

THE RESCUE

PREFACE: This adventure is set in 2320AD but it is written to be used with my house rules but should be easy to convert to 2300AD or 2320 D20 rules. My house rules are available on the 2300AD COLLECTIVE web site. One other note is that in my game I deviate in some major ways from the “hard science” of the official 2300AD/2320AD setting. The greatest deviation is the use of artificial gravity. The use of artificial gravity in my game only works outside of a high gravity well. It is in a primitive state of technology in comparison to the Classic Traveller Universe. It is not used as a drive, and the primary use for it is for inertial compensators and “grav plates” on the deck plating of space vessels. It is a fairly new, power hungry and expensive technology, and plenty of vessels still rely on spin habitats. The reason that I have made this deviation is simple: I wanted to be able to use the many wonderful starship deck plans commercially available and on the web. Not many of these have spin habitats. The deck plans that I will use to run this adventure will be from the GDW Azahnti High Lightning set for the QE, and the Classic Traveller 600 ton subsidized liner for the Gulliver’s Travels and the Future Armada Exeter Class for the Santiago’s Promise.

To use this adventure, the PCs will need P-suit, combat and zero-g skills.

BACKGROUND:

The Sussex Line, Queen Elizabeth (QE) is in the largest class of passenger/cargo vessels operating in human space. Although they are as large as the “Tall Ships”, they are as dedicated to cargo hauling as passenger service, and are not as opulently appointed, lacking many of the amenities of the Tall Ships. In this adventure the QE will have been headed core ward in the French Arm when disaster struck as the QE entered orbit of a gas giant in the outer Augereau system (Augereau VI), to discharge her drives. A small commercial liner carrying the PC team will be inbound to the gas giant for the same purpose.

The cause of the disaster was not at first apparent to the crew of the QEI, or those who arrive on the scene to provide aid. In fact, if the team of PCs does not perform certain actions, the real cause of the disaster may never be known. The wreck of the QE will begin with a failure of the damage control system of the vessel when a fire breaks out on passenger deck 22 while the vessel is in night cycle. Not only will the automatic fire detection/suppression/control systems fail to operate, but the damage control system as a whole will fail, causing the smoke and fumes from the fire to quickly spread throughout the vessel, and for decks 21 and 23 to be consumed by the fire as well. The conflagration will cut off the bridge from the drives and engineering, and control will be lost by the command crew, sending the huge vessel into a decaying elliptical orbit around the gas giant, and onto a collision course with one of the gas giant’s dense rings in a few hours.

The next step in the disaster was the loss of the Captain and the First Officer as they were directing fire fighting efforts as the fire spread to deck 20 and as the life support systems for the entire vessel failed. The next in command called for the ship to be

abandoned and for a distress signal to be given, far later than he should have. The next failure was that of the life boats, which would not deploy. With the failure of the life boats, hundreds of passengers and crew have fled the vessel in emergency rescue balls, glad bags and p-suits that have very limited life support capabilities. Hundreds more suffocated on the QE. Of course, the passengers and crew that escaped are in the same orbit as the liner, and in hours they will smash into one of the gas giant's dense rings, prior to the failure of their life support systems.

The captain of the small liner carrying the PC team will be in contact with the officer left in command of the QE, the captains of three other small commercial vessels, to include two that were already in orbit of the gas giant, with the third 30 minutes closer to the liner than the ship holding the PC team. The captain of the vessel carrying the PC team will ask for volunteers to assist in the rescue effort.

As the vessel carrying the PC team closes, the sensors will pick up over 100 recovery beacons attached to survival balls and p-suits in the area of the stricken liner. The other commercial vessels will have arrived in the area of the liner from one hour to 30 minutes prior to the arrival of the PC's vessel. The captain of one of these vessels, a Libertine Trader named the Santiago's Promise, will tell the captain of the PC's vessel that members of his crew will be boarding the QE to help evacuate any survivors aboard, while the remainder of his crew begins rescue operations, to retrieve those that have already abandoned ship, along with the two other civilian vessels.

On the vessel carrying the PC team, the captain will ask for volunteers with P-Suit and Zero-G experience to aid in the rescue effort. All other passengers will be warned that the vessel will be taking aboard as many survivors as possible. As the vessel on which the PC team is traveling approaches the site of the disaster, the crew and the PC team, and other volunteers will prepare to go EVA to rescue passengers, and the passengers will begin to fill up the living spaces of the small liner.

As one of the PC team members is rescuing a young woman (Samantha Harding) in a glad bag, she will tell them about her father and she will urge the PC to help her find her father. She will offer to pay them Lv. 100,000 to find her father and will also say that he is a knight of the British Empire and that he was on his way to make an important presentation to the King. She will say that just before the disaster struck he was kidnapped from their stateroom by three men, and that one of them was a man wearing a ship's crew uniform. She will say that she was knocked unconscious while struggling with them. When she awoke she heard the abandon ship announcement and her father was gone. She will add that her father is Sir Reginald Harding, who is a famous theoretical physicist and engineer.

Another passenger rescued will be a high level corporate executive of the Sussex Line. Upon his pickup by the PC team he will immediately identify himself as an officer of Sussex Lines, Thomas Moore. Moore will ask to speak to the captain of the vessel carrying the PC team. The PC team will then be moving on the small liner on a break, while their EVA gear is being re-charged, when they will hear a disturbance. When they investigate they will find a man in QE Stewards' uniform attacking Samantha Harding in a stateroom. He will have the woman on the ground with his hands around her neck, choking her. After rescuing Samantha Harding, she will identify her attacker as one of the men that attacked her and her father in their stateroom.

After going back out and returning with more victims, the PC team members will be called to a meeting with the Captain of the small liner and Moore in the Captains' stateroom. At this meeting Moore will tell the PC team that he suspects that the disaster on the QE was not an accident. He will offer the PC team Lv. 10,000 each if they will complete two tasks for him: To recover the stern "black box" from the QE, and to recover two brief cases containing data chips located in the vessels secure storage safe. To assist in this effort he will be able to upload deck plans of the QE to the PC team via his subdermacomp. Moore will need to accompany the team as he can get through the biometric security measures to gain access to the vault.

If the PC team accepts the mission, they will have to EVA to the QE and gain entry. The approach of the PC team will be noted and reported to the terrorists aboard the QE. As the PC team moves to the engine compartment they will find that the engineering crew that was on duty was murdered, and that the drives have been sabotaged, leaving the still operating systems of the vessel on battery power. When they arrive at the location of the black box, they will be attacked by gunmen that have moved to intercept them, guessing that their objective was the black box.

If the PC team defeats the gunmen sent to stop them, and moves to the forward cargo deck, they will encounter armed men that are part of a team trying to cut into the secure storage area, with the intent of recovering a briefcase that belongs to Sir Reginald Harding and in looting the secure storage vault. If the PC team is successful in defeating these gunmen they may be able to determine that they came aboard the QE from the Santiago's Promise, aboard that vessels ship's boat, that is still docked with the Queen and occupied by a crew of 2. If they take any of their adversaries alive they may learn that Sir Reginald Harding is being held captive aboard the Santiago's Promise.

THE REAL DEAL:

The wreck of the QE was caused by a group of terrorists who are members of the Progresser Maintenant (Progress Now) movement. Some of the Progresser Maintenant team members had penetrated the crew of the QE (as well as other vessels of the Sussex line) after an Iranian Intelligence agent compromised a key person in the companies personnel division. The purpose of the attack on the QE is to cover up the kidnapping of, and theft of research data from, Sir Reginald Harding. Progresser Maintenant learned from an Iranian agent, through a leak in the Research and Development Branch of British MI-6, that Sir Reginald Harding had made a breakthrough in gravity manipulation at his secret research laboratory in New Africa on BCV. They also learned that he would be traveling to Tirane aboard the QE. The Iranian agent, and therefore Progresser Maintenant, had enough warning of Harding's plans to set up the attack, as Sir Harding was to present his findings to the King on Earth. The presentation of Sir Reginald Harding's research to the King involved a great deal of prior planning, and led to quite a bit of discussion at the Research and Development Branch of MI-6. The actual source of the leak that worked its way to the Iranian Intelligence agent, is a scientist in MI-6 Research and Development. This scientist is part of the gravity manipulation research section, trained by Harding when he taught at Cambridge University 20 years ago.

The research scientist that was the source of the leak has been seduced by and Irish woman operating in London. This woman is a member of a freelance intelligence

group, consisting mostly of Russians, involved in obtaining secrets and selling them to the highest bidder. The researcher is routinely drugged by the woman and then advanced techniques and technologies are used to obtain information from him, and to cover up the mental intrusions. So far the mental intrusions have escaped detection and the researcher suspects nothing, and believes that the woman that he is seeing is simply a country girl from a small village near Limerick in Ireland. The company that the Irish girls work for has been selling information obtained from this scientist to a number of corporate interests and government intelligence agencies, and to the Iranians.

The intelligence group involved portrays itself as an international private investigation and security company called "Executive Security Solutions". Executive Security Solutions (ESS) is owned by Sloban Wierzbicki, a former member of the Russian Intelligence Service, and the company is based in Libreville. The company hires ex-intelligence operatives from governments and corporations. Many of these operatives have been let go from their national organizations for unethical behavior. ESS also hires some ex-military personnel and has been known to cooperate with the Blackthorn PMC. ESS frequently works on a case by case basis for Tier III nations in response to specific problems outside the scope of capabilities of their limited security/intelligence services. ESS has done quite a bit of work for Iranian Intelligence, which for cultural and ethnic reasons, has a limited number of operatives capable of conducting complex operations outside of the middle-east. ESS has been reported in the press to have been involved in the assassination of a president of an Indian state in 2318 and two of its operatives are also wanted by the Manchurian Government.

The terrorist group, Progresser Maintenant (Progress Now), was manipulated into conducting the kidnapping of Sir Reginald Harding by an Iranian agent that has gained influence in the movement's command structure through cash payments and intelligence support of operations that serve both Iranian interests and the goals of the Progresser Maintenant (Progress Now) movement. The terrorist group went along with the plan as it had already been working with an Iranian agent on targeting a number of passenger liners operating on the French Arm, in order to make a statement against the Imperial control of the colonies from the core.

Progresser Maintenant was formed by a number of members of the failed independence movements on Kimanjano and Inferno, and members of a radical splinter group of the Transhuman League. The group's primary base of operation is the former French colony of Joi. The group funds itself through a number of illegal activities to include trafficking in illegal bio-mods and narcotics, and through payments from a number of Tier III nations that secretly support the movement's goals of freeing the colonies from the imperial powers. With the help of the Iranian agent, Progresser Maintenant had already managed to get three agents in place aboard the QE; (one in the Engineering Staff, one on the Steward Staff and one member of the Security Staff) prior to the news of Sir Reginald Harding's trip to see the King with the data regarding his recent discovery. With the assistance of the Iranian Intelligence agent, and a particularly vicious ex-British Intelligence Operative and ECS Operations Coordinator with contacts in the Union Corse, the rest of the pieces of the plan were put together.

At BCV Sir Reginald boarded the QE with his daughter. A team of Progresser Maintenant operatives also boarded the QE as passengers at BCV, in addition to those that had already infiltrated the crew. This team included a computer expert. With the

help of the terrorists that had infiltrated the crew, the Progresser Maintenant computer expert was able to penetrate the engineering, internal communications and damage control systems of the ship. When the fire was started, some of the Progresser Maintenant operatives moved on Sir Reginald in his stateroom. They searched for any data in the stateroom but found nothing. They then moved Sir Reginald to a life boat (the only one left operational by the computer expert) and they left the ship, taking advantage of the confusion. The life boat was met by the Santiago's Promise which had moved to the vicinity of the stricken QE.

The Santiago's Promise is a libertine trader, and part time pirate carry ship, that is connected to the Union Corse crime group. The captain and crew of the Santiago's Promise were recruited as part of the plot based upon a large cash payment, and upon the promise of the contents of the QE's secure storage vault, with the exception of two brief cases containing data chips. For the mission, the Santiago's Promise, is carrying a number of extra space dog thugs with zero-g experience.

While Sir Reginald Harding was being abducted, the Progresser Maintenant security specialist and engineering crew members armed the remainder of the terrorist operatives that were aboard the QE posing as passengers, and they moved to the engineering section to eliminate the engineering crew and to disable the vessel and set it on a course to destruction. All of the Progresser Maintenant planted crew members then escaped the vessel in P-Suits to be rescued by the responding ships, to include the PC team's vessel. One of the crewmen rescued by the PC team will be the steward that was involved in the kidnapping of Sir Reginald. When the steward saw Sir Harding's daughter on the *Gulliver's Travels* he was afraid that she would recognize him and so he attempted to kill her.

After the Progresser Maintenant team members returned with Sir Reginald to the Santiago's Promise aboard the life boat, they were able to learn from him that the data chips that he was carrying were located in the secure storage facility on the QE. At this point the Progresser Maintenant team returned to the QE in the Santiago's Promise's ship's boat to recover the data chips. The Progresser Maintenant computer expert was not able to provide assistance in getting into the secure storage area, and a team of terrorists and pirate crew members began using plasma torches in an attempt to burn their way in through the doors to the vault.

ORGANIZATION:

- ? SCENES: This adventure is presented in cinematic format, with a number of detailed scenes.
- ? NPCs: Major and Minor NPCs for this adventure will be described in this section.
- ? EQUIPMENT: Any special equipment issues for this adventure will be detailed in this section.
- ? LIBRARY DATA: Any special information pertaining to this adventure that may be researched by the PC team will be listed here.

SCENE SYNOPSIS:

- ? **SCENE ONE: Bad News**

Location: Aboard the *Gulliver's Travels*

Synopsis: The PC team will be aboard the *Gulliver's Travels*, headed towards a gas giant in order to discharge drives when the disaster aboard the *QE* will develop, leading to a distress signal. The PC team will be asked to assist in the rescue effort.

? **SCENE TWO: Into the Void**

Location: In orbit around the gas giant

Synopsis: The PC team will be involved in EVA rescue operations in orbit around the gas giant. One of the rescued travelers will reveal disturbing information.

? **SCENE THREE: The Damsel in Distress**

Location: aboard the *Gulliver's Travels*

Synopsis: Members of the PC team will be back aboard the *Gulliver's Travels* while their EVA packs are being recharged, taking a break. While moving to the galley to get a bite to eat, they will hear a disturbance and will find that a female that they rescued earlier being attacked by a large man with substantial hand to hand combat skills, who was a rescued member of the *QE* crew.

? **SCENE FOUR: The Job Offer**

Location: Aboard the *Gulliver's Travels*

Synopsis: The PC team will be called to the Captains Quarters and will be offered a job by Thomas Moore, an officer of Sussex Lines. He will offer the PC team a substantial reward to conduct a recovery operation on the doomed *QE*. They will have to take Moore with them.

? **SCENE FIVE: Engine Trouble**

Location: Aboard the *QE*, in the power plant section (Decks 36 through 38)

Synopsis: The PC team will EVA to the *QE* engine room section, where they will discover that the engineering crew was murdered, and that the power plant was intentionally disabled. While they are recovering the "black box" they will be attacked by a team of terrorists and pirates.

? **SCENE SIX: The Vault**

Location: Aboard the *QE*, forward cargo deck (Deck 15)

Synopsis: The PC team, if still capable of doing so after the previous scene, will be directed by Moore to move to the secure storage area in the forward cargo deck in order to secure briefcases containing data chips. There they will encounter a team of terrorists that are attempting to cut their way through the vault door with the same objective as the PC team and Moore.

? **SCENE SEVEN: Taking the Launch**

Location: Aboard the *QE*

Synopsis: If the PC team learns that the terrorists are from the *Santiago's Promise*, they may also learn that there is a launch from that vessel that is conducting rescue operations while waiting for a pickup call from the terrorists. If they call in the launch they may be able to use it as a Trojan Horse to get aboard the *Santiago's Promise*. To do so they will have to take the launch from its crew without allowing the crew to send a message or damaging the vessel.

? **SCENE EIGHT: The Promise**

Location: Aboard the *Santiago's Promise*

Synopsis: The PC team may elect to board the Santiago's Promise by stealth to rescue Sir Reginald from his kidnappers.

? **ENDING**

Location: Back aboard the Gulliver's Travels.

Synopsis: Largely dependant on the PC team actions.

SCENES IN DETAIL

SCENE ONE: Bad News

Location: Aboard the Gulliver's Travels

Synopsis: The PC team will be aboard the Gulliver's Travels headed towards a gas giant in order to discharge drives when the disaster aboard the QE will develop, leading to a distress signal. The PC team will be asked to assist in the rescue effort.

The PC team will be traveling towards the core in the French Arm aboard a small liner, called the Gulliver's Travels. The captain of the vessel is Clive Mensini (see NPC section). During the trip towards the core the characters will have met the captain and a number of the vessels officers, and other passengers. A number of the passengers are French and British military personnel headed to the core after a tour of duty in the Kafer sphere.

As the Gulliver's Travels enters a system and proceeds towards an outlying gas giant in order to discharge drives before continuing on towards earth, a distress message will be received by the crew of the vessel. At this time the Gulliver's Travels will be in night cycle. After the captain makes an assessment of the situation he will decide that his vessel will contribute to a rescue effort. The Captain will make an all hand address asking for passengers with pressure suit, zero-g maneuver, or medical experience to report to the main lounge. A number of current and former military personnel aboard the vessel (8 in addition to the PC team) will respond to the Captain's call.

In the main passenger lounge, the captain will describe the situation regarding the wreck of the QE, and the rescue effort that needs to be undertaken. He will explain that he plans for the Gulliver's Travels to rescue and take aboard as many of the victims from the QE as is possible, before the QE and the survivors crash into one of the dense rings of the gas giant. The captain will then ask for volunteers to assist in the rescue efforts, and will also want to know how many passengers have personal pressure suits in their personal baggage. He will also say that after as many survivors as possible have been rescued, the Gulliver's Travels will deliver the rescued victims to one of the outposts in the system.

If the PC team does not have their own pressure suits the captain will have spares that will fit the PC team members.

The captain will explain that the Gulliver's Travels will maneuver to one end of the stream of survivors in p-suits and rescue balls that run in a ribbon trailing the QE, and

that those equipped with P-Suits will go EVA to bring survivors into the airlock of the Gulliver's Travels. The GT's ship's boat will also be used in the effort, moving to rescue those survivors in p-suits. (If there is a PC that has spacecraft pilot skill, they could volunteer to pilot the ship's boat in this effort.

The PC team, the crew and the other volunteers will have 1 hour to prepare for the rescue effort.

SCENE TWO: Into the Void

Location: In orbit around the gas giant

Synopsis: The PC team will be involved in EVA rescue operations in orbit around the gas giant. One of the rescued travelers will reveal disturbing information.

Once into position the PC team will deploy in the rescue effort. As they go EVA it will be an incredible scene, with the hulk of the QE a few kilometers away with a ribbon of emergency rescue beacons from glad bags (civilian emergency p-suits) and rescue balls blinking, and the bright blue gas giant in the background.

Rescuing a survivor without mishap is a task:

TASK: TO PERFORM A ZERO-G RESCUE: SIMPLE. P-SUIT (ZERO-G MANEUVER IF YOU ARE USING MY RULES). HAZARDOUS, 5 MINUTES. This task assumes that two characters are cooperating in the rescue. If only one is doing so, the task is either one level higher in difficulty, or takes 15 minutes.

After a number of rescues, one or two of the team members will find and rescue Samantha Harding, who will be in a rescue ball. As soon as the PC team members are in contact with the rescue ball the frantic Harding will start asking if the PC team members have seen her father. She will be frantic and terrified and will tell the PC team the story of the men breaking into her and her father's cabin and knocking her out. (See NPC section below for the whole story).

The PC team will be involved in rescue operations for two hours and will then need to have their EVA thrusters re-charged and will have to take a break on the Gulliver's Travels to do so.

SCENE THREE: The Damsel in Distress

Location: aboard the Gulliver's Travels

Synopsis: Members of the PC team will be back aboard the Gulliver's Travels while their EVA packs are being recharged, taking a break. While moving to their staterooms to use the head and take a break, they will hear a disturbance and will find that a female that they rescued earlier being attacked by a large man with substantial hand to hand combat skills, who was a rescued member of the QE crew.

As mentioned in the previous scene, the PC team will be back aboard the Gulliver's Travels moving to their staterooms to clean up, rest, and use the head as the captain told them when they came back aboard to take a 20 minute break while their equipment was re-charged.

The rescued survivors of the QE will be primarily housed in the main lounge, but a number of passengers of the Gulliver's Travels will be assisting them, and providing comfort.

As a few of the PCs are moving through the vessel on their way to one of their staterooms (C-10 if using the Bastian Class 600 ton liner deck plans by FASA) when they will hear a struggle going on in another stateroom off of the same hallway (C-6). This was a vacant passenger cabin that was opened by the crew for the use of rescued passengers from the QE to clean up. Samantha Harding was led from the main passenger lounge to this cabin to clean up. One of the rescued crew members of the QE that was one of the Progresser Maintenant infiltrators was also rescued by the PC team after he exited the QE, posing as one of the shipwreck survivors. This was one of the Progresser Maintenant operatives that was involved in the attack on Samantha Harding and her father in their stateroom. The terrorist was surprised to see Elizabeth in the main lounge, thinking that she had died in the fire on the QE. He has managed to stay away from her so far, but is afraid that she might recognize him and compromise him. He noticed the steward leading her to the stateroom to clean up. He followed them down the hall and after the steward walked away he knocked on the door and Samantha answered the knock. The PC team members will have entered this hall way just as the terrorist entered the stateroom, after pushing Samantha farther inside and closing the door. As they approach the door to C-6 they will hear a muffled scream and then sound of a struggle (crashing and bumping) coming from inside of the room.

To enter the room to intervene they will have to force the door. To do so is a task:
TASK: TO FORCE AN INTERIOR STATEROOM DOOR. ROUTINE. STR+SIZ. 1 COMBAT TURN. REPEATABLE.

If a successful task roll is made the PC team members will have forced the door and will find the terrorist on top of Samantha strangling her with his hands as she claws at them. She is already blue.

The terrorist is a large and strong black male, who is also skilled in Melee and who has been biomod enhanced. He has identification documents on him that identify him as Martin Steele and as a steward assistant 2nd class, on the QE. He is wearing his QE steward crew member uniform. (See Martin Steel in the NPC section below for details).

If the PC team members are successful in rescuing Samantha, she will identify the operative as one of the men that attacked her and her father in their stateroom. She will ask the PC team members about her father and will beg them to find and rescue him. She will explain that her father is a famous and important scientist, and that he was on his

way to make a presentation about his work to the Royal court on earth. She says that if they rescue him there will surely be a great reward for doing so.

After this event, the PC team will continue in rescue operations, if they are able to, after the encounter with Martin Steele.

SCENE FOUR: The Job Offer

Location: Aboard the Gulliver's Travels

Synopsis: The PC team will be called to the Captains Quarters and will be offered a job by Thomas Moore, an officer of Sussex Lines. He will offer the PC team a substantial reward to conduct a recovery operation on the doomed QE. They will have to take Moore with them.

The PC team will continue rescue operations and will recover a man in a Sussex Lines custom p-suit of very high quality, along with a number of passengers that are in his vicinity. On the trip back to the Gulliver's Travels he will ask the PC team about the vessel that they are taking him to, after thanking them. He will then identify himself as an officer of Sussex Space Lines and he will politely ask the PC team to make radio contact with their ship in order to let the captain of the vessel know that he will be coming aboard and that he requests an audience as soon as possible.

After delivering the survivors to the Gulliver's Travels, the PC team will go out for some more survivors. While bringing in the next batch, they will be contacted by radio by Captain Menseni who will ask them to report to his stateroom upon their return to the Travels.

Upon arrival in the captain's stateroom, the PC team will find the Captain Menseni and Thomas Moore. Moore will introduce himself again and will very graciously thank the PC team personally for his rescue, and will also thank them on behalf of the Sussex Line, for the aid that they have been rendering to the survivors of the wreck of the QE. He will then tell the PC team that he has requested to speak to them as he is in need of further assistance.

He will then provide the PC team with the information below;

- ? Moore believes that it is possible that the wreck of the Queen Ann was some sort of act of sabotage or terrorism, and not an accident. He will be aware of the events surrounding Samantha Harding if the PC team rescued her.
- ? Moore knows that the QE will pass into one of the dense rings of the gas giant in four hours, and is likely to be destroyed in the process, eliminating all evidence of the cause of the wreck, if nothing is done before then.
- ? Moore wishes to hire the PC team to accompany him to the QE in order to obtain the "black box" from one of the engineering decks aft, and to obtain two attaché cases held in the secure storage vault in a forward cargo deck. Moore offers each PC team member that will accompany him Lv. 5000, and an additional Lv 2500 each if the black box is recovered, and another Lv 2500 each if the attaché cases

are recovered. Mr. Moore will add that it is necessary that he accompany the PC team members as he will be needed to get past the biometric security measures in place at both locations.

- ? Moore will be able to provide deck plans of the QE to the PC team members from his subdermacomp.

Captain Menseni will tell the PC team that he will be able to have the Travel's 30 ton ship's boat drop off the PC team in the close vicinity of the QE, and that the 30 ton ship's boat will return to pick them up upon their call. If the PC team members request access to their weapons, the captain will allow this. If the PC team does not have any weapons Captain Menseni will provide weapons from his ships locker, which include three shotguns, four 10mm pistols and two laser MR-7 laser rifles.

SCENE FIVE: Engine Trouble

Location: Aboard the QE, in the power plant section (Decks 36 through 38)

Synopsis: The PC team will EVA to the QE engine room section from the Gulliver's Travel's ships boat, where they will discover that the engine room on duty crew was apparently murdered. While they are recovering the "black box" they will be attacked by a team of terrorists.

The PC team will be transported to the QE by the 30 ton ship's boat from the Gulliver's Travels. They will EVA from the ships boat to an air lock on the QE. Once aboard the QE the team will have to make it's way through the power plant sections to the location of the black box (Deck 38) on the lower power plant deck, after entering the vessel at deck 35.

As the PC team moves through the engineering decks they will come across members of the engineering crew that have clearly been killed by weapons fire. The crew members are dressed in standard uniforms and protective gear, and Moore will guess that they were killed before an emergency was declared, as they would have put on p-suits at that time.

Any character with starship engineering that takes a look at the engineering data read-outs will be able to determine that the power plant has been shut down, and that some key components are listed as being inoperable. The pirates caused damage to the power plant that would take days to repair under the best of circumstances.

The approach of the 30 ton ship's boat delivering Moore and the PC team will be noted by the crew of the Santiago's Promise and the lead operative will guess their mission. He will then warn the group of terrorists and pirates that are aboard the QE that are trying to gain access to the secure storage vault. A number of these baddies will head towards the engineering section in search of the PC team. This team of bad guys should be equal to the size of the PC team + 1 or 2 (and should be an even number) and this group should be led by two of the operatives, with the rest being pirate crewmen of the Santiago's Promise (see stats in the NPC section under generic operative and pirate).

Note on Conditions: Much of the QE is operating under emergency power with 50% power to the grav plates (.5g) in normally occupied sections of the vessel, and dim emergency lighting with flashing emergency warning lights and a repeating message to abandon ship and a claxon horn. In addition, there are things in the drive section of the QE that do not react well to gunfire. Any missed shots that the game master believes would go into components should trigger a die roll. For each missed shot or burst there is a 5% chance of a secondary effect. For details on this effect roll 1D10:

- ? 1-4: There is a large release of smoke, blocking vision for 4 squares (6 meters) around the point of impact.
- ? 5-7: There is a release of poisonous vapors that will form a cloud that extends 8 squares (12 meters) from the point of impact. Any unprotected character will suffer 1D8 point of stamina damage for each turn spent in the cloud. A character in a sealed P-suit will not be effected.
- ? 8: There is a release of a caustic acid liquid. This liquid will come spraying out of the component and will hit any character within 4 squares on a 1-6 on a D10. If a character is hit, they will be hit in 1-4 body areas (roll randomly). If a character is hit with the liquid the acid will cause 1-6 points of damage to any unarmored area. The acid will also eat through armor or a p-suit in 10 combat rounds and will cause 1-4 points of damage to any areas under the armor. The acid will render the P-suit or armor useless.
- ? 9: The impact of the rounds or laser fire causes an explosion. Any character within 4 squares (6 meters) will be hit with 1-6 high velocity fragments on 1-6 on a D10. Each one of these fragments will cause 1-8 points of damage. Any character within 2 squares (3 meters) will be knocked down.
- ? 10: The impact of the rounds or laser fire causes a significant explosion. Any character within 8 squares (12 meters) will be hit with 1-8 high velocity fragments on a 1-8 on a D10. Each one of these fragments will cause 1-8 points of damage. Any character within 4 squares (6 meters) will be knocked down.

The pirates and the operatives will most likely encounter the PC team after they have retrieved the “black box”. The pirates will have split up into to groups of two in order to locate the PC team and Moore. Once one pirate/terrorist team is in contact with the PC team the others will move in quickly and they will try to engage the PC team from multiple directions. All of the bad guys have HUDS in their helmets and they have deck plans loaded into their portacomps/subdermacomps.

If the PC team is able to capture one or more of the pirates see the NPC section below for information that may be able to be gained, and they may have an idea of what they will be facing when they reach the High Security Vault on deck 15.

SCENE SIX: The Vault

Location: Aboard the QE, forward cargo deck (Deck 15)

Synopsis: The PC team, if still capable of doing so after the previous scene, will be directed by Moore to move to the secure storage area in the forward cargo deck in order to attaché cases containing data chips. There they will encounter a team of terrorists and pirates that are attempting to cut their way through the vault door.

The high security vault on Deck 15 is the location of the attaché cases that Moore needs to recover. One of these brief cases contains data chips that hold sensitive company information. The other holds Sir Reginald Harding's research materials.

On deck 15 will be three terrorist operatives and a number of pirates equal in number to the PC team members. If the terrorists have not heard from the team sent to eliminate the PC team, that the PC team has been eliminated, they will be deployed to defend their position while two of the pirates work. The two working will be using plasma torches, trying to cut through the door into the secure storage area. If they believe that the PC team has been eliminated they will only have two pirates on guard. The rest will be in the area of the vault, taking turns on the plasma torches.

If the PC team takes prisoners, they may learn that the terrorist/pirate team has the ship's boat from the Santiago's Promise on call. Also see information in the NPC section below.

SCENE SEVEN: Taking the Launch (Optional Scene)

Location: Aboard the QE

Synopsis: If the PC team learns that the terrorists/pirates are from the Santiago's Promise, they may also learn that there is a launch from that vessel that is conducting rescue operations while waiting for a pickup call from the terrorists. If they call in the launch they may be able to use it as a Trojan Horse to get aboard the Santiago's Promise. To do so they will have to take the launch from its crew without allowing the crew to send a message or damaging the vessel.

If the PC team has taken a prisoner, or otherwise deduced that the pirates and terrorist operatives came from the Santiago's Promise, they may also find out that there is a ship's boat from the Santiago's Promise conducting rescue operations, but on call to pick up the terrorists/pirates and whatever booty they recover from the high security vault. The PC team may wish to take the Santiago's Promise's ship's boat for their own use. There is one pilot and two pirate hands that have been conducting rescue operations on the ship's boat. These pirates have laser pistols available. If the PC team is not careful when taking the ship's boat, the crewman on the ship's boat will send a message the Santiago's Promise, and the Santiago's Promise will quickly leave the system. Use the statistics for a Generic Space Dog Thug for the crewman on the ship's boat.

SCENE EIGHT: The Promise (optional scene)

Location: Aboard the Santiago's Promise

Synopsis: The PC team may elect to board the Santiago's Promise by stealth to rescue Sir Reginald from his kidnappers.

If the PC team has learned that the pirates and terrorists encountered on the QE came from the Santiago's Promise, they may have also deduced or learned that is also the likely location where Sir Reginald Harding is being held.

If Moore learns that Sir Reginald Harding is aboard the Santiago's Promise, he will attempt to talk the PC team into a rescue mission raid on the Santiago's Promise. At this point, Moore will inform the PC team that Sir Reginald Harding is a very important research scientist that has recently made an important discovery, and that he was on his way to earth to present his findings to the British Crown. Moore will tell the PC team that if Harding's knowledge fell into the hands of terrorists, it could lead to untold disasters for human civilization. Moore does not actually know the nature of Sir Harding's discoveries but will play it up. In the event that the PC team asks for more money, he will offer them up to double their initial pay.

The Santiago's Promise is a Exeter Class Merchant vessel equipped with a ship's boat that docks in the internal bay of the top of the vessel (see Armada Exeter Deck Plans that are available for purchase and download on the internet).

The Santiago's Promise will be posted in the area of the stream of survivors close to the QE, and three of the ship's crewmen will be involved in EVA operations, rescuing survivors in order to maintain the vessel's cover story. As noted above, two more have been working from the Santiago's Promise's ships boat. The rescued passengers are being brought aboard through a temporary airlock that has been installed on the front loading door of the main cargo bay (lowest level of the vessel). The survivors are in the main cargo hold of the vessel. The Santiago's Promise cargo hold was only about ½ full. There are 26 survivors in the hold and conditions are getting cramped.

Also aboard the vessel are the Captain, (Martin LeFlange), his first officer (Fernand Birodrux), Herve Henroit (the Progresser Maintenant cell leader), Ahmed Amejan (Iranian Intelligence Officer) and Doctor Maxime Roland (a Progresser Maintenant operative). There will also be two pirate bridge crewmen. Two more crewmen are in the hold taking care of the rescued ship wreck victims. The following opposition NPCs are in the following locations:

- ? Bridge Crew – on the flight deck: 2 pirates
- ? Captain, Terrorist leader and First Officer - Operations
- ? Medical – Doctor Roland and Ahmed Amejan (with Sir. Reginald Harding)

When the PC team makes entry onto the vessel, Sir Reginald Harding will be with Doctor Maxime Roland and Ahmed Amejan in the sick bay. Sir Reginald will be unconscious and the doctor will be preparing to place the doctor into a pentapod cocoon, for safekeeping and transport.

If the PC team is using the ship's boat of the Santiago's Promise as a Trojan Horse, they will be met at the bay by Henroit, Amejan and Birodrux and one of the crewmen otherwise located in the cargo bay. If they have had any indication that something might be wrong they will be armed, armored and ready.

One modification that has been made to the vessel is that the upper cargo area has been converted into a bunk room for all of the extra crewmen aboard for this mission.

ENDING

Location: Back aboard the Gulliver's Travels.

Synopsis: Largely dependant on the PC team actions.

How the adventure ends is largely dependant on the actions of the PC team.

- ? If the PC team refused to assist Moore, the adventure will end when the wreck survivors are delivered to the Augereau outpost by the Gulliver's Travels.
- ? If the PC team was successful in assisting Moore and in recovering the black box and the brief cases, they will be paid and the adventure may end when the wreck survivors are delivered to the Augereau outpost by the Gulliver's Travels if the team did not figure out that Sir Reginald Harding was aboard the Santiago's Promise. If the team did figure out that Harding is on the Santiago's Promise, but did not attempt a rescue in space, the GM may give the PC team another shot at a rescue operation when the pirate vessel drops off the rescued survivors at the outpost.
- ? If the PC team boarded the Santiago's Promise and rescued Sir Reginald Harding, they will have his gratitude and the gratitude of the British Government. If they took prisoners and these are turned over to MI-6, it is possible that they may be employed by MI-6 as free-lancers in an investigation, following the trail of the information leak, and eventually against ESS.

NPC SECTION:

Captain Clive Menseni: Veteran, mentally oriented, Space Crew NPC.

Appearance: Medium height and thin Caucasian male with dark short hair and thick eyebrows. The captain always wears a well-pressed ship's jumpsuit when he is not in his quarters.

Menseni is the captain of the liner Gulliver's Travels, on which the PC team will be traveling to the core from the French Arm. His motives are the safety of his ship and passengers first, closely followed by his desire to save as many of the passengers and crew of the QE as possible. He will however divert assets from the second goal for a chance of obtaining a Captains' position from the Essex Line, which will be promised to him by Thomas Moore after his rescue, for his assistance in recruiting for and supporting a mission onto the QE.

Samantha Harding: Experienced, Mentally Oriented, Academic NPC.

Samantha Harding works is a Graduate Student at the New Africa University of Science on BCV. She was traveling to Earth with her father for her brother's wedding. On this trip her father was also going to present his new research discoveries to the Royal Society and the British Government, and the King. During the voyage she and her father were assaulted by a group of men in their stateroom and when she regained consciousness her father and the men were gone, the deck was filled with smoke and the abandon ship alert was sounding. She managed to get into a rescue ball, and to get out of the QE, along with three other passengers. As soon as a PC team member is in radio contact with her rescue ball, she will begin telling the PC team that they must find her father. She is frantic. She will tell them the story about her father being taken from her stateroom by force. She will tell them that his rescue will no doubt lead to a great reward for them as he is a famous scientist, Knighted by the King of the British Empire, a member of the Inner Chamber of the Royal Society, and very wealthy. All Samantha cares about is the safety of her father.

Sir Reginald Harding: Elite, mentally oriented, academic NPC

Sir Reginald Harding is one of the top research scientists in the field of Gravatics in human space. He has been Knighted for his discoveries in his field by the King of England, and is a member of the Inner Chamber of the Royal Society. He is also very wealthy, having patented some inventions in his youth. He has built his own secret research lab near his jungle estate, in the New Africa colony on BCV. He has made a new discovery, which he plans on presenting on earth to the British Government and the Royal Society in conjunction with a trip to Earth for his son's wedding. He will be kidnapped in the early stages of the attack on the QE and will be transported by terrorists to the Santiago's Promise. The terrorists will have searched Sir Richard's stateroom for the data they believe him to be carrying but will come up empty handed. After his transportation to the Santiago's Promise, he was tortured and led to believe that the terrorists were also holding his daughter. He revealed that his research data is in the vault in the secure storage section of the QE. If the PC team boards the Santiago's Promise, he will be very grateful if rescued.

Thomas Moore: Veteran, mentally oriented, Administrator NPC

Special Skills: P-Suit 3, Zero-g maneuver 4, Sidearm 1, Melee 4, CUF 6, HPA: 6

Thomas Moore is a high level executive of Sussex Lines and was traveling on the QE on company business. Moore is also an asset of British Secret Service and was traveling on the QE in order to assist Sir Reginald Harding in securing his research materials for the journey. Moore grew up in Earth Orbit (zero-g). Moore is 50 years of age, with dark hair, graying at the temples. He is average height and thin with a strong nose and dark eyes. He is a soft spoken and thoughtful man, who's hobby since childhood has been martial arts, leading to his high coolness under fire rating. Moore is loyal to his company, and to the British Empire and his goal by the time that he is rescued by the PC team is to: save the QE if possible, Obtain documentation regarding the cause of the disaster, and recover company data and Sir Reginald Harding's research data from the high security vault on the QE. Moore is in a position to offer high pay to accomplish these goals. Moore puts the interests of Sussex Lines first, but Moore is honorable and will stay to his word. He will insist on accompanying the PC team on the recovery effort on the QE.

Martin Steele: Veteran, physically oriented, underworld NPC / Green space crew NPC
Special Skills/stats: Size 16, Strength 18 (5), **Melee 8 (total asset 12)**, +2 initiative bonus due to bio-mods. 8 hits per area. Combat assets: 6, CUF: 6 (**8**), HPA: 8, Hand to Hand combat damage: 1D6. # of melee actions: 3.

Martin Steele grew up on the colony of New Africa on BCV and was a teenager during the Kafer War. After the war he attended university and became radicalized and eventually became a member of Progresser Maintenant. He, like most Progresser Maintenant operatives, has a bio-modification that causes a massive brain hemorrhage and death, if he is interrogated and is about to break and provide information about the organization. He also has a subdermacomp installed that will trigger the bio-mod self destruct.

Generic Progresser Maintenant Operative: Veteran, physically oriented, underworld NPC. Special Skills/stats/assets: +2 initiative bonus due to bio-mods and 8 hits per area. Combat assets: 6, CUF: 6 (**8**). HPA 7. Equipment: Inertial Armor P-Suit (IM -3), Luce 7B laser rifle and MR P-3 laser pistol. Tactical Pool points per member = 3. These operatives are equipped with a bio-modification that causes a massive brain hemorrhage, and death, if interrogated and about to break and provide information about the organization. They have subdermacomps installed that will trigger the bio-mod self destruct.

Generic Space Dog Thug: Experienced, Physically Oriented, Pirate NPC. Combat assets: 4, CUF: 4. HPA 6. Equipment: Inertial Armor P-Suit (IM -3), Hand to Hand combat damage: 1D4. MR P-3 laser pistol and Dunarmco CAG loaded with AP DS Slugs. Tactical Pool points per character – 2. If one of these pirates is captured, they may be able to be successfully interrogated (Determination Modifier 3). If successfully interrogated the following information may be learned;

- ? They are crewman from the Santiago's Promise
- ? Other members of the crew and some of the passengers from the Santiago's Promise are trying to get into the secure storage vault of the QE on Deck 15 in order to loot it.
- ? The passengers that were on the Santiago's Promise are after particular items in the storage vault, and the rest of the high value cargo is to go to the captain and crew of the Santiago's Promise.
- ? The Santiago's Promise is a libertine freighter that also acts as a carry ship from time to time for a pirate/smuggling network.
- ? The passengers on the Promise that have been directing the pirates working on the QE seem to be a serious bunch and their leader is on the Santiago's Promise, and they have an old man prisoner that they brought from the QE.
- ? The team from the Santiago's Promise that are aboard the QE arrived on a ship's boat from the Santiago's Promise that is on call to return to pick them up.

Captain, Martin LeFlange: Elite, smuggler-pirate and ships crew NPC. He is mentally oriented, and distinguished looking with sharp piercing eyes. He is armed with a laser pistol at all times and if he has any warning he will don an inertial armor vest and will

grab his Rorrtnan LK-1 laser rifle. CUF: 8, HPA 6, COMBAT ASSETS: 7, TAC POOL FACTOR: 3. In the event that Captain LeFlange is persuaded to tell what he knows, he will know the information listed below. LeFlange will not give up the information about the Union Corse easily as he is sure to be hunted by the Union Corse for failing in this mission. Threatening his life will not be enough. His Determination asset is 4.

- ? The Progresser Maintenant team boarded the Santiago's Promise at BCV. Their charter was arranged through a man there that he does some business with from time to time.
- ? Upon the boarding of the Progresser Maintenant team, he did not know what the mission was to be, but did know that he was being paid five times his normal rate. He was also directed to take aboard a number of extra crewmen and to not take aboard any passengers other than the Progresser Maintenant team.
- ? After the passengers boarded, he was visited by Emile Murton, a high ranking Union Corse member. (The Union Corse helped LeFlange finance his ship and he now forever owes them). Murton told him about the mission and that ½ of the value of what was recovered from the high value vault on the QE was to be paid to him as a "finders fee".
- ? LeFlange was told by Murton that Ahmed was in overall command.

First Officer Fernand Birodrux: Veteran, mentally oriented, smuggler pirate NPC. Fernand is an excellent pilot and is a tall and thin low-g type with a shaved head. He is armed with a laser pistol at all times, and if he has any warning of an impending combat he will don an inertial armor vest or his armored p-suit and will grab his LK-1 laser rifle. COMBAT ASSETS: 5, CUF: 5, HPA 6, TAC POOL FACTOR – 2. Birodrux has brought up from a station rat by LeFlange and is 100% loyal to him. This could be used as a weakness by interrogators. He knows the first two points of information listed above. He does not know the details of the meeting between Murton and LeFlange, but does know that the ship was visited by someone who met alone with the captain just before departure from the BCV orbital station.

Herve Henroit (the Progresser Maintenant cell leader): Elite, mentally oriented, underworld NPC (extensive bio-modifications). Henriot is a high ranking member of the Progresser Maintenant and is wanted by French and German authorities on murder, conspiracy, and terrorism charges, although it would take a full DNA workup to identify him due to heavy bio-tech modifications. Unlike most of the members of Progresser Maintenant, Herve is not equipped with a bio-mod self destruct. He does however have a pain cut-out and is immune to most physical torture. He has a great deal of knowledge about the inner-workings of the Progresser Maintenant organization and will be a great prize if captured to most intelligence agencies. Henriot has extensive bio-modifications and is a formidable combat opponent. COMBAT ASSET: 8 (+2 = **10**), CUF: 8 (+2 = **10**), HPA: 7 (+5 = **12**), TAC POOL FACTOR = 2. Equipment PsiTech ND-12 Neural Disrupter, concealed inertial armor vest.

Ahmed Amejan (Iranian Intelligence Officer): Elite, mentally oriented, field agent NPC. Ahmed is the Iranian Intelligence Case Officer in charge of managing the Progresser Maintenant group in the interests of Iranian goals. Ahmed is an elite field

agent with many years of experience. He has operated throughout the French arm for the last 15 years. He knows that the information that led to the mission to kidnap Sir Reginald Harding came from ESS, but does not know how the information was obtained by ESS. The information was passed to him by his superior from an Iranian Intelligence agent in Libreville that is the go between for Iranian Intelligence and ESS. Through his extensive contact with Progresser Maintenant, Ahmed has obtained some bio-enhancements. Ahmed would be a great prize for MI-6 or any other intelligence organization. Ahmed will fight to try to escape if possible, but will surrender if he does not believe that escape is possible. He will not throw his life away. He does have access to considerable liquid funds (Lv 80,000) that he can access quickly at about any bank, and will try to buy his way out of trouble. Mental Statistic Modifiers = 4, Physical Statistic Modifiers = 3. COMBAT ASSET: 7 (+1 = 8), CUF: 8 (+1 = 9), HPA = 6, TAC POOL FACTOR = 1. Equipment: Inertial concealed vest, Guiscard PM-03 auto-pistol.

Doctor Mini Roland: Elite, mentally oriented, medical NPC. Doctor Roland was a medical doctor and researcher working for IXE on Kimanjano when the colony made its loosing bid at independence. She became a member of the revolutionary council, but managed to escape when the French re-took the colony. She has been on the run ever since and became involved with Progresser Maintenant on Joi. Doctor Roland is well versed in bio-enhancements. Her job on this mission is to support Progresser Maintenant goals, and to assist in the control of Sir Reginald Harding. COMBAT ASSETS: 3, CUF: 3, HPA: 5, Weapons: None. Special: Doctor Roland is equipped with a pheromone enhancer that she can activate at will. If she activates it, every character within 5 meters must make a Difficult statistic role modified by willpower and intelligence. If this role is failed, the character failing the roll will think that the good doctor is the most interesting and sexy person that they have ever met, and will not let harm come to her. Females have a +2 modifier to the roll but are not immune. A character that fails the roll can re-roll every 10 minutes. Once a character makes the roll, they get a +4 bonus on all future rolls. Doctor Roland can only use this ability once every 10 minutes. If Dr. Roland asks a character under her influence to do something that would be very much against their nature, such as hurting a friend or comrade, they get another chance to roll to escape the effects of the pheromones at +2.

EQUIPMENT

- ? Plasma Torch: Plasma torches are a common construction item. They are designed to quickly cut through metal. The most common plasma torches weigh 5 kilograms and use 3 kilogram fuel canisters. Each fuel canister is good for 5 minutes of operation. A plasma torch can cut through a standard starship hatch in 2 minutes, an iris valve in 10 minutes, and the outer hull of the average civilian starship in 15 minutes. Very hard, re-enforced metals and other materials used in high security areas, or the armored hulls of military starships, can take a long time to penetrate with the average plasma torch. If used as a melee weapon, a plasma torch has a -3 modifier to hit due to it's bulk. It causes 1-10 points of damage on a hit and armor only counts ½ against it.

LIBRARY DATA

Progresser Maintenant (Progress Now): This terrorist organization was first identified by the media in connection to the assassination of a high ranking French Diplomat on BCV in 2305. Since that time the organization has claimed responsibility for sporadic attacks on the assets and personnel of colonizing nations in all three arms of human space. The groups stated goal is freeing of the colonies from the oppression of earth, and the freedom of the current colonies to make progress in human evolution through unregulated bio-engineering. Press reports indicate that the organization may receive support from the Joi government, and from radical elements of the Transhuman League. These reports also indicate that no Progresser Maintenant operatives have been captured alive and that the bodies of slain operatives have been the subjects of extensive biotech modification.

Executive Security Solutions (ESS): This independent security and private investigations company is owned by Sloban Wierzbicki, who press reports identify as a former member of the Russian Intelligence Service. Wierzbicki has publicly denied any affiliation with Russian or any other national intelligence service. ESS is based in Libreville but also has an office in the Freihaven colony of Tirane. Press reports have linked ESS to a number of incidents and operations involving the Blackthorn Private Military Company. Janes Corporate Intelligence Weekly (JCIW) reports that ESS hires primarily ex-intelligence operatives from governments and corporations. Many of these operatives have been let go from their original organizations for unethical behavior. JCIW also reports that ESS frequently works on a case by case basis for Tier III nations in response to specific problems outside the scope of capabilities of their limited security services. ESS has been reported in the press to have been involved in the assassination of a president of an Indian state in 2319 and two of its operatives are also wanted by the Manchurian Government.