

STARSHIPS & SPACEMEN 2E

TRouble AT...

MENNAN

AN ASHDOWN ADVENTURE

LUMINOUS DESIGN

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CREDITS

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AUTHOR & ILLUSTRATOR:

Scott Mulder

CGI MODELS & TEXTURES:

Simon Schild, Power Fusion 3-D, 3-D-C, Notilize, Coflek Gnorg, Adam Thwaites, Cybertenko, Darriofish, Predatron 3D, Nightshift3D, The Antfarm, Mortem Vetus, Xena, April YSH, Ian Palmer, Petipet, Mylochka, and Valander.

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INTRO

The Trouble at Memnaan is an adventure module for use with Goblinoid Games' Starships and Spacemen 2nd Edition Role Playing Game. This module is intended for experienced players with Characters at Level 3-6. Space Masters can allow lower level characters to join a mixed level party or adjust the number of adversaries encountered for compatibility. It is highly recommended that you complete the Starships and Spacemen 2nd Edition introductory adventure "Mind Masters of Zeta Herculis" found on Page 90 of the rulebook before playing this module. The mission scenario contained herein is written for the Ashdown Campaign Universe but may be used with the original game campaign setting with some minor adjustments. Luminous Design Studio's resource supplements "Ashdown: Sol & Xoth Sectors", "Shadow Ops", and the "Starship Construction Manual, Vol's #1-2" are highly recommended for use with this product but not required. You can use this module as written or as inspiration for use in adventures within your own game setting. If you intend to play this mission scenario as a Character you should stop reading at the start of Act One.

CAMPAIGN

This mission adventure takes place within Luminous Design Studio's Ashdown Campaign Universe. This campaign setting is a fictional alternate reality in the year 2290 loosely based on factual and fictional places in our own universe. There are some differences between this game setting and the original one found in the 2nd Edition Rulebook published by Goblinoid Games. One specific distinction is that in the Ashdown Universe the Gorran have an independent interstellar government and are not members of the Galactic Confederation. Space Masters who wish to keep the Gorran as written in the 2nd Edition Rulebook can simply articulate that the Gorran home-world is the Confederation's foothold in the Beta Quadrant. This campaign universe is composed of the two charted quadrants of the known galaxy (Alpha and Beta) and two uncharted ones (Gamma and Delta). Space Masters can introduce their players to this alternate reality as their home setting or find their way here through a teleporter mishap, alien portal, or dimensional rift.

OPTIONS

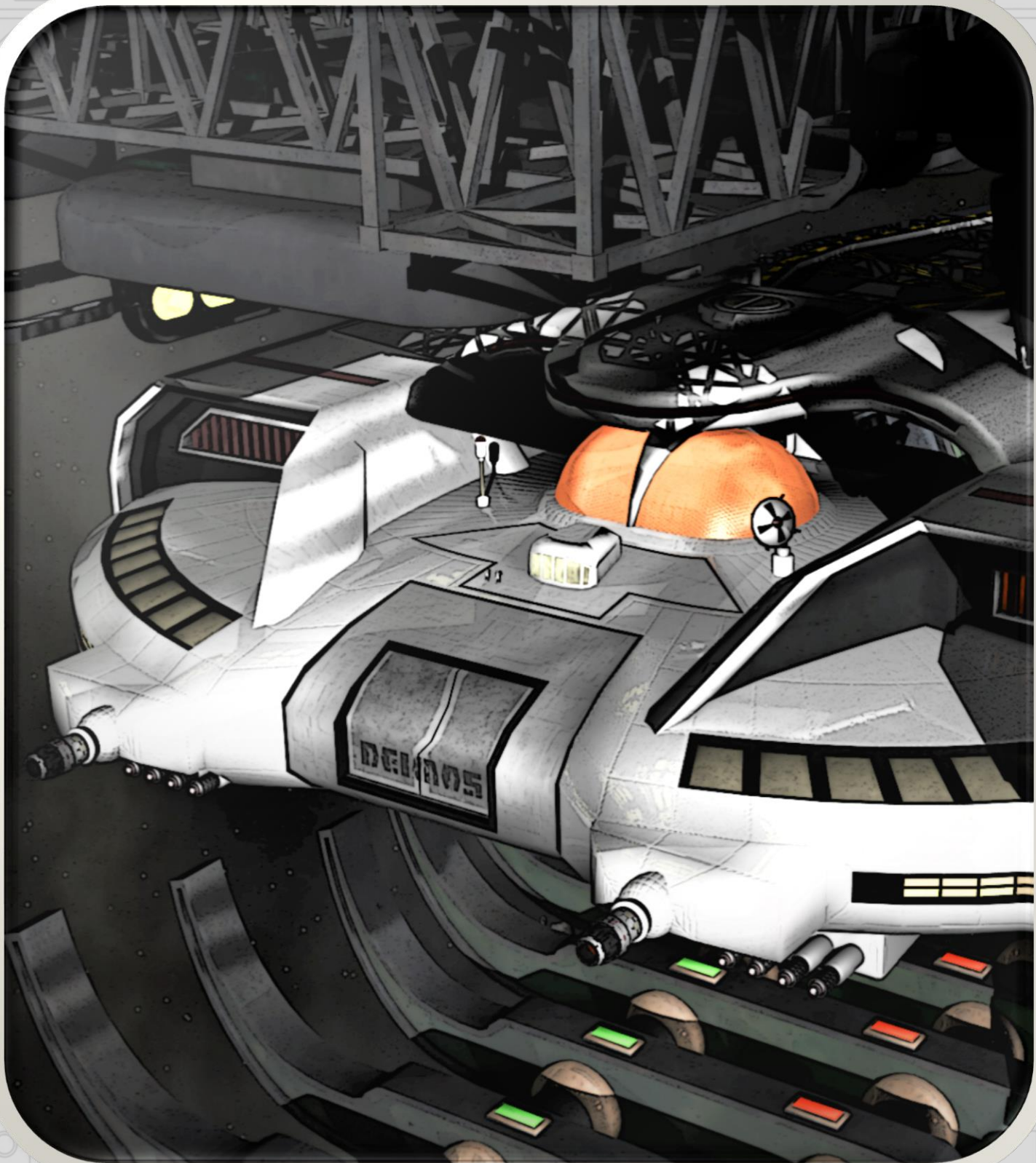
If the Ashdown Campaign Universe is not your default game setting it is recommended that you run a prelude adventure to acclimate the Player Characters before beginning this module. This can include an introductory back story of how the PC's arrived in this alternate universe and found their way to Starbase Alpha. While this adventure can be played using the original game setting universe, or one of your own design, it will require some minor modifications in order to fit in. Using the Ashdown Universe in this adventure will provide the PC's a personal interest in investigating the events on Memnaan as a means of finding a potential way back to their own home universe.

OTHER SHIPS

This adventure module can be adapted to use either the Confederation Frigate Deimos or another incumbent starship from your own game campaign. If the Players are up to the challenge, using the Deimos will shift the tone of game play towards problem solving and resource management. In this scenario, the Space Master can advise the players that their incumbent starship has been recalled to Starbase Alpha for much needed repairs or refit. While their starship is in space dock, the crew will be reassigned to the Deimos in the interim while the repairs or upgrades are being completed.

TERMINOLOGY

ABBR.	GAME TERMINOLOGY
AR	Armor / Armor Rating
BB	Beam Bank
CHA	Charisma
CMD	Command
CNT	Contact
CON	Constitution
CSF	Confederation Space Fleet
DEX	Dexterity
ENG	Engineer / Engineering
ENL	Enlisted
EQ	Equipment
FC	Fire Control
HP	Hit Points
INT	Intelligence
MIL	Military Branch
MED	Medical
OFC	Officer
PC's	Player Characters
PPB	Power Pile Base
PSI	Psionic Potential
NAV	Navigation
NPC's	Non-Player Characters
SCI	Science Branch
SEC	Security
SIB	Space Fleet Intelligence Bureau
SL	Sentient Life
SM	Space Master
SUB	Sub Class
STR	Strength
SS	Shuttle Ship
S&S	Starships & Spacemen RPG
TEC	Technical Branch
TELE	Teleporter
TORP	Torpedo / Ion Torpedo
XP	Experience Points
ZSF	Zangid Imperial Space Force



NOTATIONS

Throughout this adventure module you will see a numeric reference, for example (#01), annotated next to the names of planets and solar systems. This notation number corresponds directly to the assigned reference number for these places in the Luminous Design Campaign Resource “Ashdown: Sol & Xoth Sectors”.

NEW RULES

OPTIONAL BEAM WEAPON RULES

Directed energy beam weapons, sometimes alternately known as blasters or disruptors, share the same capabilities regardless of type or configuration. While some designs may vary slightly depending on origin, they all are essentially indistinguishable from one another in terms of game mechanics. A beam weapon, regardless of size, may only be fired once per round (10 seconds) per beam emitter contained in the weapon. For example, a beam pistol or rifle has one beam emitter that can fire once per round and a starship beam bank which has two emitters can fire twice per round. During each combat round the weapon is aimed, the trigger activated, the beam discharged, and a cool-down recharge cycle completed. The higher the intensity the beam setting, the shorter the discharge time and the longer the recharge time. For

Example, the illuminate setting has a very low intensity beam, a long discharge (4-5 seconds), and a short recharge cycle (2-3 seconds). A disintegrate setting (also known as a “Kill” setting) has a very high intensity beam, a short discharge (2-3 seconds) and a long recharge (4-5 seconds). Changing settings on a beam weapon requires one entire round of combat dedicated to adjusting the weapon’s controls during which no other actions can be taken. A player must declare what setting their beam weapon is set at prior to entering combat or it will be assumed the weapon is at its default setting. This requires a little additional record keeping for the Space Master but prevents Players from hand-wave fudging setting changes. If previously undeclared, the Player will have to sacrifice a round of combat to make the required adjustment if a change is needed. Beam weapons that are Idle for more than one game turn or holstered will automatically return to their default setting. Each beam setting has a distinct discharge intensity and unmistakable effects that would instantly alert the player if their weapon was on the wrong setting. As a safety option, Space Masters can also remind forgetful Players of their weapon setting as indicated by the weapon itself. For example, “As you take aim you notice a yellow light on your beam pistol indicating it is still set to stun”. The

default setting for all Galactic Confederation handheld beam weapons is stun and the default setting for vehicle or starship beam weapons is disintegrate/kill. These settings must be adjusted if a lower or higher setting is desired. In contrast, the Zangid are renowned for using disintegrate/kill as the default setting for both their handheld and vehicle-based beam weapons. Videni manufactured beam weapons do not have a stun setting at all and use disintegrate/kill as their default setting.

BEAM WEAPON SETTINGS

Weapon Setting	Beam Intensity	Pistol Damage	Rifle Damage	Cannon Damage
Illuminate	Very Low	Blind	Blind	Blind
Stun	Low	Stun/2d6	Stun/2d6	Stun/2d6
Disrupt/Heat	Moderate	1d6	2d6	3d6
Disintegrate	High	2d6	3d6	5d6
Overload	Extreme	6d6 (20')	7d6 (30')	8d6 (50')

ILLUMINATE SETTING

The Illuminate setting uses a low intensity broad dispersal of the weapon's beam energy which can light a 300' area in front of the weapon. The illuminate beam is more comparable to the effect of a flare or spotlight than that of a flashlight. The beam energizes particles in the surrounding atmosphere causing a luminous glow which slowly fades over 1d20 minutes. If the illuminate beam is directed at a sighted creature within 30' of the weapon it will be temporarily blinded by the light for 1d4 turns and suffer 1 hit

point of damage. The intensely bright light will cause a one-time only morale check for any attacking animal or creature that has not previously encountered the light.



SAFE MODE SETTING (OPTIONAL)

Confederation beam weapons, including electro-stun guns, are equipped with a safe-mode mechanism that requires one round to activate or deactivate during which the weapon cannot be used. When in safe mode the beam weapon is synced to the user's biometric characteristics so that only the assigned user can fire the weapon. Characters using a Confederation beam weapon must declare they are using the weapon's safe mode in order to use this feature. Beam weapons set to safe mode may only be fired by the original user until the feature is deactivated by the user. Other space faring races may have similar safe-mode smart technologies incorporated into their beam weapons at the Space Master's discretion.

ENERGY USAGE

Regardless of the setting used, the amount of energy required to activate, charge, and discharge any beam weapon is the same for each shot. The only noticeable difference is in the intensity, duration, and effect of the beam emitted. Beam pistols regardless of origin, with or without a pistol grip mount, can be discharged a total of fifty times before requiring power recharge. Beam Rifles, which contain a larger power cell, can be discharged a total of one hundred times before requiring a power recharge. Beam Cannons and Beam Banks are automatically recharged by the vehicle's power plant. Once a beam pistol or rifle's power supply has been depleted it will require direct contact with a compatible power source for six rounds to fully recharge. While recharging the weapon cannot be moved or fired until the charging cycle has completed. Suitable power sources for weapon recharge can readily be found on ground vehicles, shuttle ships, starships, outposts, space stations, and starbases.

ELECTRO-STUN WEAPONS

Electro-stun guns are essentially a simplified beam pistol with only a stun setting. Aesthetically these weapons tend to be smaller and designed to look slightly different from other beam pistols to avoid potentially lethal cases of mistaken

identity. Like the beam pistol, electro-stun guns have an internal power cell that provides enough energy to fire the weapon twenty-five times before requiring recharge. Once depleted the electro-stun gun must be in direct contact with a compatible power source for four rounds to fully recharge.

ZANGID COMBAT TACTICS

In addition to beam weapons the Zangid are known to utilize clan specific fighting daggers for close range combat. A common tactic among Zangid warriors is to use a beam pistol for ranged targets in one hand and a dagger in the other for close range targets. While the Zangid cannot use both weapons simultaneously during a round of combat they can change the predominant weapon when using this tactic without interruption so long as the dagger has already been drawn before combat commences. If the dagger has not been drawn before engaging in combat the Zangid will need to sacrifice a round of action in order to draw it. When using both weapons interchangeably the Zangid will have a -2 penalty to all combat skill rolls as they are not focusing specifically on controlling one weapon or the other, but both. While wielding both weapons the Zangid warrior cannot perform specialized actions such as calling specific shot locations. Zangid warriors, regardless of

the ferocity or strength, cannot wield a rifle sized weapon in tandem with their dagger.

GRENADES

Grenades and other thrown explosive devices have a maximum range in feet equal to three times the PC or NPC's STR score. All grenades and thrown explosive devices are resolved as missile attacks as described on Page #26 of the Starships and Spacemen 2E rulebook. The missile range adjustment to combat skill rolls for grenades/thrown explosives is short range +1 at 15 feet, medium range +0 at 30 feet, and Long range -1 at 45 feet or more. While some PC's or NPC's with low STR scores may not reach the long range distance the Space Master can change the range adjustment modifier by dividing the maximum throw range by thirds.



If the attack with the grenade or explosive device misses its intended target it will result in a bounce to an adjacent hex/square space. To determine where a grenade or thrown explosive will land after a bounce, roll 1d8 on the bounce chart below. A roll of 1 = 10' North of target, 2 = 10' Northeast of target, 3 = 10' East of target, 4 = 10' Southeast of target, 5 = 10' South of target, 6 = 10' Southwest of target, 7 = 10' West of target, and 8 = 10' Northwest of target. If a wall or obstacle obstructs the bounce redirect the bounce to the closest unobstructed direction.

8	1	2
7	MISSED TARGET X	3
6	5	4



(Direction of Attack)

PC's and NPC's may begin a combat round using a grenade or thrown explosive as their primary weapon. However, if they are changing from another weapon, such as a beam pistol, to the grenade/thrown explosive it will require the sacrifice of a

round of action to make the change. Some primitive or improvised explosives such as a stick of dynamite or a “Molotov Cocktail” require an additional round of action to light the fuse in order to use. In this adventure mining explosives maybe found in certain locations which may be used by the PC’s. These explosives will require a round of action to arm and a round of action to set the detonation timer before they can be used as a thrown explosive device. The mining explosives should be treated as grenades and create an indiscriminate blast radius of twenty feet in all directions. The explosion will cause 3d6 hit points of damage to anyone or anything within the blast zone.

Space Masters are encouraged to remind Players their characters grenade/thrown explosive range ($3 \times \text{STR} = \text{Distance in feet}$) to avoid using weapons that have a blast range within the characters maximum throwing range. It is also suggested that Space Masters question a Player’s choice to use a specific kind of explosive if their target is not at a safe distance away. Critical failure combat skill rolls during the act of throwing an explosive indicates that the character has fumbled the explosive and dropped it in their immediate vicinity.

ION TORPEDOES

The destructive “planet busting” capacity of Ion Torpedoes was greatly over-exaggerated throughout the Frontier in the late 22nd Century due to an unforeseen

catastrophic event that occurred in conjunction with planetary bombardment. While an Ion torpedo is a formidably destructive weapon, they are not normally capable of destroying an entire planet by themselves. However, their destructive force is of a sufficient magnitude to easily lay waste to a medium sized city (as well as everything around it in a 100-mile radius). Space Master’s should only use the “planet busting” rule found on Page #42 of the Starship and Spacemen 2E Rulebook as a discretionary plot device and not as a rule of combat. Alternately, under normal circumstances the effect role of a successful planetary strike that results in “6” indicates that the chain reaction destroys everything in a 500-mile radius. Leaving behind a permanently uninhabitable radioactive area of devastation on the planet. Class A, B, C, N, U, V, W, and X planets all have a higher susceptibility to experiencing a cataclysmic planet shattering chain reaction as a direct result from an ion torpedo strike. In the case of these planet classes, the Space Master should follow the original rules to determine the possibility of a potential planet-busting chain reaction event as written in the S&S-2E Rulebook.

NEW GEAR

The following new equipment items are available for both PC’s and NPC’s to use in this adventure module. These new items

are recommended for use in this adventure, but it is at the Space Master's discretion if they will be included in the game. Any item marked with an asterisk next to its name is restricted for use within the adventure only and is not available for PC's to requisition as personal equipment or keep if found.

WRIST LIGHT

1/2 Unit, (Any)

A wrist light is a portable high intensity flashlight attached to a wrist strap or bracer. Wrist lights can illuminate a 120' area of complete darkness for up to 24 hours before requiring recharge of its internal power cell. Recharging a wrist light requires contact with a compatible power source for three rounds during which the unit must be turned off. *Weight: 1 lbs.*

STUN GRENADE

1/2 Unit, (Rigel or Military)

A stun grenade is a single use less-than lethal area weapon that upon impact releases an intense blast of light, concussive energy, and sound that has an area effect identical to that of an electro-stun gun's beam. However, unlike the electro-stun gun, it is far-from stealthy and produces an indiscriminate area blast that affects everyone within 10' of the weapon. *Weight: 1 lbs.*

OCU-TEK

1/2 Unit, (Any)

The Ocu-Tek is a long-range handheld visual scanning device similar in function to a telescope or binoculars. This device can enhance natural vision in both daylight and near darkness up to 300x magnification. The Ocu-Tek can visually display any object in its line of sight but cannot see through solid objects without the assistance of an Autoanalyzer or other multispectral scanning device. The Ocu-Tek can be used as either a wearable visor or a hand-held device. The unit also has an onboard data recorder that can capture and replay up to two hours of video data. The Ocu-Tek is waterproof and can operate in any climate continuously for 24 hours before requiring power recharge. *Weight: 2 lbs.*

SURVIVAL SUIT

1 Unit, (Any)

Like the Radiation Suit (S&S-2E, Pg. #17) a Survival Suit is designed to protect the wearer from environmental extremes like high heat and freezing cold but does not protect against radiation exposure. This lightweight durable suit is easy to wear over clothing or a uniform and does not cause fatigue or penalties to movement. It is self-sealing and puncture resistant reducing damage from melee attacks or physical weapons (like the spring rifle) by half. The survival suit does not offer any

protection against energy weapon attacks or electrocution. It can be used in conjunction with an oxygen tank for use on planets with toxic atmospheres. *Weight: 15 lbs.*



NEURO-COMPLIANCE COLLAR*

1 Unit, (Zangid only)

Used exclusively by the Zangid Imperium, the neuro-compliance collar is a thick metal collar with either one or two adjustable hinges and an electronic or mechanical locking mechanism. The collar restrains the wearer's movement within a predetermined area through pain compliance impulses delivered directly into the wearer's brain stem or nervous system. As the collar approaches its assigned boundary limit it will deliver gradually intensifying pain impulses. When the wearer arrives at the boundary limit, they will receive a single very painful impulse as their only warning that they are leaving the safe zone. The impulses start at

twenty feet away from the boundary and increase in intensity every five feet. Anyone who is wearing an activated collar on their body will need to make a successful save check vs. energy attack to resist losing consciousness for 1d6 turns for each impulse. This cycle will continue until the wearer moves back inside the safe zone away from the boundary. If an activated collar moves beyond the assigned boundary limit for more than 1 game turn the collar will explode causing 3d6 points of damage. The neuro-compliance collars are surprisingly stable devices that cannot be accidentally detonated by physical impact, heat, fire, electrical current, radiation, beam weapons, or contact with energy screens and force fields. Individuals who are restrained by the device are commonly referred to as "collared". A collar may be disabled and removed with a successful technical skill check with a -2 penalty for anyone who is not from the Zangid military or technical branch. *Weight: 2 lbs.*

TECH-KIT

2 Units, (Technical Only)

Like the med-kit, the tech-kit is the engineer's all-in-one universal tool kit for making repairs. The kit contains the following tools and has a total weight of twelve pounds.

Laser Torch: high-power cutting laser able to weld or cut through solid metal like it was butter.

Mag-Tool: magnetic field manipulation tool that can precisely attract or repel any metal object, up to 3 lbs. in weight, up to 10' in distance.

Flashlight: powerful electronic light able to illuminate 120' for up to 24 hours.

Resonator: multi-wavelength sonic generator capable of precisely manipulating objects up to a pound in weight with directed soundwaves. Perfect for making delicate adjustments on integrated or embedded components.

Patch-All: sprayer unit and pressurized can of rapidly expanding fibrous bonding agent for patching hull breaches, leaks, and punctures. Contains enough agent to seal a breach up to 3 square feet in size. This fast-acting agent bonds to any surface it is applied to and is as strong as metal when it hardens. The agent requires 1d4 rounds to fully set once dispensed from the sprayer. Once applied, Patch-all can only be removed with molecular solvents, beam weapons, or laser torches.

Roll of Duct Tape: (Unidirectional Bonding Strip): Because even in the 23rd Century it still works like a charm.



PORTABLE POWER PACK

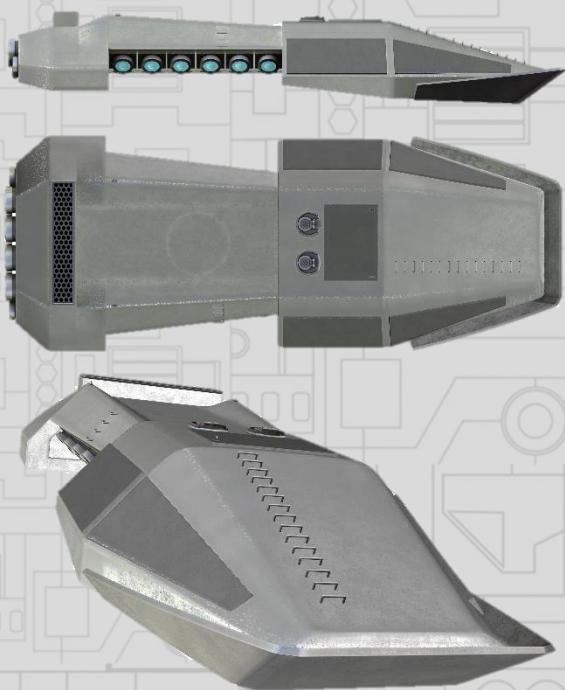
1 Unit, (Military or Technical)

The portable power pack is a small self-contained generator that can be used to charge or power other energy dependent devices. The portable power pack fits into a small backpack or bag and weighs about 10 pounds. The power pack stores enough power to fully recharge up to three devices or one device three times before depleted. Once depleted the PPP will fully recharge itself with in one day on its own or can be recharged on a starship, space station, outpost. or starbase within one hour. Weight: 10 lbs.

MISSION KIT

3 Units, (Rigel or Military)

The Mission Kit is a small hard shell backpack case containing 1x Beam Pistol, 1x Communicator, 1x Data Recorder, 1x pair of handcuff restraints, 1x Ocu-Tek device and a single use mini-med kit wound healer capable of immediately healing a total of 1d4 HP of damage. *Weight: 10 lbs.*



HOVER SKIFF*

5 Units, (Rigel or Military)

The hover skiff is a medium sized lightly armored, military squad combat vehicle or industrial transport. The skiff can effectively hover over any surface and has a maximum altitude of 60' above the ground. They are renowned for reliability as a durable and stable all-weather

transport. It has a top ground speed of 520' (180') and can sustain 30 damage points. For every 5 points of damage that the skiff suffers in combat it will lose 1d10 feet in altitude capacity and 80' (40') in acceleration capacity. It accommodates a single pilot, navigator/gunner, and can transport up to 12 passengers or two tons of cargo. This vehicle is powered by a fusion power core that provides enough energy for all its systems and propulsion. The skiff is armed with a single integrated self-charging beam rifle with a 180-degree firing arc. The Hover Skiff must be transported to a planet's surface by a shuttle ship, requires 2 game turns to load or deploy, and occupies half of the shuttle's transport capacity. Hover Skiffs are made in a variety of designs and configurations and can be found in use by all interstellar governments.

THE REGION

The regions of the Galactic Map used in this adventure module are known as the Sol Sector and Xoth Sector. The Sol Sector is the home of the Galactic Confederation of Allied Worlds and is located in the Alpha Quadrant of charted space. The Xoth Sector is home to several other interstellar governments (Including the Goran, Zangid and Videni) and is located in the Beta Quadrant of charted space.

REGIONAL STAR SYSTEMS

#	Quad.	Sect.	System	Planets
01	Alpha	Sol	Sol	10
02	Alpha	Sol	A. Centauri	4
03	Alpha	Sol	P. Centauri	2
04	Alpha	Sol	Sirius	3
05	Alpha	Sol	E. Eridani	4
06	Alpha	Sol	Tau Ceti	5
07	Alpha	Sol	Vega	11
08	Alpha	Sol	40 Eridani	5
09	Alpha	Sol	Demai	5
10	Alpha	Sol	Z. Herculi	7
A1	Alpha	Sol	Unexplored	15
A2	Alpha	Sol	Unexplored	4
A3	Alpha	Sol	Unexplored	9
A4	Alpha	Sol	Unexplored	6
11	Beta	Xoth	Xoth	7
12	Beta	Xoth	Markar	10
13	Beta	Xoth	Orkus	6
14	Beta	Xoth	Gor	8
15	Beta	Xoth	Viden	3
16	Beta	Xoth	Alteria	9
B1	Beta	Xoth	Unexplored	5
B2	Beta	Xoth	Unexplored	14
B3	Beta	Xoth	Unexplored	4
B4	Beta	Xoth	Unexplored	6
B5	Beta	Xoth	Unexplored	7
B6	Beta	Xoth	Unexplored	8
B7	Beta	Xoth	Unexplored	10
B8	Beta	Xoth	Unexplored	9

- The unexplored systems listed above are known as the “Forbidden Stars” in the Ashdown Universe. They are inaccessible to normal space travel due to dangerous or unpredictable navigation hazards.

ACT ONE

ENCOUNTERS

There are four important encounters in Act One that the Player’s must successfully navigate during their journey to Memnaan. These encounters are marked #1 through #4 on the Space Master’s Galactic Map.

- #1: Finding Callahan.**
- #2: The Mind Master.**
- #3: The Xoth Nebula.**
- #4: The Orkus System.**

(#1) FINDING CALLAHAN

2290, a little over a year has passed since the crew of the Starship Deimos first discovered the Mind Masters on Zeta Herculis IV while investigating a loss of communication from an Earth colony on the planet. The incident that followed left a lasting traumatic impression on several of the ship’s crew prompting Space Fleet Command to take the ship out of service for a needed refit and provide the crew the opportunity to recover from their ordeal. During this time most of the crew were temporarily reassigned to various duty stations at Starbase Alpha for the duration of the refit. All crew members that served on the Deimos during the Zeta Herculis IV mission received extensive medical and psychological evaluations in preparation for their return to deep space duty. All

crew members were eventually cleared to return to duty on the Deimos by the Starbase medical staff and eagerly awaited completion of their ship's upgrades. Within a few weeks most of the original crew had already returned to duty on the ship to assist with the details of the refit. On the final day of the refit the crew received a surprise personal visit from Starbase Alpha Admiral Eldin Amano. After a brief inspection tour of the ship, Admiral Amano summons the Deimos command crew together to meet with him about an urgent matter unfolding in the Beta Quadrant.

Inside the privacy of the Deimos' conference room, Admiral Amano provides the assembled command crew with two data recorder devices containing the details of a classified mission. One device contains new orders for the Deimos crew and the other contains the orders for a Space Fleet Intelligence Bureau (S.I.B.) agent not yet present. Admiral Amano provides the ship's Captain with both data recorders and instructions to provide the second device to the agent when they arrive aboard the Deimos. The agent's recorder is encrypted so that it cannot be accessed by anyone except the agent assigned to the mission. Admiral Amano invites the command crew to have a seat at the conference table and asks the Captain to activate the playback on his data

recorder which contains the mission orders for the Deimos crew. The lights are dimmed in the conference room as the data recorder begins to project a prerecorded holographic message from Fleet Admiral Jonathan Halsey.

THE ORDERS

Classified: Top Secret

From: Fleet Admiral Jonathan Halsey

To: Commanding Officer C.S.F. Deimos

Space Fleet Command has lost contact with a high value intelligence operative assigned to a deep cover mission on the planet Memnaan. An encrypted Confederation distress beacon was detected coming from the asset's last known location at a Zangid mining facility near Starbase Klatau. Space Fleet intelligence believes that the activation of the distress beacon indicates that their asset may have been discovered and/or captured by Zangid forces. The Deimos is hereby ordered to set course for Memnaan, extract the asset while avoiding detection and then return the asset to Starbase Alpha. Make no mistake, an unauthorized incursion by a Confederation starship into Zangid controlled space will be considered an act of war.

MISSION OBJECTIVES

1. Covertly infiltrate Zangid controlled space in the Xoth Sector.
2. Avoid contact with Zangid forces and engage only if fired upon.
3. Locate and extract the missing Asset on planet Memnaan.
4. Exfiltrate the asset from Zangid controlled space and return to Starbase Alpha.

THE ADMIRAL'S BRIEFING

After the video message concludes on the display monitor Admiral Amano turns up the lights and addresses the room. "Here is what we know so far. Thirty-six hours ago, a high value deep cover intelligence operative, code named "Watchtower" failed to report in. The agent's mission was to infiltrate a Zangid mining facility near Imperium Starbase Klatau posing as an interstellar commodities trader to monitor Zangid activity in the Orkus system. A hidden emergency communication beacon inside "Watchtower's" runabout was activated transmitting a single cycle encrypted distress signal. No further communication from the asset has been received since the beacon was activated. The Deimos has been selected for this mission because it is the only unassigned ship in the area with an experienced crew and has a sensor profile small enough to slip into Zangid Space unnoticed. I know a

lot of your crew were shaken up by that unfortunate business on Zeta-Herculis IV but the Starbase medical staff assures me that everyone checks out and is fit to fly. No better way to get back in the deep end of the pool than to just jump right in with both feet."



SPACE MASTER: *Starbase Klatau was first to detect an unauthorized spacecraft launch ("Watchtower's" Runabout, the C.S.F. Aegean Sea) from the planet's surface during a particularly harsh ice storm. An act that anyone familiar with Memnaan would consider suicidal. This was almost immediately followed by an expected but abrupt disappearance of the unauthorized ship on the Starbase's sensors. Starbase Klatau's space traffic control presumed the ship had crashed during the storm and dispatched soldiers from the nearby Marak Ta'Chom mining station to investigate. The soldiers that were sent did not act with any urgency to search for the ship due to complacency, the severe weather, and the presumption that it was a smuggler's ship. Smugglers transporting unprocessed Beryllium taken from Zangid mines to be sold on the black market was a common occurrence that did not raise much concern from the Zangid military. Such criminals would be punished harshly if caught and put to work in the mines. However, they seldomly posed any kind of real threat to the mining operations or Starbase Klatau.*

COMMANDER CALLAHAN

After the briefing Admiral Amano will pull the highest-ranking PC aside for some additional instructions. "The Space Fleet Intelligence Bureau Office of Zangid Affairs

has a local liaison agent stationed here at Starbase Alpha who I want you to take with you on this mission. The second data recorder I provided you has his orders and mission details. He is already familiar with the S.I.B. operation on Memnaan and has extensive knowledge of the Orkus system. His name is William Callahan and you can usually find him loitering around the entertainment lounge on Deck 19. He's an uncooperative sort and may require a little tact and finesse to handle. However, if you can manage to see past his abrasive demeanor, he can be an invaluable resource. If anyone knows how to sneak a Confederation starship into Zangid controlled space undetected, he would be your man. You and your command crew will oversee the mission, but Callahan will have authority over the S.I.B. operation. So be sure to extend him the appropriate discretionary courtesy. Keep in mind Callahan is a Space Fleet Commander and even though he is not in your chain of command he still out-ranks most of your crew; try to play nice."

"The Dockmaster advised me that the Deimos will be ready for launch in about eight hours. Use this time to locate Callahan, gear up, and prepare for the mission. Good luck and safe journey, that is all."

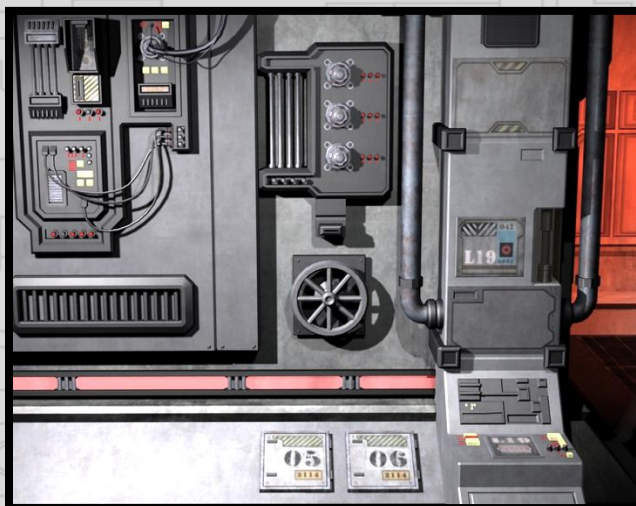
THE LOUNGE ENCOUNTER

Admiral Amano sends the PC's with the Deimos Security Chief, Lieutenant "Jax" Akada, to the Starbase Alpha entertainment lounge to locate Commander Callahan. The Commander has a reputation for leaving his communicator in his quarters and ignoring station wide notifications.

LIEUTENANT "JAX" AKADA							
Race: Hykhot		Gender: M		Age: 40			
Class: MIL.		Sub: SEC.		Level/Save: 3 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
19	12	13	12	11	06	08	-1
EQ: B-Pistol, 1x S-Grenade, Communicator.							

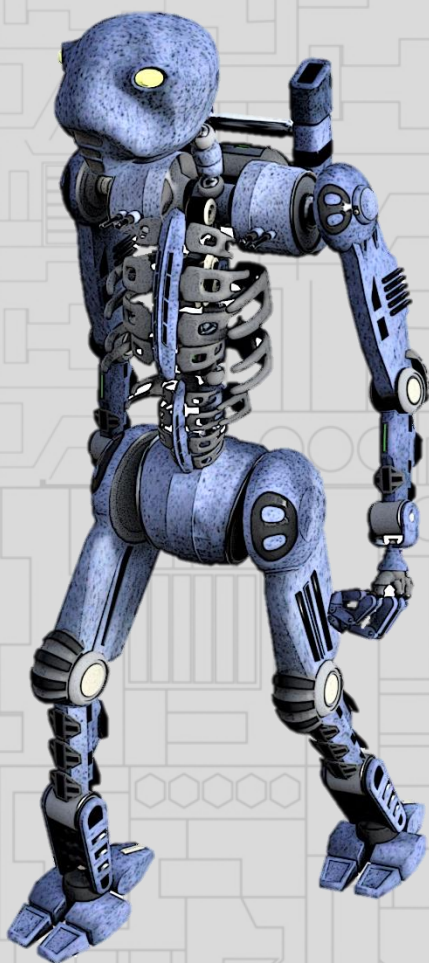
The PC's and Lt. Akada arrive at the entrance of the entertainment lounge to find a large pseudo neon-sign with the picture of an antique golf flag sticking out of a simulacrum stylized black hole surrounded by the Lounge's name, "The 19th Hole". This somewhat infamous club is a popular all access entertainment zone established in a dimly lit 120' x 40' rectangular compartment on Deck 19. The lounge is renowned for providing a variety of short order food and liquid refreshments ranging from Zangid Bone Ale to various synthetic brews. The lounge itself consists of an 8' x 20' "L" shaped bar in the Southeast corner, ten high-top tables with four chairs each, three video entertainment booths on the North wall,

and a small 20' x 20' raised entertainment stage on the West wall. Various colored ambient mood light creates a dull orange glow throughout the lounge which is decorated with various pictures and memorabilia from Space Fleet's history. A large sign posted at the entrance clearly indicates in several languages that no weapons are allowed inside the club. There is a humanoid shaped security robot armed with an integrated electro-stun gun stationed at the club's entrance that serves as the establishment's doorman. The robot is programmed to scan all patrons prior to entering the club for weapons and check-in or remove any that are found. Anyone who tries to slip past the sentry robot is in for a nasty indiscriminate shock and abrupt ejection from the lounge. The lounge is busy today with a crowd consisting of nineteen patrons and staff circulating throughout. The atmosphere is noisy and distracting with the syncopated beats of blaring music and flashing lights.



LOUNGE SENTRY ROBOT

Encountered:	1
Movement:	150', (50')
Intelligence:	Low
Psi Potential:	N/A
Hits:	3d8
Armor:	-3
Combat Skill:	14
Save As:	Level 3
Attacks:	1
Damage:	1d8/Elec-Stun
Morale:	10
XP:	50



Once the PC's get past the robot sentry at the door it will not take long to find Commander Callahan at the West end of the bar nursing a tall pint of Zangid bone ale. Callahan is a middle-aged human male with stark grey hair wearing casual civilian attire common to interstellar commodity traders and commercial freight haulers. As described, Callahan will be abrasive to the PC's who he will attempt to dismiss with a very rude "Hey, can't you see I'm busy here? Beat it!".

COMMANDER WILLIAM CALLAHAN

Race: Human		Gender: M		Age: 52			
Class: MIL		Sub: CMD.		Level/Save: 5 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
33	10	12	14	12	13	06	-2
EQ: F-Jacket, Beam Rifle, Communicator.							

Callahan will initially feint being intoxicated to the PC's and unwilling to help them. This elaborate facade is part of Callahan's surface cover identity and serves as a threat assessment interrogation strategy. After a few moments of disinterested conversation Callahan will decide to escalate his interrogation by spilling his bone ale on a most disagreeable looking Rigel patron sitting on the adjacent bar stool. This immediately instigates a full-on brawl inside the lounge that quickly involves all the patrons and staff in the establishment.

LOUNGE PATRONS & STAFF

Encountered:	19
Movement:	120', (40')
Intelligence:	Average
Psi Potential:	3d4, inactive
Hits:	1d8
Armor:	-1
Combat Skill:	12
Save As:	Level 2
Attacks:	1
Damage:	By Weapon
Morale:	9
XP:	10

An audible alarm cuts through the commotion of flying fists and bar stools as the sentry robot joins the melee. The brawl will continue for 1d12 rounds of combat until the Starbase security guards arrive at the lounge. Just as the security guards are about to stun the entire crowd, Callahan makes a shrill whistle and flashes his S.I.B. badge. The crowd almost immediately stops all hostilities and begins to quickly dissipate. Callahan dusts himself off, straightens his ruffled clothing like it were a dress uniform, and in a complete change of persona greets the PC's with polite unmistakable sobriety.

Nearly out of breath from the exertion and exhilaration of the melee, Callahan turns to the PC's with an "ear to ear" grin on his face. "Nothing like a good fight to get the day started! Sorry about all that ruckus. I'm

Commander William Callahan, Space Fleet Intelligence Bureau, Division Four. In my line of work sometimes you have to ruffle a few feathers in order to find out who you are dealing with. Since I haven't seen you around here before I presume you must be from that tough little Frigate with the big reputation being refit in space dock. So, how can I help you?"

Upon receiving his orders from the PC's to report for duty on the Deimos and hearing their account of the briefing Callahan will take an immediate interest in the mission. "I can see why they sent you to find me here. I helped set up that operation and personally trained the agent for his assignment. If something has compromised the agent's cover, there is no time to waste. I cannot go into any of the specifics without you being cleared but I can say that it is imperative that the Zangids don't get their hands on him."



SPACE MASTER: *Commander Callahan will not reveal his identity as “Watchtower’s” S.I.B. Handler to the PC’s unless he must, or if it serves his agenda. Keep in mind that S.I.B. shadow agents will employ up to three layers of cover identity to insulate themselves from discovery while on mission. Callahan will attempt to lead the mission at any opportunity and subvert it to his own designs. Even when offering helpful advice or guidance to the PC’s it will always be a strategic move with darkly self-serving ulterior motives. Callahan’s involvement is integral to the success of the mission and it will be in the PC’s best interest to protect this asset from harm or capture.*

CALLAHAN’S MOTIVES: #1. Maintain control of his S.I.B. asset so that the true nature of his endeavors are not revealed. #2. Find out what caused his hand-picked veteran agent to abandon his mission and attempt to flee the planet in the middle of an ice storm.

“Please excuse my current condition as I have been working undercover here for a few weeks gathering intel from the local spacers for piracy interdiction. Give me a couple of hours to get myself together, finalize arrangements, and pick up some equipment we will need for the mission. I will meet you at your ship in Space Dock before your departure.” Callahan gives a quick nod to the PC’s and quickly departs

the lounge before anyone gets a chance to ask any more questions.

SPACE MASTER: *Unknown to the Player Characters Callahan is a double agent working for both the Zangids and the Confederation. His work for the Zangids provided him the opportunity and means to gain possession of a fully operational Zangid transponder with active codes. His connections within the Imperium also provided knowledge of the best places to insert orbit at Amerath to evade detection from the local system patrols. Callahan has been secretly using “Watchtower” to obtain intel for both the Zangid and the Confederation while playing both sides against the middle. Callahan speaks all dialects of the Zangid language fluently but will not reveal this skill unless absolutely necessary. When used, Callahan will not require a universal translator to understand or communicate with the Zangid. Anytime he does use this skill he will attempt to downplay or conceal his aptitude and only reveal what he has to.*

CALLAHAN’S ORDERS

The second data recorder contains Commander Callahan’s classified orders from Fleet Admiral Halsey. The Data Recorder is encrypted and will only be accessible by a Space Fleet Intelligence Bureau’s agent identification code. Once Callahan accessed the data recorder with

his ID code, he knowingly agreed to take the assignment described in the orders. The PC's will not have a knowledge of what is contained within these orders unless Commander Callahan finds it necessary, or a benefit to his agenda, to share it with them. Even then, there is some information contained within the orders which is privileged and cannot be disclosed.



CLASSIFIED: TOP SECRET

From: Fleet Admiral Jonathan Halsey
To: Assigned S.I.B. Agent

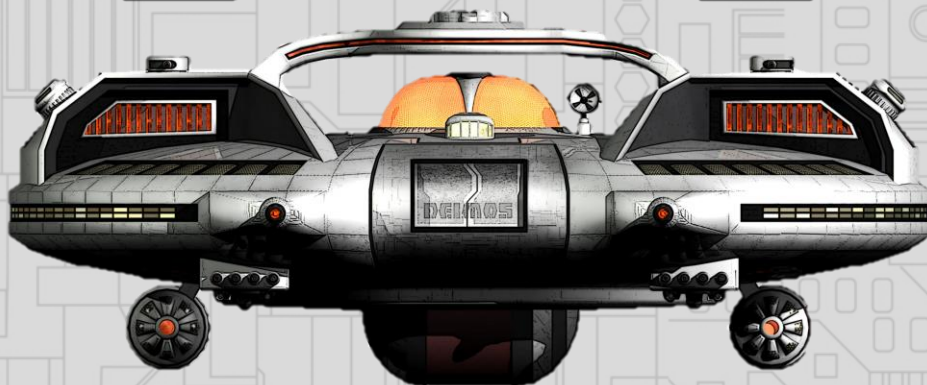
Operation "Failsafe" is hereby authorized. You are hereby ordered to join the crew of the C.S.F. Deimos and covertly infiltrate the Marak Ta'Chom mining facility on the planet Memnaan. Locate S.I.B. intelligence asset code name "Watchtower", facilitate exfiltration, and immediate return to Starbase Alpha for debriefing. Confirm report from secondary asset of possible alien artifact found at Marak Ta'Chom. If verified, ascertain the nature of the artifact and identify potential threat.

MISSION OBJECTIVES

1. Locate and secure C.S.F. Aegean Sea's computer data core.
2. Locate and exfiltrate S.I.B. Asset code name "Watchtower" and return to Starbase Alpha. Evaluate extent of mission compromise and continued viability.
3. Ascertain if secondary embedded S.I.B. asset's cover, code name "Splinter", has been compromised and exfiltrate if necessary.
4. Confirm report of alien artifact discovered at Marak Ta'Chom mining facility. Secure if possible, neutralize if necessary.

C.F.S. DEIMOS

AURORA CLASS FRIGATE



THE DEIMOS

The C.S.F. Deimos is a recently refitted Aurora Class Galactic Confederation Frigate assigned to border patrol and survey duties in the Sol Sector of Confederation space. The Deimos has a total of ten habitable decks and can support up to 100 crew members or passengers. Like most Confederation starships, the Deimos features elegant clean design elements with neutral subdued colors. The ship's interior decks are comfortable yet functional, utilizing every inch of available space in one capacity or another. All the crew quarters are multiple occupancy cabins with enlisted crew bunked separately from officers. During its recent refit, the Deimos was equipped with a larger ion torpedo capacity and improved Hyperdrive components. The ship has developed a reputation for attracting strange occurrences after its crew encountered the Mind Masters of Zeta-Herculi IV.



C.S.F. DEIMOS

Ship's Name:	C.S.F. Deimos	
Ship Type:	Frigate	
Affiliation:	Confederation	
Crew:	10/100	
Command Rank:	Ensign	
Hull Size:	2	
Construction Cost:	60 CP	
Power Pile Base:	55 (2x ½ Pods)	
Habitable Decks:	10	
Teleporter Cap:	3	
Beam Banks:	1	
Patterson Cannon:	20 Slugs (1d6x3)	
Ion Torpedoes:	7	
Shuttle Ships:	1	
Sick Bay Cap:	2	
Cryo-Tubes:	2	
Ship's Locker:	6	3
Special:	Zangid Transponder	

DEIMOS DECK ARRANGEMENT

Deck #01: Command Bridge.

Deck #02: Mission Support Services.

Deck #03: Crew Services & Ship's Brig.

Deck #04: Computer Core & Science Labs.

Deck #05: Engineering & Shuttle Bay.

Deck #06: Engineering & Shuttle Bay.

Deck #07: Engineering & Shuttle Bay.

Deck #08: Engineering Support & Cargo.

Deck #09: Planetary Survey & Cargo.

Deck #10: Tactical Systems Control.

DEIMOS' COMMAND CREW

The Deimos has a standard Command Crew Compliment of 20 Space Fleet Officers which include the Captain, 1st Officer, chief engineer, chief medical officer, security chief, and watch officers. All command crew positions can be filled by either Player Characters or NPC's except for the ship's security chief. This position is currently held by NPC Lt. "Jax" Akada who is the incumbent at the start of the mission. Player Characters may assume any Command Crew positions including the Command Officer / Captain of the ship.

NPC OFFICERS

Presented here is a selection of NPC Officers who the Space Master can use to fill any Command Crew positions that are not taken by the Player Characters. These NPC's only represent a portion of the ship's total crew that the Player Characters may encounter or interact with during the adventure.

LIEUTENANT HAYDEN WINSLETT

Race: Human		Gender: M		Age: 27			
Class: SCI.		Sub: MED.		Level/Save: 3 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
12	08	10	09	13	11	07	-1
EQ: Med-kit, Auto Analyzer, Communicator.							

LIEUTENANT DALTON STEIGER

Race: Human		Gender: M		Age: 33			
Class: MIL.		Sub: CMD.		Level/Save: 3 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
21	10	08	11	13	11	09	-1
EQ: Universal Translator, Communicator.							

SUB-LIEUTENANT KORJA SHENTAM

Race: Andromedan		Gender: F		Age: 31			
Class: TEC.		Sub: CMD.		Level/Save: 2 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
12	12	15	09	14	13	10	-1
EQ: Data Recorder, Communicator.							

SUB-LIEUTENANT REID MCKINLEY

Race: Human		Gender: M		Age: 32			
Class: MIL.		Sub: FC		Level/Save: 2 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
12	09	07	12	11	11	13	-1
EQ: Data Recorder, Communicator.							

ENSIGN PHATAPHT

Race: Felician		Gender: F		Age: 27			
Class: MIL.		Sub: CMD.		Level/Save: 1 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
07	09	13	15	12	14	08	-1
EQ: Universal Translator, Communicator.							

ENSIGN MORDAK RO'SHO

Race: Rigel		Gender: M		Age: 37			
Class: MIL.		Sub: SEC.		Level/Save: 1 (Enl.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
08	10	16	08	10	16	11	-1
EQ: Electro-Stun Gun, Communicator.							

ENSIGN CELVEK ZOHRAI							
Race: Andromedan			Gender: I		Age: 30		
Class: SCI.		Sub: SL		Level/Save: 1 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
07	07	10	12	10	11	14	-1
EQ: Universal Translator, Communicator.							

SHIP'S STORES

The Deimos ship supply stores are located in Cargo Bay #1 on Deck #2. This compartment is secured with a biometric lock that is programmed to recognize the handprint identification of the Deimos officers to allow access. All entries into this cargo bay are automatically recorded by the ship's computer. Enlisted crew requiring access into this Cargo Bay to check out equipment will require an escort by one of the ship's officers. In the event of a power failure or damage to the biometric lock there is a mechanical door release in the wall panel that can be located and used with a successful technical skill check. The mechanical door release will not operate while the biometric lock is operational. Non-crew members will have a -4 penalty to their technical skill check when attempting to locate and use the mechanical door release.

DEIMOS SHIP STORES	
QTY.	EQUIPMENT ITEM
5	Beam Rifle
5	Beam Pistol
10	Electro-stun Gun
5	Stun Grenade
3	Mission Kit
3	Tech Kit
3	Medical Kit
3	Auto Analyzer
3	Universal Translator
5	Communicator
5	Data Recorder
5	Radiation Suit
5	Oxygen Tanks
2	Portable Power Pack
3	Jet Pack
3	Field Jacket
3	25' Coil of Synthetic Rope
1	Case: "Duct Tape" (24 ct.)

SHIP'S LOCKER (OPTIONAL)

The Deimos is equipped with a Ship's Locker which is an individual storage compartment for personal items. The Ship's Locker is a secure compartment located on Deck #2 across from Cargo Bay #1. The Player Characters may store their personal items in this space during their assignment on the ship. Each individual storage locker in this compartment is assigned to a crew member by the ship's 1st

Officer. Any crew member can requisition locker space and will be provided a numeric code for accessing the locker. The storage capacity for the locker is a total of 6 units with a maximum individual unit value of 3 units each. In the event of a power failure or damage to the access code lock there is a mechanical door release in the wall panel that can be located and used with a successful technical skill check. The mechanical door release will not operate while the access code lock is operational. Non-crew members will have a -4 penalty to their technical skill check when attempting to locate and use the mechanical door release.

SPACE MASTER: *If you do not use the Ship's Locker rule (S&S-2E, Pg. #20) in your game you can describe this compartment as an auxiliary cargo bay accessible by any crew member who obtains a numeric access code from the 1st Officer. PC's and NPC's may obtain an access code and store additional equipment they are not actively using in this compartment.*

THE VESPERWIND

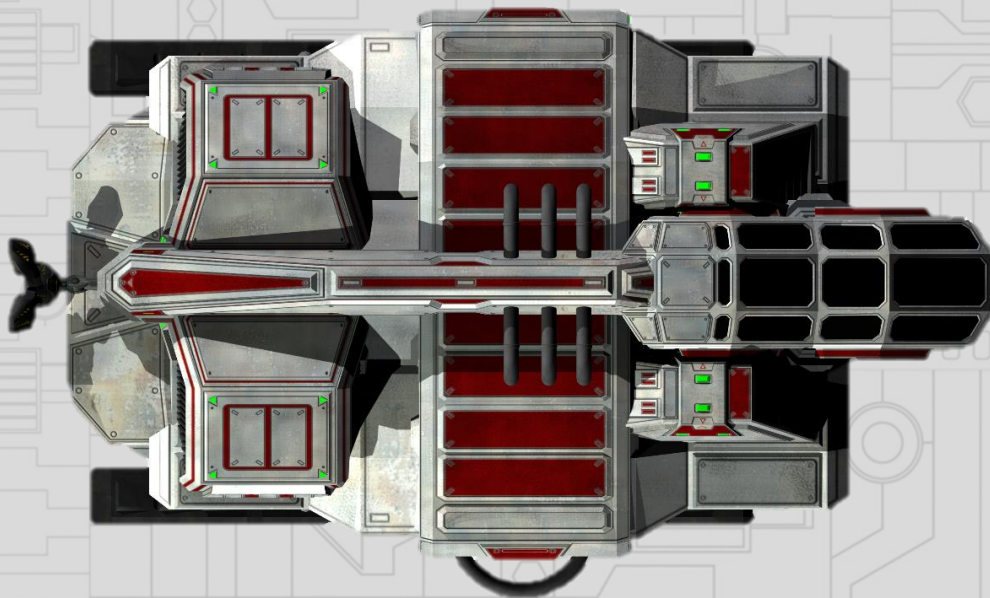
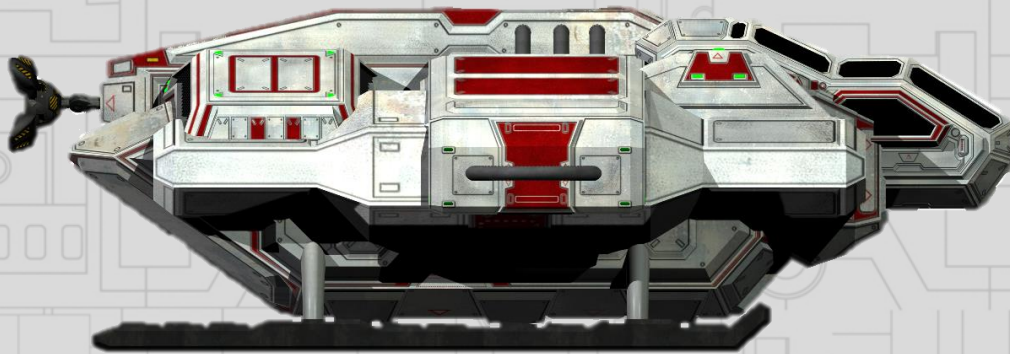
While the crew is preparing the ship for departure the Dockmaster notifies the Deimos' Chief Engineer that he has received orders to off load the ship's new MK-V shuttle to make room for a substitution. An old Pleiadian Class III

commercial cargo shuttle called the Vesperwind. If questioned, the Dockmaster will elaborate that the requisition was made by Commander Callahan who specifically asked for this beat-up hunk of space junk.

The Vesperwind is a Pleiadian designed commercial shuttle ship identical to those often used by interstellar commodity traders ferrying goods between Memnaan and its surrounding planets. The Vesperwind was recovered by the S.I.B. from a spaceship graveyard orbiting Tau Ceti III (#27) where it had been discarded after retirement. The shuttle was refurbished as a covert transport and stationed at Starbase Alpha under the authority of Commander Callahan. The S.I.B. now employs the Vesperwind anytime it needs to transport agents or equipment between Zangid planets without arousing unnecessary attention. It is not much to look at, as a matter of fact ugly would be a compliment for this relic of function over form. The interior of the craft is cramped and very industrial in appearance. Everything is bare metal and composite panels with no carpeting or fabric except what is found in the stiff uncomfortable passenger seats. The majority of the ship's main cabin is devoted to cargo space with several storage racks and webbing nets.

S.S. VESPERWIND

PLEIADIAN CARGO SHUTTLE



Since the Pleiadian's trade agreement with the Imperium allows safe passage through Zangid territory the Vesperwind is the perfect vehicle for covert operations. Equipped with a Pleiadian transponder and active registration codes, the Vesperwind looks every bit the part of a typical commerce shuttle. The Vesperwind is also equipped with two generic beam pistols, two radiation suits with oxygen tanks, a medical kit, and a tech kit concealed within the cargo compartment bulkhead. While the operational specifications on how The Vesperwind is delivered into Zangid space remains highly classified the shuttle has been loaned to the Deimos for its mission.

THE VESPERWIND		
Ship's Name:	Vesperwind	
Ship Type:	Shuttle (Type III)	
Affiliation:	Independent	
Crew Compliment:	3-10	
Command Rank:	Ensign	
Hull Size:	¾	
Construction Cost:	18 CP	
Power Pile Base:	18	
Teleport Cap:	N/A	
Beam Banks:	N/A	
Ion Torpedoes:	N/A	
Sick Bay Cap:	N/A	
Cryo-Tubes:	1	
Ship's Locker:	2	2

STARBASE DEPARTURE

Commander Callahan arrives at the Deimos, in full Space Fleet uniform, as promised just as the final dock moorings and umbilical cables are retracted. Callahan exits the transit pod with a hover cart carrying a large non-descript metal cargo container. Any inquiries from non-command level officers will simply be met with a wink and a nod followed by a half whispered, "It's classified". Any command crew member who inquires as to what the Commander has in that box will be met with a chilling smile and an invitation to "have a Look-see". Inside the cargo container is a fully functional Zangid Imperium starship transponder stolen from a light freighter. If any of the Command Officers' inquire where he got his hands on such a rare find, Callahan will simply reply, "That's classified". Callahan views the transponder as an extra insurance policy for the mission that will hopefully throw any inquisitive Zangid starships off the Deimos' trail. Commander Callahan will bring the transponder device to the Deimos' bridge where he will have the Engineer connect it to the ship's communication and navigation systems.



SPACE MASTER: *The Deimos' Engineer will need to complete a successful technical skill check to install the transponder. If the Engineer fails the skill check, there will be a -1 penalty for each additional attempt and a 50% chance of damaging the device. The Space Master should roll d100 on each unsuccessful attempt to determine if the device was damaged. If damaged the device will have to be repaired at a -3 penalty for each technical skill check attempt due to the unfamiliar nature of the alien technology.*

As the Deimos departs Starbase Alpha's space dock the crew should review the enclosed galactic map to determine the best route to the Orkus System. When their course is decided the Players will need to determine their hyperwarp factor and energy expenditure budget for the journey. When the energy budget is determined, the Players and Space Master will have an estimate of how long the trip will take. Players should be reminded to budget enough surplus energy for screens and weapons in case they may be needed. The Space Master is encouraged to roll for random space hazard encounters once per travel day at hyperwarp or at their discretion. The Space Master can also use this time for various PC and NPC interactions among the crew.

(#2) THE MIND MASTER

When the Deimos crosses parallel to the Xoth Sector's forbidden star system #B4 main power on the ship suddenly fails. The ship shudders as it drops out of hyperwarp back into normal space. All video screens and control monitors on the bridge flicker off leaving the bridge momentarily in complete darkness. Emergency lighting quickly activates casting a pale amber glow over the darkened bridge. Normally a sudden drop from Hyperwarp and loss of power would trigger the ship wide Emergency Action Indicators to alert the crew to report to their stations. However, at this moment even the alarms are silent as the Deimos careens back into normal space. The bridge is unusually quiet, absent of all the normal chirps, beeps, and electrical hum normally heard throughout the ship. As crew members scramble around the bridge attempting to diagnose the sudden power loss a strange purple colored fog begins to form at the front of the command deck. Within moments the fog swirls and coalesces into the form of a humanoid figure. As the smoky vapor thickens the recognizable phantasmal form of a Mind Master takes shape.

SPACE MASTER: *Unknown to the Player Characters or the Crew of the Deimos, the Mind Master that appears is one of the few surviving clones that were found in cryo-sleep on Zeta-Herculis IV (S&S-2E, PG #93-#94).*

Suddenly several of the crew stop what they are doing, their eyes transfix in an unblinking trance-like gaze, and with a blank countenance all begin to speak in unison. "Crew of the starship Deimos, I am Talsaret of the Mind Masters. I am communicating with you through the collective minds of your crew who encountered us... on what you would call Zeta-Herculis IV. Those minds which interacted with ours are now connected with us. It is through this connection that I have become aware of your mission and where it takes you. I come to you now with an urgent warning, the place you are going to is known to us as dangerous. It contains an ancient artifact, a dimensional portal, that provides the only means of access to a lost planet in a forbidden star system. Eons before our time, horrifically vile beings called the Oiretophid were imprisoned on this forbidden planet for all time by the Elder Guardians of the cosmos. The artifact, which they hid deep beneath the surface of a desolate ice world, known to you as Memnaan, has been discovered. We have known of this place from the Elder

Guardians, ensuring it remained protected and undisturbed. Even now, someone seeks to unlock its secrets, unaware of the unspeakable horror it restrains. You must find this artifact and either seal it away again, or destroy it forever, lest it fall into the hands of anyone insensible enough to attempt to use it." After giving his message, Talsaret disappears in a purple fog. Once the fog dissipates from the bridge the transfixed crew are released from their psionic trance and normal activity returns. Within a few moments all crew return to their senses and are able to restore normal function to their duty stations.

SPACE MASTER: *The apparition of Talsaret that appears on the Deimos is a psionic projection. It cannot be touched, attacked, or damaged in anyway. Activating the Deimos's Screens will not interfere with or break the psionic connection between the Mind Masters and the Deimos crew. Any crew member that had previous contact with the Mind Masters is unknowingly a part of the collective mental conduit for the psionic projection. The Deimos' loss of power and drop from Hyperwarp is also a result of the Mind Master's influence on the crew and not the ship itself. Once the Deimos enters the Elysium Corridor it will pass beyond Talsaret's ability to continue psionic communication with the crew.*



SPACE MADNESS

Upon resuming hyperwarp the Deimos continues towards its destination. Everything appears to be returning to normal until the Computer's internal sensors detect a beam weapon discharge on Deck #2 near Cargo Bay #1. A review of the ship's internal holographic video footage will reveal Lt. Akada discharging his duty weapon and incinerating an unsuspecting technician working in the area. Audio evidence of the unprovoked attack recorded Akada ranting about the blackness calling to him. Lt. Akada appears to be suffering from a severe case of an affliction known as "Space Madness". It is a rare mental illness associated with traumatic mental stress while travelling at hyperwarp. The disease manifests itself as a form of dementia characterized by confusion, paranoia, delirium, and psychosis. The psionic incursion by the Mind Master appears to have been the catalyst in this case triggering an acute onset of the disease in Lt. Akada. There is no known cure for severe space madness and treatment normally consists of indefinite suspended animation.

SPACE MASTER: *Lt. Akada's beam pistol is currently set to "Disrupt/Heat" but he will deliberately change the setting to "Disintegrate/Kill" for use on any PC's or NPC's who had previous contact with the Mind Masters. This includes any of the PC's or NPC's who completed the Mind Masters of Zeta Herculis adventure. Since the appearance of Talsaret was the catalyst for his affliction, he views anyone who has had contact with the mind masters as their evil thralls.*

The Computer's sensor data suggests that Akada is making an erratic path towards the ship's auxiliary control room. Randomly attacking anyone he encounters or that tries to stop him. Lt. Akada's psychotic rage appears to manifest itself with savage ferocity towards any crew member who previously had contact with the Mind Masters. Akada is observed on the internal sensor footage as screaming "Evil Thrall" towards select victims of his attacks. The Command Crew will immediately recognize these crew members are the same ones who survived the mission to Zeta Herculis IV. Since Callahan has never encountered the Mind Masters on Zeta Herculis IV, he is the first to volunteer to lead a team to apprehend the rampaging Security Chief. Callahan will encourage the PC's to accompany him and put down Akada's attack before he reaches

the auxiliary control room and uses his Security override to take control of the ship.

SPACE MASTER: *Commander Callahan will utilize this crisis as an opportunity to familiarize himself with the Deimos and establish a rapport with the crew. He will exploit any opportunities to ingratiate himself to the crew and subversively influence the crew to his agenda. While Callahan will lead the attempt to put down Akada's attack he will make every effort to make sure he keeps himself directly out of harm's way. Even if that means putting someone else in harm's way to do so.*

DECK TWO LAYOUT

The Deimos' Mission Support Services are located on Deck #2 directly below the Command Bridge. This area contains many of the ship's essential service facilities such as the teleporter and sick bay that the crew will need while on their mission.

1. Officer's quarters (Occupancy 2).
2. Officer's quarters (Occupancy 2).
3. Enlisted quarters (Occupancy 6).
4. Officer's quarters (Occupancy 2).
5. Captain's quarters (Occupancy 2).
6. Elevator lift.
7. Crew mess hall & kitchen.
8. Elevator lift.
9. Officer's quarters (Occupancy 2).
10. Officer's quarters (Occupancy 2).

11. Officer's quarters (Occupancy 6).
12. Enlisted quarters (Occupancy 2).
13. Officer's quarters (Occupancy 2).
14. Elevator lift.
15. Cargo bay #1 & ship's stores.
16. Elevator lift.
17. Water reclamation plant.
18. Elevator lift & lobby.
19. Hydroponics garden.
20. Sick Bay (Occupancy 2).
21. Auxiliary control room.
22. Teleporter room (Capacity 3).
23. Ship's locker.
24. Engineering vault.
25. Emergency access hatch.

When Callahan and the PC's arrive at Deck #2 on the elevator lift (#06) they will catch a glimpse of Lt. Akada leaving his quarters (#02). He is moving at a frantic pace as if in a panic and constantly looking around him for unseen pursuers. The entire Deck is bathed in the eerie blood red glow of the Emergency Action Lights indicating the ship is at its highest state of alert. At the first report of unauthorized beam fire the Command Crew activated the security lock out protocol (The same protocol used to contain hostile boarding parties) sealing all hatches, lifts and access points on the deck. Only the Captain, 1st Officer, Commander Callahan, and the responding PC's have been granted access to enter or leave the Deck. The main corridor is saturated with a

thin layer of dissipating acrid smoke. Two humanoid shaped piles of smoldering ash and scorched carpet mark the spots where Akada's first two victims last stood. A loud scream, bright flash of light, and the unmistakable hum of a beam pistol's recharge cycle signal the horrible end of another crew member nearby. Akada will not respond to any attempts that the PC's or Callahan will make to reason with him or dissuade his actions. In between random beam pistol blasts only glimpses of the murderous amphibian can be seen as he unpredictably darts in and out of doorways or between bulkheads. It is as if he cannot hear you at all as he continues to mumble to himself a stream of unintelligible phrases. Akada continues to fire his beam pistol at anyone who attempts to stop him or get in his way. Akada also has two stun grenades in his possession which he will throw at any PC's or NPC's he finds in a group larger than two people. Lt. Akada's extensive knowledge of the ship is undiminished but he appears confused often walking in circles and stumbling from room to room.

ENLISTED CREW

The enlisted crew residing on Deck #2 were off duty and resting in their quarters at the time Akada began his rampage. Most have locked themselves in their quarters after the screams and beam fire began in the

corridor. The Player Characters can attempt to enlist the aid of any of these crew members to stop Akada. Those who were assigned personal duty weapons are listed in their NPC profiles below. Those without weapons should be taken to the closest elevator lift for evacuation to the deck below.

PETTY OFFICER NOLAN BRADLAN

Race: Human		Gender: M		Age: 50			
Class: TEC.		Sub: ENG.		Level/Save: 4 (Enl.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
24	13	14	09	15	07	12	-1
EQ: Tech kit, E.I. Device, Communicator.							

APPRENTICE G'HARN

Race: Xin (Gao)		Gender: M		Age: 112			
Class: TEC.		Sub: ENG.		Level/Save: 2 (Enl.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
14	14	16	15	10	05	08	-1
EQ: Communicator, Energy Screen.							

APPRENTICE RINI DORA

Race: Daelan		Gender: F		Age: 28			
Class: TEC.		Sub: NAV.		Level/Save: 2 (Enl.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
10	09	11	09	13	12	03	-1
EQ: Data Recorder, Communicator.							

APPRENTICE MADDIE MACHESKI

Race: Human		Gender: M		Age: 19			
Class: TEC.		Sub: ENG.		Level/Save: 2 (Enl.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
11	09	10	07	14	09	09	-1
EQ: Force Field Generator							

RECRUIT HUR MOGEK

Race: Dreipied		Gender: M		Age: 21			
Class: TEC.		Sub: NAV.		Level/Save: 1 (Enl.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
04	10	09	14	08	09	04	-1
EQ: Data Recorder, Communicator.							

RECRUIT K'MAR TOGEKT

Race: Rigel		Gender: M		Age: 24			
Class: MIL.		Sub: FC		Level/Save: 1 (Enl.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
06	11	12	10	13	12	07	-1
EQ: Electro-stun Gun, Communicator.							

RECRUIT T'SHAN

Race: Tauran		Gender: F		Age: 29			
Class: SCI.		Sub: MED.		Level/Save: 1 (Enl.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
05	08	09	10	16	05	12	-1
EQ: Med-kit, Communicator.							

RECRUIT DILLION OCANO

Race: Human		Gender: M		Age: 19			
Class: MIL.		Sub: SEC.		Level/Save: 1 (Enl.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
05	10	08	14	08	15	08	-1
EQ: Electro-Stun Gun, Communicator.							

Lt. Akada will have to be stunned or killed in order to stop him. If he succeeds in reaching the auxiliary control room, he will lock himself inside and attempt to seize control of the ship. Once inside, it will take 20 rounds for him to override control of the Deimos and lock out the bridge. If this occurs, Akada will attempt to destroy the ship by overloading the ship's beam banks.

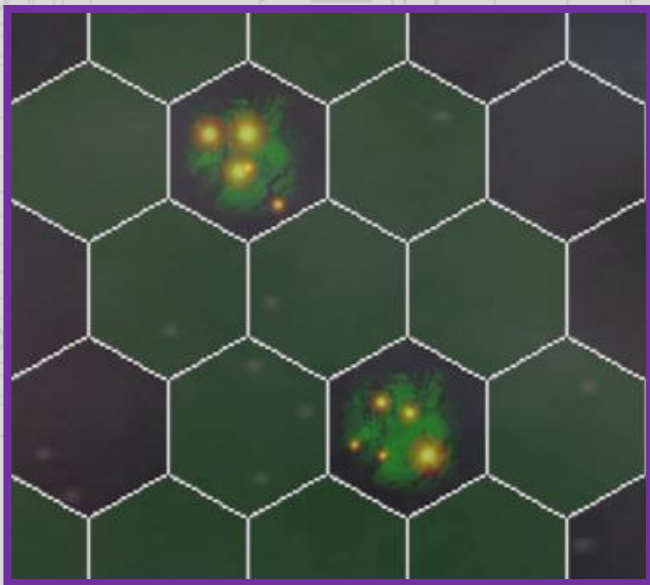
The overload will require 1d20 rounds to reach critical build up during which time Callahan and the PC's can again attempt to stop him.

If the PC's are successful in capturing Lt. Akada the Deimos Computer will confirm that his symptoms are consistent with Space Madness. The computer and/or medical officer will suggest that Lt. Akada should be placed in suspended animation for remainder of the mission and returned to Starbase Alpha. Alternatively, he can be imprisoned in the ship's brig located on Deck #3. If Lt. Akada is killed during the encounter the computer and/or medical officer will suggest his remains be placed in cryo-stasis for future medical analysis.

THE ELYSIUM CORRIDOR

After Lt. Akada's murderous rampage the Deimos enters a region of deep space known as the Elysium Corridor between the Forbidden Stars and Xoth Nebula. The Elysium Corridor is an empty abysmal space devoid of any planets or star systems. There are no useful resources, navigational hazards, or random galactic encounters in this area.

SPACE MASTER: *This area of space will provide an excellent opportunity for the Player Characters to recover after Lt. Akada's attack. It will also provide the ship an opportunity to undergo any needed repairs or recharge Energy Units before the next encounter. While in the Elysium Corridor the PC's should be encouraged to participate in interactions with the other PC's and NPC's. If the events thus far in the adventure have started to wander off course this respite is also a great time for the Space Master to guide the Players back to the mission.*



(#3) THE XOTH NEBULA

While travelling towards Memnaan the Deimos will encounter an area of space on the Galactic Map (between B4 and the Orkus System) known as the Xoth Nebula. This immense gaseous cloud of dense celestial particles contains several

persistent Space Mirrors. A Space Mirror (S&S-2E, Pg. #32) is a small distortion between normal space and hyperspace that appears without warning or predictability. The cause of the phenomenon is unknown but often attributed to several speculated theories (including an unintended consequence of hyperdrive usage.) If a starship encounters a space mirror it will be displaced sixty degrees at a distance in hexes equal to its current interstellar travel speed.

SPACE MASTER: *The Space Master's galactic map shows the location of the Space Mirrors within the vast Xoth Nebula. The Space Mirrors are completely undetectable until the ship runs into them. Fortunately, there are no other space hazards in the vicinity of the Space Mirrors. While the only immediate danger is the displacement, the course change can impact the Deimos' travel time and energy consumption required to correct course during interstellar travel.*

It is possible that the PC's course may take them above the Xoth Nebula. This will add several light-years to their journey and require more travel time. If this occurs, the SM should skip the Space Mirror encounter and apply the normal Space random encounter checks (S&S-2E, Pg. #31).

The original position of each of Space Mirrors in this region of space has been marked on the Space Master's Galactic Map. The mirrors have a persistent duration of 1d8 days in their original position. After this time each of the Space Mirrors will shift one hex/light-year clockwise for its starting position. The path that the Space Mirrors will travel in is indicated by the shaded hex spaces surrounding the Mirrors starting position on the Galactic Map. The Space Master should note these positions at the start of Act One and track their movement throughout the adventure. At the end of the adventure, if the PC's are successful the Deimos might again encounter the Space Mirrors on its return trip to Starbase Alpha. Only this time the Space Mirrors will be in a different position than what was originally encountered. It is not known what caused these Space Mirrors to form in this region. While there are many theories and rumors, some involving mysterious forces reaching out from the Forbidden Stars, no one knows for sure.

THE IDLYN EXPANSE

Upon successfully navigating through the Space Mirrors of the Xoth Nebula the Deimos will travel through several light-years of empty space known as the Idlyn Expanse. Depending on their course, or any deviations caused by the space mirrors, the

time required to pass through the expanse may vary greatly. The Player Characters may find this region to be an uneventful peaceful void or an agonizingly tedious stretch of dark empty vacuum. It can provide the crew a much-needed respite from the past encounters in which to recover, facilitate repairs, and prepare for their arrival in the Orkus System. Some of the crew may find this stretch of empty darkness will exhaust both their patience and sanity. However, this rest period will be short lived ending with the Deimos finally arriving at the border of the Orkus System.

SPACE MASTER: *At least three light-years prior to entering the Orkus System, Commander Callahan or one of the NPC Officers, should remind the crew to initiate silent running and activate the Zangid transponder. Any use of the Deimos teleporter or communication systems could expose their electronic masquerade.*

(#4) THE ORKUS SYSTEM

The Orkus System (#13) is approximately 47 light-years from Earth and has six charted planets orbiting a Class-K star. The harsh environments found on these planets initially discouraged early attempts at colonization, but once Beryllium deposits were found on Memnaan the Zangid quickly annexed the entire system.



The Zangid established a Starbase on the planet Memnaan which includes several infamous prison mines and a political gulag renowned for its deplorable conditions.

THE ORKUS SYSTEM (#13)			
#	Planet	Class	Moons
75	Katelk	Class-C	None
76	Onis	Class-E	1 Moon
77	Shigsin	Class-G	2 Moons
78	Nakoth	Class-J	6 Moons
79	Memnaan	Class-T	3 Moons
80	Amerath	Class-T	1 Moon

THE ZANGID PRESENCE

There is a significant but complacent Zangid military presence in the Orkus system that is concentrated on and around the planet Memnaan. In the course of any given day 1d4 Zangid starships can be found in or around the Orkus system. A dedicated system patrol consisting of one Zangid E-5 Cruiser and two E-2 raiders is permanently assigned to the area for system defense and interstellar piracy interdiction.

The Imperial Zangid Space Force (Z.S.F.) vessel Hell-Shrike is an older model E-5 cruiser that is assigned to system security and piracy interdiction in the Orkus System. This old cruiser has seen more than its fair share of action and its battered patchwork hull betrays its true age. In its twilight years of service, the Hell-Shrike has

been put out to pasture with its far from glamorous role as the new “Orkus Nursemaid”. However, despite this undignified reputation the Hell-Shrike is still a Zangid warship that is constantly at a state of battle readiness and eager for a fight.

Z.S.F. HELL-SHRIKE		
Ship's Name:	Z.S.F. Hell-Shrike	
Ship Type:	E-5 Cruiser	
Affiliation:	Zangid Imperium	
Crew:	50/500	
Command Rank:	Commander	
Hull Size:	4	
Cost:	200 CP	
Power Pile Base:	185 (2 Pods)	
Teleporter Cap:	5	
Beam Banks	3	
Ion Torpedoes:	N/A	
Shuttle Ships:	3	
Sick Bay Cap:	10	
Cryo-Tubes:	4	
Ship's Locker:	14	1



CAPTAIN GORGEK

The Hell-Shrike is under the command of Captain Gorgek, also known as “Gorgek the Unwise” for his reputation of impulsive and brash behavior. Captain Gorgek is a veteran of the Second Zangid War and has no love for the Confederation or its allies. His crew is lazy and complacent, jaded by the inglorious tedium of their assignment. Despite their complacency, the crew respects their Captain and are loyal beyond reproach.



CAPTAIN GORGEK

Race: Zangid		Gender: M		Age: 46			
Class: Mil.		Sub: Com.		Level/Save: 6 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
45	11	12	07	13	12	05	-2
EQ: F-Jacket, B-Pistol, Dagger, Communicator.							

ZANGID SUPPORT SHIPS

On a longer patrol circuit just outside the Orkus System are two Zangid E-2 Raiders, the Z.S.F. War Song and the Z.S.F. Cleaver. Both ships are within three light-years of Orkus and could be called in as reinforcements should the Hell-Shrike require assistance. Both ships are newer models (relatively speaking) that have been refitted with Videni atomic fire ball weapons and shielding devices.

Z.S.F. WAR SONG

Ship's Name:	Z.S.F. War Song	
Ship Type:	E-2 Raider	
Affiliation:	Zangid Imperium	
Crew:	5/25	
Command Rank:	Corporal (Ensign)	
Hull Size:	1½	
Cost:	40 CP	
Power Pile Base:	40 (1x Half Pod)	
Teleport Cap:	2	
Beam Banks:	1	
Fire Ball:	1	
Shuttle Ships:	N/A	
Sick Bay Cap:	2	
Cryo-Tubes:	2	
Ship's Locker:	5	3

COMMANDER VO-TAVU

Commander Vo-Tavu is the commanding officer of the Zangid Imperial E-2 raider “War Song”. Vo-Tavu, also known as “Vo-Tavu the Vindicator”, is a very charismatic

commander that is well respected by his crew. He is well known for his long-winded tales and will never miss an opportunity to regale the exploits of the Imperium. Of all the local Commanders, Vo-Tavu is the least cynical and the most likely to ask questions first and shoot later. However, like all Zangid his blood yearns for battle and his moderate temperament has its limits.

COMMANDER VO-TAVU							
Race: Zangid		Gender: M		Age: 57			
Class: Mil.		Sub: Com.		Level/Save: 5 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
35	11	12	14	09	14	03	-2
EQ: F-Jacket, B-Pistol, Dagger, Communicator.							

Z.S.F. CLEAVER	
Ship's Name:	Z.S.F. Cleaver
Ship Type:	E-2 Raider
Affiliation:	Zangid Imperium
Crew:	5/25
Command Rank:	Corporal (Ensign)
Hull Size:	1½
Cost:	40 CP
Power Pile Base:	40 (1x Half Pod)
Teleport Cap:	2
Beam Banks:	1
Fire Ball:	1
Shuttle Ships:	N/A
Sick Bay Cap:	2
Cryo-Tubes:	2
Ship's Locker:	5 3

COMMANDER SO-GEKTA

Commander So-Gekta is the commanding officer of the Zangid E-2 Raider "Cleaver". He is an experienced officer who is highly ambitious and distrusts the counsel of others. So-Gekta, also known as "The Tyrant of Orkus" commands his ship through ruthlessness and fear. While the Cleaver is one of the more efficiently run ships in the area it is also the most prone to crew mutiny.

COMMANDER SO-GEKTA							
Race: Zangid		Gender: M		Age: 39			
Class: MIL.		Sub: CMD.		Level/Save: 5 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
32	12	14	09	10	12	09	-2
EQ: F-Jacket, B-Pistol, Dagger, Communicator.							

RANDOM ZANGID STARSHIPS

In addition to the two E-2 Raiders, 1d4 random Zangid starships can be found in and around the Orkus System each day. These random starships can range from cargo freighters to military warships. Space Masters can roll 1d8 on the following chart to determine the type of random Zangid starship(s) found in the system during any given day. Any of these random starships in the area will not be aware of the Deimos unless they come within the 120,000-mile sensor threshold of the ship.

RANDOM ZANGID STARSHIPS

Roll	Random Starship Type
01	Zangid Raider (E2)
02	Zangid Frigate (E3)
03	Zangid Light Freighter (F1)
04	Zangid Destroyer (E4)
05	Zangid Medium Freighter (F2)
06	Zangid Cruiser (E5)
07	Zangid Heavy Freighter (F3)
08	Zangid Battlecruiser (E6)

The Space Master should mark the position and course of any random Zangid starships in the Orkus System. The Space Master can roll 1d6 on the chart below to determine what the random ship is doing while in the Orkus system. If one or more of the random ships is in orbit around Amerath the PC's will have to adjust their course or wait a day for the ship(s) to leave before attempting to establish orbit.

RANDOM ZANGID SHIP ACTIVITY

Roll	Random Starship Activity
01	In Amerath Orbit.
02	Moving North from Memnaan.
03	Moving South from Memnaan.
04	In Memnaan Orbit.
05	Moving East from Memnaan.
06	Moving West from Memnaan.

USING THE TRANSPONDER

When the Deimos is within 3 light-years of the Orkus system the Engineer will need to activate the stolen Zangid Transponder that Commander Callahan provided. Activating the transponder will require a successful technical skill check by the Engineer. If the engineer's attempt is unsuccessful the Deimos will have to drop out of hyperwarp at its current location and reattempt to activate the transponder before proceeding into the Orkus System. The Engineer can make as many attempts as necessary to activate the transponder, but the Deimos will have to expend additional EU to return to Hyperwarp. The Zangid transponder will broadcast a passive electronic emission which will electronically appear to be a Zangid light freighter named the Goh-tak'cho. Once activated the Zangid transponder will reduce the chance of the Deimos being detected or identified as a Confederation vessel to 30%. Even if detected by a Zangid starship's sensors, it will be mistaken for a Zangid light freighter unless it is within direct line of sight at 120,000 miles or less. If the Deimos enters the Orkus system without the Zangid transponder activated, it will raise the possibility of detection from any nearby Zangid starship in the system from 30% to 60%. While the transponder is operating, the Deimos will be running silent and unable to make or receive any

communication transmissions without revealing its true identity. If the Deimos receives a friend or foe challenge communication from a Zangid starship, outpost or Starbase Klatau it can respond back using the transponder device itself. This will require the engineer to complete a successful technical skill check to respond. An unsuccessful attempt will mean the Deimos will have to respond with a convincing transmission through the transponder to prevent further investigation. All communication with a challenging Zangid vessel, outpost, or Starbase Klatau will require a universal translator and a successful Contact skill check. A successful skill check will result in the challenging Zangids ignoring the Deimos. An unsuccessful skill check will result in the closest Zangid ship being dispatched to investigate the suspicious activity.

SPACE MASTER: *Players should be cautioned, as advice from Callahan or through tactical analysis from the ship's computer, that regardless of the situation the Deimos will be outnumbered and outgunned in any confrontation with the Zangid in this star system.*

The PC's should avoid direct combat with the Zangid forces in the Orkus System unless absolutely necessary as any

confrontation will draw in support from the other Zangid ships in the area. In most circumstances a direct combat with any of the Zangid forces will compromise the mission even if the crew of the Deimos is able to prevail. If the Deimos is triumphant, the defeated Zangid ship failing to check in will raise suspicions and summon reinforcements. Making the Deimos' exfiltration much more difficult and deadly than needed.

PLANET AMERATH

Amerath (#80) is the sixth planet in the star system and furthest from the sun. Unlike Memnaan it is a lifeless ice world with no atmosphere or native lifeforms. This is the planet where the Deimos will covertly establish orbit and launch the extraction mission with the Vesperwind. Using the stolen Zangid Transponder, the Deimos will electronically appear to be a Zangid light freighter delivering supplies to Amerath and Memnaan. If the Deimos remains in a synchronous orbit between the planet Amerath and its moon the ship will be concealed from any direct line of sight identification. Once the Deimos breaks orbit it will no longer be concealed from visual identification even if the Zangid transponder is in use.

As the Deimos enters the Orkus System, Commander Callahan will instruct the crew to establish a geo-synchronous orbit between Amerath and its moon. While

establishing orbit the Deimos will receive an identification challenge from the Zangid outpost on Amerath. The ship's Engineer can reply to the Identification challenge with the Zangid Transponder device which will broadcast the access code and registry information of the light freighter Goh-tak'cho.

SPACE MASTER: *Using the transponder to reply to the outpost will require a successful technical skill check from the Engineer or a crew member with the technical skill. If the skill check fails, the Zangid outpost will repeat its request for the ship to identify itself. If this occurs, the outpost will not accept electronic authentication by the transponder and will want to speak to the ship's crew directly. A science officer or crew member on the Deimos will need to use a universal translator device and make a successful Contact Skill check to contact the outpost. The Zangids at the outpost on Amerath tend to be complacent due to the tedium of their assignment and will overlook almost anything but the most suspicious of circumstances. If the Deimos science officer fails the Contact Skill check the Zangid outpost will instruct the Goh-tak'cho (Deimos) to hold position and dispatch the Hell-Shrike to conduct a security inspection.*

HELL-SHRIKE ENCOUNTER

If the Z.S.F. Hell-Shrike is dispatched to investigate the authentication discrepancy

from the Goh-tak'cho (Deimos) the PC's will have three options. The first option is to immediately depart the Orkus System to avoid visual identification by the Hell-Shrike and return to the Idlyn Expanse. The Deimos can make another attempt to enter the system the following day, but all skill checks for passing another Identification challenge from the outpost on Amerath will have a -2 penalty. The second option involves the Deimos trying to evade the Hell-Shrike, launch the Vesperwind, and retreat back to the Idlyn Expanse. If the crew elects to use this option, then they will need to depart the Orkus System immediately after launching the shuttle in order to avoid discovery. The third option would be for the Deimos to engage the Hell-Shrike which will require the crew to either bluff their way out of the situation or fight. Success is slim for either choice, but a fight will dramatically impact any chance of successfully completing the mission. If the PC's choose to fight their position will be revealed by the combat but their identity will remain concealed so long as the transponder is operational, and they remain outside the 120,000-mile sensor threshold. Any combat will draw in the two additional support ships and random starships in the area within 1d20 game turns.

IN THE EVENT OF CAPTURE

If the Deimos is discovered while in the Orkus System, the Zangid interplanetary

defense forces led by Captain Gorgek will attempt to capture or destroy the ship. While surrender is expected by the Zangid, resistance that leads to glorious battle is what they ultimately hope for. If the Deimos is captured or destroyed, even if the PC's survive, the adventure scenario in this module will end. While this can serve as an excellent starting point or adventure hook for other adventures the objective of this mission will be lost.

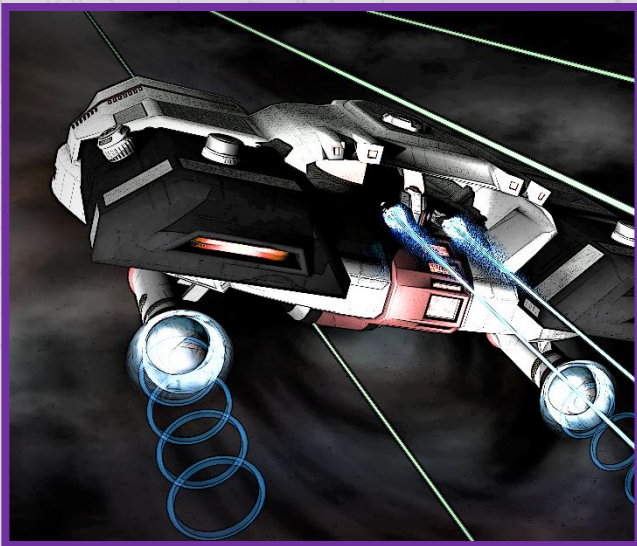
If the Deimos surrenders, or is incapacitated in battle, the Zangid will board the ship in an attempt to seize control. Once the Deimos' defensive screens have been disabled, or deactivated, eighteen veteran Zangid warriors (Level 2), armed with beam rifles and fighting daggers, will teleport from the Hell-Shrike on to the Deimos in three waves of six. They will enter the ship on Deck #5 in the cargo bay and split up into two assault teams of three warriors in each. A total of nine Zangid warriors (Three assault teams) will proceed from Deck #5 up to the bridge. Securing control of all critical areas they encounter along the way. The remaining nine will proceed downward to Deck #10 securing the ship's engineering sections. The assault teams will attempt to kill or capture any crew they encounter that resists or interferes in anyway. The ship's computer will

automatically engage the ship's security lock-out protocol when it detects the intruders on board. This protocol will lock out all of the elevator lifts, hatches, and doors in the ship. While this measure will not stop the Zangid boarders entirely it will slow them down. Any PC's on board the Deimos at the time of boarding will encounter the Zangid boarding parties on Deck #2. The assault teams' primary goal will be to seize control of the ship and shut down its defenses and engines. If they succeed the Hell-Shrike will take the Deimos in tow with its tractor beam.

The Deimos will be towed by the Hell-Shrike back to the spaceport at Starbase Klatau on Memnaan. Here the surviving crew will be held for interrogation and trial for war crimes by a Zangid tribunal. The Deimos will be impounded at the starbase spaceport where it will be meticulously examined by Zangid technicians under the direction of General Vorkhan. The ship will be considered a prize of war, stripped down to its spaceframe with any useful technology extracted for reverse engineering. After an excruciatingly one-sided trial, the crew will be sentenced to General Vorkhan's favorite punishment, lifelong incarceration at the Marak Ta'Chom mine.



SPACE MASTER: *With the Deimos engaging in a clandestine mission, it is unlikely that an overt Space Fleet rescue operation can be expected if the crew is captured. Space Fleet Command may attempt to find a diplomatic solution to the situation, but diplomacy can be a long and arduous process. That is presuming that this incident has not incited all-out war between the Zangid Imperium and the Confederation. With the failure of this mission, the Space Fleet Intelligence Bureau will be reluctant to task any additional resources for a second extraction mission based on the risk involved.*



ACT TWO

ENCOUNTERS

There are three important encounters in Act Two that the Player's must successfully navigate through during their mission to

find "Watchtower". These encounter points are marked #1 through #3 on the Space Master's Map of Memnaan's Northern Continent.

- **#1: THE CRASH SITE.**
- **#2: THE ICE CREATURE LAIR.**
- **#3: MARAK TA'CHOM.**

THE PLANET MEMNAN

Memnaan (#79) is a Class-T planet with a harsh bitter frozen environment. It has three lifeless uninhabited moons that possess an abundance of mineral ore deposits. The gravity on Memnaan is comparable to that found on Earth and is tolerable to most lifeforms. There is a high concentration of toxic pollution in the planet's atmosphere caused by the Zangid's extensive Beryllium mining operations. The near catastrophic condition of the planet's environment may soon require the reclassification of this world as Class-U (Uninhabitable). Memnaan is the 5th planet in the system, the location of Imperium Starbase Klatau, and home to approximately 500,000 Zangid. An indigenous race of ivory skinned humanoids called the Malu, (Still unknown to the Confederation) have been found by the Zangid living below ground in the planet's vast network of subterranean caverns to escape the harsh environment on the surface.

The majority of the Zangid on Memnaan live on or near Starbase Klatau or one of the Beryllium mining stations. Starbase Klatau is protected by four full regiments of Zangid soldiers numbering around 4000 warriors. An old E-5 cruiser has been assigned to a permanent orbital defense patrol around the planet providing security and piracy interdiction. 1d4 additional Zangid warships are usually found nearby that can be called upon as reinforcements if necessary.

HEALTH ADVISORY

If the deep freeze temperatures don't kill you, breathing the air on Memnaan just might. The extensive Zangid mining produces vast amounts of hazardous pollution turning the planet's atmosphere to a persistent caustic layer of toxic fog. Unprotected exposure to the contaminated atmosphere without an air tank will result in rapid onset respiratory distress and heavy metal poisoning within one hour. Any PC or NPC exposed to the atmosphere for more than an hour will begin to lose 1 point of constitution and strength for each additional hour of exposure until death. The Malu minimize exposure to the contaminated atmosphere by living below ground and using a marginally effective filtration mask made from the hide of Xoth Bats. While the face mask is better than nothing, the residual atmospheric poisoning absorbed by their

bodies dramatically impacts their health and reduces their lifespans.

SPACE MASTER: *PC's and NPC's will need to use either a survival suit, skirmish suit, radiation suit, or field armor to protect against the extremely cold temperatures on Memnaan. The indigenous Malu utilize special insulated clothing made from the hides of the Xoth bats that they hunt in the subterranean caverns of the planet. The bat's leathery hide smells awful, but it is a great insulator and makes for a marginally effective filter from the planet's toxic atmosphere.*

VISIBILITY

Due to Memnaan's thick polluted atmosphere, natural unobstructed visibility on the planet is approximately two miles on a good day. During bad weather the natural visibility can fall to as low as 30 feet. When this occurs, visibility can be technologically enhanced with the assistance of an Oku-tek device, data recorder, or auto analyzer. The weather conditions for any given day on the planet's surface can be determined on the following table. At night these visibility distances will be reduced in half for any creature or humanoid without biologically or technologically enhanced vision.

DAILY MEMNAAN WEATHER

ROLL	WEATHER	VISIBILITY
1	Partly Cloudy	2 Miles
2	Cloudy	1 Mile
3	Snow / Ice Storm	½ Mile
4	Fog / Smog	240 Feet
5	Heavy Ice Storm	90 Feet
6	Severe / Blizzard	30 Feet

THE NORTHERN CONTINENT

The Norther Continent (known as So'Cha Nakah in the Zangid language, which roughly translates to "Frozen Tomb") is the smallest, and most habitable, of the five land masses on the planet. This region has the highest concentration of plant and animal life due to its abundant sunlight from Orkus. the average daytime temperature on the surface of Memnaan ranges from a daytime high of -5 degrees Fahrenheit to a nighttime low of -60 degrees Fahrenheit. The length of a day on this slow spinning ice planet is an excruciating 32 hours with only 14 hours of actual daylight. However, even in daytime the extreme weather and caustic toxic fog makes visibility challenging. Sunrise on the Northern continent occurs around 05:00 hours and Sunset occurs around 19:00 hours of the 32-hour day.

The other four continents are even less fortunate frozen wastelands of extreme cold constantly shadowed from sunlight by Memnaan's three barren moons. Only the

most robust artic life can be found in these frigid regions.

The continental mainland is surrounded by four small nearby islands. These islands are unremarkable areas of frozen tundra with massive glaciers and no abundance of plants or animals. The islands are surrounded by large slow-moving ice sheets floating in cold deep waters that flow through the ancient abyssal trenches of the planet's Great Oceans.

The waters of the Great Oceans of Memnaan are very alien in comparison to those found on Earth like planets. They contain very high concentrations of caustic elements like ammonia and sodium which make them both toxic and difficult to freeze. When the Northern Continent falls under the shadow of all three moons, during the coldest part of winter when the light of Orkus is most scarce, large portions of the Great Oceans have been known to freeze over despite their caustic composition.

The Northern Continent hosts the highest population concentration of the indigenous nomadic humanoids known as the Malu (*pronounced Mah-Loo*). When not migrating with the planet's solar cycle, these pre-industrial humanoids predominantly reside in the ice caverns on the Western side of the continent. This land is rich in abundant Beryllium deposits and other useful mineral ores. It was this

high concentration of Beryllium that first attracted the attention of the Zangid during a planetary survey mission, resulting in their settlement on Memnaan in CE-2185.

STARBASE KLATAU

Klatau is a massive full service terrestrial starbase and mining colony located on the ice planet Memnaan (#79). This former Zangid penal colony was renowned for its harsh treatment of resident prisoners (especially Dreipeds) and slave labor. A prisoner revolt in CE-2231 decimated the original facility and Starbase Klatau was built over the ruins of the original site in CE-2244. Like the mining operations that it supports, the majority of the Starbase is located below ground. While its harsh environment and sordid past make Klatau an unpopular travel destination it is still considered by many to be a center of interstellar commerce for difficult to find items. Superstitious locals believe the place is cursed and haunted by the shades of the prisoners that were once held there.

THE MALU

The Malu are an indigenous race of primitive subterranean humanoids who live in the vast caverns below Memnaan's surface. The Malu are a remarkably beautiful charismatic people with pale ivory skin and shockingly reflective black eyes. They are slightly shorter than

Humans and have equivalent attributes and senses. Due to the harsh climate of the planet, the Malu have developed into nomadic tribal societies that migrate frequently with the planet's solar cycle. The Malu are very superstitious and practice a highly ritualized polytheistic religion that worships the Ice Creatures that live on the planet's surface. They have a primitive language that uses both spoken words and hand gestures to communicate with each other. Their written language consists primarily of pictograms that are found accompanying their cave paintings. The Malu record their people's history entirely through oral tradition, stories and song. Many of which depict a prophecy of a lost magic portal that one day will be found and bring new life to their frozen world. The Malu are predominately a hunter/gathering tribe and Xoth bats are one of their primary food sources on the planet. When the Zangid Imperium colonized the planet, after discovering abundant deposits of Beryllium, they conquered the Malu and forced the survivors they found into slavery. Since the Zangid annexation of Memnaan the Malu lifespans and birth rates have dropped significantly due to Zangid oppression and the atmospheric pollution that is slowly poisoning the entire planet.



TRANSIT & LANDING

Once the Deimos establishes orbit between Amerath and its barren moon the crew will prepare the Vesperwind for departure. The PC's participating in the landing party will need to exchange their Space Fleet uniforms for civilian attire to help avoid detection during the mission. All Confederation Space Fleet issued clothing, rank identification, or emblems must be removed from all their equipment prior to departure.

Some of the crew may experience a sudden feeling of dread or apprehension when seeing the rickety old Vesperwind in their landing bay for the first time. Some may even require a little convincing before feeling safe or confident about boarding the clunky Pleiadian rattletrap. Commander Callahan will lead the PC's in the landing party aboard the Vesperwind saying "Come on now, I've flown on her a dozen times. She doesn't look like much, but she's gotten me out of plenty of scrapes in the past. The Vesperwind is old but she'll hold up just fine".

The journey from the Deimos to the runabout crash site on the surface of Memnaan is relatively uneventful. As promised, the unobtrusive Vesperwind effortlessly slips past the inattentive eyes of the Zangid. The dilapidated Pleiadian commercial shuttle is well known in these

THE MALU	
Type:	Humanoid
Encountered:	3d6, (d12)
Movement:	120', (40')
Intelligence:	Low-Average
Psi Potential:	2d4, Inactive
Hits:	1d8+2
Armor:	0
Combat Skill:	12
Save As:	Level 1
Attacks:	1
Damage:	By Weapon
Morale:	8
XP:	12

parts and its visits to Memnaan no longer raise suspicion among the Zangid forces in their complacent slumber.

While entering the upper atmosphere of Memnaan the Vesperwind will start to encounter significant turbulence. The PC's will need to make a dexterity check to avoid being thrown around the shuttles' passenger cabin as it is tossed about by the violent currents. Any PC that fails the dexterity check will sustain 1d4 points of damage from the bumpy ride entering the atmosphere. Within a few minutes the turbulence will dissipate, and the unsettling sound of creaking metal will gradually become less noticeable.

When the Vesperwind reaches the planet's Northern Continent its instruments and sensors quickly locate the last known position of "Watchtower's" runabout. Approximately 150 miles East of Starbase Klatau at the base of a small mountain range, a 400-yard-long debris field ends at the mangled wreckage of what unmistakably is the remains of a small spacecraft. Most of the ship's wreckage is covered by a newly formed layer of thick ice and snow left behind by the intense storm that downed the vessel. Barely visible to the naked eye, the ship's aerospace metals and hyperdrive components are easily detected by the Vesperwind's passive sensors.

SPACE MASTER: *Any PC with the technical skill can interface the Vesperwind's computer at -1 penalty to inquire about Zangid activity in the area. The computer will confirm that its sensors detect several small groups of Zangid within a twenty-five-mile radius of the crash site. The Zangid appear to be travelling in circular search patterns gradually moving inward towards the wreckage. The Vesperwind's sensors will not be able to penetrate the electromagnetic interference produced by the wrecked ship's drive components to locate if there are any signs of life or movement around the crash site itself.*

The emergency distress beacon had long since fallen silent after emitting its encrypted signal burst. The signal received by Space Fleet command provided an accurate location where the runabout had crash landed during the ice storm. Unfortunately, Starbase Klatau and its Zangid forces on planet also would have been able to detect the source of this transmission. The presence of the Zangid patrols was expected by the S.I.B. but what exactly they are looking for, or if they had found "Watchtower", is still unknown.



Commander Callahan locates a suitable landing zone about five miles from the crash site that he is confident the Vesperwind can safely land at. Callahan recommends that the Vesperwind should approach the landing zone from the North, opposite of the Zangid patrols. It is early in the morning before sunrise (04:00 Hours.) and the polluted dark cloudy skies should effectively conceal the Vesperwind's landing position. The shuttle's Pleiadian transponder would appear to any Zangid sensors as a scavenger crew looking to pick the bones of the wreck for any useful salvage. The Vesperwind's battered rusted white hull will seamlessly blend in with the surrounding frozen tundra providing visual camouflage for the craft. While a keen observer may be able to detect the Pleiadian shuttle with sensors its authorized transponder and identification registry will dissuade any suspicion from the complacent Zangid.

SPACE MASTER: *Some portions of this adventure module will include situations when weather and time of day will play important factors in some actions. For this reason, it is recommended that the SM keep track of time used in both travel and activity during the adventure.*

THE ZANGID RESPONSE

The crash of an unauthorized spacecraft departing the surface during a sudden storm surge drew the attention of Zangid forces at Starbase Klatau. General Vorkhan, the Zangid high commander of Starbase Klatau, dispatched Commander Ka-mok from the Marak Ta'Chom mining station to investigate the suspicious occurrence. Suspecting the crash was a smuggler's ship, Vorkhan was confident that the local garrison at Marak Ta'Chom would be able to determine what happened.



COMMANDER KA-MOK

Race: Zangid		Gender: M		Age: 44			
Class: MIL.		Sub: SEC.		Level/Save: 5 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
38	15	13	09	08	05	09	-2
EQ: F-Jacket, Beam Rifle, Dagger, Communicator.							

Commander Ka-mok is known amongst his soldiers as “Ka-mok the Detestable” and has a reputation for being a ruthless leader that is not well respected. Any Zangid Soldier serving in his group will have a -1 penalty to their morale score from the Zangid Soldier stat block. Ka-mok’s aggression helped him rise fast among his peers but his aversion to air and space travel stunted his career in the Imperial Forces resulting in a punitive assignment to Marak Ta’Chom. This retributive banishment to the mining station has only served to fuel Ka-mok’s aggression which he inflicts on others with sadistic delight.

Ka-mok’s troops are divided into four groups patrolling a 150-mile radius surrounding the Beryllium mining station. The Zangids soldiers are separated into four groups of seven each with one officer and six warriors. Two of the groups are ground units patrolling on foot and two are air units patrolling by hover skiff.

If the Zangid Patrols encounter the PC’s they will immediately assume that they are either space pirates or scavengers. The Zangid’s goal will be to capture as many of the intruders as possible and return them to Starbase Klatau for interrogation. The Zangid soldiers have strict orders from General Vorkhan to investigate the incident, locate any survivors and find out what happened. However, it would not be

out of character for the complacent soldiers of the Imperial garrison to shoot first and ask questions later.

#1: THE CRASH SITE

At the runabout crash site, the PC’s will find the wreckage of a small non-descript runabout class starship (C.S.F. Aegean Sea) with substantial structural damage caused by the crash landing. All identifying Space Fleet markings and registry numbers on the ship’s hull have been meticulously removed to conceal the vessel’s identity. The runabout’s transponder is still intact inside the wreckage and identifies the ship as the Pleiadian cargo transport “S.S. Fortune Bound”. Fire and blast damage can be found towards the aft of the wreck indicating that an electrical fire erupted sometime after the crash. The runabout crash landed at the base of a twin peaked mountain range on the Eastern side of the Northern continent approximately 150 miles from Imperium Starbase Klatau. The crash site tore-up a 400-yard long path through the tundra and rocks along the lower base of the mountain range.

The wreck is surrounded by several pools of leaked chemicals from the drive section most of which has frozen into strange colored ice formations near the broken hull. Some of the radioactive chemicals are not frozen and have left soggy steaming

pools of strange colored sludge in the tundra. Contact with these pools will cause illness from radiation exposure and require a Save vs. Radiation check. Around the area of the crash site the PC's will observe the marks from an unknown aircraft's landing skids and several sets of footprint impressions in the frozen tundra. Most likely left by the heavy military boots worn by Zangid soldiers. A lighter set of frozen footprints can be seen leaving the crash site heading North deeper into the mountains. These footprints disappear after 15 feet, filled in by drifts of wind-blown debris and snow.

Commander Callahan ventures further into the wreckage of the runabout and appears to be looking for something. The longer he stands inside the broken hull the more frantic his search seems to become.

SPACE MASTER: *Callahan is searching for the runabout's data-core which is the 23rd century equivalent of a flight recorder. His search will turn up empty handed as "Watchtower" had already destroyed the device before evacuating the ship.*

If the PC's question Callahan about what he is doing he will become sharply irritated and say, "I'm looking for clues! Anything that might tell us what happened to Watchtower!" Callahan will then compose himself and apologize for his outburst,

"Sorry this God forsaken excuse of a planet must be getting under my skin." At this point Callahan will abandon his search realizing that too much attention had already been drawn by his display of frustration.

THE XOTH BATS

Among the wreckage the PC's will encounter 2d6 Xoth Bats who were drawn to the heat and energy emissions from the crashed ship. The bats will be crawling about the inside and outside of the wreckage chewing on any active energy sources or materials still producing heat. A few yards West of the wreckage are the frozen remains of a Zangid soldier. Most likely killed by the Xoth Batts who are still loitering near the frozen corpse.

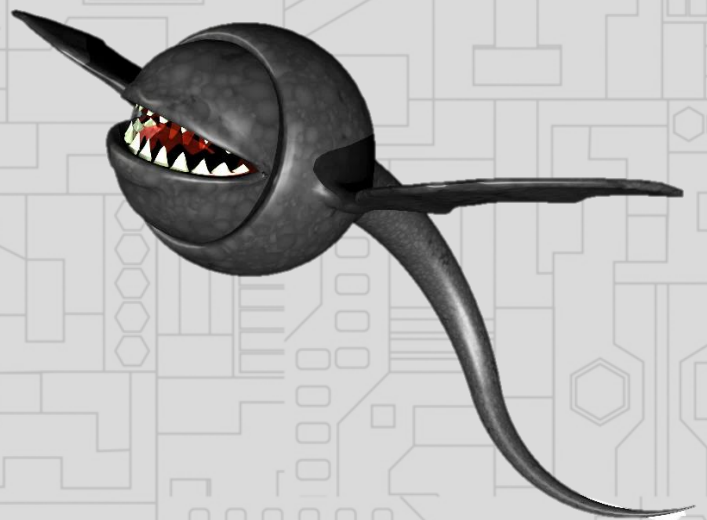
Native to several planets in the Xoth Sector, the Xoth Bat is a medium sized omnivorous flying pack reptile. It has a large orb shaped head with a wide jagged tooth filled maw that is connected seamlessly to a round body. The bat's body has two short leathery wings that protrude from its sides and a long eel like prehensile tail. The bat is capable of hanging from, grasping objects, and supporting itself with the muscular tail. The Xoth Bat does not have any visible sensory organs other than its skin. Xoth bats are known to hunt as a pack and are seldomly found alone.



While Xoth Bats are completely blind, they do have a set of highly specialized sensory organs located in the top pallet of their mouth that allow them to perceive their environment. These sensory organs can detect odors, heat, and vibrations from sound or emissions from electronic devices up to 900 feet away. The Xoth Bats will ignore the PC's unless they are disturbed or attacked. The bats will consider anything that is not actively trying to eat them as a potential food source. They will instinctively attack any of the PC's who attract their attention or come within 20 feet. If any of the Xoth Bats are engaged, it will draw the attention of all other nearby Xoth Bats who will immediately attack the source of the disturbance.

Any combat with the Xoth Bats that is conducted with energy weapons in the open will draw the attention of the nearby Zangid Patrols. While visibility is low on the planet the sudden flash of an atomic flame (ABC Sprayer), beam weapon or electro-stun weapon will stand out like a sore thumb in the smoky atmosphere. Spring rifles, laser swords, and melee weapons will be much less noticeable and avoid drawing the soldier's attention. If the PC's proceed with energy weapon-based combat in the vicinity of the crash site there is a 50% chance the Zangid Patrols will detect the flashing beam fire. The Space Master should secretly roll d100 to determine if the energy weapon combat is noticed and 1d6 to determine how many miles away the Zangid patrols are located.

XOTH BATS	
Encountered:	2d6, (4d6)
Movement:	C: 9' (3'), F: 200' (80')
Intelligence:	Animal
Psi Potential:	2d4, inactive
Hits:	2d8
Armor:	-2
Combat Skill:	11
Save As:	Level 1
Attacks:	1 (Bite)
Damage:	2d4 + Disease
Morale:	7
XP:	25



ZANNGID PATROLS

The Zangid soldiers sent from the Marak Ta'Chom garrison to investigate the crash site consists of twenty-four veteran Zangid warriors and four officers divided into two patrol groups. The groups are poorly organized and equipped even by Zangid military standards but are extremely aggressive due to borderline malnutrition and their harsh living conditions. The Zangid in the patrol groups have poorly maintained skirmish suits (attacks suffer a -3 to their combat skill roll), oxygen tanks, handheld flashlights with 120' illumination, and one communicator per group. Each of the groups is collectively armed with four beam rifles, four beam pistols, and six electro-stun guns. All Zangid warriors in each of the groups are armed with a Zangid fighting dagger (1d4+1) and the Officer's blades are coated with a single use dose of Kaglian Bat venom (S&S-2E, Pg. #29). The Zangid patrol groups will divide half of their forces to foot patrol and half aboard the Hover Skiff.

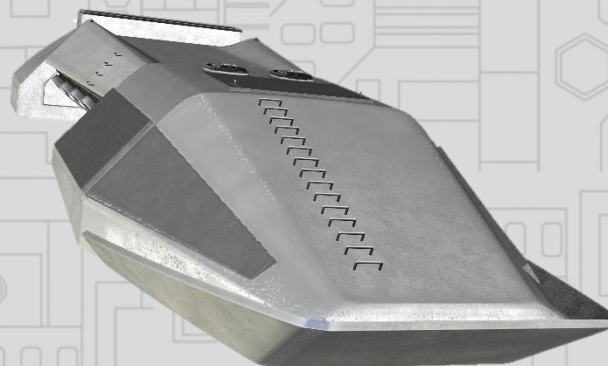
SPACE MASTER: All Zangid soldiers working outside on the planet's surface or inside one of the mines are equipped with a radiation suit and oxygen tank.

ZANGID SOLDIERS

Encountered:	2d4
Movement:	120' (40')
Intelligence:	Average
Psi Potential:	3d4, inactive
Hits:	2d8+1
Armor:	-2
Combat Skill:	12
Save As:	Level 2
Attacks:	1
Damage:	By Weapon
Morale:	10
XP:	20

ZANGID AIR UNITS

While the two ground units are led by Commander Ka-mok the two air units in hover skiffs are led by Lieutenant Temor. Unlike Ka-mok, Temor has a reputation for being a shrewd tempered leader who is well respected by his subordinates. As such all Zangid under his command receive a +1 bonus to their morale score while in combat from the Zangid soldier stat block. Lt. Temor was the logical choice to lead the air units as he does not share Ka-mok's aversion to travel by hover skiff.



SPACE MASTER: *Lt. Temor and the Hover Skiff units will be conducting an aerial search of the territory around the mountains West of the Mining Station. The Hover Skiff units will not be called into the area near the crash site unless Ka-mok's forces are engaged and call for back-up.*

LIEUTENANT TEMOR

Race: Zangid		Gender: M		Age: 38			
Class: MIL.		Sub: SEC.		Level/Save: 3 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
22	13	12	10	12	08	10	-1
Equip: Beam Pistol, Dagger, Communicator.							

#2: LAIR OF THE ICE CREATURES

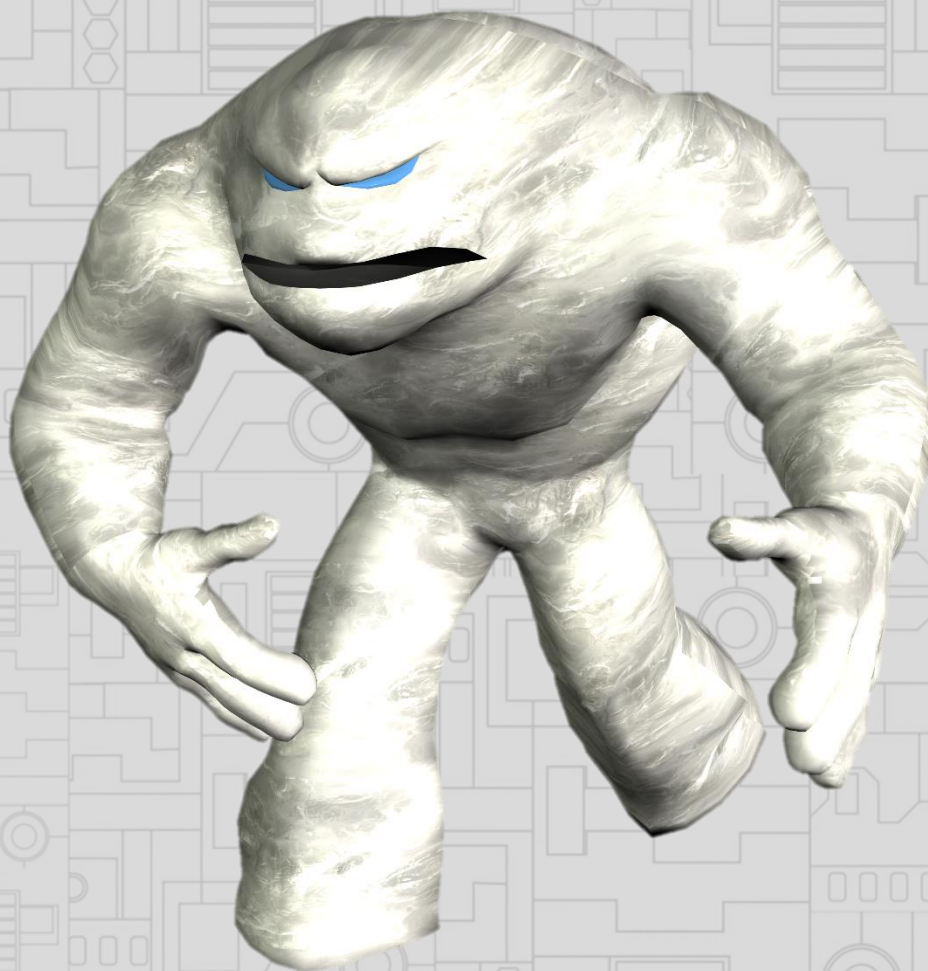
Located between the mine and "Watchtower's" runabout crash site is a lair of a very aggressive group of territorial Ice Creatures. Goma, one of the Malu tribal elders has been watching over this lair for some-time as part of his clan's spiritual practices from a near-by ice cavern he calls home.

The Ice Creatures found in this lair appear to be large humanoid figures made of crystalline ice and snow standing between eight and twelve feet tall. These powerful and mysterious beings are both revered and feared by the indigenous Malu. The Ice Creatures completely blend in with the surrounding ice and tundra of the Memnaan landscapes rendering them virtually invisible when motionless. Their

truly alien physiology is as cold as their appearance and cannot be detected by thermal scanning technologies. Little is known about these mysterious lifeforms other than their fiercely territorial alien nature. The Ice Creatures of Memnaan prefer to live alone but can sometimes be found working collectively with others for a common welfare such as protection or hunting.

SPACE MASTER: *Ice Creatures are impervious to damage from most types of weaponry. However, they can be destroyed by a sonic generator or successful hits from a beam weapon set on "Disrupt/Heat".*

After the encounter with the Xoth Bats at the Runabout crash site, and a Zangid patrol approaching on the horizon, the PC's will need to find a place to hide to avoid the patrol. The PC's will notice a large cave entrance on the side of the nearby mountain. The cave appears to be vacant from the outside and would be a good place to rest after the Xoth Bat attack and the impending contact with the Zangid Patrol.



ICE CREATURE

REFERENCE: S&S-2E, PG. #61

Encountered:	1d4, (2d4)
Movement:	120', (40')
Intelligence:	Average
Psi Potential:	3d4, inactive
Hits:	3d8
Armor:	-4
Combat Skill:	14
Save As:	Level 3
Attacks:	1 (Pummel / Freeze)
Damage:	3d6 or 2d6
Morale:	N/A
XP:	80

(#2A) THE FIRST CHAMBER

The lair consists of four caverns inside the base of the mountain. The entrance and first cavern are home to a brood of 4d6 Xoth Bats who will only awaken and attack if disturbed by loud noises, heat, or electronic emissions. Since the bats have no sense of vision, they will not see the PC's but may detect their body heat and emissions from their technology. The three deeper caverns are the homes of the Ice Creatures.

(#2B) THE SECOND CHAMBER

In the second ice cavern a solitary ice creature waits hidden among the snow and ice on the ground. If the PC's approach within 30 feet of the Ice Creature it will be roused from its slumber and stand to its full height. The Ice Creature's primary motivation is protecting its territory and home. When this Ice Creature discovers the intruders it will attack, attempting to drive them further into the caverns where the other Ice Creatures are lying in wait. Once the PC's engage the Ice Creature any remaining Xoth Bats that are still harassing them will flee. The Ice creature will attempt to push the PC's through the second chamber towards the fourth chamber where two more Ice Creatures lay in wait.

(#2C) THE THIRD CHAMBER

The third cavernous chamber appears to be empty and unremarkable with no noteworthy features. However, concealed within a fissure in the chamber wall is the humble hermitage of the Malu Elder Goma. Here, the aged Skogar tribe elder maintains a vigil over this group of ice creatures. As part of a Skogar spiritual rite, tribal elders will seek a closer communion to the great creatures by living unseen in their midst. It is often considered a final rite of the Malu spiritual quest as no elder has ever returned from such an endeavor

to share what they discover. Goma will observe the encounter between the PC's and the Ice Creature from his icy shelter within the chamber wall. If the characters are engaged in combat with the Ice Creature it will draw the attention of the other two creatures hiding in the fourth chamber. These two additional creatures will join the combat against the Characters. Goma will only intervene and reveal himself if things start to go badly for the Ice Creatures. If this occurs, Goma will suddenly emerge from his shelter with a raging howl while wildly swinging a fiery torch. The fiery spectacle will frighten the remaining Ice Creatures who will retreat into the fissures of the chamber walls.

MALU ELDER GOMA							
Race: Malu		Gender: M		Age: 66			
Class: MIL.		Sub: CNT.		Level/Save: 3 (Enl.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
21	14	10	13	09	16	09	-1
Equip: Fur/Leather Armor, Polearm							

After the Ice Creatures flee, Goma will beckon the PC's to return with him to his hermit shelter in the cavern wall in chamber #3. Any PC or NPC with the contact skill and a universal translator will be able to communicate with Goma after 1d6 turns of analysis. Goma will appear to be friendly, curious, and eccentric in his behavior towards the characters. He will introduce himself as Goma the Story

Keeper of the Skogar tribe. Goma will tell the tale of his spiritual quest to understand the Ice Creatures who his people believe to be deities and of his time in the corrupted lands. If the encounter with Goma is favorable, he will offer to help the Characters on their quest to find the Zangid mine. However, Goma cautions the Characters that their journey takes them to a dark corrupted place where stories of strange and unsettling things occur. Goma will be reluctant to enter the Zangid mine but will be happy to lead the PC's there. After all, he has nothing better to do now that the PC's scared off his bevy of Ice Creatures.

If the PC's kill all the Ice Creatures Goma will remain in hiding within the Ice Chamber Walls and not reveal his presence to the PC's. If the party finds him hiding inside the shelter, he will be uncooperative and very reluctant to provide any assistance. All contact skill checks or persuasion using charisma will have a -3 penalty. With the Death of the Ice Creatures Goma will view the PC's as no different than the Zangid oppressors who invaded this world.

(#2D) THE FOURTH CHAMBER

The fourth chamber is the largest of the four caverns and the inner sanctum of the Ice Creatures Lair. Inside this open spacious cavern two Ice Creatures reside within the

fissures of the cave walls. While the Ice Creatures are not predatory, they are extremely territorial and will coordinate the defense of their lair with the first Ice Creature. This coordinated attack demonstrates a cunning and deliberate intelligence among the Ice Creatures of this lair. It is not known if this is common behavior among all Ice Creatures, but it does show this species has at least a low to average level of cognitive intelligence. The Cavern itself is unremarkable except for a large pile of bones in the center of the chamber. It is difficult to determine from their condition if they are remains of previous victims or the long-forgotten relics of some other calamity. The walls of the chamber have many deep craggy fissures where the Ice Creatures hide when in their dormant state. Blending in with the ice-covered walls, the Ice Creatures are nearly invisible until they reveal their presence by moving.

CAVE-IN DANGERS

The caverns of the Ice Creature Lair were formed by prehistoric volcanic activity and lava flows from the now dormant overhead mountain range. While the caverns are structurally sound, the PC's should avoid discharging any atomic fire weapons, using beam weapons set to overload, or detonating any explosive devices. Should an explosion occur there is a 40% chance it

will trigger a collapse of the cavern. SM should conduct a d100 check to see if a collapse occurs trapping the PC's inside the cavern. Anyone trapped within a cavern collapse will have to roll a successful Save Check vs. Death to avoid being crushed to death by falling debris and rock. Those who do manage to survive the initial cavern collapse must roll 2d6 damage from falling rocks, ice, and debris.

THE CRASHED SKIFF

An abandoned Zangid Hover Skiff can be found crashed in the snowy tundra between the Ice Caverns and Marak Ta'Chom. The bodies of eight long dead flash frozen Zangid soldiers can be found scattered around the crash site in the snow, undoubtedly the result of a tangle with Ice Creatures. The Skiff, while old and battered, looks like it could be made operational again with some repairs. The Skiff's integrated beam rifle and communicator are both damaged beyond repair. Among the wreckage the PC's will find one salvageable Zangid beam rifle, two Zangid beam pistols, a communicator, and a medkit. There are an additional two beam rifles and two beam pistols that are damaged beyond repair. If the PC's have someone on their team with the Contact skill or a universal translator, they will have a +1 bonus to decipher the Zangid markings on the equipment in order to operate it. If

they do not, then there will be a -2 penalty for any skill checks to attempt to understand how to use the alien equipment. PC's are welcome to use the Hover Skiff if they can manage to repair it. The communicator may be used in conjunction with the universal translator to monitor the movements of the Zangid patrols.

THE CLUES

Amongst the wreckage of the crashed skiff the PC's will notice a lone set of deep footprint impressions around the crash site and heading off towards the mining station. The footprints are fast frozen into the gathering drifts and almost entirely covered by loose snow and windblown debris. The impressions are smaller and lighter than those left by the obvious Zangid boot prints found at the runabout wreckage. While the PC party is examining the crashed hover skiff, they will find a few tattered pieces of fabric frozen against the debris. While the color of the small strips of fabric almost seamlessly blend in with the drab frozen tundra, something about them seems strangely out of place. As the party investigates additional footprint impressions and fabric remnants can be found leading up to the Zangid Mining Station.

SPACE MASTER: *When Commander Callahan sees the unusual strips of cloth, he will immediately recognize that they are from "Watchtower's" civilian tunic that he often wore while on mission. It must have ripped among the wreckage indicating that "Watchtower" had indeed passed this way. However, it is not known to Callahan why "Watchtower" would be heading towards an enemy encampment at the mining station.*

Analysis of the clothing by any Character with an autoanalyzer will confirm that the clothing was made by a Confederation molecular fabricator. Each molecular fabricator imbeds a microscopic impression in the materials it assembles that serves as a kind of serial number encoded into the very material of the item.

#3: MARAK TA'CHOM

Marak Ta'Chom is a Zangid mining station located 225 miles from Starbase Klatau. The facility houses 48 Zangid Soldiers, 30 Zangid technicians, 60 Zangid miners, 200 Malu slaves, and various prisoners. Those held at the facility are fitted with Zangid neuro-compliance collars programed to allow free movement up to the perimeter of the station and within the mining chambers. Passing beyond the established boundary limit of the perimeter will trigger the collars to explode within 10 minutes. A deterrent of such personal magnitude that

most residents of Marak Ta'Chom seldom attempt to escape on their own.

Marak Ta'Chom is composed of five interconnected habitat modules, the Beryllium mine, two exterior guard towers, and a shuttle landing pad. The station is protected by two Zangid Mark-I Robot tanks armed with twin beam rifles. One robot tank patrols the station grounds on the surface while the other is charging in its docking station.

If Goma has joined the adventure party, he will suggest that they wait until Nightfall before approaching the station. The lunar pull from Memnaan's triple moons will surely stir the freezing night winds discouraging any Zangid patrols from leaving the safety of the station modules. If Goma is accompanying the PC's, he will advise that the best approach to the mining station is from the Southwest between the base of the summit and the station. This area is typically only guarded by sentry patrols or the robot tanks. The Zangids usually only operate one Robot tank to allow the other time for charging and maintenance. Goma explains how his people often exploit this weakness in the Zangid security to smuggle food and medicine to family and tribe members imprisoned at the mine. Unfortunately, these missions of mercy are often an exercise in futility because very few prisoners or slaves ever make it out of this place alive. Goma reminds the PC's that

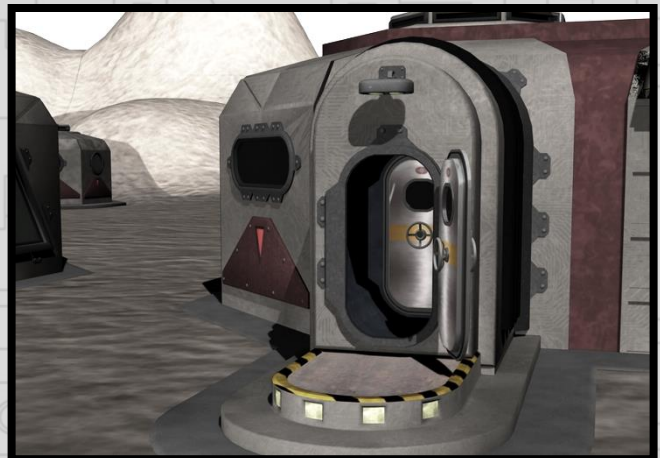
something very unnatural has been going on in the mine. He believes it is a cursed place corrupted by the Zangid invaders and tainted by an ancient evil. Even the Ice Creatures he has been watching have kept away from the area near the mining station. He will help the Characters get as far as the summit base but from that point on they will be on their own.

As the PC's and Goma part company he will leave them one final admonishment. "If the friend you seek is still alive, the mine is the place where they will be found. Anyone unfortunate enough to travel this mountain alone always ends up in the mine. Be careful, there are tales of an ancient evil resting in this corrupted land that is best left undisturbed."

Following Goma's advice, If the PC's wait until nightfall, they will find the approach to the Mining Station slow but uneventful. As predicted the weather around the mountain will become considerably more intense with winds reaching up to 40 mph and temperatures plummeting far below -50' Fahrenheit. Darkness, blowing wind, and biting snow further reduces visibility in the toxic atmosphere to 40 feet without technological enhancement. The severe nighttime weather has grounded the station's robotic tanks and limited Zangid foot patrols to brief visual inspections from the safety of the modules or guard towers. The PC's incursion into the mining station will go unchallenged if they follow the

mountain side approach and enter Module #1A to the North. If the party attempts to short cut the route they will find the access hatch at Module #5A is locked and the area illuminated by the Southern guard tower. An approach from the South to Module #5A poses a 50% chance that the party will be spotted and summon 1d10 Zangid soldiers and one of the robot tanks.

SPACE MASTER: *A daytime approach by the PC's into the mining station is not advised and extremely dangerous. The PC's will not have the cover of darkness or the harsh overnight weather to hide their movement. During the daytime there is a 60% chance the party will be spotted by one of the guard towers or a wandering patrol. If the PC's are spotted during their approach, 1d12 Zangid soldiers and both robot tanks will be dispatched to intercept the intruders. If captured, the PC's will be fitted with Zangid neuro-compliance collars and brought to the station's detention level to await interrogation by Commander Kamok upon his return.*



ACT THREE

ENCOUNTERS

There are four important encounters in Act Three that the Player's must successfully navigate after arriving at Marak Ta'Chom. These encounters are marked #1 through #4 on the Space Master's Map of The Marak Ta'Chom mining station.

- **#1: FINDING KIRAK.**
- **#2: THE SPACE ZOMBIES.**
- **#3: THE OIRETOPHID.**
- **#4: ESCAPE.**

THE BERYLLIUM MINE

The Marak Ta'Chom mining station was built in 2268 and is a typical Zangid prefabricated modular mining facility. When an abundant resource deposit is detected on a planet, Zangid engineers use a beam bank strike from an orbiting starship to bore a mining shaft in the ground. Once the mine shaft is completed it will provide access to the resource deposits for the miners to excavate. A series of prefabricated modular habitat units are delivered by the orbiting starship and deployed at the mining site. Marak Ta'Chom has grown considerably over the past twenty-two years into a large and prolific facility. As the expansion of the mining operation proceeded deeper into the mining shaft new modules were added

with each new level of mining. The modules themselves resemble large metallic Polyhedrons or spheres with interconnecting cylindrical pedway corridors between them.

At Marak Ta'Chom the facility modules are arranged in a half circle surrounding a 1.5-mile-deep mining shaft. A single pneumatic elevator platform runs the entire length of the mine shaft with a terminal station on each of the mining levels. Stations like Marak Ta'Chom are designed to serve as temporary facilities that are abandoned or demolished once the resource deposit has been depleted. However, Marak Ta'Chom is one of the oldest operating Zangid mines on Memnaan far exceeding its original design parameters. After decades of mining, the facility has finally reached a state of depletion and the miners are tasked with collecting the remaining collateral resource caches and sealing the chambers behind them.



ZANGID MINERS & SOLDIERS

Encountered:	2d6 (4d12)
Movement:	120' (40')
Intelligence:	Average
Psi Potential:	3d4, inactive
Hits:	1d8+1
Armor:	-2
Combat Skill:	12
Save As:	Level 1
Attacks:	1
Damage:	By Weapon
Morale:	10
XP:	15

SPACE MASTER: *All of the Zangid Miners and Soldiers (Also referred to as Guards) are equipped with radiation suits and oxygen tanks when working outside of the habitat modules or when inside the mine.*

MALU SLAVES

Type:	Humanoid
Encountered:	2d6, (d12)
Movement:	120', (40')
Intelligence:	Low-Average
Psi Potential:	2d4, Inactive
Hits:	1d8+2
Armor:	0
Combat Skill:	11
Save As:	Level 1
Attacks:	1
Damage:	By Weapon
Morale:	6
XP:	12

COVER IN THE MINE

Within the mining chambers is an automated anti-gravity minecart system that conveys raw Beryllium ore from the chambers back to the station for processing. These minecarts are constructed of an incredibly robust Zangid alloy that is resilient against physical damage. All of the minecarts present in the mine are considered to be “substantial cover” and provide a -3 penalty to an attacker’s combat skill roll. Any of the solid rock structures or pillars within the mining chambers are also considered to be “substantial cover” during combat.

FACILITY ENVIRONMENT

The environments inside the facility modules of the mining station are artificially generated and controlled. PC’s and NPC’s are not required to wear protective clothing while inside any of the modules, corridors, and guard towers. While the atmosphere is filtered it has a caustic sulfur odor that is uncomfortably pungent. The interior environment is humid, with temperatures ranging from warm to near tropical due to the antiquated life support systems in the facility. The mining chambers, like the surface of the planet are cold but somewhat insulated from the toxic pollution above. Anyone entering the mining tunnels or chambers will still need

to wear protective clothing and oxygen tanks. The effects of atmospheric poisoning inside the insulation of the mining chambers will begin to manifest after two hours of unprotected exposure. After the first two hours, anyone exposed to the atmosphere will lose 1 Constitution and Strength attribute point every four hours until death.

GROUND LEVEL

The ground level modules of the Marak Ta'Chom mine consist of five facility modules, the elevator lift, a landing pad, and two 60' tall guard towers. The modules on this level contain the stations' control facilities and support services. Unprocessed mineral ores and Beryllium are prepared on this level for transport off-world for processing and distribution.

#1A: The entry into this module overlooks the massive beam bored mining shaft that descends into the planet. It is the main entry into the facility and is protected by a reinforced 4' x 8' metal hatch that is secured by a locked mechanical latch. The latch can be bypassed with a successful technical skill check or a beam weapon hit (Set on Heat/Disrupt or Kill/Disintegrate). The interior of this module is composed of the main entry hatch, a decontamination bay, storage lockers and a security kiosk guard station. The locker doors are all open revealing various mining equipment, two

radiation suits, lanterns, and oxygen tanks inside. The interior of the module is dilapidated, filled with rusty metal panels and leaking pipes. The lighting in the room is faulty and intermittently flickers with an eerie slow strobing effect. Despite the frigid conditions outside, the interior of the module is hot and humid. This is an obvious indication of shoddy environmental controls and the poorly shielded Zangid power plants in the station.

Inside the room the PC's will encounter a single Zangid soldier armed with an electro-stun gun standing guard at the security control kiosk located near the hatch leading to the next module. The soldier will seem distracted with his attention completely fixated on the display terminal at his workstation. Due to this preoccupation the PC's will automatically have initiative if they engage in combat with the guard. If not immediately incapacitated, the guard will attempt to flee the module deeper into the mining station activating an audible alarm on his way out.

ACCESS TUBE: Inside this module is a 4' x 6' vertical access tube that allows transit to all levels in the facility by ladder. The access tube is covered by an unlocked hatch that resembles a square 4' x 6' grated floor panel with recessed handles.

#2A: Connected to the previous room by a narrow cylindrical corridor, this facility module is the station's kitchen and mess hall. There are two 6' round metal tables with attached seats that look very uncomfortable. The walls are lined with food storage and preparation devices that look like they are in desperate need of cleaning and service. There is an emergency exterior exit on the South wall of the module that leads to a narrow path outside the mine shaft. The mess hall is empty and judging by the personal items and food trays left on the tables it was recently vacated quickly.

#3A: This module is the mining station's central operations control room. Both doors to this room are locked from the inside with a mechanical latch that can be bypassed with a successful technical skill check or beam weapon hit (Set on Heat/Disrupt or Kill/Disintegrate). The interior of the room has four, two-person industrial grade control console workstations attended by four Zangid engineers working frantically between the terminals. Like the security guard at the entry these miners are completely preoccupied with their tasks and appear to be addressing an emergency inside the mine. The mining station's security systems, including the two robot tanks, environmental systems, and all external

communications are controlled from this room.

SPACE MASTER: *Commander Callahan will use his beam rifle to disable the control console for the station's communication transmitter limiting all communication transmissions to handheld communicators. Without the aid of the station's transmitter, all handheld communicators used below ground in the station or mine will be limited to the sublevel they are on.*

Perceptive PC's may find it suspicious that Callahan would immediately know which specific console contained the transmitter controls. Indicating that Callahan may know a lot more about Zangid language and technology than he admits.

If engaged in combat, two of the Zangid miners will attempt to fight off the PC's and two will attempt to flee deeper into the station to alert the soldiers of the attack. All the Zangid miners in the room are armed with Zangid fighting daggers (1d4+1). The miners only speak the Zangid language so any communication with the PC's will require the assistance of a universal translator.

SPACE MASTER: *Commander Callahan speaks fluent Zangid, but he will only provide the PC's with a very brief translation of what the Zangid are saying. While he can communicate fluently, it is a skill he does not wish to fully reveal to the PC's to protect his own clandestine interests as a S.I.B. agent. He will translate roughly what the Zangids say but will attempt to avoid speaking to them directly if possible. Callahan will casually dismiss any inquiries by stating, "I picked up some Zangid lingo here and there on my assignments but I'm not much of a linguist."*

#4A: Connected by a cylindrical corridor T-Junction from the adjacent modules is the mine shaft which contains an industrial grade pneumatic elevator that provides access to all levels of the mine. A metal hatch doorway, secured with mechanical latches, separates the lift platform from the corridor. The sturdy platform is designed to accommodate up to ten humanoid passengers at a time or two tons of cargo. The platform is surrounded by an external safety cage enclosure that protects passengers and cargo on the lift. The elevator platform, terminal, and corridor junction are all vacant at this time.

#5A: This module is an engineering control room for the facility's power plant and

energy distribution system. Both doors for this room are locked with a mechanical latch that can be bypassed with a successful technical skill check or beam weapon hit (Set on Heat/Disrupt or Kill/Disintegrate). Four Zangid mining technicians and two soldiers are working inside. If the PC's enter this room, they will be immediately attacked by the two Zangid soldiers who are armed with beam pistols and Zangid daggers. The four Zangid miners working inside will attempt to escape the room while the guards engage any intruders. Any escaping miners will alert the other soldiers in the mine.

#6A: This room contains the facility's large cargo teleporter and its control station. The interior door entering this module is unlocked, but the one exiting is locked with a mechanical latch. The lock on this door can be bypassed with a successful technical skill check or beam weapon hit (Set on Heat/Disrupt or Kill/Disintegrate). The teleporter in this room can accommodate up to 20 people or used to teleport ore from the mine to the planet's surface for processing. The room is vacant, and the teleporter is operational and ready for use. All of the teleporter's controls are in the Zangid language so the PC's will require a universal translator or help from Commander Callahan to operate it. Zangid teleporters have the advantage of being

nearly silent and more discrete than those used by the Confederation. However, they are far less efficient, reliable, or safe. The use of the Zangid cargo teleporter is somewhat riskier than normal teleporters and should be considered a blind teleport even under normal conditions. The cargo teleporter also has a longer lag time of 1d6 turns that is offset by its ability to teleport more than twice the number of crew or cargo than on those found on the largest starships of the time.

#7A & #8A: This small facility module is a guard station that sits atop of a 60' tall tower. Access to the guard tower is achieved by a 55' exposed rung ladder that is built into the tower structure. Entry into the guard station itself is achieved through a personnel hatch in the floor. The hatch is secured by a locked mechanical latch that can be bypassed with a successful technical skill check or beam weapon hit (Set on Heat/Disrupt or Kill/Disintegrate). There are always two Zangid soldiers on duty in each guard tower, though there is only a 50% chance (Space Master d100 check) that they will be awake or sober due to the tedious nature of the assignment. The guard station is equipped with a flood light that can illuminate a 60' x 180' area in any single direction at a time in a 180-degree arc. There is a support stabilized Zangid beam rifle in the station that provides a +1

bonus to combat skill rolls and has a 180-degree firing arc from the station's gun ports. The guard station is also equipped with one radiation suit with oxygen tank and a Zangid communicator device.

SUBLEVEL #1

Sublevel #1 is the first level of actual mining and is closest to the planet's surface. This facility level contains both materials processing facilities and living quarters for the miners, prisoners, and slave labor. Within this level are five facility modules connected to an artificially created mining cavern by two tunnels bored into the surrounding rock. The cavern is a byproduct of the Zangid mining process that was created as materials were removed from the solid rock.

#1B: This module is used for resource processing where raw Beryllium and other minerals are extracted from the mine. This Compartment has an exterior entry hatch that provides access into the mining chamber through an excavated tunnel in the surrounding rock. The module work area has a long conveyor fed sorting table with various industrial cutting and grinding machines. The perimeter of the room is lined with mining carts waiting to be processed. Three collared Malu slaves are present inside working at the sorting table and chained to their workstations. They are

emaciated and appear to be suffering from malnutrition and exhaustion.

ACCESS TUBE: Inside this compartment there is a an open 4'x 6' vertical access tube that allows transit to all levels in the facility by ladder. The access tube is covered by an unlocked hatch that resembles a square 4'x 6' grated floor panel with recessed handles in it.

CORRIDOR: A Zangid soldier armed with an electro-stun gun is conducting a patrol on this level in the corridor between Module #1B and #2B. The soldier will immediately attack any intruders he encounters on sight in the corridor.

#2B: This module is a cargo storage facility and is a single open room filled with various crates and cargo containers stacked floor to ceiling. There are several narrow 3' wide pathways left between the box and containers to allow movement through the module. Upon investigation of the containers the PC's will find a box containing a Zangid energy screen device (S&S-2E, Pg. #18) that PC's and NPC's from the Technical Branch will be able to operate.

#3B: This facility module serves as a dormitory and living area for the Zangid miners. The room has eight double occupancy bunk bed style berthing units,

personal storage compartments, and a lavatory. In this room there are three unarmed Zangid miners resting in their berthing units. If Confronted by the PC's the Zangids will attempt to either flee or engage the PC's in hand to hand melee combat. The miners are armed with various mining tools (1d6 damage) which they will use as weapons if engaged in combat.

#4B: Connected by a cylindrical corridor T-Junction is an industrial grade pneumatic elevator inside the mine shaft that provides access to all levels of the mine. The elevator platform, terminal, and corridor junction are vacant at this time.

#5B: This module is used as a dormitory for non-combative prisoners and Malu slaves that work in the mine. The room has six double occupancy bunk bed style berthing units, storage compartments, and a lavatory. In this room there are eight unarmed Malu slaves resting in their berthing units. All are restrained with Zangid neuro-compliance collars to prevent their escape. The group of Malu in this module appear to be healthy and strong suggesting that they must be new additions to the slave labor force.

SPACE MASTER: *Characters with a universal translator and a successful contact skill check will be able to communicate with the Malu. The Malu here are enraged over their capture and might be persuaded to aid the party.*

#6B: This module is a single open room used for material processing where raw Beryllium and other minerals are extracted from rock. This Compartment has an exterior entry hatch that provides access into the mining chamber through an excavated tunnel in the surrounding rock. The module work area has a long conveyor fed sorting table with various industrial cutting and grinding machines. The perimeter of the room is lined with mining carts waiting to be processed. Two collared Malu slaves are found working in this room chained to their workstations.

#7B: This cavernous chamber is one of the largest operational mining areas at the station. Years of excavation and extraction of precious Beryllium ore have gradually created a vast artificial cavern. Dim electrical lights randomly embedded into the rock walls cast an amber glow throughout the chamber. Within the cavern are eight collared Malu slaves working with pickaxes (*1d6 damage if used as a weapon*) and sledgehammers (*1d8 damage if used as a weapon*) on the far

East wall of the chamber. The mining slaves are guarded by three Zangid soldiers (two armed with electro-stun guns and one with a beam pistol) who are loitering about twenty feet away.

SUBLEVEL #2

The second subterranean level of the mining station has five facility modules connected by two tunnels to three artificially created mining caverns in the rock. The modules on this level contain a recreation area and dormitories for the miners, prisoners, and slave labor.

#1C: The first compartment on this level is a recreation area for the Zangid Soldiers and Miners and consists of an open room with various combat related entertainment stations. The room is dark and vacant with no one present inside. In the center of the room is a 20' x 20' raised combat arena with a padded floor. Various archaic weapons line the walls including 3 Zangid polearms (1d10), 3 Zangid two-handed swords (1d8), 3 Zangid flails (1d6) and 5 Zangid daggers (1d4+1).

ACCESS TUBE: Inside the module is a 4' x 6' vertical access tube that allows transit to all levels in the facility by ladder. The access tube is covered by an unlocked hatch that resembles a square 4' x 6' grated floor panel with recessed handles. A Zangid Soldier armed with an electro-stun gun and

a fighting dagger can be found climbing up the ladder from Sublevel 3. The Soldier will attack the PC's on sight from inside the access tube and attempt to alert the Zangid Soldier in Module #1D in Sublevel 3.



#2C: This compartment is a storage room filled with mining equipment and tools. One female Zangid soldier is present in the room putting equipment into various containers. This Zangid is Imperial Apprentice Kurana, the Quarter Master of the mining facility. Kurana is resentful of her recent punitive promotion to the station's quarter master position after she failed Commander Ka-mok during a recent

mission. Kurana will surprisingly regard the party with curiosity and does not seem overly concerned with their presence. Speaking in the Confederation Common Language, without the need of a Universal Translator, Kurana inquires, "You know you shouldn't be in here? Commodity traders and merchants are not allowed below ground. You should return to the surface before someone confuses you as a *volunteer* for work in the mine."

SPACE MASTER: *If the Characters can successfully persuade Kurana to assist them she may consider tagging along with them to see what they are up to. Afterall, what is a group of interstellar commodity traders doing this deep in the station? Equally suspicious is the coincidence that they arrive shortly after a spacecraft crash in the mountains and an emergency in the lower mine. However, she is still a Zangid soldier and her motives are purely her own. If she senses weakness, indecisiveness, or an opportunity to exploit she will turn on the party without hesitation. If the PC's appear to be a threat or provoke Kurana, she will make a fighting retreat deeper into the station in an attempt to escape.*

IMPERIUM APPRENTICE KURANA							
Race: Zangid		Gender: F		Age: 26			
Class: MIL.		Sub: SEC.		Level/Save: 2 (Enl.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
13	12	14	12	07	11	04	-1
Equip: Beam Pistol, Communicator.							

SPACE MASTER: *Unknown to the Player Characters, Kurana is actually a S.I.B. shadow agent, code name "Splinter", that was embedded into the Marak Ta'Chom mining station staff to gather intelligence. Commander Callahan may have his suspicions that Kurana is the second asset mentioned in his orders. However, Kurana will not reveal her identity as a shadow agent at any time during her interactions with the PC's and has no direct knowledge about the Deimos mission, Commander Callahan, or "Watchtower". From time to time she may be observed giving Callahan a scrutinizing gaze as if she is trying to discern some unspoken suspicion about him.*

#3C: This module serves as a dormitory and living space for the Zangid miners. The room has six bunk bed style double occupancy berthing units, personal storage compartments, and a lavatory. In this room there are five Zangid miners armed with pickaxes (1d6 damage when used as a weapon) resting in their berthing units. If Confronted by the PC's the Zangids will

engage in hand to hand melee combat if they cannot escape.

#4C: Connected by a cylindrical corridor T-Junction is an industrial grade pneumatic elevator inside the mine shaft that provides access to all levels of the mine. The elevator platform, terminal, and corridor junction are all vacant at this time.

#5C: This module is used as a dormitory and living space for the Zangid soldiers. The room is filled with seven double occupancy bunk bed style berthing units, personal storage compartments, and a lavatory. In this room there are two Zangid soldiers armed with electro-stun guns resting in their berthing units.

CORRIDOR: A Zangid soldier armed with a beam pistol and a fighting dagger is conducting a patrol on this level in the corridor between Module #5C and #6C. The soldier will immediately attack any intruders he encounters on sight in the corridor.

#6C: This module is a dormitory for the non-combative collared Malu that work in the mine. The room is filled with ten double occupancy bunk bed style berthing units, storage compartments and a lavatory. In this room there are four unarmed Malu slaves resting in their berthing units. All are restrained with a

Zangid neuro-compliance collars to prevent their escape.

#7C: A tunnel in the rock leads from Module #6C to the first of three mining chambers. This chamber appears to be vacant with no remarkable activity. The chamber is very poorly lit by a string of old electrical lights mounted on the two massive rock pillars that support the artificial cavern. There is an anti-gravity mining cart parked against the Eastern wall of the cavern and several sorting bins full of unprocessed rock. Three Xoth Bats are behind the rock pillar in the Southeast corner of the chamber chewing on the lighting cables. The bats will attack if they are disturbed or if the PC's come within 20' of their location.

#8C: Like the adjacent chamber this artificially constructed mining cavern surrounds a massive central rock pillar. The chamber is poorly lit by inadequate electrical lighting mounted around the central pillar that casts deep shadows of seemingly impenetrable darkness. Five unsupervised collared Malu slaves are working here extracting raw Beryllium from the Southern wall. These Malu are emaciated and in poor health afflicted by disease and malnutrition.

#9C: This mining chamber is similar to the adjacent ones and has two rock pillars supporting the mining cavern. Three relatively healthy Malu slave miners are clearing away residual rock from the exposed Beryllium deposits on the Northern wall. Two Zangid soldiers stand guard nearby talking amongst themselves. Each of the guards is armed with a beam pistol and a Zangid fighting dagger. One of the guards is equipped with a communicator and the other has a universal translator to communicate with the slaves.

SUBLEVEL #3

This subterranean level consists of five facility modules connected to three artificially created mining caverns by two tunnels in the rock. The modules on this level contain the power plant and energy distribution control for the entire station. These modules are considerably hotter than any of the others due to poorly shielded reactors that produce unhealthy amounts of radiation.

SPACE MASTER: *The Characters will see several graphic signs on this level indicating that beam weapons are not allowed due to proximity to the fusion reactors (This does not include Electro-Stun weapons). Players should be cautioned to check their weapons to ensure that they are not set on "Kill/Disintegrate" which could accidentally penetrate a reactor. Any shots fired that are set on "Kill/Disintegrate" in a direct line of sight to the Reactor Room will have a 40% chance of breaching containment. Penetration of the Reactor will initiate a cataclysmic melt-down and explosion in 2d20 turns that will destroy the mining station.*

#1D: This module is a cargo storage bay and is filled with various storage containers and boxes. The room is dark with only the faint amber glow of electrical lighting obstructed by the floor to ceiling stacks of containers. Narrow 3' wide passageways weave in between the boxes and containers. Upon investigation of the containers the PC's will find a box containing a Zangid force field generator (S&S-2E, Pg. #18) that PC's and NPC's from the Technical Branch will be able to operate. There is a 50% chance (Space Master D100 Check) the party may encounter a Zangid soldier in this room patrolling the area. If one is present, they

will be armed with a beam pistol and Zangid fighting dagger.

ACCESS TUBE: Inside the module is a 4' x 6' vertical access tube that allows transit to all levels in the facility by ladder. The access tube is covered by an unlocked hatch that resembles a square 4' x 6' grated floor panel with recessed handles.

CORRIDOR: A Zangid soldier armed with an electro-stun gun and a fighting dagger is conducting a patrol on this level in the corridor between Module #1D and #2D.

#2D: This module contains the reactor control room for the first of two fusion reactors. The walls and doors of this module are reinforced due to their proximity to the reactor. There are four control console workstations inside that are manned by four unarmed technical skilled Zangid miners. These technicians are protected by two Zangid soldiers who are armed with electro-stun guns and Zangid fighting daggers.

#3D: This facility module contains the reactor room for the first of two fusion reactors that provide power for the mining station. In typical Zangid fashion these reactors are designed with substandard safety and containment thresholds to coax the maximum energy output possible. Radiation levels inside this room are

considerably higher than the rest of the station. Any person in this room without a radiation suit (or similar protection) will need to perform a Save Check vs. Radiation exposure. The room is vacant and only occupied by the reactor and its support machinery. Graphic signs at the doorways indicate that beam weapons are not allowed inside this room.

#4D: Connected by a cylindrical corridor T-Junction is an industrial grade pneumatic elevator inside the mine shaft that provides access to all levels of the mine. The elevator platform, terminal, and corridor junction are vacant at this time.

#5D: This facility module contains the second of the two fusion reactors that provide power for the mining station. In typical Zangid fashion these reactors are designed with substandard safety and containment thresholds to coax the maximum energy output possible. Radiation levels inside this room are considerably higher than the rest of the station. Any person in this room without a radiation suit (or similar protection) will need to perform a Save Check vs. Radiation exposure. The room is vacant and only occupied by the reactor and its support machinery. Graphic signs at the doorways indicate that beam weapons are not allowed inside this room.

CORRIDOR: A female Zangid miner armed with a long two handed prybar (1d6 damage when used as a melee weapon) is loitering on this level in the corridor between Module #5D and #6D. This aggressive mine worker will immediately attack any intruders she encounters on sight.

#6D: This module contains the reactor control room for the second of the station's two fusion reactors. The walls and doors of this module are reinforced due to their proximity to the reactor. There are four control console workstations inside that are manned by four unarmed technical skilled Zangid miners. These technicians are protected by two Zangid soldiers who are armed with electro-stun guns and Zangid fighting daggers.

#7D: A tunnel passageway excavated out of the rock leads from Module #6D into the first of two-mining chambers on this level. This cavern is supported by two massive rock pillars in the center of the chamber. Dim electrical lights illuminate the gouged and scarred rock walls with a pale amber glow. Within this chamber are four Zangid miners who can be seen loading the bodies of two deceased Dreiped slaves on to a gurney for removal. The drab tattered radiation suits worn by the deceased are identical in appearance to those worn by the Malu slaves.

#8D: A tunnel through the rock leads from Module #1D into this artificially carved cavern. Unlike the other chambers, the passages between the three support pillars are narrow and have considerably better lighting. An obvious recent repair as the remnants of the former strand can still be seen embedded in the rock. An antigravity mining cart with a full load of Beryllium ore idles unattended against the Southern Wall of this chamber. Five unsupervised collared Malu slaves are present clearing excavated rock from the Northwestern wall near the tunnel entrance. The slaves are bound together with an interconnected chain attached to a fetter around their ankles. If the Characters contact these Malu they will recount an interesting story about a stranger being brought to the mine. One who had stark white hair, strange eyes, and skin as pale as their own. He did not speak their language and the Zangid soldiers who found him outside the guard tower perimeter suspected he may be a smuggler. The last they heard about the new arrival he had been taken to the detention level below.

SPACE MASTER: *Commander Callahan will immediately recognize that the Malu slaves are talking about "Watchtower" who is a Daelan and matches the description they gave in their story.*

SUBLEVEL #4

The fourth subterranean level is a high security detention block consisting of five modules connected to three artificially created mining caverns by two tunnels.

#1E: This module contains the Security Station and guard house for the detention level. Four Zangid soldiers are present inside working at various control consoles monitoring activity on this level. All of the soldiers are armed with beam pistols and fighting daggers. The room contains a small armory compartment containing two beam rifles, two beam pistols, two electro-stun guns, and four stun grenades.

ACCESS TUBE: Inside the module is a 4' x 6' vertical access tube that allows transit to all levels in the facility by ladder. The access tube is covered by a hatch that resembles a square 4' x 6' grated floor panel with recessed handles. Unlike the levels above, this hatch is locked by a mechanical latch that can be bypassed with a successful technical skill check or beam weapon hit (Set on Heat/Disrupt or Kill/Disintegrate).

CORRIDOR: A Zangid soldier armed with an electro-stun gun and a fighting dagger is standing guard in the corridor between Module #1E and #2E. The soldier will immediately attack any intruders that he encounters on sight.

#2E: This module is a high security dormitory for combative Malu slaves and other prisoners. Like the other dormitory modules this room contains six double occupancy bunk bed style berthing units, storage compartments, and a lavatory. Both doors entering this module are locked from the outside by a mechanical latch. The lock can be bypassed with a successful technical skill check or beam weapon hit (Set on Heat/Disrupt or Kill/Disintegrate). There are ten neuro-compliance collared Malu slaves inside the room resting in their bunks.

#3E: Like the previous module, this facility is used as a high security dormitory for combative Malu slaves and other prisoners. Like the other dormitory modules this room contains seven double occupancy bunk bed style berthing units, storage compartments, and a lavatory. Both doors entering this module are locked from the outside by a mechanical latch. The lock can be bypassed with a successful technical skill check or beam weapon hit (Set on Heat/Disrupt or Kill/Disintegrate). There are six collared Malu slaves inside

the room resting in their bunks. The body of a recently deceased slave lies in one of the berthing units. His corpse has been wrapped in its bedding sheets in preparation for removal. The other Malu have superstitiously moved away from the deceased body to the other side of the room.

#4E: Connected by a cylindrical corridor T-Junction is an industrial grade pneumatic elevator inside the mine shaft. The elevator lift is mechanically obstructed in some way preventing it from proceeding to the levels below. A Character from the Technical Branch with a successful skill check can repair the lift in 1d6 turns and free the obstruction. Once repaired the elevator lift will be able proceed to sublevels five and six. Two Zangid soldiers, most likely responsible for sabotaging the lift, are loitering inside the corridor. Armed with beam pistols and fighting daggers, they control access to and from the lift. Distant unnatural sounding eerie noises can be heard inside the mine shaft coming from the levels below. The strange noises make the stoic Zangid guards look uncomfortable as they frequently peer out into the black chasm with expressions of concern.

#5E: This module is another high security dormitory for Malu slaves and prisoners. Like the other dormitory modules on this level it is a single open compartment

containing six double occupancy bunk bed style berthing units, storage compartments and a lavatory. Both doors entering this module are locked from the outside by a mechanical latch. The lock can be bypassed with a successful technical skill check or beam weapon hit (Set on Heat/Disrupt or Kill/Disintegrate). This compartment is vacant at this time with the residents presently working in the mine.

CORRIDOR: A Zangid soldier armed with a beam rifle and a fighting dagger is standing guard in the corridor between Module #5E and #6E. The soldier will immediately attack any intruder he encounters entering the corridor.

#6E: This module is used to process raw Beryllium and other minerals extracted from the mine. The work area inside the module has a long conveyor fed sorting table with various industrial cutting and grinding machines. The perimeter of the room is lined with loaded mining carts waiting to be processed. Two collared Malu slaves are working in this room chained to the sorting table. A single Zangid soldier armed with an electro-stun gun is present in the room guarding the prisoners. This compartment has an exterior hatch that provides access into the mining chamber and is locked by a mechanical latch. The latch can be bypassed with a successful

technical skill check or beam weapon hit (Set on Heat/Disrupt or Kill/Disintegrate).

#7E: The tunnel passageways from Module #1E and #6D both lead into the first of two-mining chambers on this level. This artificially made cavern is supported by four massive rock pillars. Decrepit dim electrical lights illuminate the gouged and scarred rock walls with a pale amber glow. A fully loaded antigravity mine cart idles unattended on the Southeast corner of the chamber. The cavern floor is littered with various mining tools, broken electrical lanterns, torn clothing, and the skeletons of three long dead Zangid miners. Upon investigation an Image Splitter Amulet (*S&S-2E, Pg. #84*) can be found concealed among the skeletal remains. There are obvious signs of a struggle but what transpired in this chamber with these miners is unclear.

#8E: This chamber is smaller than the first and is supported by one single central rock pillar. An empty anti-gravity mining cart is parked near the far Southeast corner. Eight collared Malu slaves tethered together by a long synthetic rope are working frantically against the North wall clearing Beryllium from the rocky surface. The Malu are constantly looking over their shoulders into the chamber behind them, their faces reflecting a sense of dread. Three Zangid soldiers armed with electro-stun pistols

stand guard nearby anxiously listening to the faint eerie noises drifting up from the levels below.

#1: FINDING KIRAK

Hiding among the seven other Malu slaves is the missing S.I.B. agent, code name “Watchtower”, also known as Lieutenant Commander Kirak. Besides some obvious cuts and bruises and a slight limp, Kirak appears to be in good condition. His Daelan ivory colored skin blending in almost seamlessly with the other Malu working with him. The only tell-tale revealing Daelan trait being his reflective deep black almond shaped eyes which he has cleverly disguised with a pair of dark safety goggles. Commander Callahan will immediately recognize his Daelan protégé and will direct the party to liberate him. Callahan will attack the Zangid guards with a violent ferocity hereto unseen by the PC’s.

LT. COMMANDER KIRAK							
S.I.B. Codename “Watchtower”							
Race: Daelan		Gender: M		Age: 37			
Class: MIL.		Sub: SEC.		Level/Save: 4 (Ofc.)			
HP	STR	CON	DEX	INT	CHA	PSI	AR
25	10	12	10	11	09	11	-2
EQ: Radiation Suit, Oxy Tank, Communicator.							

SPACE MASTER: *If the PC’s persuaded Kurana to accompany them, the SM should choose whether she will assist the players in attacking the Zangid guards or just observing the events as they unfold from a distance. The SM should caution the Player’s about her presence when they are discussing details about the mission. Regardless of her cooperation she is still a potential hostile enemy soldier. They should either privately use their communicators or excuse the Zangid soldier when they need to discuss their plans. The PC’s should be sure to stick to their story that they are interstellar commodity traders rescuing a fellow crew mate that was being wrongly detained after his ship crash landed. Revealing too much information could potentially compromise their mission’s success.*

Commander Callahan is happy to see that his protégé is relatively unharmed from his ordeal. Callahan discretely asks Kirak about the status of his mission and if he knows of any other S.I.B. agents operating in the area. Kirak responds, cautiously regarding the surrounding PC’s, that he was working alone on this mission and is not aware of any other agents. With no mention of a spy being captured, Callahan presumes that the cover identity of both agents is still intact.

Lt. Commander Kirak briefs the party on what has transpired since his crash landing. Kirak recounts how he had been working undercover as an interstellar commodity trader named Tarnok. Ferrying processed Beryllium with his runabout between Memnaan and Zangid freighters in orbit. This gave him exceptional intelligence gathering access to the Zangid ships in the region. He planted passive tracking devices in several of the ships that he boarded while delivering cargo. During this time Kirak began hearing rumors from the Zangid that an ancient alien artifact had been accidentally uncovered in the deepest level of the Marak Ta'Chom mining station. Kirak arranged to make delivery runs to the station with the local freighter Captains, using this as a cover to verify the reports. Kirak discovered that a few bottles of Zangid Bone Ale were more than sufficient to bribe the complacent Zangid guards into chatting. Over the next few days, Kirak conversed with several Zangid miners at the station during his delivery runs who confirmed that something strange was found in the mine. Kirak decided he had sufficient information now to report back To Command with his findings. The intel obtained about the alien artifact and the enslavement of the indigenous humanoids would certainly expand the Confederation's involvement with Memnaan.

Kirak believed that some of the Zangid may have become suspicious about his curious inquiries into the activity at the mine. Fearing his cover was in jeopardy, Kirak decided it was time to leave Memnaan before the soldiers decided to start making inquiries of their own. While preparing for launch in his runabout, an emerging storm formed over the Eastern Mountains. Trusting that his ship could safely withstand the growing tempest, Kirak decided it was better to risk the launch then remain on the planet.

Shortly after launch the storm suddenly intensified freezing the small ship's control surfaces and forcing him to make an emergency crash landing. Kirak survived the crash with only minor injuries but realized that he could not wait in the wrecked craft for rescue. Especially since the first responders to the crash site would most likely be the very same Zangid soldiers he was trying to evade.

Kirak explains how he sent a single pulse from his emergency beacon and then activated the ship's auto-destruct sequence to eliminate any potentially incriminating evidence should he be captured. Bruised and battered, Kirak made the journey back to the mining station where he was captured by Zangid soldiers.

Some of the soldiers recognized Tarnok (Kirak) as one of the Beryllium couriers and decided to move him to the detention block for questioning when Commander Ka-mok returned. During the time that past, the Zangid guards in the detention level decided it best that their new guest join the other slaves during their shift in the mine. Kirak willingly complied, seizing the opportunity to improvise a disguise that would allow him to blend in and slip away when the guards were not paying attention.

While working with the Malu slaves in the mine, Kirak heard rumors that miners sent deeper into the mine were disappearing and never heard from again. Some of the slaves working on Sublevel 6 reported that the Zangid soldiers found something in the mine and send a group of Dreiped technicians in to investigate. The eerie noises have gradually begun to increase ever since then, and the lower levels have been restricted to Zangid personnel only.

Commander Callahan discretely briefs Kirak on their encounter with the Mind Master Talsaret and his warning. Lt. Commander Kirak suggests that the party should use the access tube in Module #1E to proceed to the lower levels to investigate the reports and avoid Zangid reinforcements. Afterall, if there is a

potentially dangerous alien artifact in Zangid control here at Marak Ta'Chom it demands our attention. Space Fleet general orders state that the investigation of a potential galactic threat would supersede all other mission objectives.

SPACE MASTER: *Lt. Commander Kirak was fitted with a Zangid neuro-compliance collar when he was captured by the guards. The collar will have to be removed before he can safely leave the mining station. Removing the collar requires a successful technical skill check with a -2 penalty for anyone who is not Zangid. If Kurana was persuaded to accompany the PC's, she can remove Kirak's neuro-compliance collar with automatic success.*

SUBLEVEL #5

The fifth subterranean level consists of five facility modules connected to a single mining chamber by a forked tunnel. The modules on this level contain living areas and a medical facility. A portion of this level has been damaged by a fire that consumed two of the five modules. These modules were automatically isolated from the rest by emergency containment barriers that deployed when the fire was detected.

SPACE MASTER: *Unknown to the Player Characters, Ka-mok has now returned to the mining station with his forces after tracking the party here from the crash site. Ka-mok and his soldiers will enter the station at the ground level searching for the intruders on each level. The soldiers will search and clear each level of the station at a rate of 1d4 turns per level on their way down to Sublevel #6.*

#1F: This module is the mining station's medical facility for the soldiers, miners, and slave labor. This compartment contains five single occupancy examination beds, three cryo-tubes, various medical equipment, storage compartments and an access tube. This module is by far the cleanest in the facility but is still significantly below Confederation medical standards. Lighting is significantly better in this room and the environmental controls function normally making this room the most comfortable in the entire facility. The facility contains three stasis tubes, two of which are currently occupied by severely wounded Zangid in suspended animation. Two of the examination beds are covered by sheets that conceal the bodies of two recently deceased Malu slaves with unusual puncture wounds in their foreheads. The room is unusually quiet and vacant for an industrial mining facility's infirmary. There is an exterior entrance

hatch locked from the inside with a mechanical latch that leads from the module into the mining chamber. The lock maybe bypassed from the outside with a successful technical skill check or beam weapon hit (Set on Heat/Disrupt or Kill/Disintegrate).

ACCESS TUBE: Inside the module is a 4' x 6' vertical access tube that allows transit to all levels in the facility by ladder. The access tube is covered by a locked hatch that resembles a square 4' x 6' grated floor panel with recessed handles. The lock on the hatch can be bypassed with a successful technical skill check or beam weapon hit (Set on Heat/Disrupt or Kill/Disintegrate).

CORRIDOR: Two extremely anxious looking Zangid soldiers armed with beam rifles and fighting daggers are standing guard in the corridor between Module #1F and #2F. They both appear to be preoccupied and completely unconcerned with the PC's presence. Almost as if they were expecting something far worse than trespassing traders to come their way at any moment. If the PC's are proceeding South further into the facility the guards, who only speak Zangid, motion for the PC's to remain behind them in Module #1F but will make no attempt to stop or block their movement. If the PC's are traveling North from Module #2F the guards will motion

for the PC's to come towards them and into the module. Once inside the guards will securely latch the hatch door from the outside.

#2F: This module is a dormitory and living space for the Zangid miners or soldiers. The room is filled with six double occupancy bunk bed style berthing units, personal storage compartments, and a lavatory. In this room there are four Zangid soldiers armed with beam rifles and fighting daggers who have upended several of the berthing units in the center of the room to use as a barricade. The Zangid are separated into two, two-man fire teams facing each of the entrances leading into the module. These soldiers are extremely aggressive and will open fire on anyone entering the room.

#2: THE SPACE ZOMBIES

In the pedway corridor between Modules #2F and #3F four collared Malu slave workers are loitering silently in the corridor. Their body movements consist of an awkward impatient shifting or swaying from side to side. Their heads are either hung low or turned skyward in an unusual trance like state. Two appear to have a severe tilt or limp indicating an injury while the others have strange postures suggesting some unknown structural deformity. As the PC's grow closer to the Malu they will notice that all have unusual

greenish grey splotches on their skin and a deep oozing puncture wound on their foreheads. The Malu in the corridor have a repulsive odor of putrid rotting flesh emanating from their bodies and clothing. They will ignore the PC's unless they attempt to make contact, cause a disturbance, or come within five feet. If the PC's attract the zombified Malu's attention they will aggressively attack without warning.



SPACE MASTER: the Malu slaves found in this corridor are Space Zombies enthralled under the psionic control of an unseen master. They cannot be reasoned with and will pursue their target until they no longer can. The Space Zombies are immune to stun, electrocution, pain, nerve strikes, psionic attacks, or sedatives/sleep agents. They are vulnerable to physical damage, freezing, fire, and beam weapons set on "Heat", "Kill", or "Overload".

"SPACE ZOMBIES"

Encountered:	2d4, (4d6)
Movement:	110', (30')
Intelligence:	Feeble
Psi Potential:	1d4, inactive
Hits:	1d8
Armor:	0
Combat Skill:	10
Save As:	Level 1
Attacks:	1 (Bite or Claw)
Damage:	1d6, or Weapon
Morale:	12
XP:	29

SPACE MASTER: *The "Space Zombies" are the half-dead victims of an Oiretophid brain-drinking attack (S&S-2E, Pg. #73) which did not entirely consume the victim's brain. The victims of these vile attacks, enthralled by psionic control, are left alive for the Oiretophid to feed upon later. They are past the point of any medical intervention with most of their brain matter already consumed during the initial attack. If an Oiretophid consumes half of a victim's INT score they can psionically enthrall the victim turning them into a Space Zombie. Oiretophid often use this tactic when they have a surplus of victims to feed upon. If the Oiretophid who created the space zombies is killed the psionic control will be released. An Oiretophid can create and control up to 3d8 Space Zombies from its victims of brain-drinking attacks.*

#3F: This module is a cargo storage room where packaged Beryllium and mineral ores are stored while awaiting transport to the surface. The room is filled from floor to ceiling with sealed cargo boxes and storage containers. Narrow 3' wide pathways have been made between the various containers to allow movement inside the compartment. Two Zangid miners are hiding inside the room armed with pickaxes (1d6 damage when used as a weapon). The miners are traumatized and wildly aggressive, attacking anyone or anything that crosses their path.

#4F: Connected by a cylindrical corridor T-Junction is an industrial grade pneumatic elevator inside the mine shaft that provides access to all levels of the mine. A mechanical obstruction in the elevator track is preventing the platform from descending any further than Sublevel #4. A PC or NPC from the technical branch can make a skill check to repair the lift and free the obstruction. A successful skill check will require 1d10 turns to complete the repair of the lift. Once repaired the elevator lift will be able proceed past Sublevel #4.

#5F: This module is inaccessible because the emergency fire containment doors have sealed in place obstructing entry. A view port in the module doors reveals that the fire that had activated the emergency seals has long since been extinguished but

the room is still filled with a thick black smoke. Instead of evacuating the internal atmosphere during the fire the shoddy Zangid environmental controls sealed the compartment trapping the fire and poisonous gases inside. If anyone were in the module, it would be highly unlikely they could have survived. The emergency fire containment barriers sealing this room can only be deactivated from the station's central control room located in Module #3A on the ground level.

#6F: Like Module #5F, this facility module is also inaccessible because the emergency fire containment doors have sealed. A view port in the module doors reveals that the fire that had activated the emergency seals has long since been extinguished but the room is still filled with a thick black smoke. This module has an exterior hatch that locks from the inside and connects to a tunnel leading to the mining chamber. The emergency fire containment seals can only be opened from the Station's central control room located in Module #3A on the ground level.

#7F: A single forked tunnel in the rock connects Modules #1F and #6F to the cavernous mining chamber. This artificially made cavern is supported by two massive rock pillars that divide and support the interior space. Lighting in this mining chamber is very poor with the only working

electrical lights located on the larger of the two pillars. An antigravity mining cart with a full payload of Beryllium is parked on the North side of the largest of the two pillars. Twelve Space Zombies (Three Zangid and nine Malu) are wandering around the Northeastern corner of the mining chamber. The Space Zombies will be drawn towards and attack anything making noise or producing energy.

SUBLEVEL #6

This subterranean level is the sixth and final level of mining operations at Marak Ta'Chom. This level consists of five facility modules, the mining shaft, and two interconnected mining chambers. This was the last level to be constructed and had the largest deposit of Beryllium in the mine.

#1G: This module contains a security station where Zangid soldiers monitor the prisoners and slave labor working in the lower levels of the mine. The compartment contains four control console workstations that can review video feed from all levels of the mining station. The walls of the room are lined with storage compartments containing two radiation suits with oxygen tanks, two field jackets, three beam rifles, two Zangid communicators, and four stun grenades. There is a locked exterior hatch that connects this module to the first of two mining chambers. The lock is a latch mechanism that can be bypassed with a

successful technical skill check or beam weapon hit (Set on Disrupt/Heat or Disintegrate/Kill). Five Space Zombies (Formerly Zangid soldiers) are loitering inside. The Space Zombies will aggressively attack anyone who enters the room.

ACCESS TUBE: Inside the module is a 4' x 6' vertical access tube that allows transit to all levels in the facility by ladder. The access tube is covered by a locked hatch that resembles a square 4' x 6' grated floor panel with recessed handles. The lock on the hatch can be bypassed with a successful technical skill check or beam weapon hit (Set on Heat/Disrupt or Kill/Disintegrate).

CORRIDOR: Two space zombies (Formerly collared Malu slaves) are wandering in the corridor between Modules #1G and #2G. These space zombies seem to be at an advanced state of expiration with severely reduced senses and producing a foul odor. Anyone not wearing an oxygen tank in this room will have to make a save check vs. stun attack or be overcome with retching for 2d6 rounds. The space zombies' senses are severely impaired and will ignore the PC's unless they come within 3 feet or disturb them.

#2G: This module is the station's security collar control room where the Zangid neuro-compliance collars are attached and

monitored. Both hatchway doors to this room are locked from the inside with a mechanical latch. The locks can be bypassed with a successful technical skill check or beam weapon hit (Set on Heat/Disrupt or Kill/Disintegrate). In the center of the compartment is a large central control console that is used to activate, control, and monitor all of the Zangid neuro-compliance collars at the mining station. This console has the ability to activate, track, detonate, and deactivate all collars used at Marak Ta'Chom. The control console can accurately determine the position of every person with an activated collar within the facility. There are three medical examination beds near the control console where the collars are attached to the slaves and prisoners working at the mine. The walls are lined with storage cabinets which are filled with over 300 new neuro-compliance collars.

SPACE MASTER: *If the PC's have not yet located "Watchtower" this console can identify his location in the first mining chamber on Sublevel 4 (#7E). Commander Callahan will instantly recognize "Watchtower's" unique Daelan bio-sign data among the other collared slaves and prisoners in the facility. The Control Console in this room can be used to deactivate every collar at Marak Ta'Chom, with a successful technical skill check with*

a -2 penalty. However, the PC's must proceed with caution because any critical failure roll of 1 on the skill check will trigger a tamper failsafe resulting in all of the attached collars detonating.

CORRIDOR: A single space zombie (Formerly a Zangid soldier) is wandering in the corridor between Modules #2G and #3G. This space zombie is highly aggressive and will attack or pursue anyone who enters the corridor.

#3G: This module is a geological laboratory used for analyzing and testing mining samples. Both doors are locked with mechanical latches and barricaded with furniture from the inside. The room contains three control console workstations and various scientific scanning devices. There are several storage compartments found throughout the module and one that contains mining explosives with detonators. There are enough explosives stored in this room to demolish the entire level. Four severely traumatized collared Dreiped technicians are present hiding inside the room. These technicians are unemancipated Dreiped that only speak the Zangid language. They are likely (50% chance) to be cooperative towards the PC's and willing to assist them. One of the technicians, a Dreiped named Fralnax still has his wits about him and may try to communicate with the party.

SPACE MASTER: *If the PC's have a universal translator, or can persuade Commander Callahan to translate, they can attempt to persuade Fralnax to tell them what happened here. Fralnax's hesitation to cooperate is partly due to a fear of Zangid retaliation and partly due to confusion over why armed traders would be this deep in the mine. If Fralnax capitulates, he will recount the events leading up to the current situation at Marak Ta'Chom. He will explain how a mining team on Sublevel #6 uncovered an alien artifact of unknown origin buried almost a mile under the mountain. Fralnax will tell the PC's how Commander Ka-mok sent the Dreiped engineers into the cavern to examine the artifact and determine its purpose. Fralnax reluctantly admits that it was his tampering that accidentally activated the artifact. Revealing that it was a trans dimensional portal and that something was waiting on the other side. The portal is a segmented ring composed of an unusual metal inscribed with alien symbols. The ring reacted to energy sources near it by draining power from them. The strange metal siphoned power from Fralnax's autoanalyzer at an alarming rate. Then everything became unnaturally silent, an energetic tension filled the air with a vibrant hum that erupted into a blinding flash of light. The flash quickly dissipated leaving behind a radiant glowing aperture*

of light in the center of the ring. With the portal now activated a vile corrupt dark entity entered our world. Its very presence held two of the other technicians completely enthralled to its will. When the vile entity seized the technicians, Fralnax ran for his life. He described how he looked back momentarily to see the monster feeding on the two technicians he left behind. Transforming its victims into the horrible half-dead zombies wandering around the mine. Fralnax tried to warn the station's control room but he was too late to summon help. Within moments a second monstrous form passed through the glowing aperture of the portal entering into our world. Fralnax hid inside the station with the other Dreiped on this level while the monsters began transforming the entranced miners into zombies.

CORRIDOR: A lone Zangid soldier armed with a beam rifle has barricaded himself behind an overturned tool caddy in the corridor between Module #3G and the T-junction. The Zangid soldier is severely traumatized by what he has seen happening to the miners and his fellow Zangid. The soldier will indiscriminately fire on anything that moves entering the corridor. His rifle is almost depleted with only ten shots remaining in its energy supply. The Zangid is far beyond reason

consumed by fear and stress induced psychosis.

#4G: Connected by a cylindrical corridor T-Junction is an industrial grade pneumatic elevator inside the mine shaft that provides access to all levels of the mine. Three space zombies (Formerly collared Malu slaves) are present wandering around the elevator platform terminal and T-junction corridor. These space zombies are at an advanced state of expiration and reek of the pungent smell of rotting flesh. The space zombies here will ignore the PC's unless they disturb them or come within five feet.

#5G: This module is used to process raw Beryllium and other minerals extracted from the mine. The work area inside the module has a long conveyor fed sorting table with various industrial cutting and grinding machines. The perimeter of the room is lined with loaded mining carts waiting to be processed. Six space zombies (Formerly collared Malu slaves) are present inside wandering about the compartment. These space zombies appear to have been recently "turned" and are in relatively good condition. They are extremely aggressive and will attack or pursue anything that comes within five feet or attracts their attention.

CORRIDOR: two space zombies (Formerly Zangid soldiers) are present in the corridor between Modules #5G and #6G. These space zombies are aggressive and will attack or pursue anyone who enters the corridor.

#6G: Like the adjacent module this one is used for processing raw Beryllium and other minerals extracted from the mine. The work area inside the module has a long conveyor fed sorting table with various industrial cutting and grinding machines. The perimeter of the room is lined with loaded mining carts waiting to be processed. Three space zombies (Formerly Zangid miners) are wandering about inside the compartment. These space zombies are very aggressive and will attack and pursue anything that enters the compartment.

#7G: This artificially created cavern is one of two mining chambers on this level. A tunnel bored through the surrounding rock connects Module #1G to the chamber. This artificially created cavern is supported by two centrally located rock pillars. A fully loaded antigravity mining cart is parked North of the largest pillar near the entrance to the second mining chamber. Twelve space zombies, (Formerly seven collared Malu slaves and five Zangid miners) and one heavily mutated

Oiretophid are in the far Southern end of the Chamber.

#3: THE OIRETOPHID

The Oiretophid found in the mine are a mutant strain of the vile species and have some different characteristics than those originally described in the S&S-2E rulebook. They appear to be in control of the space zombies directing them to search for something in the loose rock and mining debris. Any PC who is psionically active will be able to sense the Oiretophid's psionic communication with the space zombies as a dark unsettlingly hostile sensation. If the Oiretophid becomes aware of the PC's presence it will direct the space zombies to attack them. If the space zombies are unable to subdue the PC's the Oiretophid will join the attack itself. Using its powerful psionic abilities, the Oiretophid will attempt to enthrall the nearest PC and initiate its brain drinking attack.

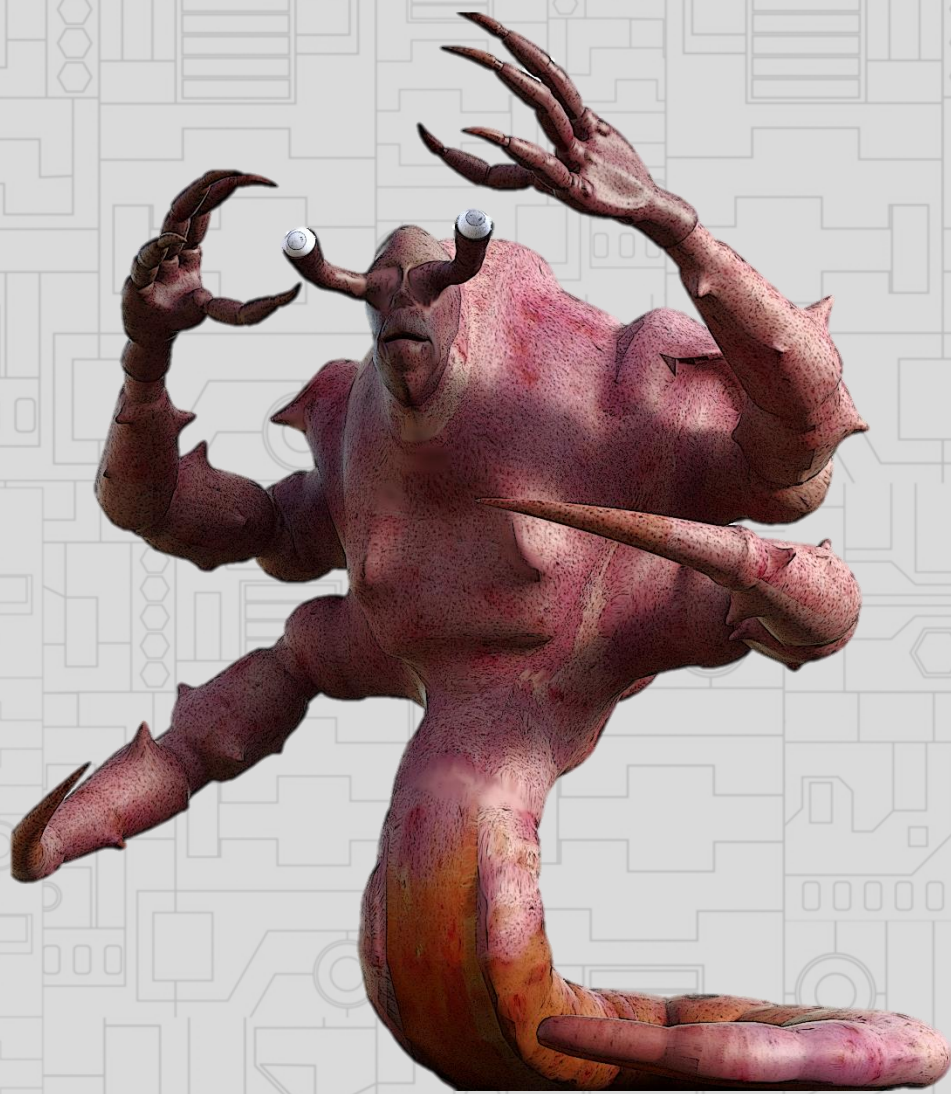
SPACE MASTER: *Buried in the loose rock and debris near the Southern wall of the chamber is another alien artifact. If the PC's investigate the debris, they will find a Psionic Shield Amulet (S&S-2E, Pg. #84) embedded in one of the discarded rock fragments.*

The Oiretophid from the Forbidden Stars are a reviled ancient race of predatory aliens that nourish their existence with the

brain-matter of other sentient biological lifeforms. They had spread across the known galaxy like a cancer until they were eventually defeated by a coalition of elder space faring races referred to as the Galactic Guardians. The surviving Oiretophid were banished by the Galactic Guardians to live out their tortured existence on an inaccessible planet in the forbidden stars. Constantly bombarded by cosmic storms and radiation clouds on their prison planet. The Oiretophid of the Forbidden stars evolved and mutated into this strain seen today. They are slug like humanoids, standing between 5 and 7 feet tall, with a head that seamlessly merges into its large orb shaped torso. Their once translucent craniums have evolved a thick carapace-like armored coating to protect its massive brain from the harsh radiation-soaked environment. Two clawed handed arms and two large spike shaped appendages protrude from their large torso that assist with movement and the manipulation of objects. Their once metallic brown skin has changed to a fleshy red or yellowish green color covered with ulcerations oozing putrid viscous fluids. Two milky white eyes sit atop stalks that allow the Oiretophid an extended 270' field of vision.

A previously undocumented ability of the Oiretophid is to enthrall other sentient biological lifeforms turning them into space zombies. This comes from a combined endeavor using their brain drinking attack and psionic ability. Once an Oiretophid has consumed half of a lifeforms intelligence they can establish control over what remains of their victim's mind. The alien microbes and chemical composition of the Oiretophid's tentacle saliva-like fluids infect the dying victim with fast acting necrotic pathogens. The end result is a being too weak to resist the hosts control and too damaged pose any threat to the Oiretophid controlling it.

MUTANT OIRETOPHID	
REFERENCE: S&S-2E, PG. #73	
Encountered:	1d4, (2d4)
Movement:	120', (40')
Intelligence:	Genius
Psi Potential	2d6+6, Kinetic
Hits:	3d8
Armor:	-3
Combat Skill:	14
Save As:	Level 3
Attacks:	Up to 3
Damage:	Claw, Tentacle, PSI
Morale:	9
XP:	80



#8G: This is the second artificially created cavernous mining chamber found on this level. Its interior is divided and supported by two massive central rock pillars. An Oiretophid and seven Space Zombies (Formerly three collared Malu and four Zangid soldiers) are loitering near the entrance to the cavern in the Southwest corner. The group appears to be guarding the chamber entrance just west of the rock wall out of sight in the shadows. The Oiretophid who is actively feeding on one

of the Malu, will psionically command the Space Zombies to attack anyone entering the chamber. Any PC who is Psionically active will be able to sense the Oiretophid's psionic communication between its thralls as a dark unsettlingly hostile sensation. Six more space zombies (Formerly Zangid soldiers) are patrolling the perimeter of the cavern making a full circuit every three game turns. Behind the second rock pillar in the Northeastern corner of the chamber is a recently excavated wedge-shaped pit.

The pit gradually descends to five feet below the cavern floor and is surrounded by portable electrical lights that illuminate the area. At the bottom of the pit is a strange 8'x 8' segmented metallic ring embedded in the rock wall. The Center of the ring is composed of a glowing energetic aperture that has a reflective liquid like appearance that shimmers and ripples with energy. The aperture produces a strange low frequency hum that visibly vibrates the air and loose debris around it. Near the portal four Oiretophid are manipulating various segments of the ring adjusting the energy aperture. Two of the Oiretophid are armed with alien weapons equivalent to beam pistols. Two collared space zombies (Formerly Dreiped Technicians), in an advanced state of expiration, stand near the ring staring at it in a trance like gaze. A bright flash of light radiates from the aperture as a new Oiretophid arrives through the portal. 1d4 additional Oiretophid will emerge from the alien portal every 1d4 turns until it is deactivated or disabled. The Oiretophid and enthralled Dreiped present will protect the portal at all costs attacking anyone who approaches. If engaged in combat, the Oiretophid will psionically summon 1d12 space zombies from inside the mine as reinforcements.

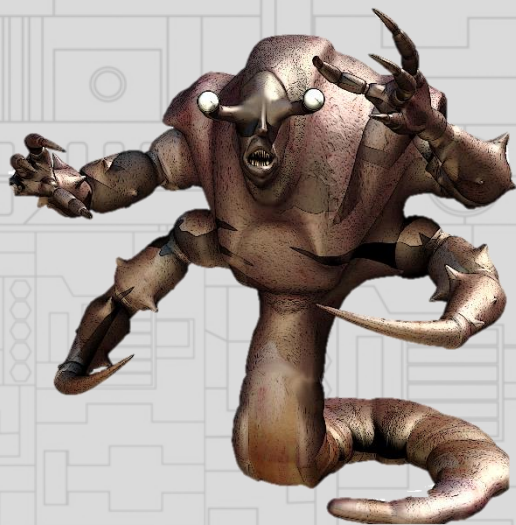
SPACE MASTER: *If Imperial Apprentice Kurana is accompanying the party, this is the time when she will make her exit. Upon seeing the horror of the Oiretophid emerging from the portal, Kurana will make a run for it, abandoning the party to fend for themselves.*

When all of the Oiretophid and their thralls have been defeated at the portal the party will have a short opportunity to disable the ring before the next group of Oiretophid arrive. The party will have to work quickly as Commander Ka-mok and his forces will soon arrive on this level.

THE ALIEN PORTAL

The alien portal is a trans-dimensional teleportation device that allows any humanoid sized lifeform or object to transport from one portal to another instantaneously. Both portals are required to be activated in order to establish the connection and provide transit between locations. Should one portal be deactivated or destroyed teleportation would not occur. The Portal consists of a large 8' x 8' segmented ring composed of an extremely resilient exotic alien metal. The ring segments are inscribed with various alien glyphs and designs. These inscribed ring segments are the portal controls that direct the teleportation connection between two or more rings. Currently the

portal controls have been set to establish a connection between the portal on Memnaan and an identical one on the Oiretophid prison world located in the B4 forbidden star system.



The internal mechanisms of the portal are all ingeniously protected inside the durable metal segments of the ring leaving nothing externally exposed. The ring is capable of self-repair, regenerating any damaged components through molecular fabrication. It accomplishes this by absorbing any needed energy and materials from the surrounding environment with nano-filaments that extend from the ring. The ring's control mechanisms are intuitive to a similar degree as that found in a starship's computer but not that of a fully independent artificial intelligence. The portal requires the introduction of an external power source in order to operate preventing the device from being

accidentally activated. The Dreiped technicians sent by the Zangid miners had discovered that the ring seemed to react to certain frequencies of energy and drained power from their scanning equipment. Eventually siphoning enough power to activate the portal and establish a teleportation conduit to its paired ring.

The portal operates by absorbing energy from any nearby compatible sources. The segmented ring around the portal regulates energy distribution needed for opening the dimensional rift to its partner ring. A sudden burst of energy can overload the ring's energy management system and disrupt its operation. The detonation of a single beam weapon set to overload can release such a burst with enough energy to deactivate the portal for 1d10 days and initiate its self-repair cycle. The detonation of four beam weapons set to overload will damage the portal's energy distribution system beyond its ability to self-repair. Mining explosives found around Marak Ta'Chom can be used to damage the cavern walls surrounding the portal but not the portal itself. The mining explosives could be used to prevent access to or from the portal by collapsing the mining chamber under several tons of rock. Nothing short of an ion torpedo or matter-anti matter detonation can completely destroy the portal ring.



Every overloaded beam weapon, or package of mining explosives, used increases the chance of triggering a cave-in by 20%. The SM should conduct a d100 check for the total combined number of weapons used to see if a collapse occurs. The SM should remind and caution the PC's to be sure they give themselves sufficient time to escape the explosion and potential cave-in. If any of the PC's are still inside the mining chamber after the weapons or explosives detonate, they may be trapped or killed by a cave-in. Anyone caught inside a cave-in will have to roll a successful save check vs death to avoid being crushed to death by falling debris and rock. Those who do manage to survive the initial cave-in must roll 2d6 damage from falling rock and debris.

CALLAHAN'S BETRAYAL

As the PC's prepare to disable the portal, Commander Callahan will begin acting dubiously towards assisting the party. Having seen the portal in operation with his own eyes, the destruction of such a valuable artifact seems negligently irresponsible. He will rationalize his justification for preserving the portal by directing suspicion on the motives of the Mind Masters. Callahan will attempt to persuade the PC's to go against the instructions of Talsaret to destroy the alien portal. He will suggest that they should use

the beam weapons or explosives to collapse the entry into the chamber but leave the portal intact. The portal and any of the alien beings using it would be securely trapped inside the cavern. Callahan will suggest that a covert S.I.B. team could be sent back later to recover the artifact and contend with the alien threat accordingly.

SPACE MASTER: *Unknown to the Players, the Oiretophid on the opposite side of the portal are Psionically manipulating Callahan. Any psionically active PC or NPC present will detect the same darkly hostile sensation that was felt when the Oiretophid were directing the space zombies. If any of the PC's are scanning the area with an Autoanalyzer they will detect a faint low frequency transmission coming from the portal.*

If the PC's continue to follow Talsaret's advice to destroy the portal, Callahan will accuse them of being under the influence of the Mind Masters. He will appeal to the PC's duty as Space Fleet Officers and Spacemen to protect and preserve alien artifacts in the name of science. He will also appeal to the military branch PC's with the argument that the portal is safer in the Confederation's hands than left for the Zangid. Callahan's increasingly frantic pleas

and erratic behavior will start to seem out of place even for him.

Perceiving the PC's resolve, Callahan will pretend to defer to their judgement realizing this is a fight he cannot win. Claiming "Well you can't blame me for trying, this is not the sort of thing you stumble on every day. It just seems to me that it is irresponsible to take the Mind Master's word and just blow it up." The Oiretophid will direct Callahan to cooperate with the PC's until he sees an opportunity to undermine their efforts. Once the beam pistols are set to overload, or the mining explosives have been placed, Callahan will attack the party without warning. Callahan will use a stun grenade and suppressive fire from his beam rifle to drive the others out of the pit away from the portal. As the PC's take cover to return fire, Callahan will make a running retreat diving into the open aperture of the portal. The portal will flash with a brilliant light as the aperture suddenly closes behind Callahan and the portal momentarily resets in preparation for its next user.

SPACE MASTER: *Unknown to Callahan or the party, the Oiretophid inside the pit that were manipulating the ring had changed the portals return destination. Instead of teleporting to the Oiretophid prison world, Callahan arrives on a neighboring planet in the B4 system. This Class-U world is a savage post-apocalyptic wasteland filled with dangerous environments and strange mutant alien life. Before Commander Callahan realizes that he has not arrived at his intended destination the receiving portal deactivates stranding him there.*

#4: THE ESCAPE

With the Zangid forces under Commander Ka-mok actively engaged in battling any remaining Space Zombies or Oiretophid inside the facility, the PC's will have an opportunity to escape. The most expedient route back to the surface is through the access tube. Any of the PC's that used the access tube while mapping the facility with a Data recorder will be able to determine that this is the most direct route. Ka-mok's soldiers will be using the elevator lift to move between levels so it will be under heavy guard and should be avoided. As the PC's are entering the access tube, a general evacuation alarm will begin to sound throughout the facility.

Once on the surface, the PC's will find that almost all of the security resources around Marak Ta'Chom have been summoned into

the lower levels of the mine. Both of the Robot tanks have been moved into stationary sentry positions at the base of the guard towers. The remaining Zangid soldiers will be too occupied with either the horrors below ground, escaping Malu slaves, or reports of an explosion and cavern collapse to worry about what is happening on the surface. So long as the PC's stay between the ground level facility modules and the mountain, they will avoid any Zangid forces.

The return to the Vesperwind and launch from the surface will be uneventful in comparison to what the party had endured inside the mine. If the PC's do not have a pilot in their party, Lt. Commander Kirak is able to fly the Vesperwind. Even the atmospheric turbulence encountered during launch will now seem insignificant to the galvanized landing party. Once in orbit, the PC's will observe the Hell-Shrike coming into a low stationary orbit above the Northern Continent. A few nervous moments may pass as the massive dilapidated cruiser passes too close for comfort. However, the Hell-Shrike is not here to intercept a commercial shuttle making a frantic run for open space. Instead the Hell-Shrike has been called in by General Vorkhan at Starbase Klatau with expressed orders to sanitize Marak Ta'Chom after he received an urgent report from Apprentice Kurana that a horrific alien incursion was underway. The Hell-Shrike will begin a series of strategic

beam battery strikes against the facility from orbit until it is reduced to smoldering slag in order to ensure that the horrors below ground do not escape.

While the Hell-Shrike is occupied with burning Marak Ta'Chom to ash the Vesperwind can make its escape to rendezvous with the Deimos. While the Vesperwind will not go completely unnoticed by Captain Gorgek, it will be considered a low priority in comparison to the order to vaporize an Imperial mining station. Captain Gorgek will dispatch the Z.S.F. Warsong and Cleaver to investigate the suspicious Pleiadian shuttle leaving the planet near the mining station he was just sent to destroy.

The Vesperwind will successfully rendezvous with the Deimos long before the two E-2 raiders intercept. However, there is little time to waste, as the raiders will soon track the Vesperwind back to a suspicious Zangid freighter in a peculiar orbit around Amerath. With Zangid forces approaching, it will be up to the PC's to plot the fastest course back to the safety of Confederation Space. EU expenditure will be critical, as the small frigate will need as much speed as it can muster to stay ahead of the Zangid forces. Once the Deimos engages its hyperdrive on a course for Confederation Space, the Zangid will know this is no ordinary smuggler's freighter they are chasing.

The Deimos' Crew will have the advantage of a head start and a familiarity with the space hazards present along the route. An experienced crew may even use these same interstellar hazards to their advantage to foil the Zangid's attempts to intercept them. However, a shrewd commander will only resort to such action if engagement with the pursuing Zangid ships is imminent. After all, the mission objective is to return to Starbase Alpha with the missing S.I.B. asset. Not to start a shooting war with the Zangid in their own territory.

Pursuing the Deimos are the two Zangid Raiders followed by the Hell-Shrike (1d6+2 light-years behind), two destroyers (1d6+4 Light-years behind) and four battle cruisers (1d6+5 light-years behind). If the Deimos can maintain a gap of at least five light-years (Five hexes on the galactic map) ahead of the Zangids, they will end their pursuit at the edge of the Sol Sector. If the Zangids are able to close the gap between their ships and the Deimos to under five light-years (Four hexes or less on the galactic map) they will attempt to overtake the Deimos even if it enters the Sol Sector.



If this occurs the Deimos may need to break silent running and call for help from any nearby Confederation forces. The Deimos' long-range sensors will detect a large group of Confederation starships loitering near Tau Ceti. This group of ships is the Galactic Confederation's renowned Third Fleet. The fleet will be standing ready at Tau Ceti but will not enter the Xoth Sector or engage the Zangid unless they enter the Sol Sector.

CONFEDERATION THIRD FLEET						
#	TYPE	PPB	TELE	BEAM	TORP	SS*
1x	DN	400	08	05	18	05
2x	BC	300	07	04	15	04
2x	CS	200	06	03	12	03
5x	DD	100	04	02	09	02
4x	FG	50	03	01	06	01

*SS = Shuttle Ships

THE THIRD FLEET

Admiral Amano has dispatched the Galactic Confederation's Third Fleet to the Tau Ceti System (#06) as a contingency in case the Deimos' crew is unsuccessful. Anticipating that if the Memnaan mission is discovered the Zangid Imperium will likely see the incursion as an incident worthy of exploitation or as an unprovoked act of war. The third fleet, consisting of fourteen starships, has orders to hold position in a heightened state of readiness at the border of Confederation controlled space. Since Tau Ceti was the star system where the Confederation routed the Zangid during the 2nd interstellar war it is

believed this will be the flash point if hostilities erupt. The Fleet's presence is intended to serve as a deterrent and it has strict orders not to enter the Xoth Sector or engage the Zangid unless fired upon.

SPACE MASTER: *The Third Fleet will maintain a position between Tau Ceti (#06) and the edge of the Xoth Sector. A treaty boundary that was established at the end of the 2nd Zangid War that restricts warships from either side from entering the other's side of the boundary without authorization. If the Deimos is being pursued it will have to cross into the Sol Sector in order to receive assistance from the Fleet. There is a 40% chance (SM D100 Check) that an individual Captain within the fleet may disobey these orders and decide to come to the Deimos' aid inside the Xoth Sector. Obviously, such an act will either be extremely brave or extremely foolish and is guaranteed to instigate an interstellar incident.*

AFTERMATH

This adventure module was designed to be used as a "springboard" for future adventures or campaigns for your gaming group. Success or failure in this scenario can have lasting implications and consequences for the known Galaxy within the Ashdown Universe. Mission success means the exposure of the Zangid enslavement of the Malu on Memnaan and the discovery of the Oiretophid threat from

the Forbidden Stars. Mission failure means the Zangid activities on Memnaan will go unchecked and the Oiretophid threat will remain undiscovered. This mission can have many potential consequences for both the Player Characters' and the fragile peace within the Galaxy.

All experience point (XP) awards and bonuses for this adventure are at the Space Master's discretion and judgement. Included below are the recommended experience point bonuses for the successful completion of the important encounters and objectives in the adventure. In addition to the XP earned for enemies defeated in combat, each of the Player Characters may earn the following XP bonuses. Each of the PC's in the party should receive 50 XP for rescuing "Watchtower" and 50 XP for fulfilling all of the mission objectives. Each of the PC's in the party should be awarded an additional 30 XP if they avoided being discovered as Confederation agents and maintained their cover disguise. If the alien portal is disabled and the Oiretophid are defeated, each of the PC's in the party should be awarded an additional 30 XP each. Any of the PC's who participated in the live capture of Lt. Jax Akada should receive 10 XP each. No additional XP should be awarded if Lt. Akada is killed during the fight aboard the Deimos. The SM may award each of the PC's an additional 5 XP for each of the Malu slaves that the party liberates from Marak Ta'Chom. The SM is encouraged to award

the Characters with 10 to 20 XP for good role playing and successful resolution of the encounters in the adventure. If the Player's deliberately violate the mission objectives, if Callahan is killed, or if the Deimos and/or PC's are captured by the Zangid the Players should be docked all XP earned during the mission.



