

ALIENS & ASTEROIDS

FATE OF THE SOLAR CHASER



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Fate of the Solar Chaser

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Moebius Adventures © 2019

First published OCT-2019

Published by Gallant Knight Games, 2019

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A ship in distress

The Stellar Graveyard is largely a mystery to the Dominion, though there are some who would brave the potential danger for the untapped rewards that lie within. All we know is the Dread decimated entire civilizations across multiple systems, leaving little alive in their path.

As the adventure begins, the player characters are returning from a mission near the edge of space nearest to the Dominion. The Marines are called to the command deck for an incoming transmission from Dominion Space Forces (DSF) Command located on Luna in Picard Crater. Hungry and exhausted, they assemble dutifully, just in time for the screen to flash on.

Greeting the characters is Admiral Macy Marliana, her image flickering on and off, slightly distorted and broken by the immense distance it's being broadcast across. Marliana looks incredibly young for her rank, but don't be fooled. She is experienced, battle-hardened, and as mean as an angry hornet.

Marliana addresses the characters: "Marines! We have an urgent matter that needs to be handled immediately, and you're the only team close enough to do it. We have received a distress signal from a small Excursori craft. The distress signal was accompanied by a short audio transmission. I'll play it for you now." As the message plays, Admiral Marliana's image temporarily disappears.

"...Mayday! This is ... is the Solar Chaser Model #ST-090. We ... (Crackle) rescue. We're ... (Crackle) ... Oh God, they're ..."

The message ends as Admiral Marliana's face reappears. "That's all that we've received, so far. However, the distress signal is still broadcasting and we have been able to track it to a small, uncharted planet located in the Stellar Graveyard. We're sending you the coordinates now."

"Your mission is to go there, figure out what's going on, assist if possible, and rescue or recover if necessary," orders Marliana. "The Excursori #ST-090 is an exploration vessel, not a fighter. Some scientists probably got the space-spooks; nevertheless, it's our job to save their skin."

Adventure Summary

Fate of The Solar Chaser is an adventure designed for 3-6 player characters. It should last between 3 and 4 hours.

This adventure primarily takes place on a crashed spaceship which is on the planet Numba in the Stellar Graveyard. Numba was a high-tech planet overrun by The Dread. The Excursori ship was sent on a scouting mission to explore a potential resource-rich world, but things went sideways when the crew encountered native resistance and discovered the planet was still overrun by the Dread. They tried to escape, but something happened that caused them to crash instead.



Mission objectives

Mission parameters are straightforward: Investigate, Support, Rescue and/or Retrieve.

- Investigate: Follow the distress signal to its origin. Determine the status of the vessel and crew.
- Support: If the ship is disabled but can be made operational, provide assistance with mechanical repairs to get the ship flying again.
- Rescue: If the vessel's crew is in trouble or the ship is not repairable, transport (via multiple trips if necessary) the crew to the nearest safe location and leave them to their own devices.
- Retrieve: If the ship's crew are found dead, collect the bodies and return them to headquarters for proper disposal.

Dread Rating (DR): 3

Referee Advice

- If the players do not comply, Admiral Marliana will threaten harsh punishments such as docking of pay, being charged with insubordination or dereliction of duty, or even physical torture.
- Entering the Stellar Graveyard has been prohibited to Dominion forces and should be deeper than the PCs have traveled so far. They have been briefed about the Dread threat and understand that there is a high chance of encountering the Dread within the area. If not, brief them about the Dread.
- Deliberately keep them in the dark for as long as possible. The players should have no idea what they're walking into.

Arriving on Numba

When the party arrives in orbit above Numba, describe the world as follows:

“From orbit, this planet looks more like a rough sphere carved from black glass than a true planet. Shard-like monolithic structures jut out perpendicular to the surface; and some of these structures are found in large, crystal-shaped clusters possibly representing the remnants of cities long abandoned and forgotten. Dead. From space, no signs of life can be found.

Upon entering the atmosphere, it is clear that environmental suits will be needed as there is no protection from the cold claws of deep space. There is also very little gravity here. You might as well be walking on Luna.

In the ground, barely visible, are light blue lines criss-crossing the surface and running from here to there. Sometimes these lines form large, almost runic symbols just below the surface. These lines seem similar to the gold or silver lines on ancient circuit boards, for those ancient tech heads who still remember images of such things from their school books.”

As their shuttle approaches the crashed ship, describe the Solar Chaser’s exterior as follows:

“At first glance, the #ST-090 is larger than you might have thought. It’s classified as a small exploration vessel, but it must be at the largest possible size allowed for a ‘small’ craft.

From the outside, the #ST-090 resembles a giant, stumpy screwdriver with two handles. One handle being the cockpit and observation area at the front, and the other at the rear being the boost thrusters and loading bay.

It’s clear to see how the #ST-090 came to be on this rock -- it crashed. The large thrusters are scorched and show heavy damage, most likely taken from contact with an asteroid or a rogue debris cluster that rendered them useless. Anyone with any flight experience can easily tell that it would have taken one hell of a pilot to put this ship down with that sort of damage. It’s a miracle it’s as intact as it is, but it will never fly again.

The cylindrical grey middle section, long and only slightly less damaged, is adorned on both sides with the ship’s name -- The Solar Chaser -- in a painted font, reminiscent of 20th century pinup art.”

Encounters on the Surface

Should the PCs be dropped off at a distance that requires walking to the crashed ship, they will notice a few things:

- The surface is covered in technological debris, with small electronic and mechanical parts littering the landscape.
- Crystalline structures dot the terrain at regular intervals, especially at the corners where the blue lines meet and diverge. These may have been digital access points or sensors at some point, but their true purpose is hard to fathom.
- If the party spends too long on the surface, they may be discovered by small groups of Dread Hollows with a Dread Soldier at a distance. See later in the book for details on these patrol groups scouring the surface.

Referee Advice

There appear to be 3 ways to gain access to the interior of the Solar Chaser:

- Through the fire-safety hatch above the cockpit.
- Breaching the main hull via the escape pod bay.
- Through the loading bay, located in the rear of the ship beneath the thrusters. Note however, this area is heavily damaged and cannot be opened by any means.

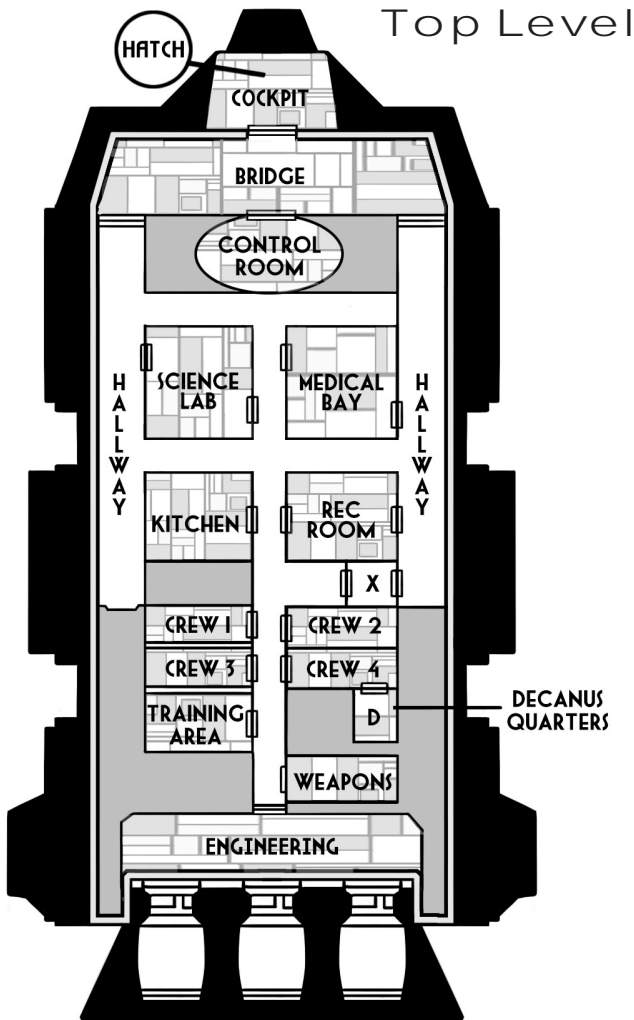
Begin in the area the players choose to enter the Solar Chaser.



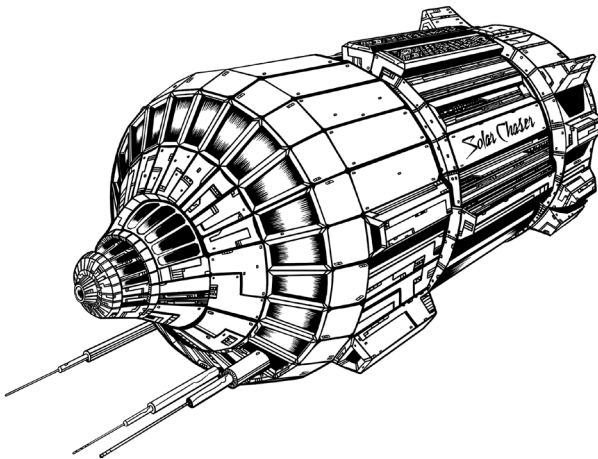
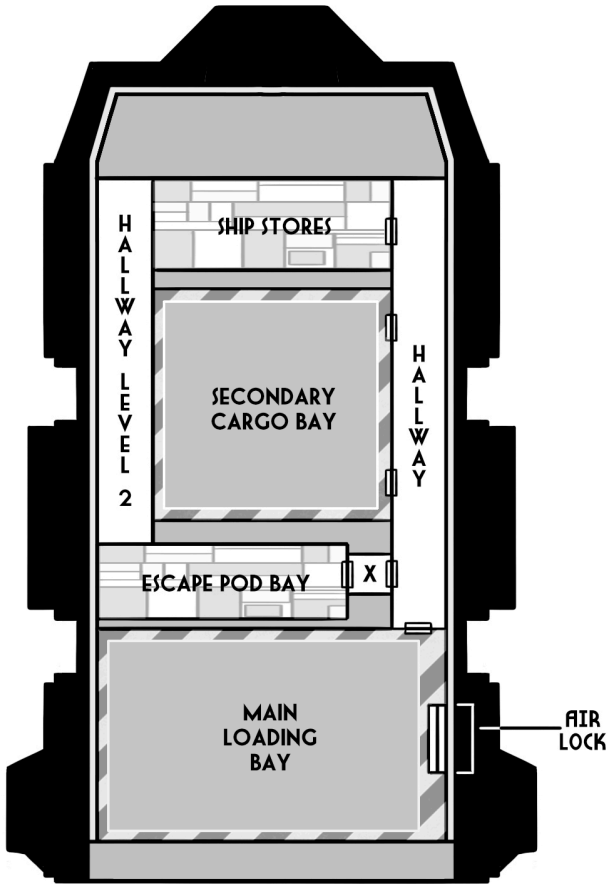
Exploring the Ship

The Solar Chaser is a large ship, designed to comfortably suit a crew of 20-40 in deep space for some time. The ship is roughly 80m from bow to stern with a 50m beam, standing 25m high when landed. Built for function, not style, it is a sturdy ship that can take a beating and survived the crash relatively intact.

As the Marines work their way through the ship, they will discover many areas.



Bottom Level



The Cockpit

At the front of the ship you will find the small cockpit, built with room for two pilots. The forward view is cluttered with controls, gears, and panels, plus a large 2m x 3m monitor. The chairs were designed to secure the pilots during high gravity maneuvers while allowing them enough freedom to get to all the controls. On the back wall of the cockpit is an open door to the Bridge. (Note that the door to the Bridge is not visible when peering through the emergency hatch from above.)

Access to the cockpit is limited to the door from the Bridge and a solid triple-seal emergency airlock hatch on the top of the ship. Though scratched and dented, it seems remarkably intact after such a hard landing.

The emergency hatch is closed but not locked when the PCs arrive. Anyone familiar with emergency procedures is able to open the hatch without any issue.

The Bridge

The Bridge is much larger and more impressive than the cramped space of the cockpit. Shaped like a trapezoid, it's roughly 5m from front to back and 35m side to side. Each of the slanted side-walls features four work areas with controls for navigation, communications, atmosphere, heating, and so on. In the center sits the Decanus' command chair, the first mate's chair, and a work area.

The long back wall has three pressure doors: one in the middle between a door in each corner. The door in the left-most corner is open.

Upon entering, all PCs can clearly see there was a nasty firefight here by the scorch marks on the walls, consoles riddled with bullet holes, and excessive amounts of partially dried blood, something serious went down here. Though there is a massive amount of blood and obvious carnage was done, no bodies are present.

Diligent characters may discover that the communications console is still partially working despite the heavy damage it's taken. If characters investigate further, they will be able to access the last video message recorded (Bits & Bytes at Advantage or a Standard Education check).

As the video begins to play, many well-armed soldiers can be seen moving back and forth on the bridge. Someone off camera says, "Decanus, it's ready."

From across the room, a soldier marches in combat armor. Upon removing her helmet, our players are greeted by a familiar-looking face.

Straight into the camera she says, “Mayday! Mayday! This is Decanus Marianne Marciana. I repeat. Decanus Marianne Marciana, our vessel is the Solar Chaser Model #ST-090. We are on a Top-Secret mission and require immediate backup, support, and rescue. We’re engaging hostile locals on Numba in the Stellar Graveyard.” The Decanus turns quickly away exposing her back to the camera, obscuring its view, “Oh God, they’re coming through! Light ’em up, boys!” Gunfire erupts, immediately followed by screams and shouts, as the Decanus is flung back against the camera . . . “Transmission terminated.”



Interior Control Room

Accessible by the middle door (locked) on the back wall of The Bridge is the Interior Control Room. This area is a tiny, hot, circular room filled with blinking lights, floor to ceiling computer towers, and all the controls for the entire ship.

From here, tech savvy crew members could manipulate the consoles to manually control interior and exterior door locks, cameras, weapons, shields, lighting, heating, air, and oxygen levels for the entire ship.

More importantly, inside the room is the Excursori Technician named Fritz. Fritz is nearly comatose and displaying symptoms of shock. He is unable to communicate or move under his own power in his current condition.

If the players decide to bring Fritz along with them, they may be able to find a Medkit in the Medical Bay that could calm him to the point that he may be able to speak.

Once calm, Fritz will divulge the following information:

- The Solar Chaser crew, under the leadership of Decanus Marianne Marciana, was sent on a Top Secret mission to the planet Numba to establish contact with the planet's natives, the Z'ranambies.
- The crew of the Solar Chaser was assembled piecemeal and had been together less than a week.
- The Solar Chaser was in low orbit above Numba when it was attacked by a hidden weapon on the surface. Shrapnel, accelerated to subsonic speeds, struck the rear boosters, causing the ship to crash land.
- Once on the surface, the ship was swarmed by hostile locals that took the form of robots or cyborgs...or something alien. He's not sure.
- He believes the entire crew has been killed, and he is the only survivor.

That is the extent of his knowledge.

Fritz will remain with the group once returned to his senses; but if the group comes under attack or things get dicey, Fritz will run away and try to hightail it back to the safety of his Control Room to lock himself in again.

Main Hallway, Upper Level

The open doorway in the left-most corner of the back wall of The Bridge (Area 2) leads to the Main Hallway of Level 2 and runs all the way from The Bridge at the front of the ship to the Engineering and Ship Drives at the rear with multiple doors and side-hallways on both the left-hand and right-hand side.

Traversing the Main Hallway from front to back, you will encounter these areas in order:

- Medical Bay (Left)
- Science Lab (Right)
- Rec Room (Left)
- Kitchen (Right)
- Electro Lift to Lower Level (Left)
- Hallway to Escape Pod Bay (Right)
- Hallway Left (Crew Quarters 2 & 4)
- Hallway Right (Crew Quarters 1 & 3)
- Weapons Cache (Left)
- Training/Workout Area (Right)
- Ends in a Doorway to Engineering and Ship's Drives Area

Referee Advice

Most of the areas that branch out from the Upper Level Main Hallway are devoid of anything useful to the characters but can be used to build tension as they explore room by room expecting to be attacked at any moment. Feel free to embellish areas and add useful tools or expendable items wherever you see fit, though anything that can be used as a weapon has been stripped by the Z'ranambies already.

Medical Bay

The Medical Bay is a fully stocked, state of the art healing facility. There are 6 beds and fully stocked cabinets that include painkillers, antibiotics, sedatives, medikits, and so on. On the back wall is a Medipod, capable of handling most severe injuries and surgical procedures in the field.

Science Lab

Like the Medical Bay, the Science Lab comes equipped with the latest tools and gadgets to process and analyze a variety of potential samples brought back from the surface of any alien planet, including biological, mineral, and chemical materials. Though this room was damaged badly in the crash, some loose supplies may still exist among the debris; and the lab machine is firmly affixed to one wall and still operating.

Rec Room

The Recreation facility is stocked with plenty of games and distractions to help pass the time on long interstellar missions. Among the games are classics like Shoot the Moon, Robot Battles, and Galaxy Race, but good luck finding all the pieces in the mess.

Kitchen

The kitchen is fully stocked and equipped to feed a crew of 50 for months. A mix of frozen and freeze-dried foods offer a variety of menu options, though after the crash many cabinets and storage bins have been opened and their contents spilled everywhere.

Ramp down to Escape Pod Bay

This hallway slopes downward to the Escape Pod Bay on the Lower Level. As the characters slowly descend, they begin to see signs of another firefight like the one on the bridge. Scorch marks and battle damage can be seen on the floor, walls, and ceiling; and there are blood smears and dried puddles in a few places as well, though the signs of mayhem eventually taper off. It looks like a group of people were trying to get to the escape pods as a possible way out but never made it. Just like on the Bridge, there are no victims or bodies, just blood.

The Escape Pod Bay holds 6 escape pods. Each pod can hold 3 passengers and not much else. Each is quite small and aside from providing oxygen and a safety harness, offers few comforts.

Note that cutting through the hull to this hallway to get into the ship is another possibility for entry. With specialized tools, characters may be able to breach into the hallway or the Escape Pod Bay directly -- however this would still be a very difficult task. Even with the right tools (cutting lasers, etc.), rolling to cut through the hull would be at a Disadvantage. Without tools, gaining access to the ship's interior this way is not possible.

Referee Advice

Characters may choose to use the Escape Pods as a quick means of escape when trying to flee the Solar Chaser, but this is probably not the best choice. Since the vessel crashed and is resting on the ground, the velocity that the Escape Pods are blasted out of the ship, combined with the unavoidable collision with the ground, will inflict 2d6 damage to each character inside the pod! Ouch!

Electro Lift to Lower Level

The Electro Lift is a large cargo elevator in the hallway opposite the Escape Pod Bay. The Electro Lift currently rests on Level 2.

If the players enter the Electro Lift, they will be greeted with wall to wall blood, some dried, but most of which is still wet. It should be plainly clear that the reason the players have not encountered any injured or dead crewmembers is that they were transported down the Electro Lift to Level 1.

The Lift is still fully operational and is the only other way to Level 1 from the upper deck. The PCs could also go through the Escape Pod Bay to get to the other side of the ship.

Using the Electro Lift will alert the Dread Hollow Z'ranambies of the PC's presence on the Solar Chaser. If this occurs, proceed to [“Escaping the Solar Chaser.”](#)



Crew Quarters

The Crew's Quarters are accessible from the central hallway, with the Crew Quarters 1 & 3 on the right and 2 & 4 on the left.

Each of the first 3 units (Crew Quarters 1, 2, & 3) are laid out identical to one another. Upon opening the door from the Crew's Quarters, there is a small common area with a couch, table, chairs, and other small comforts.

The wall to the left and the wall to the right each has a door that leads to an 8-person bunk room with a small shower and washroom area.

Crew Quarters 4 is unique. Upon entry you are still greeted with a common area, but unlike Crew Quarters 1, 2 & 3, this common is plush and extremely well decorated with just about any amenity a deep space traveler would want to help pass the time and fight the boredom often associated with interstellar travel, including a private washroom and shower area.

Encounter

In Crew Quarter #4 is another door that leads to the Decanus' Quarters. The door is locked and unpassable. However, if Fritz is still with the party upon entering the common area, the door to the Decanus' Quarters will slide open, revealing First Mate Jeffrey Seiving, who ushers the players inside.

Once everyone is safely inside, Seiving will tell the players everything he knows:

- This was supposed to be a simple mission to establish contact with the Z'ranambies, the planet's sole race, and set up diplomatic talks in the hopes of eventually gathering the secrets to the Z'ranambies' advanced technology to be used in the fight with The Dread and The Grey Men.
- The Decanus locked Seiving in her quarters and commanded him to remain there until she returned. She did this because the Decanus' Quarters are surrounded in all directions by 6 inches of concrete; and the Zranambi can travel through metal walls, ceilings, floors and doors but they proved unable to meld their way through the concrete barrier in their first encounters with the creatures.
- The Decanus left to make a run to the Weapons Cache but has been gone a very long time. She should have been back by now.

- The Decanus' Quarters has monitors that view the entire ship, however due to the battle that occurred on the Bridge, most of the monitors are offline. The few that are online are on Level 1 which is primarily assorted sized cargo bay and stored supplies. Level 1 is only lit by emergency lighting, but this will give the players their first glimpse of the Dread Hollow Z'ranambies. (See description at the end of this adventure.) Level 1 is filled with these creatures. Most are standing completely still, as if awaiting orders . . .
- Seiving will not leave the Decanus' Quarters willingly, as he was commanded to remain there. He will also command Fritz to remain there with him where it is safe. And he will plead that the Marines' call for backup as the threat is much greater than expected.

Weapons Cache

Continuing down the Main Hall from the intersecting Crew Quarters Hallway, the next room the PCs will encounter is the Weapons Cache on the right, directly across the hall from The Training/Workout Room.

Upon entering the room, which is large and mostly empty, the characters will come face to face with a gruesome discovery: the remains of approximately eight crew members, a Dread Soldier, and at least five Dread Hollow Z'ranambies. Only an estimated number is given because the carnage here is so great that only pieces of meat and metal and lots of blood remain. All remaining weapons here are damaged and unusable. There is also a significant amount of charring on the floor, walls, ceiling and remains, indicating a great fire of some kind occurred. The visual and the smell is horrendous.

No weapons remain in this room. Even the smallest knife has gone missing from the racks.

Referee Advice

Each character that enters this room must make a Morale Check. If any character rolls a Critical Failure, the total number of Dread points for this mission is increased by 1.

If the players can stomach remaining in the Weapons Cache for any amount of time and make a successful Awareness check, they will notice that the remains of the Dread Hollow Z'ranambies are slowly melding into the floor and disappearing.

Training/Workout Area

Located directly across the hall from the Weapons Cache, the Training/Workout Area is a large area with everything that you'd expect to find in a space gym. Weight training machines. Stationary bikes. Treadmills. And a wide area to be used for a sparring mat.

The room also includes two things you don't expect at the gym: Z'ranambies!

Encounter

Two Dread Hollow Z'ranambies stand in the center of the room with their backs to the door, staring at the ceiling, oblivious to their surroundings (awaiting instructions). If the players move fast, they can get a full round of surprise attacks in before the Dread Hollow Z'ranambies have time to react.

Referee Advice

Leaving unnoticed is not an option. Once the players open the door to the Training/Work Area and the Z'ranambies see them, all the Drone Z'ranambies on the planet will know they are there through the Hivemind. All Z'ranambies will wake and begin moving to eliminate or capture the intruders.

Once detected, the in-game timer is on. The Dread Hollow Z'ranambies can use the Electro Lift in Area 11 to bring up 5 members from their ranks at a time every in-game minute (10 turns of 6 seconds each). Also, and perhaps even more deadly, is the Dread Hollow Z'ranambies can Techno-Meld through the ceiling on Level 1 to appear directly above them on Level 2 (except into the Decanus' Quarters). This process takes 10 turns of in-game time.

Note that during the transition through solid matter, only a portion of the creature's bodies are actually phasing at any given time. If part of a body is not phasing, it can be attacked -- and if enough is through a wall, floor, or ceiling, it can attack back. Unbeknownst to the players, silently lurking just outside the Solar Chaser are 3 Dread Soldiers who are also alerted to the presence of new life forms from off-world. The Soldiers will use additional Z'ranambies to open a hole through the exterior hull and into the 8-person bunk room in Crew Quarters 2 in Area 12.

Engineering Area

At the very end of the Main Hall is the door to the Engineering & Ships Drives Area. The door itself does not appear to be working but can be forced open manually. Once inside, the players can see that the door controls were damaged and appear to have been shot by a laser pistol.

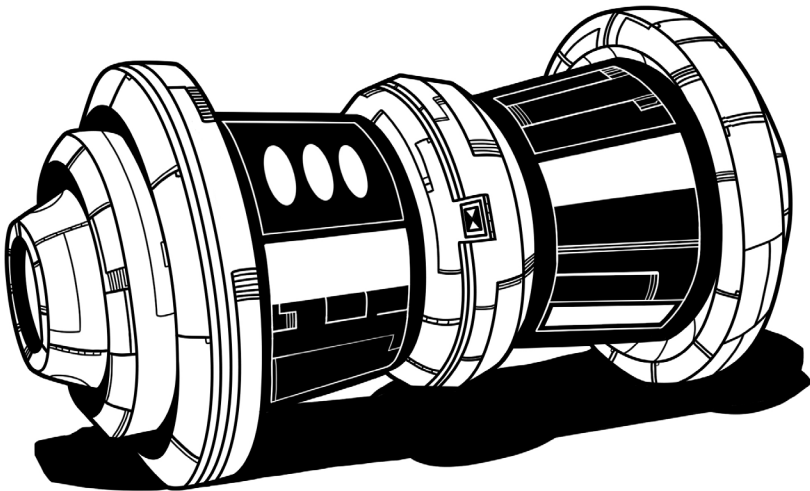
The Engineering & Ships Drives Area itself is a hot & steamy maze of tiny corridors with twists and turns. The room is loud with an unrelenting thrum of electricity accompanied by blips, booms, clangs, and hisses.

Encounter

Decanus Marianne Marciana is hiding amongst the tangles of pipes and computers. She is in shock and is extremely paranoid. Part of her left hand has been melted away by the Acid Blood of a Dread Soldier she dispatched earlier.

If the players enter the room without announcing themselves, Decanus Marciana will suspect that they are Dread Hollow Z'ranambies and will stay hidden as long as possible to achieve the most advantageous attack position. If she believes they are about to discover her, she will attack using her Laser Pistol & Pulse Grenades (3).

However, if the players talk loud enough to be heard over the din, she will cautiously reveal herself but keep her pistol trained on whoever is closest to her. Visiting the Med Bay, or administering the Medikits found in the Med Bay, will calm her.



Escaping the Solar Chaser

Once the players enter the Training/Workout Area or the Electro Lift on Level 1, the Dread Hollow Z'narambi become aware of them and the in-game countdown is on. If the players never open the door but find the Decanus, the 2 Dread Hollow Z'narambi from the Training/Workout Area will come investigating; and doing another sweep of the floor looking for any survivors.

After the players are discovered, it is “all hands on deck” for the 10d10 Dread Hollow Z'ranambies presently on the Lower Level. As mentioned in Area 14, the Dread Hollow Z'ranambies will be coming up through the floors and using the Electro Lift. From then on, each Area that the players enter, you will need to roll a percentile dice check. If the roll is 49 or less, there are no Dread Hollow Z'narambies present. However, if the roll is 50 or above, there are 1d6 Dread Hollow Z'narambies in that area.

Referee Advice

In this section of the game you should really ramp up the tension. It needs to be clear that the Marines' only chance of survival is to escape! Making a stand or even going on the offensive and trying to take out all the Dread Hollow Z'narambi will only end in a TPK (Total Party Kill).

The Oil Blood trait of the Z'ranambies should make this battle even more terrifying. The first round a Z'ranambies lays dead and bleeding out, it provides one meter of oil slick. If an entire pile of the creatures is bleeding out, this slick will spread further and further to create a widening puddle of chaos.

If the PCs are wearing Standard Combat Armor, it includes a set of magnetic boots. These can be used in various ways to anchor even through the ichor. Once engaged, movement is cut to 5m unless they have the Armor trait.

Also note that the oil blood is flammable if there is an oxygen-rich atmosphere still on board the ship. Outside the ship, there isn't enough oxygen for the oil to burn. While burning,

it creates dark, billowing smoke that will quickly spread and obscure vision. If wearing suit helmets, PCs can apply infrared or ultraviolet light filters that can be applied to help them see. However, the Dread Hollows are at a Disadvantage when attacking in the smoke.

The mission is complete once the Marines and any surviving crew of The Solar Chaser are safely aboard the Marines' spacecraft and on their way back to Headquarters or all PCs have perished in the attempt.

A Note about Open Questions

Your players will certainly have questions like, “Why did the Admiral act like this was a group of stranded scientists? Did she not know that her twin sister was leading The Solar Chaser?” etc. It was our intention to leave the answers to these types of questions vague, so that you may more easily weave story threads and connections into your own campaign.

Important Details

The following sections detail various parts of the adventure, from the crashed ship to the planet's surface.

The Solar Chaser

The Excursori spaceship is called “The Solar Chaser” and is a Model #ST-090. The ST-090 is a small to mid-sized spaceship that can be manned by a crew of no fewer than eight with a maximum capacity of 40. It is primarily used for Deep Space exploration, not combat.



Crew of the Solar Chaser

The crew of the Solar Chaser, though thrown together at the last moment for the trip to Numba, consists of a few NPCs who appear throughout the adventure:

- Decanus Marianne Marciana - (High-level): Commander, Attribute 14, AR4/AP5 (Heavily Damaged), HP 7 (Hurt), Speed 10m: Traits: Administration, Armor, Guns, Grenades, Hand-to-Hand, Heavy Weapons, Leadership, Melee, Tactics; Items: Laser Knife (d6+1), Laser Pistol (d6+1 damage; 1-10m range; RS1; 15 round battery) and 1 Extra Battery, Pulse Grenades (3), Standard Combat Armor
- Technician Fritz Leaper - (Mid-level): Technician, Attribute 12, AR4/AP20, HP 12, Speed 10m: Traits: Bits & Bytes, Diagnostics, Gears, Guns, Security; Items: Laser Knife (d6+1), Standard Combat Armor, Electronics Toolkit
- First Mate Jeffrey Seiving - (High-level): Space Marine, Attribute 13, AR4/AP20, HP 13, Speed 10m: Traits: Armor, Guns, Hand-to-Hand, Heavy Weapons, Leadership, Melee, Tactics; Items: Laser Knife (d6+1), Laser Rifle (d6+2 damage, 2-75m range, RS2, 30 round battery) and 2 Extra Batteries, Standard Combat Armor

All others have perished, including:

- Bellator (Soldier) - Donio Finez
- Bellator (Soldier) - Anton Pera
- Bellator (Soldier) - Kara Artes
- Bellator (Soldier) - July Rezal
- Medicus (Medic) - Alerie Campbell
- Quaesitor (Scientist) - Tory Coopatt
- Quaesitor (Scientist) - Willy Thompson
- Legatus (Diplomat) - Shera Julat

Any weapons have either been claimed or destroyed by the Hollows. Everything from blades to guns and armor has been melded to what's left of the Z'rannabies. Dog tags and other identifying tags on armor will remain for identification.

Z'r anambies

The primary Numba race is the Z'r anambi. The Z'r anambies are a highbred mixture of man and machine. Think humanoid, walking, living computers. Pre-Dread, the Z'r anambies had discovered the secret of immortality by infusing their own bodies with the technology that surrounded them on Numba. Since the Dread arrived nearly 3 decades ago and overran the Z'r anambies, they have lingered on in various states of decay, rusting, bleeding oil.

The Z'r anambies are imposing creatures, standing 2-3 meters tall and weighing 150-300 kilograms.

- Z'r anambies (Mid-level): Attribute 12, AR3/AP15, HP 12: Traits: Legged (20m), Tough Hide, Enhanced Tough Hide (AR3/AP15), Punch (d6), Kick (d6), Techno-Meld (New), Oil Blood (New)
- Z'r anambi Dread Hollows (Mid-level): Same as above plus Bite (d6+1), Claw (d6+1), Grab, Sprinter, Hivemind

Note that there is a 50% chance that for every 10 Dread Hollows, a Dread Soldier will be in the area.

New Traits

- Enhanced Tough Hide (Tough Hide): Creature has even tougher skin that serves as basic combat armor with AR3/AP15.
- Oil Blood: Though not toxic to most life forms, Z'r anambi blood can cause difficulty when found on any surface. Any non-Z'r anambi attempting to negotiate an oily blood field left behind after a battle must make a Save vs. Athletics to avoid falling prone. Any being who falls in the oil must make a second Save vs. Athletics at a Disadvantage to stand up again.
- Techno-Meld: One of the Z'r anambies natural abilities is to be able to fuse with other metal and technology. In doing this, the Z'r anambies are able to move through walls and other obstacles and re-emerge reassembled on the other side. They can also use Techno-Meld as a way of healing themselves. Once they have taken damage, the Z'r anambies can take chunks of metal and/or technology and apply it to their damaged areas. This takes 2 actions to complete and heals 1d6 HP worth of damage.

Z'ranambi Drones

Though the Z'ranambies have been enslaved by the Dread over the last dozen years, there are many of their drone creations still roaming the Numba landscape. These robotic constructions were used to automate many mundane tasks for the natives, from simple cleaning tasks to locating and dismantling any reusable or combative discoveries they may come across.

Every 5 turns the PCs are on the surface of Numba, roll on the following table to determine what automated resources they run across. Roll a d6. A 4-6 generates no encounter, but a 1-3 introduces the following:

- D6 Cleaning bots. PCs, unless they are littering or tracking mud or other debris, they will be largely ignored after a brief investigation.
- D6 Scrapper bots. If PCs have drones of their own, the scappers will attempt to claim them for the resource pile.
- D6 Scout bots. These bots do nothing more than scan the surface for abnormalities and send that information to an AI somewhere serving as a dispatcher for all other drones. They will pause, gather data (IR, UV, audio, visual) and continue their path. Depending on whether the PCs are leaving a mess or have drones of their own, they will send additional units to investigate further.

Drone Stats

- Cleaning Bot (Low-level). Attribute 10. Minimal armor AR1/AP5. Speed 10m. Traits: Tracked (10m), Hard Shell (AR1/AP5), Cleaning Attachment (Creates a small vortex to draw any debris into an inner container: dust, hair, mud, etc), Scrapper Attachment (Applies force with a small blade to scrape any debris stuck to the surface so it can be removed - causes 1 damage if it hits a target in the process).
- Scrapper Bot (Mid-level), Attribute 12. AR4/AP20. Speed 10m. Traits: Legged (10m), Armor, Armor: Advanced, Programming: Simple, Programming: Advanced, Clawed Armature (d6+2 damage), Grab, Rip; Tactics: A group of scappers will work together to pull apart a valuable find to retrieve weapons, sensors, energy storage, etc. Anything that could be potentially analyzed or used, including any hand-held equipment or weapons used by the PCs.
- Scout Bot (Mid-level), Attribute 12. Minimal armor AR1/AP5, Speed 20m. Traits: Tracked (10m), Speed Boost, Armor, Programming: Simple, Programming: Advanced, Remote Spotter, Advanced Sensor

Package. Tactics: A group of scouts will travel in a pack, sensors directed in a full 360 degree arc until they find something. They will get close enough (50m) to scan the find, report home via radio, and continue on their patrol. They will not directly engage.

New Drone Traits

- Cleaning Attachment (same as Sample Collection)
- Scraper Attachment (same as Melee Weapon: Blade, but not meant to wield as a weapon)
- Hard Shell - provides minimal armor (AR1/AP5)
- Clawed Armature - a robotic arm that extends from the drone to grip a target and hold or retrieve it. Accuracy to Grab an item. Athletics to pull an item. Claw itself can cause 1d3 physical damage if holding something pliable. Toughness check (Disadvantage) to extricate from the claw.

Other Potential Creatures on Surface

- Dread Soldier (Mid-level): Attribute: 11, Traits: Legged (10m), Bite (d6), Claws (d6), Tail (d6), Acid Blood (sprays acid blood when cut, d6+2 damage, 2 points ongoing each round until removed), Hivemind

