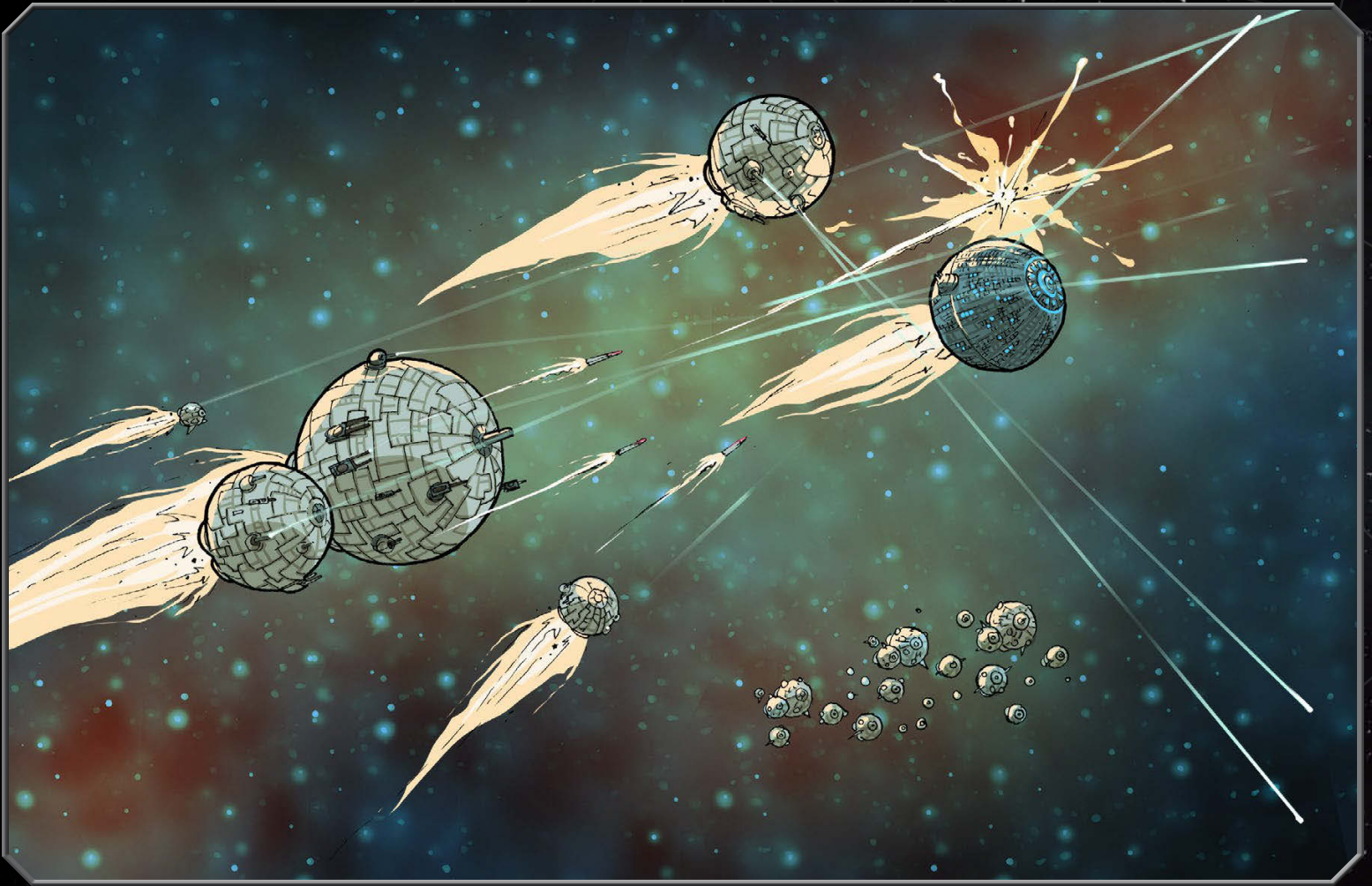




SEVEN WORLDS

DIVIDED WE FALL



Module 2 of the Epic Seven Worlds Campaign





SEVEN WORLDS

In the year 2217 humanity's greatest achievement is the colonization of the nearby star systems now known as the seven worlds. Here humanity lives, thrives, and prepares the next great wave of space exploration.

The seven worlds. This is the story of how we lost them, and of the heroes who tried to avert their fall.

The second adventure in an epic seven-part campaign!

The war between Concordia and Bay Jing, the two most powerful planets in the Seven Worlds, is heating up. One of the combatants hides a secret that could change the tide of the war, and it is the heroes' job to discover what it is. As the heroes uncover this secret, and prepare to witness the mutual annihilation of Concordia and Bay Jing, the sudden arrival of a third participant changes everything and forces humanity to choose between leaving their quarrels aside and joining against the darkness, or falling together!

This product also includes six new side stories so your players can explore the Seven Worlds while they play the main campaign!

www.sevenworldsrpg.com



SEVEN WORLDS

DIVIDED WE FALL

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WARNING TO PLAYERS: DON'T READ ANY FURTHER!

The content of this book is for Game Masters only! Reading it will only spoil the adventure.
If you are a player rather than a Game Master read the *Seven Worlds Setting Guide* instead.

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introduction

"WHERE IS EVERYBODY?"

— ATTRIBUTED TO ENRICO FERMI, ON THE EXISTENCE OF ALIEN CIVILIZATIONS

Welcome to the second module in the *Seven Worlds* campaign! This epic, unforgettable odyssey places the heroes at the center of the greatest conflict humanity has ever seen, and puts its future in their hands.

At its heart, the story told in the *Seven Worlds* campaign is a tragedy, the story of the annihilation of humanity by forces far beyond its comprehension, and of a few heroes' efforts to turn back the tide. Other campaign's measure of success is the answer to the question "Did we win?" In this campaign, success or failure is measured in the answer to a different question: "Did we survive?"

This adventure continues where *Rumors of War*, the first *Seven Worlds* campaign adventure, left off. It is assumed you've already played that adventure before starting this one, but if you haven't you will still find lots of interesting and challenging scenarios for you and your players to enjoy!

ADVENTURE SYNOPSIS

This section gives a short overview of the *Seven Worlds* Campaign up until this point.

WHAT'S HAPPENED BEFORE

A *Mysterious Encounter*, the introductory adventure included in the *Seven Worlds Setting Guide*, told the story of a group of Circle officers who, while on a routine patrol next to the frontier planet of Nouvelle Vie, witness the appearance of a strange alien ship and see its awesome destructive power. As a result, the heroes were sent to Concordia, one of the most powerful planets in the *Seven Worlds*, and the headquarters of the Circle, to report on what they saw.

In *Rumors of War*, the heroes travelled to Concordia and met Epsilon Leader Antoine, leader of the Circle. Antoine told the heroes that the Psion Brotherhood had been secretly interested in these strange ship sightings, and asked them to go to Brotherhood Headquarters on Earth and request information on the sighting from the Brotherhood, using official

channels. Antoine also asked the heroes to investigate the mysterious disappearance of Dr. Luis LaMarche, a renowned scientist from Earth.

While attending Concordia's Centenary Celebration the heroes became involved in a terrorist attack that ended with the successful assassination of Governor Selnes, the leader of Bay Jing. Since Bay Jing and Concordia were bitter rivals, this assassination sparked the beginnings of an interstellar war.

When the heroes arrived at Earth they met the emissary of the mysterious alien benefactors known as the N'ahili. They also met the leaders of the Psion Brotherhood, including the famous Ganendra Nathan, but failed to get any clues to the identity of the mysterious alien ship they saw. Finally, they get to investigate Dr. LaMarche's disappearance and discovered he had been working on unspecified "improvements" to the Stellar Communications Network, the main technology that allowed the *Seven Worlds* to communicate.

WHAT'S HAPPENING NOW

When the heroes return to Concordia from Earth to report on what they have discovered, Epsilon Leader Antoine sends them on an undercover mission to investigate a curious deployment of ships made by the Concordian fleet as part of their war with Bay Jing. Apparently, Concordia has an ace in its sleeve in its fight against Bay Jing, and it is the heroes' job to find out what it is. An unlikely discovery ends with the heroes carrying information on a top-secret Concordian plan that could ruthlessly allow them to win the war in a single stroke.

The heroes finally arrive at Nouvelle Vie again, this time to expose the Concordian plot. The bulk of the Concordian and Bay Jingian fleets are about to meet in battle here. As the heroes prepare to witness the mutual annihilation of Concordia and Bay Jing, the sudden arrival of a third, unknown, fleet changes everything and forces humanity to choose between leaving their quarrels aside and joining against the darkness, or falling together.

The heroes barely escape with their lives and fly towards Concordia, carrying a desperate cry for help against an invader more powerful than all of them.

divided we fall

PART I: WAR SECRETS

This adventure begins as the heroes enter orbit around Concordia, returning from Earth. If you want, the trip back could be a great opportunity for side stories or encounters.

INTRODUCTION

As the heroes disembark at one of the orbit stations around Concordia, they are greeted by Epsilon Leader Antoine, who has flown all the way from the surface to talk to them up here.

Floating in zero-G through the corridors of the station, Antoine leads the heroes to a small meeting room and makes sure they are alone before speaking. He congratulates the heroes for their excellent work on Earth, and tells them that a couple of weeks ago the Psion Brotherhood sent him a digital packet of files related to the strange sightings in the frontier. He doesn't know yet how useful the files are but his team is reviewing them carefully.

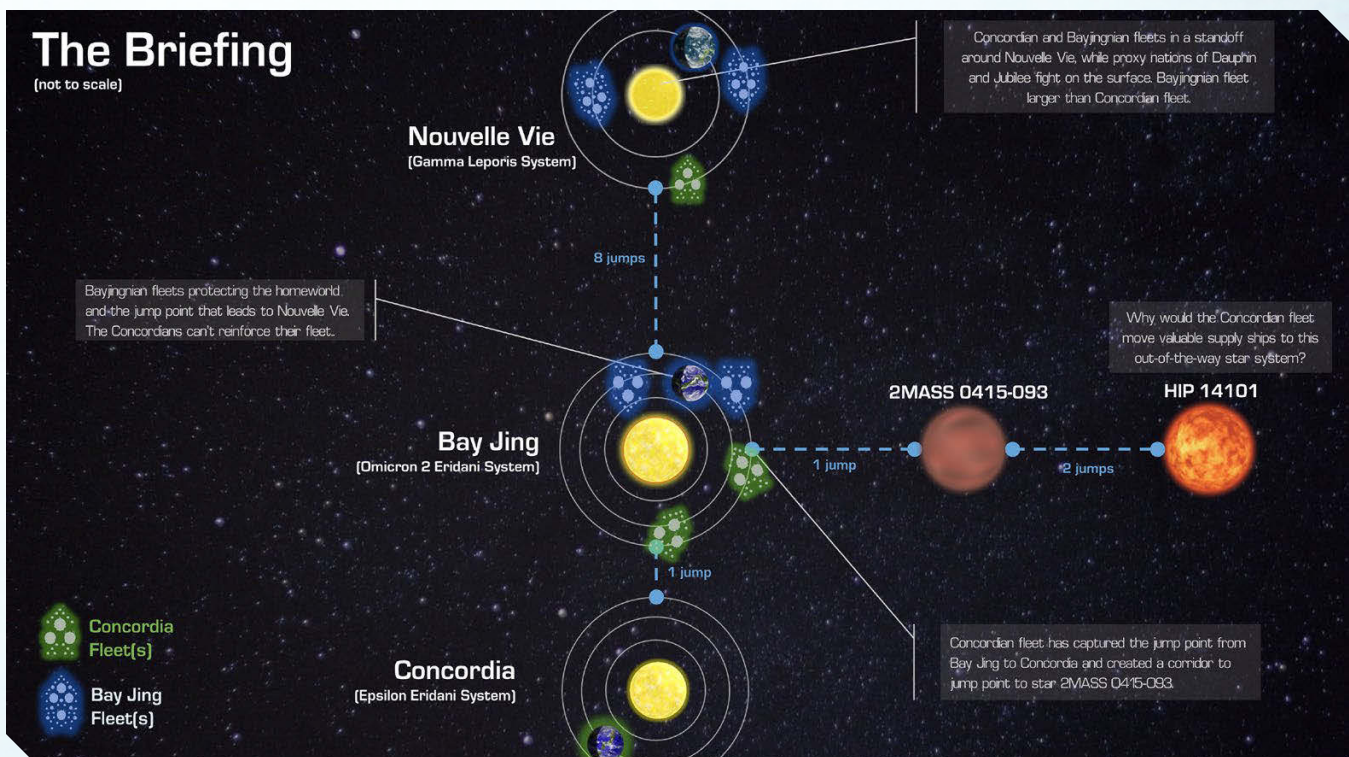
Antoine also asks the heroes about their investigation on Dr. LaMarche, and thanks them for their work there, too. He promises to keep an eye out in case Dr. LaMarche is seen anywhere in known space.

Antoine then grows serious, and gives the heroes their new mission, describing it as "a mission on the success of which millions of lives may depend."

THE MISSION

As the heroes should know by now, the war between Concordia and Bay Jing has begun, sparked by the cowardly assassination the heroes witnessed some time ago. There is fighting going on between the proxy nations of Dauphin and Jubilee in the planet of Nouvelle Vie, and the fleets of Concordia and Bay Jing around that planet are ready to go head-to-head to defend their protectorates. The Circle fleet and several EarthGov ships are trying to keep the peace, but it's just a matter of time before the war escalates.

Concordia's great disadvantage in this war is that Bay Jing lies in the path to Nouvelle Vie. This means it is very difficult for Concordia to move ships or supplies to Nouvelle Vie. Bay Jing is likely to win just because of this.



But four weeks ago, things changed. The Concordian Military Forces, led by General Carlo Ruehle (whom the heroes met in the previous adventure, *Rumors of War*), have invaded the Bay Jing star system, Omicron 2 Eridani, and captured the jump point between Concordia and Bay Jing. The Bay Jingnians fully expected to be invaded and mounted a defense of their planet, as well as of the jump point towards Nouvelle Vie. But strangely, the Concordian fleet did not move towards the jump point; instead, they have created a fortified corridor to a different jump point, to an uninhabited and supposedly worthless star system chain that ends at HIP 14101, a dead-end M3 star with absolutely no strategic value. In the last few weeks they have sent several dozen ships to that star system, including several of their largest and most powerful warships.

Why would Concordia waste time and resources on a worthless star? What are they hiding that is so valuable? That's where Antoine needs help. *The heroes must travel undercover to HIP 14101, find out what the Concordian military is planning there, and report back as soon as possible.*

Antoine then tells the heroes they have recently been approached by someone in a position to help. His investigators have concluded she is trustworthy, and the psionic tests have also given a positive result. Then the meeting room door opens and a tall woman in her forties, dressed in the uniform of the Concordian Military forces, enters the room. Epsilon Leader Antoine introduces her as Captain Ysabelle Dominic, captain of a Concordian military cargo ship called the *Weaving*.

THE 3-D MAP

The 3-D maps are one of the major attractions of *Seven Worlds*. If you have a compatible laptop or tablet, familiarize yourself with the map and use it frequently to explain to the players where they are and what is going on. You can start by setting the Introduction to this adventure with the 3-D map to give the heroes a sense of where they are and where they should go.

Visit <http://www.sevenworldsrpg.com> to download the 3-D maps.

Remember the 3-D map has different versions to reflect new routes being discovered and the changes to the *Seven Worlds*. Take advantage of this and give players, with the appropriate devices, access to the maps so they can explore by themselves.

Captain Dominic explains to the heroes that whatever they may think, she does not consider herself a traitor to her planet. She is not above killing every single Bay Jingnian soldier they come across. Although she does not know what secret her leaders are protecting, from several comments she's heard she believes whatever is in HIP 14101 is not only lethal, but will also be used against innocent civilians, in Bay Jing, Nouvelle Vie, or somewhere else. She trusts the Circle to be an impartial observer that will not give an advantage to Bay Jing, but will use whatever information it obtains to stop any atrocity and save civilian lives on all sides.

Captain Dominic is willing to pass the heroes undercover as "Concordian Officers" in her ship, which has been ordered to travel to HIP14101 transporting some supplies. They will need some minor training in Concordian dialects and accents, as well as fake IDTagging and DNA scanning, but should do fine provided they do not bring much attention to themselves.

Captain Dominic suggests loading the heroes' ship, the *Voyager*, into her "ship's sides." This is a tubular contraption with a passageway that connects several smaller spaceships to the *Weaving*, allowing the larger ship to transport other ships as well. The *Voyager* would have to have its identification tags changed so it can be ID'd as a Concordian ship. Provided no one looks at it too hard it should be relatively easy to hide it as a "new model" patrol ship created for the war.

Epsilon Leader Antoine expresses concern that the Circle has to resort to undercover missions, and on top of that to spying on the planet that hosts the headquarters of the Circle Foundation, but believes the recent behavior of Concordian leadership leaves him with no choice.

After answering any questions the heroes may have, Epsilon Leader Antoine asks them to report to Circle HQ on Melissant, where they are being expected. There a new fake IDTag is inserted in their bodies, their real IDTag is temporarily disabled (a difficult and very uncommon procedure) and special DNA traces are put in place for routine DNA scans.

After being thus prepared, the heroes undergo a few days of crash-study in Concordian Military Forces habits. They will learn to imitate specific dialects and idioms as well as memorize a fake identity and background. In game terms, encourage each player to create their own fake name and identity, then have him or her make a Smarts roll, representing how well they studied. A bonus or penalty may be applied to the roll depending on how good a job the player made when inventing their identity. No Bennies may be used on this roll. Each success and raise gives the hero a

temporary +1 bonus to all Stealth and Persuasion rolls related to faking their identity while dealing with Concordians during their mission. This temporary bonus disappears when the heroes are discovered in Scene #2.

Once they're done, the heroes are provided with uniforms and sent back to orbit so they can accompany Captain Dominic back to her ship. The Circle has already taken the *Voyager* to an orbital depot to make ship identification changes so it will pass a casual inspection and resemble a Concordian ship. Once the heroes board the *Weaving*, the *Voyager* is placed with the other ships in the ship's sides.

SCENE 1: INTRASHIP POLITICS

For the next few weeks, the heroes are spies aboard the *Weaving*, pretending to be lower officers in the Concordian Forces. Their cover story is that Command is quickly promoting people who are "not quite ready", and thus the heroes have been assigned to the ship after serving for quite some time in an unspecified mission far from Concordia. Captain Dominic has avoided interacting with them since they arrived.

The trip to HIP14101 can be as detailed or uneventful as you wish. The heroes may have to deal with suspicious crewmates or awkward questions in the mess hall or the bunk rooms or even a fight or two (with Morenne being the most likely antagonist). The bonus to Stealth and Persuasion rolls the heroes may have obtained to fake their identity may be useful during these encounters.

What follows is a short list of NPCs you may use to create your own encounters during the trip:

- **Lieutenant Eustace Morenne:** A cruel, bad-mouthed middle officer, Morenne takes a disliking to the heroes immediately. He hates Captain Dominic and believes (correctly) they are here because of her. He is not above antagonizing the heroes in a mess room, and would enjoy ambushing them in a lonely passageway if he thinks the heroes are not who they are. Morenne leads a small band of bullies (use stats for Typical Soldier) who distribute drugs and other illegal tough stuff within the officer corps of the *Weaving*, and who would help him with such an ambush.
- **Wiley the Cook:** Although most food is produced automatically on ships nowadays, a cook can still make a difference between tasteless and wonderful meals. And Wiley is gifted in that respect; the mess hall in the *Weaving* serves some of the best food in the fleet (for a military ship mess hall, of course). Wiley likes newcomers and serves them a "special

recipe" on their first day on the ship. He knows more ship scuttlebutt than anyone else in the *Weaving*. He's worried about First Officer Gruethe and is looking for ways to help him out.

- **First Officer Donald Gruethe:** The slim, quiet Gruethe is normally efficient and a good complement to Captain Dominic. Although they have never become close friends, they have served together in other ships for many years. That's why Captain Dominic is worried about Gruethe's recent lack of effectiveness. Gruethe now appears tired, distracted and moody, and this is affecting results. Unbeknownst to most people, Gruethe has recently become addicted to Peak, one of the most popular drugs in the *Seven Worlds*, and the results are showing. Morenne is behind the supply of Peak in the ship, and thus he is gaining significant influence and power over the First Officer.
- **Private Charlot Bigelow:** The large Private Bigelow is apparently everywhere at once. The heroes always end up bumping into him in passageways, the mess room and even the head. His habit of turning up at the most inappropriate moments may make the heroes suspicious of him. In truth, Charlot Bigelow is just an unlucky young man who always ends up in the wrong place at the wrong time.
- **Specialist Paulette Montminny:** Miss Montminny is officially a civilian expert on interspatial communications techniques, and has thus been assigned by the High Command to support a secret communication technology experiment at HIP 14101. In reality, Paulette Montminny is a Concordian spy investigating Captain Dominic. High Command is suspicious about Dominic's loyalty and has assigned Montminny to find out if she is up to anything treacherous. If Montminny discovers the heroes' secret, she will show her true identity, round up a group of soldiers, and kill or capture both Dominic and the heroes.

When the *Weaving* reaches Omicron 2 Eridani, Bay Jing's system, read or paraphrase the following:

A few hours ago, the Weaving made the jump to Omicron 2 Eridani, Bay Jing's star. As you know, this jump point has been captured by Concordian forces. When you arrive, you are surprised at the number of Concordian ships protecting the jump point. On the starmaps you see Bay Jingian forces far away, aching to recover their jump point but not daring to leave their home planet undefended for long. This humiliating situation is obviously unsustainable.

Several Concordian warships form a virtual corridor in space, not to the jump point to the star system that leads to Nouvelle Vie, but instead to the jump point that leads to an obscure star called 2MASS 0415–093, which in turn leads after a couple of jumps to the dead-end star HIP14101. This jump point is also protected by several Concordian ships. Your mission is to discover what about this star system is so important that Concordia would devote so many resources to it.

SCENE 2: BLOWN COVER

When the Weaving arrives at HIP1101, read or paraphrase the following:

Finally, you arrive at HIP14101. At first nothing seems out of the ordinary in this uninhabited, out-of-the-way star system. Then your screen lights up with dozens of points, marking the locations in space of many starships. It is a fleet of Concordian warships, floating in space a few days away from you! The Weaving receives immediate orders to move towards the fleet. "What could all these warships be doing in this out-of-the-way backwater?," asks [Insert hero's Assistant's name here].

Several days later, as you are looking out the screen in one of the Weaving's meeting rooms, a message appears on your AR lenses and on every wall-screen: "Prepare for jump. Prepare for jump."

The heroes should realize part of the Concordians' secret: There is a jump point here! But where does it lead? If a hero realizes what is happening, give him or her a Benny. Otherwise, have an Assistant gently explain what this means.

After the heroes have realized the implications of there being a jump point here, read or paraphrase the following. The text below assumes Morenne discovered who the heroes are and is about to kill them. If Morenne is dead or taken care of, replace him with Paulette Montminny, or with a new NPC.

Just then your screen changes, and a horrifying image appears in front of you. It's Captain Dominic, seriously wounded and covered in blood, lying on the floor in what appear to be her quarters, which have been ransacked and destroyed. "Run!," she whispers, looking at you with wild eyes. "Morenne has discovered everything! He knows who you are! He is going there to kill you right now! Leave!"

Just then the door opens behind you and a crazed-looking Lieutenant Morenne enters, followed by several soldiers and guards, as fully armed as he is. "Circle Spies! You will not leave with what you know!," he orders the guards, who raise their weapons to fire.

Once again the heroes are unarmed, but this time their enemies are not.

The heroes begin the battle in front of the screen on the top-right side of the room, while their enemies enter through the west and south doors. Remember to use the rules for microgravity and superconductive magnetic arrays (see the *Seven Worlds Setting Guide*).

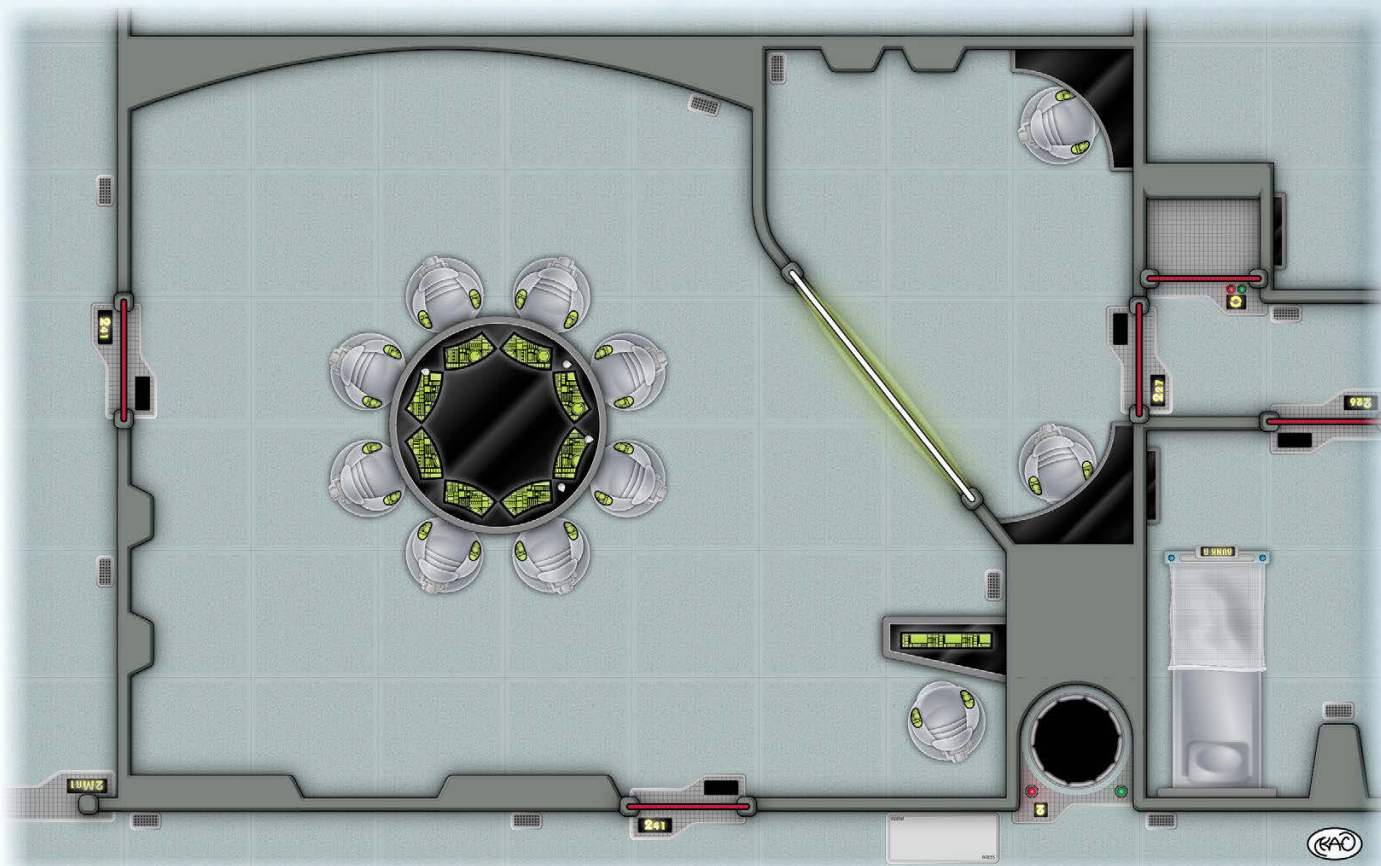
The chairs and table are securely fastened to the floor, and have special belts and superconductive materials designed to allow characters to withstand space combat without gravity. They have Toughness 10 and give Medium Cover (–2) to characters crouched behind them.

The only objects available in the room are some magnetic glasses and cups, and some digital books. They are all magnetically fastened to a surface but can easily be taken. They all count as Improvised Weapons of small size.

The following special Assistant actions are available:

- **Room Doors:** After entering, the assailants digitally lock the doors to the room so no one can escape. An Assistant can unlock the doors by spending a Benny and making a successful Hacking roll with a +2 bonus.
- **Glass Screen:** The diagonal wall on the northeast side of the room has a large thick glass screen used to project special 3-D strategic maps. The glass screen separates the conference chamber from a control room. This screen can be broken by a strong hit or a bullet, and has Toughness 8. It can also be broken if an Assistant overloads its circuits (Hacking roll, requires the player to spend a Benny). If the glass screen is broken in any way, glass spills out everywhere. Place a Medium Burst Template centered on the glass wall where the shot hit (use common sense to determine this), or at its center (if an Assistant overloaded it). Any character under the template suffers 2d6 damage. This damage does not Ace. Assuming the window is broken, the heroes can escape through the control room.

In the third round of combat (or when you think it is appropriate) the ship jumps! Everyone in the ship suffers the effects of Jump Disorientation (see *Seven Worlds Setting Guide*).



The combat ends when either all the soldiers are dead, or when all surviving heroes leave the room.

(If the heroes fall or are captured, Morenne grudgingly takes them to the ship's brig, where an ordeal of interrogations awaits them, as well as an opportunity to escape, which you as a GM should give them).

- **Concordian soldiers (2 per hero):** Use stats for Typical Soldier (See page 32). They are fully armed.
- ★ **Lieutenant Eustace Morenne:** Use stats for Veteran Soldier (See page 32). He is fully armed.

SCENE 3: THE SECRET

Assuming the heroes dealt with all their enemies before leaving the room, they can take the firearms of any fallen enemies and take a short breath. If the heroes escaped the room but left some enemies alive behind, proceed directly to the Chase below.

Hopefully a hero will think of asking where they are now that the *Weaving* has jumped. If none of them do, have an Assistant ask.

It does not take long for anyone querying the ship's internal V-World network (either a hero or an

Assistant) to discover they are now in the Delta Eridani star system, 6.5 light-years from their previous location at HIP14101. This is remarkable because no known jump point between these two stars was previously known to exist. The Concordians have discovered a new jump point! Even more remarkable, Delta Eridani is just three known jumps away from Nouvelle Vie. The Concordians have found a back door through which to send a fleet to Nouvelle Vie and defeat Bay Jing in one stroke!

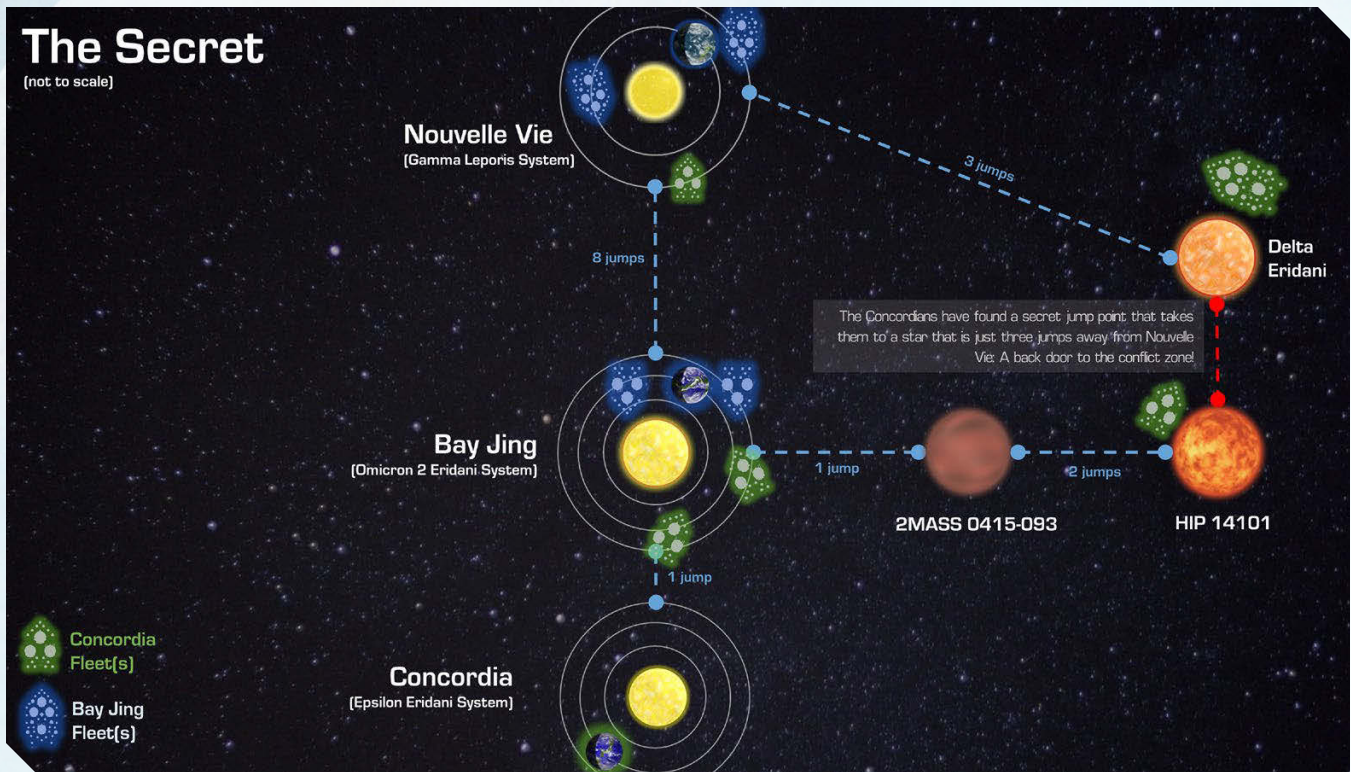
Assistants should nudge the heroes towards the correct course of action: The heroes need to report this information to the Circle. Since they are not in a star with a Stellar Communications Network station they need to get to one as soon as possible, and the closest star within the Stellar Comm Network is Nouvelle Vie itself, three jumps away. And since the heroes' cover is blown, they will have to get there on their own. The heroes' ship, the *Voyager*, is in the *Weaving's* ship's sides. It is time to use it.

THE CHASE

Just when the heroes have figured out the secret (or when things are getting too slow) the ship's alarm blares, and the heroes hear the sound of approaching troops. A Chase begins!

The Secret

(not to scale)



Use the Chase rules from *Savage Worlds*. The Chase lasts five rounds, and uses Agility as the maneuvering Trait, modified by the rules for microgravity and superconductive magnetic arrays. Divide the enemies into as many groups as you feel are appropriate. Some typical obstacles in the chase include closed doors, dead-ends, glass walls, and such. Fortunately Morenne did not think to remove the heroes' authorizations from the system before attacking them, so all doors open for the heroes.

The following special Assistant actions are available:

- Weaving Active Map:** An Assistant can hack into the *Weaving's* system to get a map that tracks the location of all enemy soldiers trying to stop the heroes, as well as the best routes to reach the *Voyager*. If a hero spends a Benny, an Assistant may attempt this by making a successful Hacking roll. If successful, the Assistant projects a map overlay of the situation on every hero's lenses. From that round up until the end of the chase the Assistant can, on his owner's Action Card, make a free Investigation roll to read the map and plot the best course. This represents how well the Assistant is detecting the heroes and their enemies' positions and strategy. With a success, all heroes add a +1 to their Chase Agility roll; with a raise, the bonus to the roll increases to +2.

If the heroes bring down most of their enemies before the chase is over, simply have more soldiers arrive.

After five rounds of chase, the heroes reach the *Weaving's* ship's sides.

- Concordian soldiers (2 per hero):** Use stats for Typical Soldier (See page 32).

THE SHIP HOLD

Read or paraphrase the following:

You barely reach the Weaving's ship's sides. The five smaller ships the Weaving transports are not inside, but outside it, connected to the main ship via a short corridor and several superconductive clamps. The room you are in is merely the location to which two of the five ships connect. One of these ships is the Voyager, carefully camouflaged to resemble a Concordian vessel.

A glance at the control panel for your ship shows that the superconductive clamps are protected, and the hatch to your ship is locked. You will need to find out a way to release your ship if you expect to escape.

More soldiers are approaching! You do not have much time!

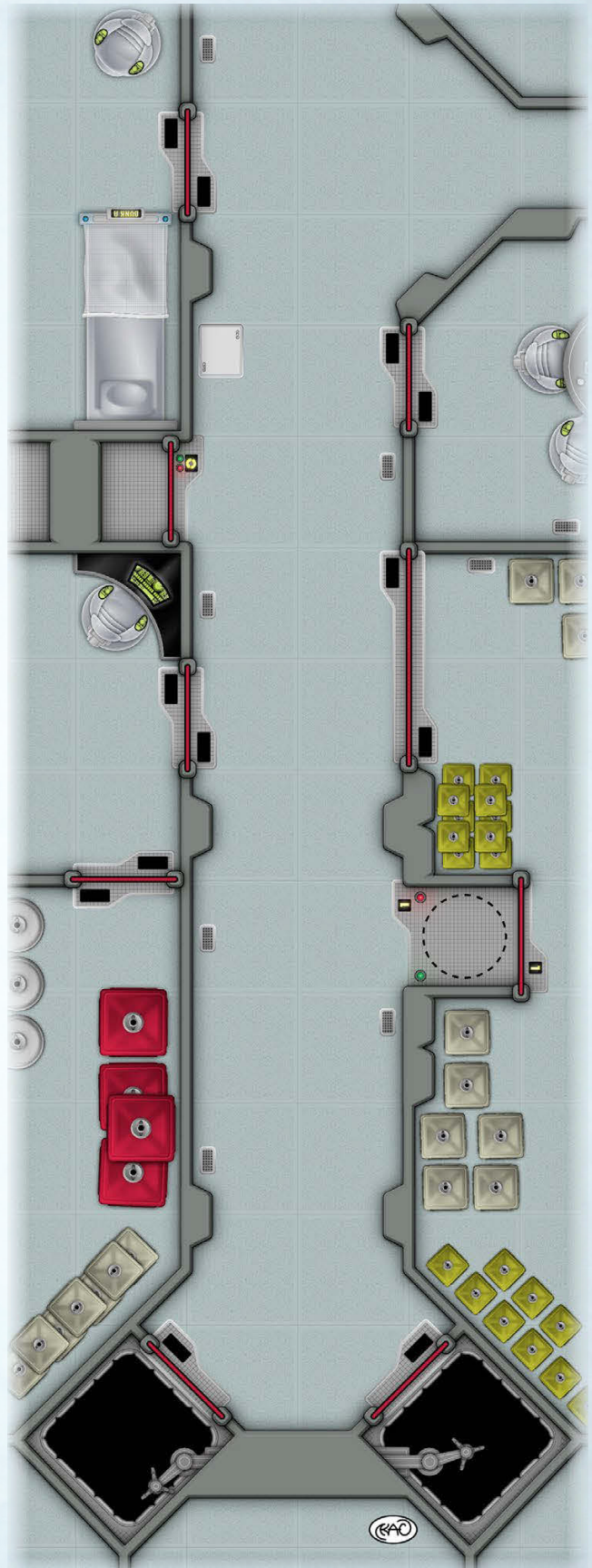
The heroes begin combat on the southernmost side of the corridor, next to the hatches. The closed door to the southeast takes the heroes to the *Voyager*. The heroes' enemies begin at the north end of the corridor. Remember to use the rules for superconductive magnetic arrays.

The following special Assistant actions are available:

- Superconductive Magnetic Arrays:** If a hero spends a Benny, an Assistant may try to control one of the superconductive magnetic arrays to magnetically pin an enemy against the wall. This uses the Grappling rules from *Savage Worlds*, but with the initial opposed roll being between the Assistant's Hacking skill and the victim's Strength trait. On his turn the victim may attempt to escape only with a Strength roll, again opposed by the Assistant's Hacking skill. The -2 penalty for microgravity applies to all Strength rolls. The Assistant cannot use this maneuver to inflict damage on the victim (other than the initial Shaken result with a raise).

In order to escape the heroes have to complete the following tasks:

- Hack into the ship bay system.** This requires a hero to spend an action and work the bay's control panel (located next to the southeast door), making a successful Hacking roll with a -2 penalty. This roll can be made by the hero or his or her Assistant, but only one hero or Assistant may be attempting this roll per round. Also, the hero needs to be next to the control panel to make this roll, even if the roll is made by the Assistant.
- Open the hatch door to the *Voyager*.** This requires the hero or Assistant who succeeded at the previous Hacking roll to spend another action making a second Hacking roll, this time with no penalty. With a success, the hatch door to the connecting corridor to the heroes' ship opens. Note that the connecting corridor does not have superconductive arrays so only the microgravity rules apply.
- Prepare the *Voyager* for takeoff.** With the hatch doors open, a hero needs to enter the vertical shaft to reach the *Voyager*'s control room and activate the ship's fusion reactor (this task cannot be performed by an Assistant). Assume the hero who decides to do this takes one full round to reach the *Voyager*'s control room, during which time the hero's token is removed from the tabletop. On his next turn, the hero must make a successful Piloting roll with a -2 penalty to have the ship ready to depart. Note that this activity and the activity on step #4, below, can be performed simultaneously by different heroes.



LEGEND



Settled Star System



Space Station / Human Outpost



Uninhabited Star System



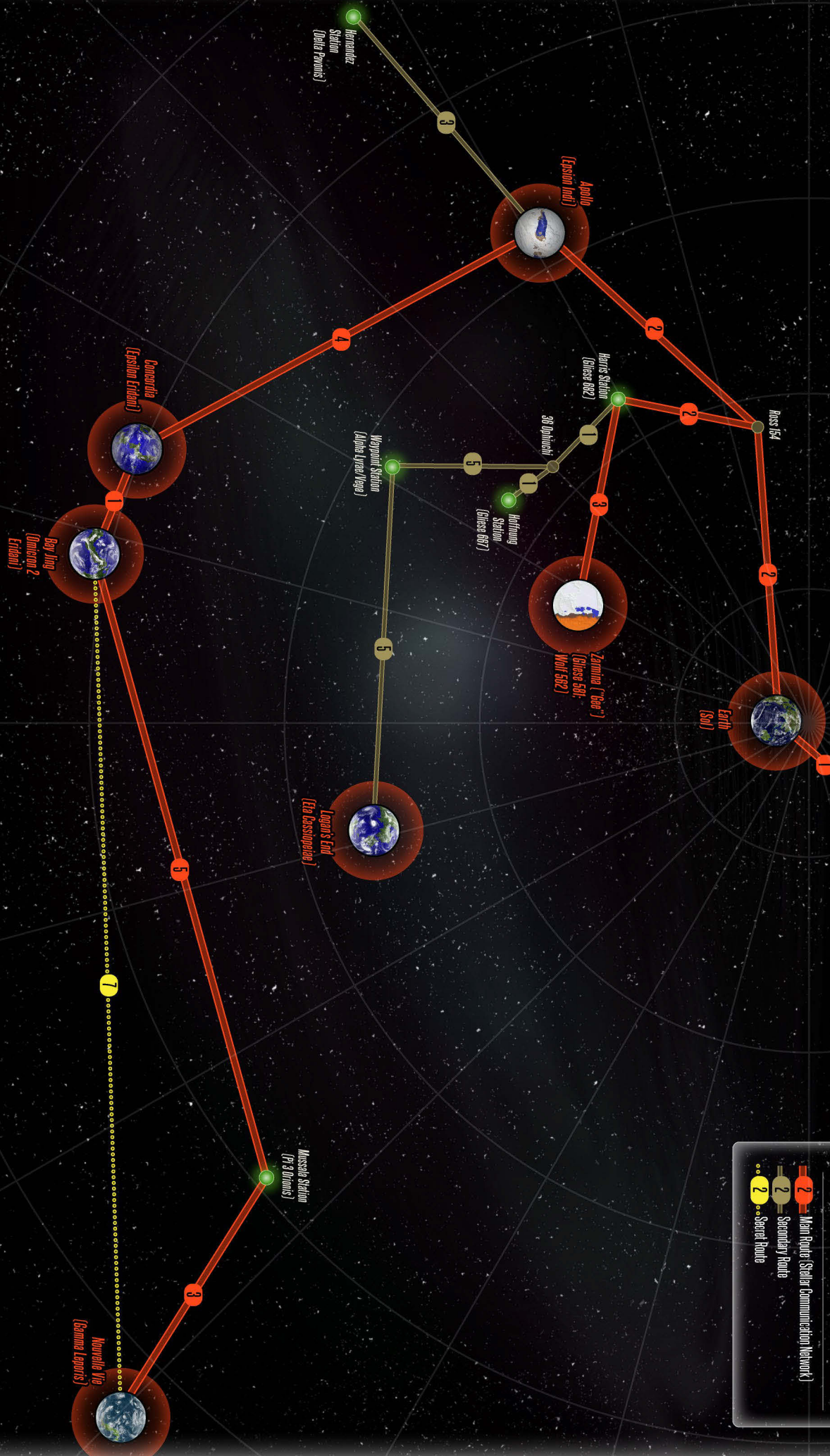
Main Route (Stellar Communication Network)



Secondary Route



Secret Route



SEVEN WORLDS



LEGEND



Satellite Star System

Space Station / Human Outpost

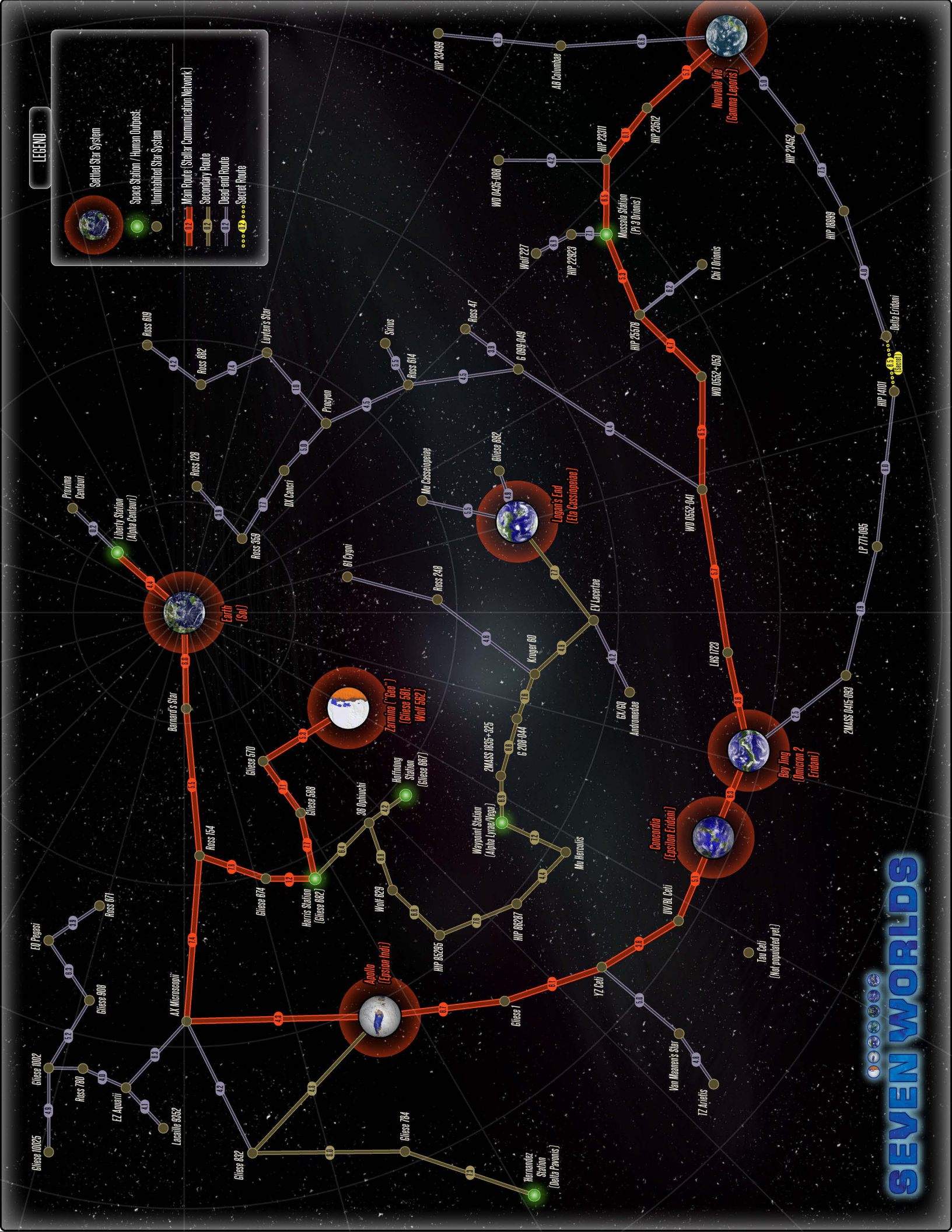
Uninhabited Star System

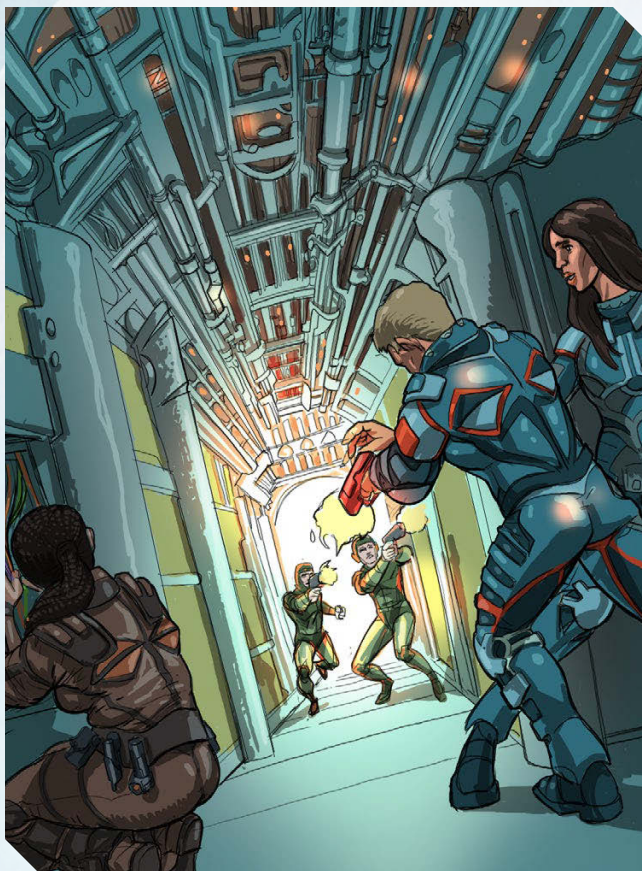
Main Route (Stellar Communication Network)

Secondary Route

Dead-end Route

Secret Route





USE THE SPACE MAPS

This is another great opportunity to help the players understand the situation. You can use the updated 2-D map we've included here or take advantage of the 3-D Maps available for *Seven Worlds* and show the connection between the planets in 3-D!

4. **Remove the superconductive clamps.** The hero in the ship bay's control panel has one more task to perform: The superconductive clamps that keep the *Voyager* from departing must be released. This requires an additional Hacking roll with a -2 penalty, and can be performed by an Assistant. Note that this activity and the activity on step #3, above, can be performed simultaneously by different heroes.
5. **Board the ship.** All heroes must board the ship before the hatch can be closed and the ship can leave. No roll is required for this, but heroes must be able to enter the passageway that connects to their ship, considering the microgravity rules.

Assuming the tasks above are performed successfully, the heroes have managed to escape

the *Weaving* and are now accelerating at full speed towards the first jump point to Nouvelle Vie.

But the Concordians are not done with them yet.

(If the heroes don't manage to escape in time, they are roughly treated and taken to an interrogation room. After a few days of harrowing interrogations, the heroes are executed. You are encourage to give them opportunities to escape their captors before then).

- **Concordian soldiers (3 per hero):** Use stats for Typical Soldier (See page 32).

SCENE 4: ESCAPE!

Read or paraphrase the following:

As you blast off into space, you are aware of the huge responsibility you carry. A secret that can change the fate of the war is in your hands, and you must report it to Epsilon Commander Antoine, and fast.

The Weaving did not make the jump alone; several other ships jumped with it. You are astounded at the size of the fleet Concordia is preparing. There are several unmanned laser and particle beam platforms, as well as unmanned missile platforms, remotely controlled by two large battleships. There is even a refueling station somewhat farther along the star system, collecting ³He and other materials to refuel the fleet. Building and preparing this fleet must have taken a long time.

You do not have time to ponder too much on this, though, as your ship is suddenly moved about by an energy hit. One of the battleships is firing at you!

A space battle begins!

Fortunately for the heroes, the Concordian fleet was not expecting to fight an escaping ship, and thus most are not ready for battle. The heroes "only" have to avoid one Battleship, one Patrol Ship, and the *Weaving* itself in order to escape.

Place ten markers in a line on the tabletop, and place the *Voyager* on the first token, facing away (escaping from the battle). The *Weaving* begins combat four SUs away (on the fifth token); the Concordian Patrol Ship begins combat six SUs away (on the seventh token); and the Battleship begins combat eight SUs away (on the ninth token). All enemy ships are facing in the same direction as the *Voyager*, pursuing it.

Each enemy ship gets its own Action Card. The enemy ships are unprepared for combat in the first round, and will only fire one laser cannon per ship.

Starting on the second round they will fire up to two laser cannons per ship. The ships will switch to missiles only if they get to close the range.

Make it clear to the players that the goal of this chase is not for the heroes to beat the enemy, but to escape them by achieving a distance of more than ten SUs. If the heroes are still new to space combat, you should let them know via a comment from an Assistant that the enemy ships' most effective tactic at this distance is to try to blow up the heroes with their lasers. Thus, it might work to the heroes' advantage to raise the Coulborne Shield effectiveness by using their Shield Effects.

When the heroes have left the last enemy ship behind they have effectively moved at an acceleration that makes it impossible for any Concordian ships to catch them. The closest jump point is now HIP 18899 on the route to the Gamma Leporis System, where Nouvelle Vie is located.

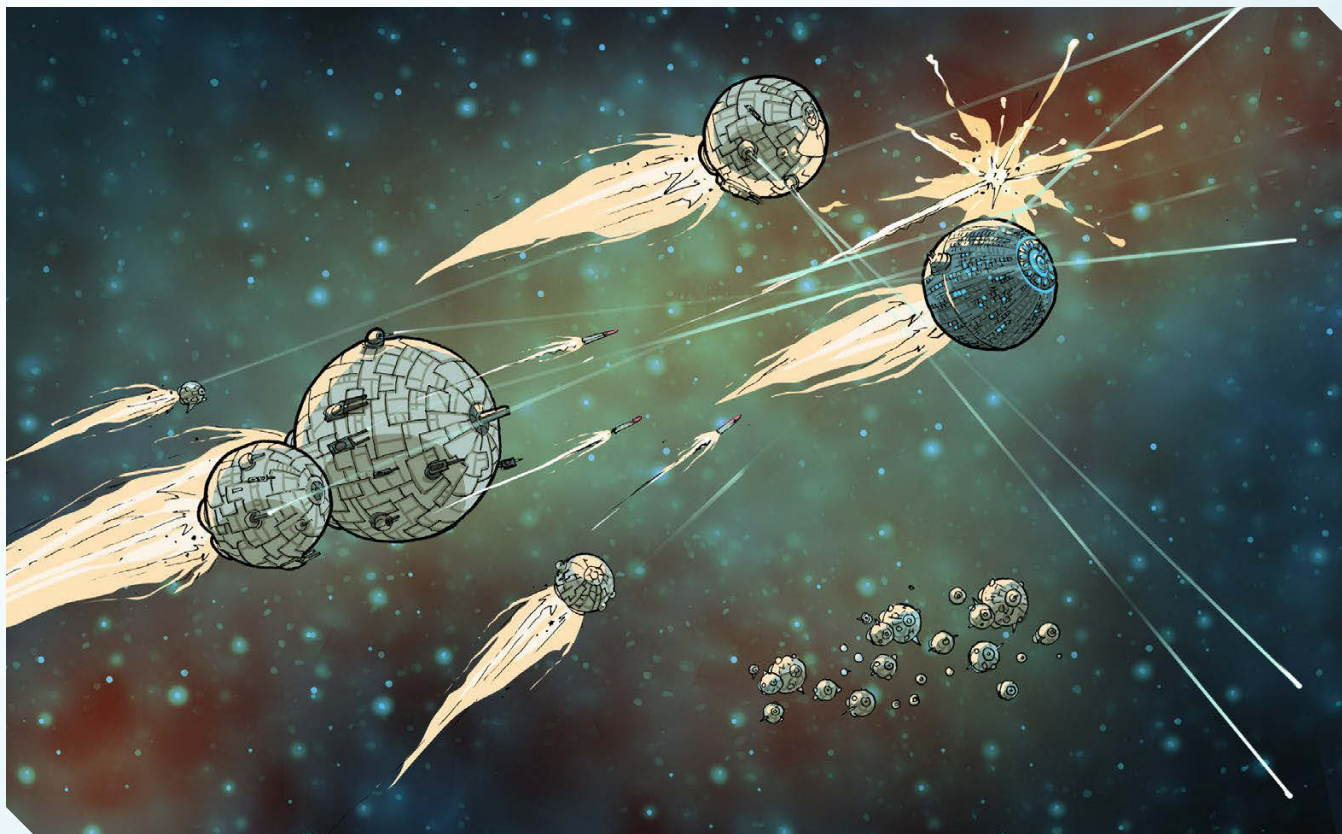
- **The Weaving (Concordian Supply/Troop Ship):** Use stats for Troop Ship, see page 35.
- **The Ambreville (Concordian Battleship):** Use stats for Battleship, see page 33.
- **The Ruthgantt (Concordian Patrol Ship):** Use stats for Patrol Ship, see page 34.

SCENE 5: SHOWDOWN IN NOUVELLE VIE

The three-week trip to Nouvelle Vie is uneventful, and the heroes have time to make any needed repairs to their ship.

Unfortunately for the heroes, the Concordian fleet has stationed small courier vessels next to the jump points on the route from Delta Eridani back to Bay Jing. Using this makeshift Comm Network they can thus send messages within hours to the ships in the Bay Jing system. From there, it is easy to use the Stellar Comm Network to get an emergency dispatch to Nouvelle Vie. Therefore the Concordians in Nouvelle Vie know what has happened before the heroes arrive.

This new situation places General Carlo Ruehle, leader of the Concordian forces, in a dilemma. Since the secret Concordian fleet will still take a few more weeks to arrive from Delta Eridani, General Ruehle has to eliminate the heroes before they warn the Circle if he wants to keep his secret. On the other hand, he can't just move a large chunk of his fleet in Nouvelle Vie to the supposedly worthless jump point to HIP23452 without attracting undue suspicion from the Bay Jingnians. He therefore sends a couple of heavily-armed Patrol Ships on "military exercises" close to that jump point.



In the case of the heroes, their best course of action is to jump into the Nouvelle Vie system and send a message to Circle Headquarters at Clarke Station and to Delta Officer Bryce Saucedo. Once they complete their jump into Nouvelle Vie, this transmission should take about 8 minutes to reach Clarke Station, and it should take 8 minutes to get a response (and days to get reinforcements or military help against the Concordians).

AMBUSH

This is a very tough combat, so make sure the heroes are loaded up on Bennies and Shield Effects, and their ship is in as good a shape as possible. Any missiles spent in the previous combat cannot be recovered.

As soon as the heroes jump into Nouvelle Vie, have them make the appropriate rolls to avoid Jump Disorientation (see *Seven Worlds Setting Guide*). Any heroes who are not Shaken find a surprise in store for them: Their enemy is expecting them!

Read the following to the heroes:

As you reorient yourselves after the jump your alarm sensors sound as the screens around you flicker. Two Concordian Patrol ships are just a few tens of thousands of kilometers away from you, ready to attack! As the first volley of missiles launches, you receive a message from your enemy:

"Spies, we've been eagerly awaiting your arrival! We cannot allow you to tell what you know. We will win this war with Bay Jing soon, but you will not be there to see it!"

The two enemy Patrol ships begin combat one SU away from the *Voyager*, with the heroes' ship and the enemy ships facing each other. The enemy Patrol Ships begin the battle On Hold (use Shooting in lieu of Agility to resolve who goes first). Since the heroes are surprised, have any heroes who are not Shaken by Jump Disorientation make a Notice roll to see if they get an Action Card, as per the standard Surprise rules. Shaken heroes get no Action Card.

In their first round, both Patrol Ships fire as many NNEMP missiles as possible at the *Voyager*. Given the initial distance, the missiles take one round to reach the *Voyager*. NNEMP missiles are designed to disable the ship's electronics before the heroes can transmit what they know (see the *Space Combat* section of the *Seven Worlds Setting Guide* for the game effects of NNEMP missiles). Both ships will continue to fire NNEMP missiles until either they run out or the heroes manage to transmit their message. Then they will switch to laser beams.

The enemy is trying to keep the heroes from transmitting what they know to Clarke Station. If the heroes have not realized this, have an Assistant suggest they might want to send a message explaining what they know before it is too late. Assuming the transmission electronics are working (no NNEMP effects) making the transmission is a Dramatic Task using Knowledge (Ship Ops) as the relevant skill. Although this roll is a free action, the entire Dramatic Task may only be performed by a single character, and is not cooperative. If the heroes manage to transmit the message give them an extra Benny for their success.

This may be a good time for an Assistant to remind the heroes that the benefit generated by a "Move Shield Center" Shield Effect applies to the Pilot's roll to evade missiles.

Remember that a ship that has just jumped must wait an hour before jumping again. Therefore it is not possible for the heroes to jump back to escape.

- **Concordian Patrol Ships (2):** Use stats for Patrol Ship (see page 34), but each ship carries a missile total of 8 NNEMP Missiles (Damage 3d6; AP 10; HW; special).

AFTER THE BATTLE

Once the heroes win the battle, they can proceed to transmit their explosive message to the Circle if they hadn't done so. As they begin their trip to Clarke Station, an escort of Circle ships arrives to protect them from any further Concordian attacks (the escort can pick them up at the jump point if their ship was seriously damaged).

After a few days, the heroes arrive at Nouvelle Vie. Read or paraphrase the following:

Nouvelle Vie looks distinctly different from the last time you saw it, several months ago. Several fleets surround the planet: The Concordian and Bay Jingnian fleets look on each other from a safe distance, while EarthGov and Circle forces form a buffer between them. You've read from the latest reports that the planet itself is a mess, with the conflict between Dauphin and Jubilee costing thousands of lives.

The diplomats have been working overtime in the last few days after the bombshell you've dropped. It was all the Circle and EarthGov could do to keep the Bay Jingnian fleet from attacking the Concordians there and then. The Stellar Comm Network has been extremely busy with urgent messages between all involved planets, trying to figure out what to do.

As you enter Delta Officer Bryce Saucedo's office again, you marvel at how much you have been through these last months. She looks as grumpy as ever, but has the added stress of three days without sleep. Even so, she forces a smile. "I guess Antoine was right about you after all. What a scoop you got! Of course, now that the cat's out of the bag, I don't see ANY chance that we can avoid all-out war. We'll repair and re-arm your ship immediately, and send you to support the Circle fleet."

If the players enjoy being debriefed, Saucedo proceeds to ask them for a detailed recount of their adventure, which she fills with exclamations of surprise. After the chat, she muses on the many powerful enemies the heroes have made.

Suddenly, a beep and flash comes from Officer Saucedo's desk. She looks at it and then back at you, worry in her eyes. "The 'secret' Concordian fleet has just appeared at the jump point from HIP23452, where you just arrived from. It will be here in a few days." She lets out a tired sigh. "I do not know how this is going to end, but it does not look good. Whatever happens here in Nouvelle Vie between the fleets, Concordia and Bay Jing will almost certainly attack each other's homeworld now. We must stop what we can, and save them from themselves."

After a short silence, she continues. "I wish to congratulate you for what you've achieved."

WHAT IF THE HEROES LOSE THE BATTLE?

If the space battle ended with the heroes surrendering (for example, because their ship was too damaged), the enemy is under orders to kill them. However, you should allow them a chance to persuade their captors that they are more valuable alive than dead. Assuming a series of successful Persuasion rolls and a bit of role-playing, the heroes might be taken in custody by the crew of the Concordian Patrol Ships. If the heroes have already sent their warning message, the Circle may arrange a prisoner exchange as part of the diplomatic ruckus that follows. If the heroes have not sent their warning message yet, an entire new adventure could be built around the heroes trying to escape or attempt sending the message from the Concordian ship itself.

Today, you have made the Circle proud. Now go back to your ship, and await further orders. War will begin in a few days, and we must be ready." And with that, you are dismissed.

PART II: THE BEGINNING OF THE END

The story continues a few days later, when the heroes' IDTags have been reactivated, and the fake ones removed. If the *Voyager* was damaged but serviceable, it is now fully repaired and loaded. Otherwise, the heroes have just been issued a new Circle Patrol Ship with the same statistics as their previous one, and a new name which the players can choose.

The heroes are in orbit around Nouvelle Vie when they receive a call from Delta Officer Saucedo, who explains that the time has arrived: The Concordian and Bay Jingnian fleets are now less than one light-minute away from each other. Soon they will be close enough to exchange laser fire.

The Circle and EarthGov cannot stop the fleets from slaughtering each other; all they can do is protect civilian ships from the crossfire, and try to stop any atrocities from occurring (such as someone trying to bomb the planet). The Circle has provided several Settler Ships to evacuate any Nouvelle Vie citizens who want to leave the chaos of the war on their planet, regardless of their nationality. The Psion Brotherhood has posted psions on the ships to help calm down the passengers. These Settler Ships with their civilian passengers must be protected at all costs.

Delta Officer Saucedo's orders are clear: All Circle ships, including the heroes' ship, are to spread around the planet facing both fleets. *The heroes are not to enter combat or get involved unless non-combatants' lives are in danger or they are themselves deliberately targeted and fired upon.*

SCENE 6: BAD OMENS

This scene lists several encounters you might want to run for the heroes in the few hours before the battle begins. If possible, each event should apply to a different hero.

HACK

One of the heroes gets a virtual message tagged as "high importance," from an unknown sender. The hero's Assistant is (virtually) present via the AR interface when the hero opens the message. Suddenly, the

AR interface flickers, the hero's Assistant dissolves into a rain of pixels and thousands of "Unauthorized Information Access" events flash around the hero's vision. The hero's files are being hacked!

After a few seconds, the hero's AR interface goes to black, except for a sentence blinking in sickly green letters:

We Won't Forget—CMF.

CMF stands for Concordia Military Forces, whom the heroes just humiliated in the previous Scene.

Have the hero or his Assistant (hero's choice) make a Hacking roll with a -4 penalty. With a failure, the Assistant permanently loses one skill die chosen at random. For example, an Assistant's d6 Investigation skill might go down to a d4. If a skill was already at d4, it is lost. The Skill Module that used this skill is permanently damaged and cannot be fixed; if the hero wants to recover his Assistant's skill he must discard the current Skill Module and buy a new one of the appropriate capacity.

No matter what they try, the heroes cannot discover the source of the hacking message.

GOOD-BYES

If a hero has a strong background connection to friends or family in Nouvelle Vie and the player enjoys role-playing scenes, this may be a good moment to run one in which the connection calls the hero to wish him or her good luck, or to share the difficulties of life on the surface (breakdown of government, lack of supplies, etc.). If appropriate, the hero may also learn that another close family member has decided to evacuate via one of the Settler Ships. Having a personal stake in the survival of a Settler Ship may generate interesting roleplaying opportunities for the players later in the campaign.

If both you and the player decide to play this event and it works well enough, the player should get a Benny for the effort.

A STRANGE REPORT

One of the heroes' Assistants shares the following curious information with the heroes. Two days ago, Circle HQ in Clarke Station received a message from a research ship arriving from the jump point at AP Columbrae (where the events of the introductory adventure, *A Mysterious Encounter*, took place). While exploring the planets around star HIP 33499, which is two jumps away from Nouvelle Vie, the research ship detected several unusual energy spikes in the region, corresponding to objects that were moving very fast. The energy spike signatures sent by the research ship

correspond to those generated during the strange event the heroes witnessed some months ago.

With the impending battle between Concordia and Bay Jing, this report, along with countless others deemed non-critical, have been filed and ignored with no action taken, until the Assistant found it during a routine search.

What the heroes decide to do with this information is up to them, but most likely there is not much for them to do other than ponder the significance of this event.

SCENE 7: PAYBACK

When you are ready to get the action moving again, read or paraphrase the following:

As you stare in horror at your screen, the first laser beam exchanges between the Concordian and Bay Jingnian fleets begin. Much of the carnage is between the unmanned laser and missile platforms in the frontlines, which skewer each other while controlled by the ships in the back lines.

To planet-bound humans it is sometimes difficult to understand the complexities of three-dimensional space battle strategy. Multiple fleets of ships attack each other from different angles, in a complex and constantly-changing dance of death. There are also cruisers and patrol ships, sometimes caught by laser fire, and sometimes pulling out to stage some surprise maneuver between the unmanned ships.

As expected, Concordia is gaining the upper hand, thanks to its secret, brand-new fleet.

You tensely wait while you stare at the constant destruction in front of you. Suddenly, a Concordian Patrol Ship changes course to fly towards your ship! It is still relatively far away, but its lasers are within range. It does not fire, but seems ready to do so. As it accelerates towards you, it sends you a message: "You're the ones who revealed our secret to our enemies! You will be the first to go!"

Place ten tokens on the board. The *Voyager* and the Concordian Patrol ship start eight SUs away, facing each other. The Concordian Patrol ship flies towards the heroes without firing, but continues to taunt the heroes, hoping to provoke them. It moves normally the first and second round. If by the end of the second round the heroes have not taken the bait, the ship fires both its laser beam and missiles. At that point the heroes should be free to attack. The Concordian

vessel does not fight to the death, and surrenders when there is no alternative.

Hopefully the heroes will see that this ship is trying to goad them into shooting first, and will not fall in the trap. No other Concordian or Circle vessels will enter this particular fight.

If the heroes break the terms of Circle neutrality, either by shooting first in this battle, or attacking the Concord vessel after it has surrendered or is disabled, they have violated the terms of their engagement with the Concordian fleet. In this case, all hero rolls during the negotiation in Scene #9 have a -2 penalty, due to the credibility they have lost.

- **Concordian Patrol Ship (1):** Use stats for Patrol Ship, see page 34.

SCENE 8: WARMEST REGARDS

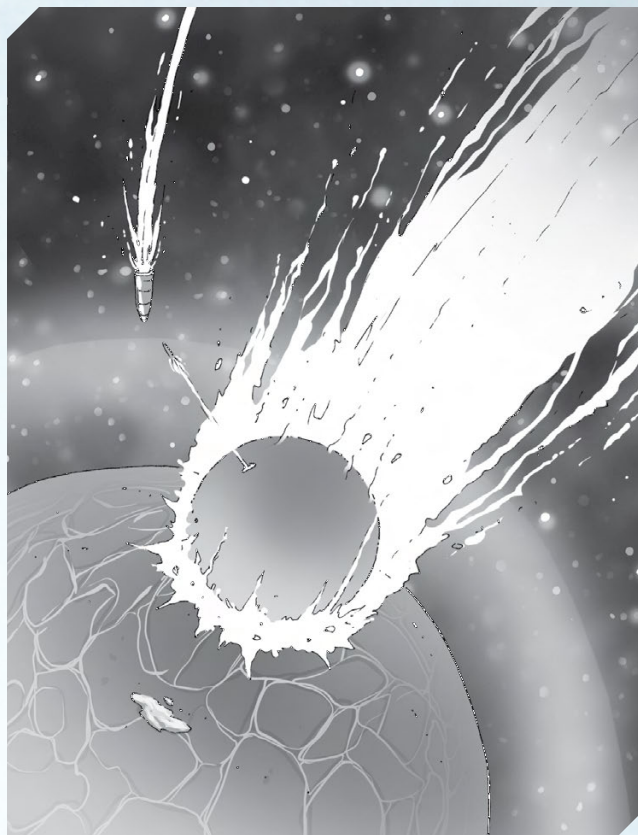
As soon as the previous scene ends, read this to the heroes:

It seems your latest battle has left you very close to Nouvelle Vie's atmosphere, and just in time, as an emergency message from Delta Office Saucedo arrives. "A Bay Jingnian ship has fired several nukes at the surface of the planet! They are set to hit Emerald Bay, the Capital of Jubilee, in less than two minutes. You're the closest Patrol Ship to those missiles. I need you to drop into the planet's atmosphere and bring those missiles down! Be careful, entering the atmo this fast can toast you in an eye blink."

In less than two minutes several millions will most likely die.

Run this special scene using the Dramatic Task rules. Each of the five successes needed to complete the Dramatic Task represents one of five missiles en route to Emerald Bay and other nearby towns in Jubilee. The heroes have five rounds to shoot down all the missiles.

Have the hero with the highest Shooting skill (usually the Gunner) roll that skill with a -4 modifier plus the standard +2 modifier for Shooting, for a net -2 penalty. The roll nets one success per each success and raise on his roll. Since the Gunner is using the ship's laser beam as a Point Defense Laser Battery, add the weapon's appropriate number of heat points to the Heat Pool for the Engineer to radiate as per the Heat rules. If there is more than one laser beam on the ship (there are two on the *Voyager*, for example) other heroes may make cooperative Shooting rolls if they desire, with one hero helping per additional



beam. Remember to add each additional weapon's heat points to the Heat Pool.

As the *Voyager* dives into the planet's atmosphere it risks receiving damage it is not designed to handle. In the Pilot's turn, the ship receives 5d6 damage from atmospheric heat. The Pilot can help reduce the atmospheric damage by making a Piloting roll, adding or subtracting all applicable modifiers. A success on this roll decreases the damage received by one damage die, and a raise by two. This represents how skillfully the Pilot handles atmosphere reentry. Subtract the number of damage dice before rolling for damage, then apply damage normally, calculate heat points, and add them to the Heat Pool.

If the acting character's Action Card is a Club, clouds or atmospheric heat blinds the target, adding an additional -2 modifier to the roll.

If the heroes don't complete the Dramatic Task by the end of the fifth round, several missiles hit Emerald Bay, causing titanic nuclear explosions on the surface. If at least one missile hits, all of General Ruehle's and General Yuang's Persuasion rolls against the heroes during the Council in Scene #9 receive a permanent +2 bonus.

The heroes may turn their ship around and leave the atmosphere automatically whenever they want, either when they the Dramatic Task ends or before.

SCENE 9: CRASH

Read or paraphrase the following:

As your ship leaves the planetary atmosphere and begins to cool down, you see the battle is even bloodier than you thought. Seeing the dozens of floating, destroyed hulks and the spread of the devastation, you begin to believe that it is only a matter of time before Nouvelle Vie and the Settler Ships are destroyed.

Then something unexpected happens.

An alert appears on the screen. Large energy spikes have been detected, appearing just off the jump point to the star AP Columbrae.

"We have guests," says [a hero's Assistant].

A quick glance shows that everyone else has also detected the disruption. There appear to be several dozen strange ships, fitting the description of the object the heroes saw long ago ("a huge, three-dimensional star-shaped object built out of some kind of black diffuse matter, with many slightly sparkling dots"), on an interception course towards the fleets and Nouvelle Vie. Further review shows that the unknown ships are accelerating towards the fleets at almost 20Gs, an impossible speed by human standards.

Allow the heroes to ponder for a few seconds what this means, then read or paraphrase the following:

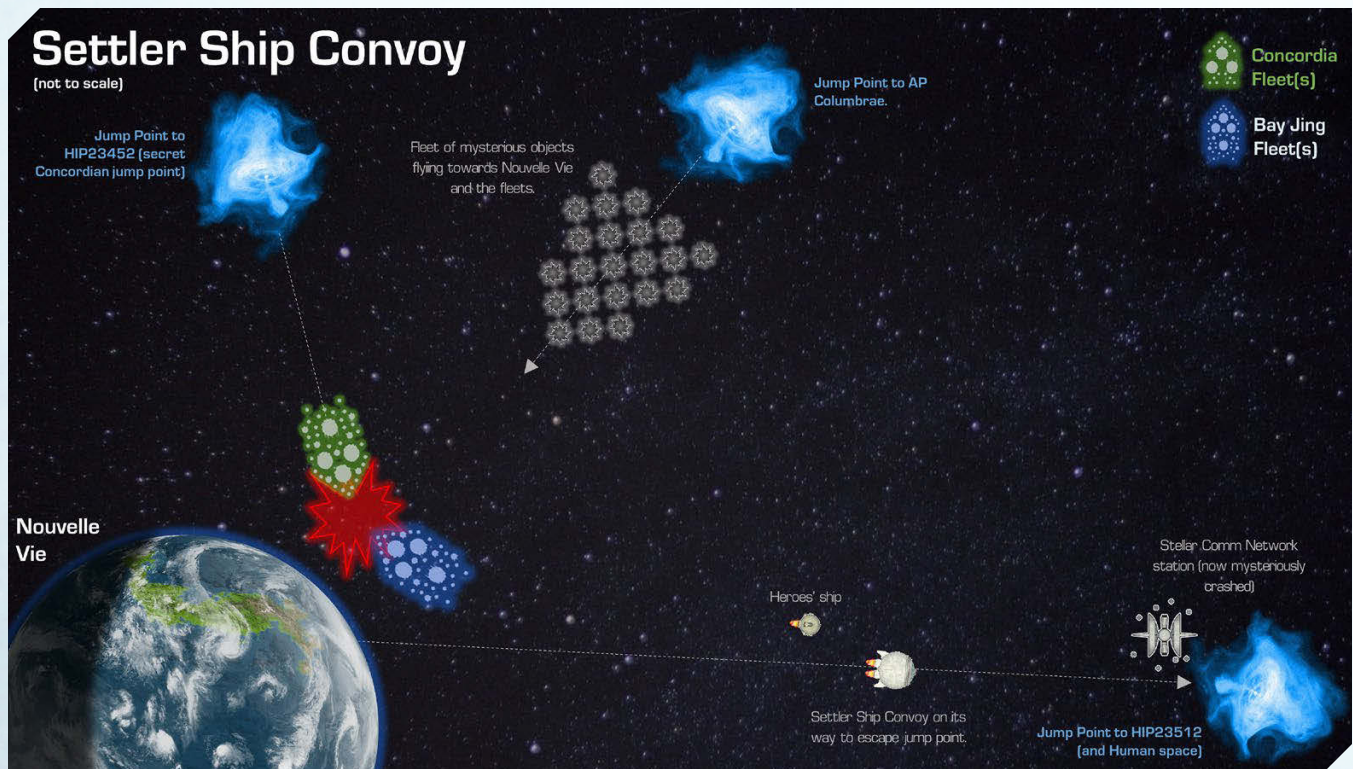
Another alert appears on your screens, this one even stranger than the last.

"Uhm, the Stellar Communications Network just shut down," says [a hero's Assistant]. "No warning, no error message, it just went down. We can't communicate with the other worlds."

"Hands up, everybody who thinks this is a coincidence!," hollers [another hero's Assistant]. "What, no takers?"

All combat stops between the fleets, as everyone tries to figure out what is going on. A few minutes later Saucedo calls from Clarke Station.

Saucedo begins by admitting no one else has any idea of what's going on. A temporary ceasefire has been called, and all sides will be attending a virtual meeting in a few minutes. No one's in the mood to talk, though. As the heroes are the only ones with previous experience in dealing with whatever's approaching, Saucedo wants them to attend, and asks for their help: *The heroes must convince Generals Ruehle and Yuang to put aside their differences and band Concordia and Bay Jing together against whatever's coming; and must also convince them to assign ships to escort the Settler Ship convoy to the jump point.*



Saucedo's priority is to safely escort all the Settler Ships full of civilians out of the danger zone. These Settler Ships are currently on their way to the jump point to the HIP 23512 system, and from there to civilization as soon as possible. Saucedo's orders to the heroes are specific: *After the Council ends, the heroes must lead the Settler Convoy through the jump point towards the center worlds and out of the Nouvelle Vie system.*

The heroes can ask of Saucedo any questions they want. When they're ready, Saucedo hangs up. She'll hook them up soon.

THE CEASEFIRE COUNCIL

A few minutes later, the heroes are virtually connected to a meeting between the leaders of each faction. Since everyone is one or two light-seconds away at most, there is a slight delay in communication, but everyone looks as if they were in the same room. The ghostly shape of each participant's Assistant also appears behind each person. Although the virtual room looks like a table in a room with gravity, most attendees in reality are in Zero-G.

Around the virtual conference table, the heroes recognize Delta Officer Saucedo, serious as always, but with a glimmer of worry and apprehension in her eyes; the burly and tough-looking General Carlo Ruehle, leader of the Concordia Military Forces, whom the heroes met in Concordia the night of the assassination several months ago; General Yuang Fang of the Bay Jing military, a short man with several wound scars and a ferocious, savage mouth; Jacinta Matriciano, the EarthGov representative and mediocre Ceasefire Administrator; and Brendan Leese, the Psion Brotherhood representative for Nouvelle Vie.

The Council meeting starts in as inauspicious a way as possible.

"What are you up to this time, Ruehle?," growls General Fang, "More Concordian magic tricks? Not happy with your secret jump point stunt? Think we'll fall for your games again?"

"What's the matter, Fang?," replies General Ruehle. He then gives you a dismissive glance. "Run out of Circle spies and puppets to find out what your team of incompetents can't?"

"Why, you bastard—," begins Fang, and looks like he's about to leave the meeting, when Saucedo intervenes with her typical lack of tact.

"Shut up, everyone! I wish I could let you all kill each other right now, but we have urgent matters to discuss!"

Saucedo brings up two undisputable facts: Several unknown objects are approaching Nouvelle Vie at never-before-seen speeds; and almost simultaneously with their arrival the Stellar Communications Network has mysteriously crashed, cutting off Nouvelle Vie from the rest of human space. The purpose of the meeting is to decide what to do about this. After speaking, Saucedo cedes the floor to the heroes.

CONVINCING THE COUNCIL

Play this as a Social Conflict, with everyone trying to convince "the majority" of their point of view. Whatever the majority decides will diplomatically "shame" the minority into complying. The Council should last between three to five rounds, at your discretion. You should let the participants exhaust their points before ending the Council. As per the *Savage Worlds* Social Conflict rules, add up the total successes of each side, and calculate the margin of victory.

The heroes' goals during this discussion are: to unite the fleets against the incoming common threat; and to get support and ships for the Settler Ship convoy they now lead so it can safely leave Nouvelle Vie.

In the first round of the discussion, the heroes can make a short speech stating their position and what they expect from the attendees. This is an unopposed roll, but has a -2 penalty on top of any other penalties, as the table is already uncooperative. This -2 penalty only applies on the first round. Of course, you should apply any bonuses or penalties you think are appropriate depending on how well the players role-play the speech.

The next rounds of the conflict are all opposed, with one attendee making a particular point or points (GM role-play) and then making a Persuasion roll with all applicable modifiers; and then the heroes responding to it and making their opposed Persuasion roll with their base modifier and any other special modifiers. As above, you should award bonuses or penalties to the heroes depending on how good their response is and how well they role-play the situation.

Depending on the outcome of the previous scenes, there are two modifiers that apply to all Persuasion rolls in the scene:

- If the heroes broke the Circle's commitment to neutrality in Scene #7, they have lost the Circle's credibility as a trustworthy peace broker. All the heroes' Persuasion rolls during this social conflict receive a base -2 penalty.
- If the Bay Jingnians were successful in bombing Emerald Bay city in Dauphin with at least one nuclear missile in Scene #8, all of General Ruehle's

and General Yuang's Persuasion rolls against the heroes receive a base +2 bonus. General Ruehle is outraged at the Bay Jingnian attack, is unwilling to collaborate with General Yuang and will make the case that Yuang can't be trusted. Yuang knows that Ruehle will not forgive the bombing and will attack his fleet in a second if given the chance, and therefore also presses the case that the fleets must not join.

Each attendee has a particular agenda and Persuasion skill score, which is used when he or she rolls. All attendees are Wild Cards in this scene, and thus roll with a Wild Die. If more than one attendee supports the same point or argument in the same round, use the highest Persuasion die of all the attendees that are supporting that position. In the case of heroes' arguments, it is always the hero's Persuasion that is rolled.

The heroes may of course use their Assistants to bring up any public information on any of the attendees, if the heroes think it will help their discussion.

GENERAL YUANG

Name: Yuang Fang

Role: General of the Bay Jingnian Security Forces

Stats: Wild Card, Persuasion d6

General Yuang is a deeply paranoid individual. To him all this smacks of another trick by Concordia. These Circle "testimonials" and "facts" about the danger posed by these unknown objects are most likely fabrications. After all, everyone knows the Circle is nothing more than a Concordian stooge. Doesn't the Circle have its Headquarters in Concordia? Isn't Concordia's capital named in honor of the Circle founder's wife (or lover, or whatever)? Concordian factories built the equipment used by Circle scanners and ships. Surely all these "facts" are plain wrong, or manipulated by the Concordians, with or without the Circle's knowledge (Yuang conveniently ignores the fact that the Circle uncovered Concordia's secret jump point and the existence of its hidden fleet. If faced with it, he dismisses it as a show of incompetence, or as a smoke screen).

If pushed to accept a joint fleet against the strange objects, General Yuang suggests joining the Earthgov, Circle and Baijingnian fleets, leaving Concordia out. Obviously General Ruehle is against this.

If at least one nuclear bomb exploded on Emerald City on Scene #8, all of General Yuang's Persuasion rolls against the heroes receive a +2 bonus.

GENERAL RUEHLE

Name: Carlo Ruehle

Role: General of the Concordian Military Forces

Stats: Wild Card, Persuasion d8

General Ruehle doesn't know what the strange objects approaching Nouvelle Vie are, nor does he care. He has obsessed for decades on how to beat Bay Jing, since the last war in 2181. Now, finally, he has the upper hand and his fleet is about to squash his enemy... and this "emergency" comes up. He believes this is either a ruse made up by the Circle to create an artificial ceasefire, or otherwise something real but irrelevant to Ruehle's goal of beating Bay Jing.

Ruehle opposes any kind of joint fleet as much as possible, preferring to return to battle now and afterwards figuring out what to do with whatever's approaching. He also has a final ace in the hole if the conversation does not go his way: After the fiasco with the secret jump point, his team thoroughly investigated the heroes, and among other things they discovered the story of Dr. LaMarche and the heroes' break-in to MaxDigital Corporation. Now he brings this up in an attempt to discredit the heroes: The heroes are talking about strange dangers and conspiracies, but they are not being completely honest with this Council. Isn't it true that the heroes recently have been investigating the disappearance of a scientist involved with the Stellar Communications Network? Isn't it true the scientist is a close relative of the previous leader of the Circle? Isn't it possible then that maybe the Circle is involved in the inopportune crash of the Stellar Communications Network and therefore, that they know something about the strange objects approaching? Why should the assembled trust the Circle when they have withheld such a crucial piece of information? Ruehle therefore proposes ignoring whatever "trick" the Circle is setting up and returning to their war. This final argument of Ruehle's receives a +2 bonus on top of whatever other bonuses the roll already had. The heroes should make a great role-playing effort if they want to get a bonus good enough to beat this argument!

If at least one nuclear bomb exploded on Emerald City on Scene #8, all of General Ruehle's Persuasion rolls against the heroes receive a +2 bonus.

JACINTA MATRICIANO

Name: Jacinta Matriciano

Role: EarthGov Ambassador on Nouvelle Vie

Stats: Wild Card, Persuasion d4

Ms. Matriciano superstitiously believes this is a momentous occasion, and an opportunity for her to return to Earth in glory. Obviously whatever's approaching Nouvelle Vie is another advanced alien

species! Think about it, humanity's first contact with an alien species since the N'ahili! Why not receive them with open arms and give them a show of peace? Obviously any resistance we attempt would fail; besides, the only other aliens we have met (the N'ahili) not only have been peaceful, but have also given us the stars. What marvels could these new aliens give us? We can go together if we want, but we should not receive them ready for a fight!

General Ruehle will grab on to Matriciano's view to argue that there's no point in joining the fleets since if they are aliens and friendly, there's no need to prepare for war.

BRENDAN LEESE

Name: Brendan Leese

Role: Senior Representative of the Psion Brotherhood on Nouvelle Vie

Stats: Wild Card, Persuasion d6

Leese's overriding goal is to keep the Psion Brotherhood friendly towards everyone, and to prove psions are not a threat to non-psions. Thus, he will not push for any agenda, but rather align himself with the majority, avoid confrontations, and express Brotherhood support for non-psions.

DELTA OFFICER SAUCEDO

Name: Bryce Saucedo

Role: Circle Leader for Nouvelle Vie

Stats: Wild Card, Persuasion d6

Delta Office Saucedo is one hundred percent behind whatever the heroes say. Thus, she will only intervene to support their position.

RESULTS OF THE COUNCIL

If the heroes' margin of victory is three or more points, the Council commits to joining forces against the invaders. They also commit a few ships to support the heroes' during the escorting and evacuation of the remaining Settler Ships. All this support means the heroes will have more resources to defend the convoy against the invaders, and will also have a slightly easier time during the battle in Scene #10. Saucedo closes the meeting with relief on her face and thanking all participants.

If the heroes' margin of victory is only one or two points, the Council agrees to commit a few ships to support the heroes during the escorting and evacuation of the remaining Settler Ships, but the fleets will not join. The heroes will have more resources to defend the convoy against the invaders in Scene #10, but they will not benefit from a joint fleet. Saucedo closes the meeting in a sour mood, but still thanking the participants.

If the heroes' margin of victory is less than one, then the Council ends abruptly with each side preparing to resume the conflict. The heroes are on their own.

SCENE 10: THE BATTLE OF NOUVELLE VIE

After the Council meeting, Saucedo contacts the heroes again, congratulating or scolding them, depending on the outcome. Then she explains the situation as it stands.

The heroes have a convoy of eight Settler Ships to protect, carrying approximately 30,000 passengers in total (approximately 3750 per ship). To defend this convoy the heroes have (besides their own ship) either three additional Circle Patrol Ships (if they did not get support for the convoy in Scene #9), or five additional Patrol Ships among Circle, Bay Jingnian, Concordian and EarthGov (if they did).

As you and your small fleet speed towards the jump point towards the HIP 23512 system and the human planets beyond, you hope you have enough resources to fulfill your mission. The eight Settler Ships you're supposed to protect (almost 30,000 civilians) are far ahead of you, but move so slowly that you will catch up with them in a day or two.

From far away you can see the jump point and the Stellar Comm Network station next to it, and you realize the crash of the network was not a minor glitch: The Comm Network station lies completely dead, its metal innards exposed to space, its message drones have crashed against each other and against the station, as if they had been ordered to self-destruct. How could this happen?

IF THE HEROES LOST IN THE COUNCIL

If the heroes did not get the participants to join their fleets, the invaders dispatch them in short time and divert a ship to attack the convoy sooner. Read them the following:

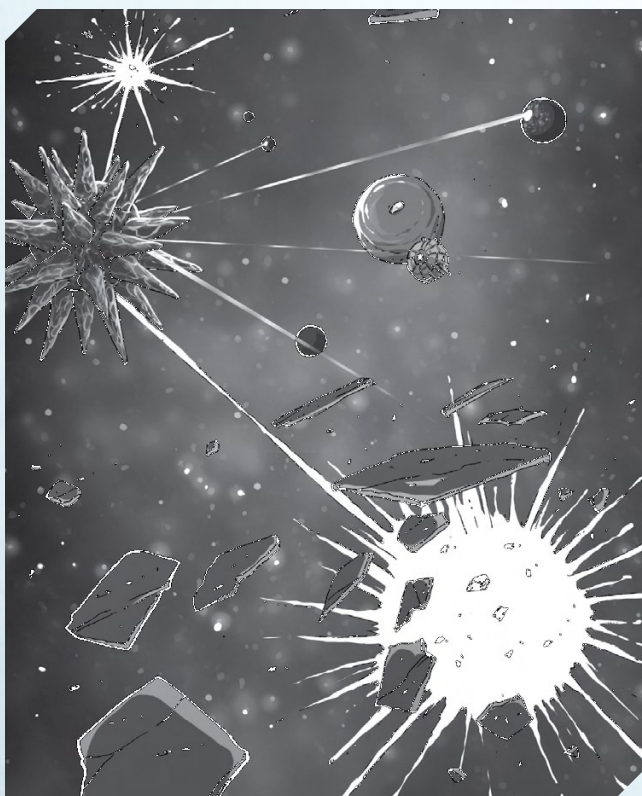
A few hours later you're looking expectantly at the fleets for Concordia and Bay Jing, more focused on renewing the fight against each other than in withstanding the arrival of the mysterious alien ships. It is ironic that now, when union was most necessary, our petty human squabbles risk the future of the race.

It quickly becomes obvious that not uniting against the mysterious ships was a mistake. From a very long range, the enemy fires strange

and powerful energy beams, which in a few light-seconds cover the distance to the fleets and slice through them like paper. The beams fluctuate seemingly randomly between laser, X-ray and Gamma-ray radiation, making it difficult for Coulborne Shields to react that fast. Later scientists will puzzle over how those ships have the length needed for a cannon long enough to create Gamma-ray beams; now all you can think is of how many people are dying, in seconds.

The humans mount a valiant defense, trying to cooperate at the very end. You get to hear the last commands from Generals Yuang and Ruehle, who in the end were as brave and dedicated as they appeared to be. But it does not take long for the battle to look hopeless, as powerful battleships explode, their Shields unable to radiate the heat fast enough, and as fleeing Patrol Ships are brought down like flies.

And then, as quickly as it began, the battle is over. Two invader ships turn around and start flying towards you and the convoy at unimaginable speeds. You wish the fleets had managed to gain more time for you and the refugees, but unfortunately that is not to be. The enemy will arrive to attack you soon. You'd better mount your defense.



IF THE HEROES WON THE COUNCIL

If the heroes convinced the participants to join their fleet, the humans pose a (slightly) stiffer challenge for the invaders, who take more time to divert a ship to attack the convoy. In this case, read them the following:

A few hours later you're looking expectantly at the newly joined fleet preparing to withstand the arrival of the mysterious alien ships. Who would have thought these enemies would join together in a common cause, even if on a tenuous ceasefire? You hope it is enough.

It isn't. From a very far distance, the enemy fires strange and powerful energy beams, which in a few light-seconds cover the distance to the joint fleet and slices through them like paper. The beams fluctuate seemingly randomly between laser, X-ray and Gamma-ray radiation, making it difficult for Coulborne Shields to react that fast. Later scientists will puzzle over how those ships have enough length for a cannon long enough to create Gamma-ray beams; now all you can think is of how many people are dying, in seconds.

The humans mount a valiant defense. You get to hear the last commands from Generals Yuang and Ruehle, who in the end were as brave and dedicated as they appeared to be. But it does not take long for the battle to look hopeless, as powerful battleships explode, their Shields unable to radiate the heat fast enough, and as fleeing Patrol Ships are brought down like flies.

And then, when the threat of the human fleet seems to be controlled by the invaders, two of the alien ships turn around and start flying towards you and the convoy at unimaginable speeds. Fortunately the joint fleet managed to delay them a bit, but they will still arrive to attack you, soon. You'd better mount your defense.

THE BATTLE

Remind the heroes that their goal here is not to beat the Alien ships, but to help as many Settler Ships as possible to escape through the jump point, and then to escape themselves.

If the heroes' ship sustained any Wounds or Heat Fatigue penalties from the previous battles, these have all been repaired before this combat. Also, all Shield Pods are restored.

Place twelve markers on the tabletop. The 12th and last marker represents the jump point to HIP 23512 and the human planets. Place all the ships participating in the battle facing towards the jump point, as follows:

- On the 1st marker, place two ship tokens. Each of these tokens represents one alien ship.
- On the 6th marker place one ship token for the heroes' ship and one ship token for each patrol ship assigned to them (three assigned ships if they did not get support in Scene #9, or five if they did).
- If the heroes managed to join the fleets in Scene #9, place one token for each Settler Ship on the 10th marker. If the heroes did not manage to join the fleets, place one token for each Settler Ship on the 9th marker.

Given the number of ships in this battle, both the Settler and the Patrol Ships are handled using the simplified rules below. The battle ends as soon as all remaining Settler Ships have jumped and the heroes have also jumped. The Alien ships do not jump.

SETTLER SHIPS

All the Settler Ships receive a single Action Card, and are controlled by the heroes. Each round the Settler Ships move one marker towards the jump point until they reach it. If the Settler Ships begin their turn on the jump point make a Knowledge (Ship Ops) roll with a Wild Die. For each success obtained on the roll, one Settler Ship jumps. Heroes can make Cooperative rolls to support the Settler Ships' roll. This simulates the heroes helping the Settler Ships do the jump calculations, and costs each participating hero an action during his or her turn.

If an Alien Ship fires and hits a Settler Ship (standard Shooting roll with appropriate range modifiers), do not bother rolling damage. Instead, the Settler Ship is automatically destroyed.

- **Settler Ships (8):** Knowledge (Ship Ops) d6.

PATROL SHIPS

Patrol Ships behave as Extras and thus are divided between the players and act on their Action Cards. A Patrol Ship may move one position each round, or may turn to face the opposite direction (but can't do both). If a Patrol Ship begins its turn on the jump point, it may make a Knowledge (Ship Ops) roll to jump. Besides moving, Patrol Ships may attack using their laser cannon, and in this combat do not need to make Heat rolls. You therefore do not have to track heat points for them.

If an Alien Ship fires and hits a Patrol Ship, mark the Patrol Ship as "Shaken." Shaken Patrol Ships have an effective penalty of -4 to all rolls. This condition cannot be removed. If a Shaken Patrol Ship is hit a second time, it is destroyed.

BATTLE TIPS

This is easily the hardest battle in the adventure. It is very easy for the heroes to get killed if they do not play wisely. It should not take long for them to figure out that firing at the enemy makes them a target; therefore, most of their strategy should involve balancing their attacks and their allies' attacks to keep the Alien ships from attacking the Settler Ships. At the same time, the best way for the heroes to survive is to direct their allies to attack so they receive the brunt of the Alien attacks. This does not sound very heroic, though, and is thus one of the moral dilemmas the heroes will have to face.

We suggest you liberally distribute Bennies to the heroes depending on their actions; they will need them!

- **Patrol Ships (3-5):** Knowledge (Ship Ops) d8, Shooting d8. Attacks with Light Laser Cannon (Range 4/8/16, Damage 3d6, AP 6)

ALIEN SHIPS

Each Alien Ship receives its own token. All Alien Ships act on a single Action Card. Alien Ships move as normal by making a Piloting roll plus bonuses, but they never "push the engines" to move farther.

The Alien Ships attack strategy is as follows:

- Each Alien ship picks as its target the enemy ship closest to the jump point. If more than one ship fulfills this requirement, pick the target randomly. At the start of the combat the targets will therefore be Settler Ships. Place two gaming stones next to the Settler Ships marker, one for each Alien ship, representing the Aliens' target focus.
- Once an Alien ship has a target, it keeps firing at it until it is destroyed or someone else distracts it (see below). If the Alien ship destroys a target, it moves on to the next ship that is closest to the jump point, and so on.
- Every time an Alien ship is successfully hit by an attack (regardless of whether the attack beats the ship's Toughness or not), the attacker becomes its new target, even if it is not the closest to the jump point. Move a focus gaming stone next to the new target to represent the change in focus.

Smart heroes should soon figure out the Alien Ship's attack strategy and use it to protect the Settler Ships.

- **Alien Ships (2):** Use stats for Devourer Ships (see page 33).

EPILOGUE

When the heroes perform the jump, read or paraphrase the following:

It's just a few seconds before you jump. As the indicators on your virtual screen show the Interstellar Jump Drive is about to puncture the jump membrane, you spare one final look at Nouvelle Vie, almost eight light-minutes away. What you see takes your breath away.

The lumbering, broken hulks of what used to be the Concordian and Bay Jingnian fleets float in space, many of them still glowing from the heat. You begin to receive a transmission from Delta Officer Saucedo but before she can even utter one word a blasting beam of energy cuts Clarke Station in two, destroying it instantly.

As the strange alien ships surround the planet, they approach the atmosphere and begin targeting their powerful weapons at the surface. Like thin, bright spider threads, the beams scorch the surface, first the Emerald Bay city and Jubilee, then spread to other towns on the main island of Landing. Several alien ships cluster close to the

planet on top of where Hephaestus is, and also focus their deadly energy beams on it.

The Interstellar Jump Drive finally kicks in as your ship jumps, and you begin to process what you just saw. In the next few minutes millions will die. The bulk of the fleets of the two most powerful planets in human space have been annihilated in an instant.

Fortunately (or strangely) the alien ships do not jump after you. Why don't they?

Your thoughts go back to what you have experienced the last few months: These ships, being sighted next to Nouvelle Vie a long time ago. The records of their appearances marked as classified by the Psion Brotherhood. The N'ahili and their strange interest in these visits. Dr. LaMarche's disappearance and his work on the Stellar Comm Network. And the synchronization between the crash of the Comm Network and the alien attack. What is going on?

You need to go back to the central planets, warn the Circle, warn everybody, tell them to get ready. The human species is in dire peril, and about to face its greatest test.

The adventure continues in *Into the Fire*, the next module in the epic *Seven Worlds* campaign!

side stories

This section includes several side stories you can run or take inspiration from to complement the adventures in the main campaign.

Don't forget to review the background for each planet, as well as the Personalities section on the *Setting Guide*. There are great ideas for further side stories there!

A "FLARE" FOR KILLING

Where: Mussala Station.

The heroes are asked by Mussala Station officials to make an emergency run to Seraphim Base, a small scientific research station orbiting very close to the Pi 3 Orionis sun. The lead scientist of the station, Dr. Laura Jimenez, sent a distress call a few hours ago but all communications with the base broke off before she could detail the emergency.

As the heroes approach the base, they are attacked by its laser beams! The attack stops once the heroes are within 1 SU of the station and are able to dock. Once inside, a haggard Dr. Jimenez explains that Dr. Joseph Harrison, the scientist who is second-in-command of the base, has taken full control of the station's systems, and most likely arranged the attack. After an acrimonious dispute that ended with Dr. Jimenez firing him, the always emotionally unstable Dr. Harrison has taken other scientists hostage and has locked himself up in the Engine Room.

Unfortunately for everyone, a major solar flare will erupt in a few hours, meaning everyone on board must evacuate or die!

A deranged Dr. Harrison has booby-trapped the entrance to the Engine Room with several Plastic Explosives (see the Gear section of the *Setting Guide*). As the clock ticks down to the arrival of the solar flare, the heroes must storm the Engine Room, stop the heavily-armed Dr. Harrison before he kills any hostages, and arrange an escape for everyone in the base... or they can choose to save Jimenez and the other scientists and abandon Harrison and the hostages to their fate.

Use the solar flare as loose time pressure on the heroes. If for any reason they have not escaped by the time you decide the solar flare arrives, apply two levels of Radiation as per the *Savage Worlds* rules.

- **Seraphim Base (Space Station):** Use the stats for Renner Station (see page 34).

- ***Dr. Joseph Harrison:** Use the stats for Civilian (see page 30), but give him a Knowledge (Science) skill of d10 and a Hacking skill of d10. He is wearing a Combat Vest (+2/+4, negates 4 AP against bullets), and is armed with an Assault Rifle (Range 24/48/96, Damage 2d8 AP 2, RoF 3, Auto) and four stun grenades (Range 5/10/20, Damage 3d6 non-lethal, Medium Burst).

- **Dr. Laura Jimenez and other scientists (7):** Use the stats for Civilian (see page 30), with a Knowledge (Science) skill of d10 and a Hacking skill of d8. There are 3 free scientists, counting Dr. Jimenez, and 4 hostages.

SCHOOL PRANK, THEILING STYLE

Where: Nouvelle Vie.

Delta Officer Bryce Saucedo gives the heroes a secret mission that comes from Avis Therriault himself. The Governor of Jubilee explains that a mole from the Dauphin Freedom Foundation has been discovered in his security team. From the mole Therriault has found that this vicious terrorist organization, headed by the legendary Theiling, is preparing a major attack on Jubilee in the next few days. Rumor is that Theiling himself (or herself) will lead the operation. Given that there are moles in his organization Therriault can't trust his team to act on his interests, thus his request for outside help from the Circle.

The information provided suggests that the terrorist plan somehow revolves around Sutton College, one of the top schools in Jubilee. Fortunately, Sutton College is hosting a Modern Art Convention for the next few days, giving the heroes the excuse they need to go. The heroes may use their own identities or fake them (by asking the Circle to modify their IDTags configuration).

When the heroes arrive at Sutton College they meet the Dean of the school and the Professor of Physics, Julio Schwartz, both dark and suspicious characters. As they roam the school, they are approached by Damien D'Avril, an eccentric and flamboyant art student, who becomes their source of information on the school. D'Avril tells the heroes that the students will organize one of their underground parties two days from now, under cover of the Convention. He casually mentions that several of the physics students

host a side "VIP Party" and that, curiously, Professor Schwartz is invited. He offers to sneak the heroes in.

The night before the party the heroes are ambushed by a group of thugs who tell them that nosy outsiders are not welcome in the school. When reduced, the thugs say they were hired and paid upfront but can't identify who did it. However, one of the heroes' Assistants reports that there are minute traces of radioactivity emanating from the thugs.

- **Thugs (2 per hero):** Use stats for Typical Thug (see page 33).

When the heroes arrive at the party, D'Avril, after introducing them to all sorts of bizarre characters, takes them to a back room where he shows a secret door through which some students cautiously enter. After following a long, recently carved tunnel the heroes find themselves in a nearby abandoned building that the school is planning to expand to soon. Inside, the heroes find an old-school fission reactor, being slowly prepared to overload and radioactively contaminate a significant part of Jubilee. Next to the reactor is Professor Schwartz and a small cadre of students, who react to the heroes' arrival by attacking them. Schwartz, in the meantime, tries to activate the fission reactor while calling Theiling through V-World and requesting he or she turn around since Jubilee will explode at any time. Schwartz will succeed at enabling the reactor when he accumulates four successes by making a Knowledge (Science) roll with a -2 penalty. Each roll counts as a full action. Each raise also counts as a success.

Once the heroes stop Schwartz and his students they are rewarded and recognized by Avis Therriault. Unfortunately, Theiling escaped before being recognized (and neither Schwartz nor his students know who he really is) but he will remember the heroes for this.

- **Professor Schwartz:** Use Stats for Veteran Terrorist (see page 30) but without the Combat Vest or Helmet. Add a Knowledge (Science) skill of d10.
- **Damien D'Avril and other Students:** Use stats for Civilian (see page 30) but add the appropriate Knowledge skill depending on the student. Damien has a Knowledge (Arts) skill of d8 and the Physics students a Knowledge (Science) of d8.
- **Schwartz's Students (2 per hero):** Use Stats for Typical Terrorist (see page 32) but without the Combat Vest or Helmet.

THE PSION RIOTS, REDUX

Where: Bay Jing.

Apparently a rogue psion has been attacking and mentally affecting citizens in Bay Jing. Several people have been found with their memory erased or simply become mad; some of them have even become violent towards their families. It has been determined that they have been tampered with psionically.

In Bay Jing, with its mistrust for psions and the memories of the crazy psion who brought the Psion Riots decades ago (see *Seven Worlds Setting Guide*), this is dangerous. The heroes are asked by their superiors to stay alert and protect any psions who might be attacked by the populace.

While walking the street the heroes are psionically attacked by a hooded man who then attempts to escape through the crowd. As the heroes pursue him their way is barred by several well-dressed private security personnel who defend the hooded man and allow him to escape.

- **Hooded Man:** Use stats for Rogue Psion (see page 32).
- **Security Agents (2 per hero):** Use stats for Typical Security (See page 31).

Any surviving security agents confess, after a significant amount of pressure and intimidation, that they work for an important industrial conglomerate from Bay Jing. The leaders of the conglomerate are trying to eliminate the leader of a rival conglomerate, and believe that by psionically destroying his mind and hiding his attack among several others in an apparent serial crime, no one will notice he was the intended victim all along. They have hired a dangerous rogue psion (the hooded man) for this.

Before the heroes can take action on what they know, they are attacked by the hooded man and a group of his best troops. They stop at nothing to kill the heroes before they can tell what they know.

Once the heroes tell what they know they are thanked for unmasking the conspiracy and stopping a return of the specter of the dreaded Psion Riots.

- **Hooded Man:** Use stats for Rogue Psion (see page 32).
- **Security Agents (2 per hero):** Use stats for Veteran Security (See page 31).

ON ONE CONDITION

Where: Concordia.

This adventure works best if some of the heroes' exploits have become well known.

The entire planet of Concordia is shaken by the news that Samuel Dunlop, six-year-old son of the wealthy Dunlop family, has been kidnapped. His bodyguards were violently shot in a scuffle, and the boy's IDTag is not responding and has presumably been removed.

While the authorities are searching for the boy, the heroes receive an anonymous communication offering to tell them who the kidnappers are and where they are located on one condition: The heroes must kill the kidnappers without allowing them to answer any questions. The message explains that the kidnappers are planning to kill the boy anyway, so the heroes will not get the information unless they are willing to shoot first and ask questions later. The message is untraceable but has a V-World address to use if the heroes accept the bargain.

The anonymous tipster is actually Alfild Rundstrom, CEO of Rundstrom Limited, a major Concordia financial consortium. Looking to organize an illegal break-in of one of his competitors, Rundstrom contacted a little-known criminal named Shae Gupta. In order to hire him for this juicy job, Rundstrom demanded Gupta "prove himself" with a risky job. The reckless and dimwitted Gupta couldn't think of a better way to prove that he was the man for the job than to kidnap the child of one of the richest families in Concordia. Now a horrified Rundstrom is desperate to silence Gupta before the authorities capture him and discover the CEO's involvement in this mess.

Assuming the heroes respond to the anonymous message, they get the location of the child and his kidnappers, as well as a general description of the lead kidnapper. They also receive another reminder of the conditions of their deal: to silence the kidnappers without letting them talk. In this exchange of messages a trace is possible, and leads to the offices of Rundstrom Limited in Cajamarca.

Samuel Dunlop is kept inside an old warehouse on the outskirts of Cajamarca, protected by Gupta and several of his goons. The dimwitted criminal did not think far enough to decide how to turn his kidnapping into money, and is now seriously considering killing the boy. He will try to do this if attacked, and will blab everything about Rundstrom's request to the heroes if persuaded or intimidated to do it.

The Dunlop family is, of course, extremely grateful for the safe return of their child.

★ **Shae Gupta:** Use stats for Veteran Thug (see page 33).

• **Gupta's Goons:** Use stats for Typical Thug (see page 33).

★ **Alfild Rundstrom:** Use stats for Civilian (see page 30), but give him a Hacking skill of d8.

• **Samuel Dunlop (Wild Card):** Use stats for Civilian (see page 30), but give him the Young Hindrance.

BAD CROPS

Where: Apollo.

The heroes are approached by Jude Bungart, president of Tetsuo's Independent Farmers Association. A strange blight is affecting the crops of many of the farmers in the Association, and Bungart believes this is not a coincidence. He suspects Wattsworth Produce, an interplanetary food produce corporation, may be behind this. He wants the heroes to investigate Wattsworth, see if they can find proof that they are doing it, and maybe find the cure before all year's production is lost.

Bungart is right: As part of its dirty war against the Independent Farmers, Wattsworth has developed a new strain of genetic bacteria, called G-244, that is killing their crops. They also have an antidote which they have used to protect their own crops against G-244.

The heroes have several ways to discover the plot: They can visit one of the Wattsworth farms and see that they are being sprayed with an unusual product (the antidote); they can attempt to break in to Wattsworth's offices in Tetsuo and hack their system; or maybe face Julius Jaworski, local manager of Wattsworth, and force him to tell the truth. They are sure to face large teams of security officers, and even a hired rogue psion or two, whatever path they choose.

• **Typical Security:** See page 31.

• **Veteran Security:** See page 31.

• **Rogue Psion:** See page 32.

• **Julius Jaworski:** Use stats for Civilian (see page 30).

WILD WILD V-WEST, PART I

Where: V-World

This is the first in a three-part V-World adventure set in a game simulation of a bizarre Fantasy Wild West in the 1880's, one with strange monsters and psionic powers. It can be played during the long trek between planets, for example.

The heroes start their adventure as lawmen. All the heroes' normal stats and psionic powers are available, but they have no armor and are armed with only two six-shot revolvers per person (Range 12/24/48; Damage 2d6+1; RoF 1; AP 1; 6 shots, one full action to reload).

The heroes have spent the last week escorting the infamous outlaw, "Crazy Jack" Harris, to the small town of Prairie Gulch, where the 2:51 train to Carlson Town prison will pick him up. They have been attacked several times on the road by Crazy Jack's gang, led by his lieutenant, Cherokee Bill, a deformed man with psionic powers.

The heroes start the adventure *in media res* inside the Prairie Gulch Saloon, which is surrounded by Cherokee Bill and Crazy Jack's gang, plus a few extra killers hired for the occasion. A bound Crazy Jack accompanies the heroes, smiling triumphantly as Cherokee Bill shouts from the outside that if they let Crazy Jack go they will be allowed to walk away alive. The 2:51 train should arrive at the station a few minutes from now!

Assuming the heroes manage to avoid the standoff with their prisoner, they still have minutes to cross a town full of enemy gunmen and reach the train station before the 2:51 leaves (the smoke plume of the train engine can be seen approaching from anywhere in town, pointing the way for the heroes). Some of the gunmen are hiding behind houses and barrels, many

of them On Hold, while others are aiming their rifles from the roofs.

One hero needs to devote an action to pushing Crazy Jack at all times or he won't move. He constantly badgers the heroes about how they stopped him from cleaning out Grimrock Mine, and that in payment he'll make sure they meet "his pet."

If at any time Crazy Jack finds an opportunity to escape (for example, all heroes around him are Shaken), he will start running at half Pace. If Crazy Jack reaches a member of his gang, he is freed and armed after one round.

If the heroes reach the train and try to put Crazy Jack in, he smiles and says that it's time they met his pet. Suddenly a huge Sand Dragon erupts from the ground, throwing all heroes to their feet! Crazy Jack takes this opportunity to escape with his gang towards Grimrock Mine while the heroes face the Sand Dragon.

Most likely Crazy Jack will escape. Now the heroes' only clue to stopping him is a warning: Something bad will happen in Grimrock Mine.

- ★ **"Crazy Jack" Harris:** Use stats for Old West Veteran Gunman (See page 31).
- ★ **Cherokee Bill:** Use stats for Soldier Psion (See page 31), but he has no armor and his only gear is Two Colt Peacemakers (Range 12/24/48; Damage 2d6+1; RoF 1; AP 1; 6 shots, one full action to reload),
- **Crazy Jack's Gang (2 per hero):** Use stats for Old West Typical Gunman (See page 31).
- **Crazy Jack's Snipers (1 per hero):** Use stats for Old West Veteran Gunman (See page 31). They are on the roofs and will try to take out the heroes with their rifles.
- ★ **Sand Dragon:** Use stats for Black Dragon (see page 30) but instead of Acidic Breath it forms a cone of Sand (same effect). Also, it has a Weakness: a hit to a hole in the center of its neck (Tiny Target Called Shot) ignores armor and provides +4 to Damage.

allies and foes

IMPORTANT CHARACTERS

This is a list of some of the important characters in this adventure.

★ EPSILON LEADER TREVOR ANTOINE

Epsilon Leader Trevor Antoine is the current Leader of the Circle Foundation. A thin, fit man in his upper fifties, he was appointed to the job after being second in command to Suzanne LaMarche. Previously, he spent most of his time in the field in patrol and diplomatic missions, and as fleet leader. This gives him a lot of wisdom and experience, valuable qualities for a leader in an institution with as many interests as the Circle. During his Patrol days he also shared missions with Marcel Coban from the Psion Brotherhood. The resulting enmity from that time is not lost on either one of them.

Antoine is a leader's leader, and devotes time to coaching and helping those around him in a paternalistic way. This has made him one of the most respected leaders the Circle has had in a long time.



EPSILON LEADER TREVOR ANTOINE

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Knowledge (Battle) d8, Notice d6, Persuasion d10, Piloting d6, Shooting d8, Stealth d6

Cha: +1; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2); **Mental Toughness:** 7

Hindrances: Heroic, Pacifist (Minor), Enemy (Marcel Coban)

Edges: Combat Reflexes, Diplomat, Dodge, Command, Command Presence, Hold the Line!, Level Headed, Natural Leader, Tactician

Gear: Assistant, Autopistol (Range 12/24/48, Damage 2d6, AP 1, Semi-Auto, 20 bullets), Light vest (+2, torso only).

Notes: Home World Earth (gets any edge for free; chose Diplomat).

Assistant Name and Gender: Assistant Program 5, "Janus", a middle-aged soldier dressed in a military space pilot vacc suit with a drawing of a blue-thunderbolt on the chest (symbol of the Circle Special Forces, an elite military unit Antoine belonged to at one time). "Janus" is always obedient and respectful.

Assistant Skills: Hacking d6 (with a Wild die), Investigation d4, Persuasion d4.

★ DELTA OFFICER BRYCE SAUCEDO

Delta Officer Bryce Saucedo's sour, pessimistic demeanor masks an intelligent and capable Circle bureaucrat. Although she wishes she were not in charge of keeping the peace in Nouvelle Vie, she is a professional who works hard to make her assigned mission a success. That is probably why Epsilon Leader Antoine picked her over other, more willing candidates for the position.

Delta Office Saucedo's previous posting was at the Circle offices in Zarmina ("Gee"), where she spent many years. Although she is extremely closed about her private life, it is an open secret that in Armstrong she met someone who could have been her lifelong partner, but she was taken away from her by a strange disease. Easing her pain was also one of the reasons why Antoine decided to transfer her to Nouvelle Vie.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Notice d6, Persuasion d6, Shooting d6, Taunt d8, Throwing d6

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (2); **Mental Toughness:** 5

Hindrances: Loyal, Habit (drinks)

Edges: Combat Reflexes, Command, Strong Willed, Diplomat.

Gear: Assistant, Autopistol (Range 12/24/48, Damage 2d6, AP 1, Semi-Auto, 20 bullets), Light vest (+2, torso only).

Notes: Home World Bay Jing (gets the Strong Willed edge for free).

Assistant Name and Gender: Assistant Program 5, "Sudoku", a lithe and athletic ninja type, completely covered in black. Sudoku speaks in Japanese only, which Saucedo understands. Sudoku is therefore useless in interacting or persuading most humans other than Saucedo herself.

Assistant Skills: Hacking d6 (with a Wild die), Investigation d6.

ENCOUNTERS

This is a list of the main creatures found in this adventure, both in the real world and in V-World.

CIVILIAN

Most civilians in the 23rd Century live normal lives, focusing on their trade or skills.

Found in: Everywhere

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Piloting d6, Knowledge (One specific trade) d6, Notice d6, Shooting d4, various other skills

Cha: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Mental Toughness:** 5

Hindrances: Varies

Edges: Varies

Gear: Assistant (varies), tools of the trade.

★ DRAGON, BLACK

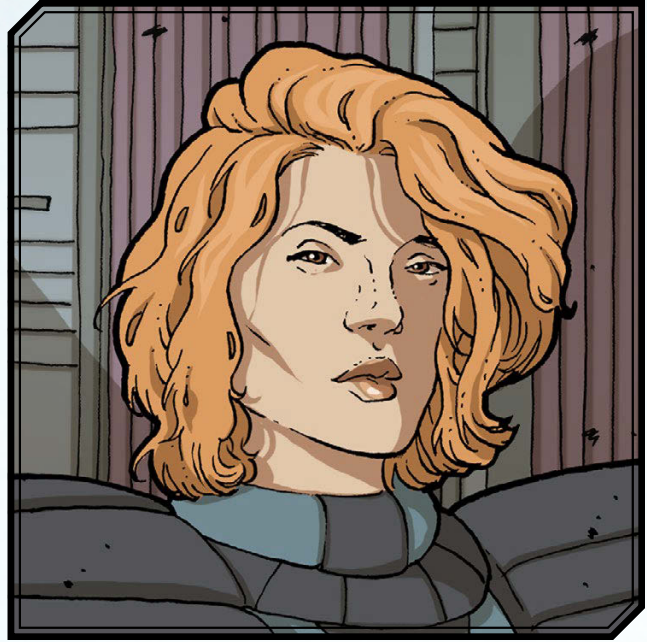
Black Dragons inhabit dank swamps and marshes, and breathe noxious acid clouds.

Found in: V-World

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+9, Vigor d10

Skills: Fighting d10, Intimidation d12, Notice d12

Pace: 8; **Parry:** 7; **Toughness:** 19 (4)



DELTA OFFICER BRYCE SAUCEDO

Special Abilities:

- **Acidic Breath:** Black Dragons breathe acid using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d8 damage. Additionally, the gas from the acid cloud inflicts a further 2d6 damage the round after it was breathed, then it neutralizes. A dragon may not attack with its claws or bite in the round it breathes acid.
- **Armor +4:** Scaly hide.
- **Claws/Bite:** Str+d8.
- **Fear (-2):** Anyone who sees a mighty dragon must make a Fear check at -2.
- **Flight:** Dragons have a Flying Pace of 24", with an Acceleration of 6".
- **Hardy:** Dragons do not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking a dragon due to its massive size.
- **Improved Frenzy:** If a dragon does not use its Acidic Breath Ability, it may make two Fighting attacks with no penalty.
- **Level Headed:** Dragons act on the best of two cards.
- **Size +8:** Dragons are massive creatures. This version is over 40' long from nose to tail, and weighs well over 30,000 pounds.
- **Tail Lash:** The dragon can sweep all opponents in its rear facing in a 3" long by 6" wide area. This is a standard Fighting attack and damage is equal to the dragon's Strength - 2.

LAW ENFORCEMENT

Law Enforcement can be police in cities, corporate security officers in large corporations, or maybe hired guards. They are in charge of keeping order and upholding the law, although in some cases may also be the elements of force of a suppressive regime or private organization.

Found in: Everywhere

TYPICAL SECURITY

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2); **Mental Toughness:** 5

Hindrances: Code of Honor (uphold the law)

Edges: Connections (Police Officers)

Gear: Light vest (+2, torso only), Enhanced autopistol (Range 12/24/48, Damage 2d6, AP 1, Semi-auto, also fires 1 explosive round for 2d8, AP 4 damage), Shock stick (Str+d4), Electronic handcuffs, Sonic stunner (Range 10/20/40, Damage 2d6+1 nonlethal, special), Assistant with at least d4 in Hacking skill.

VETERAN SECURITY

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d8, Intimidation d8, Notice d6, Persuasion d8, Shooting d8, Taunt d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4); **Mental Toughness:** 6

Hindrances: Code of Honor (uphold the law)

Edges: Block, Combat Reflexes, Level Headed, Marksman.

Gear: Combat vest (+2/+4, negates 4 AP against bullets), Enhanced autopistol (Range 12/24/48, Damage 2d6, AP 1, Semi-auto, also fires 1 explosive round for 2d8, AP 4 damage), Puke stick (Str+d4), Sonic stunner (Range 10/20/40, Damage 2d6+1 nonlethal, special), Electronic handcuffs, Assistant with at least d8 in Hacking skill and d6 in Investigation skill.

OLD WEST GUNMAN

The bad guy in V-World Old West programs, these men (and women) make a living with their gun. Wanted in many towns and states, they usually don't live long, and when they die they take a few souls with them.

Found in: V-World

TYPICAL GUNMAN

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Mental Toughness:** 6

Hindrances: —

Edges: Quick Draw

Gear: Colt peacemaker (Range 12/24/48; Damage 2d6+1; RoF 1; AP 1; 6 shots, one full action to reload).

VETERAN GUNMAN

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Notice d8, Shooting d10, Stealth d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Mental Toughness:** 6

Hindrances: —

Edges: Quick Draw, Marksman, Trademark Weapon

Gear: Two Colt peacemakers (Range 12/24/48; Damage 2d6+1; RoF 1; AP 1; 6 shots, one full action to reload), Rifle (Range 24/48/96; Damage 2d8, RoF 1; AP 2; 2 shots, one full action to reload, minimum Strength d6).

PSION

Psions are individuals born with the power to affect matter using only their thoughts. Most psions belong to the Psion Brotherhood, but some are rogue psions, having learned by themselves how to control the power.

To help you avoid having to keep track of psion Extras' power points during combat, no power points are used for the characters below. Instead, each power can be used a limited number of times per scene. Powers that normally last 3 (1/round) now last a flat three rounds per activation. For simplicity, assume if the Soul Drain edge is used, the modifier to the Spirit roll is a flat -2, regardless of the power to be used. If the roll is successful, the psion gains one power to cast immediately.

Found in: Everywhere

SOLDIER PSION

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Psionics d8, Shooting d8

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2); **Mental Toughness:** 6

Hindrances: Vow (Psion Vow)

Edges: Arcane Background (Psionics), Combat Reflexes, Mentalist, Touch Psion, Soul Drain.

Powers: 2 × *bolt*, 1 × *deflection*, 1 × *entangle*, 1 × *pummel*, 1 × *read surface thoughts*, 1 × *telekinesis*, 1 × *telepathy*

Gear: Combat Vest (+2/+4, negates 4 AP against bullets), Combat Helmet (+3, head only), Assault Rifle (Range 24/48/96, Damage 2d8, AP 2, ROF 3, Auto), Stun grenade (Range 5/10/20, Damage 3d6 non-lethal, MBT), Assistant with at least d4 in Hacking skill.

ROGUE PSION

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Psionics d8, Shooting d8

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7/9 (2/4); **Mental Toughness:** 8 (2)

Hindrances: —

Edges: Arcane Background (Psionics), Arcane Resistance, Combat Reflexes, Psychic Soldier, Soul Drain.

Powers: 1 × *blast*, 2 × *bolt*, 1 × *deflection*, 1 × *read surface thoughts*, 1 × *telekinesis*, 1 × *telepathy*

Gear: Assistant, Autopistol (Range 12/24/48, Damage 2d6, AP1, Semi-Auto, 20 bullets), Combat Vest (+2/+4, negates 4 AP against bullets).

SOLDIER

The typical soldier that represents cannon fodder in most enemy armies.

Found in: Everywhere

TYPICAL SOLDIER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4); **Mental Toughness:** 5

Hindrances: Loyal

Edges: Combat Reflexes

Gear: Combat vest (+2/+4, negates 4 AP against bullets), Combat helmet (+3, head only), Assault rifle (Range 24/48/96, Damage 2d8, AP 2, RoF 3, Auto), Stun grenade (Range 5/10/20, Damage 3d6 non-lethal, Medium Burst), Assistant.

VETERAN SOLDIER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d6, Throwing d6

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (2/4); **Mental Toughness:** 5

Hindrances: Loyal

Edges: Combat Reflexes, Dodge, Command

Gear: Combat vest (+2/+4, negates 4 AP against bullets), Combat helmet (+3, head only), Assault rifle (Range 24/48/96, Damage 2d8, AP 2, RoF 3, Auto), Stun grenade (Range 5/10/20, Damage 3d6 non-lethal, Medium Burst), Assistant.

TERRORIST

Found in: Everywhere, but mostly on Nouvelle Vie
Terrorists, or Freedom Fighters (depending on who you ask), are ruthless and committed to their cause.

TYPICAL TERRORIST

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4); **Mental Toughness:** 5

Hindrances: Loyal

Edges: Combat Reflexes

Gear: Combat vest (+2/+4, negates 4 AP against bullets), Combat helmet (+3, head only), Assault rifle (Range 24/48/96, Damage 2d8, AP 2, RoF 3, Auto), Stun grenade (Range 5/10/20, Damage 3d6 non-lethal, Medium Burst), Assistant with at least a d4, Hacking skill.

VETERAN TERRORIST

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d6, Throwing d6

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (2/4); **Mental Toughness:** 5

Hindrances: Loyal

Edges: Combat Reflexes, Dodge, Command

Gear: Combat vest (+2/+4, negates 4 AP against bullets), Combat helmet (+3, head only), Assault rifle (Range 24/48/96, Damage 2d8, AP 2, RoF 3, Auto), Stun grenade (Range 5/10/20, Damage 3d6 non-lethal, Medium Burst), Assistant with at least a d6, Hacking skill.

THUG

Thugs are usually the muscle that works for the underworld, and will do anything for the right price. The more experienced a thug is, the more ready he is for tough missions and to act on his own.

Found in: Everywhere

TYPICAL THUG

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Mental Toughness:** 5

Hindrances: Mean

Edges: —

Gear: Autopistol (Range 12/24/48, Damage 2d6, AP 1, Semi-Auto, 20 bullets), Brass knuckles (Str+d4), Combat knife (Str+d4), Assistant.

VETERAN THUG

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d8, Shooting d6, Stealth d6, Throwing d6

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1); **Mental Toughness:** 5

Hindrances: Mean

Edges: Combat Reflexes

Gear: Autopistol (Range 12/24/48, Damage 2d6, AP 1, Semi-Auto, 20 bullets), Brass knuckles (Str+d4), Combat knife (Str+d4), Light vest, Stun grenade (Range 5/10/20, Damage 3d6 non-lethal, Medium Burst), Assistant.

VEHICLES AND SPACESHIPS

What follows is a list of the vehicles and spaceships used in this adventure.

BATTLESHIP

The most powerful type of warship, battleships are designed to carry a massive amount of firepower. They are not, however, the frontline. They usually work as the back line with unmanned laser and particle cannon ships being the front line of the battle.

Battleships have eight full fusion engines and forty thousand tons, making them formidable adversaries.

Even without front-line unmanned ships they are a force to be reckoned with.

Top Acceleration: 6; **Toughness:** 70 (50); **Handling:** -2; **Heat Radiation:** +26; **Shield Effects:** 4; **Crew:** 200+77; **Jumps:** 8; **Weeks per Jump:** 1

Abilities: Knowledge (Ship Ops) d8, Piloting d8, Shooting d8, Repair d8

Notes: Heavy Armor, Spacecraft, Improved Stabilizer, Capital Ship, 96 Healing Pods

Weapons:

- 4 × Heavy Laser Cannon (Range 4/8/16; Damage 4d8; AP 12; ROF 1; PDLB ROF 8; Heat Points 6; HW)
- Coilgun (Range 2/4/8; ROF 1; Heat Points 4).

Available Ammo:

- ✦ 10 Kinetic Coilgun Projectiles (Damage 3d10; AP 12; HW)
- ✦ 4 Nuclear Coilgun Projectiles (Damage 4d10, AP 14; HW).
- 2 × Heavy Missile Launcher (Range 2/4/8; ROF 4; Heat Points 3; 4 reloads per launcher, maximum 2 can be nuclear).
Available Ammo:
 - ✦ 6 Kinetic Missiles (Damage 3d6; AP 8; HW)
 - ✦ 6 Nuclear Missiles (Damage 2d10; AP 12; HW)
 - ✦ 2 Neutron Missiles (Damage 3d6+special; AP 10; HW)
 - ✦ 2 NNEMP Missiles (Damage 3d6+special; AP 10; HW)
 - ✦ 2 Nuclear Cloud Projectiles (Damage 3d4; 8; HW; Each missile that hits has 1-in-6 chance of being nuclear instead of kinetic. If nuclear, damage is 3d4 AP 6; each one takes up one entire launcher payload)
- 10 × Mine Cloud Defenses (+2 bonus to Piloting roll to Evade against all projectiles; +4 against one projectile).

DEVOURER SHIP

Strange, mysterious and terrifying, Devourer ships have technology never seen before by humans. They look like black spiked sea urchins, and would disappear in the blackness of space except for the fact that they blot the stars, and that their surface periodically sparkles. In frequencies other than human-visible light they emit slightly higher amounts of energy.

Devourer ships are slightly smaller than a human battleship, but orders of magnitude faster than any human ship of any size, attaining accelerations of 20Gs or more. They do not seem to have engines or exhaust, and their propeller method, heat release and storage technology are unknown. If they have an energy shield (similar to the Coulborne Shield) it is not spherical, but rather an energy membrane directly touching the ship's surface. Their main weapon seems

to be a powerful energy beam mixing different types of frequencies, such as laser, X-ray and gamma-ray radiation. It is not clear where on the ship the weapon is located, or how the ship produces beams at these different frequencies with a (supposedly) single cannon length.

"Alien" does not begin to describe it.

Top Acceleration: 26; **Toughness:** 90 (66); **Handling:** +2; **Heat Radiation:** +20; **Shield Effects:** —; **Crew:** unknown; **Jumps:** 16; **Weeks per Jump:** 0.5

Abilities: Knowledge (Ship Ops) d8, Piloting d8, Shooting d8, Repair d8

Notes: Heavy Armor, Spacecraft, Improved Stabilizer, Capital Ship

Weapons:

- 2 × Alien Heavy Energy Cannon Range 4/8/16; Damage 3d8; AP 50; RoF 1; PDLB RoF 8; Heat Points 2; HW. The Devourer ship's energy cannon is a mix of several types of frequencies in the spectrum, including visible, X –and gamma-ray radiation.

CAPITAL SHIPS AND HEAT RADIATION

At first glance the Heat Radiation stat for Capital Ships seems extremely high ("+26 for a Battleship?"). There are several factors that explain this, though:

- If the ship fires its weapons it eats up most of its Heat Radiation bonus for the round. For example, in the case of the Battleship, firing its four Heavy Laser Cannons means the ship would accumulate 24 heat points this round for the Heat Engineer to radiate. The +26 Heat Radiation minus 24 heat points means the Heat Engineer would have an effective bonus of just +2 to the Knowledge (Ship Ops) roll.
- If the Battleship is hit and the damage exceeds its Toughness (even if no Wounds are inflicted), it accumulates half its Heat Modifier in heat points, or 13 heat points. This means even Capital Ships may still overheat really fast.
- Even if the Battleship does not use its weapons and is not hit, a Critical Failure means it accumulates one level of Heat Fatigue, regardless of the bonus.

However, for faster space combat resolution between Capital Ships, remember to consider the alternative Mass Battle rules presented in the *Seven Worlds Setting Guide*.

PATROL SHIP

Patrol Ships comprise the bulk of security forces everywhere, be they military forces, frontier or planetary forces. They take the day-to-day duties of intercepting suspicious ships and keeping order in the space lanes.

Top Acceleration: 8; **Toughness:** 16 (10); **Handling:** +0; **Heat Radiation:** +3; **Shield Effects:** 2; **Crew:** 3+6; **Jumps:** 8; **Weeks per Jump:** 1

Abilities: Knowledge (Ship Ops) d6, Piloting d8, Shooting d8, Repair d6

Notes: Heavy Armor, Spacecraft, Improved Stabilizer, 2 Healing Pods

Weapons:

- 2 × Light Laser Cannons (Range 4/8/16; Damage 3d6; AP 6; ROF 1; PDLB ROF 5; Heat Points 3; HW)
 - Medium Missile Launcher (Range 1/2/4; ROF 4; Heat Points 1; 4 reloads per launcher, maximum 1 of them can be nuclear).
- Available Ammo:*
- ◆ 4 Kinetic Missiles (Damage 3d6; 8; HW)
 - ◆ 2 NNEMP Missiles (Damage 3d6+special; AP 10; HW)
 - ◆ 2 Kinetic Cloud Projectiles (Damage 2d4; 8; HW; each one takes up one entire launcher payload)
 - 2 × Mine Cloud Defenses (+2 bonus to Piloting roll to Evade against all projectiles; +4 against one projectile).

RENNER STATION (³HE) MINING STATION

Renner Station is a research and mining station located almost 1AU away from Harris Station. It has a central habitat section with long arms protruding for it, at the end of which ships can dock and ³He cylindrical tanks store fuel in preparation for their pickup by transport ships. Also, some of the arms have docking clamps for the skimming mini-ships that bring fuel from the outer atmosphere of the gas giant Icaides.

The station has light armament, mostly to protect against asteroids or other random space bodies. This station has been working continuously for decades and is past its prime. It is scheduled to be completely replaced in a decade or so.

See the detailed rules for Space Stations in the *Seven Worlds Setting Guide*.

Top Acceleration: —; **Toughness:** 26 (14); **Handling:** —; **Heat Radiation:** +4; **Shield Effects:** 2; **Crew:** 35+126; **Jumps:** —; **Weeks per Jump:** —

Abilities: Knowledge (Ship Ops) d8, Shooting d6, Repair d8

Notes: Space Station, Heavy Armor, Spacecraft, Improved Stabilizer, 31 Healing Pods

Weapons:

- 2 × Light Laser Cannon Range 4/8/16; Damage 3d6; AP 6; RoF 1; PDLB RoF 5; Heat Points 3; HW
- 1 × Medium Missile Launcher Range 1/2/4; RoF 4; Heat Points 1; 4 reloads per launcher, maximum 1 of them is nuclear.

Available Ammo:

- ⊕ 6 Kinetic Missiles (Damage 3d6; AP 8; HW)
- ⊕ 2 Nuclear Missiles (Damage 2d10; AP 12; HW)

TROOP SHIP

Troop ships use the same hull as supply ships, but are modified to carry up to 639 passengers and crew. Accommodations are simple but serviceable, focused on military transport.

Top Acceleration: 4; **Toughness:** 24 (14); **Handling:** -1; **Heat Radiation:** +2; **Shield Effects:** 2; **Crew:** 30+609; **Jumps:** 8; **Weeks per Jump:** 2

Abilities: Knowledge (Ship Ops) d8, Piloting d8, Shooting d6, Repair d8

Notes: Heavy Armor, Spacecraft, Improved Stabilizer, 101 Healing Pods

Weapons:

- 2 × Light Laser Cannon (Range 4/8/16; Damage 3d6; AP 6; RoF 1; PDLB RoF 5; Heat Points 3; HW)
- 2 × Light Missile Launcher (Range 1/2/4; RoF 2; Heat Points 1; 2 reloads per launcher, no nuclear missiles).

Available Ammo:

- ⊕ 4 Kinetic Missiles (Damage 3d6; 8; HW)
- 4 × Mine Cloud Defenses (+2 bonus to Piloting roll to Evade against all projectiles; +4 against one projectile).

