

**ACTION ON**

St# 9101

# **AKAISHA**

## **OUTSTATION™**

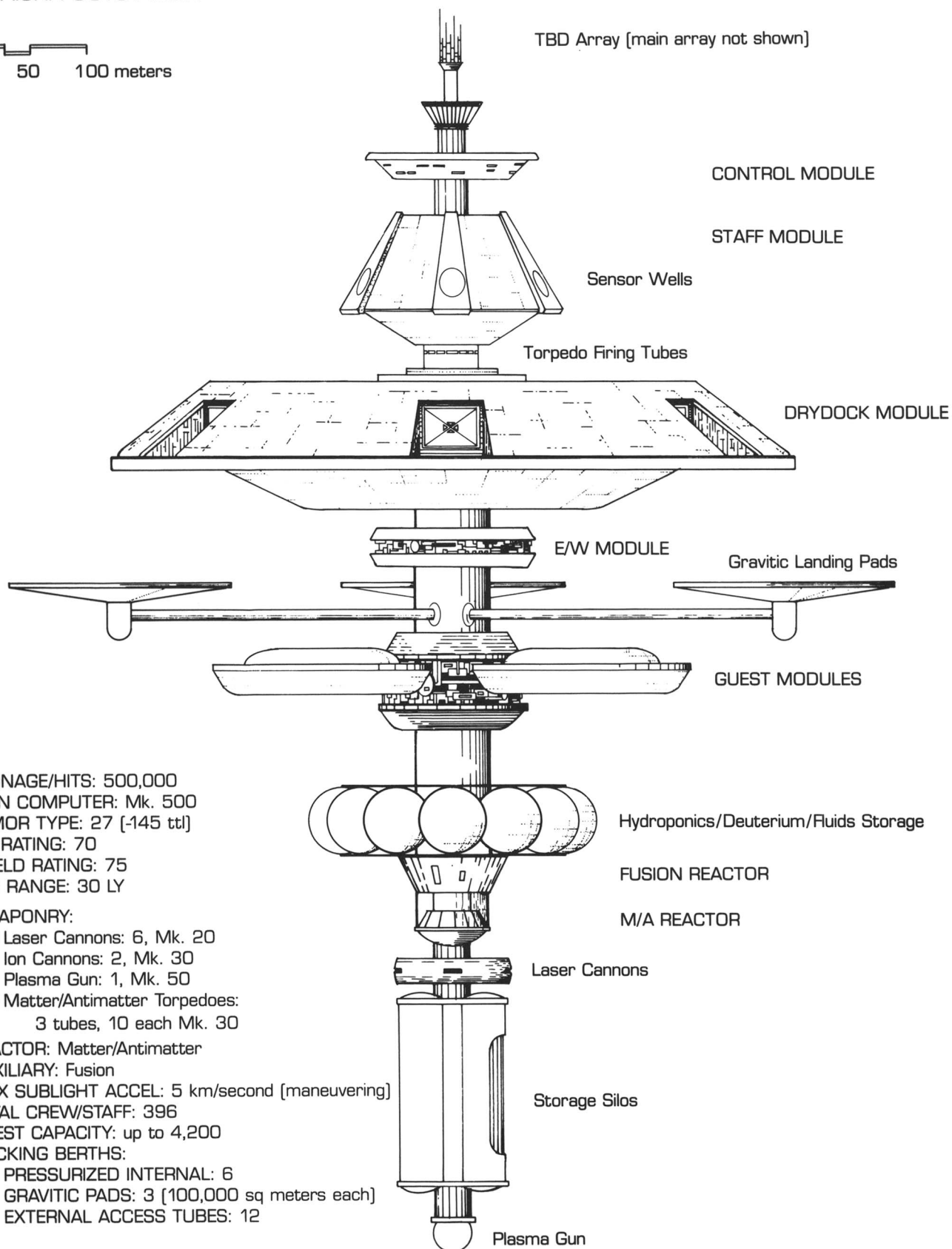
**A SPACE MASTER™ Adventure Module**





# AKAISHA OUTSTATION

0 50 100 meters



TONNAGE/HITS: 500,000  
 MAIN COMPUTER: Mk. 500  
 ARMOR TYPE: 27 [-145 ttl]  
 EW RATING: 70  
 SHIELD RATING: 75  
 TBD RANGE: 30 LY

## WEAPONRY:

Laser Cannons: 6, Mk. 20  
 Ion Cannons: 2, Mk. 30  
 Plasma Gun: 1, Mk. 50  
 Matter/Antimatter Torpedoes:  
 3 tubes, 10 each Mk. 30

REACTOR: Matter/Antimatter

AUXILIARY: Fusion

MAX SUBLIGHT ACCEL: 5 km/second [maneuvering]

TOTAL CREW/STAFF: 396

GUEST CAPACITY: up to 4,200

DOCKING BERTHS:

PRESSURIZED INTERNAL: 6

GRAVITIC PADS: 3 [100,000 sq meters each]

EXTERNAL ACCESS TUBES: 12

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## CREDITS

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# 1.0 GUIDELINES

The **Space Master Ready-to-Run Series** is designed for Gamesmasters who want to run adventures which can be set up in a few minutes and played in a few hours. The adventures requires little or no preparation. Although set in Akaisha Outstation in the Imperial time period Imp. 470-480, with a few modifications these adventures could take place on any space station in the Imperium.

*Akaisha Outstation* has four parts. Section 1.0 deals with guidelines regarding the use of the module. Section 2.0 provides pregenerated characters for the players (which can also be used as non-player characters if so desired).

The third part contains sections 4.0, 5.0, and 6.0: **The Adventures**. Each adventure stands on its own, although a common theme unites the stories. The fourth part of the module (Section 7.0) contains the encounter and other charts and is located at the back of the book for easy reference.

## 1.1 HANDLING PLAY

Each adventure is geared for a different difficulty level. The one found in Section 4.0 is challenging for 1st or 2nd level characters, or inexperienced players. Section 5.0's adventure is aimed at 2nd or 3rd level adventurers, while the adventure in Section 6.0 is designed for 4th or 5th level characters.

The adventures are divided into five standard parts: (1) the tale, which describes the setting and covers the background and plot; (2) the NPCs, a person-by-person description of the prominent non-player characters, including their stats; (3) the layout, a level-by-level, room-by-room description of the adventure site, complete with numbered diagrams, floorplans, and illustrations; (4) the task, a discussion of how to start the adventure, along with the aids, clues, obstacles, and rewards awaiting the adventurers, and (5) encounters, which cover typical or probable meetings between the adventurers and the NPCs.

The GM should skim each section of an adventure before beginning play. Then he can have the players pick pre-designed characters from those provided in Section 2.0, or he can permit the players to design their own PC's. (Of course, this module can serve as a continuation of a campaign, where PC's who have already adventured in *Space Master* find themselves at *Akaisha Outstation*.)

Once play ensues, the GM should refer to the Encounter Chart in Section 6.0, at the back of the module. It covers the probability of encounters for every spot in each adventure.

## 1.2 ADAPTING THE MODULE TO YOUR GAME

Like the rest of the series, this module is designed for use with the *Space Master (SM)* Role Playing System, but is adaptable to most other major SFRP games. Statistics are expressed on a closed or open-ended scale, using a 1-100 base and percentile dice (D100). No other dice are required.

### 1.2.1 CONVERTING HITS AND BONUSES

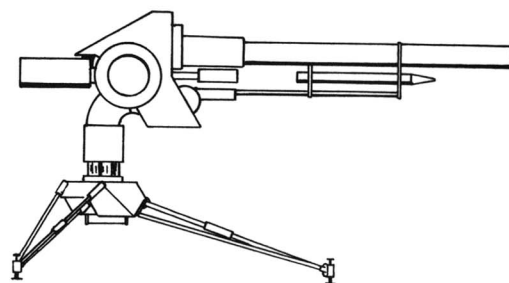
**Bonuses:** When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.

**Hits:** The concussion hit numbers found in this module only represent general pain and system shock. They cover bruises, general pain, and small cuts rather than "wounds". Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results (e.g., TSR Inc.'s *Dungeons and Dragons*), simply double the number of hits your characters take or halve the hit values found in this module.

### 1.2.2 CONVERSION CHART

If you play something other than **Space Master** and you do not use a percentile system, use the following chart to convert 1-100 numbers to figures suited to your game.

| 1-100<br>Stat | D100<br>Bonus | D20<br>Bonus | 3-18<br>Stat | 2-12<br>Stat |
|---------------|---------------|--------------|--------------|--------------|
| 102 +         | +35           | + +7         | 20+          | 17 +         |
| 101           | +30           | +6           | 19           | 15-16        |
| 100           | +25           | +5           | 18           | 13-14        |
| 98-99         | +20           | +4           | 17           | 12           |
| 95-97         | +15           | +3           | 16           | —            |
| 90-94         | +10           | +2           | 15           | 11           |
| 85-89         | +5            | +1           | 14           | 10           |
| 75-84         | +5            | +1           | 13           | 9            |
| 60-74         | 0             | 0            | 12           | 8            |
| 40-59         | 0             | 0            | 10-11        | 7            |
| 25-39         | 0             | 0            | 9            | 6            |
| 10-14         | -5            | -1           | 7            | 4            |
| 5-9           | -10           | -2           | 6            | 3            |
| 3-4           | -15           | -3           | 5            | —            |
| 2             | -20           | -4           | 4            | 2            |
| 1             | -25           | -4           | 4            | 2            |



MARK 3 GRENADE LAUNCHER

## 1.3 ABBREVIATIONS AND DEFINITIONS

The following abbreviations and terms are defined for easy reference.

### 1.3.1 ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

#### Game Systems

RM.....Rolemaster  
SM.....Space Master

#### Professions / Character Classes

Arm .....Armsman  
ArT .....Arms Technician  
Cri .....Criminologist  
EIT .....Electrical Technician  
Eng .....Engineer  
Exp .....Explorer  
Med .....Medic  
Pil .....Pilot  
Phy .....Physician  
Pla .....Planetologist  
Res.....Researcher  
SyT.....Systems Technician  
Tel.....True Telepath  
xxx/T.....Semi-Telepath of class xxx



**Game and Technology Terms**

|               |                                                   |
|---------------|---------------------------------------------------|
| AT .....      | Armor Type (a range of 1 - 30)                    |
| AT (DB).....  | Armor Type with the Defensive Bonus given         |
| Auto .....    | Automatic Projectile (attack table)               |
| Bon .....     | Bonus                                             |
| CAT .....     | Construction Armor Type (AT's 21 - 30)            |
| D10 .....     | A die randomizer for a range from 1 - 10          |
| D100.....     | A dice randomizer for a range from 1 - 100        |
| DB .....      | Defensive Bonus                                   |
| EI .....      | Elmonits (cost in electronic monits)              |
| FTL.....      | Faster Than Light                                 |
| GM .....      | Gamesmaster (game referee)                        |
| K.....        | 1,000 (a quantity of one thousand)                |
| km .....      | kilometers                                        |
| LS .....      | Light Second (300,000 kilometers)                 |
| Lvl.....      | Level (experience, attack or Psion level)         |
| LY.....       | Light Year (the distance light travels in a year) |
| m.....        | meters                                            |
| M.....        | Monits (hard currency denomination)               |
| MA .....      | Martial Arts                                      |
| M/A.....      | Matter/Antimatter                                 |
| MERLOGH ..... | MERCantile League Of Greater Houses               |
| Mk.# .....    | Mark Number (size, strength, and/or power)        |
| NPC .....     | Non-Player Character                              |
| OB .....      | Offensive Bonus                                   |
| PC .....      | Player Character (also "player")                  |
| RR.....       | Resistance Roll                                   |
| SFRP.....     | Science Fiction Role Playing                      |
| Stat .....    | Statistic or characteristic                       |
| TLD.....      | Trans Light Displacement                          |

**1.32 DEFINITIONS**

A few crucial concepts of the module are detailed below.

**Colos:** An Inner Provincial Major House (or "Family"), the Colosians control several star systems near Devon Province, and the two Families are frequently at odds. During the time period of this module the ruler of the Family is Lord Alexander Telax Colos IV; the Homeworld is Gamma Vulpeculae IV.

**Devon:** A powerful Major family, one of the Inner Provinces, and administrators of Akaisha Outstation (under the watchful eye of Imperial "aides"). The head of the family is Lord Yama Pythagor III Devon, and the Provincial Homeworld is Delta Cassiopeiae. A very detailed account of the workings of House Devon is available in the campaign module **IMPERIAL CRISIS: House Devon in Turmoil**.

**Empire:** A geopolitical jurisdiction encompassing every star system known to be inhabited or claimed by Terran humans as well as those systems harboring indigenous sentients who have come into the Terran fold. The Empire consists of a central territory, known as the Imperium, and a multitude of Provincial territories governed by *Family* groups who pledge fealty to the Emperor and his court. At present, the Empire is over four and one half centuries old. The Emperor keeps his seat of power on Terra (also known as Old Earth).

**Family:** Political connotation. An abstract concept which has gained a great deal of popularity since the consecration of the Imperium. A Family is an almost intangible representative essence which denotes a society of people, practically separating them from the rest of humanity as a specific race. In practice, the administrators of a given Province take on the Family name, behind which all citizens of the Province can rally. It is often the case that the governors of a Province declare themselves nobility, thus elevating the title to Royal Family. The concept of the Family is akin to, and synonymous with; House, Major Family, Greater Clan, etc.

**Frontier Province:** One of those territories, encompassing several star systems, which were colonized after the consecration of the Imperium and the first Inner Provinces. Having a low population density and little or no initial development, the Frontier Provinces are governed by Minor Clans who are in turn carefully scrutinized by Imperial observers. After long periods of development, Frontier Provinces can often obtain Inner Province status, with the governing Clan elevated to Royal Family status.

**Homeworld:** A geosphere which is capable of supporting standard hydrocarbon based lifeforms. There are precious few of these naturally occurring bodies so they are in great demand as territorial capitals. Candidate Homeworlds with unsuitable atmospheres can often be transformed into viable geospheres through the introduction of specially developed micro-organisms which can transform undesirable gasses into desirable ones.

**Hypershunt:** The act of crossing the speed of light barrier and propelling one's craft into Hyperspace. Controlled Hypershunts have allowed Terrans to colonize distant star systems at a rate far exceeding predictions based on the restrictions of Einsteinian space.

**Hyperspace:** Hyperspace is the vernacular term for that cosmos known as the Tachyon Universe. It has been determined that in Hyperspace the speed of light is the lower boundary of a radiative propagation spectrum quite unlike our own. Recent engineering feats have allowed man to travel through Hyperspace, but as of this time, actual occupation, and action within, the Tachyon Universe is an impossible aspiration.

**Imperium:** The Imperium is that area of space which encompasses every star system colonized or claimed by man, which is not governed by a Royal Family or Minor Clan. The leader/figurehead of the Imperium is the Emperor himself who defers many of his responsibilities to planetary governors. The Governors are prevented from taking too many liberties with their assigned systems due to the omnipresent Imperial Fleet. Geographically, the Imperium is situated centrally in the Terran Empire with Old Earth maintained as the territorial Homeworld.

**Inner Province:** Often containing upwards of ten star systems, the Inner Provinces are feudal territories governed exclusively by Royal Families. As far as locational references are concerned, these Provinces usually border on, or are actually within Imperial space. Also, it is not uncommon to find Inner Provincial administrations who, in turn, parcel out systems in their own territories for Minor Clans to govern.

**Instation:** Akin to Orbital stations, Instations are much larger counterparts which are set into orbits around stellar primaries as opposed to planetary bodies. They serve as military fleet bases and as communication backup systems for the inhabited planets in the given system. They usually offer civilians the use of their repair and overhaul facilities while a few are actually capable of undertaking space vessel construction operations.

**Jade-London:** An Inner Provincial Major House, they are (usually) on friendly terms with House Devon, and unfriendly terms with the Colosians.

**Kashmere:** A coalition of Minor Clans, the Kashmere families have formed a commonwealth directly under Imperial Supervision. Together they rank equal to one Major House.

**MERLOGH:** The economic monitor and stock market of the Terran Empire. MERLOGH's existence can be attributed to the PreImperial territories who swore to fight the forming Imperium to the bitter end unless independent watch-dog institutions were allowed to operate in the Empire-to-be. To this day, MERLOGH, VEGAPOL, and the Galactic Court of Humanity have kept their autonomous and unbiased (well, mostly unbiased) status in the Emperor's realm.

**Minor Clan:** Clans are family societies Imperially designated as minor royalty. Although not entitled to the near autonomous operative capabilities afforded the Royal Families, Minor Clans can often be found governing their own systems or continental states (under the watchful eyes of higher authorities — usually a Family). Minor Clans, by law, are prevented from keeping their own soldiery or minting their own hard currency; however, a Clan's economic performance is scrutinized in MERLOGH as thoroughly as any larger political unit's economy would be. Minor Clans are often allocated Imperial garrison forces when they occupy areas troubled by conflict, despite the fact that the Clan is often the conflict's instigator.

**N-Space:** Normal Space. This defines the universe and time that Terrans presently inhabit and operate within; governed and bound by the physical laws which have lasted for ages untold.

**Orbital Station:** Orbital stations are environmentally controlled structures kept in orbit around various planets in the Empire. Their primary purpose varies according to the types of activities which are carried out on the planetary surface below. If it is a resource world, the orbital station will usually perform the function of heavy cargo transfer terminal. If it is a Homeworld, then the station will be equipped to handle communications and personnel. In many instances, orbital stations have repair and overhaul facilities and are quite capable of orchestrating spur of the moment military activities. Defensive armaments are usually geared to the amount of danger inherent to the given system. Their orbital maneuverability is severely restricted. They can often sustain 20 to 200 people, depending on function.

**Outstation:** The Outstation is the interstellar counterpart of the Instation, although its primary function differs slightly. The Deep Space Outstation, as it is more properly called, often takes the role of Tachyon Beam Dictor relay base, as they are constructed along important communication lines where there is no convenient star system within which to place a more conventional relay station. They also serve as supply bases for the fleets or the political entity which has constructed and staffed the structure. Outstations are not perfectly stationary, as, like other celestial bodies, they circle the galactic core.

**Sianetic Harbingers:** A title given to that ancient spacefaring race which spread Hominids from earth to several nearby habitable worlds, giving rise to humanoid and xeno-human races. They are known by several other titles, most of which are culture specific: the Ancients, the Forerunners, the Fathers, the Klattu, etc. Harbinger artifacts fetch a high price in the scientific and collectors communities.

**Spacefaring Port:** A surface-bound installation which contains maintenance and repair facilities for civilian and military ships alike. All Spacefaring Ports are staffed with a complement of customs officers and garrison troops who try to uphold the laws of the administration in control of the system in question.

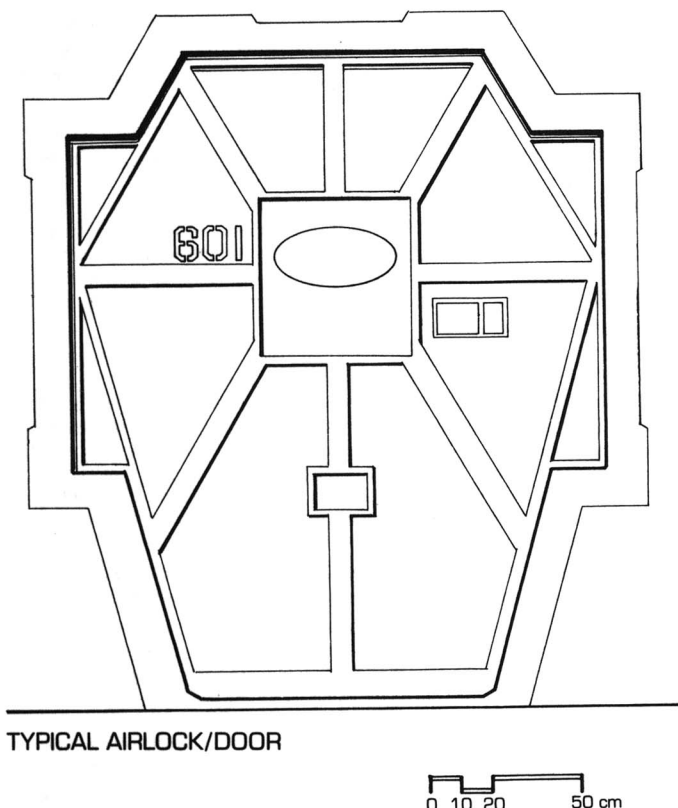
**Stellar Primary:** A planetary system's sun. In polystar systems there would obviously be several stellar primaries, but it is the major star (determined by mass or size) which gives a system its name.

**VegaPol:** An interstellar police force which operates independent of Imperial and Provincial jurisdictions alike. It is based in the Vega system, and operates in conjunction with the Galactic Court of Humanity.

## 2.0 PLAYER CHARACTERS

The following chart provides a sampling of pregenerated player characters of varying profession and levels. Statistics are given for Space Master. The GM may wish to assign players a character or allow them to select from the list. Of course, the GM can utilize the unused PCs as non-player characters. After all, the players may design their own characters or employ characters already in use.

The GM should remember, however, that regardless of how the players acquire their characters, each adventure is geared for a different difficulty level (see 1.1). We suggest PCs tough enough to meet the challenge.



## 3.0 AKAISHA OUTSTATION: GENERAL INFORMATION

Dozens of Deep-Space Outstations are scattered across the Interstellar void of the Terran Empire. These installations were built to bridge the gaps between the unevenly-distributed star systems in several ways. Communication and transportation especially have a very limited range, and these facilities serve as refueling, relay and repair docks.

Outstations are much more than this, however; they are veritable cities in space. Light-years from any inhabited worlds — or any natural planetary or stellar body, for that matter — they are completely self-contained. An Outstation orbits the galactic core like a star, and so is fixed in relation to other stellar systems. This also is necessary for Tachyon Beam Dictor relay functions. These huge constructs are also fitted with extensive docking and repair bays, as well as guest accommodations for thousands. Some of the finest recreational facilities are available at Outstations, and they are popular resorts for those who want to “get away from it all”.

Akaisha Outstation is an unusual case, due partially to its position in the geopolitical scheme of things. Located on the edge of **Delta “C” Sector**, Akaisha is on the borders of Devonian Provincial Space. Beyond is Imperial territory, and nearby are possessions of Houses Colos and Jade-London, as well as the Kashmere Provinces, a coalition of Minor Clans under Imperial supervision.

Because of this key (and sensitive) placement, the Emperor has seen fit to “supplement” the Devonian staff with a few Imperial Administrators and security troops. This irks Lord Devon to no end, but is unavoidable. It is actually a testament to the relative power of House Devon that the Imperial functionaries on Akaisha have very little day-to-day authority.

### 3.1 ADMINISTRATION

As mentioned above, the senior administrative staff of Akaisha is composed of both Imperial and Devonian citizens. Perhaps not surprisingly this can lead to confusion, but it remains the most equitable arrangement.

#### 3.11 OVERALL STAFFING

##### AKAISHA OUTSTATION STAFFING BREAKDOWN:

##### EXECUTIVE STAFF:

DIRECTOR: Andaris Kleg  
 IMPERIAL ADMINISTRATIVE ASSISTANT: Tara Chang  
 SECURITY CHIEF: Jaimie Kertez  
 DECK CAPTAIN: Torance Schreck  
 CHIEF ENGINEER: Blair Korkitzov  
 MEDICAL OFFICER: Erin Kaas-Lawrence

##### SUPPORT STAFF:

72 Administrative assistants  
 12 Comm Techs  
 48 Techs [Sys/Arms/Elec]  
 3 Physicians  
 15 MediTechs  
 90 Security Troopers [45 Imperial; 45 Devonian]  
 150 Support staff  
 120 Human Relations 'Bots  
 72 Service 'Bots  
 72 Mech Interface 'Bots

Most menial functions at the Outstation are handled by robots, thus the relatively few “support staffers”. Human Relations Bots perform valet and maid services to all sections of the ship, while the Service and Mech Interface Bots are concentrated in the Engineering and Docking Bay areas, performing simple tasks under the direction of human Techs.

#### 3.12 INFORMATION FOR VISITORS

Visitors to Akaisha Outstation will find in the huge station just about every imaginable necessity, not to mention quite a few luxuries. Outstations are invariably a more controlled environment than large planetary settlements, and players who think they can freely break the regulations should be taught a lesson, in the form of a fine or a visit to the holding area.

#### APPROACH TRANSMISSION

Akaisha's far-ranging sensors can detect and analyze in detail even the smallest ship at a distance of one light-year (which is much farther than the usual distance for ships visiting the station to appear). As soon as a ship gets within a 100,000 kilometer sphere of Akaisha, station docking controllers beam out a Laser/Microwave message to the prospective visitors:



| NUMBER<br>(Name) | PC1<br>Irol | PC2<br>Taryn | PC3<br>Markus | PC4<br>Xram | PC5<br>Arzem | PC6<br>Marty | PC7<br>Virz | PC8<br>Urua | PC9<br>Arala | PC10<br>Moir | PC11<br>Danni | PC12<br>Kelth | PC13<br>Corey | PC14<br>Arny | PC15<br>Jym | PC16<br>Tama |
|------------------|-------------|--------------|---------------|-------------|--------------|--------------|-------------|-------------|--------------|--------------|---------------|---------------|---------------|--------------|-------------|--------------|
| Race/Sex:        | Human/M     | Human/F      | Human/M       | Human/F     | Human/M      | Neo-Hmm/M    | Neo-Hmm/M   | Neo-Hmm/M   | Hmnid I/F    | Hmnid I/F    | Trans I/M     | Trans I/M     | Trans I/M     | Trans V/M    | Android/M   | Android/F    |
| Hr/VW:           | 175cm/65k   | 168cm/53k    | 183cm/77k     | 152cm/45k   | 188cm/86k    | 165cm/58k    | 180cm/74k   | 175cm/63k   | 185cm/87k    | 163cm/51k    | 193cm/100k    | 182cm/75k     | 188cm/86k     | 198cm/109k   | 203cm/110k  | 175cm/70k    |
| Hair:            | green       | black        | blue          | sandy       | brown        | blue         | hazel       | grey        | red          | blonde       | brown         | auburn        | blond         | black        | brown       | blonde       |
| Eyes:            | Telepath    | Plot         | Physician     | SysTech     | black        | blue         | hazel       | Explorer    | green        | blue         | brown         | ambr          | pale blue     | brown        | Explorer    | blue         |
| Profession:      | 2           | 4            | 5             | 3           | 1            | 3            | 1           | 2           | 4            | 3            | 2             | 4             | 3             | 1            | 5           | 3            |
| Level:           | 21          | 41           | 56            | 29          | 16           | 50           | 15          | 29          | 67           | 42           | 39            | 46            | 49            | 29           | 200         | 200          |
| Hits:            | 1(10)       | 1(15)        | 1(5)          | 1(20)       | 1(10)        | 1(20)        | 1(10)       | 1(15)       | 1(20)        | 1(30)        | 1(5)          | 1(35)         | 1(20)         | 1(30)        | 4(25)       | 4(25)        |
| Shield:          | 12          | none         | none          | none        | none         | none         | none        | none        | Deflection   | none         | Velocity      | none          | none          | Velocity     | none        | none         |
| PsPoints:        | 89          | 78           | 86            | 56          | 71           | 88(+5)       | 81(+5)      | 96(+5)      | 92(+10)      | 80           | 97(+20)       | 60            | 85            | 97(+20)      | 100         | 100          |
| Constituti:      | 87          | 96           | 98            | 96          | 81           | 97(+5)       | 89(+5)      | 97(+5)      | 89(-5)       | 96(+10)      | 86(-5)        | 100(+20)      | 96(+5)        | 98(+15)      | 100         | 100          |
| Agility:         | 100         | 87           | 89            | 45          | 85           | 41(+5)       | 77(+5)      | 53(+5)      | 66(-15)      | 70(-20)      | 40(-5)        | 75(-5)        | 78            | 85(+5)       | 98          | 94           |
| Self-Disc:       | 98          | 66           | 91            | 80          | 90           | 75(+5)       | 80(+5)      | 60(+5)      | 40(-5)       | 80(-5)       | 79(-5)        | 56(-10)       | 90(+10)       | 80(+15)      | 98          | 96           |
| Memory:          | 96          | 80           | 94            | 80          | 100          | 90(+5)       | 98(+5)      | 85(+5)      | 65(-5)       | 85           | 88(-10)       | 87(-10)       | 87(+5)        | 93(+10)      | 102         | 99           |
| Reasoning:       | 65          | 90           | 81            | 86          | 71           | 86(+5)       | 92(+5)      | 95(+5)      | 98(+10)      | 85(-10)      | 98(+20)       | 84            | 89            | 99(+15)      | 100         | 100          |
| Strength:        | 96          | 96           | 88            | 98          | 73           | 95(+5)       | 76(+5)      | 92(+5)      | 99(+10)      | 99(+10)      | 94(-5)        | 98(+20)       | 98            | 95(+15)      | 100         | 100          |
| Quickness:       | 91          | 47           | 79            | 61          | 80           | 96(+5)       | 33(+5)      | 83(+5)      | 67(+10)      | 82           | 88(+10)       | 90            | 100(+20)      | 95(+15)      | 101         | 98           |
| Presence:        | 71          | 85           | 96            | 98          | 97           | 89(+5)       | 81(+5)      | 56(+5)      | 80           | 95           | 74            | 99            | 96            | 87(+10)      | 94          | 101          |
| Intuition:       | 95          | 67           | 101           | 43          | 80           | 86(+5)       | 91(+5)      | 86(+5)      | 87           | 55           | 65            | 70            | 80            | 90           | 95          | 97           |
| Empathy:         | 60          | 57           | 80            | 85          | 71           | 93           | 50          | 86          | 74           | 87           | 65            | 98            | 102           | 95           | 101         | 100          |
| Appearance:      | 20          | 54           | 45            | 40          | 30           | 48           | 20          | 42          | 72           | 33           | 46            | 42            | 33            | 43           | 86          | 56           |
| 1-H OB:          | 35          | 35           | —             | —           | —            | 23           | —           | 22          | 32           | 23           | 36            | —             | 23            | 33           | 81          | 46           |
| 2-H OB:          | 15          | 15           | —             | —           | —            | 5            | —           | 20          | 30           | 25           | 15            | —             | 30            | 30           | 45          | 30           |
| Stalk/Hide:      | 10          | 40           | 35            | 10          | 15           | 27           | 10          | 20          | 25           | 10           | 15            | 15            | 15            | 30           | 40          | 20           |
| Percept:         | —           | —            | —             | —           | 5            | 43           | —           | 10          | —            | 20           | —             | —             | 15            | 10           | 55          | —            |
| Drive:           | —           | 65           | —             | —           | 10           | 23           | —           | 25          | 10           | 35           | 5             | —             | 20            | 2            | 10          | —            |
| Amos Pilot:      | —           | —            | —             | —           | —            | 2            | —           | 3           | 6            | —            | 2             | —             | —             | —            | —           | 3            |
| Ambush:          | —           | —            | —             | —           | —            | 20           | —           | 30          | —            | —            | —             | —             | 10            | —            | —           | 10           |
| Survival:        | —           | —            | —             | —           | —            | 23           | —           | 15          | —            | —            | —             | —             | 20            | —            | —           | —            |
| First Aid:       | —           | 10           | 80            | —           | 40           | 38           | 15          | 20          | 10           | 20           | 5             | 10            | 20            | 10           | 45          | 20           |
| ScanAnd:         | —           | 45           | 65            | 40          | 30           | —            | 10          | 15          | 5            | 45           | —             | 10            | 15            | 10           | 60          | —            |
| Orb Pilot:       | —           | 65           | —             | 10          | —            | —            | 5           | 15          | 10           | 40           | —             | 15            | 10            | 10           | 30          | —            |
| N-Sp Pilot:      | —           | 70           | —             | 5           | —            | —            | —           | 15          | 10           | —            | —             | —             | —             | —            | —           | —            |
| Hyp Pilot:       | —           | 60           | —             | 10          | —            | —            | —           | 10          | —            | 35           | —             | —             | 5             | 10           | 10          | —            |
| N-Sp Astro:      | —           | 30           | —             | —           | —            | —            | —           | 5           | —            | 10           | —             | —             | —             | —            | —           | —            |
| Hyp Astro:       | 10          | 10           | —             | —           | —            | —            | —           | 10          | —            | 15           | —             | —             | —             | —            | —           | —            |
| SensAnd:         | 10          | 10           | —             | 10          | 20           | —            | 10          | 10          | —            | 20           | —             | —             | —             | —            | 25          | —            |
| EW/Comm:         | 10          | 10           | 10            | —           | —            | 17           | 10          | —           | —            | 5            | —             | 10            | —             | —            | 10          | —            |
| ElecTech:        | —           | —            | —             | 35          | —            | 33           | 20          | —           | —            | —            | —             | 84            | —             | —            | —           | —            |
| CompTech:        | 10          | —            | 5             | 50          | —            | 33           | 25          | —           | —            | —            | —             | 50            | —             | —            | 20          | —            |
| PwrSystch:       | —           | —            | —             | 65          | —            | 18           | 10          | —           | —            | —            | —             | 25            | —             | —            | —           | —            |
| CrimeTech:       | —           | 5            | —             | —           | —            | 38           | —           | 5           | —            | —            | —             | —             | —             | —            | —           | —            |
| MedTech:         | —           | —            | 50            | 20          | —            | 37           | 10          | —           | —            | —            | —             | —             | —             | —            | —           | —            |
| CyberTech:       | —           | —            | —             | 10          | —            | —            | —           | —           | —            | —            | —             | —             | —             | —            | 30          | 20           |
| Plintlog:        | 5           | —            | —             | —           | 30           | —            | —           | 10          | —            | —            | —             | —             | —             | —            | —           | —            |
| MedPrctce:       | —           | —            | 65            | —           | —            | —            | —           | —           | —            | —            | —             | —             | —             | —            | —           | —            |
| 2nd. Skill:      | DrGTol:5    | Acrob:20     | Diplom:30     | Acrobat:10  | Admin:5      | Acrobat:20   | —           | AhGam:20    | Falsif:20    | Music:10     | Subdue:10     | Seduc:20      | Gamble:10     | Acrobat:20   | Acrobat:60  | Act:20 2nd   |
| 2nd. Skill:      | PubSpk:10   | DrGTol:10    | Gamble:10     | AhGam:15    | Caving:10    | Act:20       | —           | Cnfrt:5     | Seduc:10     | Sing:20      | —             | —             | Seduc:65      | AhGam:30     | Seduc:67    | Music:20     |
| 2nd. Skill:      | Act:10      | Seduc:15     | Subdue:10     | Cnfrt:20    | Navigat:10   | Gamble:20    | —           | —           | Subdue:15    | Trade:10     | —             | —             | —             | DrGTol:20    | Signal:40   | —            |
| 2nd. Skill:      | Trick:5     | —            | —             | —           | —            | Seduc:30     | —           | —           | —            | —            | —             | —             | —             | Subdue:30    | Trick:40    | —            |

#### NOTES:

**Shields:** If a shield is indicated, check the listing below, and incorporate the added DB.

Velocity Shield: +30 vs melee, +45 vs missile, +60 vs projectiles, +0 vs energy

Deflector Shield: +5 vs melee, +15 vs missile, +40 vs projectiles, +60 vs energy

Absorption Shield: +30 vs all attacks.

Barrier Shield: +60 vs melee, +70 vs missile, +70 vs projectiles, +90 vs energy

**Stats:** a "plus" (+) number next to a stat indicates the racial/genetic bonus given to the character in addition to any normal stat bonus. shields have differing DB's against various attacks:

#### ITEMS FOR THE PC's:

PC1: x2 Psion Prism (pp multiplier), velocity shield, laser pistol, pocket communicator.

PC2: 10mm MLA pistol, 7mm rocket rifle, pocket communicator, distance lenses.

PC3: hand stunner, medscanner, dermal closer, medtab applicator and three sets of tabs, tissue knitter.

PC4: laser pistol, master tool kit

PC5: multiscanner, computer map, signal beacon.

PC6: blast pistol, 9mmSMG, infra-lenses, multiscanner, headset communicator.

PC7: hand laser, master tool kit, headset communicator.

PC8: absorption shield, multiscanner, blast pistol, laser rifle, pocket communicator.

All would also possess an Ident disk, and Elmonit Card with 10-1000 (10 x D100) elmonits on account.

PC9: laser pistol, 9mm SMG, deflector shield, grav-belt

PC10: hand stunner, 6mm autoshotgun, personal EW generator (prevents detection by scanners)

PC11: stun pistol, velocity shield, laser rifle with laser targeting mount.

PC12: master repair kit, gravis

PC13: contact stunner, 15mm MLA rifle, multiscanner, infra-lenses, vast wardrobe.

PC14: 9mm SMG (uses 1-handed), 6mm autoshotgun, velocity shield.

PC15: blast pistol, Plasma Repeater Rifle, android repair kit, basketball.

PC16: laser pistol, assault blaster, portable android repair kit, pocket communicator.

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IMPERIAL / PROVINCIAL OUTSTATION: AKAISHA

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## Welcome to Akaisha Outstation

This facility is jointly operated by Terran Imperium and Imperial Noble House Devon. Visitors must observe all applicable laws and regulations of Devon Province. Firearms are strictly prohibited beyond the visitors' ship; munitions and non-personal weapons are forbidden entirely.

## DOCKING PROCEDURE:

1. Please Transmit Passage Code.
  2. Transmit Elmonit Account Code.
  3. Maneuver into station orbit at 10 kilometer range.
  4. Transfer astro/pilot functions to Akaisha Control, Microfreq 239.1 or tight-beam LASER rig.
  5. Stand by for security scan and viral analysis.
- 
- 

After the computers at Akaisha have confirmed the intended visitors' passage code validity and Elmonit solvency, the following message is transmitted:

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IMPERIAL / PROVINCIAL OUTSTATION: AKAISHA

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## SERVICES:

- Six enclosed pressurized bays for repairs and maintenance overhauls of craft massing up to 7,500 tons.
- Three gravitic pads for minor repairs and refueling of ships up to 20,000 tons.
- Facilities available for docking larger vessels.
- Full spectrum refueling
- Complete recreational facilities.
- Personal accommodations
- Variable security and volume storage available.
- Personal interstellar communications at reasonable rates to anywhere in the Imperium. Discounts to Imperial and Devonian Citizens; Service to other House Citizens available at slightly higher rates.

Costs: [In Imperial Elmonits; subject to change without notice]

Airlock Berth 500 + 200/day  
 Gravitic Berth 200 + 400/1000 sq meters/day  
 Pressure Bay Berth 800 + 500/day  
 Stateroom 10 + 25/day [base rate]  
 Fissionables 6000/m<sup>3</sup>  
 Andrium 10,000/m<sup>3</sup>

Storage and repair costs will vary. See an attendant upon docking. If you are uncertain about what type of docking facility will be required for proper repairs, request a Remote Estimate [charge: 20 IE]

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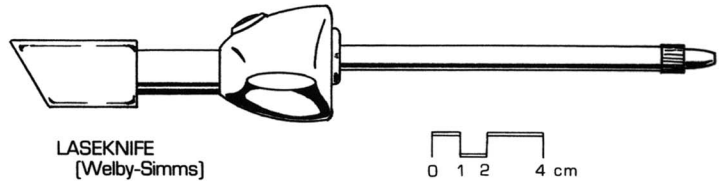


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## 3.13 OUTSTATION SECURITY

There are generally ninety security troops stationed at Akaisha, forty-five each Imperial and Devonian. Though they are theoretically one security force, there are inevitable schisms. Tara Chang, the ranking Imperial official, has tried to make things easy by deferring day-to-day control of all but her personal guards to Jaimie Kertez, the (Devonian) Security Chief. This has helped, but there is some jealousy, mostly from the Devonians, and perhaps mainly because the Imps are permitted by law to carry Laser Pistols in addition to issue Hand Stunners, while Provincial troops are required to pack no more than a Stun Pistol under normal circumstances.

In an emergency, Kertez, Chang, or Andaris Kleg (the station Director) may declare Martial Law, and in that event *all* troops are permitted to carry assault blasters — though all must also have Stun Pistols, and they are supposed to use the stunner unless their lives are threatened. An "emergency" is defined as a situation where dangerous intruders are known or strongly suspected to be on the station, or when unauthorized persons possess deadly weapons on the station with apparent intent to do harm to sentients.



## 3.2 GENERAL LAYOUTS

In this section are briefly described areas of Akaisha Outstation that, while not necessarily key to any adventure, are important in the overall scheme of the station. A few general elements of the layouts are also noted below.

**Doors:** All doors are represented as thin double lines. These doors are all sensor-activated auto open, except where security requires a pass-card, or the room can only be opened from a command by someone inside. This is true of the offices and the three control rooms.

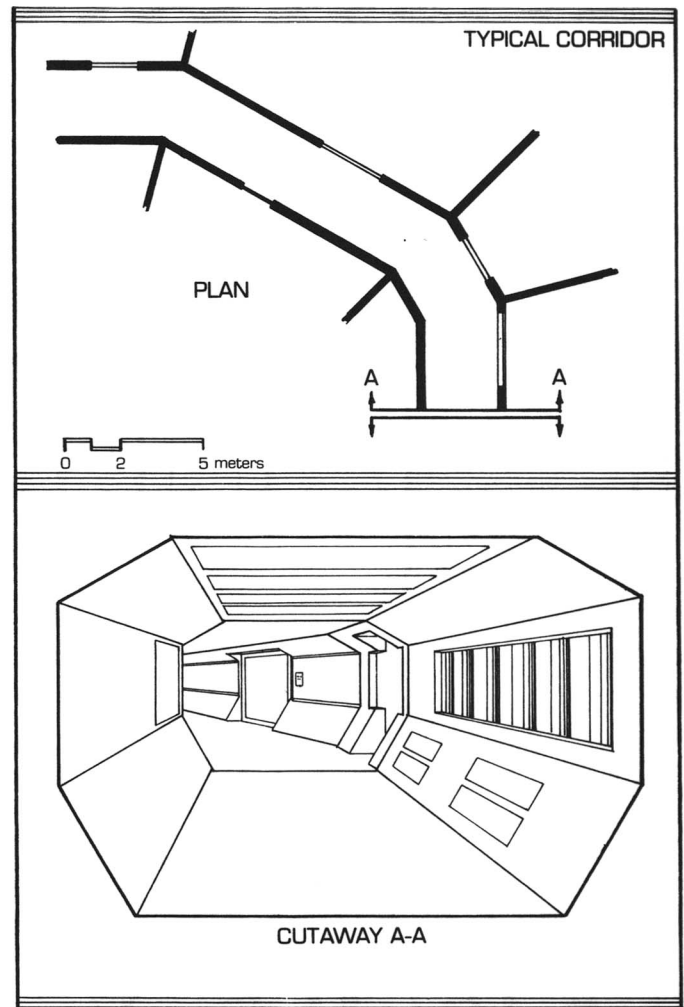
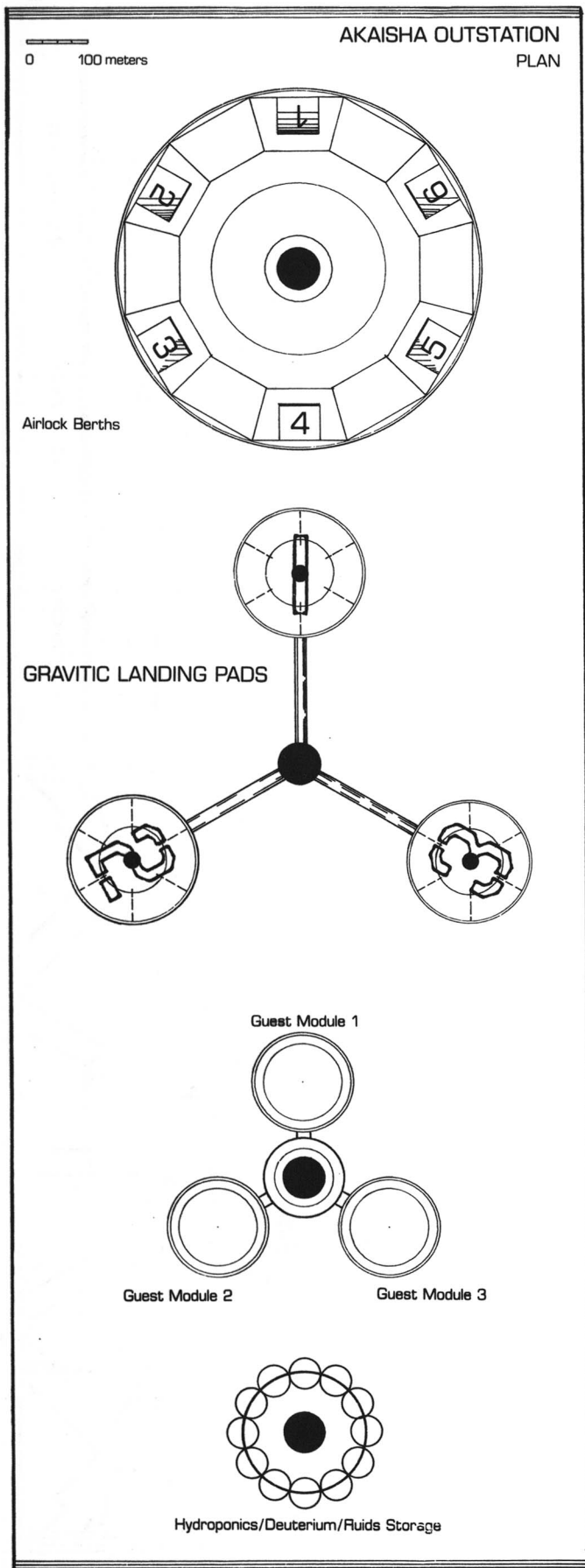
**Ports:** These are very rare, since there is very little to look at outside of Akaisha. (Except for Nym 3 the binary, about three-quarters of a light-year away. Nym 3A is a huge blue giant, being orbited by a cool red-yellow star (3B). The pair are easily the brightest objects in the sky; the disk of 3A can just be made out. Akaisha rotates slowly so the view shows up every hour.)

Most of the ports are located in either the executive offices or VIP suites. All are polarized to automatically tint out bright lights (such as Nym 3), and are triple-panes of aligned glassteel. During times of questionable security, aligned crystalline steel shields are slid over the portals for extra protection.

**Lift Tubes:** Very fast gravitically powered vertical transporters, the tube cars access all levels of the station. Note that there are more on the central areas, and only certain tubes access certain, more restricted zones. The tube cars are able to twist in the shaft to open on a different side, depending on the level. This function is computer controlled, as well as the overall tube routing.

**Service Access Panels:** These are designated by a thick single line (thinner than the surrounding walls) They are smaller than the doors as a rule (being only about a meter wide and 150cm high) and are ovals set in the wall. They can normally only be opened by a Tech with a repair pass-card (though certain high-ranking Akaisha officers have master pass-cards which allow them into all areas).

## 3.21 GENERAL PLANS

**TYPICAL STAFF/EMPLOYEE QUARTERS**

These layouts are meant to convey the general design of the standard employee living quarters. Naturally, since each staff member will wish to individualize his or her home, the design was deliberately flexible and is easily adapted. Two examples are given in the upper portion of the page, while below the units are shown in context of one of the several staff quarters floors. The central "vending" area is a complete service facility where foods and most home necessities can be obtained inexpensively.

In the key below, many of the most traditional and common uses are listed for each room/area, several given for each room, because, for instance, not everyone likes to cook, or needs privacy for sleeping, etc.

**1. Entrance Foyer.**

**2. Storage.**

**3. Bath.** Personal sanitation and hygiene. Most are equipped with sonic massage and several other personal amenities.

**4. Utility Room.** Kitchen, workshop, laundry.

**5. Workspace.** Dining, sewing, model construction, gameroom.

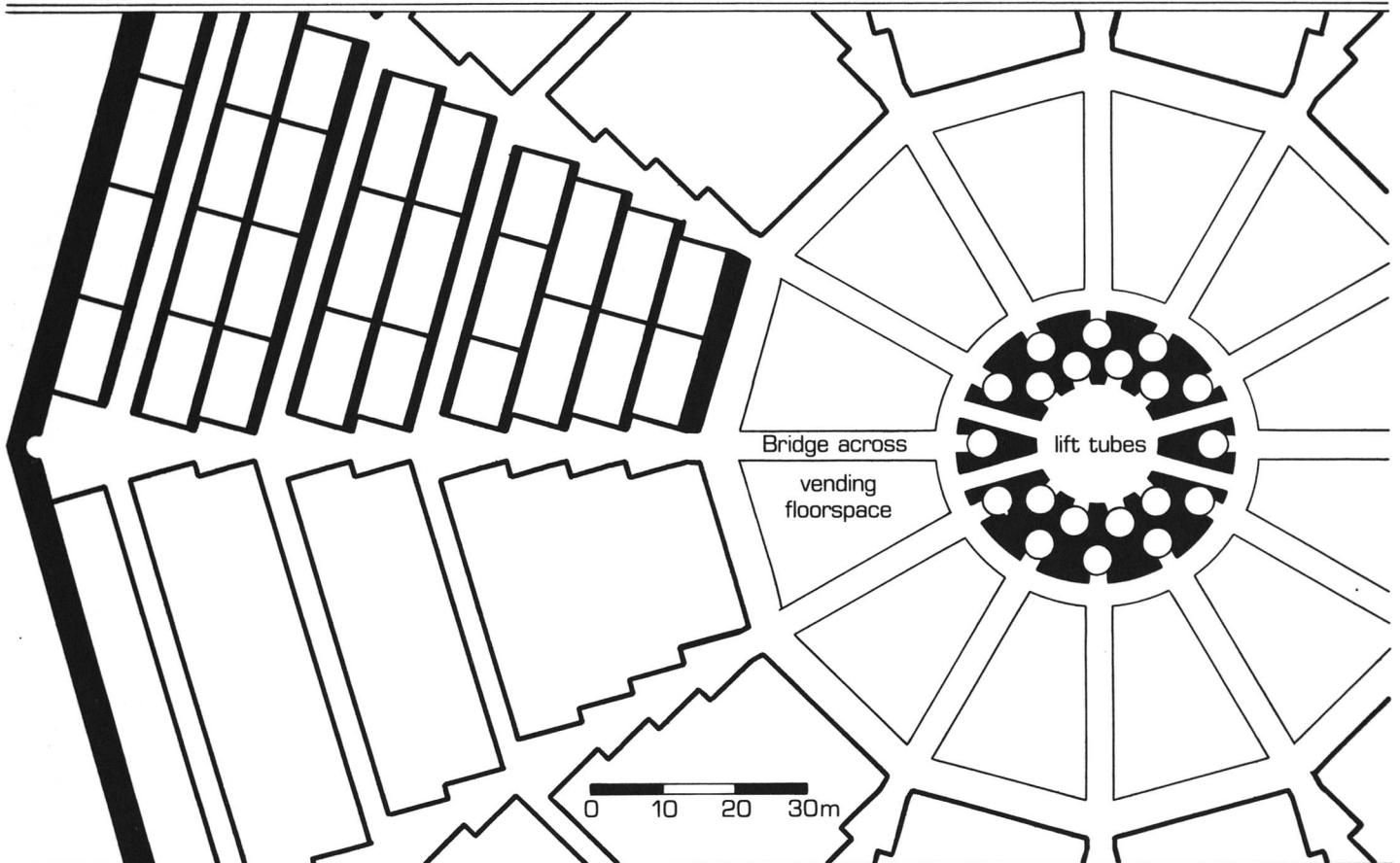
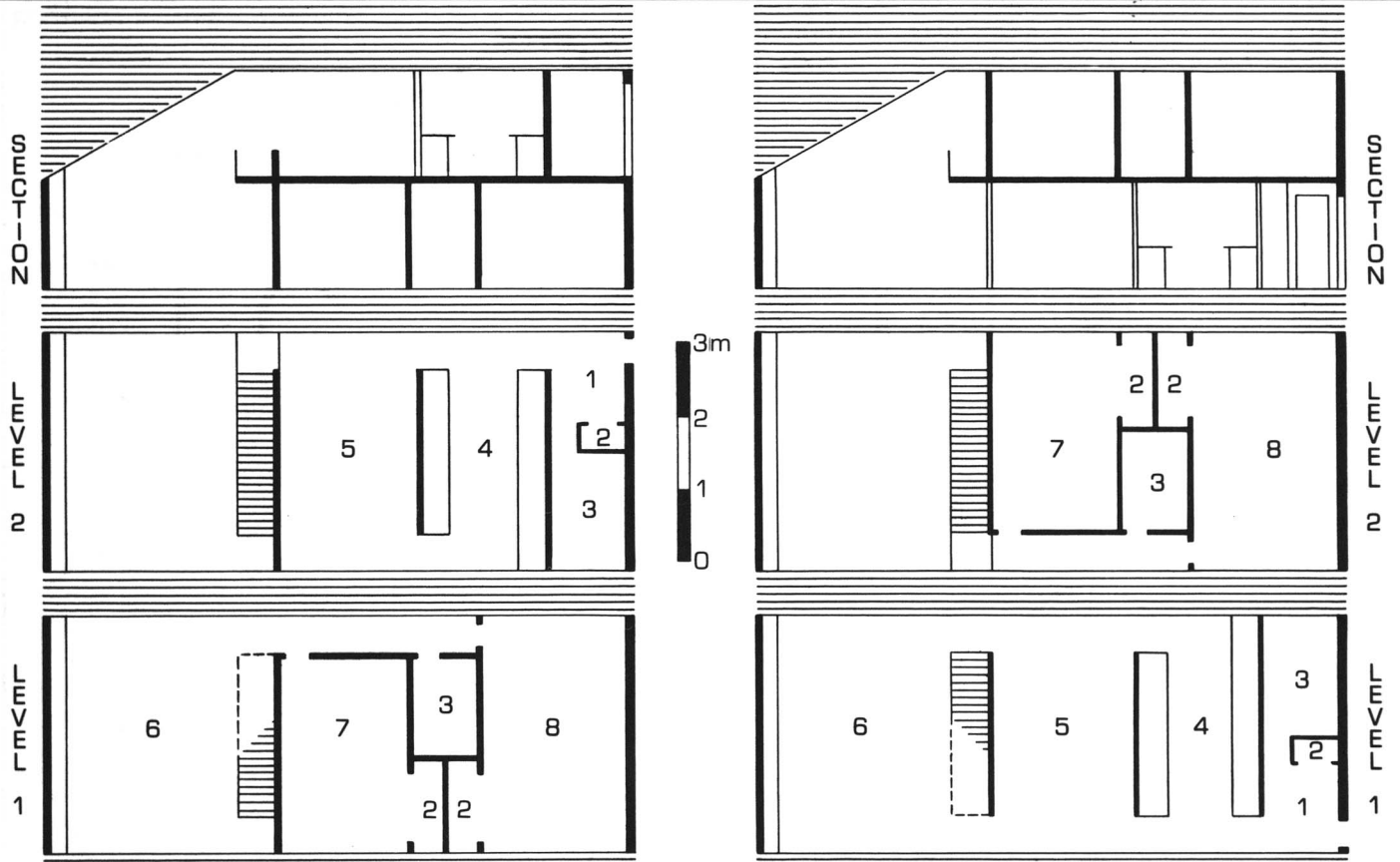
**6. Entertainment Room.** Living room, dance floor; athletic area. This two-storey space is especially applicable to entertaining, and the walls and slanted ceiling may be computer programmed to project any holographic scene the inhabitant desires.

**Discretionary Space.** Library, study, guest room, tanning booth.

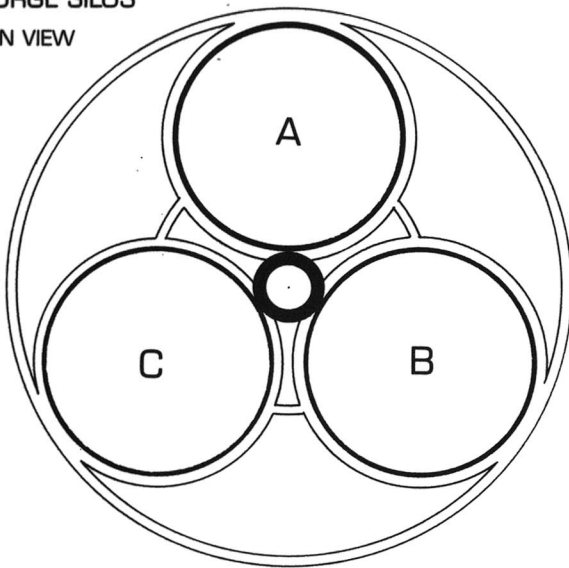
**Personal Room.** Bedroom, study, meditation.



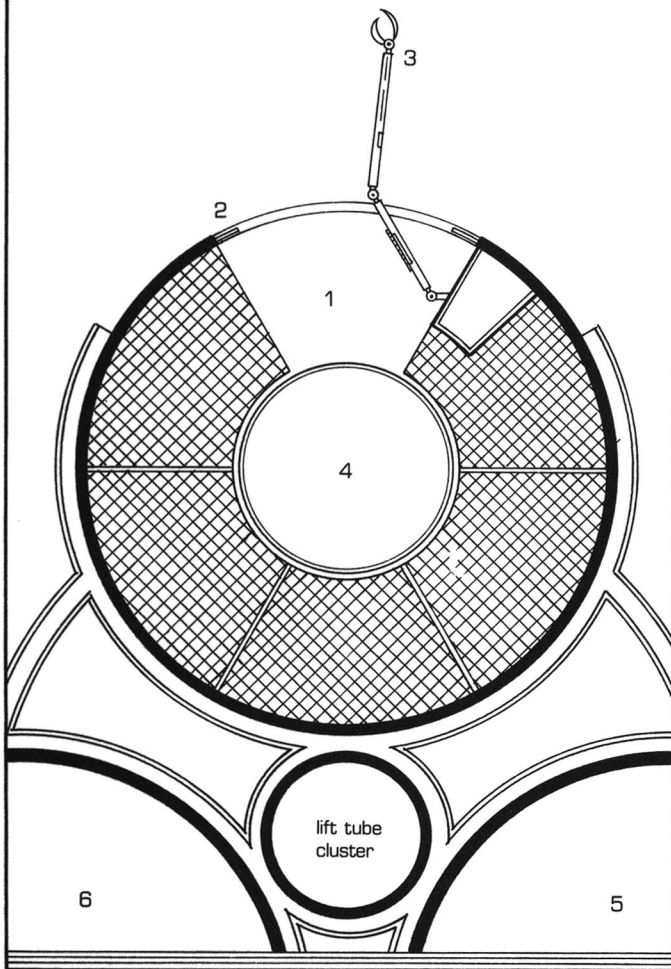
## TYPICAL EMPLOYEE SUITES



## STAFF QUARTERS

**STORGE SILOS****PLAN VIEW****CUTAWAY**

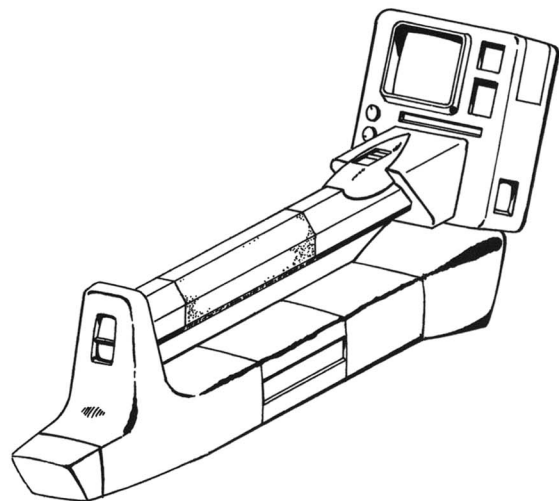
0 5 10 meters

**TYPICAL STORAGE AREA**

One of the three long storage cylinders (or "silos" as they are called) is for Outstation use, while the other two are available for commercial storage.

**Plan View**

- 1. Silo "A".** One of two commercial storage silos, with exterior access for large shipment transfers.
- 2. Silo Doors.** These large panels can be rolled back, exposing several levels of the cylinder.
- 3. Retractable Arm.** Equipped with a microtractor beam and claw, this arm can transfer large cargos from a ship to the central elevator.
- 4. Elevator.** A large disk, the elevator can move cargo from level to level via gravitics. Winches and cranes at each level move the cargo from the elevator to an individual bay.
- 5. Silo "B".** Identical to "A".
- 6. Silo "C".** Use of this cylinder is kept to Akaisha supplies. There is no exterior access door. Like the others, it has a central gravitic elevator.



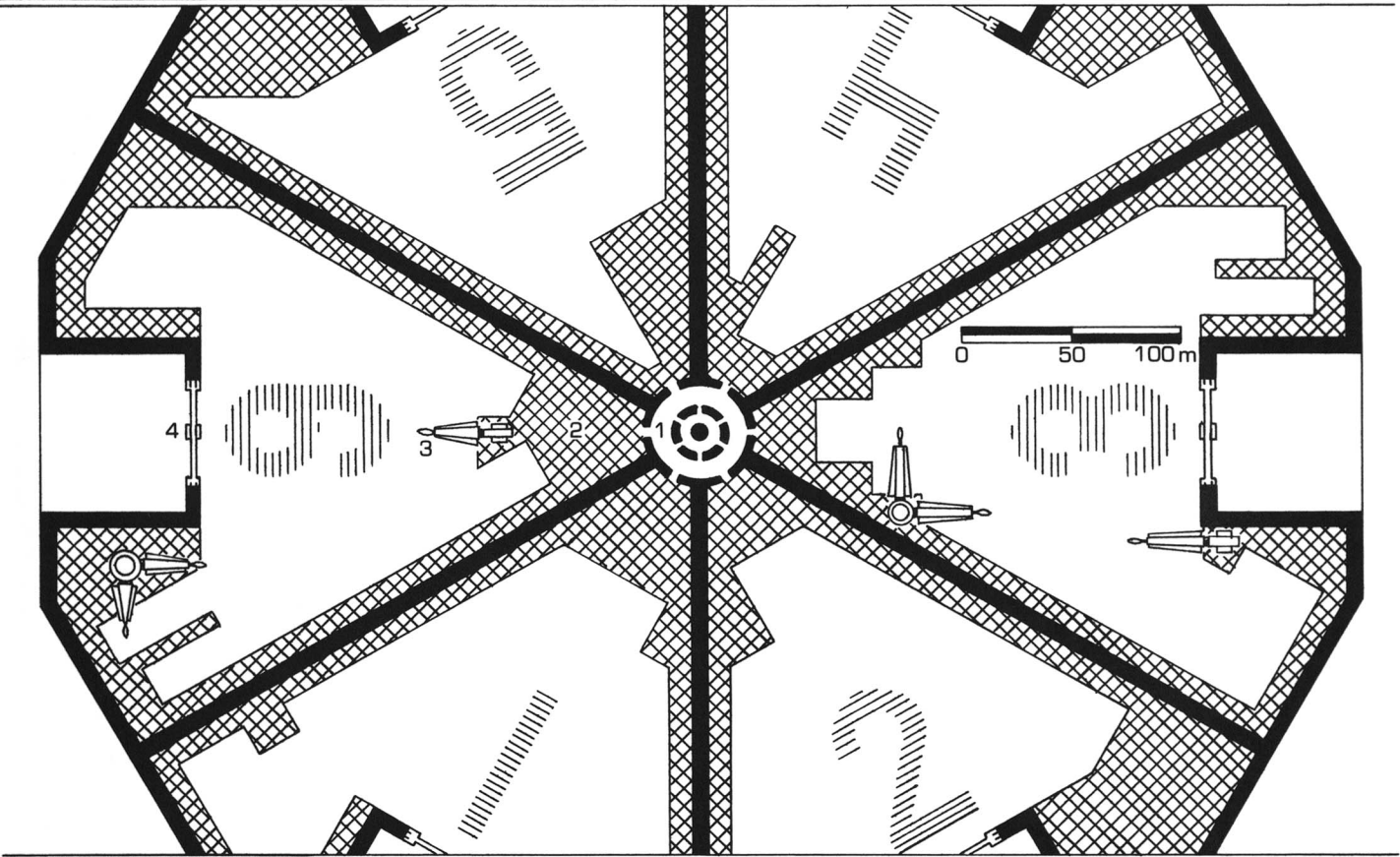
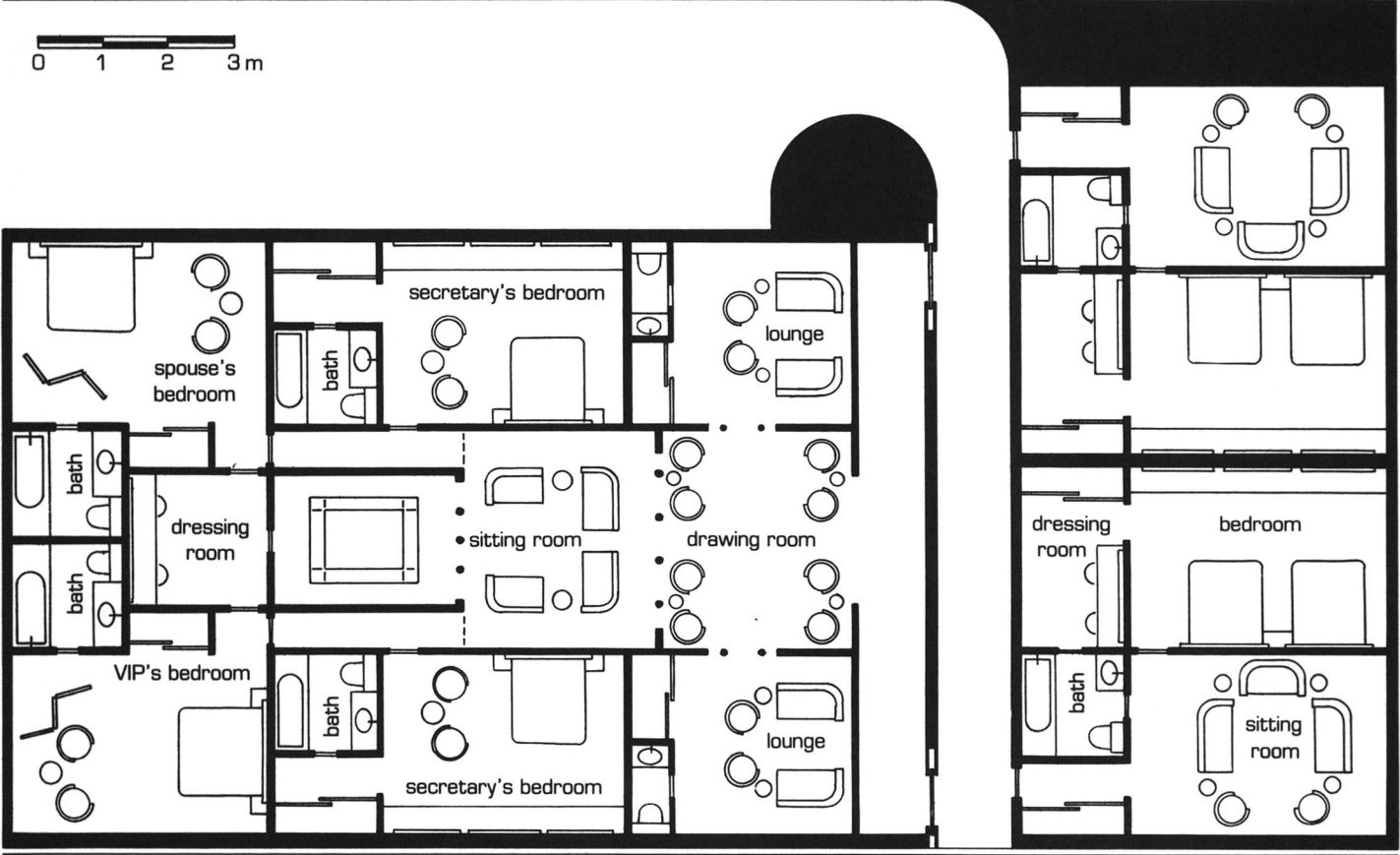
MULTISCANNER  
[PANDA-Photino and Neutrino Drivers Amalgam]

**ENCLOSED REPAIR DOCKS**

These large docks are primarily for ships in need of overhaul or other major repairs. They are designed to be pressurized for the comfort of human workers, and can be either zero-gravity or any gravity level up to one terran "G".

- 1. Lift Tube Cluster.**
- 2. Catwalk.** These allow easy access to upper parts of a ship. Optionally — for ships too severely damaged to take a gravity field — the main part of the bay may be left in null-gravity, while the catwalks exert a light, independent gravitic field, which allows convenient movement for Service bots and Techs. Large clamps can be extended from the floor and ceiling to hold the ship(s) in place. Smaller ships are anchored in the flanking bays.
- 3. Repair/Refueling Crane.** Used to hoist heavy parts/machinery or fuel rods. Each crane is also equipped with a micro-tractor at the end, for null-grav equipment control. Ceiling hoists, running along tracks above the ships, aid the movement of even heavier parts.
- 4. Bay Doors.** In four triangular sections, these doors retract into floor, walls, and ceiling. Lights surrounding the doors blink on and off when the doors are open.

TYPICAL GUEST SUITES AND VIP SUITE



ENCLOSED REPAIR DOCKS



### TYPICAL GUEST BERTHS AND STATEROOMS

Below is depicted a typical guest berth (lower cost lodging) and stateroom (for longer stays, and those on a larger expense account). These are average rooms; VIP suites are available at considerably higher rates.

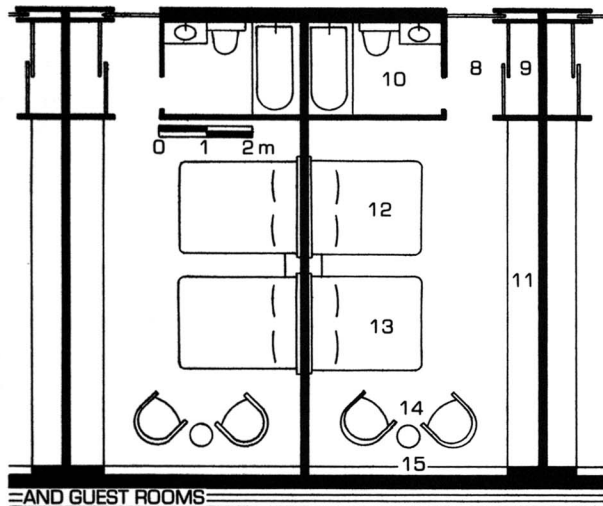
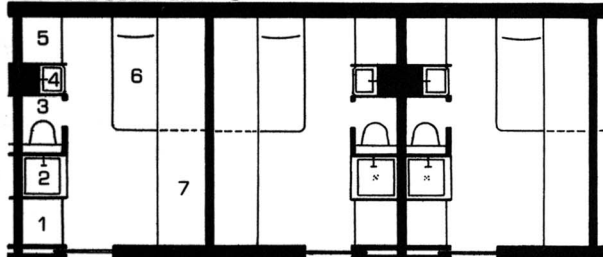
#### Guest Berth

1. Chest of drawers.
2. Shower.
3. Commode.
4. Sink.
5. Same as "1"
6. Fold-down bed; by day it is a couch.
7. Storage cabinet that occupies the entire wall, extending over the bed at an elevated height. A computer terminal is built-in.

#### Guest Room

8. Hall
9. Closet
10. Sanitary facilities
11. Built-in wallsystem: desk, vanity, bureaus, computer.
12. Bed.
13. Bed.
14. Sitting area.
15. Holographic display.

TYPICAL GUEST BERTHS



AND GUEST ROOMS

### GUEST MODULE 2: KEY

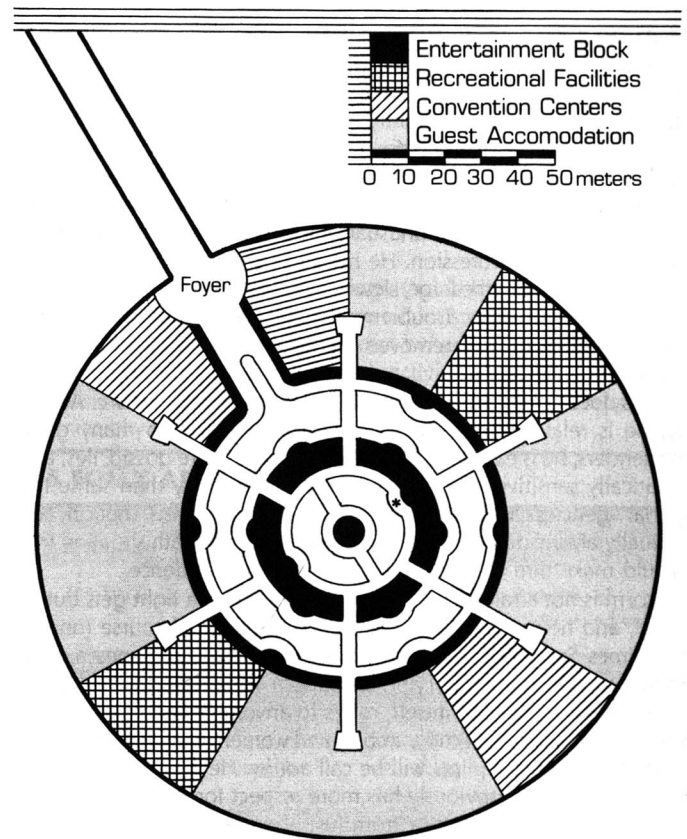
**Foyer:** Check-in and routine security.

**Entertainment Block:** Shops, restaurants, bars (\* - *Magellan's Folly*), electrogame arcades, casinos, theaters.

**Recreational Facilities:** Swimming bubble, gymnasiums, spas, null-Grav arena.

**Convention Centers:** Meeting rooms, exhibition halls, auditoriums.

**Guest Accomodations:** Guest berths, suites, VIP suites.



### GUEST MODULE TWO

## 4.0 ADVENTURE: "MAGELLAN'S FOLLY" (A Pub)

Akaisha would be incomplete as a self-sustaining community without at least one social gathering place. This Outstation has three: *Star Rock Cafe: Akaisha*; *Event Horizon*; and *Magellan's Folly*. Of the three, *Magellan's Folly* is the least expensive, the most glaring/dark/loud/muffled and mazelike. The bar's many rooms with varying environments are especially important to veil the myriad illegal and marginally legal transactions occurring there every day.

### 4.1 BACKGROUND DATA

Although the *Folly* has its share of bouncers, and the Station Security Troops make frequent visits, the place can get rough. Brawls occur at least once every ten days; statistics report more than twenty attempted murders a year. About half succeed.

Keep in mind that weapons are prohibited by non-military personnel anywhere on the Outstation. Only Imperial and Devonian Security Troops may carry weapons, and Devonians are limited to Stun Pistols under most circumstances. Imperial Troops may carry Laser pistols. So, the dangers at the *Folly* should be limited, though it is amazing how deadly a cryosteel tableknife can be.

### 4.2 THE NPCs

Below are described three of the prominent personalities associated with *Magellan's Folly*, all humanoids who make *Akaisha Outstation* their home (at least part of the time). Following these three is some interesting information about a few persons related directly to specific adventures in the pub.

#### 4.21 RYK STORM, BARTENDER

A ruggedly handsome young man, Ryk is the proprietor and head bartender of the *'Folly*. He is a Humanoid I, a natural human mutation who has developed slightly greater than average muscular and skeletal build, and stands 196 centimeters (6'5") tall, massing at just under 100 kilos (220 lbs.). He has sandy hair of shortish length and undistinguished cut, prominent jaw and pale blue eyes. Ryk's genetic ancestry also includes an unusual quickness for his bulk, a definite advantage in his profession. He has surprised many a would-be attacker who thought the large, slow-talking bartender would be equally slow to draw a blaster. Troublemakers discovered that their midsection had been messily removed before they had a chance to raise their gun.

This does not mean that Storm is a violent man by nature. Actually, he is relatively easy-going, friendly, and, like so many good bartenders, he is easy to talk to. Ryk has heard more gossip, lies, and politically sensitive information in the last decaday than some Imperial Agencies can boast in a year. He can keep secrets, though, and virtually always does. It would be a rare, life-and-death situation that would make him reveal information told in confidence.

Storm is not afraid to wade into the fray when a fight gets out of hand, and he wears a hand stunner as a matter of course (one of few times Security Chief Jaimie Kertez officially condones a non-military staff member carrying a weapon). Ryk, though only about 30 standard years old himself, refers to anyone his age or under as a *kid*, including staff, Security troops, and women. Only the weathered traders, miners and pilots will he call *adults*. He addresses them as *sir* or *ma'am*, and obviously has more respect for them, though he maintains a certain distance from just about everyone; he's always there to lend a hand, but talks little about himself, and has no really close friends.



RYK STORM

#### 4.22 TODD BUCK-HAYES, MUSICIAN

In contrast to the reserved Storm, Todd Buck-Hayes, the traveling minstrel, is aggressively friendly. Less than average height, he stands 175 cm tall (5'9") and masses 63 kilos (140 lbs.). The 25 year-old Buck-Hayes is a younger nephew of Count Kothus Tyreus Hayes, and so has a genuine (if distant) claim to galactic royal blood. Equally useful in his profession are his youthful good looks and bright violet eyes framed by a carefully kept head of shoulder-length hair. Todd is an acrobat as well as an accomplished player of the Sonic Lyre, and has a rudimentary Telepathic ability. (Though even he is not consciously aware of this last skill, he is occasionally able to use it.) He also has a well-deserved reputation as a seducer, and it is said that no one can resist his charms.

Like the thousands of other musicians who travel the Imperium (at least, the accredited members of the Sonics Guild), Buck-Hayes is granted free passage on any luxury liner he desires (The Starlines reason that the entertainment such musicians provide for the easily bored wealthy passengers is more than worth the cost of passage.) Most musicians have agents through the Guild who book loose schedules for them, assigning several dates in clubs along their given routes, the clubs paying for the musician's services. This is also true with bands and larger groups, although their circuit is usually broader, and they perform only one or two nights in a given location.

Akaisha is one of Buck-Hayes' favorite haunts, for reasons only he knows. Although it is a major interstellar thoroughfare, the clientele is frequently of a class lower than he is capable of catering to; he could easily make ten times his current income in a royal court. Truth is, of course, that he is drawing a healthy Elmonit allowance through his family and doesn't need the money.

Todd is a naturally curious person, and somewhat of a gossip. He is close to both Storm and Ariele, though the extent of his relationship with either is a matter of hot debate amongst other Akaisha staffers and frequent guests. He is a fountain of information, willing to share most of his knowledge with just about anyone who asks.

#### 4.23 ARIELE APHRODITE, WAITRESS

Ariele, in the immortal mold of the archetypal barmaid, is a beautiful young woman with long legs and a generously endowed but perfectly sculpted figure. She does not, however, have "quarks for brains". Ariele is a graduate of the Imperial Cadet Corps. and served in the Imperial Starmada as a pilot for five years, earning well-deserved praise for her abilities. However, these being times when sexual discrimination is on the upswing again, she was falsely discredited by a fellow pilot who was personally resentful of her skills. Disfavorably released from the Starmada, she found herself black-listed, unable to find work as a pilot even in the private sector.

Ariele is 173 cm (5'8") tall, masses 59 kilos (130 lbs.), and has long, curly blonde hair and blue eyes. On the job she is cheerful and smiling, but her true demeanor is often melancholy.

#### 4.24 STEFAN HITU, DEVONIAN SPECIAL AGENT

Stefan is a citizen of Minor Clan Yung, and a member of the Devonian Special Forces. He is also a highly trained *Yung Ninja*. He has been operating as a spy in House Colos for a number of months, and is currently fleeing for his life.

Hitu has a wide, tanned face with vaguely Terran-oriental features, and thick black hair shot with a few strands of grey. He stands 178 cm (5'10") tall, and is somewhat stocky, massing 82 kilos (180 lbs.). Note Hitu's skill in Diplomacy and Acting. He is a personable man in his late thirties; certainly Stefan is the last person one would suspect to be a Yung Ninja Spy. But then, that's the idea.

#### 4.25 CARL FOURZEETU, COLOSIAN RELEASE REPLICANT

*Release* is only a nice word for murder as far as Carl Fourzeetu (Colosan Alterant Replicant Release Leader 4-Z2) is concerned, although he doesn't really care. As a special Warrior/assassin Replicant, he has been bred and programmed for one function: to capture, or, failing that, kill Stefan Hitu. Carl will pursue that goal until either he fulfills it or is killed.

Carl and his four associates all have falsified Ident discs, which are Extremely Hard (-30) to discern as fake. Under normal circumstances, Replicants are not permitted to travel without Humanoid escort, and these could be liquidated if they are caught. The Colosians could also get into trouble if it could be proven that they made the false Idents; but the discs cannot be traced, and the Colosians could easily accuse the Devonians of trying to frame them.

Breeding and utilizing more intelligent Replicants (such as Carl and co.) is an experiment in "disposable assassins" engineered by the Colos security forces. They are expensive, but often efficient, and untraceable.

Although Carl has some emotions and human-like attributes, these are dominated by his breeding and programming. In many ways, Replicants like Carl are less human than the free-minded Molecutronic Androids. Carl stands 203 centimeters (6'8") tall and masses 113 kilos (250 lbs).

In general, Replicants are indistinguishable from humanoids, and it would take psychological testing to tell for sure. However, a trained eye can pick up the signs of Replicant behavior: the "blank" look, the way they tend to fall into total inactivity when not engaged in a specific task; other, more subtle attributes. These assassins are also all unusually large and muscular.

#### STATS FOR NPC's, MAGELLAN'S FOLLY ADVENTURE

| Name                | Lvl  | Hits | AT(DB)  | Skill:Add     | Skill:Add    | Skill:Add    | Weapon:OB    | Notes                                                                                                                      |
|---------------------|------|------|---------|---------------|--------------|--------------|--------------|----------------------------------------------------------------------------------------------------------------------------|
| Ryk Storm           | 5    | 65   | 1 (20)  | Diplomacy:65  | Subdue:50    | MA Stk(3):45 | HndStn:60    | (Explorer) Head Bartender of Magellan's Folly. Very skilled as such.                                                       |
| Todd Buck-Hayes     | 6    | 67   | 1 (25*) | Music/Sing:75 | Tumbling:60  | Seduction:80 | HndLsr:45    | (Explorer) Travelling musician who frequents the 'Folly. +10 Sonic Lyre; Absorption shield; vast wardrobe.                 |
| Ariele Aphrodite    | 5    | 42   | 1 (15)  | Diplomacy:45  | Contort:40   | N-SpPil:70   | BlstPst:35   | (Pilot) Head waitress of Magellan's Folly.                                                                                 |
| Stefan Hitu         | 8    | 101  | 5 (35)  | CompTech:90   | Diplomacy:80 | Acting:75    | HndLsr:120   | (Criminologist) Devonian Spy trying to escape Colosian assassins. +20 Mk. 2 HndLsr; Kevlar vest; also +90 OB w/forceknife. |
| CARL 4Z2            | (10) | 150  | 1 (30)  | Subdue:80     | MA Stk(4):50 | BlstPst:90   | 9mmSMG:80    | (Colosian Alterant Replicant Release Leader)                                                                               |
| Repl.#2 (CA'AR 17B) | (10) | 120  | 1 (30)  | Subdue:70     | MA Stk(2):60 | BlstPst:80   | 9mmSMG:75    | (Colosian Armsman Alterant Replicant) Male.                                                                                |
| Repl.#3 (CA'AR 8C1) | (10) | 110  | 1 (30)  | Subdue:65     | ForceKnf:80  | BlstPst:85   | StunPst:80   | (Colosian Armsman Alterant Replicant) Male.                                                                                |
| Repl.#4 (CAREX 27)  | (10) | 100  | 1 (20)  | N-SpPil:85    | HypPil:80    | CompTech:65  | StunPst:60   | (Colosian Alterant Replicant Explorer) Male.                                                                               |
| Repl.#5 (CARA 8V1)  | (10) | 80   | 1 (25)  | N-SpAstr:80   | HypAstr:85   | ElecTech:65  | HndStn:40    | (Colosian Alterant Replicant Astrogator) Female                                                                            |
| Bouncer #1 (Andy)   | 5    | 65   | 1 (20)  | Drug Tol:45   | Subduing:35  | AthlGame:50  | MA Stk(1):60 | (Armsman) Akaisha staff, tries to keep peace in the 'Folly.                                                                |
| Bouncer #2 (Kellin) | 6    | 78   | 1 (15)  | Subduing:45   | Gambling:20  | AthlGame:60  | Seduction:35 | (Explorer) Akaisha staff, tries to keep peace in the 'Folly. More apt to fraternize with the clientele.                    |

#### Key:

\* — Indicates that there is armor or an energy shield. If armor, the DB for such has been included. If a shield — designated by a \*S — (see "Notes", is indicated, add the appropriate additional DB for the NPC against the specific attack, as shields have differing DB's against various attacks:

Velocity Shield: +30 vs melee, +45 vs missile, +60 vs projectiles, +0 vs energy  
 Deflector Shield: +5 vs melee, +15 vs missile, +40 vs projectiles, +60 vs energy  
 Absorption Shield: +30 vs all attacks.  
 Barrier Shield: +60 vs melee, +70 vs missile, +70 vs projectiles, +90 vs energy

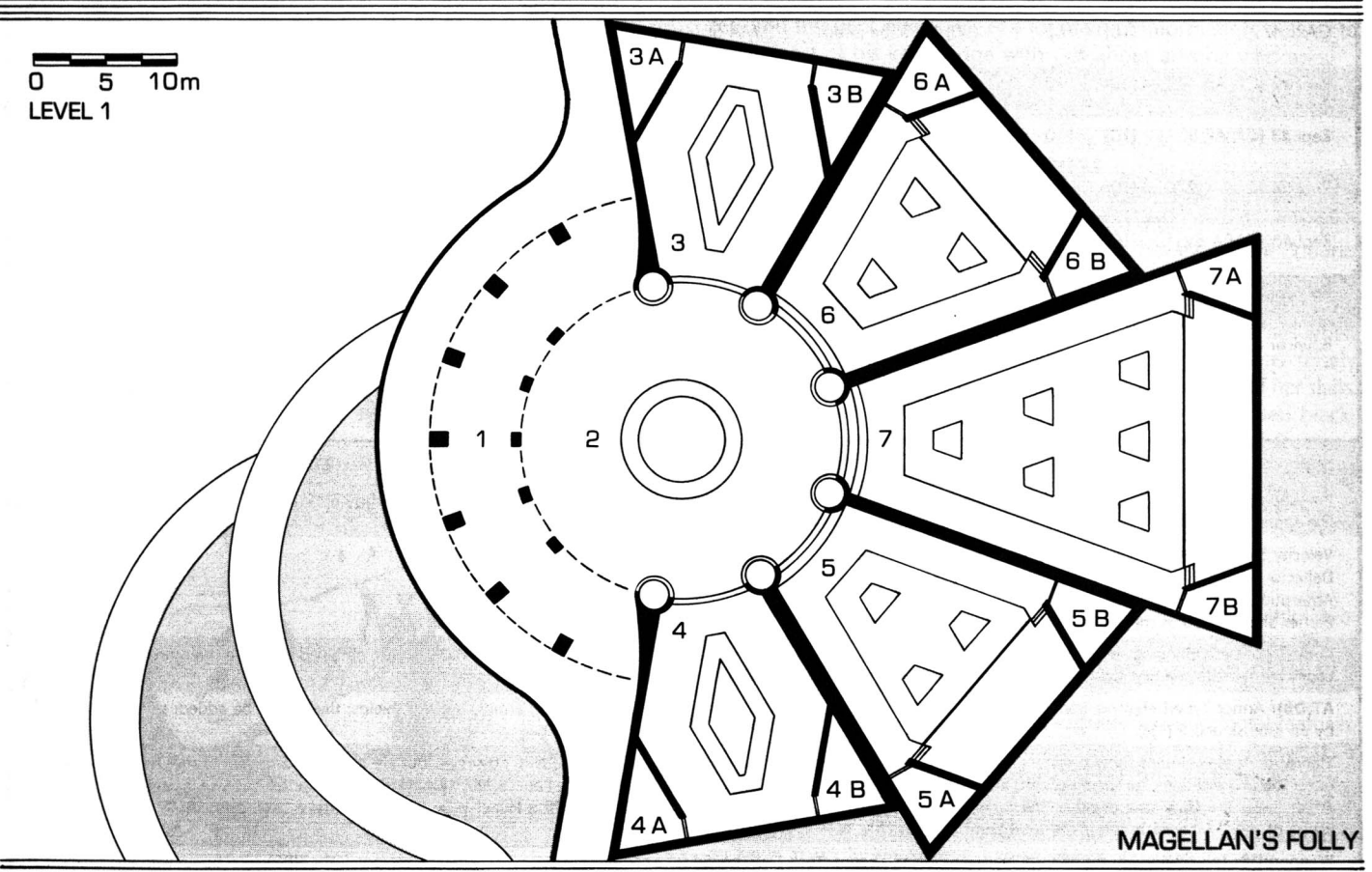
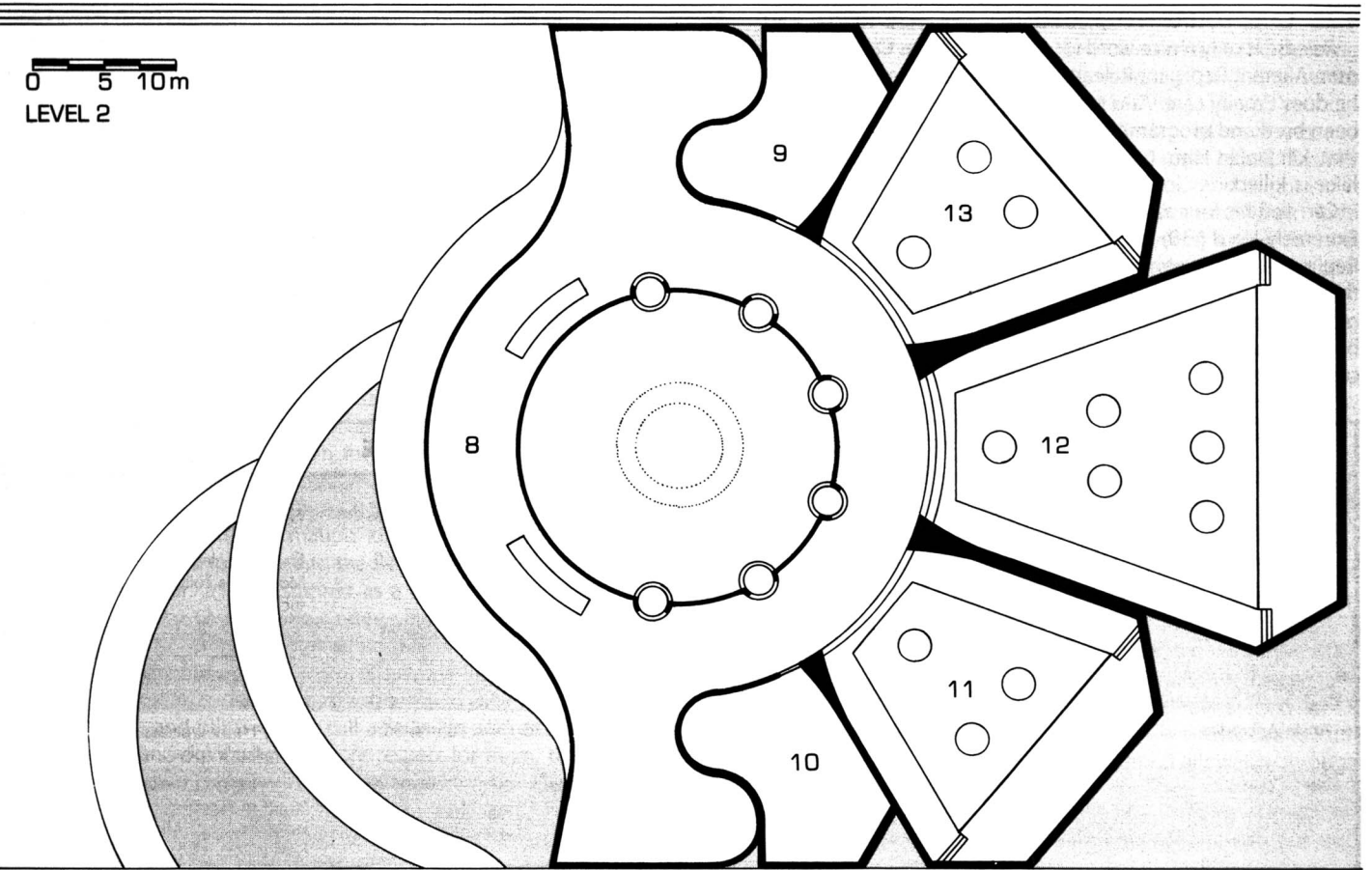
**Codes:** The descriptions given describe each NPC; a more detailed description of some of the more important NPC's can be obtained from the main text. Some of the codes are self-explanatory: **Lvl** (level); **Hits**. **The more complex statistics are described below.**

**AT(DB):** Armor Type(Defensive Bonus) Note that the Defensive bonus includes the NPC's Quickness and armor, but *not* shields; these must be added; shields indicated by an asterisk and S (\*S)).

**Skill:Add:** These columns show pertinent skills of the NPC's. They are by no means all of the skills the NPC possesses, but are designed to reflect his/her most applicable ones. The abbreviations, for the most part, are self-explanatory. **MA Stk(3)** indicates Martial Arts Strike Rank 3; **MA Swp(4)** indicates Martial Arts Sweeps and Throws Rank 4. For these, use **Claw Law** or other Warrior Monk/Martial Arts rules. **N-SpPil** is N-Space Pilot; **HypPil** is Hyperspace Pilot. See **Future Law**, ppg. 13-15 for a complete listing of skills. After each skill is the total bonus of that NPC.

**Weapon:OB:** This column lists the NPC's primary weapon and bonus. **Tech Law**, pg. 54 for a complete weapons list. After the weapon is the NPC's *total* bonus with that weapon.





### 4.3 LAYOUTS: THE PUB AND VICINITY

#### 4.31 MAGELLAN'S FOLLY

This multi-level bar and club is a favorite hangout, positioned along the inner rim of the central atrium of Guest Module Two.

##### GENERAL INFORMATION: PRICES

*Magellan's Folly* as mentioned elsewhere, is — in general — the least expensive of the three club-bars. A drink will cost 1 to 4 monits, depending on complexity. Recreational drugs run 8 - 20 monits, depending on availability and type. A light meal in the third floor dining area will cost from 3 to 10 monits. On nights when there is a famous or popular band there is a cover charge of from 2 to 4 monits.

For reference, *The Star Rock Cafe: Akaisha* is next in expense, drinks running from 1.5 to 5 monits, and food (which is more of a major attraction at this club) is 5 to 15 monits. Live music is less prevalent, giving over to multi-tiered, suspended drinking/dining areas. The clientele is given to "doing the circuit" (wandering over the entire convoluted perimeter) of the cafe. *Star Rock* is one of a chain of popular hangouts for young professionals across the Empire.

The *Event Horizon* is the most elite and expensive, drinks being 2 to 6 monits in price, drugs costing 15 -30 monits, and a meal 10 to 20 monits. The *Horizon* is situated in Guest Module Three, which is dominated by the VIP suites and high-priced conference facilities. Naturally, it caters to this wealthy crowd.

##### FIRST LEVEL

**1. Electrogame Arcade.** The latest in single and multi-player simulations are clustered along this colonnade which also serves as the entry to *Magellan's Folly*. Just outside of the colonnade runs the perimeter balcony which allows access to other facilities. Note the curves of other places below.

**2. Foyer Bar.** There is a circular bar in the center (normally Ryk Storm's post), and glass enclosed lift tubes around the perimeter. An elaborate sonic system (controlled from the bar) allows the music from only one of the dancerooms to be heard here at any given time. At least one of the three bouncers on duty is here all the time.

**3. Bar.** Less boisterous than the foyer bar, there is soft music and (relatively) quiet conversation.

**3A. Sanitary Facilities**

**3B. Sanitary Facilities.**

**4. Bar.** Same as 3.

**4A. Sanitary Facilities.**

**4B. Sanitary Facilities.**

**5. Danceroom.** A few steps down and through a sonic field leads the guest into one of the club's glittering dancerooms. Shimmering walls, ceiling, and floor reflect ever-changing computer choreographed laser shows, while a live (or holographically produced) band plays from the stage at the far end. Several small platforms dot the luminous, flickering floor, rising and sinking slowly for a constantly changing arrangement — and for the edification of exhibitionist dancers. A narrow shelf and stools line the perimeter gangway where the less active watch and rest.

**5A. Sanitary Facilities.**

**5B. Sanitary Facilities.**

**6. Danceroom.** Similar to 5, but with different music.

**6A. & 6B. Sanitary Facilities.**

**7. Danceroom.** Similar to 5 and 6, but with different music.

**7A. & 7B. Sanitary Facilities.**

##### SECOND LEVEL

**8. Balcony.** Lift tubes around the outer edge, overlooking the first floor. The railing to the left overlooks the first floor access balcony and the atrium; note that this level is enclosed from the atrium by a wall of transparent, tinted glassteel, however. Two bars with attendants stand here to serve drinks, and small tables dot the room. Todd Buck-Hayes often hangs out on this or the third level.

**9. Lounge and Sanitary Facilities.**

**10. Lounge and Sanitary Facilities.**

**11. Danceroom.** Similar to 5, 6 and 7, though quieter music is more common on this level.

**12. Danceroom.**

**13. Danceroom.**

##### THRID LEVEL

**14. Cocktail Bar.** Small tables and good music (often the sonic Lyre of Todd-Buck-Hayes)

**15. Dining Area.** Tables and many assiduous attendants dot this curving area, again with a glass-protected overlook of the central Module atrium.

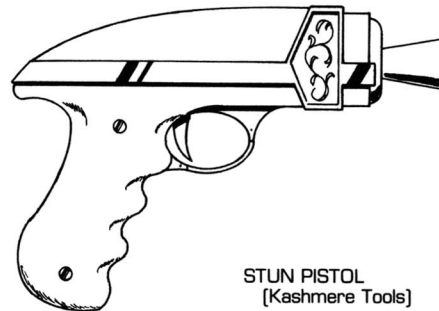
**16. Kitchens.**

**17. Management Offices.** Ryk has a desk here.

**18. Management Offices.**

**19. Attendants' Prep Area.**

**20. Attendants' Lounge.**



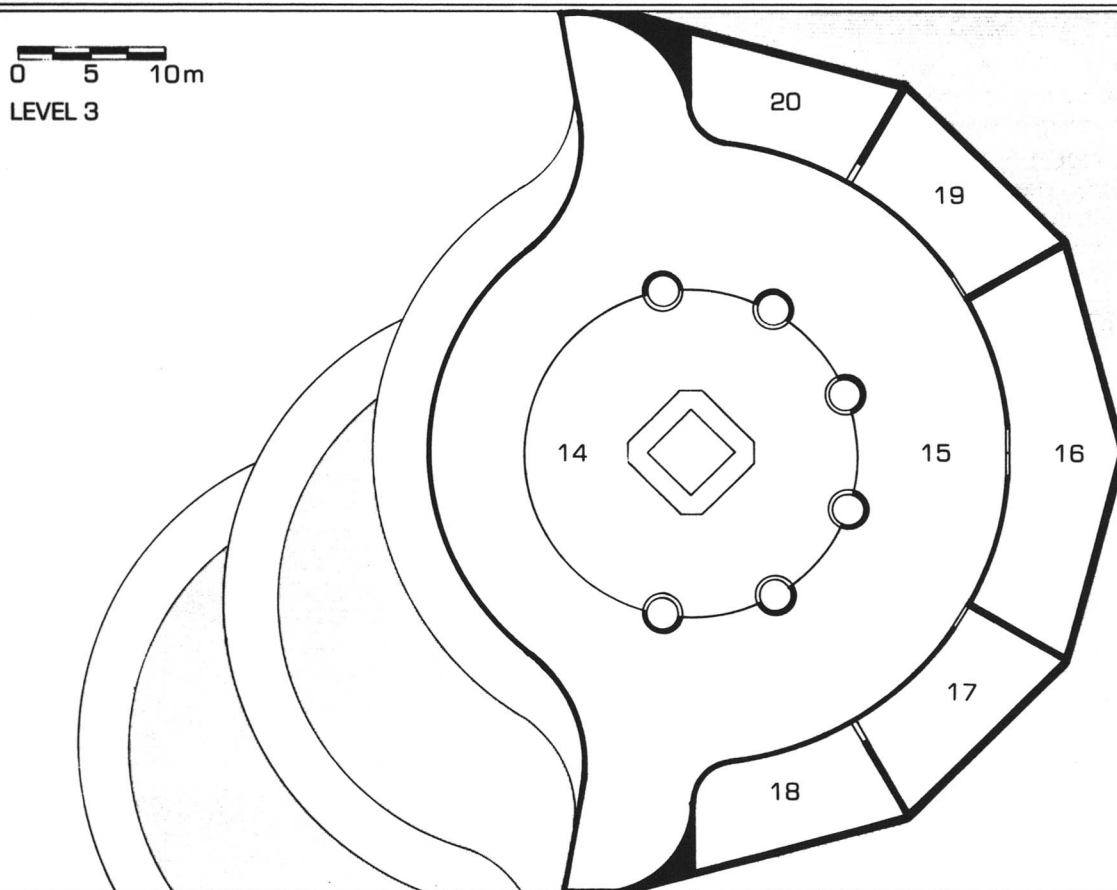
### 4.4 THE TASK

As Devonian citizens, it will be the task of the PC's to help a Devonian Agent, Stefan Hitu, to escape to the Devon Homeworld (or at least to a ship) before he is intercepted by Colosian Release Replicants.

#### 4.41 STARTING THE PLAYERS

Hitu will approach the players, buy them a round of drinks, and ask them if they would be willing to perform a small bodyguarding mission for a considerable sum of money. He will then very subtly flash his Devon Security Police badge. After assuring the (no doubt panicking) PC's that he is not a Narcotics agent, he will offer the group a considerable sum (depending on how many PC's are in the group, and what transportation they have available — see **Rewards**) to get him safely out of Akaisha. He will only explain that he is trying to evade Colosian *Releasers* and that they are hot on his trail. Three of the Replicants will be in the bar as they speak, and Hitu will point out their leader, Carl Fourzeetu.

Stefan Hitu's cover has been recently blown by a double agent working for House Colos. Five warrior Replicants, Colosian *Release* operatives, have been pursuing Hitu for weeks and are closing in on him. He has made it now as far as Akaisha Outstation, but needs to get to a Devon-controlled planet or station, where he can hand over the crucial information he now carries. He cannot seek official aid here at Akaisha because Tara Chang would find out who he was and demand details of his actions before granting protection. (She does have some authority at the outstation, especially regarding who is granted special protection, and who is allowed through interprovincial customs.) In truth, Hitu has committed several Imperial crimes in the course of his work in the Colosian Intelligence network, and the Imperial Police would like to get hold of him — and the information he carries — themselves. Any Devonian aiding him here could risk being charged as an accomplice in interstellar espionage, station officials would be especially vulnerable.



The task for the players, as good Devonian citizens, is to get Hitu to a Devon planet — preferably the Devon Homeworld of Karoline (Delta Cassiopeiae). Initially, their task will be to get Hitu out of *Magellan's Folly*, because, moments after the players agree to the job, the three Replicants present will attack, trying to capture Hitu right in front of dozens of people (they are desperate). See 4.51 below for details on how to run the encounter. The group must fend off this attack and get Hitu to a ship (theirs or one he has commissioned previously).

Should it appear that Hitu will not get away but perhaps the players can, he will slip one of them the information. It is hidden, he will explain, holographically in the gem of a ruby ring, which he will surrender to whomever he (i.e., the GM) deems to have the best chance of surviving with the data. He also would hand over a hologlass, which holds a coded message from him which will allow the players to get to the proper authorities on Karoline.

If the PC's do not have a ship, Hitu will have secured one, and only require their services to get him to the docks and away. If they do have one, and it is reasonably fast and in repair — a fact Hitu can discover using the Outstation computer — he will attempt to hire them to take him to Karoline. Thus, if the players and Hitu escape to their ship and the key Replicants are still alive, the adventure will continue to a firefight in space as the Replicants try to disable the players' ship. The Colosians are determined to stop Hitu, though, and if it looks like they cannot have Hitu alive, they will try to destroy the ship and information (and the players).

Should the players escape *this*, the GM might want to expand the adventure to Karoline, where Colosian agents might be alerted to try and stop the PCs at that juncture.

#### 4.42 AIDS

Stefan Hitu himself is a skilled armsman, and packs a concealed +20 laser which fires as a Mk. 2 pistol, which bulks as only a hand laser.

Todd Buck-Hayes will subconsciously realize that the Replicants are not human, and will be wary of them. He might mention it to Storm, who will keep an eye on the Colosians. He has met Hitu and taken a liking to him, so in a fight, there is no question whose side he'll be on. Buck-Hayes will probably not fight unless he can ambush someone, being small and not that good of a fighter.

The Outstation troops might be either aid or obstacle, depending on how quickly they can grasp the situation.

If necessary, Stefan Hitu has a Hyperspace coursetape which will take the ship from Akaisha proximity to Karoline.

#### 4.43 OBSTACLES

Naturally, the most fearsome obstacles are the Replicants themselves. Any other problems have been covered above.

#### 4.44 REWARDS

For starters, Stefan Hitu will hand the group PC's 100 monits (cash: 10 decamonit pieces) each as a deposit to help him to a ship. If the deal is for the group to get him to someone else's craft, he will hand over a verisilk pouch holding 20 hectamonit pieces (2000 monits) when they deliver him safely to that ship's airlock.

Should the players successfully transport Stefan Hitu to Devon Security Central on Karoline, the Agency will issue 2000 Devon Elmonits to each, plus reasonable ship expenses.

If the GM desires, there is also the option of the players going with Hitu on another ship, to act as bodyguards en route and at Karoline, to get him to Devon Security. This would be worth the same or a slightly lower reward than if the players piloted him there themselves.



## 4.5 ENCOUNTERS

After the PC's accept the task of protecting Hitu, they are in for a few clashes with Colosian Assassin-Replicants.

### 4.51 ATTACK IN THE 'FOLLY

Although the three Replicants at Magellan's Folly would not be permitted to have weapons, they might try to overpower guards there and take *their* weapons. At any given time there will be four security men in the 'Folly, usually two Imperial and two Devonian troopers. As stated in section Three, Imperial soldiers may (and will) carry laser pistols, while Devonian troops are limited to Stunners.

The Replicants can use either with equal proficiency, as well as a knife, and all are skilled at unarmed combat and the Secondary skill of *subduing*. They will do *anything* to achieve their objective, and have no regard for human life. That is not to say they will go out of their way to kill; rather the Replicants will choose the path of least resistance. If it would probably be easier to tell somebody to get out of the way, they will. If it would be easier to vaporize the guy (and the possible future complications are irrelevant), they will.

### 4.52 CHASE THROUGH THE CORRIDORS

Things could get sticky if combat continues into the corridors of the Outstation. Station troops will be alerted, but won't know who to shoot at (though the Replicants do look like more likely targets, unless the PC's are particularly thuggish-looking). Also, the other two Replicants will attempt to intercept, and *they* will be carrying assault blasters and/or Small Machine Guns, explosives, and spares for their cohorts. They will blow away the dockport security guys to get to Hitu if necessary.

### 4.53 FLEEING THE STATION

If the PC's are docked in an enclosed bay, they might have trouble getting out, as Outstation Security will forbid departures until the mess is cleared up. Hitu, with his deadly Comp Tech (and related) skills, will have a 75% chance of overriding computer control to allow the ship to leave without clearance. Any PC's wishing to try will find it Absurd (-70). The Replicants have a special feature on their ship which allows them to override.

## THE COLOSIAN VESSEL (listed as an independent privateer)

### TSARNUMI V'SHRAA

["Deadly Serpent"]

PRODUCER: Dragonstar [modified]

ORIGIN/OWNER: [Gamma Vulpeculae]

CLASS: Privateer

TONNAGE/HITS: 1000

COMP. SIZE: 70 [Special override programs]

ARMOR TYPE: 24 [-115 total: -10 armor, -55 shields, -50 EW]

CREW: 5 [Astro:2 Tech:3] [technically understaffed]

PASSENGER CAPACITY: 0

MAXIMUM SUBLIGHT ACCEL: rating 12 = 110 km/second<sup>2</sup>

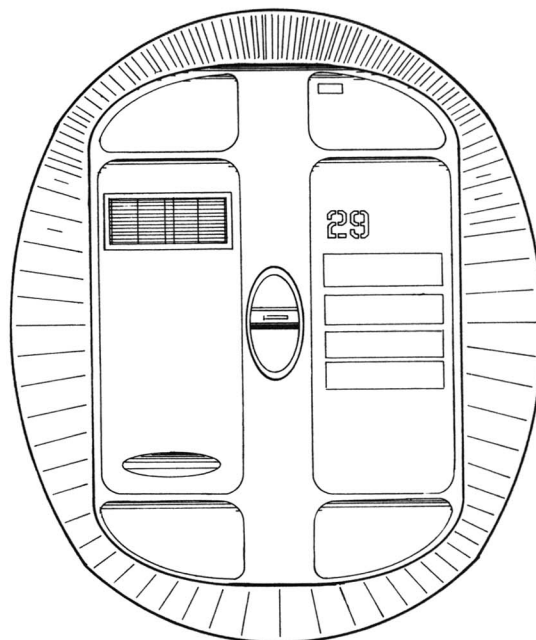
TRANSLIGHT DISPLACEMENT: Rating 10 = 10 LY/day

OPERATING RANGE: 120LY total

ARMAMENT: 1 Mk. 30 Plasma Gun [fires forward]

2 M/A Mk 20 Torpedo Tubes [1 forw; 1 aft]

4 Mk. 10 Disruptors [1/firing arc]



SERVICE ACCESS PANEL

0 10 25 cm

## 4.6 ALTERNATIVE ADVENTURES/ ENCOUNTERS AT MAGELLAN'S FOLLY

In addition to the adventure above, a few sub-adventures which revolve around the bar are included here. The Task could be considered just coming out of *Magellan's Folly* unscathed.

Some other alternatives:

1. The PC's might witness a theft in the bar. The Sanitary Facilities are usually safe, smaller ones being private, and the larger equipped with alarms. However, pickpockets still make a living, and they thrive in crowded bar areas like *Magellan's Folly*. Will the players try to stop the thief as he slips away? Will they call a bouncer — or will they take the law into their own hands?

2. A beautiful woman in a flowing gown will make friends with one of the players (her name is Naomi Devereaux), then try to sell him(her?) a +20 laser pistol, which she will produce for inspection. Such a weapon is extremely valuable, certainly worth several times the 500 monits she is asking (weapons with "+" bonuses being very rare). There are complications, however: first, the weapon is unusual design. Nothing the matter with that, but a skilled Weaponsmaster might realize that it is from the *Kashmere Provinces*, an unusual coalition of Minor Families (make an Extremely Hard (-30) roll, use "Weapons Design" skill as a bonus). If successful, the PC will know not only the weapon's origin, but that is quite probably stolen. The *Kashmere Provinces* do not sell their high-quality weapons on the open market.

Second, having such a weapon on-station is illegal, and the quick-thinking PC would wonder how she got it in here without being detected. Either she paid somebody off, she lucked out, or — and most exciting — it cannot be detected on normal weapons scans. What to do? The Gamesmaster may decide.

3. A group of 3-5 thugs (choose some random guys from the PC Chart in section 2) make fun of the group's clothing, hairstyle, affectations, mannerisms, etc. The group will antagonize the PC's with the clear intent of picking a fight. The PC's can either call the Bouncers, or leave, or stand their ground. Using a thermonuclear device is not permitted.

## 5.0 ADVENTURE: SABOTAGE!

Priceless artifacts of the Old Race, recently unearthed from a long-ago devastated Omega Planet, are being temporarily stored at Akaisha, their whereabouts veiled in secrecy. However, interstellar thieves, alerted to the location of the items, have sent a ruthless strike team to seize the artifacts. Will they succeed, or can the players foil them?

### 5.1 BACKGROUND DATA

The planet Dev:Delta V is one of three Omega worlds within the Jurisdiction of House Devon. (An Omega World is a geosphere devoid of life, rendered so by some natural or artificial catastrophe.) Dev Delta was originally believed to be home for a humanoid race which destroyed itself in a thermonuclear exchange before becoming technologically space-capable. Recent excavations and scans have unearthed items of surprising sophistication, however, leading some scientists to believe that the planet might have been inhabited — at least in some areas — by the *Sianetic Harbingers*.

"Sianetic Harbingers" is the name commonly given to one or more spacefaring races who significantly predate Terran humanity. They have also been called Forerunners, Old Ones, the Ancients, etc. It is conjectured that these Harbingers "seeded" humanoids throughout the known galactic neighborhood, thus explaining the proliferation of humanoid races supposedly originating on many geospheres.

A Devonian Orbital Station has been headquarters for an increasingly fervent and secretive archeological investigation on Dev Delta. Brenna Ankharman, the Project Director, is a thorough and efficient (if not very likable) woman. She has amassed a great deal of important data and quite a few actual artifacts. While most of the staff is certain that at least some of the items are Sianetic Harbinger artifacts, Brenna will not commit herself one way or the other.

Security has been kept tight, due partly to Ankharman's paranoia about Colosian raiders, not to mention Dev Delta's proximity to the Independent world of Hyperion, famed for its pirates. It is for these reasons that she has decided to personally accompany this first delivery of data and shipment of artifacts to the Devonian Top Security Research Moon, Delta Cassiopeiae G5v six three (Karoline's third moon). The first leg of the journey has gone uneventfully, taking the light freighter *Tycho Brahe* nearly fifty light years from Dev Delta to Akaisha Outstation. Here the ship has stopped for refueling and minor maintenance: apparently a problem with the RIF generator developed en route. From Akaisha to Delta C (Karoline) is a hop of less than ten light-years.

If certain factions have their way, however, the artifacts will never reach Karoline. A certain member of the *League of Merchants* (an interstellar Guild of Free Traders, a facade for a huge organized crime network) has gone to considerable expense and effort to secure the artifacts for himself.

The League of Merchants deals in everything from illegal drugs to assassinations to fencing stolen valuables; the executives in the League are as powerful as lords of some Minor Clans. This particular Executive (his current name is Trip Bennington III, but no one in this operation could learn that information) has paid off one of the archeologists and a tech at the site; the first to keep him informed of progress, the second to perform some crucial sabotage when the time comes. The *Tycho Brahe*'s RIF generator was maladjusted precisely enough so that it would require repair at Akaisha, but the alterations were such that time-consuming repairs would have to be made at the station. Thus, the freighter must remain on Akaisha for three days while her generator has an overhaul. This is where Bennington's strike force comes in.

Dulaney Rasputin is a Free Trader, a title which in his case is only a cover for illegal smuggling, hijacking and other nefarious activities. He and his crew, of the privateer *Careless Memory*, have been commissioned by Bennington to complete his scheme. The plan is this: The *Memory* is already at Akaisha Outstation (moored on one of the three gravitic pads) when the *Tycho Brahe* arrives. It is an almost certainty that the Harbinger artifacts will be transferred to the Outstation vaults (where they will be "much safer" during the extended stay). Rasputin's assistant, Marlou Chandley, is then to sneak into the reactor control area — with the help of a bribed contact — and sabotage the reactor power routing systems in such a way that the station loses power and is forced to operate on emergency cells (bypassing the Matter-Antimatter and Fusion reactors). Because emergency power is insufficient to run all station systems, some areas are partially deactivated — including several security systems. During the ensuing chaos, Rasputin is to lead a strike team to the vaults, override the computer security programs and remove the artifacts to a special cargo pod aboard the *Careless Memory*. This pod is equipped with a stealth system and a tight-beam transmitter keyed to a receiver on the *Memory*.

The pod will be launched undetected from the privateer, since sensors will only be attended by a skeleton crew while techs scramble to repair the reactor power conduits. The repairs should take about six hours, and the vault break-in will be discovered either before the repairs are complete or very soon after. Naturally, a search of the entire station (including all ships docked) will be conducted, but no trace of the artifacts will be found. A comfortable time afterward, the *Careless Memory* will leave Akaisha and pick up the drifting pod, which only it will be able to detect. From there Dulaney and his crew rendezvous with Bennington's ship at the nearby, planetless star, *Nym 3*. In exchange for the artifacts he is to receive 200,000 Imperial Monits, cash.



## 5.2 THE NPCs

### 5.21 ANDARIS KLEG, OUTSTATION DIRECTOR

Andaris Kleg is an appointed civilian employee of the Province; his official title is *ProAltern*. Kleg is the final authority on Akaisha in matters both civilian and military, so in essence he can overrule the orders of even a Commodore (theoretically above *ProAltern* in rank) *while that Commodore is on his station*. This situation is a classic civilian vs. military problem-waiting-to-happen, but under normal circumstances no conflicts arise.

At 56 years of age, Kleg is a true bureaucrat, reveling in "paperwork" (as it is still anachronistically called, though physical printout material is rare) and the ins and outs of petty station politics. No real crises have ever arisen on his station, and if they should, he will be ill-equipped to deal with them, probably retreating into regulations and spineless decisions like "we must consult with Headquarters on Karoline!"

Tall and slender to the point of being gaunt, Andaris Kleg stands 193 centimeters (6'4") tall, massing only 79 kilos (173 lbs). He wears dark business tunics under his official Red *ProAltern* surcoat. He also wears his Bars and one service award: the *Devon Atom*, which he "earned" during his tour of duty with the *Cutlass Starmada*. When questioned about how he earned the *Atom* he is evasive, and one would surely wonder how such a seemingly gutless administrator could deserve the Provincial medal for "exemplary service and intuitive action".

Kleg dislikes Tara Chang (see below) viewing her interest in station operations as "meddling in my affairs". He was married, but his wife divorced him after ten years; they had no offspring. In appearance, Andaris is relatively pale, with small, light blue eyes. He has graying black hair, worn short, and a small mustache.



TARA CHANG

### 5.22 TARA CHANG, IMPERIAL ADMINISTRATOR

A petite — 152 cm (5'0"), 45kg (100 lbs.) — woman of oriental descent, Tara Chang is the official Imperial representative on Akaisha Outstation, stationed there because Akaisha is one of the many facilities jointly run by the Imperium and a Provincial government. Her official Imperial title is "Undersecretary". Citizen Chang's job on the Station is to look over Kleg's shoulder and make sure that everything operates smoothly according to Imperial/Devonian jointly agreed-upon regulations. While not really above Kleg in rank, she has the power to veto any of his decisions which are determined to be: "...sweeping in scope, and needlessly perilous to the welfare of Akaisha Outstation." This regulation is intentionally vague, and has rarely been used by any administrator. Her veto would be subject to later review by a joint Devon/Imperial Board of Inquiry, but at the time her decision is not to be questioned.

Tara Chang is not a meddler by nature, and does in fact try to stay out of the interstation petty politics as much as possible, leaving Kleg to the minor problems on which he thrives. She is strong-willed, however, and will not hesitate to argue strongly for something she believes in. She does *not* however, ever invoke empty threats of her veto power to get her way.

Chang has long absolutely black hair and brown almond eyes, harkening to her strong Terran/Oriental heritage. During office hours she usually wears dark grey or black dress tunics adorned only with the Imperial purple epaulette. She carries a concealed hand stunner of which only she and Jaimie Kertez are aware.

### 5.23 JAIMIE KERTEZ, OUTSTATION SECURITY CHIEF

At first glance, no one would guess that the short — 165 cm (5'5") — young man with the boyish face is a Security Chief. A second glance, however, might allow the possibility: Kertez's compact body is kept in superb physical condition, and he is stronger than much larger men. He is a Transhuman, but the genes — fickle things that they are — betrayed the geneticists, and while Jaimie inherited the superior mind, reflexes, musculature and bone structure, they took form in an unusually small body. He spent a lot of time initially at the Devon Military Cadet Corps proving to larger classmates that he had every right to be there. A few decadays into the program, however, he had earned the respect of his fellow cadets.

Kertez's rank is lieutenant, and he answers only to Tara Chang, Andaris Kleg, and (indirectly) to the Quadrant Commander. He earned many awards during his military tour of duty, including the *Wings* (he was a *SMAC* Fighter Pilot), and the *Devon Atom, with bolts* (awarded for extended exemplary service and intuitive action). At the station he normally wears an unadorned black service uniform, a stunner pistol and a personal Deflector Shield (normally deactivated, of course).

Kertez has shoulder length sandy hair worn swept back from his face (one of the current styles), green eyes, and is beardless.

### 5.24 BRENNA ANKHARMUN, DEVONIAN ARCHEOLOGIST

As project head in charge of the Sianetic Harbinger artifacts, Citizen Ankharman is very protective of them, and is constantly harassing any and all station officials available. The extent of her official authority is nebulous, but her uncle sits on the Devonian Cabinet of Ministers, so she is able to wield substantial clout. Andaris Kleg is terrified of her; Tara Chang resents the way Ankharman throws her unofficial weight around, but is reluctant to cause trouble. Jaimie Kertez, in his usual calm fashion, simply ignores her, though she has threatened to "...tell my uncle about your impudence and defiance of my instructions, Lieutenant Kertez!"



### STATS FOR NPCs: SABOTAGE ADVENTURE

| Name             | Lvl | Hits | AT(DB)  | Skill:Add     | Skill:Add     | Skill:Add     | Weapon:OB    | Notes                                                                                                                          |
|------------------|-----|------|---------|---------------|---------------|---------------|--------------|--------------------------------------------------------------------------------------------------------------------------------|
| Andaris Kleg     | 8   | 76   | 1 (5)   | Diplomacy:60  | Adminst: 70   | PublicSpk:65  | HndStun:40   | (Originally a Researcher) Outstation Director, a Devonian SubAltern.                                                           |
| Tara Chang       | 9   | 85   | 1 (20*) | Adminst:85    | Diplomacy:80  | PublicSpk:90  | HndStun:80   | (Originally a Planetologist) Imperial High Administrator for Akaisha Outstation. +20 Hand Stunner; Deflector shield.           |
| Jaimie Kertez    | 8   | 110  | 1 (40*) | Adminst:45    | Subduing:90   | MA Both(3):72 | HndStun:120  | (Armsman) Also can use AsBlstr and 10mmMLAPst at 90 OB. +10 HndStun, Mk.2; +10 Absorption shield (all attacks at -40; -80 ttl) |
| Brenna Ankharmon | 7   | 78   | 1 (15)  | Anthropo:85   | Hist(xeno):75 | Planetol:70   | HndStun:35   | (Researcher) Head of the Dev:Delta Archeological team                                                                          |
| Dulaney Rasputin | 8   | 97   | 5 (30*) | CompTech:110  | CrimeTech:100 | Dsrm Trps:70  | AsltBstr:115 | (Criminologist) Freelance thief; head of the team to steal the S.H. artifacts. Kevlar vest; Deflector shield; +10 blstr.       |
| Marlou Chandley  | 7   | 81   | 1 (20*) | PwrSysTch:90  | ElecTech:85   | CompTech:75   | HndLsr:80    | (System Tech) Freelance thief; assistant to Dulaney R. Deflector shield; +5 laser.                                             |
| Trader 3 (Tym)   | 5   | 67   | 1 (20)  | Percep:30     | N-SpPil:50    | HypPil:55     | LsrPstl:65   | (Explorer) A member of Rasputin's Team. Tall and dour.                                                                         |
| Trader 4 (Alli)  | 4   | 54   | 1 (15)  | First Aid:40  | HypAstr:60    | N-SpAstr:35   | 9mmSMG:45    | (Pilot) A member of Rasputin's Team. A blonde, willowy woman.                                                                  |
| Trader 5 (Lars)  | 4   | 49   | 1 (15)  | CompTech:35   | PwrSysTech:60 | ElecTech:45   | StunPstl:25  | (Electrician) A member of Rasputin's Team. Tall, gawky, Nordic. He is most personable of the crew                              |
| Paige Mullen     | 5   | 63   | 1 (20)  | PwrSysTech:80 | Electech:40   | Cybertech:50  | StunPstl:20  | (System Tech) Bribe Akaisha Staffer.                                                                                           |

Of average height and build — 167.5 cm (5'6"), 54.5 kilos (120 lbs.) — Brenna has the dark skin and straight black hair indicative of her Terran Egyptian ancestors. She is fairly attractive but her abrasive demeanor alienates just about everyone. Her crew of archeologists grudgingly puts up with her.

#### 5.25 DULANEY RASPUTIN, STRIKE TEAM LEADER

A small man at 170 centimeters (5'7"), 61 kilos (135 lbs), Dulaney has dark brown hair and eyes. He is a skilled pilot and deadly with a laser. He also knows countless computer languages, and there are few security programs he can't break, given time. Registered as a Free Trader, Rasputin is one of thousands who make a marginal living independent of the Provincial and Megacorp networks. This is just a cover for his other operations, however. He has many contacts in the *League of Merchants*, and was hired by a League Executive to secure the artifacts, and has been promised a rich reward.

Dulaney has an easy smile and seems to be a friendly, warm person. He would kill without a second thought, however, if it were necessary to the completion of a "job". The only person he confides in at all is his assistant and (on and off) lover, Marlou Chandley.

#### 5.26 MARLOU CHANDLEY, TECH

Marlou is a tall woman, (two centimeters over Dulaney's height, in fact) a very good Power/Systems Tech, but otherwise not very bright. ("Running lights on, but nobody at the helm" as they say in the Devon Military.) It is she who must properly disable all of the reactor power routing systems.

### 5.3 LAYOUTS

#### 5.31 GRAVITIC LANDING PAD 3

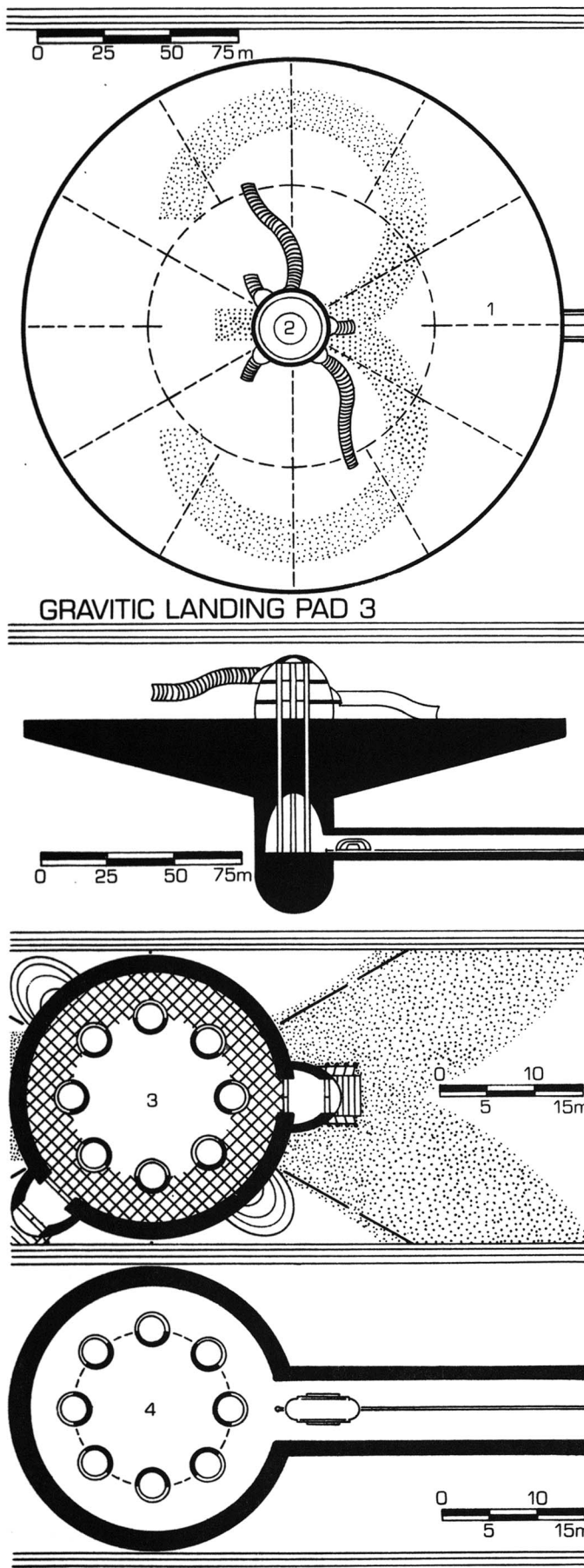
Here is detailed one of the three gravitic landing pads which are an integral part of Akaisha Outstation. As noted below, each pad is subdivided, and within each division is a separate gravitic field, independently controlled. This way, each pad may hold several ships at one time, and one may leave without affecting the others. The sections of the pad can be linked in clusters, to accommodate larger ships which would cover several sections. It was found that a gravitic field greatly enhanced the ease of docking smaller ships (which are invariably designed to land on a body with a gravitational field anyway) and increased the overall safety of the station as well as visiting spacecraft. As an additional safeguard against an unlikely total power failure, once the ship has landed, special service 'bots anchor the craft to the pad with special clamps.

**1. Gravitic Landing Pad.** Pie sections, individually gravitically controlled from Akaisha Docking Control, permit considerable variation in ship size to be handled at each pad.

**2. Docking Mechanism.** Collapsible tubes, housing retractable walkways, extend to form an airtight seal over the airlock of a ship held stationary on the pad. The tubes originate at different levels and are flexible, granting an easy connection to any size ship.

**3. Docking Mechanism Interior.** A gridded metal catwalk at each level provides access to the lift tubes. Two of these carry express traffic from the top level and travel directly to the shuttle foyer below without stopping at the intervening levels.

**4. Shuttle Foyer.** The lift tubes from the docking mechanism deposit their passengers here. A shuttle is available for rapid transportation to the station core 300 meters away. A few minutes walk will see the more energetic to the same location.



### 5.32 THE REACTOR CORE

Here are described the three control levels of the reactor core. These areas monitor and control not only the Matter / Antimatter reactor but the fusion pile as well. It should be noted that these are the control areas only; the fusion reactor is a large area extending above, and the Matter / Antimatter reactor continues further down. All access to this area is restricted to authorized personnel.

Shaded areas indicate an opening to a lower level. Gridded areas are metal-grating catwalks.

#### LEVEL THREE: SYSTEM MONITORING

**1. Lift Tube.** The tubes numbered "1" do not have access to this level.

**2. Lift Tube.** These tubes have access, but each one is restricted to specifically authorized personnel, depending on the station. (Thus, someone wishing to use one of these consoles must initially get into the correct tube, and then produce his pass-card).

**3. Fusion Subsystems Monitor.** This chamber is devoted entirely to the fusion reactor above. A simple power source (compared to the Matter / Antimatter reactor) it requires little human supervision, and is maintained on minimal output, being a backup should the Matter / Antimatter reactor fail. This chamber is normally empty except for a Mech Interface bot.

**4. Power Routing Subsystems Monitor.** The six consoles here control the tapping of the massive energies pouring from the reactor. Although the conversion and distribution of power is normally computer controlled, occasionally a situation arises where human supervision is necessary. Like the Fusion Subsystems room, this chamber is normally empty except for a Mech Interface bot and an occasional visit by a Power Tech for a systems check. **Note:** this is the room to which Marlow Chandley must gain access in order to sabotage the Outstation power supply.

**5. Matter/Antimatter Subsystems Monitor.** Similar in function to the "3".

**6. Reactor Well.** Surrounded by reinforced glassteel panels, this central well opens onto the reactor below.

#### LEVEL TWO: ION ACCELERATORS

**7. Lift Tube.** These tubes open to service catwalks. Note that the Liftcars can pivot within the tube to face any direction. This function is automatic.

**8. Lift Tube.** As "7".

**9. Catwalk.** Of open-metal mesh, suspended over the field generators below.

**10. Open Void.** (The main reactor and field coil are directly below).

**11. Magnetron-Photino Accelerator.** Part of the complex Andrium ionization process.

**12. Pulse-laser Bombardment Guns.**

**13. Ionizer Cannons.**

**14. Reactor Well.** Surrounded by reinforced glassteel panels, this central well opens onto the reactor below.

#### LEVEL ONE: MATTER ANNIHILATOR

**15. Lift Tubes.** All tubes open onto this level, though each only allows access to one of the six control areas. (Another security precaution).

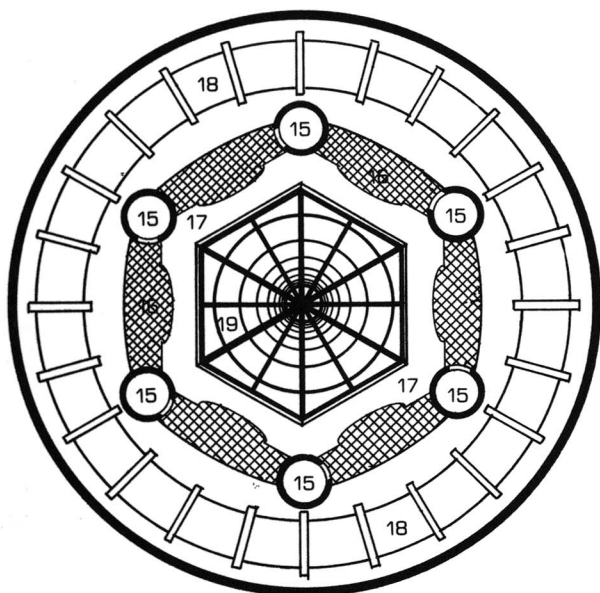
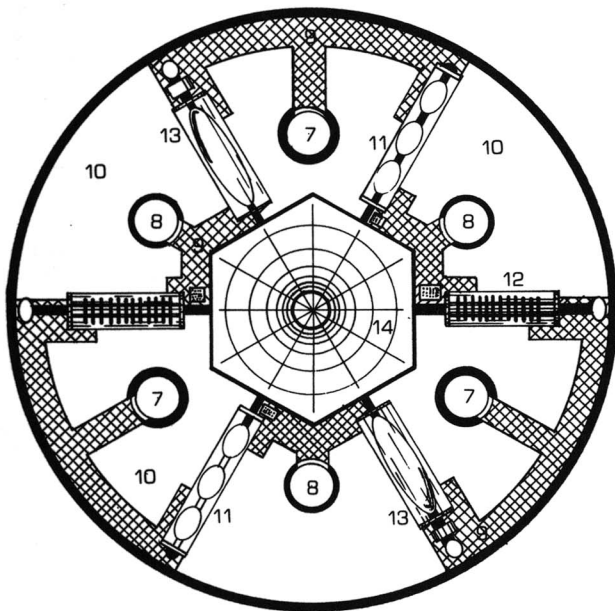
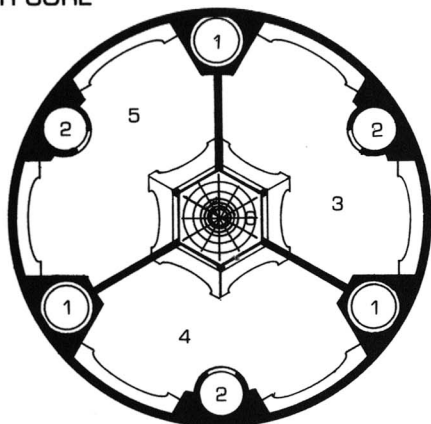
**16. Catwalk Grating.**

**17. Consoles.** Each section controls a different aspect of the reactor functions. Only three of the panels require constant human monitoring (Bombardment, Andrium Mix, and Field Flux density). The other three monitor systems can be computer-controlled. Each of the six is also "manned" by a Mech Interface bot.

**18. Field Coils.** A number of gravitic, inertial and electromagnetic fields, constantly in flux, are required to properly control and tap the power of the matter-antimatter mutual annihilation on this scale. Smaller reactors are not as complex, but are also approximately 30% less efficient. This is not so much a factor on smaller, ship-board reactors, but on one as huge as that powering an Outstation, the extra equipment and staffing is worth the savings.

**19. Central Reaction Core.**

## REACTOR CORE



0 10 20 meters

## 5.33 THE HIGH-SECURITY VAULTS

## SECURITIES LEVEL (5): Central Guest Module

This plan shows one of the five levels of the Central Guest Module. Levels 1-4 hold larger retail shops and other guest amenities.

## 1. Lift Tube Cluster.

**2. VegaPol.** The Vega Police, a division of Merlogh and the galactic Court of Humanity, have their local offices on this level. VegaPol, although officially an enforcement agency for their sister organizations, is rumored to be engaged in a number of more marginal activities.

**3. Guest Vaults.** Beyond the lobby area are high-security vaults. Constantly protected by both human and electronic guards, these vaults are for the safe storage of large objects carried by guests who would rather not store them on their ship during the visit. **Note:** The Sianetic Harbinger artifacts are being held in storage room "a", a special, high-security chamber.

A few security systems are still in effect even after the reactor shuts down, but Rasputin can defeat them. For reference, there are two doors before reaching checkpoint 3b; each is Sheer Folly (-50) to defeat — Rasputin has already overridden these and can use a forged pass-card. At the checkpoint is a human guard. The thieves will render him unconscious by activating the intruder control neural gas in that room (again, Dulaney Rasputin's computer expertise). Wearing filter masks, they will open the next two doors. The final vault door Rasputin must do himself, and is Absurd (-70) in complexity to open, and trapped, Extremely Hard (-30) to disarm. Failure results in the other doors all sealing, the area flooding with gas, and if there is further tampering, a spray of lasers will deliver 2-20 point-blank Mk. 3 laser attacks to all in the halls and inner foyer (3c). The Harbinger artifacts are stored in four trunks massing 20 kilos each.

**4. Small Deposit Vaults.** The same in theory as the larger vaults, there are 240 "safety deposit boxes" for the storage of small valuables.

**5. Devon Bank.** For the convenience of Devon citizens, this facility is capable of all Monit and Elmonit transactions, with swift TBD updating.

**6. MERLOGH.** For large-scale monetary operations, as well as to serve non-Devonian guests, this branch of the MERcantile League of Great Houses is ready to perform any financial transactions.

## 5.4 THE TASK

This adventure, like the others, assumes that the PC's are reasonably honest, upstanding Devonian citizens. (If they aren't, see the alternative, section 5.6.) The activity would revolve around first discovering the plot by the pirates, then either alerting the authorities or trying to stop the thieves themselves and then perhaps claiming more credit, rewards and honors — or perhaps being mistaken for the thieves themselves!

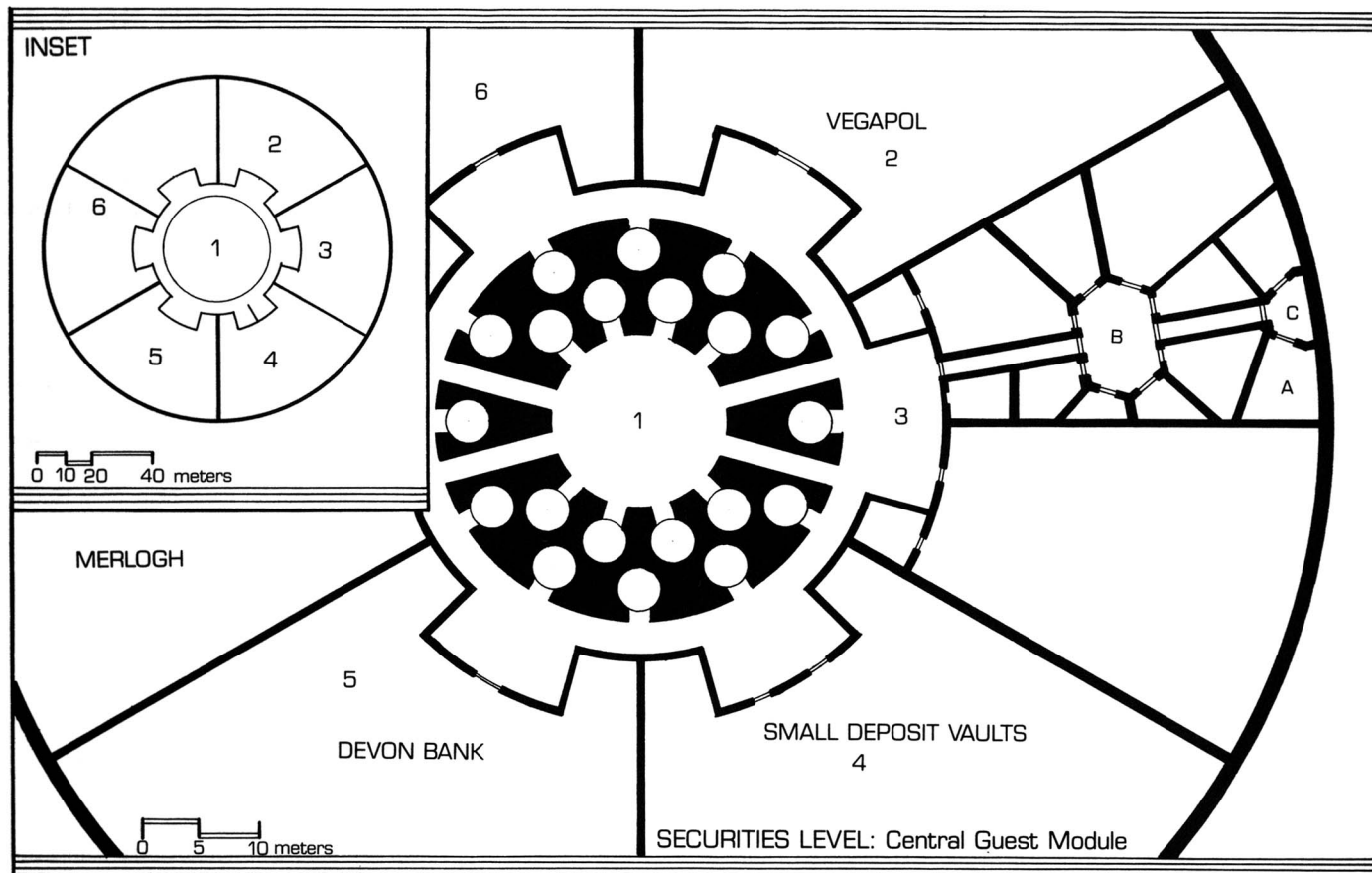
## 5.41 STARTING THE PLAYERS

Before anything else can happen, the PC's must somehow uncover the plot to steal the artifacts. A likely place for this is in a pub such as *Magellan's Folly*, so the GM is advised to go over those layouts in section 4 as a likely starting point, once the Characters have arrived at Akaisha (for whatever reason). They might have initially heard of the arrival of the *Tycho Brahe* and the Sianetic Harbinger items through any number of sources: Techs at the dockport, pub employees, or even younger members of the archeological team with big mouths and an inflated opinion of their own importance.

The way the PC's will discover the plot is when Marlou Chandley makes initial contact with the bribed Power Tech (Paige Mullen), who will get her in to the Engineering section to sabotage the Reactor systems. The Tech's part is important since the control area is often manned, and only with inside help could someone gain access to the service areas undetected. Below are two options the Gamesmaster might employ to involve the group:

a) Group members are within earshot (perhaps due to a fluke of acoustics) of the meeting between Chandley and Mullen, picking up fragments about "fixing" the reactor" and "the station will be out for..."; "...plenty of time to get the stuff out..."





b) One of the group members bears an uncanny resemblance to the Tech, Paige Mullen, and Marlou Chandley mistakes the PC for him. This is a much less likely occurrence in theory, but is also a more interesting scenario. Marlou has seen a holopicture of Paige Mullen, but never met him personally. See "Encounters" (5.5) for details on the meeting with Marlou.

#### 5.42 AIDS

The PC's might get help from the Akaisha staff, depending on whom they go to and how impressively they present their story. Andaris Kleg (assuming they even get to see him — not an easy task) will dismiss the group as lunatics, and possible troublemaking rumor-mongers. He will be deathly afraid that they might speak to Brenna Ankhar-mun and further inflame her already fiery temperament where the artifacts are concerned. Tara Chang will listen politely, promise unconvincingly to look into it, and — the moment they are gone — request Imperial security agents to watch the PC's, their ship, and the reactor area. She is not as interested in the safety of the artifacts as in embarrassing Andaris Kleg, who has been unusually difficult to deal with lately. It would be perfect (in her mind) for her Imperial operatives to catch the thieves after they have clearly embarrassed the Devonian forces by perpetrating 90% of the crime.

Jaimie Kertez is most likely to listen and take thorough precautions, although he will probably also be somewhat suspicious of the PC's, especially if their information is fragmentary and inconclusive.

If Brenna Ankhar-mun is told, she will fly into a panicked frenzy, demanding doubling the guards around the artifacts, adding guards around all the docks, etc., etc. This might actually serve to abort the theft (20% chance Rasputin will give it up), but won't gain the PC's much experience.

#### 5.43 OBSTACLES

These can vary depending on how the Player Characters decide to approach the situation. Andaris Kleg could become an obstacle if he believes the PC's to be a threat to "Outstation harmony". He might confine them to their ship, ask them to leave, or even imprison them until the artifacts are gone.

Tara Chang is less likely to take such drastic action initially, but will have the Players watched, and if they are caught engaging in illegal activities they will be summarily arrested and charged.

If scenario "b" is chosen (see sec 5.41), and Dulaney Rasputin knows that the PC's are on to him, he will assign crewmembers to to "get" the players (get them out of the way permanently, if necessary). He will also try to accelerate the plan schedule so that the power will be cut off before the PC's can warn the administration.

#### 5.44 REWARDS

Rewards can vary from nothing if they warn the administration and nothing happens (Rasputin aborted; so there is not proof that there ever was a threat), to a cool thanks if the PC's warn them and they catch the potential thieves, to warm thanks and possibly even a presentation of the Devon Atom to all involved (this would come through Brenna Ankhar-mun's recommendation if she is impressed), should the players catch the thieves red-handed with the artifacts, or (less exciting) sabotaging the station. Temporary fame and free rounds of drinks at the bars are for certain in this case; free service at the station and a cash reward (1000 Elmonits each perhaps) are other possibilities.

## 5.5 ENCOUNTERS

### MAGELLAN'S FOLLY WITH MARLOU CHANDLEY

If the PC who resembles Paige Mullen meets Chandley at the bar, she will introduce herself and ask to speak with him privately (if he is not alone already), then ask him when he can get her into the reactor Power routing area. There is no agreed-upon "password"; she was told to meet Mullen at a preset time in the *Folly*. Chandley is not too quick, and all but the slowest-witted PC's could probably bluff their way through enough of the conversation to find out what's going on (use Acting Skill bonus, or Diplomacy at 1/2 value). Of course, the bluff can only last but so long, as the PC won't know anything about Akaisha's engineering section. Once Chandley realizes that she's made a big mistake, she will act flustered, and look frantically about for the real Paige, who will probably be in the bar, unnoticed because of the club's dimness, crowds, and complexity. She'll rush from the PC, try to talk quickly to Mullen, then flee the bar to tell Rasputin.

Dulaney Rasputin, once informed, will immediately start trying to track down the PC and silence him — permanently. Thus things could get dangerous very quickly.

### KEEPING TRACK

If the players are independently minded (aren't they always?) they'll probably want to follow Chandley themselves rather than alert the authorities. Smart PC's will lock on to her with a Multi- or Medscanner, record her patterns (metabolic, EEG, etc.) and so be able to track her anywhere in the station (up to about 100 meters).

### AT THE POWER CORE

Once making contact with Mullen and reporting her goof to Rasputin, Chandley will proceed to a rendezvous point where she will link up with Mullen. The thieves won't want to waste any time, especially after they know that their plan might be endangered. From there they will proceed to the Reactor Core Monitoring Area (see layout). It will be difficult (at best) for the players to tail them there, but this will at least confirm any correct suspicions. In case anyone is interested, it would be Absurd (-70) using Pick Lock skill, and Sheer Folly (-50) using Crime Tech skill to defeat the Lift tube security mechanism and allow the PC's to get to the Monitoring Area. 95% chance there will only be a Mech interface bot in attendance; 5% chance that a Power Tech will also be there, checking monitor status. (If Chandley and Mullen find a Tech there, Chandley will kill him/her, to Mullen's horror.)

### THE BLACKOUT

The power distribution control system (and both backups) will short out approximately 30 minutes after Chandley has dealt with it. The damage will be Very Severe, requiring the entire available Tech crew about six hours to repair it. During that time, the entire outstation will be on battery power. It could theoretically operate at a minimal level for 100 hours. Lighting will be emergency red in all areas, including docks and private quarters. All computer systems but maintenance and necessary control will be shut down. All docking functions will be shut down as well as all but emergency communications. The station could theoretically bring up the shields and EW, but this would drain the battery power at 10 times normal rate. Andaris Kleg will be in a panic, as this will never have happened before. All available Techs will be sent to the Reactor, leaving a skeleton crew at Control Central.

### AT THE VAULTS

During all the panic, most troopers will be kept busy trying to maintain order. In the confusion, Dulaney and his team, dressed as Imperial Troopers, will pour from their ship, descend on the Vault guard and *Subdue* him. While one of the thieves stands watch, the others will gain access to the vault and begin removing the artifacts. If the players think go here, they will be confronted with armed men and women, dressed as Imperial troops. Marlou Chandley will be there,

but will try to hide her face. If the PC's bring an Outstation official who would recognize that these are not real troops, the thieves will fight, still trying to make off with the artifacts.

### AT THE CARELESS MEMORY

Should the thieves make it to their ship without being challenged, they will load the artifacts into the pod and fire it off as soon as possible. Should the players catch up to them, there could be a fight in the shuttle corridor, or at a number of other places on the way.

## 5.6 AN ALTERNATIVE SCENARIO

For the less honest players, the GM might alter the scenario, making the PC's the thieves. To enhance their chances of success, trip Bennington might offer as an aid a pass-card allowing them into the vaults, or making computer lock override easier. They would be the ones to meet Mullen, and one of them would be given a device to plug into the Power routing console which would short out the system. The Leaguemaster would also supply the pod and beacon.

Since Bennington would be giving a lot more help, only 10,000 monits would be offered.

# 6.0 ADVENTURE: TERRORIST KIDNAPPING

## 6.1 BACKGROUND DATA

Because of Akaisha's important location, it is frequently a stopover point for commercial, freight, military and emissarial vessels. Although some provincially controlled outstations may restrict who is permitted use of their facilities (except in emergency, when any station must provide service to anyone), Akaisha Outstation, being a jointly controlled facility, welcomes vessels from any province. House Colos star-mada units in particular like to make use of the station, feeling that paying slightly higher fees for Devon-jurisdiction station services is worth the fun of letting their soldiers antagonize Devonian citizens.

It appears that something has finally snapped, however. During a brief layover at Akaisha, a Colosian undersecretary is kidnapped and held hostage in Outstation TBD central. The terrorists demand a huge ransom and a ship on which to escape, threatening to kill the captive if their ultimatums are not satisfied promptly.

This situation is potentially explosive, and especially embarrassing to House Devon, whose final responsibility it is to maintain the safety of all guests on the station. If anything should happen to the Colosian official, Lord Yama Pythagor Devon III might never recoup the loss of prestige. The fact that the dignitary is Colosian makes matters worse, as the Colosians and Devonians have been bitter enemies for hundreds of years.

### THE PLOT THICKENS

There is an additional twist, however, by which — should the players discover it — they could earn even more fame, recognition, and monetary thanks from House Devon. The "kidnappers" are actually crack *Colosian* special forces troops, disguised as criminals, whose mission is to make Devon look bad. Colosians are not as wily and clever as the Devonians, who, when they pull stunts like this, hire a third party to pull it off. Colosians are also more paranoid, preferring to use their own men for fear that an independent could be bought out, as they themselves have many times.

The Colosian Master plan calls for a Colosian strike team (from a Colosian gunboat conveniently already docked at Akaisha) to get permission to assail the center and rescue the undersecretary. The Colosians will demand extradition of the terrorists and will no doubt get it. The false terrorists can then be fictitiously tried and "executed", and the real men and women granted honors, while House Devon suffers an Imperial Investigation for their laxity.

## 6.2 THE NPCs

In addition to the NPC's below, see Section 5 for descriptions of Andaris Kleg, Tara Chang, and Jaimie Kertez, all of whom might play important roles in this adventure.

Even if the undersecretary is returned safely, the credibility of House Devon will be badly tarnished. A rescue by Imperial troops (or, galaxy forbid, Colosian troops!) is not desirable either, as this would make it appear that Devon needs the Emperor's men to bail them out. Ideally, the Devonians would like to rescue the undersecretary from his captors themselves. However, all Devon security people are being watched via control central surveillance, and therefore are unable to act. Only a group of supposedly disinterested civilians would have a chance of penetrating the defenses of control central and stopping the kidnappers.

### 6.21 F'TARG KUILANI, COLOSIAN UNDERSECRETARY

Kuilani is a man of average height — 178 cm (5'10") — darkish skin, black eyes and long, black, straight hair. He is about 15 kilos overweight, a sight somewhat rare in the society of the Terran Empire during this time period, and certainly unusual on an outstation where most people work and play hard, and simply don't have weight problems. The Undersecretary has a basso voice which he uses to great effect, intimidating servants and political opponents alike. He generally wears long grey robes with the silver sash of his office.

### 6.22 CRAY SAUNDERS, TERRORIST LEADER

A lean, fit young man, 185 centimeters (6'1") tall and massing 77 kilograms (170 lbs), Saunders has light brown hair cut very short, hazel eyes, and a narrow face with hawkish features.

### 6.23 AURA HAUSER, TERRORIST

This slender, tall woman — 175 cm (5'9") tall, 59 kilos (130 lbs.) — is very attractive, but in a cold, distant way. She has long brown hair worn in a braid down the back, large, dark eyes, and full lips. She rarely speaks, and moves with a catlike grace which someone schooled in the martial arts might realize is the result of extensive unarmed combat training. She is Saunders' assistant, and a very efficient soldier.

### 6.24 TURNER GAYLORD, TBD TECH

Gaylord, at 19 standard years, is a fresh-faced youth just out of tech school on his first "real" assignment. 193 cm (6'4") tall and massing just under 80 kilos (175 lbs.), he is somewhat gawky, but very intelligent and a quick learner. The tech has blue eyes and brown hair cut to a medium length. When the Freedom Fighters first take over he is terrified, but hides it well, and his fear is quickly transformed to curiosity as he observes the terrorists and Kuilani. When the players attack the Commcenter he will probably try to get as far out of the way as possible.

### 6.25 DAN TIMBERLAKE, TBD COMM OFFICER

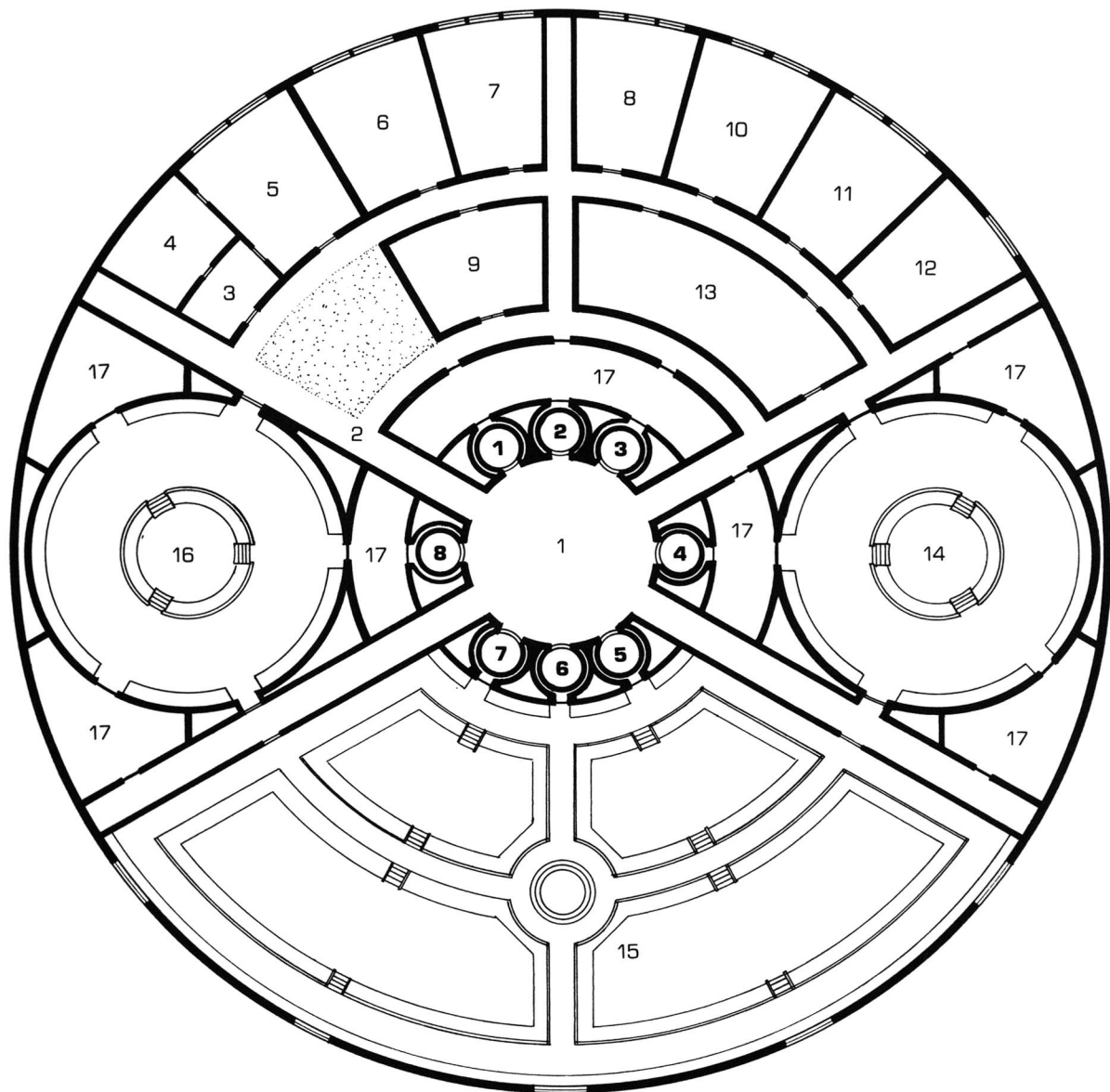
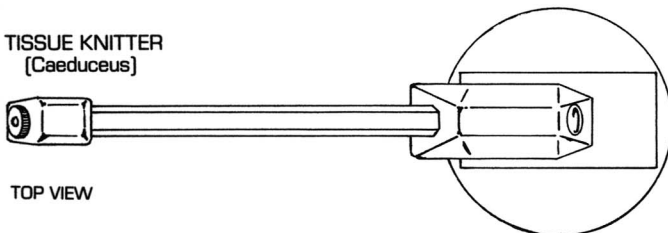
A striking presence, Timberlake is of Terran-Nordic ancestry, with pale blue eyes and white-blond hair. He stands (6'2") tall and masses 82 kilos (180 lbs.) He speaks slowly, but is very intelligent, being a truly gifted communications technician and engineer. When the players launch their assault, he will join the fray if possible, even if he has to use his bare hands.

**STATS FOR NPCs, KIDNAPPING ADVENTURE**

| Name                | Lvl | Hrs | AT(DB)  | Skill:Add    | Skill:Add    | Skill:Add    | Weapon:OB    | Notes                                                                                      |
|---------------------|-----|-----|---------|--------------|--------------|--------------|--------------|--------------------------------------------------------------------------------------------|
| F'targ Kuilani      | 8   | 78  | 1 (10)  | Admin:80     | Propogan:70  | Diplomacy:65 | PubSpk:65    | (Researcher) Colosian dignitary. He is aware of the plot.                                  |
| Cray Saunders       | 7   | 85  | 5 (30*) | Perc:60      | Acting:30    | LasrRfle:65  | BlstPstl:80  | (Armsman) A Captain in the Colosian military. Kevlar vest; Deflector shield; filter mask.  |
| Aura Hauser         | 6   | 71  | 5 (25*) | Stalk:45     | Acrobat:45   | LasrRfl:55   | BlstPstl:70  | (Armsman) a Sergeant in the Colosian military. Kevlar vest; Deflector shield; filter mask. |
| Terrorist 3 (Ty)    | 4   | 50  | 5 (30*) | FirstAid:40  | WeapTech:45  | StunRfle:40  | BlstPstl:25  | (ArmsTech) a soldier in the Colosian military. Kevlar vest; Filter mask.                   |
| Terrorist 4 (Reg)   | 4   | 47  | 5 (20*) | Perc:40      | ScanAnal:25  | StunRfle:30  | BlstPstl:25  | (Armsman) a soldier in the Colosian military. Kevlar vest; Filter mask.                    |
| Terrorist 5 (Tomi)  | 4   | 41  | 5 (20*) | SensAnal:40  | N-SpPil:55   | HypPil:50    | StunPstl:25  | (Pilot) a soldier in the Colosian military. Kevlar vest; Filter mask.                      |
| Terrorist 6 (Chrys) | 4   | 37  | 1 (15)  | HypAstro:50  | N-SpAstr:55  | ScanAnal:25  | HndStun:20   | (Pilot) a (female) soldier in the Colosian military. Filter mask.                          |
| Terrorist 7 (Russ)  | 3   | 28  | 5 (30*) | Acrobat:30   | HevEnProj:65 | StunRfle:20  | Hndstun:15   | (Armsman) a soldier in the Colosian military. Kevlar vest; Filter mask.                    |
| Turner Gaylord      | 1   | 21  | 1 (15)  | EW/Comm:40   | CompTech:25  | Perc:10      | HndStun:15   | (Electrician) Akaisha staffer.                                                             |
| Dan Timberlake      | 6   | 58  | 1 (10)  | EW/Comm:110  | CompTech:80  | Admin:40     | LsrPstl:35   | (Electrician) Akaisha TBD Comm Officer.                                                    |
| Georg Stoltz        | 6   | 78  | 5 (30*) | Admin:20     | PublicSpk:30 | LsrRfle:80   | BlstPstl:100 | (Armsman) Colosian Captain.                                                                |
| Soldier             | 3   | 41  | 1 (20)  | First Aid:30 | —            | HndStnr:60   | LsrPstl:50   | (Armsman) Typical Imperial Akaisha Trooper.                                                |
| Soldier             | 3   | 40  | 1 (20)  | Acrobat:20   | Subdue:25    | StunPstl:50  | AsltBlstr:30 | (Armsman) Typical Devonian Akaisha Trooper.                                                |

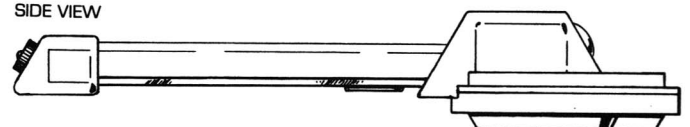


## CENTRAL CONTROL MODULE

TISSUE KNITTER  
[Caeduceus]

TOP VIEW

SIDE VIEW



## 6.3 LAYOUTS

### 6.31 CENTRAL CONTROL MODULE AND OFFICES

This is the nerve center of Akaisha Outstation. Twenty meters high and over a hundred in diameter, the Control Module monitors all operations on the entire station, from docking to atmospheric control to Akaisha's formidable defenses.

There is only one main level to the Control Module, and access is gained through eight of the central shaft lift tubes. Note the ring of tubes, designated with **bold** numbers. The reason that there is only one level in such a large module is that both above and below the rooms is a maze of machinery, subcomputers, circuitry and access crawlways. Also, the large TBD, Engineering and Docking rooms have multi-level floors and high ceilings from which are suspended monitors and status display screens.

**1. Central Lobby.** In the center is a desk where staff and visitors are given a security check. This is usually very cursory, as Akaisha is primarily a civilian installation.

**2. Lobby.** A comfortable lounge where visitors who are expecting to meet with one of the stations' officers wait. There is always a receptionist on duty.

**3. Anteroom.**

**4. Small Conference Room.**

**5. Andaris Kleg's Office**

**6. Tara Chang's Office.**

**7. Jaimie Kertez's Office.**

**8. CommTech Officer's Office.**

**9. Executive Conference Room.**

**10. Engineer's Office.**

**11. Civil Manager's Office.**

**12. Deck Officer's Office.**

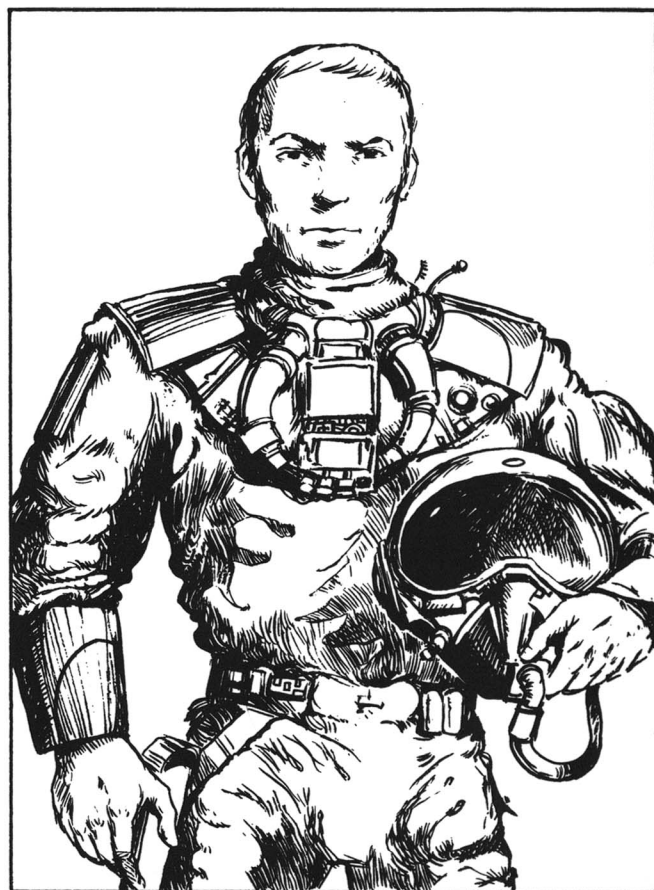
**13. Employee Lounge.**

**14. Engineering Monitoring Control.** This thirty-meter diameter room is lined with consoles along the wall, as well as six master control panels in the raised central ring. All of the Outstation's systems are monitored from here, and if necessary, the Chief Engineer can override any other control panel in the station, enacting a console here as the Master. Computer functions, life support, weapons, deflector shields, Electronic Warfare, and all other mechanical systems are supervised by technicians at this location. A number of Mech-interface bots are also constantly moving about, performing a variety of functions.

**15. Docking Central Control.** All ship operations are controlled from here. Note the catwalks around the perimeter and spanning the central areas of the room. In the middle is the Deck Officer's chair, from which he can monitor all the activities of any ship within a light-year of Akaisha. Between these catwalks, dozens of Techs sit at consoles, monitoring and controlling the coming and going of the many spacecraft which visit Akaisha. Note that all docking ships turn over control to men and women in this room, who actually pilot the craft into dock.

**16. TBD Control.** This chamber is very similar in basic design to the Engineering Monitor room. From TBD Control all of Akaisha's Laser, Microfreq and Tachyon Beam Dictor communications are monitored. Persons wishing to send a TBD message are processed at the waiting area (2) where the receptionist takes the message and charges the person's Elmonit account. The actual message is sent from this room. Note the two entry doors and three access panels.

**17. Maintenance Crawlpace.** These areas are filled with circuit panels, cooling/heating systems, and any number of other electronic/mechanical systems required to support the control module of the station. Access to these areas is through the service panels, and is restricted to authorized personnel.



DULANEY RASPUTIN

## 6.4 THE TASK

The basic task would be for the PC's to foil the kidnappers and free Colosian Undersecretary Fuilani. The mission would not be a total success, however, unless the players manage not only to rescue the undersecretary, but also to expose the Colosian plot.

### 6.41 STARTING THE PLAYERS

Soon after the players arrive at Akaisha, they hear that a relatively important Colosian official's shuttle is about to dock for repairs and refueling. Everyone is speculating about who the official is and whether he'll enter the actual station or "hide out" on his shuttle.

During this time it could very much behoove the players to be hanging about *Magellan's Folly* (although they might not know why). Being charmed persons, if some or all of the PC's are at the Folly, they could be at a nearby table when one of the Colosian "terrorists" meets with one of the Troopers. To the casual observer it just looks like a seedy merchant having a drink with an off-duty Colosian Soldier. However, anyone nearby would hear them conversing quietly together in fluent Colosian. This is a foolish move by the Colosians, but, as it turns out, one of the terrorists and one of the Strike team members are old friends, and couldn't resist seeing each other before the big event, figuring no one would notice.

The GM should have the players make a general Perception Roll while in the bar, and he should mention this conversation (along with some other erroneous information about other customers) to anyone with a modified 100+ Roll.

## STAR HAWK

PRODUCER: Ziril/Transtar

TONNAGE/HITS: 1,200

MAIN COMPUTER: Mk. 50

ARMOR TYPE: 23 [-100 ttl]

EW RATING: 45

SHIELD RATING: 55

CREW: Astro: 3; Tech: [6]

MAX SUBLIGHT ACCEL: Rating 12 = 110 km/second

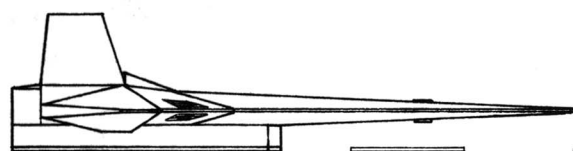
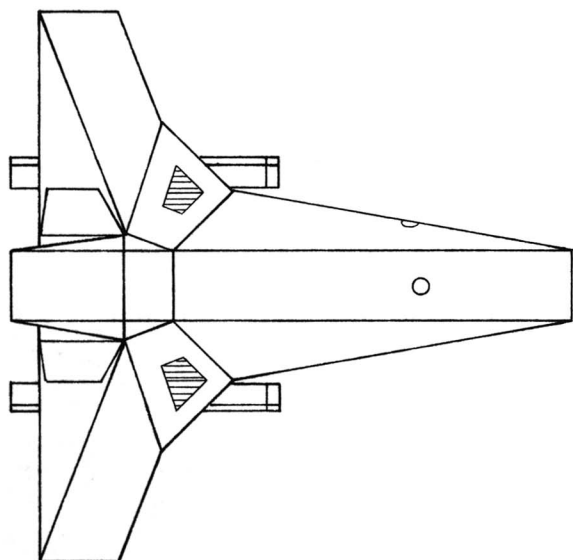
TRANSLIGHT DISPLACEMENT: Rating 11 = 10.5/day

OPERATING RANGE: 80 LY

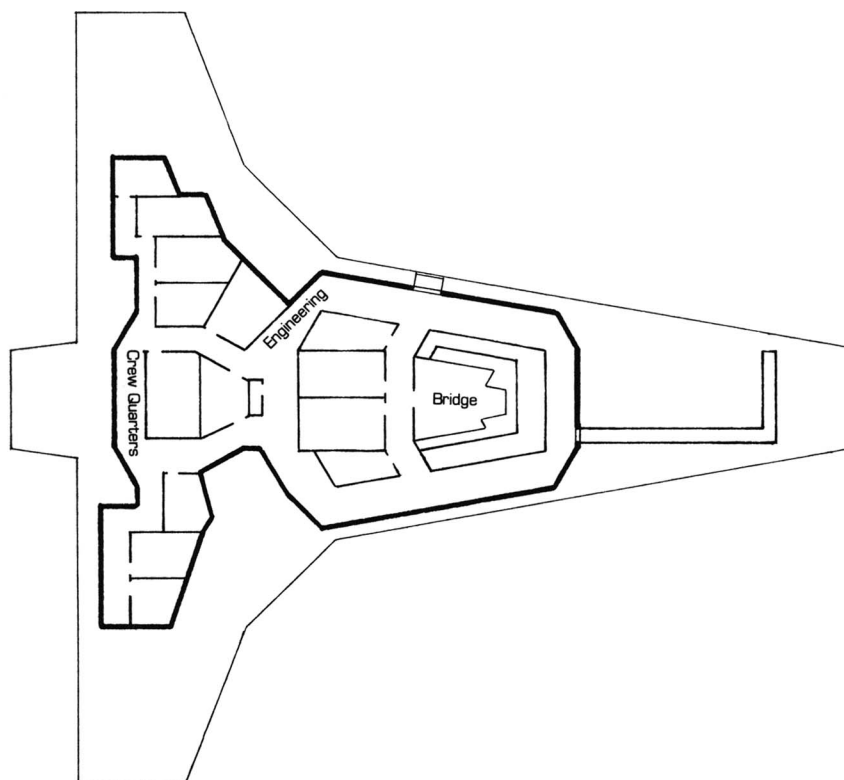
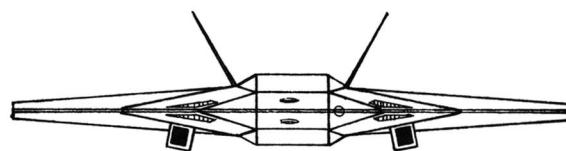
WEAPONRY:

Laser Cannons: 2, Mk. 10

Disruptor Cannon: 1, Mk. 20



0 10 20 meters





Security is rumored to be tight, and casual observers are discouraged. The Undersecretary's hypershuttle lands without incident in Docking Bay 5 and the Colosian is escorted under heavy guard toward his VIP quarters in the Staff Module, when the Terrorists strike: a sleep gas grenade has been rigged in the lift tube, (number 5) so that once Kuilani and his escort are inside, they are rendered unconscious. The tube (having been also rigged so that it does not respond to manual control; only an override control, managed by a Terrorist at an access panel) then arrives at a different floor than planned. The guards are removed and replaced by seven terrorists. They proceed to the Command Level (3) of Control Module, where they burst into the Commcenter, throw everyone out but Turner Gaylord — a TBD CommTech on duty — and the Lieutenant in charge, Dan Timberlake. These two they keep so as to maintain control of TBD Transmission / Reception, as well as Electronic Warfare and Sensors. From this room the terrorists can also monitor all activities in the Control Module, where Kleg and Chang are (in their offices).

Simultaneously, other terrorists seal off the Imperial and Devonian off-duty troop quarters, effectively cutting the station fighting force by two-thirds.

Once situated at the Commcenter, the terrorists will issue their ultimatum, the message shown on vidscreens throughout the Outstation, as well as beamed to the Colosian and Devonian Homeworlds, and Terra on an emergency frequency:

*"Greetings, administrators of Akaisha Outstation, Lords Devon and Colos, and Your Imperial Highness. We represent the Andromedan Freedom Fighters. At this moment we stand in the Communications center of Akaisha Outstation, and hold Colosian Undersecretary F'targ Kuilani, as well as two Devonian technicians, hostage. We demand one million Imperial monits for the safe release of Kuilani and the Commtechs. Additional conditions: no one is to enter or leave the Control Module, and the deadline is 50 hours — just enough time for the cash to be gathered on Delta "C"; the Devonian Homeworld — and sent via hypershuttle to this Outstation. No ships are to enter or leave the station until the deal is completed. There will be no negotiations. We do not care who provides the money; only that it arrives on time. We order the three homeworlds to acknowledge receipt of this message within ten standard minutes or we will kill the Undersecretary."*

While the Freedom Fighters are waiting for confirmation, they call Andaris Kleg, informing him that he is to play porter, bringing food for the terrorists when they request it.

When the announcement is made, the players could still be in *Magellan's Folly*. Nearby, having a drink and relaxing after organizing the escort for Kuilani is Jaimie Kertez. He decided not to supervise it personally, leaving that to the Deck Officer. This would allow the PC's to be readily available when the crisis occurs.

At this point the players will need to have the initiative to go to Kertez and offer to spring the undersecretary. It would of course be helpful if the PC's had met Kertez socially sometime earlier; this is very possible as Kertez is a friendly, personable young man, and frequents the "Folly".

Kertez is willing to trust the players because he has a knack for assessing people's basic traits after only talking with them for only a few minutes. It is, in fact, a semi-latent Telepathic ability, though he is unaware of its nature, trusting his instincts. Naturally, he would only trust the players if, indeed, they are being honest about offering to help. Kertez takes the group to an empty stateroom where they can make plans.

He has a pocket communicator, which he resets to a special frequency. (He explains that he and Andaris Kleg made arrangements long ago for such an event; they can talk to each other via the communicator and will not be intercepted.)

From a frightened and near-hysterical Kleg he learns that there are seven Freedom Fighters; all wear respirators to foil the station intruder control neural gas, and they are heavily armed with automatic weapons and energy pistols. The terrorists have grasped the basics of the Outstation monitoring systems, and from the Commcenter they can monitor all communications and most security systems. Kertez will tell Kleg to comply with the Terrorists, and that there is nothing that can be done (he decides not to let Kleg in on his plans; he might "slip" and tell the terrorists).

Kertez explains to the group that there is one chance of getting to the Terrorists: Lift tube 8 is out of order, and they could climb up through the actual tube-shaft, and enter the Commcenter directly via a service crawlway. The shafts and crawlways are not monitored, and the terrorists probably aren't aware of them.

#### 6.42 AIDS

Jaimie Kertez will accompany (and even lead) the strike team if the players desire it. One or two other guards might go, depending on the size of the PC group (keep in mind that most are sealed in their quarters; only the on-duty ones will be available). The strike team cannot be too large, because the chances of being detected go up with size.

Kertez can also supply maps of the Outstation — specifically the accessways — from the stateroom computer printout (after using his access code; the plans are classified).

As far as the true nature of the Terrorists is concerned, Jaimie will casually mention at some point that he has never heard of the "Andromedan Freedom Fighters" and thought it odd that they didn't spend a long time touting their cause the way most terrorists do. The curious players could pursue this in a number of ways:

1. How did the terrorists get there? They came aboard the privateer *Star Hawk*, registered as Free Traders, origin point House Jade-London. Their last departure was from Alexie Prime, a planet within Devon Province, but held by Minor Clan Baburnica, a rebellious Amazon society. All of the seven crewmembers are listed as Devonian citizens. Further digging (an Extremely Hard, -30, Computer Technics maneuver) will reveal that the ship was *originally* registered on Gamma Vulpeculae IV (The Colosian Homeworld) and that the identities of the terrorists are false. Their true backgrounds cannot be determined from the available files.

2. Are the Terrorists familiar? Players who noticed the Terrorist talking to the Colosian at the bar earlier can make Medium (+0) rolls (adding Memory Bonus, if any) to determine whether they notice that one of the terrorists in the background during the ransom transmission is the same guy. Any PC specifically asking if any of the terrorists on the vidscreen looks familiar may make a roll as Routine (+30).

#### 6.43 OBSTACLES

The Colosian troopers on board are, of course, eager (to the point of being obnoxious) to try the rescue themselves. Kertez will not tell them about the out-of-order lift tube or the crawlspace, but their captain, Georg Stoltz, keeps insisting that he can pull it off. (Of course he can; the Terrorists are expecting him and his strike team to burst in and "rescue" the undersecretary in a firefight staged for the benefit of the Devonian Commtech captives.) Kertez forbids it. This interchange might take place in the bar, where a few Colosian troops just happen to be hanging out.

Andaris Kleg might be a problem, if he is convinced to let the Colosians try. Tara Chang will be against it. The Deck Captain — and only other officer above Kertez in rank — Torrance Schreck, will also be against the idea, despite a persistent Stoltz. If all else fails, after 25 hours Stoltz has instructions from his superiors to make the rescue, even against the orders of the Devonian/Imperial Administration. It's bound to succeed.

Thus the players actually have a 25 hour deadline, though they don't know it.

The obvious obstacle is the Freedom Fighters themselves. In favor of the players is the fact that the terrorists aren't expecting trouble, and in fact are mentally prepared to act sluggish and stupid when the rescuers arrive, and will not shoot anybody. Any Devonian rescue party coming up the normal way would be seen on the monitors, and the terrorists would be ready. Popping through the access tube will give the PC's surprise at least (all terrorists are at -20 for the first round). In addition, the Freedom Fighters must make a Hard (-10) Perception roll; all failing are stunned the first round.

#### 6.44 REWARDS

If the players manage to not only pull off rescuing the Undersecretary, but also expose the Colosian plot, they might receive the award for *Friend of the House*, or even the highest award any Devonian can receive: *Meer's Order* (named after the first Devon Board Chairperson, Vera Meer, who was largely responsible for Devon's superior standing during the infancy of the Empire). With either of these would come a substantial cash reward (10,000 - 15,000 Devon Elmonits each) and perhaps an invitation to visit Lord Yama Pythagor himself. They would also earn the undying hatred of House Colos, and perhaps encourage assassination contracts from same.

Simply rescuing the Undersecretary would rate the *Devon Atom* and a cash bonus of 3,000 — 5,000 Devon Elmonits for each rescuer, as well as Jaimie Kertez's personal thanks, and free facilities use at Akaisha Outstation in perpetuity (these last two bonuses would also certainly come along with the complete success above).

### 6.5 ENCOUNTERS AND RESOLUTION

#### PREPARATIONS

The most efficient thing to do would be to capture the terrorists alive (for questioning), so stunners would be preferred; some might consider this need to be "gentle" an obstacle. Jaimie will be using a Stun rifle, and would object to the players using anything deadly, for fear of killing the Undersecretary or the Commtechs. Sneaking a more nasty weapon along would be Very Hard (-20) to Sheer Folly (-50), depending upon how bulky it is. Arguing that they aren't skilled in stunner will have some effect on Kertez, and a successful Extremely Hard (-30) Diplomacy roll will convince him (each player must convince him individually).

#### THE LIFTTUBE

Once the strike team has been gathered, Jaimie Kertez will lead them to the central lifttube bay, and, using a specially coded access key-card, gain entry to a service crawlway. From there the team can get into lifttube shaft 8.

The tubes are maintained at Zero-G (null gravity) so skill in Alien Environments: Zero-G would be helpful. (Kertez has a +50 skill bonus) Otherwise, clinging to the inset ladder would be a good idea. It is 450 meters up the shaft from the Guest Modules to the Control Module, so several maneuver rolls should be in order. Bad rolls could result in loss of equipment, loss of grip on the ladder, or even a minor injury.

#### CONTROL CENTRAL

Kertez leads the way out of the tube, through another crawlway, into the small monitoring chamber adjacent to the TBD control room. There the group can assemble and be ready to attack before the service portal is opened. Hopefully the entry into the room will be carefully orchestrated, and each PC, as he enters, should have to make a successful Hard (-10) maneuver roll to get through the portal and be reasonably oriented (the situation is tense).

#### AFTERMATH

After the fight, assuming that the players win, a search of the captured/dead terrorists is in order. All will have ident discs, but a thorough Multiscanner check will reveal that they are counterfeit — Sheer Folly (-50) to detect.

Meanwhile, Undersecretary F'targ Kuilani will be (in addition to strangely ungrateful for his rescue) ranting that he insists on taking the Terrorists to House Colos for trial. In fact, he wants them put on the Colosian Gunboat immediately. Andaris Kleg will readily agree to this, fearing the repercussions of his incompetence already. Tara Chang will resist, but she has no power to countermand Kleg, as this does not really threaten Akaisha. Again, Jaimie Kertez will be suspicious, but won't take any direct action.

The players, if suspicious about the true nature of the terrorists, must decide to act on their own, the following scenarios presenting themselves:

1. Somehow getting the truth out of one of the Terrorists (who will be moved to security cells in the Main Module as soon as the smoke in the Commcenter clears).

2. By investigating the Terrorist empty ship, the *Star Hawk*, before a Colosian soldier can get to it and destroy the evidence. The *Star Hawk* evidence is limited: the coursetapes are all in order, suggesting nothing about the Freedom Fighters' true nature. This is a precaution since the ship might be impounded by Kleg and searched. However, one terrorist left a personal noveltape *In Colosian* in his tapereader. The players will have to either get Jaimie's permission to search the ship, which would be Very Hard (-20); or sneak on board past a few guards. All searching should make Perception rolls, and the tape is Very Hard (-20) to find, unless someone specifically mentions looking in the staterooms for personal effects which might be revealing, in which case the search is Medium (+0).

If the PC's are rushed, the search is Sheer Folly (-50) or Very Hard (-20) if rushed but searching for specifics as mentioned above.

3. Interviewing the Devonian Techs who were also hostages and witnessed the whole scene: Turner Gaylord, the CommTech, and Dan Timberlake the TBD Comm Officer on duty. If questioned about the terrorists' behavior, Timberlake will only have noticed that the Freedom Fighters did not behave as he expected terrorists to act. They had an almost "militaristic" air about them, and never seemed nervous or edgy; rather they were disciplined. One man (Cray Saunders) was definitely in control — no arguments or disagreements ever arose.

Turner Gaylord will have a more concrete bit of information, which he noticed while Dan was asleep. Once, Kuilani asked for a snack of some kind, and one of the underling Freedom Fighters spun around and half-saluted, barking something in a language he didn't recognize. The terrorist then immediately looked confused and the leader smacked him and ordered him off guard duty. Although Turner wouldn't know it, the salute and language were Colosian. Any of the players could roll — Extremely Hard (-30) and adding Memory Bonus — to determine whether they have seen the salute before (Turner can imitate it). If Kertez or Tara Chang are asked, it is Easy (+20) for them to know.

4. Convince someone to make a thorough scan of the terrorists, cross-indexed through *Imperial* intelligence datafiles. They would have to get Tara Chang's clearance to access the restricted datafiles, but she will be Medium (+0) to convince if they show her any evidence at all to support their suspicions, and it would be a simple operation for Chang to perform. The check would reveal that they are indeed Colosian soldiers. The cover will be blown; House Colos will be in serious trouble, and face stern sanctions.

## 7.0 ENCOUNTERS

The following chart is included to provide the Gamesmaster with an additional framework for random encounters in the Outstation. Down the left side are persons (letters keyed at the bottom of the page) and across the top are numbers which are keyed to various locations at the Outstation. If the GM should roll a specific, adventure-oriented encounter while the Players are involved in another adventure — such as bumping into Stefan Hitu (section 4) while trying to eavesdrop of Marlou Chandley (section 5) — by all means roll again.

One roll should be made every ten minutes the PCs remain in a given spot, or whenever they enter a new one. The GM should also keep in mind the logistics of the situation; in large areas, two or more rolls might be made, as several groups would be present at once. Also, one can assume that most places such as the bars, Central Guest Module, and the Control Module corridors, are always bustling with activity. It is for the out of the ordinary that this table should be used. Note also that some of the numbers given for the roll overlap; this is to imply the overwhelming likelihood of the presence of both people in a place at the same time.

| Person(s) | LOCATION |       |       |       |       |         |       |       |       |       |
|-----------|----------|-------|-------|-------|-------|---------|-------|-------|-------|-------|
|           | 1        | 2     | 3     | 4     | 5     | 6       | 7     | 8     | 9     | 10    |
| A.        | 01       | 01-03 | 01    | 01-02 | 01-02 | 01-33   | 01    | 01    | —     | —     |
| B.        | 02-03    | 04    | 02    | 02-04 | 02-06 | 01-20   | 02    | 02    | —     | —     |
| C.        | 04       | 05-07 | —     | —     | 07    | 20-52   | 03    | 03    | —     | —     |
| D.        | —        | —     | 03-06 | 05    | 08-09 | 53-56   | 04    | 04    | —     | —     |
| E.        | —        | —     | 07-11 | 06    | 10    | 55-58   | 05    | 05    | —     | —     |
| F.        | 05-18    | 08-10 | 12    | 07-09 | 11-13 | 59      | 06    | 06    | —     | —     |
| G.        | 15-25    | 11-13 | 13    | 10-12 | 14-16 | 60      | 07    | 07    | —     | —     |
| H.        | 23-34    | 14-16 | 14-17 | 13-16 | 17-20 | 61-65   | 08-10 | 08-09 | 01    | 01    |
| I.        | 35       | 17    | 18    | 17    | 21    | —       | 11    | 10    | —     | 02    |
| J.        | —        | —     | 19    | 18    | 22    | —       | 12    | 11    | —     | —     |
| K.        | —        | —     | 20    | 19    | 23    | 66-68   | 13    | 12    | 02    | —     |
| L.        | 36       | —     | 21    | 20    | 24    | —       | 14    | 13    | —     | —     |
| M.        | —        | —     | 22    | 21    | 25    | 69      | 15    | 14    | —     | —     |
| N.        | —        | —     | 23    | 22    | 26    | —       | 16    | 15    | —     | —     |
| O.        | 37-42    | 18-20 | —     | 23-24 | —     | 70-71   | 17    | 16    | 03    | —     |
| P.        | 43-50    | 21-23 | —     | 25    | —     | 72      | 18    | 17    | 04    | —     |
| Q.        | 51       | —     | 24-25 | 26-27 | 27-28 | 73-75   | 19    | 18    | —     | —     |
| R.        | 52-60    | 24-30 | 26-36 | 28-35 | 29-35 | 76-81   | 20-25 | 19-27 | 05-09 | 03-13 |
| S.        | 61-69    | 31-37 | 37-47 | 36-43 | 36-45 | 82-87   | 26-31 | 28-35 | 10-14 | 14-24 |
| T.        | 70-75    | 38-48 | 48-60 | 44-60 | 46-66 | 88-90   | 32-40 | 36-47 | 15-45 | 25-34 |
| U.        | 76-92    | 49-82 | 61-81 | 61-75 | 67-77 | 91-95   | 41-50 | 48-60 | 46-66 | 35-41 |
| V.        | 93-95    | 83-84 | 82-89 | 76-93 | 78-94 | (01-99) | 51-65 | 61-80 | 67    | 42-43 |
| W.        | 96       | 85    | 90    | 94-95 | 95-96 | 96-97   | 66    | 81-82 | —     | —     |
| X.        | 97       | 86    | 91    | 96-97 | 97    | 98      | 67    | 83-84 | 68    | —     |
| Y.        | 98       | 87    | 92    | 98-99 | 98    | 99      | 68    | 85-86 | 69    | 44    |
| Z.        | 99-00    | 88-00 | 93-00 | 00    | 99-00 | 00      | 69-00 | 87-00 | 70-00 | 45-00 |

### KEY:

1. Control Module (partially restricted)
2. Staff Quarters (partially restricted to guests)
3. Repair Docking Bays
4. Central Guest Module
5. Guest Module (general)
6. Magellan's Folly
7. Random Corridor
8. Random Lift Tube Lobby
9. Engineering (restricted)
10. Storage Area (restricted)

- A. Ryk Storm
- B. Todd Buck-Hayes
- C. Ariele Aphrodite
- D. Stefan Hitu
- E. Carl 4Z-2 (or other replicant)
- F. Andaris Kleg
- G. Tara Chang
- H. Jaimie Kertez
- I. Brenna Ankharmun
- J. Dulaney Rasputin
- K. Marlou Chandley
- L. F'Targ Kulani
- M. Cray Saunders

- N. Aura Hauser
- O. Turner Gaylord
- P. Dan Timberlake
- Q. Georg Stoltz
- R. Devonian Guard (1-2)
- S. Imperial Guard (1-2)
- T. Service/Human rel. bot
- U. Staffer/Tech (1-4)
- V. Random other guest (1-10)
- W. Guest of alien race (1-4)
- X. Bizarre guest (GM discretion)
- Y. Something totally off the wall
- Z. Nothing at all

Note that anyone of any importance will have at least one escort/guard in tow.





# PRODUCT LISTING



Look for these I.C.E. and Hero product lines at your favorite retail outlet! Each of the role playing systems is supplemented with a variety of support material.

## ROLEMASTER

I.C.E.'s classic FRP system. A complete set of advanced, realistic, & sophisticated rules. The components of the Rolemaster system can be used separately with most major FRP systems.

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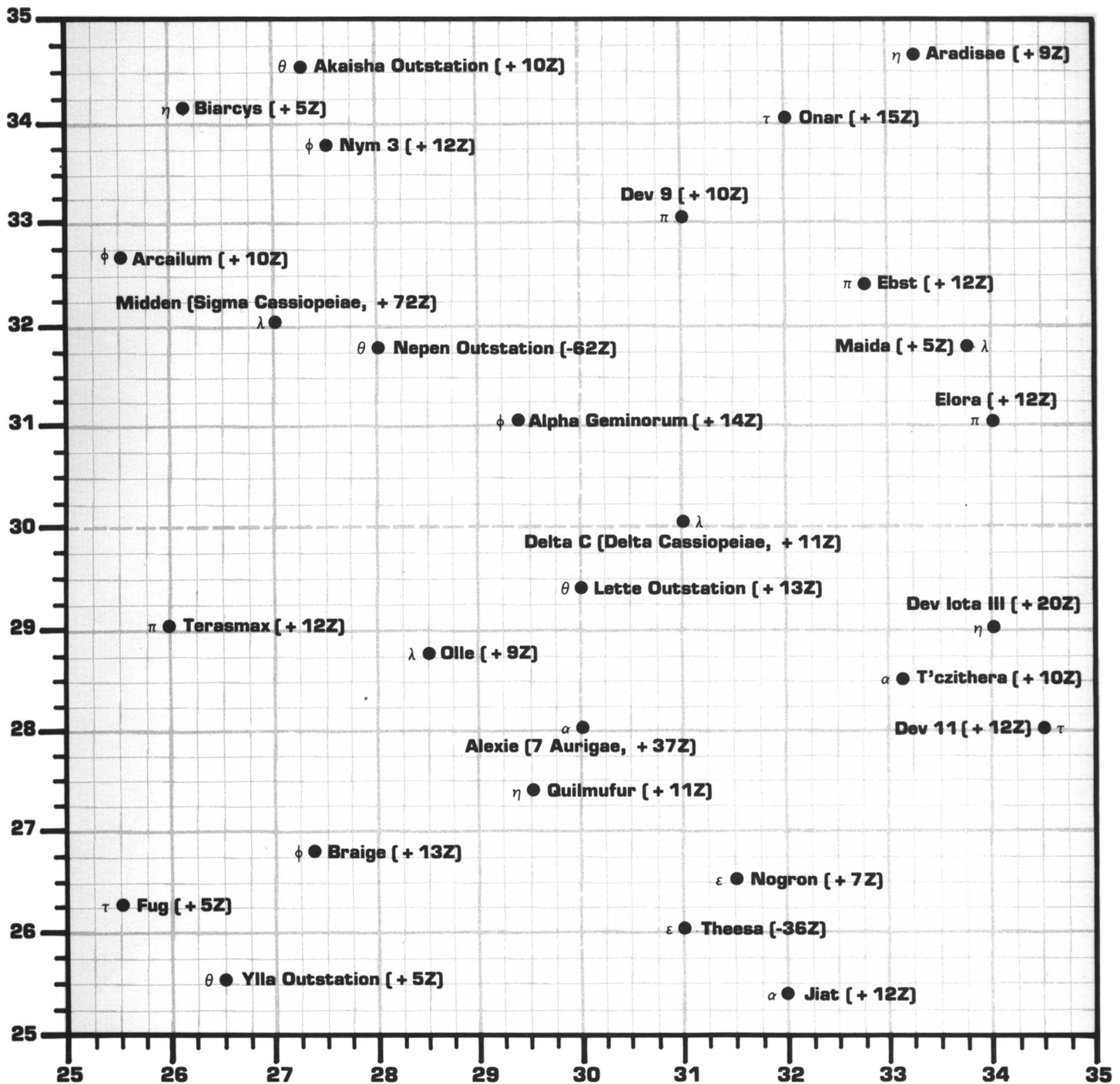
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#### STAR NOTATION

name  
location ● **Maida (+ 5Z)** z-coordinate

#### SECTOR LIMITS

(standard Sol III astrogeational units)

X-axis 25 to 35  
Y-axis 25 to 35  
Z-axis 5 to 15

Although not located in Delta C Sector,  
Nepen Outstation and the stars Midden,  
Alexie, Theesa and Dev Iota III are plotted  
for reference purposes.

## DELTA C SECTOR

#### SYMBOL CODES

α type O star  
ε type B star  
φ type A star  
η type F star  
λ type G star  
π type K star  
τ type M star  
● deep space outstation

#### SCALE

18mm = 1 LY



Dozens of Deep-Space Outstations are scattered across the Interstellar void of the Terran Empire. Light-years from any inhabited worlds, they are completely self-contained. These huge constructs are fitted with extensive docking and repair bays, as well as guest accommodations for thousands.

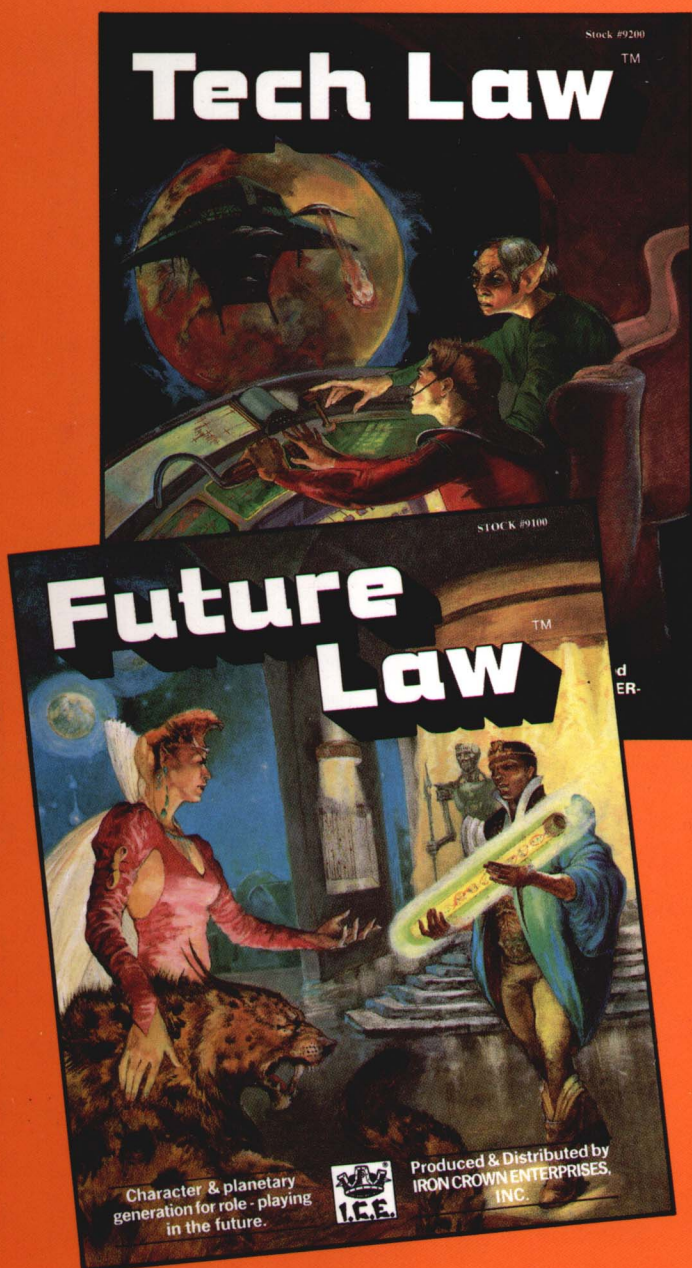
Located on the edge of Delta "C" Sec-

tor, Akaisha Outstation is on the borders of Devonian Provincial Space. Beyond is Imperial territory, and nearby are possessions of Houses Colos and Jade-London.

Because of this key placement, the Emperor has seen fit to "supplement" the Devonian staff with a few Imperial Administrators and security troops. This distresses Lord Devon to no end. . . .



## A SPACE MASTER™ Adventure Module



### ACTION ON AKAISHA OUTSTATION includes:

- Complete plans of the Outstation
- 16 pre-generated player characters
- Details of prominent non-player characters
- 3 complete Ready-to-Run adventures —
  - (1) Break up a terrorist kidnapping
  - (2) Aid an interstellar secret agent
  - (3) Catch thieves dealing in priceless artifacts

AKAISHA OUTSTATION is designed for use with I.C.E.'s Space Master Science-Fiction role playing system, but the material is easily converted for use with other systems.

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