VI & VII**).

DAY 4. The Tail

The PCs notice a male Human (average abilities - see **AD** p59) following them. If approached, the man flees, and if chased, defends himself with his knife (level 2 Melee weapons - M 43%). If reduced to 20 or fewer Stamina points, he surrenders. Initially he lies to the PCs, but if threatened, explains that he lives in Jedsis and was paid by a Yazirian to follow the characters. He is given 20 Cr a day, and every evening he receives a holo-vision call at a public booth in Jedsis. The picture is always blank, and he simply has to report on what the PCs have been doing that day. Payment is by a cash drop, the location is always different and is described to him by the mystery voice.

The thug has been hired by Gorboz to watch the PCs. If the PCs are at the holo-vision booth when Gorboz calls, they can recognise its voice by making an Intuition check at -20%. At the first sign that something is wrong, Gorboz hangs up. The next day, Sikriie the Yazirian attempts to place an electronic bug on one of the



PCs while they are in a crowded street or bar. The character spots the attempt if a successful Intuition check is made. Once spotted, Sikriie flees into the crowd, and if caught, fights until unconscious. If interrogated with telol, he gives an address in Fioust where Gorboz can be found. Unfortunately, Gorboz fled from this address as soon as Sikriie was captured.

If the bug was successfully planted, it can be discovered by any technician who inspects the character's clothing. It has a range of 20km and allows Gorboz to locate and eavesdrop on the PCs.

DAY 5. Expulsion of Vist'Lat

Ssi'Aq'Krr (SAK) broadcasts this report throughout the day:

"Today the Commercial Council has expelled Vist'Lat from its ranks. The Council feels that much of the recent unrest can be attributed to VL's policies. Its latest move to sack its Human workers and evict them from their homes is untenable. The Council cannot condone or accept this behaviour."

Unfortunately the Council has no power to do anything more about it.

DAY 6. News of Funeral

All five Kraatar program channels carry news of this event. A request has been made by a Mrs and Mr Manbela for the body of Jack Legrange, which had been kept at the starport. Vist'Lat officials were reluctant to hand over the body at first, but have done so after evidence was produced to prove that Legrange's real name was Cuitriss Manbela. The funeral is scheduled to take place at Quazzt's Depression in 6 days and is expected to be well attended by mourners. If the PCs enquire about Legrange's body at the starport, they discover that it was collected 2 days earlier.

The characters should be encouraged to go to Quazzt's Depression for the funeral. If they seem disinclined, then RIK Zzik'ti contacts them to suggest that they go.

THE TRADE HOUSE OFFICES

With the exception of Vist'Lat, all of the trade houses have offices in the Business District. Vist'Lat's offices are at the

starport. The trade houses are all organised along similar lines. The PCs have to go through the same routine whichever trade house they visit. The offices are tall tower blocks with a receptionist in the entrance foyer. The receptionist greets the characters, enquires about their business and then arranges an appointment with a suitable official.

All trade houses have a detachment of 10 RIK personnel acting as guards (see **Typical RIK Security Force - Pull-out Sheet V**). These personnel are usually in a room off the foyer and quickly appear if any trouble occurs. Other trade house personnel are average unarmed individuals. Should combat occur, use the average NPC ability scores on **AD p59**.

Vist'Lat (VL)

Enquiries at the VL offices at the starport are referred to Vist'Lat Aqizzi'Tikit, a male Vrusk, who tells them that VL are expanding (see **Major Trade Houses - Pull-out Sheet II, General Information** only). He is unaware that VL is controlled offworld (see **Diagram 3** on the module folder), and he considers the company to be a vibrant business, dedicated to expansion: "the days of the trade houses are over — business conglomerates with a wide range of interests are the key to the future and to growth". He is firmly committed to this belief and cannot be swayed from it. He defends VL's Human policy by accusing Humans of being unreasonable and lazy: "if they want to be disruptive they can be, but not on VL property".

Clic'Aqat (CA)

Enquiring about the Clic'Aqat executives who were aboard the Golden Dawn, the PCs are shown into see Clic'Aqat Semoins, one of the trade house's Human advisors. Semoins has no idea that these particular Vrusk were politically motivated; they were chosen because of their ability to represent Clic'Aqat's affairs offworld. Both had exemplary records and were personally selected by him for the trade delegation. Semoins is a loyal Clic'Aqat official and has no sympathy for Legrange's cause, although he does regret the assassination of Legrange.

Semoins feels that things are not ideal on Kraatar at the moment. Vist'Lat, a trade house previously involved in finance has

recently been expanding its operations. If asked, he can give them the information on **Pull-out Sheet II**, with the exception of the Referee's Notes. One of the trade delegation's purposes was to find backers for an alternative starport. He also tells the PCs of Vist'Lat's Human relations policy and how they seemed to be deliberately adding to the unrest by discriminating between their Vrusk and Human employees.

Sik'Triksta (ST)

Enquiring about the recent Vist'Lat takeover of the starport, the PCs will be shown into see Sik'Triksta Yzztris, a high-ranking male Vrusk. If there are Humans in the PCs' group, a Human advisor is also present. Yzztris is reluctant to discuss the matter, unless a character can convince him with a successful *persuasion* or *hypnotism* throw. If the throw is unsuccessful, Yzztris terminates the interview. On a successful throw, he reveals the **General** and **Inside** information given on **Pull-out Sheet II**. Yzztris distrusts Vist'Lat's motives — even now Vist'Lat are trying to take over more and more of Sik'Triksta's operations. Sik'Triksta are again in financial difficulties as recent KLC attacks have destroyed large sections of monorail.

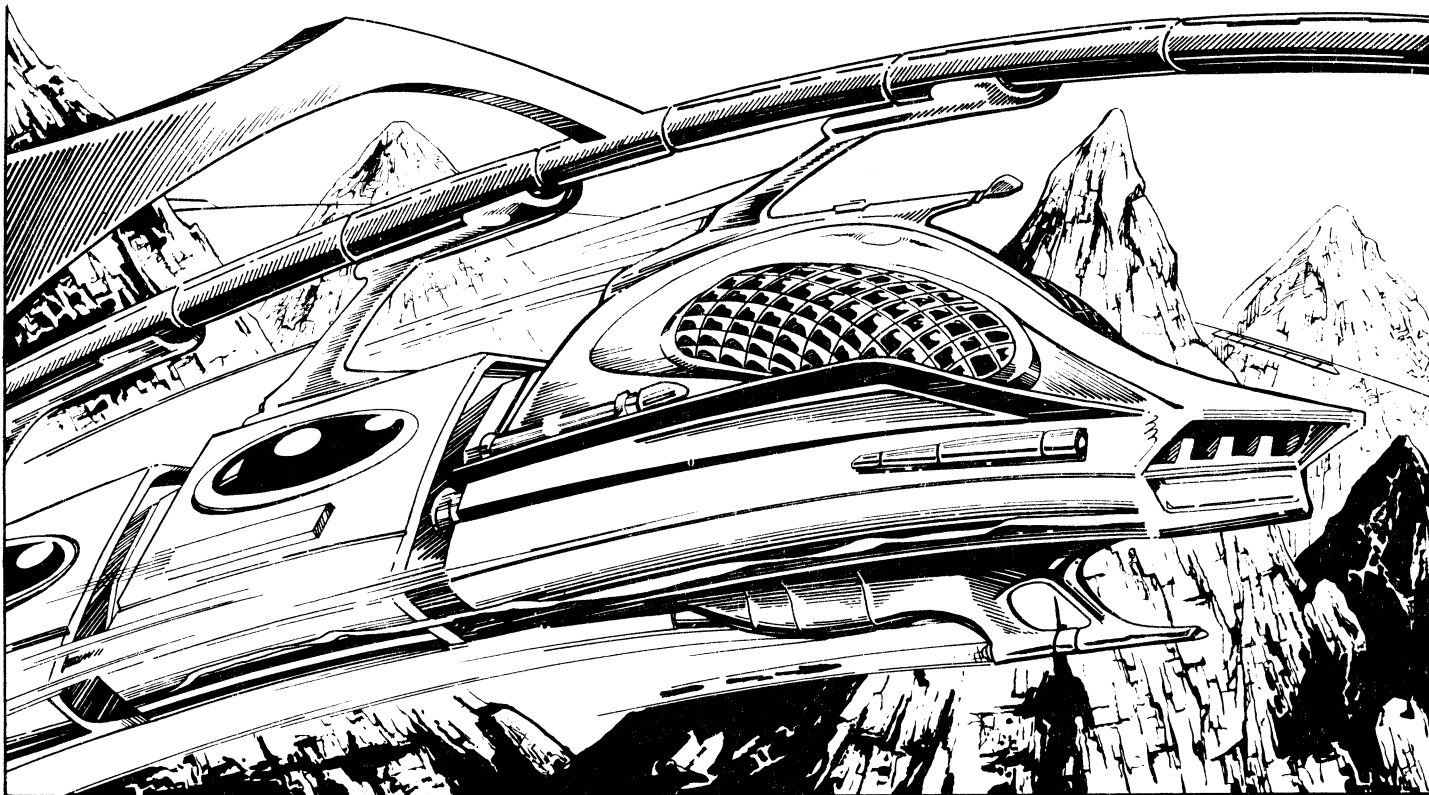
Ral'Ik'Ka (RIK)

A call at RIK is met by a brusque rebuttal: RIK officials are too busy to speak to offworlders. If the PCs insist on meeting someone, security guards are called to eject them.

Gst'Gar'St (GGS)

The PCs are shown in to see Gst'Gar'St Rikizt, a female Vrusk. If no psycho-social skills are used (or used unsuccessfully) Rikizt speaks briefly about GGS's interests (see **Major Trade Houses - Pull-out Sheet II**) and then ends the interview. A successful *persuasion* or *hypnotism* roll reveals that GGS is deeply in debt to Vist'Lat and fears an imminent foreclosing of the loan. To try to make ends meet, GGS has been reducing wages, and this has caused resentment amongst its Human workers. A number of strikes have recently taken place adding to GGS's problems. At this point Rikizt receives a chronocom call and terminates the interview.

DELTA SECTION: QUAZZT'S DEPRESSION



The quickest way for the PCs to get to Quazzt's Depression (to see Legrange's funeral and to investigate the rumours of unauthorised starship landings) is by Transglobal Monorail (see below). During the journey, the PCs can obtain both an implant device and a clue to the involvement of the High Peaks Sanatorium. However, David Dever (kept informed of the PCs' investigations by Gorboz the Dralasite), has no wish to let them reach Quazzt alive, and sends a KLC commando unit to sabotage their train. Surviving the attack, the PCs make little progress at the town — but not so at the Sanatorium. Here, a "warm welcome" is arranged for them by Dever, and the PCs discover Sa'Shr'It'Rezz held prisoner. The computer's databanks show the full extent of Legrange's madness, as well as the location of a hidden KLC shuttle pad. This is the PCs' chance to capture a shuttle and (with Sa'Shr'It'Rezz's aid) pilot it to Legrange's secret moon-base, where they may just have time to prevent the death of Kraatar...

THE MONORAIL

From Gozzorf, monorail lines stretch around the planet, linking most major settlements on Kraatar. Monorail trains leave Gozzorf station every 4 hours and travel at about 290kph (8 hours per hex).

As Kraatar is very mountainous, most citizens rely on the monorail for long distance travel, only using ground cars and explorers for short journeys. Travel on the transglobal monorail costs 20 Cr per day, irrespective of distance.

The trains stop at all towns along their route for 10 minutes while cargo and mail is collected. Unless they break down, the trains never stop between stations. Signs at mountain and desert stations remind travellers that breathing apparatus (see **New Equipment - Pull-out Sheet VIII**) is required. Apparatus to fit all character races can be purchased at all monorail stations, and emergency sets are stored in lockers between each carriage.

THE TRAIN

Monorail trains are suspended by a flexible steel pylon from an overhead steel rail. The rail is supported by steel girders embedded in rock, obviating the need for tunnels or cuttings.

The plan of a typical monorail train can be found along the bottom of the inner module folder. The trains are made up from five distinct types of carriage: an engine car, two cargo cars, two sleeper cars, one restaurant car and two recreation cars. The passenger cars are

comfortably appointed with large glass windows providing panoramic views of the passing countryside. All carriages are pressurised and fully air-conditioned and waiter service is available at all times. The recreation cars provide facilities such as holo-movie screens, holo-music-videos, and so on, all at no extra cost.

Carriages are connected by flexible tubes and sealed by automatic doors. By the entrance to each carriage is an emergency locker containing sets of breathing apparatus (six Vrusk, six Human, two Dralasite and two Yazirian). Each carriage has a plate in the ceiling which allows emergency access to the carriage's roof.

The train has a crew of nine: two RIK guards (1 Beam weapons specialist and 1 Projectile weapons specialist); two ST technicians (manning the engine car); and five ST stewards who see to the comfort of the passengers.

THE HIGH LINE

On boarding the train which is about three-quarters full, the characters are shown to their sleeping compartments, and given keys, so that they may safely lock any of their equipment there. The PCs are free to visit the lounges and restaurant whenever they wish.



ENCOUNTERS

There is only one fixed location encounter during this part of the adventure (see **The Shootout** - page 16), but there are a couple of interesting NPCs also travelling on the train: Blirdor the gambler, and Kirsht the pickpocket. You can bring them into the adventure at any suitable point to add colour and interest to the journey.

The rest of this part of the adventure revolves around Events (see below) which take place at fixed times.

1. The Gambler

This Dralasite used to be an environmentalist and has travelled widely on many worlds. Blirdor possesses a latent mind power which interacts with its *lie detection*, allowing it to improve the odds when gambling. Blirdor discovered this talent when on an exploratory mission to a remote frontier world, where certain rare spores entered its skin and awoke its dormant powers. Since then Blirdor has honed this ability and now uses it to make a living as a gambler on Kraatar's monorails.

RACE: Dralasite

STR/STA:	45/55	PS	3
DEX/RS:	65/74	IM	8
INT/LOG:	75/68	RW	53%
PER/LDR:	56/55	M	53%

Special Abilities: Elasticity (7 limbs), Lie Detection 45%

SKILLS (PSA - BIOSOCIAL):

Environmental 2, Martial Arts 2, Projectile weapons 2, Psycho-social 2, Medical 1.

Weapons and Defences: Automatic pistol (3 bulletclips), Inertia screen, Power backpack (50 SEU).

Every evening of the journey, Blirdor can be found in one of the lounges with a deck of cards, inviting passengers to play a game with him. Rather than actually playing a game of cards, use the following simple rules: each character places a bet (between 10-100 Cr) into a common pot, percentage dice are rolled and the highest throw wins the pot. Blirdor's ability allows it to add 25% to its roll, greatly increasing its chance of winning. Blirdor does not get angry if accused of cheating, but makes disparaging remarks about having to play with amateurs. Blirdor fights in self-defence only and avoids killing if possible.

2. The Pick Pocket

Kirsht is a Human female with average abilities (see **AD** p59) who normally lives in Jedsis. She is travelling to Quazzt to visit her grandmother. At any convenient time during the journey, she attempts to steal a valuable item from one of the PCs. The PC involved must make a successful Intuition check to notice the attempt. In this event, Kirsht flees down the train, fighting with her knife (Melee weapons: 23%) if caught, but surrendering when reduced to 15 Stamina points. She begs not to be given over to "those RIK bugs", bursting into tears if the PCs attempt to do so. If allowed to go free, Kirsht does not bother the PCs again, but attempts to steal from other passengers. If she successfully steals an item from a PC, its loss is not noticed until the next day at the earliest (throw Intuition or less each morning to notice the missing item).

EVENTS

Events occur on set days during the characters' journey. Day 1 is the PCs' first day on the monorail.

DAY 1. Ssi'Aq'Krr (SAK) News Crew

While boarding the train the PCs notice two Humans and a Vrusk loading some recording gear onto the train. Enquiries reveal that they are a news crew, working for the SAK News Service trade house, and are en route to Quazzt to cover Legrange's funeral. The crew consists of three people: a female Human director, a female Human technician and a male Vrusk technician — Ssi'Aq'Krr Ki'Tk'Hatt. Upon arrival at Quazzt, the Vrusk is to stay at the station and monitor the pictures transmitted by the other two.

The news team does not carry any weapons or defences and all have average abilities (**AD** p59). All three are friendly and gladly discuss their work with the PCs. They are all loyal members of their trade house and have been specially selected for this assignment.

DAY 3. The Fight

On the third day of the journey, Ki'Tk'Hatt, the SAK news technician, is beaten up by 2 anti-Vrusk Human thugs. Two months ago, while suffering from overwork, he had visited the High Peaks Sanatorium where he was secretly fitted with an implant (presently inactive). The fight with the thugs will damage the implant.

Along the corridor from them, the PCs overhear insults such as "Watch it bug! You've not taken over yet!", followed by the sound of a scuffle as the two Humans attack the Vrusk. Unless the PCs intervene, Ki'Tk'Hatt is beaten unconscious and left lying in the corridor. Should the PCs come to the Vrusk's aid, the Humans back off, avoiding a fight but hurling insults. Any Humans present are called "bug lovers" and "traitors". If a fight ensues, the RIK personnel arrive on the scene after 2 minutes to break it up.

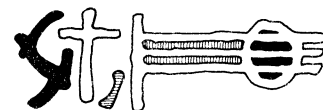
After receiving medical treatment from either the PCs or an ST monorail steward, Ki'Tk'Hatt complains of headaches and retires to bed. He has a bad bruise on his head and the headaches may be accredited to this. Close inspection, however, reveals the incision made when the implant was inserted.

His companions from the SAK news crew express concern for his health, informing the PCs that he recently had to take some sick leave at a sanatorium, where he was treated for stress. As far as they are concerned, the thugs' behaviour was disgraceful, but such attacks are symptomatic of the current unrest on Kraatar following the assassination of Legrange.

DAY 4. The Implant Comes Out

Ki'Tk'Hatt is seen lurching around the train as though drunk and his speech is slurred and incoherent. Towards afternoon, he appears clutching his head and moaning loudly. His antennae roll round wildly and he collapses just near the PCs. A successful *diagnosis* roll shows that unless *major surgery* is successfully performed, the Vrusk will die within the hour. There are no NPC medics above level 1 on board.

If surgery is performed (whether successful or not), the implant device (see **New Equipment - Pull-out Sheet VIII**) will be found in his cranial carapace. The device cannot be opened safely unless disarmed by a demolitions specialist (-20% to the throw for success, failure triggers the destruct mechanism, destroying the implant and inflicting 5 points of damage on all within 1 metre). If opened, a number of minute silicon chips will be found, as well as a small radio receiver and an explosive charge. A computer specialist who examines them discovers only that they contain a series of extremely sophisticated binary coded instructions, but will have no idea as to their function.



A clue, in the form of a card from the High Peaks Sanatorium, is in the Vrusk's baggage along with some personal effects. The sanatorium's address is given as High Peaks, Quazzt's Depression.

THE SHOOTOUT

As the train enters the last mountainous hex before Quazzt (**Map K**), it is attacked by KLC commandoes, sent by David Dever to destroy the train and kill the PCs.

As the train approaches the top of a mountain, five KLC commandoes (see **KLC Commandoes - Pull-out Sheet V**) attempt to sabotage it. The first the PCs know about the attack is when the computerised alarm system is activated by decompression in one of the passenger cars. A fragmentation grenade explodes in the corridor, followed by the sound of automatic weapons fire. Arriving at the scene, the PCs see one of the RIK guards collapse as a burst of automatic fire rips into her. Standing next to the ladder up to the roof, is KLC commando #1. He is wearing breathing apparatus and has a folded glijet on his back. Next round, he throws a fragmentation grenade and attempts to flee up the ladder. There are another four KLC commandoes on the roof. If the PCs try to give chase without donning breathing apparatus they lose 1 point of Stamina per turn. Once back in a pressurised compartment, or if fitted with breathing apparatus, lost Stamina is recovered at the rate of 1 point per hour.

The Roof

Concealed at the top of a pylon, commando #2 is engaged in sabotaging the brakes. The other three watch for any movement from below. As soon as a PC appears above the level of the roof they open fire. The commandoes continue to fire for 8 turns, and commando #2 leaps from the train, followed by the others. Their glijets carry them to safety.

If the PCs intervene, the situation is further complicated by the other RIK guard (Gyrojet weapons - see **Typical RIK - Pull-out Sheet V**) who appears after 4 turns and fires at them, believing them to be saboteurs.

RUNAWAY

By the time that the KLC have fled or have been killed, the train is heading downhill at 300kph and still accelerating. To slow

QUAZZT'S DEPRESSION

the train, the PCs need to repair the brakes, but as the wind resistance increases, it quickly (5 turns) becomes obvious that without a means of attaching themselves to the roof, the PCs will be swept off it. There is equipment in the engine car which can be used to attach three characters securely to the roof and pylon. Without this equipment, characters must make a Reaction Speed check for every 5 metres they move. If they fail, a successful Strength check means they manage to hold on, but otherwise they are swept off the train to their deaths.

Making their way down the inside of the train is difficult, as the passengers and the crew are panicking. In order to get past, the PCs must either use force, fire weapons above their heads or use *pyschopathology*. On the way back, the crowd makes way for the PCs.

Once at the top of the pylon, a technician needs to make a *repair machinery* check (at -20 due to the adverse conditions) to stop the train. A successful check activates the brakes and the train begins to slow down and shortly stops. Full repairs can now be made. With a failed check the brakes only work partially, the train is slowed down but leaps from the rail at the bottom of the mountain where the rail bends sharply. The speed of the train equals the number the check was failed by, multiplied by 6. For example, if the check was failed by 20 the train is doing 120 (20x6) kph when it crashes.

Each carriage of the train is protected by a huge inertia screen. This is automatically activated by impact sensors in the front of the train and absorbs half of the damage each character suffers in the crash. Inertia screens worn by characters are not added to this, but inertia suits are. See **AD p31** to determine the damage caused.

Four hours after the train crashes, a rescue train arrives to carry the survivors to Quazzt's Depression.

QUAZZT'S DEPRESSION

Quazzt is a town of some 500,000 inhabitants (75% Human/25% Vrusk). It is primarily a farming town with some light industry. Any item not forbidden on Kraatar can be obtained here.

Following the death of Legrange, relations between the two races here have been very strained, but have not erupted into

violence as in Gozzorf. The inhabitants' reactions to the PCs vary, depending on whether there are any PC Vrusk present. If there are, the Human townsfolk are standoffish and only answer routine questions. If not, the Humans are courteous but not exactly friendly. The Vrusk inhabitants of the town are friendly to the PCs *only if there is a Vrusk in the party*, otherwise they try to avoid contact with the PCs.

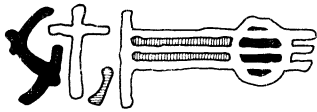
Warned by Gorboz the Dralasite about the PCs, and fearing their intervention, David Dever had Trans/Legrange's funeral brought forwards to the day before the PCs arrive. He also produced a "will" (signed by the real Legrange) in which Legrange requested that his body be cremated. If the PCs enquire, they discover that the funeral has already taken place and, contrary to the usual practice on Kraatar, the body has been cremated, but no one is sure why. Enquiries concerning starships landing at night are met by blank stares, and cause the PCs to be treated with suspicion. News of their enquiries spreads quickly amongst the Human townsfolk and these now react as though Vrusk were present in the PC group. Friendly Vrusk can confirm that strange lights have been seen in the mountains to the east (see **Map Q**).

LEAVING TOWN

Within Quazzt's Depression, the air is dense enough to breathe normally. For travel into the surrounding uplands, however, breathing apparatus and/or pressurised transport is required. Pressurised vehicles can be hired from Sik' Triksa trade house at the monorail station. Hire costs are 10% higher than those in the rulebook (**AD p29**). The PCs have to pay for any damage done to a vehicle in their possession, and in the case of a vehicle being written off, they must pay the full cost of replacement.

The Manbela Farm

The PCs will have no difficulty in finding the farm where Jack Legrange's parents still live. It lies some 50km to the west of town, just off a fairly well maintained road. Mr and Mrs Manbela are average Humans (see **AD p59**), who blame the Vrusk for the murder of their son. Having been warned by David Dever that the PCs are "working for the murderers" of their son, the Manbelas are hostile, ordering



the PCs off their land, but not resorting to violence. By use of *Hypnotism*, the PCs may discover that it was Dever who asked that the funeral be brought forwards.

HIGH PASS TO HIGH PEAKS

There is only one road from Quazzt to the Sanatorium (see **Map Q**). It is reasonably well maintained, but once into the mountains, there is a 10% chance per day (1 on 1d10) that the PCs' vehicle experiences a mechanical failure. Use the table on **AD p15**, but ignore a "blown engine" result.

NATURAL HAZARDS

If the PCs leave the road, they will encounter a natural hazard every 1d10+3 hours. Roll 1d10:

1-6: Rock Fall - rocks fall from above into the vehicle's path. A successful Reaction Speed check is required to avoid them. Failure results in a loss of control (see **AD p31**). The way ahead is blocked and it takes 1d10 person hours to clear it.

7-10: Crevasse - a 50-metre-deep, 1d5-metres-wide crevasse blocks the PCs' passage. Characters can either backtrack or attempt to cross. Crossing a crevasse requires a successful *operate machinery* check at -10% for every metre of the crevasse's width. The exact results of failure depend on how much the check was missed by:

- *Failing by 10%* indicates that the vehicle has leapt the crevasse but is beginning to slip backwards. A successful Reaction Speed check allows the driver to regain control of the vehicle. Failure results in the vehicle either being wedged in the crevasse (or falling down it, if it is 5 metres across).
- *Failing by 20-40%* indicates a similar situation, except that the vehicle also takes damage (roll 1d10 and consult the table below).
- *Failing by 50% or more* indicates that the vehicle has failed to clear the crevasse and has either plummeted to the bottom (1-3 on 1d10), or is so firmly wedged as to be impossible to remove without heavy lifting gear (4-10 on 1d10). In either case, the vehicle is irreparably damaged.

Characters may leap from a vehicle to the edge of a crevasse in the turn it begins to plummet. Characters still in the vehicle

next turn may leap to safety if they make a successful Strength check. Characters leaving the vehicle after this, fall to the bottom of the crevasse and take 1d5+50 points of damage. If they stay strapped in their seats, damage is reduced to 5d10 points. An explorer that falls to the bottom of a crevasse is irreparably damaged.

Vehicle Damage Table

1	broken axle*
2-3	broken driveshaft*
4-5	broken suspension
6-7	speed reduced by 25%
8	speed reduced by 50%
9	broken steering*
10	lights damaged (see below)

A technician making a successful *repair machinery* roll can repair damaged components in 1 hour. Results marked with an asterisk take 3 hours. When the lights are first damaged, the vehicle's maximum speed at night is reduced to 10kph, but if the lights are damaged twice, they can no longer be repaired.

EVENTS

1. Ambush

This event occurs along any suitable section of the mountain trail. Working on information from Gorboz the Dralasite, Dever is expecting the PCs to visit the Sanatorium, and has sent KLC explorer patrol #1 (see **KLC Organisation - Pull-out Sheet V**), led by commander Gartik (Human, male), to stop them. There are two KLC in the explorer and two on either side of the trail ahead. When the PCs' vehicle rounds the corner, the gunner fires rockets at it (short range), in an attempt to cripple it. If this is unsuccessful, the entire patrol gives chase, pursuing the PCs for as long as possible. If the PCs' vehicle stops, the KLC open fire at anyone visible. Once the PCs' vehicle stops, the gunner uses her gyrojet pistol in preference to the rocket launcher.

The KLC explorer is carrying a case of grenades (3 tangle, 6 fragmentation, 3 doze and 4 smoke); a box containing 5 rockets for the rocket launcher, 30 power-clips, 20 automatic pistol bulletclips and 9 automatic rifle clips; and two backpacks with climbing gear (pitons, crampons, 200m of rope, and so on). All of the weapons are manufactured by Stysor Arms of Madderly's Star.

The explorer is equipped with a radio-phone and lying next to this is a handwritten message:

"Gartik, offworld trouble makers are at Quazzt. That blundering blob of fat, Gorboz, has mishandled the situation at Gozzorf. They may be heading to High Peaks. Stop them at all costs. They are easily recognisable, the group contains (*insert the number and description of PCs here*). Boot."

2. Approaching the Sanatorium

As the PCs near the Sanatorium, they hear interference on their radios. Fine-tuning the receiver allows them to pick up a broadcast from the Sanatorium:

"This is Boot calling Gartik, come in Gartik. Please state your position. Repeat, please state your position."

If the PCs attempt to impersonate Gartik, Dever is not fooled. He does, however, play along with them and attempts to mislead them into thinking that the PCs are no longer expected at the Sanatorium.

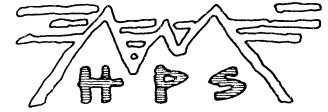
ENCOUNTERS

THE SANATORIUM (Plan 3)

The Sanatorium is a front for the KLC. Here selected Vrusk have implants fitted in their brains which are programmed to force them to carry out some specific action. The Sanatorium is also used as a base for KLC agents, but at present only the permanent staff are here.

The ostensible owner/manager is David Dever under the alias of Doctor Martin Boot (see **NPCs - Pull-out Sheet IV**). He is in the process of closing down the Sanatorium in preparation for the KLC's uprising. There are seven staff: three medical/pyscho-social personnel and four KLC commandoes who act as security guards and orderlies. The commandoes are assisted in their work by three security robots, and maintenance functions are performed by four maintenance robots. Only two "patients" are presently being treated here.

Expecting the PCs, Dever has tightened security at the Sanatorium. Unless the PCs use stealth to enter the building they are ambushed by the commandoes (see **Dealing with Intruders** - page 18).



Security Devices

The security devices which protect the Sanatorium are shown on **Plan 3**:

Infra-red Cameras (level 4): Hidden infra-red cameras surround the Sanatorium and watch the roads. Cameras are also used to observe areas within the Sanatorium. A successful Intuition check or *detect defences* roll reveals these to the characters.

Infra-red Beams (level 3): These cross the approach road or a corridor in the Sanatorium. When broken, they sound an alarm in the security room (15). Characters wearing infra-red goggles automatically spot the beam, those on foot have a chance to spot it equal to their *detect alarms/defences* roll. Characters in a vehicle (unless it is travelling at less than 15kph) do not notice the beam across the road).

Voice Recognition Locks (level 6): A computer-controlled voice synthesiser asks for the name and position of anyone trying to open one of these locks. If no reply is given, or if the computer has no record of the voice, an alarm sounds in the security room (15).

Door Locks (level 3): These are fitted to all doors which are not fitted with voice recognition locks. They lock shut if the alarm is raised. All doors open and close by sliding. Forcing a door requires a Strength check at -25%.

Outside Doors (level 6): All outside doors are in the form of airlocks which keep the atmosphere in the Sanatorium at a tolerable level. The outer doors are locked with a level 6 voice recognition lock and are protected by an electrical field (level 3) which does 2d10 points of damage unless first deactivated. Touching the field or failing to deactivate it, trips an alarm in the security room. The doors can be easily opened from inside.

Intercoms (level 3): These wall-mounted units are located in each room of the Sanatorium.

Computer Terminals: These level 1 computers (shown on **Plan 3**) all have access to the main, level 4 computer. Routine information such as the number of patients is easily gained. Access to restricted files requires security to be bypassed (see **Computers - Pull-out Sheet VI**).

Refuse Chute (see area 10)

The Sanatorium's refuse is disposed of here by a maintenance robot. The bottom of the chute has no security devices and opens from the cliff wall at a height of 175 metres above the road (25 metres down from the top of the cliff). There are plenty of ledges and foot/hand holds. Characters attempting to climb the cliff (see **AD p20**) with the aid of ropes will *not* fall if they fail a Dexterity check, provided the character supporting the rope makes a successful Strength check at +30 (+40 if using the gear from the KLC explorer). Without ropes, a failed Dexterity check results in a fall to the bottom of the cliff.

Entering the chute requires a Reaction Speed check. Characters who fail may make a Dexterity check to catch hold of the rock again, and failing this, they will fall unless roped (see above). It takes 5 turns to climb the chute, during which time the climber is showered with kitchen refuse (make a Reaction Speed check to avoid, or else be covered in decomposed food and other trash). Characters covered in food smell terribly, but there are no other effects. Once at the top, the PCs must deal with the maintenance robot (see **KLC Robots - Pull-out Sheet VIII**).

Dealing with Intruders

If the PCs are observed trying to enter the main doors, all the staff, apart from commando #1 (see **Security Room - area 15**) wait for them in the reception area (1) and attack as soon as the PCs enter the building. In this case, they have armed themselves with heavy weapons from the weapons store (19). If the PCs successfully enter the building undetected, the staff are found in their routine locations (indicated in the room descriptions). Only the commandoes are armed, and then only with handguns.

If the alarm is raised, David Dever, the commandoes and the medical staff move to the security room (15). They arm themselves from the wall locker and Dever calls up explorer patrol #2 which arrives after 3 hours. All doors and elevators are locked via the controls in the security room. Two security robots are sent to the PCs' last known location with orders to kill them. If possible, the robots are sent by different routes in an attempt to surround the PCs. The third security robot is sent to guard the entrance to the maintenance room (10) if this appears to

be under threat, otherwise it is sent after the PCs. If the security robots are defeated, Dever directs the four commandoes (over their chronocoms) to hunt the characters down. Dever and the medical staff defend the security room. Once reduced to 30 Stamina points or fewer, Dever attempts to escape, and at this point the medical staff surrender.

THE STAFF

Manager: Dr. Martin Boot (alias David Dever).

4 Guards: Commandoes #1-4 (see **KLC Commandoes - Pull-out Sheet V**).

3 Medical staff: #1 - Dralasite, #2 - Human, #3 - controlled Vrusk; all average ability (**AD p59**), *Medical 5* and *Beams weapons 1* (RW - 33%); when armed, they each have a Laser pistol, a Skeinsuit, and an Albedo screen (Beltpack 50 SEU).

CHAMBERS

All chambers have overhead lighting, controlled by dimmer switches on the wall by each door.

1. Reception

Guarded by **commando #2**. A monitor screen provides a clear view of the main door and allows visitors to be scanned before being admitted.

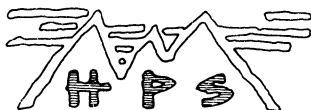
2. Garage

Contains a ground truck and two ground cars. All are unarmed and fully operational. A techkit lies on a workbench along with spare parts for the vehicles. In the middle of the floor is an inspection pit with a concealed doorway which leads to the secret garage (area 14). The door has a level 2 alarm on it.

3a-c. Elevators

Visible cameras (level 3) are mounted in all the elevators and transmit images to the security room (15). The staff (3a) and equipment (3b) elevators link all four floors of the building. The doors (level 4) can be sealed from the security room and *doze gas* can be sprayed into the elevator, persisting for one turn. The guest elevator (3c) does not call at the secret KLC level. The cameras here are concealed (level 5).

There is a trapdoor in the ceiling of each elevator which allows access to the cables above. Characters making a Strength check at +30% will be able to



climb up the elevator shaft to the next floor. Failure results in 1d5 points of damage plus 4 points per floor fallen.

4. Kitchens

Eating and food preparation area. Abundant supplies of food are kept here.

5. Staff and Guest Rooms

Comfortable rooms for staff and guests/patients.

6. Balconies

The balconies are surrounded by high-tensile glass. All contain house plants and provide a panoramic view of the mountains.

7. Lounge/garden

Unless the alarm has been raised (see **Dealing with Intruders** - page 18), **commando #3** and **medic #3** are in here playing cards. Easy chairs and coffee tables are dotted around this luxuriant lounge. The adjoining balcony is filled with many exotic plants. A well-stocked bar stands in one corner.

8. Operating Theatre

If the alarm has not been raised, **medics #1 & 2** are in here completing an operation on a Vrusk executive. If the alarm is raised, the room is quickly evacuated and the Vrusk is put in a freeze field. If the Vrusk is removed from the field, *major surgery* is required immediately to prevent his death. This room contains three complete medikits, 80 doses each of all available medical drugs (except telol) and qualifies for use as a hospital.

Inside a metal box on a table are six implants. The computer terminal here has interface cables which can be attached to an implant for programming. An *interface computers* roll followed by a *manipulate programs* roll (count the program as level 4) displays a number of pre-specified options suitable for programming an implant, and for specifying a date for them to be put into effect. The implants have not been primed so there is no danger of them exploding. The box is stamped with the "Trojan Enterprises" logo.

9. Gymnasium

Contains gymnastic equipment.

10. Maintenance Room

Contains the Sanatorium's power generator (level 6), a back-up generator (level 4), refuse disposal facilities and life support equipment (level 4). A main-

tenance robot is throwing kitchen waste down the refuse chute. It attempts to throw any characters climbing up the chute back down it. It does not attack characters who enter via the door, unless interfered with, or unless directed to by the main computer.

A technician who successfully *operates machinery* can turn individual items of equipment off. All pieces of equipment are wired into the main computer, and tampering with the machinery without first deactivating the alarms (level 5) sounds an alarm in the security room (15). The computer responds by sending two security robots and directs the maintenance robot to investigate.

Turning the power generator off activates the back-up generator. The lights briefly go off while the back-up generator powers up. The computer then directs the maintenance robot to fix (or turn on) the main generator. Switching off the back-up generator as well, cuts all power to the building, and all items of equipment cease functioning — apart from the main computer (see area 16), the robots and vehicles. Doors cannot be opened unless forced (see **Security Devices** - page 18).

Turning off the life support results in slow decompression of the building, and unless the computer has been dismantled, an alarm sounds in the security room 10 minutes after the life support is shut down. The KLC have breathing apparatus stored in the security room, if they get to this they are unaffected by the thin atmosphere.

11. Stores

Contains standard non-perishable supplies such as blankets, clothing, spare lighting panels, and so on.

12. Robot Stores

The Sanatorium's robots are stored here when not performing routine tasks. Connections in the walls allow the robots to recharge their parabatteries. Two robcomkits and spare parts lie on a table.

The KLC Level

13. Secret Entrance

This entrance is concealed from the outside by a holographic projection of a rock wall. A careful search of the area reveals the doors behind. The doors are locked with a level 6 voice recognition lock (see **Security Devices** - page 18).

14. KLC Garage

Contains two unarmed explorers, one of which has a broken drive shaft. **Commando #4** is in the inspection pit with the partially repaired drive shaft (1 hour's repair needed) and a techkit. She will not notice the PCs for 3 turns. Spare parts are on a workbench.

15. Security Room

Commando #1 will always be in here. Monitor screens line one wall, and beneath them on a console are switches for opening and sealing all doors in the building. A sub-space radio and a radio-telephone are on the desk. Next to them is a hand-written message concerning the landing of a shuttle at the secret KLC shuttlepad (areas S1-S5 - see page 20):

"Docked at pad this morning. Have supplies onboard, request pick-up. Have experienced electrical problems. Please inform Artemis Base that return will be delayed a few days until problem rectified."

Stored in an unlocked wall locker are the staff's defences and weapons (see **The Staff** - page 18); plus 12 sets of breathing apparatus, three flashlights, three infra-red goggles, two magnigoggles, and three toxy-rad gauges.

16. Computer Room

Contains a *single*, level 4 computer with the following programs: Life Support 3; Analysis 3; Information Storage 3; Installation Security 3; Maintenance 3; Communication 4; Computer Security 4 and Robot Management 4. The computer has a built-in type 2 parabattery, as an emergency power source.

Adjacent to it, but not connected, is a transmitter/receiver which is tuned in to Kraatar's datagrid. A successful *interface computers* roll allows a specialist to attach this device, and use it to tap into other computers. When not in operation the device is disconnected, to remove the computer from the grid. Information held in this computer is detailed on **Pull-out Sheet VI: Computers**. Information on files classified as public can also be gained from interrogating the Sanatorium staff, and restricted data is known to Dever himself, although he will need a dose of telol to be persuaded to talk.

Provided with this information, Zzik'Ti will be able to capture and convict all known KLC members, and neutralise all Vrusks with implants.

17. Dever's Office

If the PCs have entered the Sanatorium undetected, Dever is interrogating Sa'Shr' It'Rezz, who is drugged with telol. Otherwise the Vrusk is here alone. Two monitor screens sit on a desk next to a subspace radio. As the PCs enter, the radio is receiving a coded message from Legrange. This is stored in the radio and a computer specialist can decode it with a *display information* roll. The message reads:

"Artemis Base to High Peaks. Excelsior proceeding on schedule. Launch imminent! Soon Kraatar will be ours and the Vrusk no more. Prepare Operation Groundswell."

On the desk is Dever's half-finished investigation regarding the likely effects of the missile on Kraatar's ecology. Reams of scientific data describe the nature of the missile's payload, its development at the mining base and the plan to release it into Kraatar's atmosphere. It then goes on to consider the effects of the virus on Kraatar's ecosystem, but this section is inconclusive. An environmentalist studying this for 2 hours and making a successful *analyze ecosystems* roll realises the enormity of the devastation that the missile will wreak on Kraatar's ecology (see **Jack Legrange; The Fumiga Virus - Pull-out Sheet III**).

18. Barracks

Each room has facilities for 20 people. Both are presently unoccupied.

19. Weapons Store

If the PCs attempt to enter through the main entrance, the staff arm themselves from the KLC weapon supplies here:

400 powerclips	51 power backpacks
22 laser rifles	37 power backpacks
37 laser pistols	17 gyrojet rifles
28 automatic rifles	46 automatic pistols
3 machine guns	1 recoilless rifle
1 rocket launcher	3 swivel mounts*

Ammunition:

342 bulletclips for the automatic rifles
475 bulletclips for the automatic pistols
207 jetclips for gyrojet rifles
50 machine gun belts
25 recoilless rifle shells
23 rockets

Grenades:

20 doze	40 fragmentation
20 incendiary	25 smoke
30 tangler	

* (see *KLC Explorer Patrols - Pull-out Sheet V*)

Defences:

120 skeinsuits (100 military, 20 civilian)
28 albedo suits 30 inertia screens
25 albedo screens 10 gauss screens
3 sonic screens

Miscellaneous:

500 grams of Tornadium D-19
50 variable timer/detonators
70 vials of solvaway
200 allweather blankets
50 infra-red goggles
10 infra-red jammers
50 breathing apparatus
20 magnigoggles
12 radiophones
10 toxy-rad guages
100 holoflares

Leaving the Sanatorium

KLC explorer patrols #2 & 3 encounter the PCs *after* they leave the Sanatorium. They pursue the PCs in an attempt to stop them reaching either the shuttlepad or Quazzt. The first patrol catches up with the PCs 1 hour after they leave the Sanatorium, the second 1 hour later.

THE SHUTTLEPAD (Plan 4)

The shuttlepad lies within a meteor crater and is guarded by another KLC commando team (#1-3), a security robot and the shuttle's pilot. The KLC commandoes have been informed of the PCs' approach by KLC in a pursuing explorer. The commandoes have taken up the positions marked on **Plan 4**, and open fire as soon as the PCs leave their vehicle or enter the crater. The robot is within the cave. A successful Intuition check is necessary to reveal the position of each commando, a failed roll indicates that a particular commando is unseen by the PCs.

S1. The Shuttle

The shuttle lies under a camouflage net but is clearly visible to anyone in or within 10 metres of the crater. The shuttle is currently inoperative as part of its electronics system has been removed for repair to the maintenance room (S4).

The shuttle is an improved version of the standard shuttle and is capable of interplanetary flight. It can hold 10 passengers including the pilot. The entry airlock has a level 3 lock. In a locker inside are two pairs of magnetic boots and two light blue

uniforms with matching hoods and visors (as worn on **Artemis Base** - see page 21).

Shuttle Computer

Contained in the small flight computer are two sets of co-ordinates and **Diagram 4**. An environmentalist can identify one set as the location of the shuttlepad and the other as a point on Setarz, Kraatar's second moon. The Diagram is a representation of Artemis Base, Legrange's moon-base. Various clearance and access codes are also held in the computer and are used to bypass the security around Artemis (see **Journey to Artemis** - page 21). By interrogating the pilot (see area S2), the PCs may discover where the docking areas are and what the defences are (see **Security Devices** - page 22).

The Cave

The cave's entrance is concealed by a holographic projection of a rock wall. A careful search of the area reveals the doors behind. The doors are made of steel and sealed with a level 3 lock. Inside, the PCs are met by a KLC security robot which attacks until destroyed.

S2. Communications Room

This area contains a radiophone and a subspace radio. The shuttle's pilot is in here, desperately trying to contact Artemis Base, but a stellar flare is preventing all communications. The pilot is wearing a standard Artemis base uniform (see **Staff** - page 21). She has technician 6 and computer 1 but is otherwise an average Human (see **AD p59**), armed with a doze grenade and a laser pistol (3 powerclips - RW 23%). She will surrender when reduced to 25 Stamina points.

S3. Living Quarters

Standard sleeping/living quarters. There is nothing of use to the PCs here.

S4. Maintenance Room

Part of the shuttle's electronics system is in here. It has been overhauled and takes a technician an hour to refit in the shuttle.

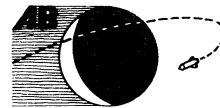
S5. Store Room

This area is currently empty.

Flying the Shuttle

Once the electronics system has been reinstalled, the shuttle can be flown (automatic success) by either Sa'Shr' It'Rezz, or by the KLC pilot (under duress), or by any PC with technician 6.

EPSILON SECTION: THE DARK SIDE OF THE MOON



Time is short for both the PCs and Kraatar. Unless they move very quickly indeed, they will fail to get to Artemis Base in time to stop the launch of the missile (see below). Once on Artemis, they must deal with Jack Legrange, seemingly risen from the dead and looking every bit alive.

The Blockade

Following Vist'Lat's expulsion from the Commercial Council (see page 13), Vist'Lat has closed the starport in an attempt to disrupt Kraatar's economy and secure their own economic dominance. If the PCs contact RIK Zzik'Ti, they learn that there are no spaceships, and no vessels capable of interplanetary flight currently in the system. The only way they can get to Setarz is by using the KLC's own shuttle (see page 20).

The Missile Launch

In this section, the launch of the missile is an imminent event (you should ensure that the PCs are aware of this - see area 17, page 20). When they arrive at Artemis Base, the countdown is being broadcast into every area from the missile control room (23), and this will continue until the missile is launched. The PCs have 20 minutes in which to halt the launch of the missile. If they fail to do so, which is highly likely considering the time constraints upon them, they have a further 4 hours to break into the computer and activate the self-destruct on the missile from the control room.

JOURNEY TO ARTEMIS

It will take 12 hours to travel to Setarz in the KLC shuttle, during which time the PCs will be in zero gravity (see AD p20). The information found in the shuttle (page 20) plots the approach orbit round the dark side of Setarz, and stresses the need for radio silence at all times. Breaking radio silence will alert the base (see **Raising the Alarm** - page 22). Once round the dark side, the shuttle picks up a beacon signal, and lights flash on the console as it is manoeuvred by the automatic docking system. Failing to follow this approach will raise the alarm and the PCs will be met in the Docks' terminus (area 3) by all the zero-g security robots and all available technicians. Inter-

fering with the controls will have no effect, unless the PCs disconnect the shuttle's onboard computer. Doing so, however, alerts the docking crew (area 2).

THE APPROACH (Diagram 4)

If the PCs do not follow the approach path dictated by the shuttle computer, you will need to amend this boxed description:

The shuttle continues to manoeuvre over the dark side of the moon. Below, a light suddenly appears and grows, as the bottom of a crater slides away revealing a landing pad. The shuttle slowly descends into the crater until it rocks to a halt. A thrumming sensation begins to vibrate the shuttle as the landing pad descends into the moon.

The landing pad is magnetised and holds the shuttle securely as it carries it down to the docking bay (area 1). Meanwhile the doors sealing the crater close.

ARTEMIS BASE

Artemis Base was cut out of the rock of Setarz with mining lasers. Setarz's gravity is negligible and zero gravity considerations apply (see AD p20 & 26). To compensate for this, a huge revolving wheel was constructed beneath the moon's surface. This wheel is known as the "Carousel" and houses Artemis' population along its rim, where gravity is maintained at .6g. Another five areas form the rest of Artemis — the Docks (Zone I), the Transport Tunnel (Zone II), two distinct power plants (Zones III and IV), and the Missile Silo (Zone V). All of these areas have negligible gravity and steel floors for ease of movement — all occupants are issued with magnetic-soled boots, and convenient handholds are spaced throughout the base.

Transport System

Travel between the various areas of the base is via a magnetic transport system. Steel rails run along the wall surfaces and small cars containing personnel and cargo travel along them. There are two types of car — magnitruks and cargo trailers. Both cars are 1.5 metres wide and 2.5 metres long. A magnitruk con-

tains a magnetic generator and can hold two persons in an uncovered area. The rear half contains a cargo area covered by a semi-circular lid — items can be placed or strapped into this area and the lid closed to stop them from falling out. Cargo trailers have no motive power of their own, being simply larger versions of the magnitruk's cargo area. Up to four characters may be concealed in here.

The system is fully automated and computer controlled. Magnitruks can increase/decrease their speed by 20 metres per turn and can reach a top speed of 60kph. Call buttons are found at each of the termini and, after pressing the button, a magnitruk arrives in approximately 5 minutes. Magnitruks have an intercom and a control panel with eight coloured buttons. The colours correspond to various areas of Artemis base: Orange - the Docks; Blue - Power Plant 1; Purple - Power Plant 2; Yellow - Carousel Recreation area; Black - Carousel Science area; Brown - Carousel Command area; Green - the Missile Silo. There is also a clearly-labelled, red, emergency stop button. Pressing a button (other than the emergency stop), causes the magnitruk to travel to the designated destination where it waits until given a new destination or until directed by the computer. Pressing the emergency stop button halts the magnitruk and transmits a radio signal to the security room. From there, a guard calls the truk to ascertain the nature of the problem and whether assistance is required. If so, a zero-g or normal maintenance robot (depending on the location) is then sent to sort out the problem. The magnitruk can be restarted by pressing the red button again. In case of power failure, handholds are regularly spaced along the transport shafts.

Weapon damage is calculated as if it were a normal vehicle (AD p32). A result of *steering jam* cuts out the magnitruk's drive and causes safety interlocks to stop it (this result is not possible if firing at the rear of a magnitruk). A result of 27+ destroys the magnitruk and inflicts 1d10 points of damage to each passenger.

Staff

There are 16 support personnel at Artemis, responsible for the incubation of the virus, the construction of the missile and general maintenance duties. In addition there are 5 security guards



(commandoes) and 7 security robots (4 zero-g and 3 normal - see **Pull-out Sheet VIII**). The racial mix is predominantly Human, with only one Yazirian and two Dralasites presently on Artemis. All Artemis personnel wear light blue, hooded coveralls and carry emergency breathing apparatus in case of an air leak. Support staff are unarmed, but if the alarm is raised they draw weapons and albedo screens from the security room (area 22).

Security Devices

There are fewer security devices than at the Sanatorium, but they all conform to the same specifications (see page 18). As at the Sanatorium, the security systems are monitored from a security room. During the prelude to the missile's launch the security guards are concentrating on the missile launch pad and will only notice intruders if they trigger an infra-red beam, fail to deactivate any relevant alarms or defences, or if they are conspicuously wandering around without wearing Artemis Base uniforms. Vrusk characters passing in front of an active camera will be spotted by the guards automatically and the alarm raised.

Raising the Alarm

If the alarm is raised, security robots are sent to deal with intruders, while support staff arm themselves from the security

room and then seek them out. The guards do not leave their positions unless their duties have been fulfilled.

Computers

All terminals are level 1 computers (shown on the plans of **Zones I-VI**) and have access to the main level 4 computer. The missile launch computer (see area 23) is concerned solely with the launch of the missile, and has no contact with the other computers.

THE DOCKS (Zone I)

1. The Shuttlebay

After descending 50 metres, the landing pad stops and a flexible, opaque docking tube extends from the shuttlebay's door to connect to the shuttle's airlock. The tube is pressurised and has handholds along its length. At the end of the tube is an airlock into the base. During cargo loading and unloading, the whole landing bay is pressurised. Through the shuttle's forward viewscreen the PCs can see the two technicians in the control room (see below). Once the tube has attached itself to the airlock, the voice of the Dralasite technician comes over the intercom, "Tube now pressurised. Report to security room for debriefing. Welcome home." Characters leaving the shuttle are concealed by the docking tube and are not seen by the technicians.

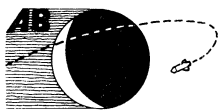
2. The Control Room

The control room contains monitor screens, a computer terminal and controls for opening and closing the shipbay and shuttlebay doors. Glass panels look out over the shuttlebay and shipbay, allowing the two technicians (1 Human and 1 Dralasite) clear views of the bays. The technicians have average abilities (**AD** p59) and have no weapons or defences. If they suspect that something is wrong, they will attempt to alert the security room using the intercom.

3. The Terminus

This magnitruk terminus allows access to the Docks. In the middle of the floor is a transport shaft sealed by a large, retractable pressure door. Running up through the door and around the chamber are the steel rails of the system. By each door is a call button for a magnitruk.

Entering this area, the PCs will hear the missile countdown for the first time, "Excelsior launch now due in 20 minutes and counting..." The countdown continues until the missile is launched. After a few moments the pressure door hisses and retracts revealing the shaft descending into the moon. A magnitruk pulling a cargo trailer arrives. It carries two technicians — a Human and a Yazirian. Unless there are Vrusk visible, the technicians get out of the magnitruk when it stops (using their magnetic boots to anchor themselves to the floor) and unload a zero-g maintenance robot (see



Pull-out Sheet VIII), which they are taking to the maintenance area (7). Characters not in Artemis Base uniform are noticed and challenged at this point. If there are any Vrusk present, the technicians are momentarily stunned (1 turn), before they attempt to flee down the transport shaft to raise the alarm. The technicians have no weapons or defences and have average abilities.

4. Shuttlebay #2

The shuttle here is fully fuelled. It takes 30 minutes to ready it for flight.

5. The Shipbay

The shipbay is simply a larger version of the shuttlebay, capable of housing space ships. It is currently empty.

6. Secondary Control Room

Similar to the main control room, but unoccupied.

7. Maintenance Chambers

These areas hold spare parts for the shuttles and equipment for carrying out repairs. A zero-g maintenance robot is in each chamber (see **Pull-out Sheet VIII**). The robots attack only in self-defence or if instructed by the main computer.

8. Fuel Supply

These large tanks hold fuel ready to supply shuttles and spaceships. Blowing up these tanks with Tornadium D-19 will destroy the dock section, killing everyone in the docks and the transport shaft as far down as the Interchange (see area 9).

TRANSPORT TUNNEL (Zone II)

Once given a destination, magnitruks leave the terminus through the hole in the floor. Characters not strapped in the magnitruk when it starts to descend, require a Strength check to stay in it. Otherwise the momentum of the magnitruk will continue to carry them forwards instead of down, hurling them into the wall for 1d5+10 points of damage (a Reaction Speed check will reduce this to 1d5 points). During the descent to the intersection, the magnitruk will pass a number of infra-red cameras and the alarm may be raised (see **Security Devices** - page 22).

9. The Interchange

The transport rails from all four shafts interconnect here; magnitruks are switched to the applicable rail for their destination by the computer.

As the PCs approach the intersection, their magnitruk slows down and stops at the edge of the globe. Another magnitruk coming from the direction of the Carousel appears in the globe and travels into the shaft leading to the docks. The PCs see a technician and a guard in the magnitruk. The magnitruk's occupants ignore the PCs unless they are obviously intruders, in which case the technician attempts to raise the alarm while the guard fires with his laser rifle. They do not stop. If the PCs allow them to pass without incident, the technician and guard travel to the second shuttlebay. If they see any bodies in the terminus, they immediately raise the alarm. As soon as the technician's magnitruk is clear of the intersection, the PCs' vehicle resumes its journey.

POWER PLANT/LIFE SUPPORT (Zones III & IV)

Artemis Base has three distinct power plants and life support systems. In the event of the breakdown of one plant, the other plants simply increase their output. To shut down the power or life support on Artemis, the PCs have to close down all three plants. The layouts of power plants one and two are identical; power plant three is described on page 24.

10. Power Room

Half of this chamber houses a power generator (level 6) and the other half contains life support equipment (level 4). Both items are protected by an electronic field (level 3) which inflicts 3d10 points of electrical damage each time it is touched. A technician who successfully *operates machinery* can turn off these pieces of equipment. However, they are both linked to the main computer, and tampering with the machinery without first deactivating the alarms (level 5) alerts the security room (22). The computer sends a zero-g security robot and a zero-g maintenance robot to investigate.

11. Robot Stores

Zero-g robots are stored here when not performing routine tasks. Connections in the walls allow the robots to recharge their parabatteries. Two robcomkits and spare parts lie on a table. There are two maintenance robots and a security robot in each of these areas.

12. Repair Room

A Dralasite technician (Zone III only) is currently repairing a magnitruk in here. There are another two magnitruks in the

room as well as two techkits and spare parts. The repair room in Zone IV is currently empty.

THE MISSILE SILO (Zone V)

The Missile Silo is a restricted zone, carefully guarded and continually scanned by cameras. PCs approaching this area automatically raise the alarm in the security room (22).

13. Terminus

Warned by the computer of the approach of an unauthorised magnitruk, the two guards in area 14 have instructed two zero-g security robots to attack the PCs as soon as they arrive.

14. Missile Monitor Room

A bank of four monitor screens in here gives a view of the missile silo (with or without a missile depending on the time of the PCs' arrival). Another four screens give views of the terminus. The two guards are crouching behind a desk and aiming at the door. They fire as soon as it is opened. If the missile has already been launched the robots fight until reduced to half stamina and then surrender. Otherwise they fight until the missile is launched or they are killed.

15. Fuel

The fuel tanks are empty.

16. Missile Silo

The missile was assembled here from its various components, and is supported by steel gantries. If the missile has been launched, the blastdoor will not normally open; if forced open, the PCs will be exposed to vacuum as the area has not been repressurised. They have 1 turn in which to close the door, and failure to do so results in their deaths. If the launch has not taken place, the PCs may be able to stop it. The missile has a robot guidance system (level 4), and is guarded by a security lock. The missile's *mission* is to travel to Kraatar and explode its warhead in the upper atmosphere. Its *function* is to approach Kraatar at maximum acceleration and then decelerate, to avoid burning up in the atmosphere.

Using the controls in the monitor room, a technician can drain the rocket's fuel back into the fuel tanks. This requires the defences on the controls to be deactivated (level 4) and takes 10 minutes to drain sufficient fuel to prevent the missile's launch.

The missile can be destroyed by 200 grams of Tornadium D-19, but this releases the virus into the silo. Fortunately, the PCs have 3 hours before it contaminates the rest of Zone V, but over the next day it spreads throughout Artemis.

THE CAROUSEL (Zone VI)

The Carousel revolves constantly and maintains a gravity of .6g. Motive power for the Carousel is provided by a power plant which is only accessible from the security room.

17. The Lifts

Access to the Carousel is by a set of three lifts. The magnitruks drive onto the lift sections and wait a few seconds while one of the "spokes" of the Carousel lines up underneath. The central computer then activates the lift, turning the car to maintain correct orientation to the gravity. As the lift 'descends' the occupants feel the gravity increasing. At the bottom the lift doors open and the car then drives to one of the disembarkation areas.

Carousel Recreation Area (VI/A)

Bedrooms and recreation facilities are provided here for Artemis' staff. They are similar to those found at the Sanatorium and contain nothing unusual. Unless the alarm has been raised, there are three support personnel in the rest room watching the launch (or progress of the flight) on a monitor screen.

Carousel Science Area (VI/B)

This area contains the engineering section, the laboratory, virus incubation room, virus storage rooms, and the base's hospital. The rooms holding the virus are now sealed and have been decontaminated. The hospital contains three implants and four medikits. The engineering section dealt with construction of the missile and robots, and now contains only two techkits and some robot/missile spares. There are four support staff in the lab area watching the progress of the missile.

Carousel Command Area (VI/C)

This area contains Legrange's quarters and the missile control room. The real Jack Legrange is in the control room watching the progress of the missile (see area 23). The lift to this section is restricted until after the missile has released the virus into Kraatar's atmosphere and the doors do not open when the truk arrives at the bottom. A technician may open them with an *opening locks*

check. Opening the doors without first deactivating the alarm (level 3) will alert the guards in the security room.

18. Security Doors

These doors are guarded by a security robot.

19. Radio Room

A subspace radio is on the desk here.

20. Computer Room

Artemis' *single*, level 4 computer is in here. It has the following programs: Life Support 3, Analysis 3, Information Storage 3, Installation Security 3, Maintenance 3, Communication 4, Computer Security 4, Robot Management 4 and Transport 4. An unconnected transceiver, tuned to Kraatar's datagrid is next to it.

21. Legrange's Area

These rooms are luxurious, expensively furnished and equipped with every facility.

22. Security Room

This is similar to the one at the Sanatorium. It is occupied by three guards and a security robot, who attack until destroyed.

A wall locker contains 16 laser pistols, 16 albedo screens and 16 power belt packs for the support staff.

A hatch in the ceiling gives access to an elevator which runs up the outside of one of the 'spokes' to the hub of the wheel. Located around the outside of the hub is the third power plant, life support and the machinery for operating the Carousel. The equipment here is similar to that at the other power plants. The machinery for operating the Carousel is protected by an alarm (level 4). There are always two zero-g maintenance robots here.

23. Missile Control

Numerous monitors provide views of the missile silo and of Kraatar as seen from Setarz. Sat in front of the monitors by a bank of controls are three technicians responsible for tracking the missile. Standing next to them is Jack Legrange. He strokes one of his cats (see **Pull-out Sheet VIII**) while the other entwines itself around his legs.

When the PCs enter, Legrange continues to stroke his cat, making no offensive moves. He congratulates them on doing so well, and (if the missile was successfully launched) points out it is too late to do anything, for he has succeeded. He

boasts about surgically altering Trans to resemble himself and gloats over how this fooled everyone. If given the opportunity, Legrange will proudly discuss his plans in great detail. If the PCs attack Legrange or interfere with the missile control equipment, he sets his cats on them. Both cats use their rocket propulsion to launch themselves at the PCs. Legrange meanwhile drops through a sliding hatch in the floor to a waiting magnitruk. The magnitruk carries him to one of the 'spokes' and then to shuttlebay #2. Unless prevented, he boards the shuttle and prepares for take-off (30 minutes). If successful, he heads for the Sanatorium on Kraatar, where he hopes to start Operation Groundswell (see below).

The launch sequence is fully automated and controlled by a specialised level 3 *single* computer. Destroying the computer will not stop the launch. The launch can be aborted (automatic success) using the roboat management program (level 4) which interacts with the missile's robot control. Similarly, if the missile has already been launched, its course can be altered, and the missile made to explode harmlessly using this program. To do either requires security (level 2) to be *defeated* (each attempt takes only 1 hour), or *bypassed*. The PCs have a total of 4 hours following the missile's launch, and may make repeated attempts to destroy the missile.

FURTHER ADVENTURES

On returning Kraatar in one of the shuttles, the PCs are hailed as Frontier-wide heroes. Vist'Lat is closed down, pending a full enquiry and Sik'Triksta take over the starport. What happens next is up to you. If Legrange has escaped, Zzik'Ti may capture him as he lands on Kraatar, or he may survive to lead his revolution. Providing RIK have been informed by the PCs about *Operation Groundswell*, they will be able to stop the KLC. However, the mopping up of KLC activists will take a long time even if Legrange did not escape Artemis. Plenty of opportunities exist for the PCs to be involved in this. Legrange may even escape offworld and the PCs may be asked to track him down. In any event, the Kraatar Commercial Council will reward the PCs with 100,000 Cr each. If you are planning to expand your campaign into the **Star Frontiers®** Knight Hawks set, this reward could be a low-interest loan on a starship instead.

KRAATAR SYSTEM BRIEF

SYSTEM NAME: Tristkar
CONFIGURATION: sunlike star
COLOUR: orange yellow
NO. OF PLANETS: 4
Denzart - uninhabitable, scorched
Kraatar - inhabited planet
Shridkai Belt - asteroid belt
Tridar - gas giant with many moons

PLANETARY DATA

NAME: Kraatar
TYPE: Habitable
GRAVITY: 0.6
ORBIT RANGE: Close
DAY: 18 hours
LENGTH OF YEAR: 272 local days
(68-day seasons, affecting ave. temperature by +/-10°C)
AVE. TEMPERATURE: Temperate zone: 20°C (day = 30°; night = 10°); Equatorial zone: 30°C (day = 50°; night = 10°)
INCLINATION: 20°
DIAMETER: 9800km
% WATER: 20%
ATMOSPHERE: Thin (see below)

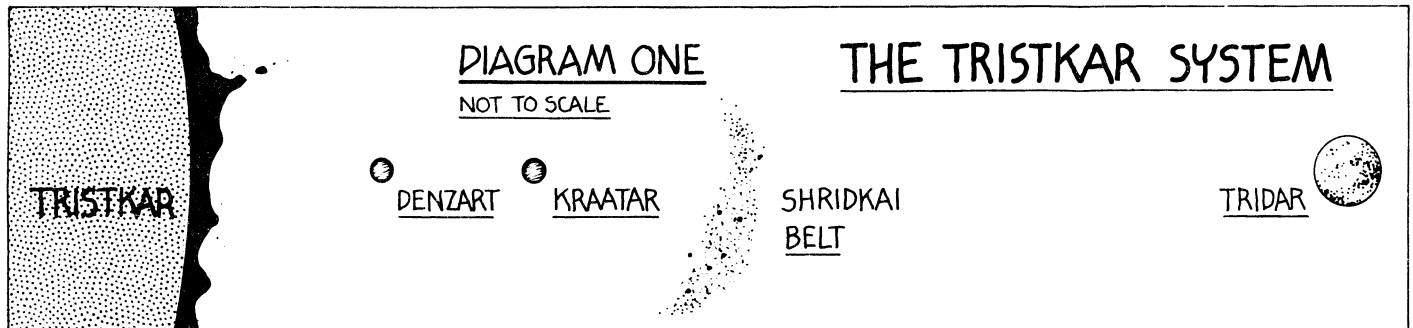
POPULATION: Medium (60% Human; 38% Vrusk; 1% Dralasite; 1% Yazirian)
SATELLITES: 2 moons (see below)
TRADE: Farming, electronics, metal extraction and glassware

SATELLITE DATA

NAME:	Tivalla	Setarz
ORBIT RANGE:	Close	Far
ATMOSPHERE:	None	None
GRAVITY:	0.2	Negligible
DIAMETER:	1200km	120km
% WATER:	0	0

Kraatar is a small, mountainous world first settled by Human colonists from White Light 200 years ago. The planet lies in a close orbit to the star Tristkar and has a thin atmosphere. Water covers only 20% of the planet and there is very little cloud cover. Being near the inner edge of the system's life zone, Kraatar receives large amounts of stellar radiation and temperatures at the equator range from 0 to 60°C. As a result, deserts occupy most of the equatorial zone of the planet.

The majority of Kraatar is covered by high altitude deserts and jagged mountain ranges rising up to heights of 10,000 meters. The atmosphere in the mountains is too thin to breathe without the aid of breathing apparatus (see **New Equipment - Pull-out Sheet VIII**), but numerous "flatlands" exist around the planet, many of which are below sea level. These areas are very fertile and, more importantly, the atmosphere here is sufficiently dense to allow PC races to breathe without assistance. However, the air is not as dense as most PCs are used to, and characters attempting any strenuous activity (e.g. running, climbing or fighting) will lose 1 point of Stamina every 10 minutes. When a character's Stamina reaches zero, he/she will fall unconscious for 1d10+10 turns. For each turn of rest, characters regain 1 point of Stamina, although Stamina lost through wounds, poisons, etc. must be recovered in the normal way. Natives of Kraatar are not subject to these effects, but they cannot function in the mountains without breathing apparatus, where unprotected characters lose 1 point of Stamina per turn until dead.



HISTORY OF KRAATAR

The first Human colonists landed at Gozzorf, on the shores of the Yatiz Sea. Soon small communities were established here, at Quazzt's Depression and in the other flatlands. Searches were made in the planet's mountains for heavy metals, but no rich deposits were ever found, and only a few iron and copper mines were established.

Isolated in their communities many of the colonists took to a quiet life, tilling the land for crops and herding a few imported animals. As the years passed, the colonists lost many of their technological skills, and as machinery wore out, they were unable to replace it. Gradually they were reduced to a simple, self-sufficient existence where high technology was a thing of the past.

ENTER THE VRUSK

Few ships visited Kraatar until 80 years ago, when a Vrusk trade ship landed at Gozzorf. After a hesitant meeting, the two races struck up a rapport and the Vrusk traded technological hardware for agricultural produce. The Vrusk soon left Kraatar, only to return later with more machinery to trade with the Humans. Equipped with the latest in farm machinery, the Humans were able to increase production, and buy more Vrusk goods.

Soon more Vrusk ships arrived at Kraatar. Many came to trade, but others brought settlers and with them Vrusk trade houses eager for new markets. The trade houses began to establish manufacturing plants and to conduct comprehensive surveys of the planet. This research revealed that the sands of Kraatar's

deserts could provide an ideal source of silicon for computer manufacture, as well as producing some of the most beautiful glass ever seen by Vrusk. If cut and polished, the glass scintillates and sparkles with all the colours of the rainbow. Soon Kraatar glassware was sought by Vrusk art lovers all over the Frontier, and rapidly became one of Kraatar's major exports. At the same time, the two seas were discovered to be rich in mineral deposits. As news of these finds spread, more Vrusk trade houses came to Kraatar to exploit its new found wealth.

In the early years, both races benefited from these developments. The Humans were supplied with much needed technology, and the Vrusk had markets both on and off planet with which to enrich themselves. The Vrusk trade houses established hospitals and a university at

Gozzorff. They discovered the remains of the original Human settlers' ship, and set about restoring it. It would never fly again, but it was lovingly rebuilt by the Vrusk with a museum around it to honour the Humans on Kraatar and to display Vrusk art collections.

THE DISPOSSESSED

As more farm machinery became available, fewer Humans were needed to work the land, freeing them for other activities. Many of them journeyed to the new Vrusk towns and cities where they found employment in the Vrusk electronics, glass and metal-extraction factories. Many others found work building the monorail which now circles the planet.

It was in the factories that dissension first grew among the Humans. As the Vrusk became more established, more of their racial beliefs were introduced. To a Vrusk it is second nature to allow a trade house to determine one's life but, to many of the Humans of Kraatar, this was abhorrent. Used to a pastoral existence, with order imposed only by the seasons, many Humans refused to accept the full ramifications of Vrusk society. Dissatisfaction was first shown in a desire to return to the land, but Vrusk technology had changed the world. Now one machine could easily do the work of over a hundred labourers. A return to the old farming techniques was impossible, for Humans now relied heavily on Vrusk technology to maintain their farms and standard of living.

Unable to return to the farms, most Humans have now adjusted to their new lives and accept the presence of the Vrusk as employers; but attempts to impose Vrusk beliefs have not been very successful. Few Humans have adopted Vrusk company names, and attempts by Vrusk executives to instil in Humans the Vrusk sense of belonging to a trade house have met with little success.

VRUSK ATTITUDES

Many Vrusk executives are confused by these reactions; they see the situation as one of mutual interdependence — the good of the trade house is the good of all, Humans and Vrusk alike. The trade houses offer medical, educational and recreational facilities to both their Vrusk and Human workers. Surely this is the road to harmony and prosperity for all? Yet many Humans insist on moving from one trade house to another, requiring new housing and causing disruptions in daily life and production.

To help with this clash of cultures, many Vrusk trade houses have employed Human advisors in an attempt to sort out the problems as equitably as possible. For years it looked as though this approach was working; Vrusk and Humans began to work closely together and all benefited.

THE FREEDOM FIGHTERS

However, some Humans were determined to stop their fellows becoming ever more Vrusk-like, and 30 years ago the Kraatar Liberation Corps was secretly founded by Jack Legrange and David Dever (see **Pull-out Sheets III & V**).

The Kraatar Liberation Corps (KLC) is dedicated to freeing Kraatar from Vrusk domination. It is an underground organisation which has been responsible for numerous attacks on Vrusk factories and installations. Until 3 years ago these attacks were small scale, but now Legrange is secretly supplying arms to the KLC and it has recently been able to stage a number of major attacks. A raid on a glass factory left eight Vrusk dead and disrupted production for 3 weeks. Another attack at the starport resulted in the destruction of a shuttle and the loss of seven Vrusk and 12 Human lives.

THE COMMERCIAL COUNCIL

The group of Vrusk executives who form the Commercial Council are currently monitoring the situation, hoping for a return to harmony and a stabilisation of life on Kraatar.

The situation is very tense. Many Vrusk do not wish it to get any worse and hope that harmony will restore itself. Vist'Lat trade house is, however, intent on exacerbating the situation by cutting the wages of its human workers and by economically squeezing other Vrusk trade houses (see **Major Trade Houses** - below). All trade houses have increased their level of security and Ral'lk'Ka (the trade house specialising in security) is doing booming business. Acting under Vist'Lat instructions, Ral'lk'Ka has even carried out reprisals against some farms believed to harbour KLC members.

MAJOR TRADE HOUSES

With the exception of Vist'Lat, the various Vrusk trade houses on Kraatar all have a specific area of interest:

Adq'Bizz (AB) - metal extraction and refinement.

Clic'Aqat (CA) - glass manufacture and export.

Gst'Gar'St (GGS) - electronics and computer manufacture.

Ral'lk'Ka (RIK) - security and police functions. RIK personnel are contracted by the Commercial Council to act as Kraatar's police force. They are also hired by individual trade houses as security forces against terrorist attacks. With the recent increase in KLC activity, business for RIK is booming.

Sik'Triksta (ST) - **General:** controls all transport services on Kraatar including the monorail and the hire or sale of ground vehicles. ST used to own the starport but 6 months ago, it was bought out by Vist'Lat.

Inside Information: ST had borrowed money from Vist'Lat for expansions to the starport and to the monorail, but it foreclosed the loan and seized the majority of ST's assets. Following negotiations, VL bought the starport outright from ST.

Vist'Lat (VL) - **General:** main company involved in finance and off-world trading. VL is expanding, and has recently bought the starport from Sik'Triksta.

Inside Information: By controlling the starport, VL effectively controls Kraatar's contact with other planets. It has begun to charge the other trade houses astronomical amounts for warehousing and goods-carrying. This has placed the other trade houses (with the exception of RIK) who rely on off-world trade, in financial difficulty. Attempts by the trade houses to decrease labour costs has led to unrest among Kraatar's Human workforce. VL itself, employs Humans as cheap labour, paying them barely enough to survive.

Referee only: Through a complex network of finance and holding companies, Vist'Lat is actually owned by Jack Legrange. The top executives are controlled by Legrange's brain implants, and believe the trade house to be owned by several off-world companies (see **Diagram 3** - module folder). Attempts to trace the lines of ownership will eventually come to a dead-end at the dotted line on the diagram, since these companies are all registered on Triad (Cassidine) where information on company ownership is not available.

Legrange is using Vist'Lat to foment unrest on Kraatar. By manipulating VL, he hopes to increase tension on the planet even more, allowing him to "rise from the dead" and destroy the Vrusk.

NPCS

JACK LEGRANGE

REAL NAME: CUITRISS MANBELA

RACE: Human

STR/STA	*48(96)/52	PS	15
DEX/RS	50/*50(75)	IM	8
INT/LOG	65/65	RW	45%
PER/LDR	70/72	M	88%

* Apparent abilities, figures in brackets refer to enhanced bionic abilities.

Bionic Abilities: as an expert in bio-engineering Legrange has supervised extensive alterations to his form. His skeleton is enhanced with the equivalent of an internal exoskeleton (AD - p48). Legrange also has a tight-beam computer link implanted in his brain, which allows him to communicate with all computers on Artemis Base (page 21).

SKILLS (PSA - BIOSOCIAL):

Environmental 1, Beam weapons 2, Martial arts 2, Technician 3, Computer 4, Psycho-social 4, Medical 6, Robotics 6,

Weapons: Laser pistol (Power backpack 50 SEU).

Defences: Albedo screen, A-S implant.

Legrange and the KLC

Jack Legrange was born at his parents' farm in the Quazzt's Depression on Kraatar 60 years ago. His early life was spent working on the farm, but at the age of 18 he entered the hospital in Gozzorf as a medical student. It was here that he first became involved in anti-Vrusk activities and, along with David Dever (see **Pull-out Sheet V**), founded the Kraatar Liberation Corps (see **Kraatar Liberation Corps - Pull-out Sheets II & V**). For 8 years he studied at the hospital, and secretly organised attacks on Vrusk installations and trade houses. He was forced to flee Kraatar after the RIK (see **Pull-out Sheet II**) raided a KLC meeting at the hospital. Legrange escaped to the starport and boarded a starship but most of his fellow conspirators were caught and imprisoned.

After fleeing Kraatar, Legrange wandered around the Frontier taking any work he could find. A successful prospecting expedition provided him with enough money to establish Trojan Enterprises. Since its foundation, Trojan Enterprises has expanded rapidly, with Legrange's work on bio-engineering and cybernetics being in great demand. His recent advances in the technique of limb and organ regeneration have earned him science's highest award, the Fulbourn-McCoy prize.

No-one suspects that Legrange is involved with the KLC. In fact, he is supplying weapons to them and financing their activities. Eight years ago, he established the High Peaks Sanatorium (see page 17) on Kraatar as a front for the KLC. The clinic provides psychiatric and physical therapy to over-worked Vrusk. All Vrusk who enter the clinic for treatment, undergo a "minor" operation, under the cover of stress-alleviation therapy. During the operation a control device is implanted in their brains. The device affects neural impulses and

enables a creature's brain to be pre-programmed to carry out certain tasks (see **The Implant - Pull-out Sheet VIII**).

Description: Legrange seems very rational and has a distinguished appearance. However, he is deranged. His hatred for Vrusk colours all his thinking and he has only one aim in mind — the complete eradication of all Vrusk from Kraatar.

The Fumiga Virus: Legrange discovered a deadly virus which appears to affect only Vrusk, killing all who come into contact with it within 6 hours. He intends to release this into Kraatar's upper atmosphere, but, unknown to Legrange, the virus will mutate into an even more deadly strain. This new strain will kill not only Humans, but most other life forms on the planet, turning Kraatar into a world devoid of life in a week.

CHARLETTA KOMITZ - Reporter

RACE: Human (female)

STR/STA	48/45	PS	3
DEX/RS	50/50	IM	5
INT/LOG	75/70	RW	25%
PER/LDR	60/60	M	45%

SKILLS (PSA - BIOSOCIAL):

Computer 1, Martial arts 2, Environmental 2, Psycho-Social 3.

Weapons: Needler pistol (3 clips of anaesthetic needles)

Description: Charletta is the political editor for Pan-Galactic Holo-News (PGHN). She suspects (falsely) an illegal connection between Jack Legrange and the trustees of the Fulbourn-McCoy prize, and is very keen to interview him on the subject. Having heard Legrange's speech at the awards ceremony she is also anxious to investigate his activities on Kraatar. She has contacted the PCs to hire them to provide protection from Legrange's bodyguards and to make undercover enquiries on Kraatar.

She arranges for the PCs to accompany her to Kraatar, but on arrival, Charletta is gunned down in the cross-fire that follows Trans/Legrange's assassination (see page 6). The PCs can still claim their "fee" by handing the tape of the interview to any PGHN office.

TROY TRANS

RACE: Human (male)

STR/STA	48/52	PS	3
DEX/RS	50/50	IM	5
INT/LOG	65/65		
PER/LDR	70/72		

SKILLS (PSA - TECHNOLOGICAL):

Medic 2, Robotics 3, Technician 3, Computer 4.

Description: Troy Trans is a Trojan Enterprise employee who has been surgically altered to look exactly like Jack Legrange. Troy believes he is being sent to Kraatar as a decoy, while

Jack Legrange makes a secret business trip to Madderly's Star. He has no idea what interests Legrange might have in Madderly's Star. He has been carefully briefed in his role, and to all but Legrange's closest associates, he is indistinguishable from his employer.

Unknown to Trans, he is being sent to his death. On leaving the starship at Kraatar he will be assassinated by a Vrusk controlled via an implant (see page 6).

LEGRANGE'S 2 BODYGUARDS

RACE: Human

STR/STA	61/60	PS	4
DEX/RS	62/60	IM	6
INT/LOG	60/50	RW	71%
PER/LDR	40/40	M	81%

SKILLS (PSA - MILITARY):

Beam weapons 2, Thrown weapons 2, Projectile weapons 4, Martial arts 5.

Weapons: Automatic pistol (8 bulletclips) and three dozen grenades each, carried at all times — agreed by special arrangement with the Golden Dawn's Captain.

Defences: A-S implant, Civilian skeinsuit, Albedo screen, Power backpack (50 SEU).

Description: Trans/Legrange's bodyguards Gert and Savanova are ex-military personnel and have worked for Legrange for 6 years. They are totally loyal and are unaware that it is not Legrange they are protecting on this trip. Gert and Savanova are quiet and radiate an aura of controlled violence. They never engage in general conversation, speaking only to answer questions or to administer a warning. Unless Trans/Legrange permits it, they allow no one near him. A verbal warning is given and if this is ignored, they use their martial arts skills to reinforce their point.

TWO VRUSK EXECUTIVES

RACE: Controlled Vrusk (male)

STR/STA	40/40	PS	2
DEX/RS	60/55	IM	6
INT/LOG	60/60	RW	50%
PER/LDR	60/60	MW	30%

Special Abilities: Comprehension 30%

SKILLS (PSA - BIOSOCIAL):

Computer 1, Environmental 1, Beam weapons 2, Psycho-social 3.

Weapons: None carried (see below)

Description: These Vrusk are executives of Clic'Aqat a major trade house involved in glass manufacture (see **History of Kraatar/Major Trade Houses - Pull-out Sheets I-II**). They are on their way back to Kraatar after trade talks on a number of planets.

During a stay at the High Peaks Sanatorium, under the pretext of 'stress-alleviation therapy' they were fitted with Legrange's control devices. During the voyage they never stay in the same area as Trans/Legrange, preferring to leave the bar or lounge whenever he enters. They also remain aloof from the characters, speaking only to Vrusk PCs and avoiding the others whenever possible. If successfully approached and questioned about Legrange's

PULL-OUT SHEET III (NPCs)

views regarding Vrusk they express concern and say that no good can come from it. For them, Kraatar is a quiet peaceful planet, where Vrusk and Humans live in harmony and mutual dependence; all Legrange will succeed in doing is stirring up bad feeling and damaging Kraatar society.

On arrival at Kraatar, the two Vrusk are to provide the back-up to the two assassins waiting at the starport. They will be compelled by their implants to kill Trans/Legrance (see **Laser Blast** - page 6), and for this purpose they arm themselves with their weapons from the ship's cargo hold (see page 5).

THE TWO ASSASSINS

RACE: Controlled Vrusk (1 Female/1 Male)
STR/STA 60/60 **PS** 3
DEX/RS 60/60 **IM** 6
INT/LOG 50/45 **RW** 60%
PER/LDR 45/45 **M** 50%
Special Abilities: Comprehension 15%

SKILLS (PSA - MILITARY):

Martial arts 2, Melee weapons 2, Thrown weapons 2, Beam weapons 3.

Weapons: Female - Laser rifle, two Power backpacks (50 SEU each).

Male - Laser pistol, Power backpack (50 SEU).
Defences: Civilian skeinsuits (50 damage points), A-S implant, Albedo screen.

Description: The assassins are two ex-RIK personnel who visited the High Peaks Sanatorium 2 years ago. Three months ago, while searching for KLC activists, they went missing (presumed dead). They had in fact had their programming activated and have since been living in Jedsis, waiting for the final command. Driving into the starport, it was a simple matter to pass the checkpoints using their RIK ID cards, take up position and wait for Legrange to leave the Golden Dawn.

After killing Trans/Legrance they attempt to flee in their ground car.

RAL'IK'KA ZZIK'TI

RACE: Vrusk (male)
STR/STA 60/55 **PS** 3
DEX/RS 55/60 **IM** 6
INT/LOG 80/70 **RW** 68%
PER/LDR 75/75 **M** 60%
Special Abilities: Comprehension 30%

SKILLS (PSA - MILITARY):

Melee weapons 2, Thrown weapons 2, Martial arts 3, Psycho-social 3, Beam weapons 4.

Weapons: Laser pistol, Power backpack (50 SEU)

Defences: Albedo suit, Inertia screen, A-S implant

Description: Ral'ik'Ka Zzik'Ti is a high-ranking RIK official charged with the protection of the starport. Zzik'Ti is totally loyal to his trade house but distrusts Vist'Lat's motives and methods. He views their policies on Human and Vrusk affairs with great suspicion. In the wake of Trans/Legrance's death Zzik'Ti suspects Vist'Lat of being responsible. To help gain information, he will employ the PCs to

investigate for him. Unlike other RIK Vrusk, who see great opportunities in the current unrest for RIK expansion, Zzik'Ti wishes to see an end to hostilities.

Zzik'Ti can provide little direct help to the PCs, but he will intervene on their behalf if they are arrested or otherwise run foul of RIK. Initially, he will view the PCs with some suspicion, but will later become more friendly. He can provide some advice and assistance. For example, unlimited access time to one of the starport computer terminals.

If the PCs search the High Peaks Sanatorium (see page 17), they may decide to contact RIK Zzik'Ti to inform him of the situation and to request aid. Zzik'Ti requests that any pertinent data regarding the planned KLC insurrection be sent through the datagrid to him. Zzik'Ti then urges an attack on Artemis Base as soon as possible, but unfortunately he cannot offer any aid, because of the Vist'Lat blockade of the starport (see **The Blockade** - page 21).

SIK'TRIKSTA SA'SHR'IT'REZZ

RACE: Vrusk (female)
STR/STA 30/35 **PS** 2
(wounded value = 2) **IM** 7
DEX/RS 60/70 **RW** 30%
INT/LOG 50/50 **M** 30%
PER/LDR 40/40
Special Abilities: Comprehension 17%

SKILLS (PSA - TECHNOLOGICAL):

Computer 1, Technician 6

Description: Sik'Triksta Sa'Shr'It'Rezz worked for Sik'Triksta as pilot of a shuttle to the mining colony on Tivalla, the closer of Kraatar's two moons. Following the destruction of the colony in an unexplained explosion, Sa'Shr'It'Rezz has been grounded. At some point in the future she is expecting to be given a job on the monorail. Even if the mine were re-established, the job of shuttle pilot is likely to be given to a Vist'Lat employee, since, following the takeover of the starport by Vist'Lat, her shuttle now belongs to them. On Day 4 (see **Events** - page 12), she will take up her new post as a monorail technician and leave Gozzorf.

Sa'Shr'It'Rezz lives in a flat in Fioust. When encountered and befriended by the party, Sa'Shr'It'Rezz can provide the following information on the moonbase:

The colony was run by 12 Vrusk and six Humans, assisted by 20 mining and maintenance robots. She delivered a load of supplies to the base the same day that it was destroyed, and was surprised to discover that all the Vrusk staff had been struck down by a mysterious virus. Moreover, as she was leaving the base, she saw a small vessel approach from the dark side of the moon. Only an hour later the base exploded. She has made a report of this to both Sik'Triksta and Vist'Lat.

Later in the adventure, Sa'Shr'It'Rezz is encountered at the High Peaks Sanatorium where she has been taken because of her connection with the PCs. David Dever has been interrogating her in order to find out just how much the party knows. She can fly the KLC shuttle to Artemis Base (see page 20).

GORBOZ

RACE: Dralasite
STR/STA 55/65 **PS** 3
DEX/RS 52/50 **IM** 5
INT/LOG 60/60 **RW** 46%
PER/LDR 55/55 **M** 48%
Special Abilities: Elasticity - 5 limbs; Lie Detection 20%.

SKILLS (PSA - BIOSOCIAL):

Melee weapons 2, Projectile weapons 2, Psycho-social 3, Medical 5.

Weapons: 2 Automatic pistols concealed under a large, voluminous kaftan.

Defences: Albedo suit, Inertia screen, A-S implant, Power backpack (50 SEU)

Description: Being grossly overweight, Gorboz waddles rather than walks on its three legs. Gorboz has a dislike for Vrusk and is fond of telling Vrusk jokes, such as "What was the last thing that went through the Vrusk's mind as it hit the ground?.....Its tail!" The Dralasite's puns are even worse.

Gorboz works under orders from David Dever (see below) at the High Peaks Sanatorium. The Dralasite does not know that the assassinated Legrange was an impostor, nor does it know about the planned missile strike. Gorboz always uses an alias.

In an emergency he can call on the aid of a KLC commando team (see **Pull-out Sheet V**).

SIKRIIE

RACE: Yazirian (male)
STR/STA 65/60 **PS** 4
DEX/RS 55/55 **IM** 6
INT/LOG 35/35 **RW** 48%
PER/LDR 30/30 **M** 83%
Special Abilities: Battle rage 25%, Gliding.

SKILLS (PSA - MILITARY):

Beam weapons 2, Technician 2, Melee weapons 5.

Weapons: Sonic sword, Vibroknife

Defences: Civilian skeinsuit, Albedo screen, Power backpack (50 SEU).

Description: Sikriie is a not very bright Yazirian who takes great pleasure in hurting creatures. He is totally loyal to Gorboz (Gorboz once saved his life) and follows its orders without question.

DAVID DEVER - alias Dr. Martin Boot

RACE: Human (male)
STR/STA 60/68 **PS** 3
DEX/RS 62/60 **IM** 6
INT/LOG 70/65 **RW** 61%
PER/LDR 75/75 **M** 51%

SKILLS (PSA - BIOSOCIAL):

Environmental 2, Martial arts 2, Thrown weapons 2, Beam weapons 3, Psycho-Social 3, Medical 5.

Weapons: Laser pistol, Power backpack (50 SEU).

Defences: A-S implant, Albedo suit and Inertia screen.

Description: David Dever is a tall swarthy individual. He founded the KLC along with Jack Legrange. When RIK personnel raided the hospital from which he and Legrange were organising KLC activities Dever was caught, but Legrange managed to escape offworld. Dever escaped from prison ten years ago and again began organising KLC activities. After reestablishing contact with Legrange, Dever established the High Peaks Sanatorium funded by Legrange. From the sanatorium, Dever has been organising KLC forces ready for their ultimate takeover of the planet.

Dever, although intensely disliking the Vrusk, does not share Legrange's insane hatred for them. He has doubts about the planned missile strike, but views it as a means of saving many KLC lives. He is aware of the PC's involvement, but does not know who they are working for.

TYPICAL RIK FORCE

RACE: Vrusk

STR/STA	60/60	PS	3
DEX/RS	60/60	IM	6
INT/LOG	50/45	RW	60%
PER/LDR	45/45	M	50%

Special Abilities: Comprehension 15%

SKILLS (PSA - MILITARY):

Martial arts 2, Melee weapons 2, Thrown weapons 2, Beam weapons 3 or Gyrojet weapons 3 (see below).

Weapons: see below

Defences: Military skinksuit or Albedo suit, Albedo or Inertia screens. (Other screens are available for specific missions, but the above are the general configurations used).

Description: RIK security forces contain two distinct types of personnel — those trained in beam weapons and those in gyrojet weapons. In combat situations, beam weapons specialists are equipped with laser rifles, vibro knives and grenades. Support weapons are provided in the form of heavy lasers and sonic devastators. Gyrojet specialists carry gyrojet rifles, vibro knives and grenades. Support weapons take the form of rocket launchers.

For police duties on Kraatar, beam specialists are issued with sonic stunners, doze and tangler grenades. Gyrojet specialists use grenade rifles firing a mix of doze and tangler grenades. Both types of personnel carry stunsticks. If the situation warrants it, troops are issued with power backpacks and belt-packs. For police duties they have power belt-packs only.

Encountering RIK Personnel

RIK personnel functioning in a police capacity will resort to violence only as a last resort. Where possible they will use tact in their dealings with the public and offworlders.

KLC ORGANISATION

The KLC is loosely organised; most members work on farms or in trade house factories. It is highly secret, and has members in most communities. KLC central headquarters are at the High Peaks Sanatorium (see page 17), where David Dever orchestrates the campaign to "free" Kraatar.

TYPICAL KLC STATISTICS

RACE: Human

	Explorers	Commandoes	Leaders	Support
STR/STA	52/56	55/60	55/60	45/45
DEX/RS	50/54	52/56	52/56	45/45
INT/LOG	45/45	48/45	50/45	50/55
PER/LDR	45/45	45/48	55/60	48/45
PS	3	3	3	3
IM	6	6	6	5
RW	45	56	56	23
M	46	58	58	23

Full-time KLC members are trained and equipped to fill a variety of roles, depending on the situation. Those encountered in this adventure are either combat patrols (explorer or commando) or support groups (computer experts, technicians or medics). Only Humans are used in patrols; sex is indicated in all cases by 'M' (male) or 'F' (female).

Explorer patrols guard the secret KLC shuttle-pad near Quazzt's Depression (see page 20) and ferry arms to other KLC members.

Commandoes are trained to attack Vrusk installations and to disrupt production as much as possible. They provide the guards at the Sanatorium and on Artemis Base, and have specialist training in other fields (see **Commando Skills** - below).

Support personnel are found both at the Sanatorium and on Artemis Base. Depending on their function, they have one of the following skills: Medical 5, Robotics 4, Technician 4, or Computer 4. They have no weapons skills.

KLC EXPLORER PATROLS

Active KLC teams are equipped with vehicles (usually explorers) which may or may not be armed depending on circumstances. Patrols comprise six people, with various arms and equipment. The commander of an explorer is normally better armed and equipped than the rest of the team. The three Explorer Patrols below may be encountered by the PCs during this adventure, and serve as a basis for creating further patrols. Patrol members other than the vehicle's commander are indicated by number, with the gunner, if applicable, being number 1.

SKILLS (PSA - MILITARY):

Melee weapons 2, Thrown weapons 2, Beam weapons 2 or Projectile weapons 2 or Gyrojet weapons 2 (depending on arms carried - see below). Commanders have weapons skills of 3.

Weapons/Defences: see below.

Vehicles

The explorers used by the KLC are standard Frontier models (see **AD** p29). They have three entry/exit points: a small door at the right front of the vehicle leading to the driver's seat; a large, double door at the back, allowing large items to be loaded and unloaded; and a small hatchway in the centre of the roof allowing one character to ride with the upper part of his or her body outside the vehicle. The explorers can carry two extra passengers on top if necessary.

Heavy weapons can be fitted to the roof hatch of an explorer by means of a swivel mount. The swivel mount fits around the roof hatch and takes one technician an hour to install both it and a heavy weapon. No more than one heavy weapon can be mounted on an explorer.

All KLC explorers have air-tight hatches and can be pressurised to allow the occupants to breathe normally when travelling at high altitudes. They also carry breathing apparatus for use outside the vehicle, or when one or more of the hatches are open. Additional oxygen tanks are carried, as well as a portable compressor with which to refill them.

PATROL 1 (Rocket launcher & 6 rockets):

Commander (M) - Laser rifle, Vibroknife (Belt-pack 30 SEU and 4 Powerclips), Albedo suit (40 points), Inertia screen
#1 (F) - Gyrojet pistol (3 Jetclips), Military skinksuit (35 points)
#2-4 (M) - Laser pistol (5 Powerclips), Military skinksuit (41 points)
#5 (F) - Automatic rifle (5 Bulletclips), Albedo suit (20 points).

PATROLS 2, 3 & 4 (Recoilless rifle & 8 shells):

Commander (F) - Automatic rifle (5 Bulletclips), Civilian skinksuit (50 points), Inertia screen (Belt-pack 50 SEU), Sonic sword, Fragmentation grenade
#1 (F) - Automatic pistol (4 Bulletclips), Military skinksuit (27 points)
#2-3 (F) - Laser rifles (4 Powerclips), Albedo suits (34 points)
#4-5 (M) - Automatic rifles (4 Bulletclips), Military skinksuit (19 points).

KLC COMMANDOES

SKILLS (PSA - MILITARY):

Commandoes are more formidable than explorer patrols, being better equipped and better trained.

Melee weapons 3, Thrown weapons 3, Beam weapons 3 or Projectile weapons 3 or Gyrojet weapons 3 (depending on arms carried - see below).

Each *team* also has the following skills (distributed between the various members): Computer 1, Computer 2, Demolitions 3, Medic 1, Robotics 2, Technician 2.

A typical commando unit has the following defences and weapons:

#1 (M) - Automatic rifle (5 Bulletclips), Fragmentation grenade x2, Civilian skinksuit, Albedo screen (Belt-pack 50 SEU).
#2 (M) - Laser rifle, Smoke grenade x2, Civilian skinksuit, Albedo screen (Belt-pack 50 SEU x2).
#3 (M) - Laser pistol, Civilian skinksuit, Albedo screen (Belt-pack 50 SEU), Incendiary grenade.
#4-5 (F) - Gyrojet rifle (3 Jetclips), Albedo suit, Inertia screen (Belt-pack 50 SEU).

On Artemis Base, all guards are armed with laser rifles (belt-pack 50 SEU), to obviate the problems which recoil creates in zero-g.

PULL-OUT SHEET V (NPCs/RIK/KLC)

COMPUTERS

For simplicity, computers in this adventure are divided into two distinct types — single and datagrid. Single computers are those not linked to another computer by some form of interface. Computers holding a shop's stock records, or a computer onboard a starship are single computers and data stored in them is specific to their particular function. *Datagrid computers* on the other hand are *linked into a network which allows any computer to access any other in the network*. Both types of computer may have numerous terminals.

The computers in Gozzorf starport and the various Trade Houses on Kraatar are datagrid computers, while those on the Golden Dawn, at the High Peaks Sanatorium, on the KLC shuttle and Artemis Base are single computers.

Datagrid computers are all considered to be level 4 computers and contain a wide range of programs. All programs (see AD p46), with the exception of computer security programs, are considered to be level 3, and available to all computers. You may like to specify which computers hold which programs, but this is not necessary to the running of the adventure.

Characters will find it very difficult to *bypass security* on datagrid computers as they will only have access to a library terminal. In order to *bypass security* the PCs will have to break into the buildings where the main computers are held, deal with any guards and then any defences the computer may have. In the event of a break-in, it will be necessary to determine the exact flow of events for yourself.

ACCESSING DATABANKS

All entries are listed by alphabetical order of subject. These are the general subjects to be named by the PCs when attempting to access a databank. You should read through all the entries to familiarise yourself with the contents before running the adventure. Players should not be allowed to browse through these files, they should only gain the information by using the computer rules below.

General information (classified as "public"), such as data about Kraatar, Vrusk trade houses, and NPCs can be accessed using an *operate computer* skill. "Restricted" information can only be acquired after the security program on the computer has been defeated, and a successful attempt to *display information* has been made (see below). Some subject titles refer to both public and restricted databanks, and in these cases the public information is always given first.

PUBLIC DATABANKS

Data stored here is freely available to the general public. It can be accessed from any starport terminal or from library terminals all over Kraatar. Public databank terminals are very user friendly. When accessing the public

databanks they are all treated as level 1 computers; when attempting to access restricted files they revert to level 4 computers.

RESTRICTED DATABANKS

The information listed here is not available through normal channels. Certain files can be accessed from most terminals on Kraatar, some are only stored in specific computers (noted in the relevant cases), but all are protected by security programs.

Unlike public databanks, restricted data banks are very specialised, only holding data pertaining to their functions. For example, the starport computer holds data on ship movements within the system, landings etc., while the RIK computer is more concerned with security operations and criminal records.

To access this data a successful *operate computer* check must be made (remember that for restricted data the computers are level 4), followed by a *defeat security* check (the level of this program varies according to the computer being accessed - see below). If this succeeds, a *display information* roll will reveal the requested data, if it is present. If it is not held in

the computer's databanks, there is no need to make further *defeat security* checks, but a *display information* check is required for each piece of data. **Note: Information on restricted files is given in abbreviated form.**

Remember that it is not enough to access the databanks, the information required must be specified. The public databanks in particular hold large amounts of information, and to read all the information would take years. Specifying the required data results in it being displayed on the screen in the following format:

Data requested on:

PAN-GALACTIC HOLO-NEWS (PGHN):

START DATA

PGHN is a Frontier-wide news service.

Based on Madderly's Star, it has offices on most worlds.

END DATA

ABBREVIATIONS

Type of File:

P = Public; Rn = Restricted (n = level of Computer Security Program).

Specific Computers:

A = Any on Kraatar; CA = Clic'Aqat; CC = Commercial Council; G = Starport; HPS = Sanatorium; KLC = Artemis Base; O = Offworld; RIK = Ral'lk'Ka; VL = Vist'Lat

FILE IS AVAILABLE ON:										FILE NAME:
A	CA	CC	G	HPS	KLC	O	RIK	VL		
			P			P				ABLEMAN PROPERTIES
				R3	R4					ARTEMIS BASE
			P			P				ARTEMIS RESEARCH
				R3			R5			ASSASSINS OF LEGRANGE
P			P			P				COMMERCIAL COUNCIL
		R2					R5			CUITRISS MANBELA
			P			P				ESTRONSA FINANCE (P)
			R4							ESTRONSA FINANCE (R)
				R3	R4					EXCELSIOR
				R3	R4					FUMIGA VIRUS
			P			P				GANGREEL IND.
				R3	R4					GROUNDSWELL
P			P	P						HIGH PEAKS SANATORIUM
				R3						HPS - LAYOUT/MAP
				P						HPS - PATIENTS
				P						HPS - STAFF
				R3	R4					IMPLANTS
P			P			P				JACK LEGRANGE
P			P			P				KLC
P			P			P				KRAATAR
			P			P				OMEGA HOLDINGS
P			P			P				PAN-GALACTIC HOLO-NEWS
			R4	R3	R4					QUAZZT'S DEPRESSION
										- LANDINGS
			P			P				RAJNOT FINANCE INC.
			P			P				SHOMTZ EXPLORATION
P			P							SHOMTZ MINING COLONY (P)
				R3	R4					SHOMTZ MINING COLONY (R)
			P			P				STYSOR ARMS CO.
P			P			P				TROJAN ENTERPRISES (P)
				R3	R4					TROJAN ENTERPRISES (R)
				R3	R4			R4		VIST'LAT
				R3				R4		VIST'LAT TECHNICIAN
	R2			R3						VRUSK EXECUTIVES
P			P			P				VRUSK TRADE HOUSES

ABLEMAN PROPERTIES:

based at Triad (Cassidine). No further information available.

ARTEMIS BASE:

code name of secret KLC base on Setarz; contains laboratories producing and testing the Fumiga virus, and houses the missile which is to unleash an epidemic of the virus into Kraatar's atmosphere.

ARTEMIS RESEARCH:

company based at Gran Quivera (Prenglar). This is a vast corporation with numerous holdings in a variety of companies throughout the Frontier; major shareholders are Omega Holdings (20%), Rajnot Finance Inc (21%), and Estronsa Finance (10%).

ASSASSINS OF LEGRANGE:

crack RIK personnel; specialists in undercover work who were sent to arrest a KLC cell but failed to return. If the PCs specifically ask to examine their medical records, they learn that the Vrusk spent 2 weeks at the High Peaks Sanatorium about 2 years ago.

COMMERCIAL COUNCIL:

the ruling body of Kraatar. The Council consists of representatives from Kraatar's trade houses. The major trade houses each have a representative; the lesser ones share representatives between them on a rotating yearly basis. The Council is responsible for offworld relations, and major policy decisions concerning Kraatar, but is primarily concerned with co-ordinating the activities of Kraatar's trade houses.

CUITRISS MANBELA:

Presumed founding member of the KLC and former medical student at Gozzorf Hospital. Believed to have fled Kraatar following an RIK investigation.

ESTRONSA FINANCE (Public):

based at Kdikit (Madderly's Star). Estronsa Finance provides loans and backing to other frontier companies. Through its loans it is believed to indirectly control a number of other companies.

ESTRONSA FINANCE CO (Restricted):

Details some of the many companies in which it has shares: Artemis Research (10%); Shomtz Exploration (23%); Vist'Lat Trade House (24%); Stysor Arms (26%); and Shomtz Mining (15%). Control of this company is split between Omega Holdings (25%) and Ableman Properties (26%).

EXCELSIOR:

code name of plan to explode missile with Fumiga virus in warhead. The time of the launch is not mentioned.

FUMIGA VIRUS:

details of secret virus, genetically engineered by Legrange to affect only Vrusk; to be released into Kraatar's atmosphere by a missile fired from Artemis Base.

GANGREEL INDUSTRIES:

based at Triad (Cassidine). No further information available.

GROUNDSWELL:

code name and details of KLC uprising; provides location of shuttle pad (areas S1-5, Plan 4) and information on the build up of weapons and supplies at the sanatorium. Details the dispersal of arms by explorer patrols across the planet and gives the location of KLC cells.

HIGH PEAKS SANATORIUM:

run by Dr. Martin Boot, this high-class Vrusk convalescent home specialises in stress-alleviation therapy.

HPS - LAYOUT/MAP:

Provides a complete map of the Sanatorium.

HPS - PATIENTS:

Provides details of past and present patients at the Sanatorium. There are currently only two: Sa'Shr'It'Rezz, and a Vist'Lat executive (both undergoing "therapy").

HPS - STAFF:

Lists the names and numbers of staff (see Staff - page 18).

IMPLANTS:

a list of victims (names and occupations) and details on their programming — none of these are currently active (unless already stated in the text).

JACK LEGRANGE:

head of Trojan Enterprises, a frontier-wide corporation. Born on Kraatar, where he studied for his doctorate. After leaving Kraatar, he formed Trojan Enterprises and has spent the last 20 years researching and developing bio-engineering techniques. Legrange has been known to speak against the Vrusk, particularly their way of organising their lives and industry. He has often been quoted as saying "only insects could possibly live like the Vrusk."

KLC:

initials of "Kraatar Liberation Corps", an illegal Human terrorist group dedicated to the eradication of Vrusk on Kraatar. KLC members are fanatics who will stop at nothing.

KRAATAR:

see Players' Aid #2 on the inner module cover.

OMEGA HOLDINGS:

based at Triad (Cassidine). No further information available.

PAN-GALACTIC HOLO-NEWS (PGHN):

Frontier-wide news service. Based on Madderly's Star, PGHN has offices on most civilised worlds.

QUAZZT DEPRESSION - LANDINGS:

A look at these records will show that ships have been landing regularly at Quazzt for the past two years. The ships always land at night and leave the following night. There is no indication of where the ships come from other than confirming that they do not come from the planet.

RAJNOT FINANCE INC.:

based at Triad (Cassidine). No further information available.

SHOMTZ EXPLORATION:

based at Gollywog (White Light), this company owns many subsidiaries throughout this part of the Frontier. Major shareholders are Gangreel Industries (15%); Ableman Properties (23%); and Estronsa Finance (23%).

SHOMTZ MINING COLONY (Public):

based at Kraatar. Shomtz holds mining and mineral rights on Tivalla, the closest of Kraatar's two moons. Major shareholders include Shomtz Exploration (30%); Artemis Research (12%); and Estronsa Finance (15%).

SHOMTZ MINING (Restricted):

used as test-site for Fumiga virus; was subsequently destroyed to eradicate all evidence.

STYSOR ARMS:

based at Kdikit (Madderly's Star). Stysor Arms is a newcomer to arms and defence production being in existence for only two years. Stysor manufactures a wide range of weapons. Major shareholders include Artemis Research (26%) and Estronsa Finance (26%).

TROJAN ENTERPRISES (Public):

based at Lossend (Timeon). Trojan Enterprises is a frontier-wide company involved in bio-engineering and limb regeneration. It has offices on most Frontier worlds and is renowned for its philanthropic work with underprivileged Humans, Dralasites and Yazirians.

TROJAN ENTERPRISES (Restricted):

shows that Trojan Ents. has the controlling interests in Ableman Properties, Gangreel Finance, Rajnot Finance and Omega Holdings.

VIST'LAT:

shows control of VL to be split between Rajnot Finance (27%); and Estronsa Finance (24%).

VIST'LAT TECHNICIAN (robot controller):

a trusted VL employee, if of a somewhat nervous disposition. If the PCs specifically ask for details of her medical record, they learn that she spent two weeks at the High Peaks Sanatorium 9 months ago.

VRUSK EXECUTIVES (from Golden Dawn):

these two Vrusk had an exemplary service record for Clic'Aqat; both were specialists in off-world trade relations. If the PCs examine the medical records they learn that they each spent a fortnight at the High Peaks Sanatorium 11 months ago.

VRUSK TRADE HOUSES:

Trade houses are as common on Kraatar as they are wherever Vrusk are found in the Frontier. Six major trade houses exist on Kraatar, as well as hundreds of smaller ones:

Major Trade Houses:

Adq'Bizz (AB): ore extraction and refinement
Clic'Aqat (CA): glass
Gst'Gar'St (GGS): electronics
Ral'Ik'Ka (RIK): security
Sik'Triksta (ST): transport
Vist'Lat (VL): starport (see Vist'Lat - above).

Any Kraatar computer will also give **General Information** on each trade house (see **Pull-out Sheet II**).

NEW EQUIPMENT & KLC ROBOTS

THE IMPLANT DEVICE

This device was developed by Jack Legrange as part of his plot to "save" Kraatar from Vrusk domination. Surgically implanted at the High Peaks Sanatorium (see page 17) — without the knowledge of the recipient — this device affects neural impulses and, in effect, pre-programs a creature's brain to carry out certain tasks.

The implant is undetectable without surgery and can be triggered at any time to fulfill its programming. The devices are fitted with self-destruct mechanisms which under certain specified conditions, cause an explosion sufficient to destroy the brain and remove all trace of the implant.



HAND COMPUTER

Mass: 2 kg
Cost: 7000 Cr

A hand computer is a portable lightweight (2kg) level 1 computer fitted with a short-wave radio and powered from a power backpack. The hand computer has the following level 1 programs: analysis, communication and information storage. The communications program allows it to be interfaced with a larger computer via its short-wave radio. Information can be passed freely between the two computers over the radio link, allowing the hand computer to access far larger amounts of data than it would be able to do with its restricted function point size.

BREATHING APPARATUS

Mass: mask/bag - negligible; tanks - 5kg each
Cost: mask - 100Cr; bag - 400Cr; tank - 50Cr; tank re-fill - 10Cr.

Breathing apparatus is used to supplement the oxygen supply in thin atmospheres. Air is carried in two tanks, each holding sufficient oxygen for 10 hours. In Human and Yazirian models the air supply is via a flexible plastic tube to a face mask. A Vrusk or Dralasite model consists of a strong yet flexible, clear plastic bag. Dralasites enter the bags and zip themselves in, allowing all their breathing pores to be supplied with oxygen. Vrusk bags cover the abdomen only and have special seals for the legs and upper body. Defensive suits and screens function normally with breathing apparatus. Being unpressurised, breathing apparatus cannot be used in vacuum.

KLC ROBOTS

Maintenance Robot

Mission/Function: Its mission is the repair and maintenance of the KLC establishment where it is based (either the Sanatorium or Artemis Base). Its duties range from maintaining power generators and magnitruks, to ensuring that the floors are polished daily. On Artemis Base a zero-g version is used where necessary, powered by gas jets which give it an acceleration/deceleration of 20 metres per turn. Both versions have a computer link, a security lock and a self-defence program. Functions are defined by the computer as tasks arise. Without a defined task the robot waits in a robot store. If the computer link is broken or the computer is not functioning, the robot returns to the robot store.

Security Robot

Mission/Function: Its mission is to guard against unauthorised intruders. As with the maintenance robot, a zero-g version is also in use on Artemis Base. Both versions have a computer link, an attack/defence, a self-defence, a search and destroy, and a security lock program. 500 SEU of the robot's parabattery are dedicated to the laser rifle and albedo screen.

When first entering a KLC base, all staff, patients and KLC members are scanned by the main computer and the data is transmitted to the robot. The robot then stores the data within its search and destroy program. On encountering any unauthorised personnel, the robot orders them to stop, while it contacts the main computer for instructions. The main computer then sounds an alarm in the security room and transmits the view from the robot's sensors to one of the video screens. The guards can then handle the situation either by controlling the robot through the computer, or by giving it direct instructions. If the alarm has already been sounded, the robot attacks to kill on sight without first contacting the computer.

Legrange's Cats

Mission/Function: To defend Legrange and follow orders from his computer implant. The cats have a computer link (to Legrange), an attack/defence, a self-defence and a security lock program.

These two cats are part robot and part real cat. Their normal functions have been enhanced by the addition of mechanical legs which secrete poison through their claws. The cats also have a small rocket pack fitted at the base of their tail which allows them to propel themselves through the air to attack.

	KLC MAINTENANCE	KLC SECURITY	LEGRANGE'S CATS
Body/level:	Std/4	Std/4	Special/4
Move Norm/Max:	10/60 (see above)	10/120 (see above)	10/120
Limbs:	2 mechanical arms	2 mechanical arms	4 mechanical legs
Parabattery:	Type 1	Type 2	Type 1
Stamina:	100	100	50
Defences:	Nil	armour (skeinsuit), albedo screen.	fur equivalent to an albedo suit.
Weapons:	Limbs (DM 2d10)	Laser rifle (set on 5 SEU)	2 claws (2d10 each) + poison (S10/T10)
Att:	70	70	70
IM:	7	7	9
RS:	70	70	90

A STAR FRONTIERS®

ALPHA DAWN ADVENTURE

Dark Side of the Moon

by Jim Bambra

"Today, the distinguished scientist and philanthropist Dr. Jack Legrange received the Fulborn-McCoy prize in recognition of his pioneering work in the field of bioengineering.

"The ceremony, held before an invited audience of reknowned academics, however, was not without a whiff of scandal. Reliable sources close to the Awards Committee hinted to journalist that 'undue influence' had been brought to bear concerning the decision to award the prize to Dr. Legrange. After the award, Dr. Legrange was not available for comment, but an unofficial spokesperson for allegations were 'unfounded, and not worthy of serious consideration'.

"The ceremony itself was one to be broadcast to several worlds, but transmissions were marred by technical problems. Dr. Legrange departed from his published text and delivered an emotional attack on the Vrusk authorities of Kraatar. He spoke in particular of their 'ruthless exploitations of the human population'. Unfortunately, a power failure interrupted further broadcasts.

"We'll be back right after the break with the latest news on the Cassidine Zero-g ball game. But now, a word from our sponsor ..."

Dark Side of the Moon is a fast moving investigative adventure for use with STAR FRONTIERS® Alpha Dawn game and can only be played with those rules.

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POB 756
Lake Geneva
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