

Terran Dawn

The Stolen

By Paul Dutton

A Traveller adventure for the Terran Dawn campaign setting.

The Stolen is an unofficial fan written adventure by Paul Dutton ©2009 for use with the **Traveller** role playing game. It is written using the rules for **Classic Traveller** and produced under **Fair Use Policy** without charge or cost and may be reproduced for personal use as long as it remains non-commercial. No challenge to the ownership and copyrights of materials and intellectual properties for the **Traveller** game or **Terran Dawn** setting is made by the author.

The Traveller game in all its forms is owned by Far Future Enterprises. Copyright 1977–2009 Far Future Enterprises.

Traveller created by Marc Miller.

The author would like to acknowledge the hard work done by Sturn in bringing the Terran Dawn setting to the gaming community.

www.ourstead.com/trav/terrاندawn

It was her brother's release day and Lissa Eckhardt waited expectantly outside the gates of the municipal prison. She was looking forward to seeing her brother for the first time in three months. She waited and she waited but Thomas Eckhardt never emerged.

It has been five months since that day and the prison authorities and city officials have continuously assured Lissa that Thomas was released after serving his sentence.

Thomas is listed as a missing person and Lissa has hired the services of Endon Locke, a private investigator, to help find her brother. But Locke has so far met only with the same bureaucratic silence as had Lissa. Locke fears there is more to this case than meets the eye and is looking to recruit the aid of some talented individuals to help further his investigations.

Who will help to discover the fate of Thomas Eckhardt?

The Stolen

This adventure is balanced for a party of four player characters and was written using the rules for **Classic Traveller** but can be re-balanced or converted for use with another rule set with a minimum of effort. There is no necessity for the player characters to own a starship at the beginning of the adventure.

A Note on Skills

Many situations throughout this adventure have no given skill checks and the Referee should select skills and target numbers as appropriate. Where a skill is suggested, there is often no target number given – the Referee should decide upon a target number and apply modifiers as appropriate. Where a target number is applied in the text it is often to show that the situation calls for particular difficulty or differentiates between two given circumstances.

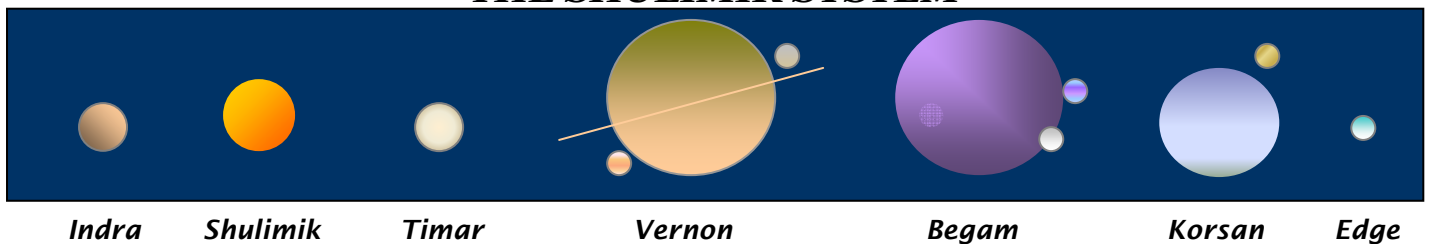
It would be prudent to point out that certain skills will prove essential to the player characters during this adventure. If player characters do not have these skills then a benevolent Referee may wish to award a free skill to each player at the outset of the adventure. Essential skills include: *Computer, Electronics, Mechanical and Gun Combat*.

The Shulimik System	Page 4
Adventure Background	Page 6
The Stolen	
Part One: Stanyard	Page 8
Part Two: PD-468	Page 15
Part Three: The Instillation	Page 22
Conclusion	
Concluding the Adventure	Page 31
Continuing the Adventure	Page 31
Appendix	
Police Involvement	Page 32
Mercenary for Hire	Page 32
NPCs	Page 33
Fair Use Policy	Page 33
OGL	Page 34

The Shulimik System

0	Primary	
1	Indra	X 400000-0
2	Shulimik	C 783877-8
3	Timar	X 311000-0
4	Vernon	Large Gas Giant
5	Begam	Large Gas Giant
6	Korsan	Small Gas Giant
7	Edge	X 11A000-0

THE SHULIMIK SYSTEM



Shulimik/Terran Rim 1530

Terran Dawn 4090CE C 783 877-8

Starport William Fitzhugh Starport; C, routine facilities, unrefined fuel, berthing cost Cr.250; **Size** 7 medium (11,800km), surface gravity 0.92; **Atmosphere** 8 dense, pressure 1.53 atm; **Hydrographics** 3, 30% wet world; **Population** 8, moderate 515 millions; **Government** 7, balkanised; **Law** 7, moderate law; **Tech Level** 8;

Shulimik is a system that exists outside the borders of the Old Earth Union. Only the primary world, which lies 0.8AU from its sun, is inhabited - except that is for a small handful of mining and research stations that exist in remote outposts. Shulimik's population is a mix of Vilani and Terran bloodlines but after centuries of co-existence and intermarriage the cultural differences have blurred into insignificance. Shulimik can hardly be described as a powerhouse of scientific research and lacks the capacity to produce manufactured goods of advanced technology to match Union worlds; these facts are reflected in Shulimik's given average technological level. Being a relatively poor world that

exists outside of the OEU, Shulimik has been virtually relegated to a status best described as '*second class citizen*' and not even the interstellar mega corporations have considered Shulimik to be worth exploiting – certainly not on a scale large enough to kick start her stagnant economic and technological growth rate.

There are sixty eight separate nations on Shulimik but many of the smaller countries are semi-independent satellite states, puppets of one or other of the world's six recognised super powers. These super powers make and break alliances between themselves and have fought a total of seven world wars in the last five and a half centuries. Corland is Shulimik's greatest super power and the site of the world's only spaceport – the William Fitzhugh Starport.

The capital city of Corland is Stanyard which sits just north of the equatorial belt. Originally Stanyard was built up around the world's fledgling spaceport but as the city continued to grow and develop it proved too impractical to continue to operate a port from within the city limits. In 4058CE a new larger and purpose built spaceport was constructed some eight kilometres outside of the city boundary. William Fitzhugh Starport

was named after one of Corland's greatest ever historical heroes - the man who led Corland and her allies to an overwhelming victory in the fifth world war that ended in 3847CE. The naming of the starport continues to be a sore point of contention for those nations who were on the receiving end of Fitzhugh's war efforts - to those nations the name Fitzhugh remains synonymous with indiscriminate killings and mass urban destruction. This situation has led to several terrorist attacks being perpetrated against the port in the time since its inauguration.

Shulimik has several large continents separated from each other by waterways and small oceans. The continents are divided into six large nation states and a plethora of smaller countries, principalities and buffer states. Much of the surface area of the continental landmasses is made up of high plateaus punctuated by lowland areas. The lowland areas - mostly rocky desert and sandstone valleys - are characterised by the dense cloud formations that sink close to ground level. Here the atmospheric pressure averages around 1.85atm and the heavy nitrogen-oxygen mix requires the assistance of breathing apparatus. The lowlands are very warm and humid under their shrouding of dense cloud. The cloud has an acrid taint to it that affects the back of the throat if inhaled and has a pale orange tint which results from the cocktail of natural minerals and chemicals that get absorbed into it during formation. All urban habitation is situated on the plateaus where the air is breathable unassisted due to the plateaus rising above most of the dense cloud formations. However, heavy industry in many of Shulimik's cities contributes to atmospheric pollution and even on the plateaus and highlands it is often advisable to wear a filtration mask to guard one's health.

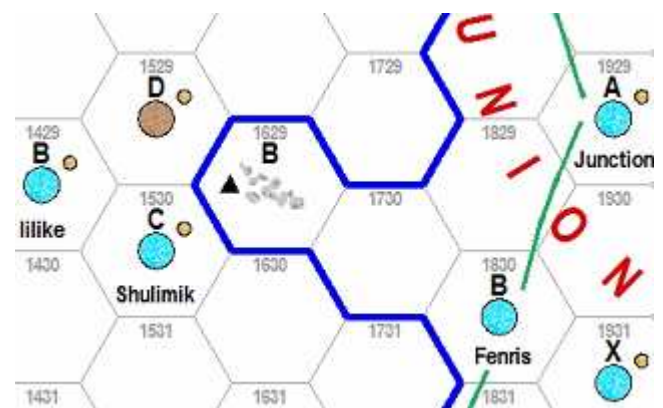
Though the technology for clean air industry is available, it is not economically viable for most nations to implement. The problems of enacting a large scale programme of clean air industry are exacerbated by the fact that the balkanised nations are fiercely competitive and rarely co-operate. With no overarching world government to formulate agreements for the benefit of all - progress towards a prosperous future is rare thing on Shulimik.

Virtually the whole population lives on the upper plateaus - it takes a hardy soul indeed to set up home in the lowlands but those that do tend to live in communities dotted along the shores of the world's rivers and seaways; earning their living in the water industry. Water plants begin the initial stages of purification before the water is transported to the plateaus for final processing and distribution. Shulimik's bodies of open water are not as deep as the rivers and oceans of most

other wet worlds and here the waters are warmed by subterranean heating and have an orange tinge about them as they reflect the colour of the enshrouding cloud formations that often lie just above the water level. When the cloud thickens, visibility can often be cut down to just a few metres at a time. Weather wise, the high plateaus above the cloud have extended dry periods and are exposed to warm sun for most of the year; sandstorms provide a hazard to humans and can cause havoc with transport and communications. The rainy season comes at a time that other worlds might call the winter, the rains are infrequent and some rainy seasons see no precipitation at all.

The super power nations possess small orbital patrol forces that operate from military bases but none of the nations possess the wealth or technology necessary to instigate a comprehensive space programme and there is no organised space-faring navy to defend the star system. Larger Shulimik corporations might maintain a limited fleet of freighters to operate interstellar trading routes with near neighbouring systems. Shulimik's orbital and merchant navies are formed from an eclectic assortment of outdated spacecraft usually purchased as cast offs from Union worlds.

There are a small number of mining colonies and research stations dotted throughout the Shulimik system - mostly on Timar and the moons that orbit the gas giants. All mining and research operations are the projects of private corporations, most of them based within the Old Earth Union - investment, technology and personnel are all provided by the corporations - Shulimik provides no input and for the most part considers the presence of these outworlder operations as illegal. But Shulimik has little recourse of action to take against intrusion- the world is too splintered and disorganized and is a long way from being able lay down the seeds of colonisation within their own system in order to ward off the intrusion of the outworlders.



The Adventure

Synopsis

The adventure begins in Stanyard, the capital city of Corland on the planet Shulimik. Lissa Eckhardt has listed her brother Thomas as a missing person and has hired the services of a private investigator to find him. But Thomas has been stolen away by a human trafficking ring that sells its victims to an unscrupulous bio-engineering corporation. Under the guise of running a remote private penal colony, the SAI Stellar Corporation performs illegal biogenetic research and experiments on human test subjects in an attempt to develop biological agents and genetically enhanced humans for military applications. Once the player characters become involved they begin to make their own investigations and as the truth unfolds it will become apparent that Thomas Eckhardt's only chance of survival is for the PCs to travel to the remote world where SAI [pronounced 'sigh'] are conducting their illegal operation and rescue Thomas from the secret installation. As long as it is not already too late.

Referee's Information

Thomas Eckhardt was serving a three months prison sentence for petty theft. His sentence was served out at the Stanyard Municipal Prison. As the end of his sentence drew near, his sister Lissa was looking forward to her seeing her brother again. Lissa could not bear to visit Thomas inside a prison, but on the day of his release she went to greet him outside the prison gates. Thomas never emerged. Prison authorities informed her that Thomas was released earlier in the day. That was over five months ago and Lissa has not seen or heard from Thomas since the time before he first went into prison. Lissa could get no more answers from either the prison or from local government authorities. She visited the police to report Thomas as missing but after her appeals fell on apathetic ears she hired a private investigator, Endon Locke, to find out what has happened to her brother.

When he attempted to question local authorities and the prison governors, Locke met with the same bureaucratic brick walls that had beset Lissa. Locke's investigations yielded no leads but he strongly suspected that foul play was at work.

Locke is correct in his assumptions. The prison governor and his senior warden, in league with a corrupt high ranking city official, are in the business of human trafficking. They make their money by transferring inmates from the municipal prison to a privately administered penal colony on a remote world further out in the Shulimik system. They receive payments for each transferred prisoner from the company that runs the penal institution: the SAI Stellar Corporation. The penal colony is registered with the government of Corland and so is one of the very few outworlder stations that is considered to have legal status. But in truth the remote station is not a private prison – it is in fact a research installation where the prisoners are subjected to all manner of illegal biogenetic experiments.

The installation is situated on a moon in orbit around the gas giant planet - Begam. The moon is a frozen, barren world known only as PD-468. Under Corland regulations, the only prisoners who can be legally transferred are the most violent and dangerous criminals who have been handed life sentences. However, to fulfil the needs for a continuous supply of human test subjects, the traffickers will often illegally transfer other prisoners too. Almost one hundred prisoners have been stolen away - transferred illegally - in the last two years. Each of these is vetted to ensure they have no immediate family and so can simply vanish without trace. Thomas Eckhardt was transferred within two weeks of arriving at the municipal prison; the corrupt officials mistakenly overlooked the fact that he had a sister.

The city official behind the trafficking ring has direct contact with SAI Corporation agents who are based in Stanyard to oversee the operation. Arran Fylde, Director of the Department of Correctional Facilities, is an influential character within City Hall and he works closely with prison governor Hendrik King and his senior warden, Owain Lewis, to illegally supply inmates to SAI for their biogenetic experiments in return for generous payments.

Getting Involved

There are a myriad of reasons as to why the player characters might be in Stanyard at the beginning of this adventure. Perhaps they might be freelancers who have just arrived at William Fitzhugh Starport to off load a cargo or they may be mercenaries or agents who have just finished working for one of Shulimik's feuding governments. There might even be an undercover Union agent amongst the player characters who is investigating rumours of Union registered corporations conducting illegal business in the Shulimik system. If the players do not possess their own spacecraft, then Endon Locke will be able to help them secure passage to PD-468. PCs will benefit from having skills for use in stealth, investigation and combat.

It is up to the Referee as to just how the player characters come into contact with Endon Locke but Locke will approach the PCs with an offer of work of a 'sensitive' nature. Locke will relate the tale of Lissa Eckhardt and her attempts to discover what has happened to her missing brother. Locke has followed all the leads he can and is sure that the dismissive attitude of the prison authorities is worthy of further investigation. He needs to gain access to official prison records but is out of his depth when it comes to formulating and executing a plan to do so. He is looking to employ a skilled person or persons able to do the job – to this end he is willing to hire the PCs to access and download to a memory disc all relevant prison files to discover if there is any information contained within that may help further his investigation of the case. Locke will proffer fair payment of Cr.2,000 – actually Locke can't afford this but figures he'll be able to renegotiate downwards after he has the copies of the files he needs.

Endon Locke

Endon Locke **NPC Private Investigator**
Str 8, Dex 9, End 8, Int 10, Edu 7, Soc 7;
 Admin 1; Bribery 1; Broker 2, Forgery 1; Gambling 1;
 Gun Combat (auto pistol) 1; Legal 2; Recon 1;
 Streetwise 3;
 Gear - Auto pistol

A man in his mid-fifties, slightly overweight and dreadfully unfit, Locke is something of a loveable rogue, quietly competent as an investigator but woeful with money matters. He used to have an office in the city until he was evicted for non payment of rent, he now works from his home apartment.

He has a lot of useful contacts – mostly shady contacts –which can provide streetwise information and useful pieces of equipment too from the vibrant black market. Locke lives hand to mouth for much of the time and often spends as much time dodging debt collectors as he does working on a case. He conducts most of his business meetings in bars and cheap restaurants and is adept at getting his clients and interviewees to pay the resultant bill – usually by employing the age-old 'I've forgotten my wallet' ploy.

Stanyard

Capital city of Corland. Many of the buildings are constructed of sandstone brick and so the colour of terracotta is everywhere to see. The ravages of several wars have resulted in the need for many areas of the city to be rebuilt more than once and so old fashioned architecture is becoming a rarity. Many of the buildings that are of old design have protection orders on them and are standing icons of history and culture. Transport methods include surface streets and roads which are usually clogged with heavy traffic of wheeled ground vehicles and there is an underground metro rail system which facilitates easy travel for citizens wishing to traverse the city without resorting to travel by overcrowded streets. There are no organised sky lanes for hovercraft or air/rafts – apart from the police and the military, only the privileged few own such high status transports.

As well as an established industrial base, Stanyard has a busy commercial sector. Commerce in the city is much boosted by the presence of the world's only spaceport just a few kilometres north from the heart of the city.

City Population: 1.7 millions

Spaceport: William Fitzhugh Starport operates a busy downport that is subject to very tight security. The starport is the envy of some of Corland's traditional rival nations and an icon of hate due to the insensitive naming of it after a Corland war hero who is widely regarded as a war criminal. For this, William Fitzhugh Starport has been the target of many a terrorist attack.

Administration:

Alderman Joshua McNaughton is the city leader. Commissioner Mia Pederson is chief of police.

Part One - Stanyard

Investigations

The player characters' task is to acquire a download of pertinent prison files in order that Locke can further his investigations but the player characters might decide to do a bit of freelance detective work for themselves – especially if they have met the distraught Lissa Eckhardt. To locate a source for prison records see *Accessing official Records* below.

Red Herrings Certain lines of enquiry not covered below will result in dead ends – such investigations may include: (i) Old Address: A rented apartment that now has a new occupant who knows nothing about a Thomas Eckhardt. (ii) Previous Employment: Thomas worked at J.T. Ryman Manufacturing Co. for three years before being arrested and sent to prison – Thomas no longer has a job here and nobody has seen or heard of him since his arrest. (iii) Old Friends: Nobody has seen or heard from Thomas. (iv) Next of Kin: Thomas has no family apart from Lissa and has no girlfriend.

Stanyard Municipal Prison The prison is situated on the fringes of Stanyard's eastern suburbs. It was built almost one hundred years ago and was designed to hold a capacity of 450 inmates – it is almost always over crowded and currently holds 523 mixed gender prisoners. Governor Hendrik King and his senior warden Owain Lewis are the crooked prison officials responsible for vetting inmates to be transferred to PD-468. Records are doctored to show that inmates served their sentences and were released as scheduled and so long as no one is expecting to greet them on the outside, nobody would ever know that they have been transferred off world - they will simply disappear.

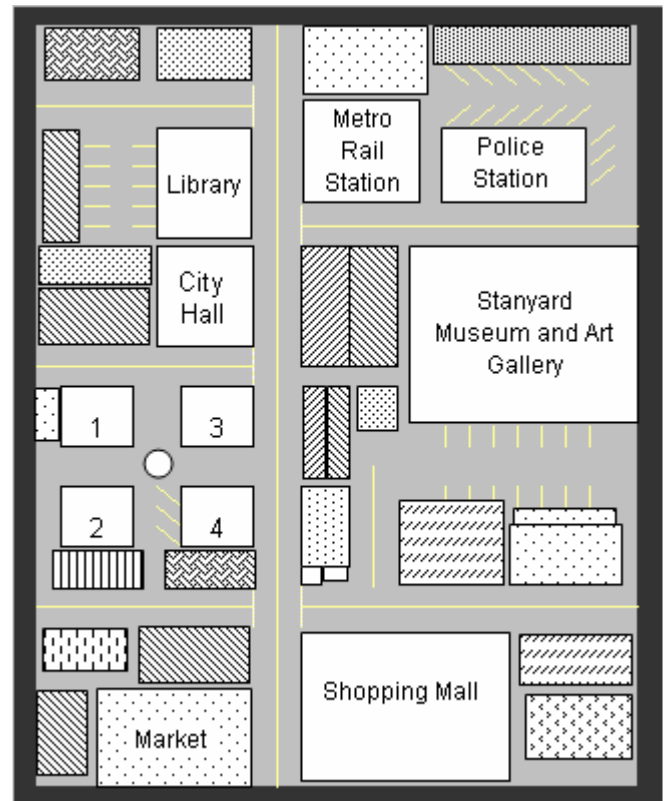
Player characters will be denied any opportunity to interview prison officials and will be refused entry to the municipal prison. With appropriate skill usage, PCs may locate an ex convict or two to interview them. No ex con knows who Thomas Eckhardt is, even if they were serving a sentence at the same time that Thomas was supposed to be there. Ex cons may reveal that prisoners are sometimes transferred out, but have no reason to believe that there is anything sinister in this.

Prison staff, if approached outside of the prison, will not likely be co-operative. However, successful skill use such as *Bribery*, *Carousing* or *Streetwise* may net the PCs a prison worker who harbours concerns about the way the prison is run at times and will admit that the

way prisoners are sometimes transferred out in small groups is suspect. He then becomes quite coy about revealing further information to strangers and refuses to say more.

Local Government Authority The correct authority to approach regarding Thomas Eckhardt's release from prison is the Department of Correctional Facilities, which is located in Building 3 of the City Records Offices, sited next door to the City Hall. Both Lissa Eckhardt and Endon Locke have already made enquiries with the department and have met with distinct apathy. If the player characters go to the offices they will receive a cursory interview with an office clerk who will inform them that the department has already dealt with enquiries made about Thomas Eckhardt and have no information to impart – the offices are aware that Thomas has been reported missing to the police and it is now a police matter.

Police The police logged an official missing persons report for Thomas Eckhardt after Lissa first reported her brother missing. They interviewed the prison authorities who confirmed from their records that Thomas was released on his due date. The police have no reason to believe anything is amiss and will suggest to PCs that after his release, Thomas is most likely to have simply moved on elsewhere.

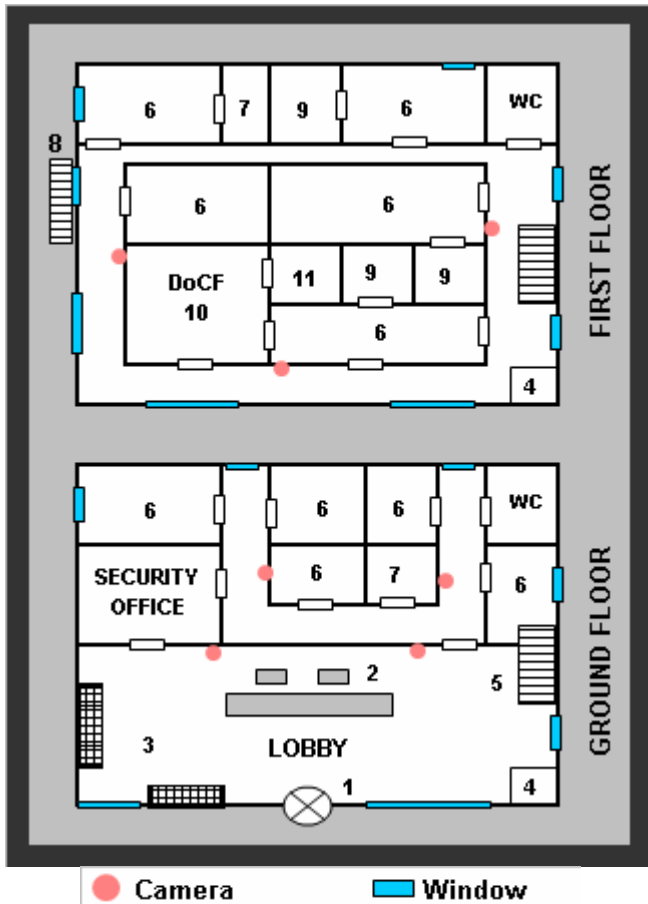


Stanyard City Centre showing the City Records Offices (Buildings 1,2,3 and 4).

Accessing Official Records

The municipal prison is impenetrable - heavily armed guards, high walls, perimeter towers, electrified fences and state of the art security systems; the player characters would be foolhardy to attempt to break into the prison to gain access to records here. The local government offices however will prove far more accessible to resourceful PCs. With *Administration* or *Legal* checks PCs will learn that local government authorities will hold various state records, including those for prisons. Alternatively, Endon Locke might simply provide this information to give the PCs their starting point. The office building that houses the required records is Building 3 of the City Records Offices. The building is three stories high and employs seventy clerical workers in various departments. The relevant department - the Department of Correctional Facilities - is located in offices on the first floor. There are two methods available to gain access: an overt bluff to simply walk in during the day or a stealthy break in at night.

CITY RECORDS OFFICES - BUILDING 3



- 1- revolving door entrance; 2- reception desk; 3- seating / waiting area; 4- elevator; 5- stairs; 6- office; 7- storeroom; 8- fire escape; 9- private office; 10- office of the Department of Correctional Facilities; 11 - Arran Fylde's office;

Daytime Daytime entry to the building involves getting past the ground floor staff and security. As the variety of possible ploys that player characters may come up with is so numerous, it is left to the Referee to decide upon appropriate skills to employ and the results of their use. Props such as fake identities, disguises and such may allow difficulty modifiers to be applied to appropriate skill checks. Most ploys are unlikely to net the player characters much time to access files without being discovered and so they must act expediently. During office hours two receptionists staff the lobby reception desk and there are two security guards in an office on the ground floor. Security cameras record the comings and goings in the lobby and main corridors of the building but there are no cameras within the actual offices. Once player characters gain access to the first floor offices there will still be the small matter of dealing with the office staff.

Building Reception Staff

Str 5, Dex 8, End 6, Int 11, Edu 9, Soc 7;
Administration 2; Computers 1;

Building Security

Str 8, Dex 8, End 9, Int 8, Edu 7, Soc 6;
Gun Combat (auto pistol) 1; Melee 1; Recon 1;
Gear - auto pistol, uniform, flash light, keys,

Night time Entry during the hours of darkness involves breaking in past the building's basic security, which consists of alarmed exterior doors and windows, close circuit cameras and a roving security patrol of two officers. The player characters may force entry through any window of their choice. An external fire escape allows PCs to reach any floor and also the roof, which has door access to a staircase. This rooftop door is alarmed like every other exterior entry point. The alarm is very basic. To overcome the alarm requires a player character to ensure the wiring connection isn't broken - easy work for anyone adept enough to prise open up the door or window just enough to be able to clip an external loop to the alarm wire before cutting and fully forcing an entry. Appropriate skill use such as *Engineering* or *Electronics* checks will also require tools such as a jemmy, wire strippers/cutters and spare wire to create the external loop.

If the alarms sound, the security guards in the ground floor office will check their monitors to see where the alarm has been tripped. They will react to the intruders after first calling the police for back up. If the alarms are successfully circumvented then the security guards will walk on random rounds around the offices once every d66 minutes throughout the night. On their rounds they check each main office by peering in with the aid of a flashlight.

Cameras It is left for the Referee to decide just how much added difficulty the security cameras prove to be.

Stanyard Police Officer

Str 7, Dex 9, End 9, Int 8, Edu 8, Soc 7;

Gun Combat (auto pistol) 2; Recon 1; Comms 1;

Streetwise 1; Vehicle (ground car) 2;

Gear - auto pistol, comm, handcuffs, credentials,

Armour - cloth

The Offices of the Department of Correctional Facilities The player characters are looking for the office of the Department of Correctional Facilities, located on the first floor of Building 3. It is a small open plan office with desks for seven staff; each has a desktop computer amongst a plethora of trays and piles of paperwork. Through a door off the main office is a manager's private office. The manager is Arran Fylde, he is the Director of the Department of Correctional Facilities and a high ranking city official. His name and title are displayed on a plaque on his office door. Fylde's office has a desk with computer and all the usual office furniture.

Any computer can be accessed and an *Administration* or *Computer* skill check will navigate the folders to locate the files for the municipal prison. The files contain mundane information on employment records, funding, supplies and prisoner files. Accessing the prisoner files opens a front menu archive which lists inmates in alphabetical order and shows their dates of admission and release. The prison is mixed gender and so names are male and female. Inmates can be selected from the list or located by typing their name into the search menu. The front menu listing shows Thomas Eckhardt with a falsified release date as if he had left prison on his due date. Clicking on a prisoner's name in the list should open their personal file details but this doesn't seem to work for all prisoners – some of them are password protected. Personal files contain mug shots, admission and release dates, criminal records, sentencing records, prisoner behavioural records, psychiatric assessments and the like. Attempting to access the personal file of Thomas Eckhardt is one that elicits up a prompt to enter a password.

The files for all transferred prisoners have had a restriction placed upon them. Only Fylde has access. The password is actually written down on the pull out pen tray inside the top drawer of Fylde's desk. The desk drawer is locked, but easily forced open. If the PCs do not locate the password then they will need to bypass the password screen and hack into the file. This requires a *Computer* skill check; each attempt takes 1d6 minutes and each retry incurs an incremental penalty of -1 DM.

Thomas Eckhardt's personal file shows his date of entry to the municipal prison and instead of a release date, there is a transfer order dated just 11 days after his admission. The transfer is to a private prison designated PD-468. Cross referencing the transfer date with other prisoners on an *Administration* or *Computer* skill check reveals the names of three other prisoners, two male and one female. Transferred along with Eckhardt were Joshua Hann, Harper Clemence and Kate Jamieson. These other prisoners have password protection on their personal files too. The only other thing that each of these prisoners has in common is that their files list no next of kin. Eckhardt's file shows no next of kin due to a clerical error; it should have listed his sister, Lissa. To notice this common link requires a throw of (8+).

If the PCs search Fylde's office, an appropriate skill check finds a wall safe located behind a picture. The safe has a biometric recognition scanner which requires Fylde's thumb print to be applied in order to open. Just how the player characters manage to overcome this is down to their individual genius. A benevolent Referee may allow a difficult skill check using *Electronics* to bypass the scanner or a *Demolitions* check to blow the safe by controlled explosion which no doubt will attract the security guards' attention; otherwise the Referee may decide that the PCs will need to acquire a sample of the necessary thumb print. Inside the safe amongst some worthless papers is a data disc; if opened on the computer, the data is revealed to be a banking statement for Fylde's private account. One of the entries shows that Fylde received Cr.28,000 into his account the day after Eckhardt and the other prisoners were transferred out of the municipal prison. The payment came from the SAI Stellar Corporation - (Fylde receives Cr.7,000 per prisoner out of which he pays prison governor King a Cr.2,000 cut).

Approaching the Crooks

If the player characters should decide to directly approach Arran Fylde, Hendrick King or Owain Lewis then running one of the following scenes is suggested. The scenes are written as Arran Fylde but the Referee just needs to substitute King or Lewis if appropriate.

Arran Fylde The Referee is free to run any encounter between Fylde and the player characters as he sees fit but the following scenarios are suggested. It would not be difficult to find Fylde. Fylde is a professional man with an arrogant air of confidence about him and he will vehemently deny any accusations that the player characters care to make. Fylde will threaten to contact the police if the PCs do not leave him alone – although he is not going to get the chance to do so.

Scenario #1: SAI agents are getting nervous regarding questions being asked about Thomas Eckhardt and they are keeping a close eye on Fylde. A SAI agent is in the near vicinity with a sniper rifle and has Fylde in his sights –whether in the open or through a window. As soon as the sniper sees Fylde in discussion with the player characters he will act on his orders and eliminate Fylde. Half way through conversation Fylde suddenly stops, blood sprays from a wound to his head and he drops dead in front of the PCs. To frame the PCs it would be advantageous if witnesses were to see this event – easy to arrange if the encounter was in public.

If in more private surroundings then a witness could inadvertently blunder in on the scene. Even if there is no witness SAI can still arrange for the PCs to be framed by utilising their police contacts and producing false witnesses.

Scenario #2: Fylde will be unnerved by his encounter with the player characters and will contact Allan Pico or another SAI agent to inform them of developments. SAI will become agitated and believing their operation may become compromised they decide to eliminate Fylde and will then attempt to eradicate any trail of records that might connect him to the SAI agents and their undercover office at the fictitious Protech Engineering company. Fylde will be found stabbed to death and SAI will utilise their police contacts to ensure that the player characters are framed for murder. It is likely that the player characters will first become aware of Fylde's death - and their new wanted status for his murder - when they see it broadcast on the local Stanyard media news channels.

Eventuality: Either of the two scenarios should yield the same net result: The player characters are going to become wanted for murder. The SAI agents headed by Allan Pico will use their police contacts to ensure charges are made. The PCs are to become wanted criminals, which should act as motivation for them to get off world and work to clear their names before their wanted status stretches to other star systems.

Developments The player characters should have now learned from the downloaded files that Thomas Eckhardt has been transferred to a private penal facility referred to as PD-468. They should also realise that his date of release was falsified on the main menu of listed prisoners. The constant rebuffs from the prison authorities who lied about Thomas being released and the apathy of the local government authorities expose the fact that something sinister is afoot. Additionally, if the player characters managed to open Fylde's safe and view his banking accounts they may also connect Fylde and the SAI Stellar Corporation with foul play. Even if

the PCs didn't access the safe they will soon discover the involvement of SAI when they research PD-468.

Network Searches

Searches for general information on all manner of topics can be conducted on a global computer network system accessed from any computer in the city. Information may be garnered for the following:

PD-468 UWP X233100-0

Port X, none; **Size** 2, small (2,900 km), surface grav 0.12; **Atmosphere** 3, very thin (vacuum); **Hydrographics** 3, wet world 30% (frozen); **Population** 1, low (0); **Government** 0, no government; **Law** 0, no law; **Tech Level** 0.

PD-468 is a barren and insignificant frozen rock. It is a moon of Begam, a large gas giant, the fifth planet of the Shulimik system that lays 7.3AU from the system star. The atmosphere is very thin requiring breathing assistance and daytime temperatures average -70°C (200K) at the equator. It has an officially listed hydrographic level of 30% but these oceans of methane hydrate are permanently frozen over. The presence of methane hydrates provides for a fuel source and water is extracted as part of the separation process which is used for drinking, bathing and cooking. The world is registered as being under the administration of the SAI Stellar Corporation - the sole planet-side occupants with a small scientific research instillation. Not at any time will player characters be able to locate a schematic layout of the installation. The best they will manage is a sensor sweep image from orbit once they arrive there.

The SAI Stellar Corporation SAI is a registered corporation on Junction within the Old Earth Union. Although the company conducts research in many fields of advanced technology, it is a primarily a chemical and bio-engineering company with holdings in many cities on several worlds across six star systems. They are a leading producer of pharmaceutical products. SAI also has contracts with various world militaries.

Referee's information: Most of SAI's research is conducted under license for various world governments for medical advancement but a more sinister division of the corporation conducts research into biogenetic engineering for military applications. This darker side of their research has many facets – much is under legal license but some is considered highly illegal. Illegal research is conducted outside the jurisdiction of the OEU in secret installations such as the one on PD-468.

Searching for links between SAI and PD-468 reveals that SAI built a small instillation there, completed three years ago, as part of a scientific research project. The purpose of research is not listed on any networked information site. Investigating SAI will be fruitless. They are a massive corporation with offices, manufactories and distribution centres spread across six star systems – though they have no official business presence on Shulimik they do operate an undercover agency in Stanyard to oversee the trafficking operation.

Starport Records Player characters may think to check starport records to find listed flights for prisoners being transferred from Shulimik to PD-468. However, even if the PCs could access records at the port they would discover no such listings. The legitimate transfer of dangerous criminals is restricted information and transfer flights are unlisted. This regulation inadvertently helps the trafficking ring to smuggle out stolen prisoners alongside the legitimate ones.

Lissa's Accident

After PCs have gained copies of prison files for Locke and/or conducted their investigations into the Department of Correctional Facilities they will either return to Endon Locke or will be contacted by him. Locke is quite excitable, Lissa Eckhardt is lucky to be alive. It would seem she was the victim of a hit and run accident. She was walking along a footpath of a side street when a ground car mounted the kerb and knocked her down. Witnesses describe a black car veering out of control before knocking down the unfortunate victim. If player characters check with the police they will have not been able to trace the vehicle.

Lissa refuses to go to hospital with her injuries. She is paranoid that this was no accident and Locke believes she may be right. Locke is also certain that somebody has broken into his apartment and checked through the case files he keeps on computer; despite no obvious signs of a break in, things aren't quite as he left them.

If player characters are invited to check Locke's apartment, then a difficult *Recon* or *Mechanical* check will notice slight marks on the apartment door lock indicating that the locks have been picked. SAI are getting nervous about the questions being asked regarding Thomas Eckhardt and thugs have been despatched from their secret agency office in Stanyard to ensure that the inquisitive investigations stop - even if it means arranging fatal 'accidents'. Following Lissa's near death experience, Locke suggests that everybody should stay alert and offers to furnish the PCs with basic firearms if they don't already have them.

The SAI Thugs

At an appropriate time, allow SAI thugs to strike at the player characters. Now that PCs are involved, they have made themselves targets. SAI may become aware of the PCs through any or all of the following means: (i) SAI have Locke's apartment under surveillance and have observed the PCs there, (ii) SAI may have learned of the PCs' association from hacking Locke's computer files at his apartment, (iii) SAI may have tracked the PCs down using recorded footage from the security cameras at Building 3 of the records offices, (iv) perhaps the PCs will become targets inadvertently when SAI thugs strike at Locke at his apartment and the PCs are unexpectedly with him. The thugs should be professional but not so deadly that the PCs can't handle them. The thugs may look, dress and act as the Referee feels appropriate. They are using a wheeled ground car for transport. Have one thug per PC.

SAI Corporation Thugs

Str 8, Dex 9, End 10, Int 10, Edu 5, Soc 4;

Gun Combat (body pistol) 1; Melee 1; Recon 1; Vehicle (ground car) 1;

Gear - body pistol, key card (see below),

Key Card: A captured SAI thug will have in his possession a key card that might lead player characters to the SAI agency office. It is a plastic card with a magnetic strip with the words *Southwick Industrial Park* printed on it along with a Southwick logo. Southwick is an industrial estate upon which there are sited numerous small business premises and offices. Player characters, if they so wished, may choose to undertake the labourious task of trying the key card against every external door lock they can find on the estate. Eventually they would hit upon the right one. The SAI agency office is disguised under a fake identity as the 'Protech Engineering Company' - falsely listed as a sales office for an engineering firm.

As combat progresses and the thugs discover that their targets are competent defenders, the thugs may attempt to flee on foot or by vehicle and a chase will may well ensue. If a thug is captured, a successful *Interrogation* check or other relevant skill use will reveal he works for the private security arm of SAI and was sent to warn off those asking too many questions about Thomas Eckhardt. If pressed further, the thug does not know any personal details about Eckhardt or why he is important. If asked about PD-468 he knows that SAI has a research station there. The thug will warn PCs not to mess with SAI, they have a huge private security

force and are well connected with the local law enforcement authorities of many star systems.

Developments After the SAI thugs make their attempted hit on Locke and /or the player characters – the PCs should discover a lead that brings them to the offices of Protech Engineering - a fictitious company used as a front for the secret SAI agency office in Stanyard. PCs might have gleaned the necessary information from an interrogated thug. Alternatively they may have picked up a key card (dropped by a fleeing thug or taken from a captured thug) with the Southwick Industrial Park name and logo on it, which is where the Protech office is sited. Another possibility is that the PCs might stealthily follow a thug back to his office base. A followed thug will first stop off at a bar for a quick drink to steel his nerve before having to report back to his boss about the botched attempt to frighten or even silence Locke and the PCs.

The fact that the PCs already know about the existence of PD-468 means that could proceed with the adventure without necessarily having to locate the SAI agency office. However, dealing with the SAI agents could help close down their trafficking operation and the PCs will discover further information that will help improve their understanding of what is going on.

The Offices of Protech Engineering

Located on the Southwick Industrial Park is an unassuming office building with a sign above the door that reads: *Protech Engineering Company LRC*. If researched, Protech will not be found on any information network site and cannot be traced to any accountancy firm or bank or supply chain – in fact Protech appears to be something of a ghost. An *Administration* check will however discover a vessel named the ‘*Siren*’ is owned by Protech and is registered to the starport here on Shulimik.

The PCs are heading for trouble by entering the office. There should be at least three agents in the office including the head agent who ordered the thugs out to hit at Locke and/or the PCs. The head agent is named Allan Pico; he will under no circumstance reveal who he receives his orders from. Pico is not afraid of the PCs and has a small number of local police officers on his payroll to ensure that the law will come down on his side in the event of a fracas and will charge PCs with appropriate crimes such as murder, assault with deadly weapons, breaking and entering – the list goes on.

Referee’s Information: Pico keeps local police officers on his payroll to facilitate transport of prisoners to the starport and to ensure port authorities mind their own business. Prisoners are then transferred from the William Fitzhugh Starport to the SAI Stellar Corporation instillation on PD-468 aboard the Protech owned vessel – the *Siren*.

SAI Corporation Agents x3

Str 7, Dex 9, End 9, Int 10, Edu 8, Soc 8;
Computers 2; Gun Combat (body pistol) 1; Melee 1;
Recon 1; Streetwise 1;
Gear - Body pistol,

Protech Computer Records If searching through the computer records in the agency office - an *Administration* or *Computer* check will discover that Protech has no formal business records – no customers, no suppliers, no stock, no sales. Amongst the information that is available is a copy of a coded message dated two weeks ago (049-4090) and despatched by interstellar mail service vessel to SAI headquarters on Junction. If the PCs can decode the message they will discover that the contents of the message state – “*All contact with the instillation on PD-468 has been lost. The Siren has been despatched to investigate*”. To decode the message will require a very difficult appropriate skill or characteristic check such as *Communications* or *Education* and 2d6 hours of work. Searching the computer for details of the *Siren* will locate files for recorded flights, maintenance and hydrogen fuel purchases for a 300 ton transport vessel owned by Protech Engineering and registered to the William Fitzhugh Starport on Shulimik. The *Siren* was transferred to Protech ownership two years ago from the SAI Stellar Corporation where the vessel was previously registered to the starport on Junction in the OEU.

Passage to PD-468

Whether the player characters dealt with the SAI agency office (Protech Engineering) or not, the next step is for the Referee to encourage them to journey to PD-468 on the trail of the missing Thomas Eckhardt. Player characters will require the motivation to undertake the task at hand. It may be that the PCs are eager and forthright heroes who will take on the mission out of some misplaced sense of honour. It is more likely that money, emotional blackmail or the need for self preservation will prevail.

Motivation Endon Locke has no money at all – something the PCs have likely realised by now - but Lissa Eckhardt might be able to offer an appropriate amount by selling everything she owns and offering up her life's savings. If the PCs are moved by the plight of a beautiful young woman in the depths of despair who tearfully pleads with them to help her and her brother, then apply copious helpings of emotional blackmail. If the PCs are not likely to be moved to risk their lives on a mercenary's errand then the Referee should pre-plan for this eventuality and ensure the PCs have become wanted by the Corland police after being framed by SAI agents for crimes that SAI themselves have most likely committed, murder or attempted murder – even if (most conveniently) the murder is something that the PCs don't know anything about. The PCs could simply leave Shulimik but can't be sure that their wanted status won't spread to other systems too. Exposing the illegal operations of SAI on PD-468 and linking the likes of Fylde, King, Lewis and the Protech office with the operation, will go a long way to overturning the false evidence against them and clearing their names. Apart from the procurement of damning computer files and other records that they might find on PD-468, the return of Thomas Eckardt to testify against those that have wronged him should surely suffice to get the player characters off the hook with Corland authorities.

Endon Locke should provide the Referee with the medium needed to convince the player characters of their next course of action. The SAI Stellar Corporation is too big to take on directly and trying to deal with SAI agents on Stanyard and the likes of Fylde or Governor King is just going to get more complicated. If they are going to save Thomas Eckhardt they cannot afford to waste time – the player characters must journey to PD-468 without further delay. Locke would love to join them but unfortunately he suffers terribly from space sickness and anyway he needs to keep Lissa safe from harm's way in case SAI try to hit at her again.

If the PCs do not have their own starship then Locke will recommend a ship's captain at the starport who owes him a favour or two. Locke will contact Captain Jennifer Wells of the *Buccaneer*, a 200 ton merchant class starship. He arranges for player characters to meet Wells in a bar near to the starport. Wells has reluctantly agreed to transport the PCs to and from PD-468 – if only to get out of Locke's debt for the favour she owes. It is further agreed that after depositing the PCs on the surface of PD-468, Wells and her crew will remain aboard ship, either on the surface or in near orbit, and wait to lift the PCs back out again once their mission is complete. Hopefully the PCs won't be put off by the fact that the *Buccaneer* is a bit of a bucket and at least thirty years old.

Crew of the Buccaneer

Captain Jennifer Wells (pilot)

Str 6, Dex 11, End 8, Int 11, Edu 10, Soc 9;
Air/Raft 2; Computers 2; Gun Combat (body pistol) 1; Pilot 4; Recon 1; Vacc Suit 1;

Bruce Steiner (navigator/co-pilot)

Str 7, Dex 9, End 9, Int 10, Edu 8, Soc 7;
Communications 2; Computers 1; Gun Combat (body pistol) 0; Navigation 3; Pilot 3;

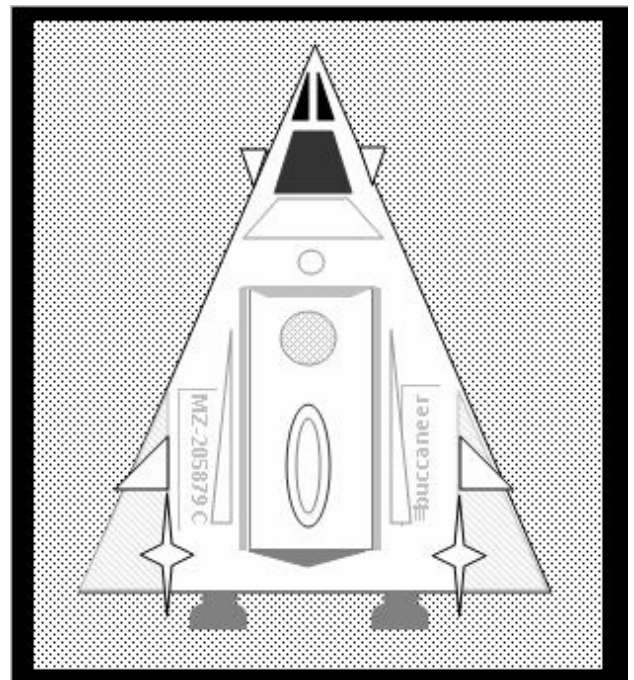
Arnold 'Arnie' Laine (engineer)

Str 9, Dex 8, End 9, Int 8, Edu 7, Soc 6;
Brawl 1; Electronics 2; Engineering 3; Mechanical 2; Vacc Suit 0;

Chen-Li Win (gunner/medic)

Str 6, Dex 8, End 8, Int 10, Edu 9, Soc 8;
Administration 1; Computers 1; Gunnery 2; Medical 2; Navigation 1;

The *Buccaneer*: Type A6e merchant class starship; 200-ton hull standard configuration - streamlined; Drives: manoeuvre -C, jump-B, power plant-C; Performance: jump-2, acceleration 3G; Fuel: 70 tons supports power plant for four weeks and one jump 2; Cargo: 38 tons; Staterooms: 8, Low berths 2, Crew 4: captain/pilot, navigator, engineer, medic; Vehicles: air/raft; Computer: model/2; programmes: jump-2, m/evade-1, navigation, target-1; Armaments: hardpoints-1 w/fire control, double turret pulse lasers x2. Cost: 82 Mcr.



Part Two – PD-468

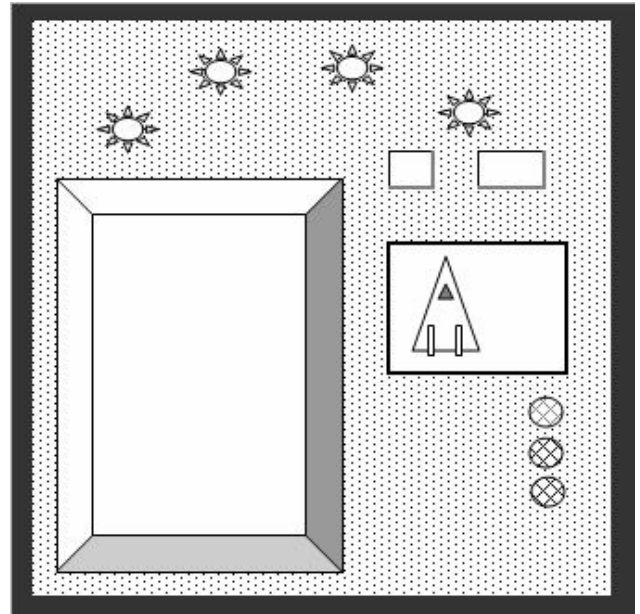
Arrival on PD-468

The following text assumes details for the *Buccaneer*; if the player characters are using their own vessel then the Referee should substitute the necessary changes. The journey from Shulimik to PD-468 is a distance of 6.5AU or about 975 million kilometres. Allowing for acceleration and deceleration the journey should take four days aboard the *Buccaneer*.

Travelling 975m km at thrust 1G- 7 days, 2G- 5 days, 3G- 4 days, 4G- 3 ½ days.

The PCs have entered close orbit around PD-468 and will require to locate the SAI Corporation instillation which is situated south of the equator. The sensors on board the *Buccaneer* may be used from orbit to build a rudimentary surface map and pinpoint the instillation. This process will likely take many hours to complete – the sensors will locate the instillation after d66 hours. Imaging from orbit is broken up by storms on the surface but eventually a basic structural image will build up of a large ugly, rectangular block building accompanied by two small outbuildings. To the north there appear to be four pylon-mounted solar energy panels or communications dishes. To one side of the main building is a landing platform and three storage silos (hydrogen fuel, liquid oxygen and water). Upon the platform sits a 300 tonne Sun Xhai class transport ship (see details below). There are no visible signs of activity. The player characters have no schematic layout of the instillation with which to formulate a plan and so the broken and grainy orbital image will have to suffice.

There is still room enough for one more ship to set down on the landing platform. Alternatively PCs can land further away, choosing an appropriate spot on the moon's surface. High crosswinds, gusting in excess of 100kph make landing difficult and visibility is severely cut by the levels of frost particles being blown by the storm. Landing in such poor conditions requires a *Pilot* skill check (8+) on the landing pad, or (10+) on the rocky surface. Failure results in an imperfect landing that may cause damage to the ship and require time to be spent on repairs before the ship can take off again. The amount by which the check was failed is the number of d6 hours required to effect repairs.



PD-468 Research Instillation. Image from orbit.

Surface Conditions

PD-468 is an inhospitable frozen rock. Daylight is dim due to its distance from the system's sun and with the almost constant storms that drive flurries of methane hydrate frost through the thin air - cutting visibility and reducing what little natural light there is - it is often hard to tell day from night. Vacc suits are required to be worn when exposed to the elements; the air is not breathable and the average temperate is a cool -70°C. Surface gravity is slight and the most convenient method for a person to move on the world's surface is to bounce in short strides – this isn't easy in the midst of a frost storm.

Though the frost storm cuts visibility it doesn't take long after reaching the instillation to realise that there is no movement at all around the perimeter; no signs of life around the landing pad or the buildings. For anyone feeling claustrophobic in their vacc suits in the midst of flurries of frozen being blown across this dark and uninviting frozen landscape - the whole seen is alien and unnerving.

The Instillation

Main Facility The main building is two storeys high and approximately 140 metres by 70 metres. The ground floor has no windows but has a security camera mounted above the front entrance. Other security cameras ring the exterior of the building mounted at the upper level, some six metres (approx 20 ft) off the ground. The upper floor has just two windows, both forward facing, windows are narrow slits (30cm high x 90cm wide) and the glass is 15cm thick (6 inches) to

help maintain the sealed interior environment. The window slits exude a soft orange-red glow shining from within - suggesting emergency low lighting is in operation. The walls of the facility are almost sheer and can not be climbed without appropriate climbing gear. Inside the facility the air, temperature and artificial gravity are all regulated for optimal human comfort.

The Outbuildings The smaller of the two outbuildings serves as a garage for the cargo-loader robot that is employed in the use of heavy lifting on the landing platform. The doorways and corridors of the main building are constructed to be eleven feet high – this is to allow access for the cargo robot to carry heavy supply crates into the facility and store them inside. The atmosphere and the severe weather conditions that the world endures make it treacherous for humans to work outside for any length of time, even with the most robust of vacc suits. The slightly larger outbuilding contains power relays for the communications dishes and for the external lighting for the landing pad and also has emergency generator equipment for the main facility. When the PCs arrive the whole facility is running on emergency power supplied by this back up generator plant.

Cargo Loader Robot – Model XF50 (TL11).
Manufacturer: SAI Corporation Cybernetics Division.

URP 70602-02-3F001-P500

Duration: 12 hours in harsh environment.
Lift Capacity: 577kgs in 0.12 surface gravity or 330kgs within the artificial 1G gravity of the facility.

200(v)ltrs, 595kgs; Chassis: type IV, 10ft tall, config-open frame; Locomotion: transmission, legs (bipedal); Appendages: arms, heavy x2; Power Plant: fuel cell 90kwh; Fuel 44 litres; Logic: low data; Command: limited basic; Applications: cargo handling; Sensors visual, touch; Devices: electronic circuit protection, spotlight, basic radio transmitter; Apparent Characteristics: Str 110, Dex 3, Int 0, Edu 1;

The Cargo Robot The robot stands in the smaller of the two outbuildings which acts as its garage. It is a simple work horse that is designed for use in harsh environments. It operates by voice control and a fitted radio receiver is used to deliver verbal commands. The robot has no auditory sensors; voice recognition is an analysis process of the cpu. Its limited vocabulary understands the requirements of words such as [lift, place, up, down, forward, back, left, right, push, pull, step, walk, here, close]. Note that it does not understand ‘open’ as it simply does not have the finesse to open objects and so has not been programmed with this word and if given the order to ‘close’, it will close down its

power source and switch itself off. A player character with the *Robot Operation* skill will intuitively know how to issue verbal commands to the robot. The robot is of little use against the crazies lurking within the facility; it only reacts to simple pre-programmed verbal commands and would prove to be too slow and clumsy in a combat situation.

The Siren (SAI starship) Sitting on the landing platform is the *Siren*, recently despatched from Shuklimik by the SAI agents in Stanyard to investigate why contact has been lost with the instillation. There are no crew aboard the vessel; they have all disembarked to enter the facility. The crew possess the required key codes to enter the main building. The ship’s locker contains various equipment at the Referee’s discretion.

The Siren; D-15 Sun Xhai class transport; 300-ton hull standard configuration - streamlined; Drives: manoeuvre –D, jump-D, power plant-D; Performance: jump-2, acceleration 2G; Fuel: 80 tons, supports power plant and one jump 2; Cargo: 111 tons; Staterooms: 8; Low berths 12; Crew 8: captain, pilot, navigator, engineers x2, security guards x3; Vehicle: air/raft; Computer: model/1bis, programmes: jump-2, navigation, target-1; Armaments: hardpoints-1 w/fire control, double turret pulse lasers x2. Sundry information: All prisoners are transported in low berths. Cost: 118 Mcr.

Utilities

Air Ducts are built in between floors and circulation vents are located in ceilings. The roof vents exhaust stale air from the building. Liquid oxygen is stored in one of the external silos (replenished by supply ships) and is pumped from there into the basement area of the main facility. The air purification system in the basement recycles air and introduces a fresh oxygen mix which is then regulated by the ducts and vents.

Water Naturally occurring frozen methane hydrates are processed in the facility basement to separate and extract water and energy. The water produced along with water recycled is enough to make the facility self sustainable for drinking water and with enough to spare for washing, cooking and such. A water silo by the landing pad stores excess water stock which is sometimes topped up by water brought in on supply vessels. Plumbing is fitted throughout the facility to provide running water to shower blocks, kitchens and medical labs – running water is also available to drinking taps and wash basins for staff on the upper floor. However, the wash stands in prisoners’ cells have

no running water and must be filled using a jug during the daily water round. At times during water rations – or as a punishment - water is denied to prisoners. All toilets in the facility are chemical toilets and have no water plumbing.

Water is part of the life support system and remains on-line during power shortages thanks to the back up generators but when the PCs arrive, the processing plant (that performs the separation processes) and the water recycling plant are not being maintained and so the water is coming dangerously close to running out. Fire sprinklers are a feature of ceilings in all corridors and some of the more important rooms such as the labs. The sprinkler system uses water and when the water runs out the sprinklers will fail to work.

Power The separation processing of methane hydrates provides energy which is converted into electricity. The main power plant is situated in the basement of the facility. Solar panels are erected outside of the facility but the world is too distant from the sun and too prone to frost blizzards for the solar panels to be a reliable or effective source of energy. There are periods when the amount of available energy subsides and during these times emergency generators kick in to pick up the slack. The emergency generator plant is sited in an outbuilding by the landing pad. During periods of emergency power, primary systems such as life support (air purifiers, water pumps and temperature control) and artificial gravity, medical equipment and emergency lighting are prioritised in that order – all non-essential operations are closed down. Regulations require that all prisoners are locked in their cells for the entire duration of emergency power.

The Power Outage The methane hydrate separation process is automated but the flow of hydrates to the plant requires to be regulated manually. With the death of the engineers there is no one to ensure the flow of hydrates is maintained. By the time the player characters arrive on PD-468, the facility has been reduced to emergency power. Emergency low lights are in action (red lighting) and only the life support systems are working properly (air, water, temperature control, artificial gravity). Emergency low lighting is only operational in corridors and important areas – most rooms and stores have no low lighting and will be in darkness until full power is restored to the facility.

Systems currently off-line include cameras, intercoms, electronic locks (biometric scanners), main lighting, alignment systems for comms dishes, fridges and freezers (medical and food storage) and computers. The processing plant needs to be kick started in order to reboot the main power plant and restore all systems.

Referee's Information

The SAI Corp agents on Shulimik are the only ones able to receive broadcast messages from PD-468. All contact came to an abrupt halt two weeks ago and they sent the *Siren* to investigate. SAI's illegal biogenetic experiments have gone seriously wrong. A newly developed biological agent 'Agent-Y' has been used to genetically engineer cells that were injected into test subjects and each subject has developed a virus. The Cutler virus or C-virus – named after its first victim - is highly contagious and is spread through infected blood and saliva to new victims. After a mere fifteen hour incubation period the victim becomes increasingly delirious and feverish, foaming at the mouth and becomes violent. Eventually the victim becomes crazed, attacking anyone in reach, clawing and biting. One of these *crazies* only has to deliver the merest scratch to a new victim – if the skin is broken then contracting the virus is a certainty.

THE CRAZIES

Virus carriers or *Crazies* are mindless and zombie-like; driven by rage and subject to animalistic instincts such as hunger. The effective intelligence of a crazy is reduced to 1 and its dexterity is 4; education and social standing no longer have meaning and are reduced to 0. Strength is marginally increased but movement is reduced by half.

Crazies have no concept of fear and when in a berserk state do not react to pain in the same way as normal humans; they can take a gun shot and still keep on coming. The crazies are not smart enough to forage for food and water nor to use tools and weapons– their instinct is to hunt for prey. The only food source that presents itself is human, which produces cannibalistic urges as a survival instinct. A crazy might scratch at a target - in itself enough to transfer the virus - but its gut instinct is to bite.

The necrotic virus begins to cause a cellular breakdown of internal organs which results in death within fifteen to thirty days of initial infection. As the crazy draws closer to the time of death it looks cold and pale-skinned with black or green necrotic blotches. Eventually it no longer has the energy to act and will simply slump to the ground. The last hours of life are accompanied by death throes and pathetic howls and whimpers due to the onset of terrible pains until life ebbs away.

The C-Virus Outbreak

Date 033-4090. The first instance involving the new virus was following the injection of cells genetically spliced with a new biological agent termed Agent-Y into a test subject named Joseph Cutler. Following implant of the cells Cutler was kept under observation in the ward of the hospital wing on the facility's ground floor. Cutler gradually descended into a state of sickness and convulsions before losing all signs of self-control and intelligent thought patterns. Restraints were used to strap Cutler to his bed and within fifteen hours of the experimental surgery he exhibited symptoms of extreme rage. Cutler was terminated by lethal injection and his body removed to the morgue. Post mortem examination revealed that the Y-agent cells had mutated into a necrotic virus that had begun to ravage Cutler's body, eating away at his internal organs. The virus was named after its victim – the Cutler Virus. His body remained in the morgue in case further post mortem procedures might be required after repeating the experiment on the next test subject.

Date 037-4090. The experiment was repeated on a second test subject, Amanda Hughes. Hughes began to quickly exhibit the same symptoms and reactions as Cutler had. Hughes was locked in a solitary confinement cell for observation. She lived for twenty days. Throughout that time she inflicted much harm upon herself in her incessant attempts to escape the confines of the cell. She never displayed any sense that suggests she managed to retain enough human intelligence to realise that her behaviour was futile. She continuously acted with insane rage.

Date 049-4090 Alterations were made to Agent-Y before being spliced with cells for the third experiment that introduced it to a new test subject. Mila Panric was the next guinea pig and apart from being affected by the virus he also exhibited increased strength. He overcame his restraints and three people – a scientist, a lab tech and a guard were all attacked by the crazed Panric. Panric escaped the medical wing into the main ground floor and launched into violent attacks against prisoners and staff. Some staff retreated to the safety of the upper level, sealing themselves off from the ground floor and in doing so abandoned all those on the lower levels to their fate. Within hours there were more than a dozen crazies on the rampage throughout the ground level.

The medical wing has become sealed off from the rest of the ground floor behind its impenetrable security door and trapped inside are two people – a lab tech and a prisoner who was being groomed to be the next test subject – Thomas Eckhardt. Thomas and the lab tech are safe from the crazies whilst they remain sealed in

the medical wing but they have no food left and the water is running out.

At the time of the incident there were a total of forty four prisoners held at the facility as well as a full compliment of staff. Five members of crew from the *Siren* also fell victim to the virus when they were attacked by crazies shortly after entering the facility.

When the player characters arrive it has been nineteen days since outbreak of the C-virus. Many of the first victims will have started to die off at this point but there are others still alive and loose in the facility.

Lockdown: In response to Mila Panric going on the rampage, Commander Wheeler instigated an emergency lockdown of the facility. The lockdown automatically sealed the security door to the hospital wing, locked the door (area 5) to seal off the upper floor and should have locked the security door to the prison wing to contain inmates in the event of a possible break out. All privileges for biometric scanner locks are automatically overridden and the privileges now require to be reset by a password holder who can access the computer system in the main security control point (area 32). Passwords are restricted to Commander Wheeler and one or two of the security staff.

Prisoner Break Out: A security guard was escorting a prisoner back to his cell when the lockdown was instigated. Realising he was about to be shut inside the prison wing he ran to get out before the security doors closed. He was too late; the guard was crushed to death by the doors. The prisoner being escorted took advantage and gained the cell keys from the dead guard and released most of the prisoners from their cells. With the guard's body holding the doors ajar, the prisoners managed to force their way out. Many of the prisoners have since succumbed to the C-virus after being attacked by crazies. Those still surviving have barricaded themselves in the basement.

PCs AND THE C-VIRUS

If a PC becomes infected with the C-virus he or she has fifteen hours to seek an antidote before the virus takes its effect and turns the PC into a crazy.

The Referee may wish to modify this incubation period by taking into account the PC's Endurance. The incubation can be slowed by placing the victim into a low berth.

The SAI scientists on the upper floor are working feverishly to develop a serum for use as an antidote and for inoculation.

Occupancy The facility can hold a capacity of sixty eight prisoners kept two to a cell. Though at the time of the C-virus outbreak there were just forty four inmates. There is always a full compliment of SAI personnel who work on a three month rota before relief staff arrive. The full compliment of staff comprises six security guards, two engineers, one medical doctor, three scientists, three lab technicians, one cook and one officer in charge – a total of seventeen personnel. Additionally, at various times VIP visitors may arrive from SAI to keep abreast of research and developments and the crews of supply and transport vessels may be billeted for short stays too.

Orbital Contact If the *Buccaneer* or other PC transport is in orbit awaiting a signal it must be noted that PCs' comms won't work through the almost constant storms unless they have a serious bit of kit with them. To use the facility's comms dishes requires power relays to be rerouted (either main power plant in the basement or backup generators in the outbuilding) and dishes realigned with a *Communications* check.

Exposing the SAI Stellar Corporation

A variety of records might be accessed at various points in the facility but the largest single collection of damning evidence that may be used to expose SAI is available by downloading computer files in the administration office on the upper floor. The use of computers will require the power to be reconnected first by rebooting the main power plant for the facility.

Medical Records that detail the illegal research and illegal experimentation on PD-468 can be used to expose SAI. Such exposure will have Corland authorities launch a full investigation of any links that the SAI Corporation may have on Shulimik. The Old Earth Union will be informed of the illegal activities of a Union registered company. Such advisement will undoubtedly result in Union forces seizing the instillation on PD-468. Whether they will investigate and then close it down or whether they will continue to conduct their own experimentation based on SAI's work is a matter of conjecture.

Prisoner Records If prisoner files can be accessed and downloaded, they will prove that many prisoners have been transferred here illegally and that the files held by Stanyard Prison authorities and the Department of Correctional Facilities, which show prisoner were released, have obviously been falsified. The prisoner files kept on PD-468 data base have detailed medical backgrounds.

Flight Logs A data base is kept for details of incoming vessels. Most are SAI Corp supply ships that bring in all manner of items, from food and oxygen to relief personnel who arrive for their three month shift. The only vessel not registered directly to SAI is the *Siren*, which is registered to Protech Engineering Company LRC on Shulimik. The manifests for this vessel detail the prisoners being transferred (both legal and illegal) to PD-468 from the Stanyard Municipal Prison.

Sundry Records Other records that are of importance to the player characters are such as those that provide direct links between the facility on PD-468 and Shulimik. Records will reveal that Protech Engineering is a front for a SAI Corp agency in Stanyard and there will be accountancy records too that show substantial payments made to Arran Fylde – Director of the Department of Correctional Facilities.

IMPORTANT GOALS

Basement: Reboot the main power plant.

Upper Floor: Acquire evidence to expose SAI and if necessary acquire an antidote for the C-virus.

Ground Floor: Rescue Thomas Eckhardt.

Non Player Characters

Brief descriptions are offered below for some of the NPCs to be encountered in the facility. It is left for the Referee to interpret their outlined motivations and roleplay each NPC as he or she sees fit.

SAI Stellar Corporation Personnel

Commander Josh Wheeler

Wheeler is a company man through and through. His demeanour is probably as bad as that of some of the most hardened criminals that are imprisoned here under his supervision. He is a charismatic man with an often overbearing presence. All personnel at the facility obey his orders and if they don't happen to agree with Wheeler over an issue they know its best to keep their opinion to themselves. Wheeler will view the arrival of the player characters as an opportunity to overcome the situation at hand, either through escape off world or better still by providing the firepower necessary to eliminate the virus carriers (the crazies) and restore the facility to his control. Wheeler will have no intentions of compromising the company and its secrets. At the first opportunity he will betray the player characters to ensure their silence. Under no circumstance will he

allow any person who has discovered the truth of the SAI instillation on PD-468 to betray its existence.

Without the commanding presence of Wheeler to galvanise them, the remainder of the SAI personnel will likely be more interested in self preservation and decide the best policy is i) escape and ii) to go into hiding from SAI, as their lives will be pretty much worthless if they are deemed to have compromised the company and its secrets.

The Scientists – Cooper and Nakajima

Two geneticists are still alive when the player characters arrive. Brendan Cooper and Kuri Nakajima are devoted to their life's work and have a moral void when it comes to using human test subjects in the furtherance of their research. Having inadvertently unleashed the C-virus they are now feverishly working to develop an antidote. They will view the C-virus as a product that needs to be contained and studied; despite everything that has happened the C-virus may still prove to be a viable product for the biological weapons divisions of various governments and agencies. Both Cooper and Nakajima will place their faith in their base commander – Commander Wheeler and their employer the SAI Stellar Corporation to extricate them from their current predicament and hope to get back to their research work soon.

If faced with armed player characters, the scientists' bravado quickly fades but their arrogance and disdain is hard to disguise. If PCs attempt to destroy their work or their research data, that would be enough to provoke an angry reaction and even an attack from one or both scientists.

Dr Patrice Reynard

Reynard only works for SAI to provide for his family. He never realised the truth of what SAI do on PD-468 until he was stationed here. Now he is in, he doesn't know how to get out. Reynard just keeps his head down and does as he is told. He represents a possible ally for the player characters.

Jerome Hill

Hill is an odious little man who has spent many years working for SAI and has become hardened to what goes on in its illegal research facilities. He has no qualms about mistreating prisoners and using them as guinea pigs for research. Hill is the man who does most of the biological sampling from unwilling test subjects.

The Security Guards

Dai Lomas and Kipran Harris are cold and hardened individuals. The opportunity to abuse and mistreat prisoners is a perk of the job. Any PC will intuitively

know that neither of these men can be trusted. Fully loyal to Commander Wheeler - although without his leadership, it's every man for himself.

NPC - SURVIVORS

SAI Corp Personnel

Commander Josh Wheeler (Officer in Charge)

Str 9, Dex 10, End 9, Int 11, Edu 10, Soc 9;
Administration 3; Computers 1; Gun Combat (auto pistol and Carbine) 2; Pilot 1; Recon 1; Vacc Suit 1; Gear – auto pistol; Armour – mesh vest.

Brendan Cooper and Kuri Nakajima (Scientists)

Str 6, Dex 10, End 8, Int 12, Edu 12, Soc 9;
Medical 3; and various skills of a scientific nature to include biology, chemistry and genetic engineering.

Dr. Patrice Reynard (medical doctor)

Str 7, Dex 9, End 8, Int 10, Edu 11, Soc 10;
Administration 2; Medical 4;

Jerome Hill (lab tech)

Str 8, Dex 9, End 9, Int 10, Edu 10, Soc 8;
Computers 3; Electronics 1; Engineering 1; and basic skills of a scientific nature.

Dai Lomas and Kipran Harris (Security Guards)

Str 8, Dex 9, End 8, Int 8, Edu 8, Soc 7;
Gun Combat (auto pistol, carbine, ACR) 1; Melee 1; Vacc Suit 0;
Gear – Lomas: carbine; Harris: auto pistol. Armour – mesh vest.

Robert Hiley (lab tech)

Str 8, Dex 9, End 9, Int 10, Edu 10, Soc 8;
Computers 3; Electronics 1; Engineering 1; and basic skills of a scientific nature.

Robert Hiley

Robert Hiley is a lab technician who was working in the hospital wing when the lockdown occurred. Hearing over the intercom that Panric was on the rampage, Hiley was glad to be locked away behind the relative safety of the hospital wing's security door. As the lockdown overrode all privileges he is unable to open the security door (biometric scanner lock). Hiley does not enjoy working for SAI and does not condone what they do here. He never realised what sort of job he was getting himself into when he signed on with SAI and now feels trapped in the company's employ. Hiley rationalises the use of prisoners for research by telling himself that they all had their chance of living peacefully in society and blew it. The prisoners are here because they chose to break the law and therefore are not innocent civilians.

The only other person in the hospital wing at the time of the virus outbreak was a prisoner strapped to a bed in the ward who was being prepped for experimental surgery – Thomas Eckhardt.

NPC - SURVIVORS

Prisoners

Matt Sanderson - hardened criminal
Str 8, Dex 8, End 10, Int 8, Edu 6, Soc 6;
Blade (dagger) 2; Electronics 1; Gambling 1; Gun Combat (auto pistol) 0; Streetwise 2; Survival 1;

Catherine Morgensson - petty criminal
Str 8, Dex 8, End 10, Int 8, Edu 6, Soc 6;
No skills; she is incapable of any skill use at the time she is found.

Callum Baker - hardened criminal
Str 11, Dex 10, End 12, Int 9, Edu 7, Soc 7;
Blade 1; Brawl 2; Bribery 2; Gun Combat (auto pistol and shotgun) 2; Streetwise 2;
Gear – shotgun, 12 cartridges;
Armour - mesh vest (taken from security guard)

Stacey Law - hardened criminal
Str 7, Dex 11, End 8, Int 10, Edu 10, Soc 8;
Administration 2; Forgery 3; Gun Combat (auto pistol) 0;

Karl Estovic - hardened criminal
Str 10, Dex 9, End 10, Int 6, Edu 6, Soc 6;
Blade 1; Brawl 3; Mechanical 2; Gun Combat (auto pistol) 0; Survival 1;
Gear – auto pistol, four rounds.

Average Prisoners - petty criminals
Str 8, Dex 9, End 8, Int 8, Edu 6, Soc 6;
Blade 0; Brawl 0; Streetwise 2;
Gear – armed with an assortment of makeshift clubs, hammers and screwdrivers.

Thomas Eckhardt - petty criminal
Str 8, Dex 9, End 10, Int 9, Edu 8, Soc 8;
Broker 1; Computers 2; Electronics 2; Mechanic 2;

Thomas Eckhardt

Thomas is a mild mannered character. Not particularly brave but would risk himself to help others if the occasion merited. Like many of the illegally transferred prisoners he is a petty crook and feels lost and afraid on PD-468. He does not have the hardened personality necessary to mentally endure such cruel conditions. This has contributed to Thomas overcoming his prejudices against Robert Hiley - as his jailer – to form

a loose friendship as they find themselves thrown together in their hopes of survival. Thomas will be most grateful to the player characters for his rescue.

Other prisoner NPC backgrounds are described as and when they are encountered.

Interaction with Player Characters

There are three main flavours of NPC and keeping in mind the motivations of each flavour will help the Referee to role play them.

SAI Personnel The SAI personnel will know that they cannot compromise the secrets of the instillation but at the same time will see the player characters as possible rescuers.

Ideally, Wheeler will want to use the PCs to restore his own control over the facility by eliminating the crazies and surviving prisoners. He would then betray the player characters and await the next SAI vessel to arrive in order to proceed with a clean up and return the facility to some semblance of working order.

If player characters have not yet tackled the prisoners in the basement, Wheeler will volunteer himself or his security guards to aid the PCs in dealing with the prisoners and rebooting the main power plant. Commander Wheeler will continue to use the PCs to his own advantage until choosing his time to either subdue them or eliminate them.

Prisoners – Hardened Criminals. Hardened crooks are the murderers, the armed robbers and such amongst the inmates. They form a small core of survivalists that have bonded together for mutual protection but would be quick enough to turn on each other given an excuse. They will take any opportunity offered to escape off world but have no intentions of ever going back to prison, making it very dangerous to trust them. They would rather leave by hijacking a vessel for their own use rather than accepting a freely offered lift.

Prisoners – Petty Criminals. Petty criminals, out of fear and a sense of prison culture and hierarchy will take their lead from the hardened criminals. If the leadership of the hardened criminals breaks down then the petty crooks will gladly accept any life line thrown to them by the player characters. They will comply with all instructions given to them if it means they get to escape off world.

Part Three

Entering the Facility

The main building is one giant ungainly block of steel and concrete. There is only one entrance to the facility which is an airlock fronted by a heavy steel exterior door. There are venting systems that exist on the roof, but the chutes are barely 30cm wide (12 inches). The only windows are two on the upper level, they have 15cm thick glass and even if breached are too narrow to enter. Breaching a window compromises the sealed interior environment of the facility – but window spaces can be sealed again by manually activating an emergency electro-magnetic seal. The thick re-enforced walls are impenetrable. The only way in is through the front entrance door. The door is ten feet high and the ceilings of the corridors of the ground floor are eleven feet high. This is to allow access for the cargo robot to haul heavy crates inside from supply vessels.

Above the exterior entrance door is a watchful security camera on a fixed wall mounting and set to one side of the door is an intercom that would normally be activated to hail the guards who would then open the entrance locking mechanisms. However, player characters using the intercom will illicit no response. Next to the intercom there is a key code pad that can be used to open the locks from outside. To bypass the key code lock requires a PC to create a remote circuit and trigger the lock with an *Electronics* check. The only other recourse is the use of heavy force to penetrate the exterior door. PCs may decide to use firepower or might decide to activate the cargo robot to attempt to force its way through. However they decide to proceed, use of heavy force will destroy the exterior door and will threaten to compromise the interior environment of the facility – only the interior entrance door on the other side of the airlock stands in the way. Fortunately the facility has a safety contingency for such an eventuality - once through the exterior steel door the PCs will enter the air lock, within the airlock is a control panel which can be used to manually activate an electro-magnetic seal that acts in place of the exterior door and seals the air lock. This is a temporary measure and the seal will last for only 2d6+6 hours. Once the airlock is sealed, the interior door can now be opened by use of a control panel and entrance into the facility is complete.

Breach Opening the interior entrance door without a sealed airlock will compromise the interior environment for the whole of the ground floor (except the hospital wing) and basement levels – any living person in a compromised area who is not wearing a vacc suit will begin to suffocate and the ambient temperature will

quickly drop to -60°C. The hospital wing and the upper floor are sealed behind air tight security doors and life support maintains their internal environments. Remember, when exiting - if the exterior door is gone and the temporary magnetic seal has since failed, opening the interior exit door automatically causes a breach.

BIOMETRIC SCANNERS

Some doors within the facility have a glass panel set to one side. To open the doors requires a person to press their palm to the panel and if the palm print is recognised the door will unlock. The technology may be old but it remains none-the-less efficient. Following the lockdown, all privileges have been overridden and only Commander Wheeler's palm print can now open these doors. Although currently the scanners won't work at all until the main power is restored.

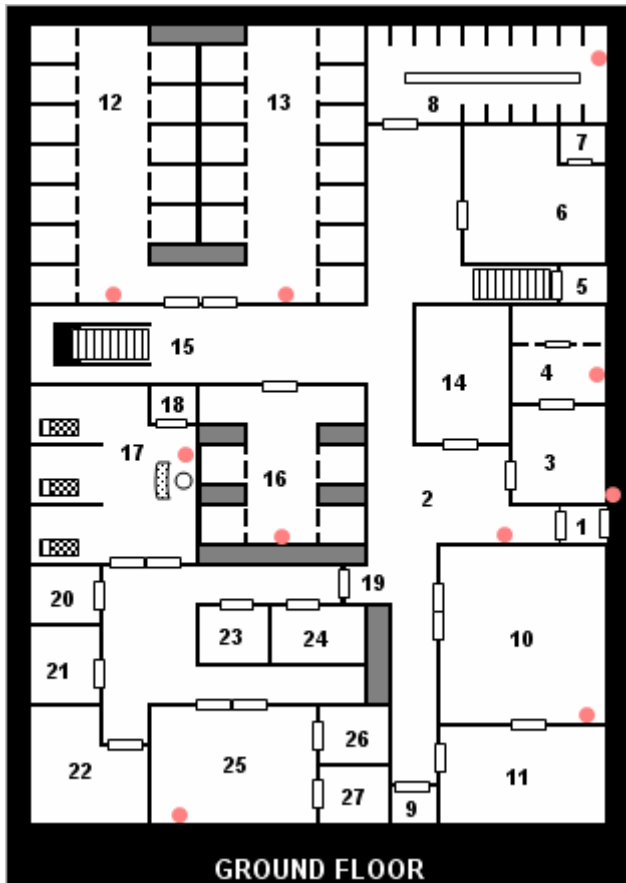
Without power and without privileges, the only other way to open such a lock is to bypass the scanner by hooking up a remote power circuit and succeeding on an *Electronics* check (10+). If power is restored the lock can be hacked on an *Electronics* check (8+).

The Ground Floor

Unless an entry specifically states that emergency power and / or low lighting is available then there is no power supply to the area and it will be in darkness.

Dead bodies are encountered throughout much of the ground floor level. Each has lacerations and bite marks, some have chunks of flesh torn away. Some died from loss of blood immediately after suffering an attack from crazies but others survived only to contract the virus and begin the slow path of necrotic breakdown of their internal cellular structure. Those who died of disease progression have pale grey or colourless skin which might exhibit black and green necrotic blotches.

1. Air Lock Entrance. The external door is reinforced steel and the interior door is an airtight steel iris valve. Despite the facility being under emergency power, the airlock is a primary function and so full power is applied to the airlock by the back up generator plant. Once the airlock is sealed acclimatisation can take place to equalise the air, temperature and artificial gravity levels to those of the controlled internal environment of the building. In case of a breach, the exterior doorway has an emergency electro-magnetic seal that can be activated to seal the airlock but the shield is only a temporary measure (2d6+6 hours).



2. The Main Corridor. Emergency low lights exude a soft orange-red glow. Ceilings are eleven feet high in the corridor in order that the cargo robot can access the building for heavy lifting duties. Air ducts and fire sprinklers dot the ceilings. Several dead bodies lie on the floor either killed outright by crazies or having died after several days of suffering the C-virus. Each PC must throw (7+) or feel repulsed and nauseated by the dreadful scene incurring a -1DM to all actions for 2d6 minutes.

Any noise made will attract the crazies that wander this corridor. After the first group is dealt with a second group lurches into view:

You become aware of shuffling noises away to your left and suddenly you realise that you are not alone. The figures closing in towards you move with an inhuman gait and as they begin to draw near you see their sullen faces have a pale pallor and dark sunken eyes.

The crazies do not react to any attempt by the player characters to communicate or frighten them. They continuously move forward with the intention of attacking the PCs. The name badge of the female prisoner in the first group reads: *Jamieson, Kate*. She was one of the prisoners transferred out of Stanyard along with Thomas Eckhardt.

CRAZIES x5 (First Group)

(3 male prisoners, 1 female prisoner and 1 guard)

Str 11, Dex 4, End 10, Int 1, Edu 0, Soc 0;

Bite-0 (teeth 1d6 damage); Claw-0 (1d6-4 damage).

If an attack deals any damage, the victim contracts the C-virus. A crazy moves at half normal movement rate.

CRAZIES x4 (Second Group)

(2 male prisoners, 2 crew from the Siren)

Str 12, Dex 4, End 10, Int 1, Edu 0, Soc 0;

Bite-0 (teeth 1d6 damage); Claw-0 (1d6-4 damage).

If an attack deals any damage, the victim contracts the C-virus. A crazy moves at half normal movement rate.

If the PCs make a run for it and shut themselves inside a room, then the crazies will bang against the door for a while but finally begin to move away after d66 minutes.

3. Security Office. Contains basic office furniture including two desks with chairs. Duty Officers are normally stationed here to oversee the entrance and coordinate incoming vessels and check schedules and manifests. Paperwork of manifests (computer print outs), stock requisition orders, flight logs and schedules are pinned to the walls. A single monitor screen is mounted on the wall above a desk which would normally display the image from the security camera above the exterior entrance door, but cameras, monitors and intercoms are all off-line as non essential systems. There is nobody in this office. The door to area 4 (the armoury) is locked and can only be opened by successful use of the biometric scanner that is set to one side of the door (see area 4).

Note – the computer printouts include various documents pertaining to incoming vessels that might be used as evidence to expose SAI (see *Exposing the SAI Stellar Corporation: Flight Logs* above); though by itself this particular evidence is quite weak.

4. Armoury. To access the armoury from the security office (area 3) requires successful use of the biometric scanner panel. Without main power and without the privileges of a recognised palm print, bypassing the scanner requires a remote power circuit to be hooked up and a successful *Electronics* check (10+). If main power is restored, the lock can be triggered on an *Electronics* check (8+). The lock can also be overridden from the security control room on the upper floor (area 32) but only if the main power plant is rebooted first. The armoury room is divided in two by steel bars and gate – a key code lock can be bypassed by hooking up a remote power circuit and a successful *Electronics* check. The back section of the armoury has racks and shelves containing the following items:

- Carbines x4 and 15 magazines;
- Shotguns x3 and 80 cartridges
- Auto pistols x6 and 30 magazine clips;
- Laser rifle x1 (for use outdoors) with power pack;
- Advanced Combat Rifle x3 and 12 magazines
- Body armour (mesh vests) x6
- Vacc Suits (with oxygen tanks) x15
- Wrist restraints box of 100
- Light intensifier goggles x6

5. Stairs. This set of stairs ascends to the upper floor entrance. An iris valve door is at the top of the stairs and when closed is air tight. A panel is set to one side - a biometric scanner. There is currently no power to the scanner and to bypass will require an external circuit to be connected and an *Electronics* check (10+) or *Electronics* (8+) if the main power is restored first.

6. Laundry. Inside this room are large basins, washing machines and stores for linens, clothes, towels, uniforms and such.

7. Storeroom. Shelves contain cleaning agents such as detergents and bleaches.

8. Shower Block. Showers, toilets and washing basins with running water. At the Referee's discretion, there may be a crazy or two lurking in the absolute darkness of the shower block; attracted here by the damp air due to their thirst.

9. Food Store. The small food store.

10. Dining Hall. Used by trustee prisoners - those that work and clean under supervision. Prisoners would at all times wear wrist restraints whilst using the dining hall, but the restraints should have enough slack to allow them to use utensils to eat. Currently the tables and chairs are stacked to one side. This room has no live subjects but a dead body lies on the floor. The body has succumbed to the necrotic virus and the skin is blotchy. Bite marks cover the body and actual chunks of flesh have been torn away. There are two crazies in the kitchen next door and will react to noise made in the dining hall.

11. Kitchen. No power but the kitchen does though benefit from emergency low lighting which exudes a soft red glow. The kitchen store cupboards serve as the main food store. There are cooking facilities, fire blankets and a fire extinguisher. A steel locker is fixed to the wall and has a basic combination lock – inside are stored the cooking utensils. There are two crazies here – one male and one female - wearing prisoner

uniforms and wrists restraints which restrict their movements. Their skin is a pale grey and they have deep sunken eyes. These virus victims are in an advanced state of suffering.

CRAZIES x2

(1 male prisoner and 1 female prisoner)

Str 12, Dex 2, End 10, Int 1, Edu 0, Soc 0;

Bite-0 (teeth 1d6 damage); Claw-0 (1d6-4 damage).

- Wrist restraints reduce Dex to 2.

If an attack deals any damage, the victim contracts the C-virus. A crazy moves at half normal movement rate.

12&13 – PRISON WING

The heavy steel doors to the prison wing were held ajar by the body of the security guard who was crushed between them as they were closing due to the lockdown. When the prisoners broke out they forced the doors open. The guard's body still lies on the floor across the threshold between the doors. A group of crazies are located on A Wing (area 12) who will react to any noise made by player characters entering the prison wing.

All cells are very plain and contain two bunks and a wash stand (no running water). Most cells have been opened and are empty but some prisoners were left behind and remain locked in their cells.

12. Prison Wing A - First see *Prison Wing* above. One cell still retains its occupant. He has been infected with the C-virus and has become a crazy close to the stages of death. This does not make him any less dangerous if he manages to reach out through the bars to grab an unsuspecting victim. If he comes into play, use the crazy stats produced below.

A group of six crazies is located in A Wing and will attack player characters on sight.

CRAZIES x6

(5 male prisoners and 1 female prisoner)

Str 13, Dex 4, End 11, Int 1, Edu 0, Soc 0;

Bite-0 (teeth 1d6 damage); Claw-0 (1d6-4 damage).

If an attack deals any damage, the victim contracts the C-virus. A crazy moves at half normal movement rate.

13. Prison Wing B - First see *Prison Wing* above. Three cells were left unopened following the break out. Two have dead bodies in them having died of the necrotic advancement of the virus. One occupant is still alive and cowers in the corner of her cell. She is suffering dreadfully from dehydration and malnutrition and is in a weak and delirious state. Her mental stability is questionable. She just hugs her knees and rocks back and forth in her cell mumbling to herself.

Catherine Morgensson - petty criminal
Str 8, Dex 8, End 10, Int 8, Edu 6, Soc 6;
 No skills; she is incapable of any skill use at this time.

Background: Catherine might once have been described as a beautiful young woman with bright prospects. She was wrongly convicted of defrauding her employer of several thousand credits. Her employer actually embezzled the funds himself and let Catherine take the fall for it. When found rocking back and forth in her cell, Catherine is unwashed with lank hair and looks decidedly unhealthy both physically and mentally. She will hardly acknowledge the player characters and if the PCs decide to rescue her she will need to be physically guided or even carried everywhere they go. It will take a lot of psychiatric treatment before Catherine begins to look and act human again.

14. Main Stores. Heavy crates are stored in here when offloaded from supply vessels and await to be unpacked and distributed around the installation. Currently stored here are oxygen tanks of various sizes to fit the robot and vacc suits. There are also chest freezers used to store frozen food stuffs but the power is off and everything in the freezers is going off and smelling ripe.

15. Stairs. This flight of stairs leads down to the basement. At the bottom of which can be glimpsed a barricade.

16. Solitary Confinement Block. One prisoner is locked inside a solitary cell. He is alive but dehydrated and hungry. The only water he had available was in the small washing basin that would be refilled each day from a ewer. Nobody has come to see him, provide food for him or refill the water basin since the lockdown and he doesn't know why. The toilet in his cell is a chemical toilet with no water supply.

Matt Sanderson - hardened criminal
Str 8, Dex 8, End 10, Int 8, Edu 6, Soc 6;
 Blade (dagger) 2; Electronics 1; Gambling 1; Gun Combat (auto pistol) 0; Streetwise 2; Survival 1;

Background: Matt Sanderson is serving life for armed robbery and murder. He was transferred to PD-468 from Shulimik four months ago. Though he has not been subjected to experimentation he has had several blood and tissue samples taken from him. He has been in solitary confinement for three weeks since attacking a lab technician (Jerome Hill) who was trying to insert a syringe into the base of his spine to collect cell samples. Sanderson is a dangerous criminal who would sell his own grandmother for a handful of credits. He will want

to escape off world at the earliest possible opportunity and has no moral reticence about abandoning everybody here. He has no pilot skills but if he learns that the *Siren* is on the landing pad he will plot to get hold of a weapon and try to kidnap a PC or SAI staff member who he thinks is capable of piloting the vessel.

17. Hospital Ward. Emergency low lights are in operation. This is where test subjects from biogenetic experiments are brought for recovery and observation. Two people can be found here, Thomas Eckhardt is wearing prison fatigues with his name badge 'Eckhardt, Thomas' clearly visible and a lab technician, Robert Hiley, wears a white coat. They are both free of the virus and are in relatively good health. They have access to water via the washroom (area 26). When the facility went into lockdown Thomas Eckhardt and Robert Hiley became trapped in the hospital wing. Thomas was here to be prepared for experimental surgery and though Hiley would normally be a natural enemy, he and Thomas have formed an uneasy alliance during their time trapped together.

The personalities of both Eckhardt and Hiley were described earlier. Both will be most grateful of rescue. Hiley has no loyalty to SAI and only works under Wheeler's command with reluctance. This whole unnerving experience is the catalyst he needs to accept the chance to get out of here and will gladly leave with the player characters. Hiley though would not contribute to clearing the PCs' names on Shulimik as he will be too afraid of SAI to give evidence against them.

Now that the PCs have found Thomas Eckhardt they may decide its time to leave. Hopefully PCs will have gathered enough evidence to expose SAI first before setting course for Shulimik.

18. Storeroom. Contains bed linen, bed pans, bandages, painkillers, anti-biotics, sedatives and enough assorted items to make up six medical kits.

19. Security Door. This door to the hospital wing is an iris valve that seals air tight. The panel to one side of the door is a biometric scanner. The target number to successfully bypass the lock is slightly higher than with other biometric locks and without main power or privileges requires a remote circuit and an almost impossible *Electronics* check (14+). If power is restored, the lock can be hacked on an *Electronics* check (8+). The lock can also be overridden from the security control room on the upper floor (area 32) but only if the main power plant is restored first. The medical wing corridor beyond this door benefits from emergency low lighting.

20. Laboratory. A small testing lab for working with various samples – blood, saliva, urine, cells, tissues, organs, cultures and such. A fridge (currently without power) contains trays of sealed plastic and glass vials – each with a fluid and a label. A computer sits on a work surface here but is without power. If the power can be rebooted the computer records can be accessed and downloaded which will include a catalogue of samples – dates, test subject names, sample details, observation notes and test results. There is nothing here that could be used as damning evidence of SAI’s illegal biological experiments but the listing of prisoner names will include names of prisoners illegally transferred from Stanyard Municipal Prison.

21. Dressing Room. Used by lab techs and medical scientists to change into clean garments prior to performing surgery and experiments. The clean garments are hanging in lockers.

22. Morgue. Fridges contain the bodies of Joseph Cutler and Amanda Hughes – the first two test subjects to be injected with Agent-Y and who both contracted the C-virus and died as a result. The fridges have no power to them during the emergency power period and the bodies are starting to decompose.

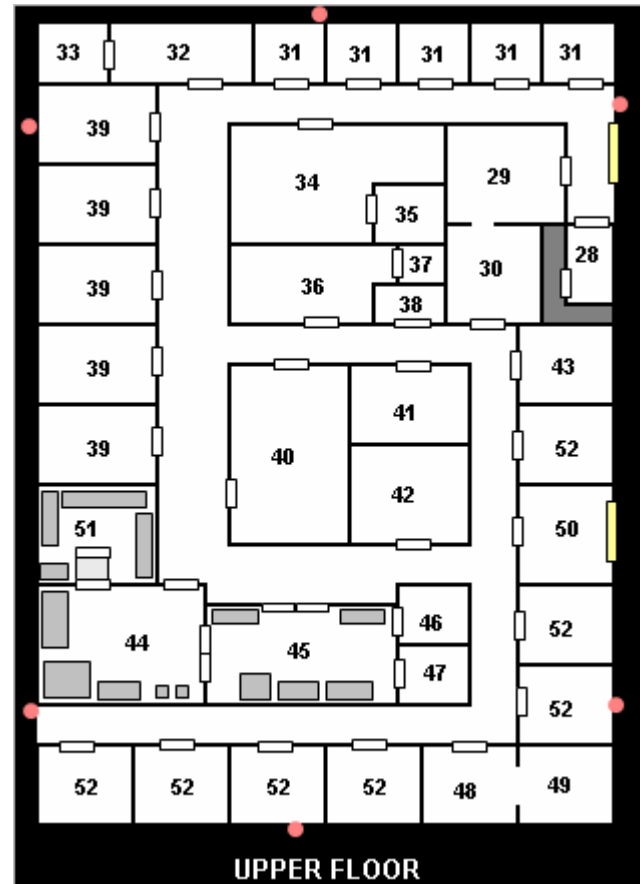
23. Bio-Tube and Low Berths. A bio-scanner tube is in here along with computer controls. A patient would lay in the tube for brain and body scans or x-rays. There are also two low berths – currently without power. The tube can also conduct medical repairs - knitting torn muscle and fusing broken bone given enough hours

24. Briefing Room. Hardly ever used. The table and chairs are piled high with boxes full of various supplies from stationary to dried foods, bandages, cutlery and sealed packets of new Corporation issue underclothes.

25. Operating Theatre. No power. Emergency low lighting is available but needs to be switched on at the wall. A large, open room. Two operating beds are permanent fixtures here with overhead lighting and various life support equipment and metal trolleys and trays containing various items such as clamps, knives, saws, drills and so on; many of these items belong in a horror show.

26. Wash Room. Contains washing basins for medical scientists to scrub up before performing experimental surgery on test subjects in the theatre next door.

27. Storeroom. Operating equipment, life support monitors and sterilisers are kept in here.



The Situation on the Upper Floor

There are currently seven SAI personnel located on the upper floor. When Mila Panric first ran amok on the ground level Commander Wheeler instigated an immediate lockdown of the facility which automatically sealed off the upper level. The remainder of the staff including security guards, engineers and lab techs were left stranded on the ground floor and have since contracted the C-virus or have died.

Having lost the ability to realign the comms dishes survivors have not been able to transmit a distress signal and have resigned themselves to awaiting the next SAI supply vessel for a rescue. The only vessel to arrive thus far has been the *Siren* which was despatched from Shulimik to investigate the loss of communication. The fate of the crew of the *Siren* was sealed just moments after their arrival, when they blundered inadvertently into the midst of a group of crazies as they entered the facility.

Those trapped on the upper floor have decided to play a waiting game. Not sure enough of their chances to make a dash to the *Siren*, they are hoping either for rescue or for the virus to run its course and all of the

infected crazies to die off. Over the last nineteen days since the lockdown, the two surviving scientists have spent their time attempting to create an antidote to the virus.

The security systems such as locks and cameras have no power and the only way for personnel to assess the situation outside is to look through the two small window slits at the front of the building (area 50 and outside area 29).

When the player characters first enter the upper floor or after restoring the main power plant (whichever comes first) the SAI personnel will hope that this means rescuers have arrived.

28. Upper Floor Air Lock Iris valve doors are either end of this airlock that divides the ground floor from the upper floor. The airlock is designed to protect the internal environment of the upper floor, even if the ground floor has suffered a breach. The iris valve door from the lower level (area 5) had a scanner that was required to be bypassed. The next door - leading from the airlock to the corridor - does not have a scanner but still requires power in order for the control stud that operates the door to work. If main power has not yet been restored then hooking up an external power circuit and an easy *Electronics* check opens the door. As the door has no security lock, the Referee may allow the player characters to force the door with a strength check.

When the player characters arrive on this floor, most of the SAI personnel will be in the day room (area 34). They will react quickly to the sound of the player characters. They'll be hopeful that help has arrived but will proceed with caution in fear of the worst. They will attempt to set up a field of fire across the corridor and await the new arrivals to turn the corridor corner. If, instead of turning the corner, the player characters enter room 29, the SAI personnel will react to confront the PCs at the Referee's discretion.

Developments Wheeler will be quick to gather his wits. He will issue a challenge to the player characters to halt, lower their weapons and identify themselves. If things don't go immediately to his liking, Wheeler will open fire on the PCs. Harris and Lomas will follow Wheeler's lead. If player characters comply with Wheeler's challenge to his complete satisfaction then Wheeler will decide to agree to negotiate, although the suspense will be quite tense as each party will not know how much they can trust the other. Remember Wheeler's overarching ambition is to restore his control over the facility. Now the PCs have arrived, he might be able to utilise the extra manpower and firepower to

his advantage. He needs the facility cleared of crazies and loose prisoners. He needs the main power plant rebooted and then he needs to eliminate the player characters because they have become witnesses to what SAI are doing here and Wheeler cannot allow SAI to be compromised.

SAI CORP PERSONNEL

Commander Josh Wheeler (Officer in Charge)

Str 9, Dex 10, End 9, Int 11, Edu 10, Soc 9;
Administration 3; Computers 1; Gun Combat (auto pistol and Carbine) 2; Pilot 1; Recon 1; Vacc Suit 1;
Gear – auto pistol; Armour – mesh vest;

Brendan Cooper and Kuri Nakajima (Scientists)

Str 6, Dex 10, End 8, Int 12, Edu 12, Soc 9;
Medical 3; and various skills of a scientific nature to include biology, chemistry and genetic engineering.

Dr. Patrice Reynard (medical doctor)

Str 7, Dex 9, End 8, Int 10, Edu 11, Soc 10;
Administration 2; Medical 3;

Jerome Hill (lab tech)

Str 8, Dex 9, End 9, Int 10, Edu 10, Soc 8;
Computers 3; Electronics 1; Engineering 1; and basic skills of a scientific nature.

Dai Lomas and Kipran Harris (Security Guards)

Str 8, Dex 9, End 8, Int 8, Edu 8, Soc 7;
Gun Combat (auto pistol, carbine, ACR) 1; Melee 1; Vacc Suit 0;
Gear – Lomas: carbine; Harris: auto pistol.
Armour - mesh vest;

29. Reception Room. Chairs are arranged in a semi-circle to face a lecturer's stand. New staff, vessel crews and visiting SAI dignitaries are greeted here and given an induction into the rules and regulations of the instillation. A holographic screen adorns the wall upon which informative presentations are given. The coffee making machine in the corner is something of a luxury item.

30. Administration Office. Desks with desktop computers are the main furniture of the room though an assortment of shelving units line the walls. The computers are off line during the power outage but can be brought back on line if the main power plant is restored. The computers hold wide ranging general information such as rotas for duty shifts, wage payments, supply requisitions and such. If player characters search files for anything that might be of specific use to them – on an *Administration* or *Computer* check they will find details of payments made to Arran Fylde of the

Department of Correction Facilities in Stanyard as well as payments to Allan Pico at the Protech Engineering Offices. There are also full details of prisoners – a list of which would be enough to prove that almost one hundred of them have been transferred here illegally from Stanyard Municipal Prison over the last two years. Flight logs of all vessels including incoming prisoner transfer vessels are also kept on file here.

See *Exposing the SAI Stellar Corporation* above. Amongst the computer files held here in the Administration Office are prisoner records, flight logs and sundry records.

31. Shower Rooms and WCs Toilets are chemical based and showers have running water. Water is part of the life support system and remains on-line thanks to the back up generators but as the processing plant that performs the separation processes and the water recycling plant are not being maintained, the water is coming dangerously close to running out.

32. Security Control Room. There is currently no power to this room. The computer in this office is the master computer from which all electrical systems may be overridden, reprogrammed and security privileges can be applied or withdrawn. Systems include biometric scanner locks, security cameras, external communications dishes and solar panels. The computer (when power is restored) will require a password to access – only Commander Wheeler and his most trusted guards know the password. This can though be bypassed with a *Computer* check. A bank of flat screen display monitors lines one wall and under normal power would display and record images from all security cameras.

33. Servers. Against one wall is a shallow bank of wires and servers for the computers and networks throughout the facility. All information is backed up to here from local computer memories. Destroying the equipment in this room would knock all electrical systems off-line, including power plant and life support.

34. Day Room This room has tables and chairs and serves for all miscellaneous occasions such as eating and socialising. All surviving personnel except for the two scientists will be here when the player characters arrive on this floor. Commander Wheeler, Dr. Reynard, Jerome Hill and the two security guards – Lomas and Harris will react to the sounds of someone breaching the upper floor entrance. They'll be hopeful that help has arrived but will proceed with caution in fear of the worst. They will attempt to set up a field of fire across the corridor and await the arrivals to turn the corridor corner. If, instead of turning the corner, the player

characters enter room 29 the SAI personnel will react at the Referee's discretion.

35. The Empty Storeroom Originally earmarked to be a small armoury in case of emergencies. Commander Wheeler decided he preferred all weapons to be stowed under maximum security in the main armoury on the lower level. Right now Wheeler is feeling pretty foolish about that decision. He and the remainder of his security staff are trapped upstairs with only the small arms and ammo they were carrying, which is felt to be woefully inadequate to risk excursion down the stairs and is why they have instead opted to wait it out and hope for a rescue. Only if the food, water and emergency power were to run out would they get desperate enough to venture from the safety of the upper floor.

36. Canteen To avoid the necessity of having to dine in the prisoner's dining mess on the ground floor, this small canteen is well appointed so that personnel can fix themselves snacks and drinks.

37. Storeroom. A small food store.

38. Storeroom. A spare storeroom that contains oddments including recycled packaging to be taken off world by supply ships. PD-468 has little resources for dealing with rubbish apart from simply dumping trash outside.

39. Staterooms. Containing as a minimum - bunk, clothes locker and personal affects.

40- Common Room. Creature comforts include chairs and sofas. There is a plasma topped gaming table with various holographic games programmes installed such as virtual pool. There is a wall-mounted vid-screen with a built in holo-disc player for viewing entertainment and other recreational items.

41. Medical Room This room serves as the doctor's office. There is always one medical doctor assigned to the instillation. During the current staff rotation Dr. Patrice Reynard is the duty doctor. He has a desk, computer, examination bed and various medical items such as stethoscope, thermometers, medical kits and a cabinet stocked with various pills, ointments and drugs.

42. Gymnasium. With the inevitability of time spent working in low gravity and wearing vacc suits it is important to keep physically fit. There are several weights and a running machine and other such items found here.

43. Empty Room. This room has no current usage though at times spare desks and lockers have been stored in here.

44. Science Lab. The two SAI scientists, Cooper and Nakajima are found here. They have been working fervently since the lockdown in the hopes of developing an antidote to the virus. They have samples of the Y-agent and a store of tissue and blood samples to work with to recreate the conditions for the virus as their start point. They have fashioned a serum that they believe should be affective but without blood samples from a virus sufferer they cannot conduct conclusive testing.

Only samples of a recently infected virus sufferer will be viable for testing – no more than twenty hours after infection. Beyond this it is felt that the virus would have mutated into a stage too advanced to halt or cure.

If blood samples from a freshly infected sufferer are provided to the scientists for testing to be conducted, then there will be an 80% chance that the serum will be effective and offer a cure to the sufferer and can be used as an inoculation to prevent infection. If the serum fails then another twelve hours of tweaking is required before it can be tested again.

45. Laboratory A continuation of the lab equipment being used by the SAI scientists currently engaged in trying to produce an antidote for the C-virus.

46. Wash Room Used by scientists and lab techs for washing and sterilising before using lab equipment.

47. Scientist Office Two desks with computers are here. There is no power to the computers until the main plant is rebooted. The computers contain detailed files of all of the biogenetic research and experiments that have been conducted on PD-468 since the instillation was opened three years ago. The files can be used as damning evidence against the SAI Stellar Corporation.

The research files are undoubtedly worth a lot of money if sold to an unscrupulous corporation or government. The selling of such information would be highly illegal just about everywhere and bring severe punishment. Carrying or hawking such sensitive data is also likely to attract the unwanted attention of agents and assassins - not least undercover agents employed by SAI looking to recover their sensitive research data.

48. Office A spare office used by scientists when required.

49. Store This room has become something of a junk room with unopened boxes of spare laboratory

equipment, vacc suits, toiletries and personal effects put into storage.

50. Commander's Office. This room benefits from a window that overlooks the building's entrance directly below. The window also provides a view of the landing pad and the silos and outbuildings. The usual office furniture is here: desk, chair, shelves and computer. Commander Wheeler uses this room as his personal relaxation space as most of his work is actually done in the security control room (area 32). The bottom drawer of the desk contains two bottles of Junction's finest brandy.

51. Controlled Environment Lab The lab is restricted access only. The door has a security lock keyed only to the DNA of the three attendant scientists. The area has only one access and is air tight. The access has a small air lock of its own which acts as a decontamination chamber on exiting the lab. Vacc suits are required to be worn in here for experimentation with some of the most hazardous biological agents used and produced in the instillation. In the event of emergency - a dedicated air ducting system can be vented directly into the outside atmosphere if necessary. As the outside environment is hostile and requires the use of vacc suits, polluting the air with dangerous contaminants is not a moral issue for the scientists. Samples of agent-Y and of the scientists' recent attempts to recreate the C-virus for use in developing an antidote are kept here.

52. Staterooms Containing as a minimum – a bunk, clothes locker and personal affects.

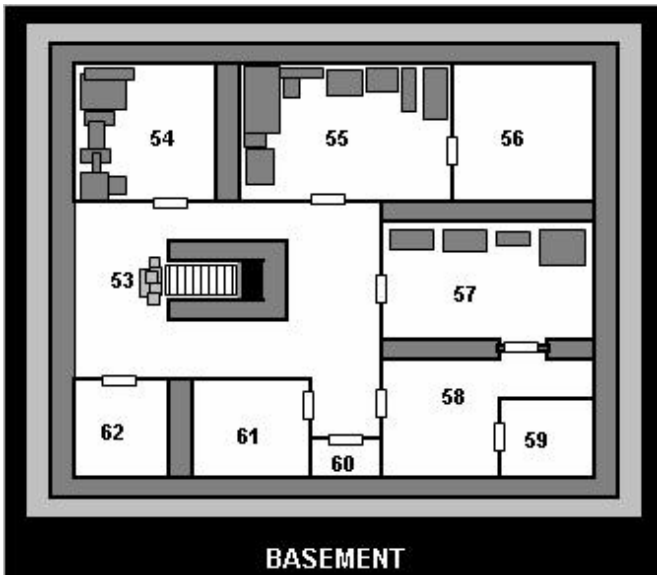
The Basement

When the prisoners broke out from the prison wing shortly after the lockdown, several descended to the basement. The two SAI engineers were working down here and were quickly overcome and murdered. The prisoners have just two guns between them. An auto pistol taken the body of a security guard and a shotgun found in the engineers' office (area 59).

The pistol has only four rounds remaining but the shotgun - which has been claimed by Callum Baker as his personal property - still has a dozen cartridges. Baker is top dog amongst the prisoners. There are two other hardened criminals with him; Stacey Law uses her feminine charms to ensure that Baker always looks after her and Karl Estovic is an immature half-wit who follows Baker's every instruction to the letter. There are six other prisoners here - an assortment of petty criminals who are just glad to be alive.

The prisoners are fully aware of the situation regarding the lockdown and the crazies wandering the facility. They were forced to make a foray onto the ground floor several days ago to obtain food from the stores: A foray which cost them several of their number who fell victim to the crazies.

The whole basement area is lit by the dim red low lights provided by emergency power.



53. Barricade. At the bottom of the stairs that lead down into the basement area, the prisoners have constructed a barricade using aluminium and steel crates and oddments of furniture. Scraps of sheet steel and wire mesh have been welded to the top of the barricade to prevent the crazies from being able to climb over. The barricade is permanently manned against the crazies that have often sought to get at the prisoners. Lying on the stairs are several bodies with awful injuries from fatal shotgun wounds and they are really starting to smell quite badly.

Prisoners on watch at the barricade will be quick to shout out when the player characters approach the stairs. The remaining prisoners will rush to the barricade and prepare to defend themselves.

If the PCs identify themselves and attempt to negotiate Callum Baker will talk on behalf of all prisoners. He will believe the PCs to be SAI personnel, newly arrived to clean up the facility which means prisoners being locked back up or maybe even eliminated – he will not surrender. Under no circumstances will he place any trust the PCs.

The PCs need to access the basement in order to reboot the main power plant which means having to get by the

prisoners and their barricade. A combat encounter is pretty much inevitable. If Baker dies, Stacey Law will take over his position – if Stacey dies the rest of the prisoners lose the will to resist.

PRISONERS

Callum Baker - hardened criminal
Str 11, Dex 10, End 12, Int 9, Edu 7, Soc 7;
 Blade 1; Brawl 2; Bribery 2; Gun Combat (auto pistol and shotgun) 2; Streetwise 2;
 Gear – shotgun, 12 cartridges;
 Armour - mesh vest (taken from security guard)

Stacey Law - hardened criminal
Str 7, Dex 11, End 8, Int 10, Edu 10, Soc 8;
 Administration 2; Forgery 3; Gun Combat (auto pistol) 0;

Karl Estovic - hardened criminal
Str 10, Dex 9, End 10, Int 6, Edu 6, Soc 6;
 Blade 1; Brawl 3; Mechanical 2; Gun Combat (auto pistol) 0; Survival 1;
 Gear – auto pistol, four rounds.

Average Prisoners x6 - petty criminals
Str 8, Dex 9, End 8, Int 8, Edu 6, Soc 6;
 Blade 0; Brawl 0; Streetwise 2;
 Gear – armed with an assortment of makeshift clubs, hammers and screwdrivers.

54. Processing Plant. This equipment draws methane hydrates from outside and separates them into methane for energy and the by-product produces water. Methane is piped to the main power plant and water is pumped to the recycling plant. The processing plant needs to be restarted in order to get the energy flowing, only then can the main power plant be rebooted. A *Mechanical* or *Electronics* check will suffice to get the plant to start drawing methane hydrates again and begin processing.

55. Main Power Plant. The mechanical bulk of the main power plant fills a good portion of this room. To reboot the main plant requires that the processing plant has been restarted first (area 54) or there will be no fuel supply. Once the processing plant is working the main power plant requires three successful skill checks – a *Mechanical* check, an *Electronics* check and finally a small keyboard and display facia by the main controls for the plant requires to be operated to complete the reboot: simply type the password and hit the return key. Without a password this requires a *Computer* check to bypass. Commander Wheeler is the only person alive who knows the password.

The password/computer check is the only thing that prevented the prisoners from rebooting the power plant for themselves.

56. Recycling Plant. Water pumps and water testing for safe drinking. Air purification plant is sited here too.

57. Life Support Control. Equipment for the regulation of air, temperature and artificial gravity. The computers in here are used to control the equipment in this room.

58. Repair Shop. Various work stations for electrical and mechanical repairs are covered in spare parts, half constructed components and various tools. Lockers arrayed along one wall contain enough items to make up several electronic and mechanical tool kits plus wire spools, fuses, amps, bulbs, electrical component spares, robot spares, welding torches, fusion torch for cutting, welding masks and a plethora of other items including many broken and cannibalised bits and pieces.

59. Engineers' Office. This office is a mess – from the cluttered work stations and the furnishings stained with grease and oil to the walls adorned with posters of indecent images. The engineers spent almost all of their time in the basement. They used this room as their private area for relaxing, eating and drinking.

60. Water Closet. Chemical toilet.

61. Storage. Pretty much full of junk, everything of bulk has been removed by the prisoners to fabricate their barricade.

62. Furnace Room. Cremation facilities. A flue is built into the wall structure that extracts ash and gases from cremations which exit into the external atmosphere via tiny vents at ground level at the rear of the facility.

CONCLUDING THE ADVENTURE

It is up to the player characters as to what situation they leave behind them on PD-468. Whether they attempt to destroy the facility, cause a breach, abandon or rescue survivors, steal the Siren, make download copies of research for themselves or take virus and antidote serum samples out with them. The important thing is to rescue Thomas Eckhardt and gather enough damning evidence against SAI to clear their names on Shulimik.

After (hopefully) rescuing Thomas, the PCs will likely return to Shulimik. If they do, they will probably need to clear their names by producing evidence to expose the illegal activities of the SAI Stellar Corporation and

links to Arran Fylde, the Stanyard Municipal Prison and the SAI agency fronted by the fictitious offices of Protech Engineering.

Should the player characters have returned Thomas Eckhardt to Shulimik, Lissa Eckhardt will be overwhelmed with joy and will be unable to express just how grateful she is to the PCs. As they start their lives afresh, Thomas promises to stay out of trouble.

The irrepressible Endon Locke will be pleased with the PCs' efforts but will already be wondering if he might be able to squeeze any money out of the situation for his part in unravelling the whole mystery and exposing the corruption of certain Stanyard officials – maybe he could sell his story to the media?

As for official recognition: City Alderman Joshua McNaughton and Police Commissioner Mia Pederson will award the player characters with a commendation as a reward for their deeds in exposing the trafficking operation in their midst and the corrupt officials who were a part of it. The Corland government cannot do anything directly about the secret instillation on PD-468 except to inform the OEU government who will no doubt descend upon it with great gusto to uncover what research information they can and instigate a full investigation into the SAI Stellar Corporation.

Whatever happens, the player characters will become eternal enemies of SAI. Finally, if the PCs were wanted criminals who have failed to clear their names, they would be well advised to stay clear of the Shulimik system from now on.

CONTINUING THE ADVENTURE

If the player characters have taken download copies of research and acquired samples such as the Y-agent, the C-virus and the antidote serum, they might harbour hopes of selling these items for a fine profit to a trusted government agency. However, by hawking these items they will undoubtedly attract the unwanted attentions of various agents and assassins, including SAI agents looking to recover the data and the samples. Not to mention the risk they're taking of being arrested for being caught in possession of highly illegal research.

APPENDIX

Police Involvement

Wanted If SAI agents frame the PCs for a crime (probably murder and most likely that of Arran Fylde), then they will be sought after by the Stanyard police. Still images taken from camera footage or holo-fit impressions of the PCs based on witness descriptions will start to appear in local media news channels. Being wanted is certain to complicate the player characters' chances of getting off world through William Fitzhugh Starport. If departing Shulimik aboard the *Buccaneer*, a rendezvous to be picked up from the wilderness of the high plateaus is probably a shrewd idea.

Encounter Encounters with the police will be left to the Referee's discretion but the stat block for a typical police officer is given below. Generally, police patrol in pairs and have a police vehicle (ground car) available for their use. Officers would be certain to call for back up if they spot the PCs.

Stanyard Police Officer

Str 7, Dex 9, End 8, Int 8, Edu 8, Soc 7;
Gun Combat (auto pistol) 2; Recon 1; Comms 1;
Streetwise 1; Vehicle (ground car) 2;
Gear - auto pistol, comm, handcuffs, credentials,
Armour - cloth

Arrest PCs arrested will be taken into custody and placed in the cells of a police precinct and will be charged with the relative crimes. A lawyer will be appointed if the PC requires. Within 1d6 days the PC will have a date set for a preliminary court hearing. The PC will be transferred from the police precinct to the court house by police vehicle, escorted by at least two armed guards and a driver.

Escaping Custody Endon Locke is the best medium through which the Referee might guide the PCs in their actions to spring a captured colleague from custody. Endon has lots of shady contacts and through them might be able to gather information on transfer times and routes that take detained player characters from custody cells to courtrooms. A carefully executed ambush is a daring endeavour but might be the only way to recover an arrested PC before it's too late. Hopefully, wise PCs would make use of non lethal methods such as makeshift roadblocks to halt the police vehicle and equipment such as gas grenades for example to deal with the escorting guards. Unless a comms signal is somehow jammed, escort guards will immediately call for back up which will arrive within 2d6+6 rounds.

Mercenary for Hire

Should the players be a small group of non-combat orientated characters, they might decide to engage the services of a mercenary gun-for-hire before departing Shulimik. Below is an NPC who can be found with a few *Carousing* or *Streetwise* enquiries and hired at reasonable rates –circa Cr.400 to Cr.600 a month.

Christiano Ramirez

-age 34

Str 9, Dex 9, End 10, Int 8, Edu 8, Soc 7;
Blade 0; Communications 2; Demolitions 2; Gun Combat (auto pistol 2 and ACR 3); Heavy Weapons 2; Melee 2; Survival 2; Vacc Suit 1; Zero-G 1;
Gear- auto pistol, advanced combat rifle, Armour - combat armour;

Background: Ramirez is a seasoned professional. After twelve years serving in the Fenris Marine Corps he realised he had nothing to offer the Universe except for his military skills. Since leaving the marines he has spent the last four years working as a mercenary, the previous eighteen months of which he has been based on Shulimik working for one of its feuding nation governments. During the last job - a covert insertion op to extract a political prisoner - things got a bit hot and Ramirez is now looking for passage off world after being disavowed by his now former employer. Ramirez is a bit of a boaster and although he respects the confidentiality of his contracts with employers, he likes nothing better than to kick back with a cold beer and relate the tales of his experiences to anybody who he thinks will sit still long enough to listen.

Sample speech: *"I was part of the team that extricated the hostages from the Shawtown Library siege on Teucer. You must have heard of that one surely? It was big news throughout the Cluster. We were local celebrities for a while after that. And of course there was the time we were sent into the jungles on Minilgan or was it on Albrecht? Anyway. That one got pretty hairy – those Reaver guys were mean sons of bitches, we must have took out at least thirty or forty of them....."*

Crew of the Buccaneer

Captain Jennifer Wells (pilot)

Str 6, Dex 11, End 8, Int 11, Edu 10, Soc 9;
Air/Raft 2; Computers 2; Gun Combat (body pistol) 1;
Pilot 4; Recon 1; Vacc Suit 1;

Bruce Steiner (navigator/co-pilot)

Str 7, Dex 9, End 9, Int 10, Edu 8, Soc 7;
Communications 2; Computers 1; Gun Combat (body pistol) 0; Navigation 3; Pilot 3;

Arnold 'Arnie' Laine (engineer)

Str 9, Dex 8, End 9, Int 8, Edu 7, Soc 6;
Brawl 1; Electronics 2; Engineering 3; Mechanical 2;
Vacc Suit 0;

Chen-Li Win (gunner/medic)

Str 6, Dex 8, End 8, Int 10, Edu 9, Soc 8;
Administration 1; Computers 1; Gunnery 2; Medical 2;
Navigation 1;

SAI Personnel

Commander Josh Wheeler (Officer in Charge)

Str 9, Dex 10, End 9, Int 11, Edu 10, Soc 9;
Administration 3; Computers 1; Gun Combat (auto pistol and Carbine) 2; Pilot 1; Recon 1; Vacc Suit 1;
Gear – auto pistol; Armour – mesh vest.

Brendan Cooper and Kuri Nakajima (Scientists)

Str 6, Dex 10, End 8, Int 12, Edu 12, Soc 9;
Medical 3; and various skills of a scientific nature to include biology, chemistry and genetic engineering.

Dr. Patrice Reynard (medical doctor)

Str 7, Dex 9, End 8, Int 10, Edu 11, Soc 10;
Administration 2; Medical 4;

Jerome Hill (lab tech)

Str 8, Dex 9, End 9, Int 10, Edu 10, Soc 8;
Computers 3; Electronics 1; Engineering 1; and basic skills of a scientific nature.

Dai Lomas and Kipran Harris (Security Guards)

Str 8, Dex 9, End 8, Int 8, Edu 8, Soc 7;
Gun Combat (auto pistol, carbine, ACR) 1; Melee 1;
Vacc Suit 0;
Gear – Lomas: carbine; Harris: auto pistol. Armour – mesh vest.

Robert Hiley (lab tech)

Str 8, Dex 9, End 9, Int 10, Edu 10, Soc 8;
Computers 3; Electronics 1; Engineering 1; and basic skills of a scientific nature.

Prisoners

Matt Sanderson

- hardened criminal

Str 8, Dex 8, End 10, Int 8, Edu 6, Soc 6;
Blade (dagger) 2; Electronics 1; Gambling 1; Gun Combat (auto pistol) 0; Streetwise 2; Survival 1;

Catherine Morgensson

- petty criminal

Str 8, Dex 8, End 10, Int 8, Edu 6, Soc 6;
No skills; she is incapable of any skill use at the time she is found.

Callum Baker

- hardened criminal

Str 11, Dex 10, End 12, Int 9, Edu 7, Soc 7;
Blade 1; Brawl 2; Bribery 2; Gun Combat (auto pistol and shotgun) 2; Streetwise 2;
Gear – shotgun, 12 cartridges;
Armour - mesh vest (taken from security guard)

Stacey Law

- hardened criminal

Str 7, Dex 11, End 8, Int 10, Edu 10, Soc 8;
Administration 2; Forgery 3; Gun Combat (auto pistol) 0;

Karl Estovic

- hardened criminal

Str 10, Dex 9, End 10, Int 6, Edu 6, Soc 6;
Blade 1; Brawl 3; Mechanical 2; Gun Combat (auto pistol) 0; Survival 1;
Gear – auto pistol, four rounds.

Average Prisoners x6

- petty criminals

Str 8, Dex 9, End 8, Int 8, Edu 6, Soc 6;
Blade 0; Brawl 0; Streetwise 2;
Gear – armed with an assortment of makeshift clubs, hammers and screwdrivers.

Thomas Eckhardt

- petty criminal

Str 8, Dex 9, End 10, Int 9, Edu 8, Soc 8;
Broker 1; Computers 2; Electronics 2; Mechanical 2;

Fair Use Policy

The Traveller game in all its forms is owned by Far Future Enterprises. Copyright 1977–2009 Far Future Enterprises. Traveller is a registered trademark of Far Future Enterprises. Far Future permits web sites and fanzines for this game, provided it contains this notice, that Far Future is notified, and subject to a withdrawal of permission on 90 days notice. The contents of this site are for personal, non-commercial use only. Any use of Far Future Enterprise's copyrighted material or trademarks anywhere on this web site and its files should not be viewed as a challenge to those copyrights or trademarks. In addition, any program/articles/file on this site cannot be republished or distributed without the consent of the author who contributed it.

Open Game License

THIS LICENSE IS APPROVED FOR GENERAL USE. PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE BY WIZARDS OF THE COAST!

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.