

DARING TALES OF THE SPACE LANES

THE BLACK GUARDIAN



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THE BLACK GUARDIANS

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**SPECIAL THANKS: MARTA CASTELLANO (MY WIFE) FOR SUPPORTING ME ALL
THE WAY AND FRANCESCA VIARENGO FOR SHE KNOWS EVEN MORE STUFF**



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THE BLACK GUARDIANS

This book contains an exciting adventure based around the exploits of four pregenerated, spacefaring heroes.

You can find the character sheets and details of their spaceship, the Blazing Star, on the Triple Ace Games website: www.tripleacegames.com. The heroes have no defined gender, thus the players can assign it as they wish.

The characters have all their leveling opportunities mapped out in advance from Seasoned (from which they start) to Legendary. Each adventure in this series earns the heroes a fixed five Experience Points, granting them advancement after every mission. The players only need to tick the appropriate box on the sheet to start making use of their advancements.

This means you can use the character sheets at conventions and run adventures of any Rank without having to create your own characters from scratch. It also means you can run these tales as pick-up games without any preparation!

Better yet, you'll know that when you buy one of our adventures, you can guarantee the adventurers will have all the skills and abilities they need to win the day!

You will also need some gaming stone counters or other markers and a copy of the Space Rules Supplement, which you can download for free from the www.tripleacegames.com website.

Finally, you'll find it useful to have some extra copies of the standard Savage Worlds Burst templates to represent obstacles and terrain elements.

BACKGROUND

In the past, the planet of Gator was an aquatic world. Gatorians are a race of amphibious humanoids, technologically advanced and gifted with latent mental powers, but also cursed with a great problem: Due to a peculiar conformation of the planet and its close proximity to Niaga, its moon, Gator's waters periodically evaporate. It is a very long process which requires millennia, but, like glaciations, it does occur periodically.

Ancient Gatorian psionic scientists devised a method

to replenish the planet's water supplies: They constructed a gigantic gate on the surface of the moon which, when focused by the latent psionic abilities of all the Gatorians on the planet, can open a portal into another dimension and summon forth a massive supply of water. Projected toward the planet's surface, the water quickly restores the oceans. The process does require a powerful psionicist to trigger it along with the Katrah, a psionic artifact (a sort of blue crystal prism), as the catalyst.

The water restoration process, which the Gatorians call Taak, last occurred two thousand years ago, and now the planet is a desert, the seabed exposed to the harsh rays of the unforgiving sun.

The time to redo the Taak is now, but in the last millennium, war ravaged the planet and the Katrah was lost.

Nowadays, the planet is a protectorate of the Miners' Guild, which avidly plunders the ores exposed along the dry seabed. The Gatorians, having lost an essential component of their technology, are now totally subjugated by the Guild and labor on the moving ore collectors, the Automines, for meager pay. Only a small group of rebels, calling themselves the Black Guardians, actively combats the Guild through acts of sabotage.

Under the guidance of their elusive leader, Weaver (a powerful psionicist), the Guardians have finally located the lost Katrah. It is on Tella, a remote planet, in the hands of a crimeboss with a passion for collecting. A recovery mission is quickly prepared.

But when the Black Guardians arrive on Tella, the heroes are in the process of buying the blue prism from the crime lord...

Characters: 45 XP

ACT 1: A TRANSACTION AMONG GENTLEMEN

The story begins in medias res, with the party in the middle of the action.

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SCENE 1: GAMBLING WITH EIGHT-EYES

Read or paraphrase the following passage to the players.

You have been hired by Professor Ku Lamp, of the University of Lammor II, to find and retrieve an ancient artifact; a blue crystal prism of alien origin. Thanks to your connections, you discovered the amulet was in the hands of Eight-Eyes, a dangerous crime boss with a passion for ancient art. Ku Lamp has given you some precious Kerexian diamonds to use to buy the object, but Eight-Eyes has another passion: Gambling.

Now you are on the planet of Tella, sitting at the gambling table in Eight-Eyes' base, a smoky cantina filled with armed goons. The devious boss has forced you to play for the whole stake, the blue prism and the bag of diamonds, in a last, all-or-nothing game of Wo Ka, an intergalactically popular card game.

Now, the situation is very tense — all the bat-faced goons are around your table, watching the epic match.

Eight-Eyes shuffles the deck in his scaly hands and stares at you with the four pairs of eyes on his hydra-like heads.

"Pleeease," he whispers "Taaake yoour caaards."

Wo Ka is a game similar to Poker. The cards are circular holochips with faces and numbers, but the rules are the same. Every hero draws five cards from a standard deck and makes a Gambling roll. If he scores a success, he draws an additional card and another one for every raise. The players must use five of their cards to arrange the best Poker hand possible.

Eight-Eyes draws eight cards and he can mix them to arrange the best hand. He also makes a Gambling roll (d12) to get extra cards, like the heroes.

Yes, it is not fair, but he is the boss and the party is in his den, after all.

The GM should deal the characters' hands first. When he deals Eight-Eyes his larger number of cards, someone is likely to ask why the villain is getting so many.

At this, Eight-Eyes replies with four wide grins:

"Didn't I ssay earlier? Extra cardsss for each bead, my friends. Houssse rulesss."

You know it will be a difficult game.

Cheating. The heroes can try to cheat as per standard

Savage Worlds rules. If they are caught, Eight-Eyes reacts as if he has lost the match (see below).

Allow the players to reveal their hands before Eight-eyes shows his, to build up a little suspense.

If Eight-Eyes wins, read the following:

"My friiiieendsss, Lady Luck is not on your side tonight. What a pity. Now the diaamonds are mine, and the prism too!"

If the heroes win, you can award the player with the winning hand a Benny, if he roleplayed the situation well. Then read the following passage:

"You win, it seems, but I never loose. Guards! Kill them!" he shouts, angrily spitting venomous saliva.

UNINVITED GUESTS

A fight is likely to break out, but it is very different from what the characters can imagine.

At this point something totally unexpected happens!

The amber crystal dome of the cantina shatters in a rain of shards as a group of black armored commandos jumps in, landing on the room's rafters, with heavy blasters raining death on the cantina's crowd.

Panic spreads! This may be a perfect moment to grab the prism and the diamonds and beat a hasty retreat!

The fight begins! The heroes check for surprise, while the commandos start on Hold. Eight-Eyes and his goons roll for surprise with a -4 malus.

The cantina is a square room, 18" each side. There is a door in the middle of the southern wall, it is 2" wide. In the center of the room there is a round table (use a Medium Burst Template to represent it) where the party and the boss are seated. Place the heroes with their backs to the door, and Eight-Eyes opposite them.

The goons are placed around the gaming table, but at least 2" away from the heroes, except for two of them on guard duty at the door. The commandos are placed on the rafters of the room, 12" above the gaming table. They can walk freely on that level, but they require a Climbing roll (they have climbing equipment) to drop to the players' level.

The commandos start spraying the area with suppressive fire, except for two who are targeting Eight-Eyes. From the second round on, they start killing the goons. They try to avoid hitting the heroes, at least until they hold the prism. At this point the commandos start shooting at the party, as well. Eight-Eyes activates his defense

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belt, then cowardly dives under the table. The goons try to react to the commandos, but they are overpowered.

Grab the loot and flee! This is the best thing for the party to do – take the prism and the bag of diamonds, and get away. The stash is in the center of the gambling table. Picking it up is a free action if the hero succeeds in an Agility roll, otherwise it counts as an action.

When the party leaves the cantina, Eight-Eyes, if still alive, shouts:

“Thieves! Someone stop them!”

★ **Black Guardians (1 per hero +2):** See page 24

★ **Eight-Eyes’ goons (3 per hero):** See page 25.

★ **Eight-Eyes, devious multi-headed crime boss:** See page 24.

TERRAIN

* **Small Table:** This is a small metal table, with assorted beverages and other objects on it. A player can freely grab a prop (i.e. a tankard, a platter, etc) from it, to be used for Tricks. It has Toughness 8 and grants Light Cover (–1) (Medium cover (–2) in case of attacks from above). Place up to 10 small tables, the size of a Small Burst Template, throughout the room.

* **Gambling Table:** An unusual and sturdy game table of alien origin. It grants Medium Cover (–2) and has Toughness 10.

SCENE 2: ESCAPE FROM TELLA

Once the party is outside the cantina, give them some extra information about the planet they are on.

“Tella is a rugged planet scarred with deep canyons and crevasses. Eight-Eyes’ cantina is built at the top of a canyon, at the heart of a labyrinth of crevasses. You all arrived here on a mind-jacked crevasse bird, a beast like a large pterodactyl tamed via a constriction collar. The beast is still here, looking at you with artificially placid eyes.”

The heroes jump into the howdah atop the bird’s back and take off, but after a few moments, they hear screams and shouts from behind: Eight-Eyes’ goons are in pursuit, riding crevasse birds and carrying crackling energy lances in their hands. The party must shake them quickly!

The chase is on!

The heroes’ bird is totally subjugated and controlled via a console, so the party can use their Piloting skill, while the pursuers use their Riding skill. Eight-Eyes’ men are three Range Increments behind the party. Each Range Increment equates to 10” on the gaming table. The chase is run inside the canyon’s maze and the heroes cannot fly higher, for two reasons: first, it is simply more “pulpish” this way and, second; strong winds

sweep the skies making flight impossible for anything except starships.

The goons are faster than the heroes, so the enemies have +1 on their Riding roll, but the party’s howdah grants them Light Cover (–1). The goons don’t shoot at the party’s bird because they fear losing the prism in the bottomless crevasses. Do not use the standard obstacle rules but instead, when the pilot (and only the pilot) draws a Club card as his first initiative card, check the obstacle table below. The parenthetical value is the modifier to the Piloting (or Riding) roll for the round.

The chase ends when all the goons are either dead or ten Range Increments behind the heroes.

★ **Eight-Eyes’ goons (6):** See page 25, armed with energy lances.

TAMED CREVASSE BIRD

This huge bird, savage and bloodthirsty when untamed, is totally enslaved by the controlling collar, so it is considered a vehicle in all aspects. It has the same attributes as a Wild Crevasse Bird.

Acc/Top Speed: 4/8; **Toughness:** 12 (2); **Handling:** 0; **Crew:** 1+4. **Notes:** Climbing 4”.

OBSTACLES TABLE

Deuce (–4) Collar Unhooked/Unsaddled: The Collar Unhooked entry applies to the party. If the pilot fails the Piloting roll, an accident causes the controlling collar of the bird to come loose, setting it free! From now on, the pilot must use Riding (–2) for the chase skill, because the bird is getting wild. The collar can be fixed with a Repair (–2) roll and a subsequent Agility (–2) roll to properly place it. The Unsaddled entry applies to the Goons. One of their birds spins out of control: If the rider fails the Riding (–4) roll, he is unsaddled and falls to his death at the bottom of a crevasse.

Three (–4) Carnivorous plant: A carnivorous plant that lurks on the canyon’s walls tries to entrap the heroes! If the pilot fails the roll, the mount is grabbed by d4 tendrils. Each tendril has Toughness 7 (2) and requires a called shot (–2) to be hit. The mount cannot advance in the chase while it is restrained.

Four (–2) Falling rocks: Rocks are falling from above! If the pilot fails the Piloting roll, he, all his fellow passengers, and the mount suffer 2d8 damage, AP 1, from an Extra.

Five (–2) Nest of bloodsuckers: If the pilot fails the roll, he disturbs a nest of bloodsucker bats! The swarm deals 2d4 damage each turn to everyone aboard.

The swarm follows its prey until it is dispersed. It has Parry 4, Toughness 7 and is immune to piercing and cutting weapons. Stomping and area weapons affect them as usual.

Six (–2) Wind blowing: A strong hot gust blows through the canyon. If the Piloting roll is successful, the mount gains an extra Range Increment. A failure means

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the mount flounders this round, losing a Range Increment.

Seven (-1) Fog: A thick bank of fog fills the area. Failing the Piloting roll causes the loss of a Range Increment. Ranged combat, either as target or as shooter, is impossible this round.

Eight (-1) Narrow passage: The passage suddenly narrows, forcing you to fly almost vertically! If the Piloting roll fails, the mount suffers 2d6 damage and is automatically Shaken.

Nine (-1) Echoing passage: This narrow canyon produces strange echoes, confusing the crevasse birds. The beasts (not the pilots) must make a Spirit roll to avoid being Shaken. The party's mount, being mind-jacked, adds +2 to this roll.

Ten (-1) Huge waterfall: A waterfall, hundreds of feet high, is right in the way! If the pilot misses the roll, the beast flies into the middle of the fall, soaking itself. For the rest of the chase, the pilot or rider suffers -2 to any Piloting or Riding rolls.

Jack (-0) Loopback: These canyons are a true labyrinth and getting lost is fairly easy. The pilot must make a Smarts roll. If he fails, he has taken a couple turns that have brought him back on himself! Roll 1d4. This is the number of Range Increments the mount loses.

Queen (0) Geysers: Jets of hot steam erupt from holes along the canyon's walls. If the pilot fails his Piloting roll, the mount and riders suffer 2d6 damage from an Extra.

King (-0) Floating flowers: The area is filled with large, very colorful, floating flowers. They are full of a flammable gas. Shooting in this area is very dangerous. This round, the Innocent Bystander rule is modified like this: a 1 on the Shooting die causes a flower to be hit, triggering a chain of explosions. Everyone within the same Range Increment as the character who picked the card suffers 3d6 damage from an Extra.

Ace (-0) Shortcut: Hey, there is a shortcut here! If the pilot succeeds in the Piloting roll, his mount immediately gains up to d4 Range Increments.

IT'S NOT OVER YET

You have finally shaken off your pursuers, but more dangers lie ahead. Behind, you see an airspeeder fully loaded with black armored commandos. They wield heavy weapons that are aimed at you.

Your mount's speed is no match against the vehicle's. You must do something, and quickly too, if you don't want to join Eight-Eyes' goons at the bottom of the crevasse.

But something unexpected happens!

A spaceship drops out of the clouds, bumping and skimming as if piloted by a drunken Urk. Hey, it's the Blazing Star!

You wrist computers ring – there is an incoming communication.

“Professor Ku Lamp here. I told you that leaving me behind on the spaceship wasn't a good idea, didn't I? Well, do you want a lift?”

Some more background: Professor Ku Lamp, the party's employer, came with the heroes to Tella, but the group forced him to stay safely on the ship during the final meeting with Eight-Eyes, considering the situation too dangerous for an old man.

The good professor, not trusting the group entirely, put a bug inside the pouch of diamonds, and eavesdropped on everything that transpired. In the end, this turned out to be good for the party!

Jumping Onto the Blazing Star. Now, the party must reach their spaceship. This is not simple because they are flying atop a bird while pursued by the commandos. Ku Lamp opens the docking bay ramp and the heroes must jump in! This requires an Agility (-2) roll. If a hero fails the roll, he clings to the edge of the docking ramp. He needs a Strength (-4) roll to finally enter the ship, the roll can be cooperative.

After two rounds, the commandos arrive and four of them start shooting at anyone on the ramp, at Long range.

When all the heroes are aboard, read the following:

You quickly reach the cockpit and take control of the ship. You see the black commandos through a porthole for the last time, and then you fly away, leaving them in the maze of canyons.

“Who were those men?” asks Professor Ku Lamp, tickling his long whisker-like moustache.

You have no idea and you are all very busy now, so the question goes unanswered.

Hyperdrive coordinates calculated. Ready to jump.

Next stop: Lammor III!

SCENE 3: THIEVES ON LAMMOR II

You are on Lammor II now, and more precisely at the Lammorian University, department of Galactic History. Lammor II is a multiethnic planet, attracting students from across the galaxy. It is an academic planet: students and teachers from the entire sector have found an ideal place to advance their knowledge.

This evening you get further confirmation of this. The university is open for the celebrations of

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the new academic year, and you are amazed to see students of every alien race (even ancestral enemies) conversing, laughing and carousing together in a colorful festival.

Professor Ku Lamp brings the prism to the security chamber of the university, which is patrolled by sentry droids. When the object is finally placed in a force cage, the Professor relaxes:

"Now it is safe. We can go to the rector to arrange your payment. I am pleased. You have done an excellent job."

The rector, Horatius Holon, is a plump man in his sixties. The pay is \$2,500 plus \$1,500 for having returned the diamonds as well.

If your players are in the mood, they can bargain over the pay. Let the party do some roleplaying first, then they should make a cooperative Persuasion roll, with a modifier (from +2 to -2) depending on how well they roleplayed the situation. Every success and raise means +10% to the sum paid. The pay can only be higher, not lower than the base offer.

When the exact amount of the fee is settled (but before the heroes are paid), something unexpected happens.

You have just negotiated the recompense when a red warning light flashes on the rector's computer.

"Impossible!" the rector says: "Someone is violating the security chamber!"

On the holographic monitor you see a group of black armored men infiltrating the security room. They are the same commandos you saw on Tella! Some sentry droids lay destroyed at their feet.

"Surely they want the prism!" Ku Lamp shouts at the party "Hurry up! You must stop them!"

The security chamber is on the opposite side of the campus. It is not very far, but tonight the university is so crowded because of the festival that it will not be an easy task to reach the place quickly.

This is a Chase, to be handled with the following modifications.

The Black Guardians begin at Extreme Range (5 Range Increments from the party). Each Range Increment represents 5" on the tabletop. Use Agility as Chase skill.

For the first three rounds, the commandos are busy cracking the force cage, so they do not move at all. On the fourth round they have the prism and escape. If the party has not caught them yet, Doctor Ku Lamp will guide the heroes via his wrist computer, so that they know where the perps are going.

The commandos are slower than the heroes, so from the fourth round on, the party adds +1 to their Chase

rolls. The commandos stay together and move as a group.

Instead of the normal obstacle rules, whenever a Club card is drawn, run the correspondent mini-scene from the following table. The Black Guardians ignore the obstacle table and use no special maneuvers during the chase.

When the party finally reaches the thieves, go to the next section, "The Sacrifice".

OBSTACLES TABLE

Deuce (-4) Oil: Someone spilled a can of oil on the floor, and the janitorial droids are too busy with the celebrations outside to clean it. If the hero fails the Chase roll, he slips and falls suffering 2d6 damage from an Extra.

Three (-2) Escaped mascot: Some students brought a Viraxian bull to school, the beast being the symbol of their fraternity. The creature has gone wild and yes, it is charging one of the heroes! If he fails the Agility roll, he suffers d12+d6+6 damage from an Extra. If the hero scores a success, he can avoid the beast or, if he feels very daring, try to ride it! This requires a Riding or Agility -4 roll to jump onto its back. From now until the end of the Chase, the character can use Riding as his chase skill, with a +1 bonus due the bull's speed.

★ **Viraxian Bull (1):** see page 26.

Four (-2) Offended girl: A male Human student has made a salacious comment about an Urk girl. She did not appreciate it at all and is now pounding some respect into him. Use Intimidation as the Chase skill this round. If the roll is successful, the character gains increments as normal. If 1 is scored on the skill die, the girl delivers a solid punch to the hero. She has Strength d8, Fighting d8 and the Drop.

Five (-2) Let's party!: A group of carousing students is in the way! They force the hero to take a tankard full of a burbling substance and to dance with them! This round the chase roll is based on Persuasion in order to be released by the group. If the hero fails the roll, he is stuck until a success is scored. He can roll once each round.

Six (-2) Automated doors: Running through a corridor full of automated doors is not a very smart thing to do. If the hero misses the chase roll, he is not moving in synch with the doors and crashes into a set of them. He is automatically Shaken.

Seven (-1) Drunken student: A drunken student mistakes one of the heroes for a long-lost friend and stops him to tell his sob story. The hero must pause and console him, losing a Range Increment. Otherwise, he can ignore the student but he loses a Benny for non-heroic behavior.

Eight (-1) Arguing aliens: A couple old alien professors are vehemently arguing about the correct color of the traditional wedding costume of the Hilarikyan race. The hero can make a Common Knowledge roll to set them straight — there is no costume, the spouses are

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naked for the ceremony. Give the hero a Benny and use the Common Knowledge result as their chase roll.

Nine (-1) Escalators: The escalators are crowded, but this won't stop a daring hero! The player can choose to surf down the escalator's railing instead of riding down. If he chooses this (and the roll is successful) he gains an extra Range Increment, otherwise he falls down the escalator, becoming Shaken. If he uses the escalator in the customary way, run the chase as usual.

Ten (-1) Fireworks: No Lammorian festival is complete without a fireworks display, but if the fireworks technicians aren't skilled enough, this can lead to a dangerous situation. And this is just the case! Now there are skyrocketing flying all around! All the heroes in the Range Increment of the one who draws the card must make an Agility-2 roll or be struck by a rocket (2d6 damage from an Extra). The roll doesn't count as an extra action. Roll as usual for the chase.

Jack (0) Broken droid: A droid, reprogrammed by students with a peculiar sense of humor, is running in circles and singing the university's hymn. A hero can stop to fix it with a Repair roll. This round, he doesn't gain Range Increments but from the next round on, the droid will clear the path in front of him, granting d8 as Wild Die for the chase rolls until the end of the scene.

Queen (0) Street sweeper: There is a street sweeper parked here. The hero can take it, figure out how to start the engine with a Smarts roll, and use it during the chase. It is not very fast, but from now on the hero can use Driving as Chase skill.

King (0) Freshman: A very timid first-year student stops the hero. If the hero moves on, run the chase as usual, otherwise the freshman says that he has seen some strange armored men coming from a service passage. *"It's all part of the festival, isn't it?"* The service passage is a shortcut. Roll a d4 — this is the number of Range Increments the hero gains.

Ace (0) Flying dancers: A couple of Itokian aliens (a male and a female) are improvising a beautiful floating dance thanks to antigravity bracers. A hero can stop to ask them for the bracers with a Persuasion (-4) roll or he can buy them for \$500. If he does this, the character doesn't earn any Range Increment this round, but from the next round on, he rolls with +2 until the end of the Chase. Otherwise run the chase as usual.

THE SACRIFICE

You finally reach the commandos. One of them, the leader, has the prism. Seeing you coming, he speaks to his comrades.

"Shark One and Shark Four. You know what to do."

After this order, two of his men stop and start shooting at you with savage fury. To stay on the safe side, the commando leader raises a hand,

generating a translucent barrier of psychic energy to block the path behind his men.

They have been left here to die.

"Your sacrifice will not be in vain, my friends" the leader says before running away with the others.

If you want to continue the pursuit, you must dispatch these two warriors.

The fight happens in a corridor 6" wide and 18" long. Place the heroes at one end of the corridor and the commandos at the other. Both of them start on Hold.

The enemies are so exalted by sacrificing their lives to allow their comrades to escape, that they are considered Henchmen. Their goal is to slow down the party and then die, so they'll lay down suppressive fire and use grenades heavily.

★ **Black Guardians (2):** See page 24

TERRAIN

* **University holo-terminal:** A sturdy box, it grants Heavy Cover (-4) and has Toughness 10. Place two of them on the battlefield, within 3" of the Black Guardians, along the corridor's walls.

* **Trash converter:** A hyper-technological machine that converts trash into energy. It grants Light Cover (-1) and has Toughness 8. Place two of them along the walls, in the central part of the corridor.

After the combat read the following passage.

You dealt with the commandos, who fought bravely. The shining barrier has vanished, but you only manage to witness the escape of the main group of thieves — a hover vehicle approaches a window and they disappear into the night with the prism in their possession.

Definitely not a good evening for you!

ACT 2: THE GATOR PROTECTORATE

A FEEBLE TRACK

Professor Ku Lamp and the rector are not at all pleased with the evening's events. To tell the truth, the good professor is enraged — the battle has turned the campus upside-down and the precious prism is lost. The commandos ignored all the other valuable artifacts held in the security chamber, lockpicking only the prism's force cage. The party does have a clue to go on — the bodies of the fallen commandos.

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DATA: GATOR

INVESTIGATION RESULTS

Success: Someone says that Gator was once an ocean world. This theory is supported by the fact that all the ancient cities on the planet are built on high ground and there are a great number of indigenous amphibious organisms, which is certainly unusual in an arid environment.

Raise: Gatorians are organized in clans. Not all clans work for the Guild. Some tribes of nomads maintain their original customs and ways of life. Settled Gatorians see nomads as an uncivilized lot, and harsh wars were fought in the past between settled and nomadic clans.

Two Raises: Gator is a condemned world. Due to the great proximity of its moon, Niaga, and a strange combination of other climatic factors, the planet's water reserves are steadily fading. It is a slow process, with the timescale of glaciations, but in a few centuries, the planet will no longer be able to sustain animal and plant life.

STREETWISE RESULTS

Success: Mining is the most profitable business on Gator, but all the riches end up in the hands of the Miners' Guild. Gatorians have no real influence in the global economy and politics.

Raise: Terrorism is becoming common on the planet, due to the Guild's policy of total abuse. Rebel fighters have the support of the population, making it very difficult for the Miners' militia to find and eliminate them.

Two Raises: Gatorians are an ancient race of potential psionicists. Once powerful and very advanced, their abilities have decayed in the last millennium as a result of internal struggles – now, few of them are capable of exerting their powers, but these few are extremely gifted.

Removing the helmets reveals humanoid aliens. Both have strange tattoos on their forearms. With an Investigation roll they can be identified as Gatorians, a race of humanoid aliens native to the barren world of Gator.

If the players fail this important roll, an exobiologist from the university steps in to help identify the aliens.

The professor hires the party once more. He wants to go to Gator to find clues leading to the mysterious commandos and eventually retrieve the prism. This time around, the reward is \$5,000 and no haggling is possible as the university is now losing a lot of money in this affair.

Assuming the party accepts the mission, they arrive on Gator together with Professor Ku Lamp.

Read or paraphrase the following.

Gator is an arid planet, very rich in ores, under the control of the Miner's Guild which established a Protectorate. Almost all the Gatorians work in the company's mining facilities and a Miners' Governor rules their world.

The Blazing Star lands in the starport of Gator City, the biggest city on the planet.

Gator City is built on a high plateau and resembles a giant pueblo: lots of small, yellow, square houses piled one on top of the other, to create a rather chaotic urban area. Landing formalities are very strict and the situation is tense due to some rebel attacks which happened in the last few days.

You hear public information droids continuously shouting about a big bounty on the head of a certain Weaver, leader of the Black Guardians, the main rebel group on the planet.

The customs officers are extremely rude and make it clear that strangers are unwelcome at this time, but the credentials and notoriety of Professor Ku Lamp allow you to bypass this obstacle.

Now that you are on the planet you can concentrate on following the feeble trail you have.

Luckily you have a contact in Gator City. His name is Kamelos Bakh, a former space pilot, who lost both his legs in a space fight years ago. He then retired to Gator, doing double duty as a starship mechanic and smuggler.

He has a starship garage in the lower part of the city. It shouldn't be difficult to find.

If the players have played DTSL 1, they have to be particularly alert because in the past they crossed the path of the Miners' Guild and the Guilders didn't take it well.

The party can gain additional information on the planet with Streetwise or Investigation rolls (see sidebar).

SCENE 1: A FRIEND IN NEED

Kamelos' garage is in the lower part of Gator City. You have found it easily, despite the maze of streets in the quarter.

There are some carcasses of broken and stripped vehicles in the yard and you recognize the disorder typical of your old friend.

But, strangely, the garage appears to be closed.

There is even a "Back Soon" sign on the door, yet it is midday.

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"Your friend doesn't work too hard, does he?" says Professor Ku Lamp with a quizzical look.

The heroes can open the door of the garage, it isn't locked. There is also a back door which is locked and requires a Lockpicking roll to be opened.

Once inside, the heroes observe the following:

Kamelos, your old friend, is sitting in his customary hoverchair, surrounded by some men who are holding guns and clearly threatening him.

One of them, a skinny, noseless, humanoid says in a bubbling voice:

"Come on, I'm sure that this laser tool will help you remember some more."

One of his lackeys turns on a laser metal cutter and goes toward Kamelos with clear intentions of using it.

The startled look on your friend's face turns to open terror.

You must do something if you want to save him, and you must do it now!

This fight cannot be avoided. The garage, a rectangle of 24" x 18", is the fighting area. It has two openings located in the center of the shorter sides. The front opening is a 12" wide gate and the back exit a standard 2" wide door.

Place the enemies in the center of the room. They are all around Kamelos, but at the first hint of danger they duck behind the nearest cover, leaving the crippled pilot free. When this happens, Kamelos finds a safe place to hide in for the rest of the combat. His hoverchair has Pace 4 and cannot run.

When the fight starts, Ghalzer, the noseless humanoid, uses his chameleon field device to flee. This event is mandatory for the adventure; if necessary, use the Recurring Villains rules to allow Ghalzer to escape.

★ **Miners' Guild Secret Police (1 per hero + 1):** See page 25

★ **Ghalzer, Officer of the Miners' Guild Secret Police:** See page 25

TERRAIN AND PROPS

* **Heavy machinery:** The garage is full of heavy, sturdy repair machinery (mill, drill press, lathe, etc.). They offer Medium Cover (-2) and have Toughness 12. Use Small Burst Templates and Medium Burst Templates to represent them. Place up to four small templates and four medium templates in the battle area.

* **Paint sprayer pump:** This big pump sprays highly toxic, industrial paint at great pressure. Consider it a Blast Power that, instead of doing damage, automatically Shakes opponents. Use Shooting as the arcane skill. The

pump has enough paint for two shots. Use a gaming stone to represent it. It must be placed within 8" of a hero.

* **Laser metal cutter:** This powerful laser is used to repair starship vehicles. It can be overcharged to create a sort of very long and intense energy blade. It is a weapon that deals Str+d10 damage AP 4, Reach 4. It is considered an improvised weapon and is powered by a huge battery that has only a 6" power cable. Place a gaming stone to represent the battery. The battery has Toughness 5. If the battery suffers a Wound, it explodes, dealing 2d8 damage in a Medium Burst Template. At the start of the fight, the weapon is in the hands of a member of the Secret Police.

* **Suspended hull:** The hull of a small hover vehicle that Kamelos was repairing, is suspended from a large chain 8" above the center of the room. It covers a Large Burst Template area. The chain has a Toughness 5 and can be severed with a called shot (-4). Severing the chain causes the hull to drop. Everyone in the area must make an Agility (-2) roll or suffer 2d6 damage and be pinned. It requires a Strength roll to free oneself from under the hull.

AFTERMATH

When all the enemies have been defeated, Kamelos leaves his hiding place, recognizes the party and thanks them. He then withdraws a bottle of strong Angovian Gutcrawler to calm his nerves. Surely the heroes have many questions for him. Likely questions and Kamelos' answers are detailed below.

Q: Who were these people?

A: They were members of the Miners' Guild Secret Police, my friends.

Q: What did they want from you?

A: I am a foreigner and that is sufficient to make them suspicious and then... well... there was that terrorist attack some days ago. The terrorist, a Black Guardian, used a hoverbike I sold him. The cops simply followed the trail.

Q: Who bought the hoverbike?

A: A Gatorian fellow named Klaaru. I think he is an autominer.

Q: Who are these Black Guardians?

A: Miners' Guild propaganda says they are terrorists. They claim to be freedom fighters. In truth they are very skilled, surely with a military background. They always wear all-black, sealed armor to avoid being recognized. The group's leader, Weaver, made several proclamations. He is a charismatic fellow, even though his true identity is unknown.

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CABRIOLET PULP

In pulp films, the heroes are often seen driving convertibles. This happens for two reasons: The first is that it is more cinematic: heroines can let their long hair flow in the wind and male heroes can show off their best side to the camera. The second reason is that shooting and similar daring actions are more heroic without roofs to hinder movement. Following this, all the vehicles in this scenario (except for spaceships) are convertibles, unless otherwise explicitly stated. On Gator, being a desert world, this behavior can be deadly due to the harsh sun, but don't worry: technological vehicles are equipped with **light** forcefields which have a shading effect from the sunrays.

Q: We have found these tattoos on some Gatorians. Do you recognize them?

A: Yes, they are clan tattoos. This one identifies the Wave Riders, a northern ethnic group. Strange, that Klaaru fellow who bought the hoverbike had the same tattoos.

Q: Where can we find the Wave Riders clan?

A: Almost all of them break their backs in Automine 105, one of the wandering mining installations of the Guild. I can give you directions there.

Q: What will you do now, Kamelos?

A: I'll leave this damn planet as fast as I can! Revolution is none of my business.

Kamelos lends the heroes a hoverspeeder to reach Automine 105. It is the only way to travel on the planet, because, for security reasons, it is forbidden to land a spaceship anywhere except inside Gator City.

SCENE 2: THE SALT RAIDERS

You are traveling aboard a hoverspeeder toward Automine 105, crossing a vast desert area. You have heard rumors that Gator was a water planet millennia ago, and it must be true, because now you are crossing the barren bed of what once was a sea. Large banks of white salt and dunes of strange minerals make you understand the reason for the Miners' Guild's interest in this planet.

You are stunned by the savage beauty of this world. You have just crossed a large forest of petrified corals and now, on the horizon, you see the gigantic skeleton of what can only be a prehistoric fish from some distant era.

But life is not easy on Gator, and you have immediate proof of that. A sudden flash of light and the hoverspeeder's engine suddenly dies! You are floating six feet above the ground; it will not be a safe landing!

Let the pilot make a Driving roll. If he fails, all the passengers suffer 2d6 damage and are Shaken.

The good news is that you managed to stop the speeder. The bad news is that you have landed at the top of a sandy slope, precariously balancing on the edge of a great fissure. One wrong move could tip the speeder and send you falling into the crevasse!

You see the cause of all your problems: a metal object protruding from the sand, cleverly concealed.

With a Shooting or Repair roll (whichever skill is higher) the characters recognize the object: it is an overcharging mine. This weapon emits an energy impulse, capable of temporarily disabling the engines of high-tech vehicles. In some worlds it is used by the police and in others by bandits. In this case, as you see now, it is the latter of the two.

But there are other problems on the horizon: a large group of desert nomads has come over the hill's crest, riding some sort of giant desert slugs, which, despite their name, are very quick. The raiders shout a terrible war cry and charge towards you!

The heroes must accomplish two goals in this scene: resist the raiders' attack and repair the hoverspeeder as quickly as they can. All of this while avoiding tumbling into the crevasse!

FIGHTING THE RAIDERS

Draw a straight line on the table to represent the fissure and put the hoverspeeder halfway over the edge. The fissure is more than 20" wide, so jumping to the other side is impossible. The hoverspeeder is 3" wide and 6" long, but the last 2" of length are taken up by the engine. So the heroes must be placed in an area 3" x 4".

The raiders start 36" away from the heroes, in a position perpendicular to the fissure's edge. It is not necessary to have a very big combat map because the giant slugs run 12" each round and the raiders' tactics consist of getting close as soon as they can.

The raiders dismount 12" away from the heroes, where the sand slope begins, because the terrain isn't solid enough to sustain the weight of their mounts.

All the land within a radius of 12" from the hoverspeeder's position, except for the fissure, is a sand slope zone (see below).

A quarter of the raiders stay at the margin of the sand slope shooting with ranged weapons, while the others, guided by their leader, board the speeder boldly ignoring the danger of falling!

★ **Salt Raiders (3 per hero):** See page 26

★ **Venomspine, Salt Raider Warchief:** See page 26

TERRAIN

* **Hoverspeeder:** The hoverspeeder grants Medium Cover (-2) and has Toughness 10.

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* **The sand slope:** This area is made of very fine sand, gently sloping toward the fissure's edge. It is a very treacherous place to stand. Whenever a character draws a Club as his initiative card while standing in the sandy area, he must immediately make an Agility (–2) roll or he falls and slides d6" toward the fissure. An Extra falling toward the fissure is automatically dead, a Wild Card catches the edge, his hands clinging to the rocks, until he makes a Strength (–4) roll to climb out.

FIXING THE HOVERSPEDER

The speeder's engine is not broken, only overcharged, but some actions are required to restart it. The party must perform four steps in the following order to make the vehicle operative again.

1. Reach the engine's energy dissipaters. The dissipaters are located on the speeder's nose. It requires an Agility (–2) roll to reach them. In case of failure, the hero cannot reach the required position and the speeder shifts dangerously, losing a Balance Point (see below).
2. Disconnect the energy dissipaters. The dissipaters must be disconnected from the engine. This requires a Repair roll. In case of a 1 on the Repair die, the hero suffers 2d6 damage from a sudden energy discharge.
3. Bypass the security system. If the energy dissipaters are disconnected, the engine normally will not start as this is a standard security measure in these types of vehicles, but now it must be bypassed. It can be done with a Lockpicking roll or a Common Knowledge (–4) roll. Heroes with a piloting background add +2 to the roll.
4. Restart the engine. The engine must be restarted, but very carefully to avoid losing balance. It requires three successful Piloting rolls. Each raise counts as a success. Failing a roll forces the restart of the process. A 1 scored on the Piloting roll results in the loss of a Balance Point.

There is no time limit in restarting the hoverspeeder, but the more rounds pass, the more assaults the party must contend with, increasing the risk of falling!

LOSING BALANCE

The hoverspeeder is balancing precariously. In gaming terms it has five Balance points. If one of the following situations occurs aboard the vehicle, a Balance Point is lost:

- * Drawing a Club card as the first Initiative card.
- * Getting 1 on any Agility or Agility-based skill roll (including combat skills)
- * At the end of a round if there are more than 6 people aboard the vehicle.

When the Balance Points drop to zero, the speeder slides into the fissure! Everyone on the vehicle must

make an Agility (–2) roll to stay aboard. Extras that fail the roll are thrown overboard and die in a horrible way. Wildcards are able to cling to the edge of the speeder. It requires a Strength (–4) roll to climb up. Luckily the speeder comes to a halt after skidding twenty feet, stopped by the branches of a huge thorny plant that lives on the slope of the fissure. The thorns cause 2d6 damage from an Extra to all those aboard.

When the heroes finally manage to restart their vehicle, read the following:

Finally the engine comes to life and you take off at maximum speed! You hear the screams of the raiders behind you while you race toward the dying sun.

"We did it! I cannot believe it! We managed it!" says Professor Ku Lamp, a wide grin on his face. Excitement makes the old man look twenty years younger.

ACT 3: AUTOMINE 105

It is morning when you finally come upon Automine 105. It wasn't difficult to find: this monstrosity leaves a track in the sand half a mile wide. Imagine a huge vacuum cleaner, several thousand feet wide and long, and you'll have a good idea of what this thing is. It sucks dirt and raw ore from the terrain, wandering around in the desert. It is a small, moving city. There are some landing pads on the higher decks, where you can land.

The Guild's militia seems to mistake you for wandering merchants, so no accurate check is done. The place is organized like a factory, with a rigid hierarchical structure. All the command positions are held by Miners' Guild personnel, while the hardest and most taxing work is done by Gatorians, treated more or less as slaves. The upper levels of the Automine, where you are now, are rather comfortable, but you imagine that the lower ones (where the real work is done) are narrow, claustrophobic and hot, like the interior of some ancient era spaceship.

"I never thought people could live in such a place" comments Professor Ku Lamp, disturbed by what he sees.

The population of the Automine is roughly a thousand individuals. Finding Klaaru will require some investigation. Asking the Miners' Guild personnel is a straightforward choice, but not a great one, as they don't have this name in their files and questions about him would make them very suspicious. If the players follow

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that route later in the act, during Scene 2, Ghalzer will have more goons at hand (see below).

The right thing to do is start asking around to the miners. The best place to ask is the refectory, where meals are served almost continuously as the work shifts start at two hour intervals.

The Gatorians don't give information to strangers very willingly. It requires an Investigation or Streetwise roll, both at -2, to find a lead. The penalty can be offset by offering some cash (\$50 to reduce to -1, \$100 to completely remove the penalty). The attempt can be made multiple times, every roll requires a couple hours spent socializing and talking.

When the roll is finally made, the party finds Sasha, a burly female miner who claims she knows Klaaru.

According to Sasha, Klaaru works in the lower levels of the automine, among the ore refining machines.

She can take the party to him, but she wants some money. She asks for \$300.

Sasha is a member of the Black Guardians, sent by Weaver to lure off-worlders (those that go around asking the wrong questions in the wrong places) into a trap. To be more credible, she tries to dicker over her reward down to the last credit, but in the end she accepts whatever the amount to take the party to Klaaru.

SCENE 1: RUN, BABY, RUN!

You follow Sasha down to the deeper decks of the



Automine. The noise of the stone crushing machines is terrible here, and the smell of industrial oil is sickening. Eventually you reach a low ceilinged room crossed by a big conveyor belt, clearly out of service.

"This way. It is a shortcut" the tough woman laconically says, jumping with surprising agility onto the belt.

You follow her down a dark, narrow passage. The conveyor belt ends in a big room, partially taken up by a large blast furnace containing a glowing pool of molten metal. It is terribly hot in here.

"We have arrived" she says, jumping off the conveyor belt.

You try to do the same, but something strange happens. A shiny, translucent barrier blocks your path! At that very moment the conveyor belt starts moving! You frantically look around but your path is blocked on three sides. The only unblocked direction is towards the furnace and the conveyor belt is taking you there!

Sasha stares at you coldly. Some other people come out of the shady corners of the room. They are all Gatorians, dressed as miners.

"You are very stubborn, my friends. I was sure the meeting we had on Lammor II was our last, but I must have been mistaken."

You recognize the voice; he was the leader of the commandos on Lammor II!

The heroes are now in a very unpleasant situation. They have to run in place or find something sturdy to hold on to, to avoid being conveyed into a molten death, but it is only a matter of time before fatigue will get the best of them. The barrier is a stronger version of the standard Power, it has the

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Heavy Armor special ability and lasts until the end of the scene; there is nothing the party can do to destroy it. The only way the heroes can get out of this mess is by persuading Weaver to release them, but they must do it quickly!

Gaining Weaver's trust requires the following four actions to be performed in strict order within six rounds. All these actions can be accomplished with cooperative rolls. Let your players roleplay the situation. A good performance can add from +1 to +2 to the roll. A truly excellent performance counts as an automatic success.

1. Counter Sasha's curt manners. Sasha wants the party killed, quickly and quietly. The party has to ridicule or intimidate her to gain Weaver's attention. This can be done with an Intimidation or Taunt roll.
2. Persuade Weaver that the party isn't working for the enemy. Weaver believes the heroes are hirelings of the Guild. They must persuade him that this isn't true, that the Guild is their enemy too, having tried to kill their friend, Kamelos. This is a Persuasion roll.
3. Tell Weaver the truth about the party's reasons for searching for the prism. At this point Weaver begins trusting the heroes, but he still has suspicions about their interest in the ancient prism, the Katrah. The heroes must convince him they want it for scientific purposes only. Weaver will ask some tricky questions to check their scientific background. This is a Common Knowledge (-2) roll. Professor Ku Lamp helps the group by participating in this action. He adds +2 to the roll.
4. Pass Weaver's mind probe. Weaver is an empathic. After having heard their words, Weaver probes the characters' minds, in order to discover lies. The whole group must score a total of three successes or raises in Spirit-2 rolls. Each player can make a roll each round, until he scores at least a success. At this point he is trusted and doesn't have to reroll in later rounds.

Each round, the heroes are dragged nearer the blast furnace by the conveyor belt. At the start of the seventh round (and each successive round), they must make an Agility roll to avoid falling. A hero that fails the roll clings desperately to a metal bar under the belt's end. It is a desperate position: the next round he must make a Strength (-4) roll in a last attempt to jump back up on to the belt. If he fails, he drops into the red inferno and dies.

When Weaver is finally persuaded, he orders Sasha to switch off the conveyor belt and addresses the party.

"You have convinced me. I will spare your life, but I cannot give you back the Katrah, which you simply call 'a prism.' In truth it is an ancient relic of our people. This object holds the power to

restore the balance on our planet and to destroy the oppressors. So, go now, and let there be peace among us.

At these words, someone applauds and a bubbling voice says:

"A magnificent speech! I was sure that following the off-worlders would guide me to straight you, Weaver!"

You and the Black Guardians look up. On a higher walkway, running the length of the entire room, you see the strange, noseless alien you faced back in Kamelos' garage.

You notice he is wearing a strange metalized armor and he has brought a whole squad of Miners' Guild soldiers, who are aiming their weapons at you.

"Drop your weapons and I'll spare your puny lives," continues the evil looking officer. "But allow me to introduce myself: I am Gbalzer, Officer of the Miners' Guild Secret Police. There are many things I wish to know from you, and I know LOTS of interesting ways to make you speak. A little chat with me will stay with you for the rest of your life!"

He grins showing a terrible, toothy lamprey-like smile.

SCENE 2: ESCAPE FROM AUTOMINE 105

You are likely to be captured if nobody creates a diversion.

Weaver does just that.

The Black Guardian stares intently at the ceiling and you can almost feel the terrible strength of his mental power at work. A water main breaks and a gush of liquid falls down into the blast furnace. The result is immediate — a terrible hiss and a huge cloud of steam engulf the room. The Guilders cannot see you, it is time to flee!

"Soldiers! Attack!" Gbalzer barks from his higher position. You see some blurred shapes jumping down from the passageway and coming toward you.

"Come on," snarls Sasha. "Let's kill these dogs and go!"

A fight is imminent!

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This time, Weaver and the Black Guardians are on the party's side, so let the players use them in the combat.

The room is rectangular, 24" x 18". The southern half of the room, an area 12" x 18", is occupied by the furnace, so it is impassable. The northern 12" x 18" half is where the real fight happens. There are three openings in the room: the conveyor belt entrance the party came through is 4" wide and situated in the middle of the 18" long northern wall. Two other passages, only 2" wide, open in the center of the other two 12" sides, east and west. The entire chamber is encircled by a suspended catwalk, 8" from the terrain, where the attackers are placed. Two stairs of 2" x 2" allow climbing down to and up from the catwalk. Place them in the north-east and north-west corners of the room. The enemies are coming from there.

Place the heroes and their allies in the center of the room, near the edge of the blast furnace.

The party's goal in this fight is to reach one of the exits, not to kill all the enemies. If they stay here, they will be stormed by overwhelming militia forces.

At the start of each round, 4 Guild Soldiers (evenly divided into two groups) climb down the stairs, ready to attack. If the party has given rise to the suspicions of the automine personnel (see Scene 1), the soldiers number 6 each round.

The bad visibility conditions count as Dark (-2).

★ **Weaver, Leader of the Black Guardians:** See page 26

★ **Sasha, Black Guardian Henchwoman:** Use Black Guardian. See page 24

★ **Black Guardian (2):** See page 24

★ **Miners' Guild Soldiers (see above):** See page 25

The Black Guardians wear no armor and are armed only with blaster pistols and daggers.

TERRAIN

* **Conveyor Belt:** The conveyor belt is 3" wide and goes from the blast furnace to the north door. The command console stands on a pedestal near the furnace. Use a gaming stone to represent it. With an action, the console can be used to start or stop the conveyor belt. People walking on the conveyor belt when it starts moving must make an Agility-2 roll or fall, becoming Shaken. If the belt is still moving from previous rounds, the Agility roll is made without modifier.

* **Barrels:** There are some barrels scattered around the room. They count as Light Cover (-1). Some of them are full of combustible oil! When someone behind a barrel is hit, roll a d6. If the result is 5 or 6, the barrel is full and explodes, dealing 2d6 damage from an Extra in a Medium Burst template. Damaged targets might also catch fire (as per standard *Savage Worlds* rules). You can use gaming stones to represent them on the tabletop. Place up to six of them in the room.

* **Blast furnace:** If someone falls into the molten metal at the heart of the blast furnace, there isn't much that can be done: he dies horribly in a few seconds.

When the heroes finally leave the room, read the following:

You managed to escape from that trap, and now you are running for your life!

"I never trusted the Miner's Guild! Never!" complains Professor Ku Lamp "When I return to the university, I'll propose a motion to the academic council to reject all their funding! Damn their minerals!"

The sounds of heavy booted feet and shouts draw closer.

"We'll cover your path, Master" the Black Guardians say to their leader. Then they stop and check their weapons.

"We won't forget you, I swear." Weaver promises.

You watch the courageous rebels for the last time before going on.

"This way!" says Sasha, pointing toward a narrow corridor, "The exit is near."

SCENE 3: SALT RAIDERS AGAIN!

You are on the upper decks now, near the docking bays. People look startled at your drawn blasters and your excited faces.

You must get away from here, as soon as possible. On a nearby platform you see a vehicle, a hover catamaran, left unguarded.

"What a stroke of luck!" says Professor Ku Lamp.

The heroes must take the catamaran to flee. They jump aboard and turn on the engines at the very moment when Ghalzer and a squad of his soldiers rush out from the lower decks!

"Take them!" He shouts.

You lift off and make for the heart of the desert.

Looking back, you notice there are incoming problems. Lots of them!

You see an entire squad of hover motorbikes bearing soldiers and, behind them, a nasty vehicle armed with two missile launchers.

"A Desert Skorpion!" curses Sasha.

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The catamaran is a patrol vehicle, so it has some weapons and a shield, but it will not be an easy fight.

Weaver sits down and closes his eyes, an expression of deep concentration on his face. It seems you must deal with this situation without the aid of his powers.

This is a chase!

Place twenty markers on the table, to represent Range Increments. Place the party's catamaran on the sixth Range Increment, the motorbikes on the second and the Desert Skorpion on the first.

The motorbikes carry two people each, the driver and a passenger, but they are faster than the catamaran — they add +1 to Chase rolls. The Desert Skorpion is slower — reducing Chase rolls by -1.

For ease of use, divide the motorbikes into three squads of three. A squad moves as a single element in the chase.

Each motorbike is considered an Extra: when the vehicle suffers a wound, the pilot loses control and collides with something, exploding in true cinematic style.

The motorbikes' tactics are to use the Push maneuver every round, so that the bike's passenger can board the catamaran. While drawing near, the driver targets the catamaran's weapons and thrusters — the soldiers' goal is to capture the party, not kill them.

The Desert Skorpion's tactics are to use its missiles to destroy the catamaran's thrusters and to fire with its lasers.

Shooting the thrusters is a Called Shot (–4). If the shot is successful and deals a Wound, the vehicle suffers -1 to Piloting rolls until it is repaired. This is cumulative, and the penalty can be inflicted up to three times.

Shooting the weapons is a Called Shot (–4). If the shot is successful and deals a Wound, the targeted weapon is destroyed.

Do not use the standard obstacles rules. Instead, when a character draws a Club card as his first initiative card, run the appropriate mini-scene below. When this situation applies to a motorbike squad, the whole squad is affected.

Should the need arise to sketch a combat map; the catamaran is 6" x 6".

The Chase ends when the party reaches the twentieth Range Increment. When this happens, go to the section: "Weaver's Friends."

★ **Motorbikes (9):** Each carries a driver and a passenger. They are Miners' Guild Soldiers. The driver has Driving d6. See page 25.

★ **Desert Skorpion (1):** A pilot and a single gunner are aboard. They are Miners' Guild Soldiers. The pilot has Piloting d8, the gunner, Shooting d8. See page 25.

HOVER CATAMARAN

This surveillance vehicle is made up of two twin

pontoons connected by a bridge, where the piloting and energy shield controls are located. It is armed with two independent laser cannons mounted on turrets.

Acc/Top Speed: 15/50; **Toughness:** 12 (2); **Handling:** +1; **Shields:** 1; **Crew:** 1+7; **Notes:** Improved stabilizers.

Weapons:

- * 2 x Laser cannons on 360° turrets (Range: 12/24/48, Damage: 2d8; ROF: 1; AP: 1; Heavy Weapon)

HOVER MOTORBIKE

A light combat vehicle made for scouting missions and lightning fast movement on the battlefield.

Acc/Top Speed: 25/100; **Toughness:** 10 (1); **Handling:** 0; **Crew:** 1; **Notes:** Max height: 2"

Weapons:

- * Front light laser cannon (Range: 10/20/40, Damage: 2d6; ROF: 1; AP: 1; Heavy Weapon)

DESERT SKORPION

A sphere of duraglass mounted atop two missile launchers is the basic description of this nasty assault vehicle that owes its name to the sting-like laser cannon that protrudes from the back. The pilot and the gunner are placed inside the sphere, protected by the vehicle's forcefield.

Acc/Top Speed: 10/30; **Toughness:** 12 (4); **Handling:** 0; **Crew:** 1+1; **Shields:** 2; **Notes:** Max height: 12", Improved stabilizers.

Weapons:

- * 2 x Light Missiles (Range: 20/40/80, Damages: 2d10; ROF: 1; AP: 4; Heavy Weapon)
- * Frontal laser cannon (Range: 12/24/48, Damage: 2d8; ROF: 1; AP: 1; Heavy Weapon)

OBSTACLES TABLE

Deuce (–4) Ulumulu stampede: Ulumulus are a race of buffalo-sized tortoises adapted to Gator's harsh environment. You are running into a herd, causing a stampede! If the pilot fails the roll, the vehicle suffers 2d10 damage from an Extra. The stampede begins! Place a counter in the Range Increment where this event happened to represent the herd. At the start of every round roll a d6. If the result is 1-2, the stampede moves back one Range Increment along the marker track, while a result of 5-6 causes it to move one Range Increment ahead. All vehicles in the same Range Increment as the stampede must face its effects.

Three (–2) A sign of the past: The huge skeleton of a fish, as tall as a skyscraper, is directly in front of the vehicle. It is very impressive to see, but the pilot must avoid it! If he fails the Piloting (–2) roll, the vehicle collides with an obstacle with Heavy Armor and Armor (+3) The Armor value is added to the damage. For example, the catamaran suffers 4d6+3 damage, the motorbikes 6d6+3 damage and the Desert Skorpion 3d6+3 damage. All damage is dealt by an Extra.

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SALT RAIDER CUSTOMS

This scene happens only if Venomspine, the Salt Raider Warchief, was killed in Act 2. Run this scene when the party is sitting by the fire with Haquanu and Weaver, discussing what to do next. Read or rephrase the following.

You realize some of the Salt Raiders are watching you. Many of them. Warriors, women and children are encircling you, staring at you intently. Someone is advancing through the crowd, which soon parts to let her pass. It is an ancient Gatorian woman, accompanied by two Gatorian warriors who stare at you with cold hate. You see deep wrinkles on the crone's face and almost feel the great fatigue she suffers simply by walking. She is carrying a bundle, wrapped in rags.

She stops and stands before you (the character who killed Venomspine) and utters a torrent of incomprehensible words.

Then she unwraps the bundle revealing a long, vicious, curved dagger.

Weaver translates for you: "She says this is the Spirit Blade of her son, Venomspine, whom you killed. She asks if you will take it."

This is a trial for the character. Refusing could be taken as a sign of disrespect, or maybe the opposite, he doesn't know. Let the player do a Common Knowledge (-4) roll. If he succeeds, he remembers having heard that in some cultures taking the weapons of the dead is a way to make them live forever. If the hero refuses or hesitates too long, the two warriors, Venomspine's brothers, show their teeth in a sign of challenge and accompany their weeping mother to her tent, while the whole tribe insults and scorns the party. The GM immediately gains a Benny for every hero in the party, which can be used against them.

If the hero accepts, the two warriors smile, roar with joy and the rest of the tribe cheers with them. The Spirit Blade of a Salt Raider is a weapon constructed by the warrior himself with the bone of a giant fish. The fact that one's slayer takes it and continues to use it grants glory and eternal life to the fallen. Treat the weapon as a Short Sword (Str+d6) with AP 2. Due to its organic nature, it is very difficult to detect it with high tech weapon detectors (-4 to the roll).

Four (-2) Mine field: The Miners' Guild fights against desert nomads using minefields. You have just entered one of them! Use Notice as the Chase skill this round. If the roll fails, the vehicle passes over a mine and suffers 3d6 damage from an Extra.

Five (-2) Sulfur deposit: This area is full of inflammable minerals. The vehicle's thrusters have ignited them, filling the field with fire! If the Piloting (-2) roll fails, the vehicle and all the crew suffer 2d6 damage. Place a counter in this Range Increment. Every vehicle ending its round here suffers the damage if the driver fails his Piloting (-2) roll.

Six (-2) Hidden boulder: A boulder, hidden by a bush, stands in the way. The pilot must make a Notice (-2) roll to see it. If he fails, the vehicle lurches violently. This turn, all shooting rolls are at -2 (even with Steady Hands). The vehicle loses a Range Increment too.

Seven (-1) Coral forest: The vehicle is entering a forest of petrified coral, which offers some cover. The vehicle is under Heavy Cover (-4) but the passengers also have -4 to Shooting rolls until the end of the round.

Eight (-1) Blinded by the sun: The pilot is blinded by the sun! He must make a Spirit (-1) roll or be Shaken. A Shaken pilot loses a Range Increment every turn until he recovers.

Nine (-1) Tumbleweeds: There are several rolling desert plants here, but, hey, watch those tentacles! They are not plants, they are creatures, and something in the thrusters is attracting them! Roll a d4. The result is the number of plants grabbing a hold of the thrusters. Each of them can be removed with a Strength roll or severed with a melee weapon (Toughness 7). As long as there is at least one of these beasts on the thrusters, the pilot suffers -1 to all Piloting rolls.

Ten (0) Chalk dune: The vehicle is crossing a dune made up of very fine and volatile sand. The passengers start coughing and they are all Fatigued until they make a Vigor-2 roll. This roll does not count as an extra action.

Jack (0) Ramp hill: An approaching hill is just perfect to attempt a big jump! If the pilot chooses to jump, he advances an increment for each success and raise plus one. If he fails, the vehicle suffers 2d6 damage and it is Shaken. If he chooses not to jump, ignore this entry.

Queen (0) Twin peaks: The vehicle is running through some stone pillars, with very little space between them. In this round the pilot has +4 on any use of the Force maneuver, but, if a 1 is scored on the Piloting roll, the vehicle collides with the pillars, suffering 3d6 damage.

King (0) Magnetic minerals: The vehicle is crossing an area rich in magnetic minerals that can cause a temporary overcharge of the vehicle's sophisticated weapons. If the pilot misses the roll, the vehicle's weapons are useless until someone fixes them with a Repair (-4) roll. A roll is required for each weapon aboard.

Ace (0) Desert Totem: The vehicle is passing near a strange fish-like statue of huge proportions, built by some forgotten civilization. The ancient stone eyes seem to stare at the passengers. Every Wild Card aboard makes a Spirit (-2) roll. With a success, he gains a Benny.

WEAVER'S FRIENDS

Suddenly, Weaver emerges from his deep trance.

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"Hear me" he says, trying to shout over the booms of the blaster shots. "Go that way!"

He points at a big stone arch, which isn't very far.

A quick glance behind you reveals even bigger trouble: a second group of motorbikes is approaching.

You push the engine to the limit, gambling everything on the rebel's words.

You pass under the arch just in time to see some cleverly camouflaged people rising from the sand, with heavy weapons in their hands.

You recognize them: they are the Salt Raiders, the desert nomads you fought a day ago.

It's a trap, but not for you!

The nomads start shooting at your pursuers, who are surprised and an easy prey for these skilled children of the desert.

"Welcome among my brothers," says Weaver with satisfaction.

ACT 4: THE TAAK

The Salt Raiders are friends and allies of the Black Guardians. They don't hold a grudge for your past encounter — instead they are pleased at having had the chance to smash some Miners' Guild heads!

You, Sasha and Weaver — the last surviving Black Guardians — are led by the Salt Raiders into a well concealed cavern.

Here you sit around the fire with Haquanu Sharkspike, an old nomad with a fierce, catfish-like moustache.

He is the chief of all the Salt Raiders and offers you some strange dried food to eat and even stranger dried coral lichens to smoke. These seem to appease your thirst, and luckily so because the Salt Raiders don't have much water to drink.

Their degree of kinship is not clear to you but Haquanu and Weaver must be uncle and nephew, or something similar, judging by the respect the younger one shows the old tribe chief.

Now that the emergency is over, Weaver has the time to tell you the whole story.

"This simple prism" he says taking it from his pouch, "is the Katrah. This word in Gatorian means 'catalyst'. It is the key to reactivating an ancient artifact, hidden on the moon, Niaga. An artifact capable of replenishing Gator's oceans, via a process called 'Taak.'"

"The Miners' Guild discovered the artifact some time ago and built a base on the moon to study it, but so far, they have discovered nothing.

"I had a plan to sneak into the base and activate the artifact, but now all the Guardians except me and Sasha are dead or captured, so this cannot be accomplished.

We are not pilots and we own no spaceship, so I must ask for your help. It is the only way to free my people from the tyranny of the Miner's Guild. In exchange, following the Taak, I will give the prism into the custody of the University of Lammor II, to be preserved for future use. Do you accept?

Professor Ku Lamp accepts the offer because he opposes oppression of any kind, but the last word goes to the party. Assuming they accept, read further.

"Thank you, my friends. The plan is simple: I know that once a week a Miner's spaceship from Gator goes to the moon base with supplies.

"We must capture that ship just before it takes off and impersonate the pilots. This way we'll gain access to the moon base. Once there, we'll use a map of the base stolen by a supporter and, with a bit of luck, we'll get to the artifact's control altar. My task will then be to reactivate the artifact."

"I'll be honest with you: it is a very dangerous mission and we don't know exactly what will happen when the Taak begins. It is knowledge lost to time. But, it is the only way we have to save our planet from a terrible fate."

If the players are still willing to help, go on with Scene 1. Otherwise, the adventure ends here.

Weaver is a righteous man and, if the heroes swear to reveal nothing about his plans, he lets them go free, despite Sasha's fierce opposition. The GM has plenty of information to make the retrieval of the Blazing Star (see box) and escape from the planet an interesting adventure.

Some weeks later, Weaver will be captured and executed and the rebellion will die out.

DARING TALES OF THE SPACE LANES #05

WHAT ABOUT OUR STARSHIP?

The party owns a starship, the Blazing Star, and many players will see no reason to steal another one and leave their precious baby behind. There are many reasons for leaving the Blazing Star.

First, the moon base has planetary defenses: the only way to sneak in is with a scheduled ship. The Blazing Star or any other ship will receive a very deadly welcome from the base defenses.

Second, the Blazing Star is under the watchful eyes of the Secret Police. If the party wants, Weaver will send some of his supporters to scout the area. They'll report that a squad of guards is surrounding the party's ship. It is a trap set for the heroes. Recovery of the Blazing Star is not addressed in this scenario but, if the group insists on attempting it, the GM has plenty of information on the Miners' Guild Secret Police to set up a nasty fight for them.

SCENE 1: THE MAGELLAN II

The Salt Raiders got you into Gator City despite strict checks. It was simple, but disgusting. They smuggled you in large containers full of giant slug droppings. The Guild's militia doesn't inspect those stinky goods too closely. After a shower and a change of clothes, you are ready for action.

It is decided Professor Ku Lamp will stay behind.

"It is far too dangerous" Weaver says to the academic. "And, if we fail, you must survive to tell the public about the evil deeds of the Miners' Guild on Gator."

The old man grumbles a bit, but in the end he consents — this is too important to make a fuss.

Now it is time to go.

The Magellan II, the ship the heroes must capture, is in the Guild's starport, an installation heavily protected by an intelligent wall (see below) and guarded by sentinel patrols and watch towers. There is also a gateway into the complex, but it is too heavily defended. Weaver has a good plan, which is explained below.

The ship is scheduled to take off at 23:00 hours. The party will start the incursion at 22:45, to reach the ship just in time to capture the pilots. Until then, they have Guild workers' uniforms offering minimal camouflage.

SNEAKING INTO THE STARPORT

Weaver's plan is based on accurate timing, thieving skills and good athletic abilities. The party has to perform

the following four steps in six rounds, in order to reach the *Magellan II* without alerting the sentinel patrols.

1. Hack the intelligent wall. The starport's perimeter wall is made of a strange opaque, glasslike material. It is an intelligent wall that serves as a high-tech surveillance device. Touching the wall conveys an energy discharge that deals 3d6 damage from an Extra, and sounds the alarm (see below). A section of wall can be isolated and hacked for a short period of time. It requires a Lockpicking roll or a Repair (-4) roll. Heroes with a background in security or thievery have a +2 bonus to this roll.
2. Climb the wall. It is 10 feet high and completely smooth. Sasha has brought some climbing equipment so the heroes must make a simple Climbing (+1) roll to overcome this obstacle. *Every* hero must make the roll. The roll can be cooperative.
3. Moving in sync with the watch tower. Now the heroes are within the starport's perimeter, but there is a watch tower nearby that illuminates the area they have to cross at regular intervals. *Each member of the party* must make a Smarts roll to move at the right moment. If someone fails, the sentinel on the tower sees something strange and calls the other guards to investigate. The patrol arrives one round earlier (at the sixth round instead of the seventh). With a critical failure, the spotlight fully catches the characters and the alarm sounds immediately.
4. Sneaking up to the *Magellan*. The spaceship is not far from the wall. *Every* hero must make a Stealth roll to reach the hull's safe shadow unnoticed. There are many hiding places and the party is now in a secure area, so the heroes will be noticed and the alarm will sound, but only if at least two of them miss the roll or someone scores a critical failure.

If the party manages to move unnoticed for six rounds, they safely reach the ship. Go to the section "Taking the Magellan II".

Otherwise, at the start of the seventh round, a patrol moves in. The soldiers have also brought an Alusian Hound, which is now sniffing around. Soon after, the beast starts barking. The party has two rounds to quietly dispatch the patrol before they raise the alarm.

The fight setup and props are the same as those in "The alarm" (see below), but the tactics are different. The first round, the guards release the hound, then start shooting while moving behind cover and trying to keep the party busy until reinforcements arrive.

★ **Miner's Guild Soldiers (2):** See page 25.

★ **Alusian Hound:** See page 24.

THE ALARM

If the alarm sounds, it spells bad news for the party.

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After four rounds of it sounding, a large group of soldiers rushes into the starport.

The fight takes place in the airfield, in a square area 24" x 24".

One side of this area is the intelligent wall (see below for its effects), the others are open.

Place the heroes in the middle of the area. The Soldiers arrive in a loose formation. A quarter of them hold position and use suppressive fire to pin down the party. The others advance, trying to surround the group.

If the heroes dispatch the squad in three rounds or less, there is still a small chance to accomplish the mission. They must make a Stealth (-4) roll to reach the Magellan unnoticed and hide nearby. Continue with the section "Taking the Magellan II".

If the combat lasts longer or they fail the Stealth roll, every fourth round, another patrol arrives. The guards shoot to kill, so the party must flee. They can try again next week, but in this case surveillance will surely be increased (at the GM's discretion), or they can try to find another way to safely reach Niaga.

★ **Miner's Guild Soldiers (10):** See page 25.

TERRAIN

* **Intelligent wall:** The wall, described above, is very dangerous. Anyone touching it suffers 3d6 damage from an Extra. It has Toughness 14.

* **Crates:** Standard metal Guild containers for assorted goods. Use gaming stones to represent them. They offer Medium Cover (-2) and have Toughness 10. Place up to ten crates on the battlefield.

* **Energy Accumulators:** This is a big pillar of crystal-line accumulators. Use a Small Burst Template to represent it. It is 18 feet high. It grants Heavy Cover (-2) but it has only Toughness 8. If damaged by an energy weapon, it explodes dealing 2d10 damage in a Large Burst Template. The damage is dealt by an Extra.

TAKING THE MAGELLAN II

You are finally near the Magellan II. It is a medium-sized transport ship of average Guild design.

For the moment, you are safely bidden in the shadows beneath the wings. The cargo was loaded by working droids that ignored you. You see the two pilots approaching. They are chatting about the low quality of the officers' cafeteria and seem totally unaware of what is awaiting them.

Treat the pilots as Miner's Guild Soldiers, but with no armor and armed only with blaster pistols. The pilots are Surprised and the heroes have the Drop, so it will be an easy fight. The party must stun and bind the pilots if possible. Cold-blooded killing is a very un-heroic act and must be sanctioned with the loss of a Benny.

You quickly remove the pilots' uniforms, wrist computers and personal IDs. The uniforms fit you and the wrist computers contain the flight plan and the codes to activate the ship's consoles.

"Now for the dangerous part," says Weaver.

You enter the ship. The controls are standard. You communicate the route to the control tower and take off without a hitch.

Niaga, your destination, is full tonight.

Will it be a good omen?

SCENE 2: INSIDE THE MOON BASE

The trip to Niaga is smooth. The moon is barren and airless, its crust scarred by many craters. One in particular catches your attention. It is perfectly round, too perfect: it looks like a circle carved into the stone.

"That must be the artifact." says Sasha, with a respectful tone in his voice.

The Miners' Guild base is built nearby. It consists of a series of interconnected domes, defended by an imposing battery of laser cannons.

"The control altar is in there." Weaver points at the base.

You request permission to land, which is promptly granted by the base's traffic control.

"Our little trick is working, for now" says Sasha.

A big dome opens and you descend into it. The dome closes overhead and you hear the distinctive sound of air re-pressurizing the dock.

"You have pilot uniforms" Weaver says to those wearing the stolen clothes. "We have worker uniforms. We can try to go unnoticed."

You leave the ship. The large docking area is filled with containers, crates and other wares.

A group of droid workers is coming; ready to unload the ship's cargo.

But there is a problem — two soldiers are accompanying them.

"There were only supposed to be two people aboard your ship; Pilot Janos and Co-pilot Kam-

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erin. I know those guys, and I don't see them here. So who are you?"

The players must answer the question. Let the party try some Persuasion rolls and do some good roleplaying. If they act well, give them a Benny. They'll need it in the upcoming situation. Regardless of how good their words are, in the end they get a stroke of bad luck.

The inquisitive soldier seems convinced by your words, but his comrade says: "Look at that woman. She seems... What the--! She actually IS a Gatorian! No Gatorian is allowed in the base, it's the protocol! They're intruders! Intruders!" he shouts.

Before you can do anything, Sasba draws her gun and takes out the guards. The worker droids flee, cbeeping and beeping. A moment later an alarm sounds.

A crackling voice comes from the soldiers' wrist computers: "Attention! Intruders in the base. Squads Alpha, Beta and Gamma are to converge on Hangar B! All civilian personnel must abandon the area!"

"Too bad." Weaver says "It hasn't worked. We must hurry now. I know the way."

The chief of the Guardians carries the maps of the base on his wrist computer, supplied by an unknown informant.

A nearby door opens and loads of soldiers rush out. You must leave, and very quickly!

This is a Chase!

The party must now run through the base as fast as they can, their destination is the room containing the stone altar. It will not be an easy task — groups of soldiers are pursuing them and other dangers will arise during the run.

Place sixteen markers on the gaming table, each marker representing a Range Increment. Place the heroes on the fourth marker and the squads of soldiers on the first. Each Range Increment equals 5" on the tabletop.

Agility is the relevant ability in this Chase. For ease of use, every squad of soldiers moves as a single entity.

Do not use the standard obstacle rules. Instead, every time a character draws a Club card as his first initiative card, run the mini-scene from the table below. The table



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applies only to the heroes and their allies, ignore the results for opponents.

The Chase ends when the party reaches the sixteenth Range Increment. When this happens, you can go further with the final scene of the scenario, “The Taak’s Altar”.

★ **Miner’s Guild Soldiers (15 divided into 3 squads of 5 individuals):** See page 25.

OBSTACLES TABLE

Deuce (–4) Defense turret: A defense turret drops from the ceiling and begins firing at the heroes. The turret has Shooting d10, ignores penalties for autofire and is equipped with a repeating blaster gun that shoots with suppressive fire every round. If the hero misses the Agility (–4) roll, he is pinned down and suffers the standard effects of suppressive fire. Each round he can try to run away, with an Agility (–4) roll. An alternative solution is destroying the turret. It requires a Called Shot (–2). The turret has Toughness 6. Until the obstacle is cleared or destroyed, the hero cannot advance further in the chase.

Three, Four, Five (–2) Additional squad of Soldiers: Another squad of soldiers joins the Chase. Roll a d4. The result indicates how many Range Increments the squad is behind the hero who drew the card. From the next round on, they will act normally.

★ **Miner’s Guild Soldiers (5)**

Six, Seven (–2) Robosentinel: A Robosentinel joins the chase. Roll a d4-1. The result indicates how many Range Increments the Robosentinel is behind the hero who drew the card. If the result is zero, it means the Robosentinel appears just 4” behind the hero in the same Range Increment. From the next round on, it will act normally.

★ **Robosentinel (1)**

Seven (–1) Scared civilians: A crowd of terrorized civilians is in the way! They are afraid of you! If the hero misses the Agility (–1) roll, he is stuck in the crowd until he scores a success. A single roll is allowed every turn. While in the crowd, no soldier or Robosentinel will fire as it is too dangerous for the civilians.

Eight (–1) Force field: A force field pops up in the corridor a moment before the hero arrives, blocking his path! He can try to hack the controls with a Lockpicking (–2) or Repair (–4) roll to disable it. If he scores a success, the field is turned off and the hero can gain Range Increments as usual. Otherwise he loses two Range Increments trying to find an alternate path. If the hero scores a raise, he not only manages to deactivate the force field, he can also reactivate it after clearing the obstacle. By doing so, all pursuers immediately lose a Range Increment. This also applies to allies.

Nine (–1) Surveillance bot: The hero is silently tracked by a tiny surveillance droid, the size of a small bird. The character can spot it with an opposed Notice roll against its Stealth d8 +2, due to the bot’s Thief Edge. It is Small (–2 to hit) and has Toughness 3. Until it is destroyed, the character has -1 to his Chase rolls due to the information the bot transmits to the base’s operation center.

Ten (–1) Abandoned lab coat: An abandoned lab coat with the Guild’s logo is hanging here. A hero can grab it and put it on — it counts as an action. If, later in the chase, the hero is reached by Guild forces (and he is alone), he can make a Persuasion roll to fast-talk them. If successful, he gains a Range Increment for each success and raise scored, as the soldiers don’t recognize him. Unfortunately, this trick works only once.

Jack (0) Wrong turn: There is a knot of passageways here, which can confuse even the smartest hero. This round use Smarts for the Chase skill. If the hero fails the roll, he goes the wrong way and loses a Range Increment. Every hero or ally behind him loses a Range Increment too, because they follow their comrade. If the roll is successful, he gains the customary Range Increments.

Queen (0) Kennel: In addition to studying ancient artifacts of Gatorian origin, this base also conducts experiments on animals. In this room there is a force cage containing some Alusian Hounds, which have been injected with a strange serum by the Guild’s scientists. The beasts are very nervous. A hero can spend an action to disable the force cage to release the dogs and cause additional trouble for the pursuers. The beasts rush out in the next round. If the hero is still in the same Range Increment, he must face their attack. Otherwise place an additional counter on the Range Increment line to represent them, in the same Range Increment where they have been released. The beasts do receive an action card as normal, and every round they automatically go back one Range Increment in the Chase (towards the first marker). They do ignore the heroes from now on, but when they encounter a squad of Soldiers, a fight breaks out. Instead of running this fight (which does not make much sense because no players are involved), remove both the Hounds and the squad from the Chase due to the savage result of the event.

★ **Alusian Hounds (3):** See page 24.

King (0) Science lab: The hero enters a science lab, full of delicate and potentially dangerous equipment. This round, the Innocent Bystander rule applies and is changed in the following manner. If 1 or 2 are scored on the Shooting die, something explosive is hit. Everyone in the same Range Increment suffers 2d8 damage from an Extra. Gain increments as per the standard rules.

Ace (0) Autocart: The hero finds an autocart, a heavy-lifting vehicle used for moving cargo in the base. The cart can comfortably carry four people (up to six is a little cramped). The driver uses Piloting as the Chase skill. Passengers aboard obviously move with it. The cart is faster than the Guild forces, so the pilot adds +1 to Chase rolls. The vehicle has Toughness 10 and grants Medium Cover (–2).

SCENE 3: THE TAAK’S ALTAR

“This door!” Weaver shouts, pointing at a huge security door.

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As you hear the soldiers' shouts drawing nearer, the door silently opens.

Once inside, the door closes just in time to stop the first blaster shots.

Sasha quickly smashes the control panel.

"This will stop them, for a while." she says.

Now, while catching your breath, you look around the place that was so dangerous to reach.

It is a big room, with three windows as wide as the walls, which allow you to see outside. Looking closer, there is a little flickering on the transparent surfaces. They are not windows at all; they are forcefields, used to contain the air inside the chamber. The place is fairly close (maybe fifty yards) to the artificial crater you saw while landing. The floor is unpaved: you are walking on the same rocks as those outside.

The room is crammed with technological devices, but your attention is drawn to a stone altar, a crude block of rock at the end of the room.

"This is the altar," Weaver says, "we are, at last, exactly where I need to be."

"You are mistaken, my elusive friend. You are actually exactly where I want you to be." A burbling voice speaks. It is a familiar, but most unwelcome voice.

Gbalzer, the Officer of the Secret Police, steps out from behind a large terminal.

"How did you manage to find us?" asks Weaver, astounded.

"Your Guardians were tough fighters, Weaver, but even they haven't resisted my interrogation techniques. It was... fun... to see them implore me to hear your secrets in exchange for a quick death." The alien says with a grievous smile on his horrible face.

At these words Sasha explodes: "Die, you scum!"

The tough woman hits Gbalzer with a blaster shot catching him by surprise, but her actions are not without consequences. Just when the officer is hit, a hailstorm of blaster fire rains down on her and she drops dead on the spot. Clearly there are other soldiers concealed behind the equipment in the room.

Gbalzer is injured slightly, but not dead, and now he is enraged. He starts shouting, though well-protected behind his cover.

"Soldiers! Kill them! Kill them all! No mercy for the rebels!"

"I must reach the altar" says Weaver, "or all is lost!"

Deal action cards for the final battle of the scenario!

The altar room is a square of 24" x 24". The southern wall is the only real wall. In the center of it there is the 4" door the party came through. The other three walls are not made of concrete — they are forcefields.

Place the heroes and Weaver within 6" of the entrance.

The purpose of this fight is not to wipe out the enemies. There are simply too many, and reinforcements will soon arrive. The goal of the party is to let Weaver reach the altar and start the Taak. It requires three rounds of intense concentration from the rebel's leader (no other action allowed). If, for any reason, Weaver's concentration is broken, the entire procedure must be restarted. If Weaver is damaged, he must make a Spirit roll versus the damage number to keep his concentration, as per standard *Savage Worlds* disruption rules.

Remember that Weaver has the *barrier* power — it can give him extra protection during the concentration rounds.

The soldiers are divided into two groups; one spreads out on the left side of the room, the other on the right. They are positioned to efficiently use their cover. Place the soldiers at least 12" from the heroes.

Ghalzer is 12" away from the most advanced party member, behind cover. As said before, Sasha's shot didn't really damage him. In the first round he uses his stealth device to become invisible. His main target is Weaver. Only if the Black Guardians Leader is unavailable as a target, will he concentrate on the party.

The Robosentinels are not present at the start of the fight. They come in at the beginning of the third round from two openings placed at the south-eastern and south-western corners of the room. The openings are 12" above floor level and the robots remain at that height. In this way they can pass over any obstacles, but they have no available cover.

When the Taak starts, you can go to The End.

★ **Ghalzer, Officer of the Miners' Guild Secret Police.** See page 25.

★ **Miner's Guild Soldiers (3 per hero).** See page 25.

★ **Robosentinel (1 per hero).** See page 26.

After twelve rounds, if the party hasn't managed to activate the altar, the soldiers outside the room open the door and burst in. From now on the situation will be more difficult.

★ **Miner's Guild Soldiers (5 per hero).** See page 25.

TERRAIN AND PROPS

* **Taak's Altar:** A crude block of stone with strange engravings upon it. It is a block of 4" x 2". It has Toughness 20, Heavy Armor and grants Medium Cover (–2).

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THE END

* **Technological Devices:** This is a set of computers, a huge condenser or some other equipment put here to help analyze the altar. It is not important what they actually are, their only purpose during this fight is to grant Medium Cover (-2). They have Toughness 12 and count as difficult terrain. Use Medium Burst Templates to represent them. They must be placed at least 6" from the Taak's Altar. Place up to six Technological Devices in the room.

* **Freezon Barrels:** These barrels have a clear indication of danger upon them. They contain Freezon, a very cold gas, used for refrigerating certain technological devices. Each barrel grants Light Cover (-1) and has Toughness 5. If hit, it explodes creating a Small Burst Template of very cold gas. Anyone in the template suffers 2d6 damage from an Extra and must make a Vigor (-2) roll to avoid being Shaken due to the terrible cold. The gas is persistent and remains in the area until the end of the fight, or until the room is decompressed (see below). Use gaming stones to represent them. Place up to 8 barrels in the room.

* **Force Field Control:** This is a computer console placed on a metal pedestal. It requires a Notice roll to locate it. A hero can use the console to activate or deactivate one or all the forcefields in the room. When this is done, everyone in the room must do a Strength roll or be sucked 12" towards the nearest open aperture. If the target starts within 6" of the aperture, the roll is done with -4. Being sucked out of the room means a terrible death for any Extra. A Wild Card has more cards up his sleeve (no pun intended), so he manages somehow to cling to the wall of the room. From the following round on he must make a Strength (-4) roll to hold on in that strained position. If he fails, he is sucked out screaming into the vacuum. The hero cannot save himself, he can only resist. Only by reactivating the forcefields again can his death be avoided. Weaver's *barrier* spell grants +4 to the roll. Place the console in the exact center of the room.

It has Toughness 8. Destroying it blocks the forcefield in its current configuration.

* **Work Exoskeleton:** A work exoskeleton stands nearby. It is 12" high. It requires an Agility roll to climb inside and a Piloting roll to start it. From now on, the hero can use the exoskeleton! A character using the exoskeleton continues using his Attributes with the following exceptions: He now has Strength d12+2, Armor 6, and the Large monstrous ability. His oversized arms grant Reach 3 and the Sweep Edge, but they lack fine manipulation so no Shooting, Stealth or similar feats are allowed. The only thing that can be done with the exoskeleton is bash (Str+d8) or lift heavy loads. If the hero wants to fight, he'll use the lowest of his Fighting and Piloting Skills. The Exoskeleton is pressurized and has magnetic feet, so the pilot is immune to decompression in the room (see above). Place it wherever you want, at least 8" from the nearest hero.

When Weaver finally manages to start the Taak, you realize it at once.

The prism he placed on the altar begins to gleam an intense blue. For those of you gifted with psionic powers it doesn't end here. You feel a sort of silent call, a request for part of your energy that cannot be refused. You know that the same message is now silently reaching every psionic being on Gator. The energy collected in this way is enormous.

The strange crater outside the base starts shimmering. You realize now, that it is not a crater at all, it is a dimensional gate and it is opening! A huge column of water, a mile wide, bursts from the gate. It is high, high enough to reach Gator! So, this is the Taak, the water refilling process devised by the ancient Gatorian psionicists!

The moon itself is shaking because of the tremendous strain. You fear Niaga might break apart and you are not alone. The speakers are obsessively repeating this message:

"Abandon the base! All Guild personnel must abandon the base! Abandon the base..."

But you are too fascinated by the spectacle outside to depart. You see Gator's yellow surface slowly turning blue where the water pillar strikes it. There is a blue patch, becoming bigger and bigger every moment.

"We have done it," Weaver says. "My planet is saved!"

The Miners' Guild members are utterly shocked! They flee to their ships abandoning the system. The group is left alone in the base, with no spaceship available: the terrorized Miners have even taken the *Magellan II*.

But the party has nothing to fear: after a few hours they receive a communication from the *Blazing Star*. Kamelos (who, in the end, didn't manage to leave the planet) and Professor Ku Lamp are at the controls, arguing. They report that the Miners' Guild has packed up and fled the system (at least those survivors of the tremendous tsunamis caused by the Taak). In the confusion, Kamelos and the Professor were able to recover your spaceship.

The Gatorians are virtually unharmed: their ancestral cities were constructed on high plateaus, that are now islands, and all the Gatorians are amphibious. Weaver thanks the heroes: the mission is accomplished, Gator is free.

DARING TALES OF THE SPACE LANES #05

Professor Ku Lamp pays the heroes \$10,000 for the whole mission. The prism is now in the custody of the University of Lammor II and for some days Gator will be on all the news channels in this sector of the galaxy.

Weaver and the Gatorians are very grateful to the party. Now it is reconstruction time on the planet, so they cannot give the heroes any cash, but from now on all the party's members will have the Connections (Gator) Edge for free.

While exploring the moon base that the Miners' Guild quickly abandoned, the heroes find a nice surprise — a set of experimental space thrusters was left in a dock. They can be installed on the *Blazing Star*, granting the ship a permanent +1 Handling.

As for the Miners' Guild, they are not likely to forgive the heroes.

From now on, the party ranks highly on the corporation's black list...

THE CAST

ALUSIAN HOUND

Alusian hounds share some resemblance to Earth's dogs but they have a very different biology. They have red, maculated skin and a pair of strong tentacles on their backs, ending with a sting capable of delivering an energy discharge. The tentacles are very sensitive olfactory organs, comparable to a dog's nose. They are used in some parts of the galaxy as tracking and defense beasts.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d10.

Charisma: +0; **Pace:** 8; **Parry:** 5; **Toughness:** 4

Special abilities:

- * **Bite:** Str+d4.
- * **Fleet Footed:** Alusian hounds roll d10 instead of d6 when running.
- * **Tentacles:** Str+d4. The tentacles have Reach 2. If the beast hits with a raise, the blow also delivers an energy discharge. The target must make a Vigor roll or be Shaken.
- * **Size -1:** Alusian hounds are smaller than humans.

BLACK GUARDIAN

These Gatorian resistance fighters are the best of the best, capable of resisting the elite troops of the Miners' Guild. Selected and trained by Weaver himself because of their fidelity to the cause, they are the operative members of the rebel organization.

Natural psionics: Gatorians are latent psionicists, even if few of them receive formal training. All Black Guardians have this gift. In gaming terms each of them has a different Power and they use Spirit to activate it.

They have no Power Points, but they can use their Power a fixed number of times. Powers with a normal duration of (3/1) last three rounds.

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

Skills: Climbing d8, Fighting d8, Intimidate d6, Notice d6, Piloting d8, Shooting d8, Stealth d8, Streetwise d6, Survival d6, Throwing d8.

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 9(3)

Edges: Block, Combat reflexes, Dodge.

Hindrances: Loyal, Vow — free their planet from the Miners' Guild, Wanted (major).

Gear: Black combat armor (+3), Blaster rifle (Range: 15/30/60, Damage: 2d8, ROF 1, AP 1, semi-auto), Grenades (5/10/20, Damage: 3d6, MBT), combat knife (Str+d4).

Powers: 1 x *armor* (translucent force field) or *deflection* (short span precognition) or *boost/lower trait* (all-white eyes) or *entangle* (mind energy tentacles) or *telekinesis* (levitating objects) or *speed* (blurred movements).



EIGHT-EYES

This fat, four-headed creature is a Vigosaan; a race of humanoid reptilians, very rare in this sector of the galaxy. Eight-Eyes climbed up the ladder of criminal society thanks to his cunning mind and his ability to absolutely terrorize his minions. Now he is a rich and fat crime lord, and he is relaxing a bit.

Defense Belt: Eight-Eyes has lived this long because he is a prudent man. He has a protection belt, an artifact he paid a lot for but which was well worth all the credits spent. In gaming terms he has a power. Use his Smarts to activate it. The crime lord has no Power Points — the object can be used a fixed number of times in each scene.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Gambling d12, Intimidation d10, Notice d8, Persuasion d10, Shooting d4, Streetwise d12, Taunt d10.

Charisma: +2; **Pace:** 4; **Parry:** 5; **Toughness:** 9(1)

Edges: Charismatic, Connections (Criminal), Iron Will, Level headed.

Hindrances: Greedy, Habit — gambling, Obese.

Gear: Precious vest.

Gizmos: 2 x *deflection*.

Special abilities:

- * **Armor +1:** Vigosaans have thick, scaly hides.
- * **Claws:** Str+d4.
- * **Four heads:** Eight-Eyes has four independent heads that allow him to do two actions each round without penalty.
- * **Size +1:** He is slightly larger than a human.

EIGHT-EYES' GOONS

THE BLACK GUARDIANS

The Tellarans are a race of humanoids with bat ancestry. They have enormous, opaque eyes and an ultrafine sense of hearing. The group under the command of Eight-Eyes is made up of the lowest scum of their society.

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

Skills: Fighting d6, Intimidation d4, Notice d6, Riding d6, Shooting d6, Stealth d6, Streetwise d6.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5(1)

Hindrances: Loyal — servants of Eight-Eyes, Small — fragile body frame, Ugly.

Gear: Leather vest and mantle (+1), blaster pistol (Range: 12/24/48, Damage: 2d6, semi-auto) and dagger (Str+d4) or energy lance (Range: 15/30/60, Damage: 2d8, AP 1, can be used as a melee weapon dealing Str+d6, Reach: 1).

Special abilities:

* **Ultrafine hearing:** +2 to Notice rolls if hearing-based.



GHALZER, OFFICER OF THE SECRET POLICE

Ghalzer is a Lumonian: A spineless, intelligent and sadistic lamprey-like alien. Lumonians have mastered the art of constructing exoskeletons that allow them to move among and interact with other humanoid races. Ghalzer is a hound: he never leaves a trail uninvestigated, and he has solved many cases for the Guild. He loves inflicting pain, but he also knows when it is time to flee (only to return with stronger forces, of course).

Prototype equipment: As a high-ranking officer of the secret police, Ghalzer has some special equipment to test out. In gaming terms, he has some Powers. Use his Smarts to activate them. He has no power points and the gizmos can only be used a fixed number of times. Powers with a normal duration of (3/1) or (3/2) last three rounds.

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

Skills: Fighting d12, Intimidate d10, Notice d10, Piloting d8, Shooting d8, Stealth d10, Streetwise d8, Taunt d8.

Charisma: +0; **Pace:** 8; **Parry:** 9; **Toughness:** 8(2)

Edges: Acrobat, Fleet footed, Improved dodge, Investigator, Quick.

Hindrances: Cautious, Habit — sadism.

Gear: Lumonian exoskeleton (+2), blaster pistol (Range: 12/24/48, Damage: 2d6, semi-auto).

Gizmos: 1 x *invisibility* (chameleon field), 1 x *quickness* (blurred motions), 1 x *smite* (energy blades from fists).

Special abilities:

* **Lumonian Exoskeleton:** The exoskeleton allows Ghalzer to operate as a normal humanoid but it has a weakness, the power coupling. Disabling it requires a Called Shot (-4). If successful, Ghalzer suffers -4 to all Agility based rolls and to Parry. Finding this vulnerability requires a Repair roll or Smarts (-2) roll.

* **Lumonian martial arts:** Str+d6. Counts as armed.

MINERS' GUILD SECRET POLICE

Trained operatives in the Guild's internal security services. Feared even by their squad mates, they are known for their ruthless interrogation techniques.

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

Skills: Climbing d6, Fighting d6, Intimidation d8, Investigation d6, Lockpicking d6, Notice d6, Shooting d6, Stealth d8, Streetwise d8.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6(1)

Edges: Thief.

Hindrances: Vow — Protect the Guild.

Gear: Light armored vest (+1), blaster pistol (Range: 12/24/48, Damage: 2d6, semi-auto), pain staff (Str+d4, -1 to recover from Shaken).

MINERS' GUILD SOLDIER

Standard Guild soldier. Average training. He never asks questions — he simply obeys orders.

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

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

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

Edges: Combat reflexes.

Hindrances: Loyal.

Gear: Armored vest (+2), blaster carbine (Range: 15/30/60, Damage: 2d6, ROF 1, semi-auto).



PROFESSOR KU LAMP

Professor Ku Lamp is an old, furry humanoid with elongated eyebrows and catlike eyes. All his life he has studied the remains of ancient civilizations without abandoning his study on Lammor II. Now, in the twilight of his life, he has started adventuring outside the safe haven of the university, risking his life with daring adventurers and, in general, enjoying himself immensely! Outwardly grumpy and conceited, in truth he is a sweet person and a good friend to have on your side when the going gets tough.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Fighting d6, Knowledge (Galactic History) d10, Knowledge (Xeno archeology) d10, Notice d6, Persuasion d8, Shooting d4, Stealth d6, Taunt d6.

Charisma: +0; **Pace:** 5; **Parry:** 5; **Toughness:** 4

Edges: Connections (Academic), Scholar.

Hindrances: Elderly, Stubborn.

Gear: Vest, bandana, wrist computer, \$2,000.

Special abilities:

* **Retractable claws:** Str+d4.

DARING TALES OF THE SPACE LANES #05

ROBOSENTINEL

A robosentinel is essentially a spherical drone fitted with ranged weapons. This particular model floats in the air and is fairly skilled at avoiding blows.

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

Skills: Fighting d4, Shooting d8, Notice d8.

Charisma: +0; **Pace:** -; **Parry:** 6; **Toughness:** 7(2)

Special abilities:

- * **Armor +1:** It is fitted with a reinforced hull.
- * **Built-in blaster:** Energy ray (Range: 12/24/48, Damage: 2d8, AP 1, ROF 1, Semi-auto). It can be turned down to non-lethal damage.
- * **Construct:** A Robosentinel has +2 to Toughness and to recovering from being Shaken. It is immune to called shots, poisons and psychological effects.
- * **Defense routines:** Special software grants the drone good defense capabilities against melee and ranged attacks. It has the Improved Block (just counted in the stats) and the Improved Dodge Edges.
- * **Flight:** The robosentinel floats with a Pace of 6" and a climb rate of 4". It cannot run.

SALT RAIDER

The Salt Raiders are a tribe of nomadic Gatorians that, like their ancestors, survive through herding, gathering and, mostly, raiding. Fierce and courageous, their most hated enemy is the Miners' Guild, which, with the Automines, is destroying their way of life. This tribe is very friendly with the Black Guardians, whom they see as brothers in the fight against the oppressors.

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

Skills: Fighting d8, Intimidation d6, Notice d4, Riding d8, Shooting d6, Stealth d6, Survival d6, Tracking d6.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Steady hands.

Hindrances: Code of Honor.

Gear: Desert vests, bone scimitar (Str+d8), blaster carbine (Range: 12/24/48, Damage: 2d8, ROF 1) or salt gun (Range: 10/20/40, Damage: 2d6, see below).

Special abilities:

- * **Salt gun:** This weapon shoots an energized ray of salt. If the target is wounded or Shaken, he is also covered by a crust of salt that paralyzes him until he makes a Vigor (-2) roll. Another character can free a "salted" friend with a Healing (-2) roll.

VENOMSPINE, SALT RAIDER WARCHIEF

The warchiefs are the leaders of the Salt Raiders during battles and raids. They are not to be confused with the tribe chief who, instead, decides about the tribe's politics and runs day-to-day matters. This specific indi-

vidual is bold and fierce and will take any personal risk to bathe in glory.

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

Skills: Fighting d8, Intimidation d8, Notice d4, Riding d10, Shooting d6, Stealth d6, Survival d6, Tracking d6.

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Edges: Brawny, Command, Frenzy, Steady hands.

Hindrances: Code of Honor, Overconfident.

Gear: Desert vests, bone scimitar (Str+d8), blaster pistol (Range: 12/24/48, Damage: 2d6, ROF 1, semi-auto), Shattershield (+1 Parry, +2 Toughness vs. energy weapons, see below)

Special abilities:

- * **Shattershield use:** This strange object is made of a single shard of crystal and is capable of reflecting energy. When a Shooting roll against him fails, Venomspine can use the shield to reflect it back, gaining a free Shooting roll. He can use this ability even if Shaken, but with a -2 to the roll. The shield shatters after being used three times in that way.

VIRAXIAN BULL

Viraxia is a harsh planet, so its indigenous life forms adapted in that sense. The Viraxian Bull is a strong quadruped, more or less the size of a cow, with a rock-like hide, a big horn on its forehead and a readiness to lose its temper. This particular specimen was bred in captivity, so it lost some of the ferocity of its free brethren, but is still a bad customer to deal with.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d6, Guts d6, Notice d6.

Charisma: +0; **Pace:** 8; **Parry:** 5; **Toughness:** 11 (2)

Special abilities:

- * **Armor +2:** Rock-like hide.
- * **Horn:** Str+d6.
- * **Gore:** A Viraxian bull tries to impale its opponents on its long forehead horn. If it manages to move for at least 6" before attacking it gains +4 to damage.
- * **Size +2:** It is a large creature.



WEAVER, LEADER OF THE BLACK GUARDIANS

Weaver is a man of peace, but the terrible situation of Gator, his home planet, forced him to form a group of resistance fighters; the Black Guardians. He is a powerful psionist too, one of the few capable of starting a new Taak, the water refilling process to restore Gator's ocean.

Psionics: Weaver is a psionist. He has no Power Points, but instead he can use each Power a fixed number of times. Powers with a normal duration of (3/1) or (3/2) last three rounds.

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

THE BLACK GUARDIANS

WILD CREVASSE BIRD

Vigor d8

Skills: Climbing d8, Fighting d8, Intimidate d8, Notice d8, Piloting d8, Persuasion d8, Shooting d8, Stealth d8, Streetwise d6, Survival d6, Throwing d8.

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 9(3)

Edges: Arcane Background (Psionics), Block, Combat reflexes, Dodge, Level Headed.

Hindrances: Loyal, Vow — free their planet from the Miners' Guild, Wanted (major).

Gear: Black combat armor (+3), blaster rifle (Range: 15/30/60, Damage: 2d8, ROF 1, AP 1, semi-auto), grenades (5/10/20, Damage: 3d6, MBT), combat knife (Str+d4).

Powers: 1 x *barrier* (energy wall, up to 20"), 1 x *armor* (translucent force field), 2 x *boost/lower trait* (all-white eyes), 1 x *deflection* (short span precognition) and 2 x *telekinesis* (levitating objects), 1 x *environmental protection* (sphere of breathable air).

This pterodactyloid is commonly used as a mount on Tella. The wild variety is smaller but quicker than the tamed one. It is quite temperamental too.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+1, Vigor d8

Skills: Fighting d6, Guts d6, Notice d6.

Charisma: +0; **Pace:** 4; **Parry:** 5; **Toughness:** 7(1)

Hindrances: Bloodthirsty.

Special abilities:

* **Armor +1:** This beast has a thick hide.

* **Beak:** Str+d6.

* **Fly:** Flying pace 10", with a maximum climbing of 4".

* **Size +2:** A wild crevasse bird is more or less the size of a standard horse.

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