

Escape from Venu

An Introductory Adventure for Starblazer Adventures: Mindjammer

Credits

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Adventures**

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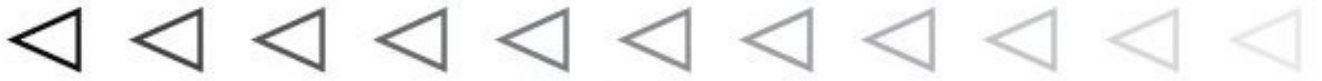
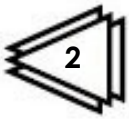
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Escape from Venu

An Introductory Adventure for Starblazer Adventures: Mindjammer

*“To: Dr. Thaddeus Clay, Leader-Responsible 74th I&S Team out of Gentility Base
(Morgan / Zvukimu) en route to Ajeux Station*

MINDJAMMER PRIORITY COMMUNICATION THIRD URGENCY - MIND ONLY

NCE62.94.7.147.193

THOUGHTCAST BEGINS

#####

Local node confirms kidnap of Amidan heir-to-throne and transport to Venu space by agency unknown. D-field trace indicates 98% probability of 2-Space emergence in uninhabited star system x-24-alpha. Priority override: activate SCI Force Insertion and Sanction Team and divert to x-24-alpha. Retrieve Amidan heir. TOP URGENCY. All other considerations secondary: first order memetic cascade.

#####

From: Gentility Base Acting Corpus Sentience Pandora-12.

THOUGHTCAST ENDS.”

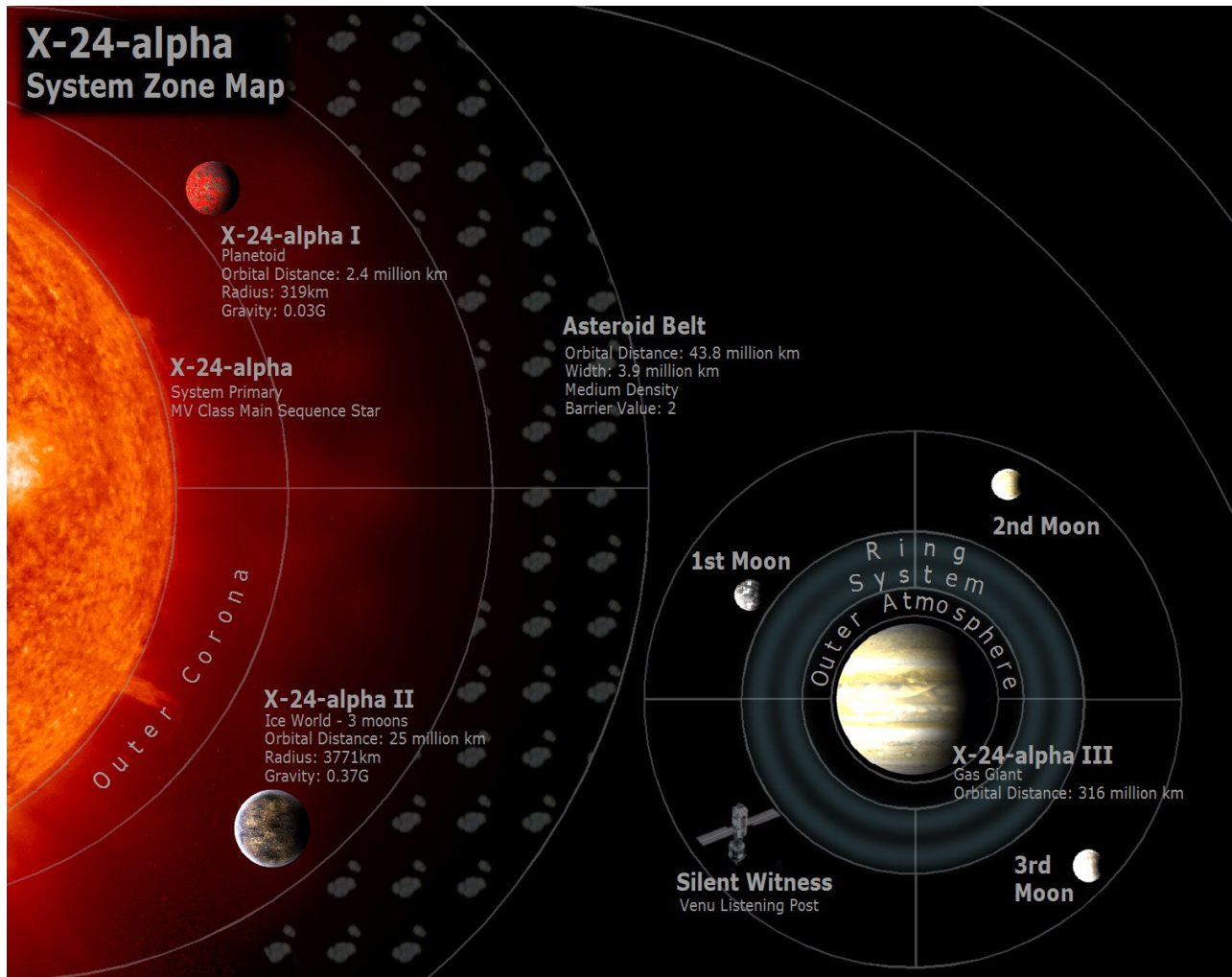
Escape From Venu is an introductory adventure for **Starblazer Adventures** set in the upcoming **Mindjammer** setting from **Cubicle 7**. Although this adventure and the **Starblazer Adventures** core rulebook are all you need to play, you can find further information about the setting in the accompanying **Mindjammer: Starblazer Adventures in the Second Age of Space** free introductory pamphlet, also available from **Cubicle 7**.

Four pre-generated characters are provided at the end of this adventure to get you up and running quickly. Feel free to substitute or add your own **Starblazer Adventures** characters instead!

Background

Amida is a strategically vital Fringe World on the edge of the Quarantine Zone on the Venu Frontier. The Commonality has been wooing the planet - successfully - for thirty years, since contact. Now, the nefarious Venu have breached the Q-Zone and kidnapped Amida's heir, Princess Kirei Nahino Deh. The ultimatum: expel the Commonality Ambassador, or the Princess will be killed!

Ten days ago the Corpus Sentience at Gentility Base in the Zvukimu system received word of the kidnap. Rudimentary Amidan orbital sensors have tracked the kidnappers to uninhabited star system “X-24-alpha” just inside the Q-Zone, and the Commonality has sent an Insertion and Sanction Team from the Security and Cultural Integrity Instrumentality



(also known as SCI Force) to resolve the situation.

The PCs arrive at X-24-alpha nineteen days after the kidnap, twelve days behind the kidnappers. Using a captured Venu Insertion Ship and some Venu disguises, the PCs hope to bluff their way to the Princess and rescue her from her evil captors!

Story Teller's Overview

The kidnappers have taken the Princess to a hidden Venu listening post in the X-24-alpha system, and are waiting for a Venu security patrol to take her to Venu space. The listening post is not expecting pursuit, but is expecting the Venu patrol, and may initially assume the PCs are allies rather than enemies. Clever PCs may bluff their way right into the station!

This adventure is a straightforward search and rescue mission "behind enemy lines". It's divided into three parts: location

information for the X-24-alpha system and the Venu Listening Post; plot information for the range of likely actions the PCs might take; and statistics and descriptions for principal characters, including four pre-generated characters. There's also a glossary covering specific *Mindjammer* terms.

Location

The Silent Witness (Venu: *Shum-mu-Shei*) orbits at the edge of the ring system (**Barrier Value: 1**) of the X-24-alpha system's gas giant. It's a primitive affair, sinister and gloomy, a far cry from the sophisticated and shining edifices of the Commonality. It houses a crew of 65, including three platoons of the mysterious Venu Mutant Marines.



Starship Type Venu Listening Post	Consequences Minor: Major: Severe: Extreme:	Structural Stress □□□□□□
Scale Huge (5)		System Stress □□□□□□

Skills

Good (+3)	Advanced Sensor Suite	Marine Facilities
Fair (+2)	Beam Weapon ("Dirty Mary" Disruptor Cannon)	
	Beam Weapon	EWS
	Flight Bay	Ship's Systems
Average (+1)	Manoeuvre (Gravity Engines)	Ablative Armour
	Hardened Structure	Repair System

Aspects

Powered by Venu "Dirt Drive" Bizarre Venu control system & design Steers like a cow Super Snooper Needle in a Haystack
--

Stunts

Track FTL Enhanced Comms (+1 Comms range) Sensor Probes (+2 Sensor range) Long-term Life Support Split Fire Boarding Capsules Repair Drones	
Consequences (Ablative Armour) Minor:	Consequences (Reflective Armour) NA
Fate Points: 3	

The station is a temporary holding place for the Princess before she's transferred deep inside the Empire. The crew doesn't really have the facilities or expertise for this kind of operation - which is why speed and bluff just might work!

Station Security

The Silent Witness is much lower tech than Commonality standard, and so are its security measures, bypassed as follows:

Security Doors

A heavier version of the standard station door with **Barrier Value: Impassable**: make

Average (+1) rolls of Might, Thermic Lance, Mining Torch, Hacking, Demolition, Engineering, or Burglary to bypass.

Blast Doors

Thick sliding doors to prevent access to the Docking Bays with **Barrier Value: Impassable**. Make Fair (+2) rolls of Thermic Lance, Mining Torch, Hacking, Demolition, Engineering, or Burglary to bypass.

Docking Bay Shields

Primitive force fields protecting the Docking Bay from vacuum when the bay doors are open. They must be dropped to allow ships in and out, decompressing the bay. Shields have

◀ **[Escape from Venu]**

Barrier Value: Impassable: make Good (+3) rolls of starship Beam Weapons, starship Projectile Weapons, Hacking, or Burglary to bypass.

Automated Defenses

Remote turrets, stun fields, etc, inhibiting movement through restricted areas. **Barrier Value: 2;** make Fair (+2) rolls of Hacking, Engineering, Burglary, or Trick Shot [Guns] (shooting the turrets, etc) to bypass.

Inside the Station

The following descriptions show possible Location Aspects in **bold**. The station is **dark** and **distracting**, with **flickering lights** and **constant background noise**. Here and there are **information panels** or **propaganda posters** written in Venu. The atmosphere is **extremely oppressive**.

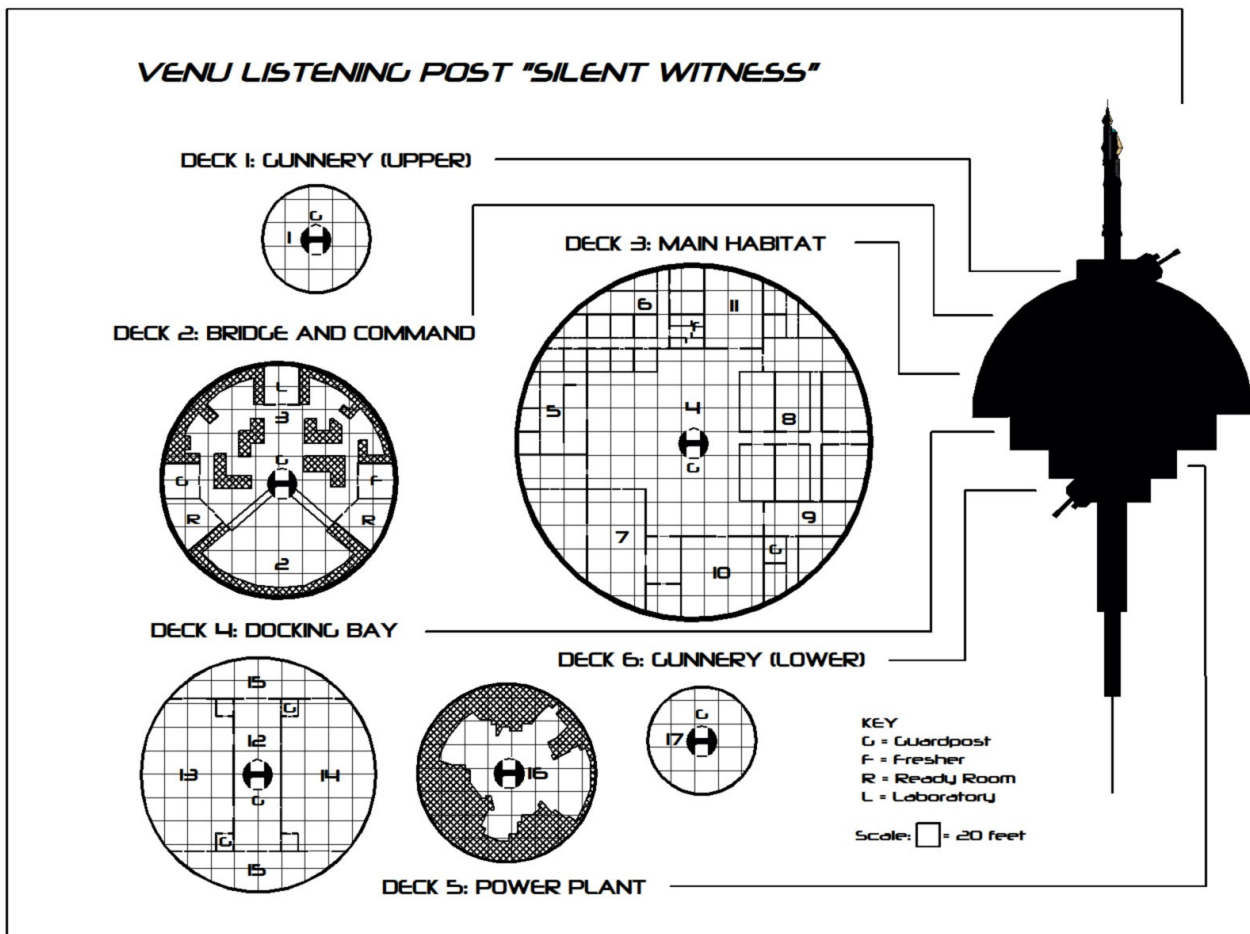
L0: Turbolift

The turbolift accesses every deck, and has a **primitive, hackable control panel**. Characters can force access to the lift shaft to climb up or down. There's a **guard post** by the turbolift on each deck (see the Plot Stress Consequences table below for how many guards are there).

L1: Upper Gunnery Deck

1. Gunner Station and Escape Pods

This cramped deck contains the **gunner station** for one of the station "**Dirty Mary**" **disruptor cannons**, a **guard post**, and access to the 10 6-person **Escape Pods**. **Power conduits** line the walls, **leaking Average (+1) power Z-Radiation** (see #15 below for details of Z-Radiation exposure). The deck is not usually manned unless the station is on alert (Plot Stress Consequence Minor or above).





L2: Bridge and Command Deck

This is the operational centre for the Silent Witness. There's a central **guard post**.

2. Forward Bridge

Includes **viewscreens** and **communications and sensor controls**. **Station Commander Vrak** is usually here with 3 comms specialists and 1 first officer.

3. Research Stations

These **information analysis** and **science stations** are usually manned by 3 crew.

L3: Main Habitat Deck

Comprising habitats, recreation, and workshops; again, there's a central **guard post**.

4. Assembly and Mess Area

A **messy and cluttered** area used for Crew Mess and Assemblies, and also for combat practice and dominance bouts by

the **Mutant Marines (#8, below)**. **Tables and chairs** can be arranged as required.

5. Kitchen

Used for **food storage and preparation**. Four cooks produce awful fare.

6. Crew Quarters

These **multiple occupancy dormitories** are one-third occupied (eight crew).

7. Droid Shop

Attack Droids are repaired and maintained in this **dark, distracting, cluttered engineering workshop**. **Droid components are everywhere**; two mechanics usually work here.

8. The Mutant Marines

Quarters for 3 platoons of 12 **Mutant Venu Trooper** marines each, plus leader (space for 40 in total). The quarters are

Starship Type Venu Fighter	Consequences Minor: Major: Severe: Extreme:	Structural Stress □□□
Scale Medium (3)		System Stress □□□

Skills

Fair (+2)	Manoeuvre (Gravity Engines)
Average (+1)	Beam Weapon ("Dirty Mary" Disruptor Cannon) Ablative Armour

Aspects

Powered by Venu "Dirt Drive" Bizarre Venu control system & design Don't Worry - She'll Hold Together!

Stunts

Atmospheric Entry Overload (Beam) Overdrive	
Consequences (Armour) Minor:	Consequences (Shields) n/a
Fate Points: 7	



littered with equipment.

9. Guard Station and Brig

These chambers have been converted to an **ad-hoc guard post** and **brig**. The guard post is manned as long as Princess Kirei Nahino Deh is prisoner in the **makeshift prison cell** in the room opposite. It's rough and ready, and frankly a bit amateurish, but the Princess is staying put for now. The cell door is a **Security Door** (see page 4).

10. Auditorium

A large chamber with **rows of benches** and a **podium on a low dais** at the front.

11. Gymnasium

A large chamber filled with **gymnastic equipment**. If there are currently no Plot Stress Consequences (see page 10) then 2 Venu troopers will be exercising here.

L4: Docking Bay

Up to three crew work here, although due to shifts there will usually be only two. When a ship is arriving this deck is a **hive of activity**.

12. Security Station

Depending on need, a **platoon of 13 Mutant Marines** may be stationed here.

13. Docking Bay 1

Houses the **Venu Insertion Ship** if the players have successfully docked. There's also a **guard post** here. All doors to the station interior are **Blast Doors** (see page 3); the outer doors to space are **Blast Doors** protected by **Docking Bay Shields**.

14. Docking Bay 2

Houses a Venu Fighter used for system patrols as well as a **guard post**. The doors are the same as #13 above.

15. Cargo Bays

Each Cargo Bay contains a couple of **cargo lifters** which could be used as rudimentary Commonality Assault Walkers (Armour -3 and +2 Stress damage attack using Drive, unless using the **Mindjammer** Combat Walker rules). Both bays are protected by **Automated Defenses** (see page 5).

L5: Power Plant Deck

16. Power Plant

A **big, primitive Zero Point (ZIP) power plant, dirty, radioactive**, and **contaminated** like all Venu "dirt plants"; characters entering are exposed to Z-Radiation. A couple of primitive-looking **hazmat suits** by the turbolift reduce Z-Radiation exposure by 2 levels. The Power Plant Deck is protected by **Automated Defenses** (see page 5).

The Effects of Z-Radiation

Z-Radiation affects characters according to **Starblazer Adventures** p238. Treat general exposure as Great (+4) Power up-close and Good (+3) in the immediate vicinity, dropping off after that. P-Suits and similar vacuum gear reduce Z-Radiation power by 1 level.

Treat general Z-Radiation exposure as a conflict lasting a number of exchanges equal to the Power level (Great +4 means 4 exchanges). Other exposure (such as close combat with a leaking Attack Droid) may work differently.

L6: Lower Gunnery Deck

17. Gunner Station and Escape Pods

A cramped deck similar to #1, containing the **gunner station** for the second of the station's "**Dirty Mary**" **disruptor cannons**. **Power conduits** line the walls, **leaking Average (+1) power Z-Radiation** (see above). The deck is unmanned unless the station is on alert (Plot Stress Consequence Minor or above).



Plot

The PCs arrive disguised as Venu and flying the “Latent Martyr”, a captured Venu Insertion Ship, on their mission to rescue the Princess. It’s likely they’ll be mistaken for the Venu Security Patrol the Silent Witness crew is expecting.

We’ve divided this section into “scenes”. Each assumes you’ll tackle events as either “bluffs” or “fights”. “Bluff” means the PCs try to get into the station by claiming to be the Venu patrol; “Fight” means they stop bluffing and start blasting their way in! Your game will probably be a combination of the two, or even a third way entirely - players can get inventive!

The main thing is, not all the following scenes need to happen, or happen in the order we’ve given them. Just use them as a possible sequence of events, and be prepared to improvise!

Because the Venu have no Mindscape, and subterfuge is critical (at least to begin with!), everyone’s using **Monitor Band Cloaks** disguised as belt buckles or Venu epaulette decorations. This means the Monitor Band signal broadcast by the PCs’ Mindscape Implants isn’t detectable, and they aren’t targetable by Technopsi; but it also means the PCs can’t use their Mindscape abilities, including their Skill Chips, without switching their Cloaks off - in which case they become detectable.

Among the pre-generated characters, Dr Thaddeus Clay has a concealed **Personal Mindscape Instance**. This is also affected by the Cloaks, but if they’re switched off it means the PCs can use their Mindscape Implants to communicate with one another and employ Skill Chip bonuses. If you’re using other characters, decide whether any of them have PMIs: if they don’t, Mindscape-related abilities can’t be used even if the Cloaks are deactivated.

Alternate Starting Points

You can play this scenario in a single longish session or two shorter ones. If you want a single, short session of play, or to get straight into the action, you can also start the adventure half-way through at the beginning of Scene Four. The PCs have successfully bluffed their way into the station and to the Princess, and are escorting her back to their ship when the REAL Venu Security Patrol turns up - and the disruptor bolts start flying!

This shorter version of **Escape from Venu** is more action-oriented, with relatively little social conflict. Use it for a game focusing on a climactic docking bay assault and starship combat chase and escape scenes.

Plot Stress

In this adventure we’re using the **Starblazer** Plot Stress rules to monitor the PCs’ progress. Use the same Plot Stress Track both outside and inside the Listening Station. We start by assuming that when the PCs arrive, no one inside the Station suspects a thing; bit by bit, as the PCs fail their bluff attempts or behave weirdly (weirdly for the Venu, anyway), the Venu become more and more suspicious, until they finally work it out - and attack the PCs! This can happen either inside or outside the Station. The table below shows some sample events and the Plot Stress they cause; you can use these to gauge Plot Stress on the Plot Stress Consequence table (see page 10).

Sample Plot Stress Events	
Action	Plot Stress
The PCs fail to initiate radio contact	+1 Stress
A bluff attempt fails	Equal to Shifts
The PCs fail a Venu language attempt	+1 Stress
The Venu detect the Monitor Band	+2 Stress
The PCs betray their lack of Venu knowledge	+2 Stress



Starship Type Venu Insertion Ship "Latent Martyr"	Consequences Minor: Major: Severe: Extreme:	Structural Stress □□□ System Stress □□□
Scale Medium (3)		

Skills

Average (+1)	Manoeuvre (Gravity Engines) Star Drive (Venu "Dirt Drive" - 20LY Jump Maximum) Beam Weapon ("Dirty Mary" Disruptor Cannon) Ablative Armour
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Aspects

Powered by Venu "Dirt Drive" There's Something in the Hold... Bizarre Venu control system & design
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Stunts

Atmospheric Entry Overload Overdrive Blind Jump	
Consequences (Armour) Minor:	Consequences (Shields) n/a
Fate Points: 6	

Scene One - Approaching the Silent Witness

Scene One starts 4 Zones from the Listening Station (use the System Zone Map on page 3). Upon arrival, the PCs know only that the ship which kidnapped the Princess has headed to this particular system - they don't know precisely what they will find. They need to make sensor scans and so on to locate the Silent Witness.

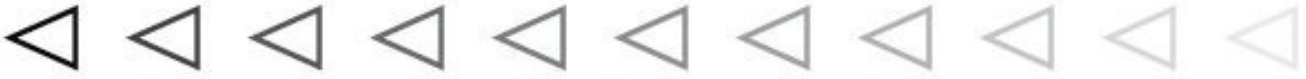
Bluffing: Standard Venu procedure is that the Silent Witness waits for radio contact when an unidentified ship arrives. At this stage, any bluffs are Mediocre (+0) difficulty. If the PCs don't work out to make radio contact, bluffs rise to Average (+1) difficulty. Remember radio contact has to be made in Venu, not Universal, and it also requires the PCs to transmit Venu security codes - which fortunately SCI Force has obtained and provided them with,

together with the false identities to go with their disguises. You can run this as a single exchange or a social conflict, depending upon circumstances, using Skills like Deceit, Rapport, Intimidate, modified by Empathy, Academics (Languages), and so on, as appropriate. If successful, the Silent Witness instructs the PCs' Insertion Ship to proceed to dock.

Fighting: If the PCs go in guns blazing, or if the bluff attempt fails, the Silent Witness switches to battle stations and sends out the Venu Fighter to intercept at either 1, 2, or 3 Zones distance.

Scene Two - Getting In

This scene takes place once the Insertion Ship has closed to Zone 1 and is making its final approach to the station.



Bluffing: Carry on with the Plot Stress rules. Unusual or suspicious actions by the PCs increase Plot Stress, including failed Deceit or Language checks whilst docking, inaccurate cultural knowledge, and so on.

Fighting: PCs attacking the Silent Witness encounter stiff resistance! The “Dirty Mary” Disruptor Cannons keep firing at the Insertion Ship unless disabled, and any attempts to land on the station or carry out a boarding action encounter an Attack Droid dispatched to clear the hull. Set Plot Stress automatically at “Extreme Consequence / Taken Out” for the rest of the adventure - the PCs will have to fight every step of the way after forcing an entry like this. To get to the station interior they must either:

- i.) Bypass the Docking Bay doors (see “Blast Doors” on page 4). Each Shift of failure means the process takes an extra exchange. Success

means the Docking Bay begins to decompress and the bay doors open, taking 3 exchanges; each shift reduces this by 1 exchange. Zero exchanges or less means the bay doors open immediately, explosively decompressing the Docking Bay (see below);

- ii.) Use a Thermic Lance or Mining Torch to cut through the hull (**Barrier Value: 6**, takes 3 Consequences before being breached) and board directly (causing Explosive Decompression - see below).

Scene Three - Finding the Princess

The PCs have entered the Silent Witness and are heading for the Princess.

Bluffing: The PCs are taken directly to the Brig (#9). Suspicious actions still increase

Plot Stress Consequences	
No Consequences	The PCs are doing great. They’re allowed to dock, and are taken to the Princess and allowed to escort her back to their ship. No one suspects a thing. Guard posts are at normal alert levels (one guard per post).
<input type="checkbox"/> <input type="checkbox"/> - Minor Consequence	The station crew is mildly suspicious. PCs are allowed to dock, but Docking Bay guards are on alert. They allow the PCs to the Princess, but insist on checking IDs, etc, very carefully, using Skills such as Empathy against the PCs’ defenses. Tag this consequence to the disadvantage of further bluff attempts. Guard posts are on elevated alert (two guards per post).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> - Major Consequence	The station crew are pretty sure something is up, but are not sure what. The Insertion Ship is permitted to dock, but PCs are led away at gunpoint for interrogation, using Intimidation, etc, against the PCs’ defenses. All further bluff attempts are much more difficult. Guard posts are at high alert (three guards per post). Assuming they’re still operational, the PCs’ Monitor Band Cloaks may be detected during the interrogation (use the Silent Witness Advanced Sensor Suite against a Superb (+5) difficulty). If detected, or if the PCs aren’t using the Cloaks, the suspicious Venu detect the Monitor Band immediately (a passive Sensor roll against Average (+1) difficulty, but a roll is probably not required): treat as a Serious consequence instead.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> - Serious Consequence	The station crew set a trap. The Insertion Ship is permitted to dock, but the PCs are arrested at gunpoint. No further bluff attempts are possible; PCs are imprisoned in the Brig until the next Security Patrol arrives. Guard posts are at full alert, and attack anyone they don’t know.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> - Extreme Consequence / Taken Out	The station crew attack immediately. If the PCs haven’t yet docked, the Silent Witness sends out its Fighter to intercept; if the PCs are already in the Station, all Venu forces become immediately hostile and open fire. Guards actively pursue the PCs unless the PCs manage to evade.

◀ [Escape from Venu]



Plot Stress (as **Scene Two**, above).

Fighting: Set Plot Stress at “Extreme Consequence / Taken Out”. The PCs must fight their way to the Brig - be generous with their attempts to work out where it is! Once there, they must break in, rescue the Princess, and fight a retreat to the Docking Bay!

is heading towards the Silent Witness to transfer the Princess. The PCs are imposters!

Set Plot Stress to “Serious Consequence” immediately: the Venu initially try to arrest the PCs and imprison them in the Brig until the Security Patrol arrives. Astute PCs will pre-empt this by attacking the Venu - in which case set Plot Stress to “Extreme Consequence / Taken Out”.

Scene Four - the Real Security Patrol just showed up!

This scene happens once the PCs have encountered the Princess and are about to make their way back to the Insertion Ship.

Bluffing: The Venu escorting the PCs suddenly pick up an emergency transmission from the Bridge: a Venu Security Patrol has just entered the system and

Fighting: Have the PCs make Alertness rolls (possibly Empathy or Investigation rolls) to notice something has changed. The number of shifts indicate how much to tell them.

Starship Type Venu Warhawk	Consequences Minor: Major: Severe: Extreme:	Structural Stress □□□□□
Scale Large (4)		System Stress □□□□□

Skills

Good (+3)	Manoeuvre (Gravity Engines)
Fair (+2)	Beam Weapon (“Dirty Mary” Disruptor Cannon) Ablative Armour
Average (+1)	Star Drive (Venu “Dirt Drive” - 20LY Jump Maximum) Ship’s Systems Marine Facilities (10 marines)

Aspects

Powered by Venu “Dirt Drive” Bizarre Venu control system & design Legendary history Turn on a Credit

Stunts

Atmospheric Entry Afterburner Hit & Run Overdrive Blind Jump Boarding Capsules	
Consequences (Armour) Minor: Major:	Consequences (Shields) n/a
Fate Points: 4	

Scene Five - The Grand Finale

Certain Doom!

Scene Five occurs once the PCs get back to the Docking Bay. The bay doors are open, the shields are up, and a huge Venu Warhawk has arrived outside the Bay. The Decompression Alarms are sounding!

The Twist!

By the Insertion Ship, the PCs notice an Attack Droid and an organic - a Commonality human! A traitor! What's he doing here? He notices the PCs and suddenly appears alarmed. Princess Kirei tells the PCs this is Doctor Remnai Noyo - the scientist who kidnapped her!

The Final Showdown!

Doctor Noyo makes a snap decision, hits an emergency release - and suddenly the docking bay explosively decompresses (see "Explosive Decompression", below)! Ordering the Attack Droid to attack, he launches himself to the vessel hanging just outside the bay! The PCs notice two boarding capsules under the vessel's wings. Where is Doctor Noyo heading? What do the PCs do? Is their ship disabled? Could they steal one of the Warhawk's boarding capsules? Can they fend off the droid? Will they try and stop the Traitor, leaping into space for a zero-G battle to the death? What about the Princess?

Explosive Decompression

1. If characters are caught in explosive decompression without pressure suits or similar protection, treat it as a Fair (+2) attack against Endurance, Might, etc, doing +5 damage on the Physical Stress track.
2. As well as pressure damage, the character needs to hold on and not be swept away by the evacuation. This affects characters regardless of whether they are wearing pressure suits. Treat as a Good (+3) manoeuvre against Might, Athletics, etc, placing a temporary Aspect "Unbalanced" or "Floating Out of Control". Shifts indicate how far the

target is expelled (in this case out of the Docking Bay...), how out of control, and the difficulty of getting back under control. Make Athletics at -1 or Zero-G Combat rolls to regain control.

3. If characters aren't wearing pressure suits, they suffer the effects of Vacuum Exposure (*Starblazer Adventures* p238) every turn.
4. Use the Zero-G Combat rules (*Starblazer Adventures* p238) for characters attempting to fight under these conditions.

Victory!

There are a number of possible outcomes to this scene:

Dead!

Even if the PCs are dead, read "The Rescue Fails" in "Epilogue" below to see how subsequent events unfold.

Captured!

PCs captured are in a fix! The Venu patrol transports them into Venu space for "interrogation" - a thoroughly unpleasant prospect. Run this as a separate adventure, giving the PCs the chance to escape and avoid a fate worse than death! See "Epilogue" below for ideas.

Escape!

Assuming the PCs regroup in the Docking Bay and regain the Insertion Ship, they face trying to escape hotly pursued by the Warhawk. Escape via planing engine (probably involving a blind jump) requires the PCs' ship to put 2 or more Zones between it and the pursuing Warhawk (*Starblazer Adventures* page 357).

Failing that, the PCs may try and escape by stealing one of the Warhawk's boarding capsules. This requires getting beyond the pursuer's detection range (*Starblazer Adventures* page 358). PCs will have to decide their destination: a nearby moon or planet, the gas giant rings, the system



asteroid belt. Use the System Zone Map on page 3.

His Dark Radiance, Asharak-Um

The Warhawk is commanded by a sinister figure, Commissar Asharak-Um. Whether the PCs come into direct contact with him depends on their actions in Scene Five. The Commissar begins the scene inside the Warhawk with a platoon of Venu Troopers, and bases his actions on what the players do; his goal is to not let them get away with the Princess. It's possible the Commissar will never even leave the Warhawk, instead sending his Troopers out to fight (retaining a small bodyguard) and using his Psi-Powers (particularly Domination) from a distance. Be flexible - this Scene is the most unpredictable of the whole adventure, and a fitting climax!

Epilogue

There are a number of wider consequences attendant upon the PCs' victory conditions.

The Rescue Succeeds

Returning triumphant to Amida, the PCs will have won the favour of the Amidan government. Give them the "Favour [Diplomat]" Stunt when interacting with either Amida or SCI Force. The Commonality gains the temporary Aspect "Heroes of the Day", taggable in the next round of its propaganda campaign on Amida (see the *Mindjammer* core book for more on cultural conflict).

The Rescue Fails

A failed rescue may have different consequences depending upon whether the Princess is still alive or not.

If the Princess has died during the rescue attempt, the PCs will be cold-shouldered if they return to Amida, and may even suffer reprisals. The Commonality gains the temporary Aspect "Running Roughshod over our traditions" for the next round of cultural conflict only.

If the Princess is still alive, things are actually worse, as public opinion turns against the Commonality for leaving her in the Venu clutches. The Amidan government expels the Commonality Ambassador, and withdraws its support for the Commonality's Propaganda Campaign (see the *Mindjammer* core book).

Intelligence on the Venu

The PCs' debriefing will increase SCI Force knowledge of the Venu, and (if the PCs witnessed them) of the psi-powers of Asharak-Um, the Radiant Cultist - an extremely important piece of information. This provides Thaddeus Clay with a temporary Aspect "His Hypothesis Vindicated", usable on his next Contacts, Rapport, Science or Resources roll related to psionic powers research. Also, the Commonality culture will gain a +1 on its next Research & Development roll attempt to increase its Psionics Skill (see the Culture rules in the *Mindjammer* core book).

Doctor Noyo

Doctor Noyo is a direct link to **Mind's Eye**, the next scenario in the Black Zone campaign (presented in the *Mindjammer* core book). If the Doctor is still alive at the end of this adventure, feel free to use him as an irritant or even a growing nemesis as the Black Zone campaign develops. If he makes it that far, we've included him as an optional extra in **The Black Zone**, the last scenario in the *Mindjammer* core book.

The Radiant Cultist

If the Venu Commissar is killed, the Venu will send assassins to avenge his death. Story Tellers should decide an appropriately bad moment for the assassins to appear.

If the Commissar is still alive, he'll remember the PCs, either with scorn or a murderous rage to avenge his humiliation at their hands - depending upon how successful they were!

Field)
Tyce Systems "T-25" 25MW laser
pistol (+4 Stress, Range 1)
Speaks: Amidan, Universal, Venu

Equipment
Somewhat dirtied royal robes

Doctor Noyo's Ship

The identity and whereabouts of the ship Doctor Noyo used to kidnap Princess Kirei have been left vague. Perhaps it was an Amidan prototype, or a Commonality ship? Perhaps a hidden Venu vessel? Maybe it has already returned to Amida, piloted by yet another traitorous Amidan - or maybe it lies somewhere in the X-24-Alpha system, on a moon or asteroid. Make use of Noyo's ship if players become lost or stranded in the star system, or if their own ship is destroyed - or even as a hook to further adventures following **Escape from Venu!**

Station Commander Vrak

Station Commander Vrak is a violent and sadistic cyborg with primitive Venu tech replacing his left arm and the left half of his face. He's a disgraced ex-soldier, exiled to the Silent Witness rather than terminated because he's a war hero.

Princess Kirei

Heir to the throne of Amida at only 21 years old, Princess Kirei is young and inexperienced, but by no means incompetent. Brought up in the royal house of an ancient and complex culture, she's been groomed since birth to take the reins of power. She's extremely self-willed, with a strong sense of honour.

Station Commander Vrak

Physical Stress: □□□□□□□□
Composure Stress: □□□□□
Fate Points: 4 **Scale:** Small (2)
Consequences: Up to 3 Consequences
Encounter Size: 1

Skills

Great (+4) Exude Energy
Good (+3) Intimidation Leadership
Fair (+2) Endurance Guns
Might
Average (+1) Alertness Athletics
Fists Weapons

Aspects

War Hero of the Pleysho Campaigns
Disgraced Exile
Mandroid
Venu Mutant
Losing What Little Humanity He Had Left
Station Commander
Rules Through Fear
No one knows what this power has cost me!
Eagle Eyes Vision
Minor Weakness: Water (Good Investigation / Science Skill check)

Stunts

Mandroid Arm (+1 Might, Endurance, Athletics, Fists, and Weapons skill checks)
Mandroid Eye (+1 Alertness skill checks)
Exude Lightning [Exude Energy]
Eagle Eyes [Alertness]
Claws [Fists]
Scary [Intimidation]

Equipment

Princess Kirei Nahino Deh

Physical Stress: □□□□□
Composure Stress: □□□□□□
Fate Points: 8 **Scale:** Small (2)
Consequences: Up to 3 Consequences (4 social)
Encounter Size: 1

Skills

Good (+3) Resources
Fair (+2) Rapport Resolve
Average (+1) Leadership Contacting
Alertness

Aspects

Heir to the Throne of Amida
I can do it myself!
That's not the proper way to behave!
Noblesse oblige

Stunts

Introduction [Diplomat]
Smooth Recovery [Resolve]

Mandroid Claw (Stress bonus as Fists Skill level)
Electricity Projector (Range 1, built into cybernetic arm, possible "Electrocuted" Aspect / Consequence)
Venu Marauder Armour (-3 Physical Armour, -1 Force Field)

The Silent Witness Crew

Treat the Silent Witness crew members as minions, each with a skill appropriate to their station. From the Commonality point of view they're brainwashed fanatics loyal to their God-Emperor in a vicious hierarchy held together by fear and the threat of violence. They're under instructions to avoid combat unless ordered by a superior - they're needed for the continued functioning of the Station.

Commissar Asharak-Um, Head of the Security Patrol

The Security Patrol is led by a strange individual who terrifies every Venu. Not the usual patrol leader, he's tall, cloaked, with a "scintillating" black face mask. He has several psi-powers, source unknown, and holds an unknown position within Venu society. It's clear he belongs to some sort of leader caste. Not evident at first, his body is mutated, as removing his black mask will reveal.

Information about the Commissar is valuable: in the 150 years since Venu contact, most of that time has been as enemies, so little is known about the Venu or their organization and capabilities. From what little the Commonality does know, the Commissar looks like something new...

His Dark Radiance, Asharak-Um, Head of the Security Patrol

Physical Stress: □□□□□
Composure Stress: □□□□□□
Fate Points: 4 **Scale:** Small (2)
Consequences: Up to 3 Consequences
Encounter Size: 1
Skills

Great (+4) Mind Control
Good (+3) Mental Bolt Intimidation
Fair (+2) Leadership Mysteries
Resources
Average (+1) Deceit Science
Resolve Absorb
Energy

Aspects

Devoted Servitor of the Dark
Radiance
Venu Mutant
Immune to Z-Radiation
Z-Radiation Heals Me!
Arrogant Venu commissar
All Must Fear Me!
You Do Not Know the Power of the Dark Radiance!
The Commonality is Weak!
Minor Weakness: Sonic Weapons (Good Science / Mysteries Skill check)
Minor Weakness: Force Fields (Good Science / Mysteries Skill check)

Stunts

Absorb Radiation [Absorb Energy]
Dominate [Mind Control]
Mental Blast [Mental Bolt]
Scary [Intimidation]
Aura of Menace [Intimidation]

Equipment

Black-lacquered body armour (-2 Physical Armour, -1 Force Field)
Protein Disruptor Pistol (+3 Stress, Range 1)
Energy Mace (built-in: +4 Stress)

Venu Wardog (Squad Leader) and Venu Trooper Minions

Venu Troopers are deranged, psychopathic killers, controlled only by their fear of those above them. The following "gritty" character represents a standard Venu squad leader.

Venu Wardog (Squad Leader)

Physical Stress: □□□□□
Composure □□□□□
Stress:
Fate Points: 7 **Scale:** Small (2)
Consequences: Up to 3 Consequences

Encounter Size: 1 + 12 minions

Skills

<i>Good (+3)</i>	Guns	
<i>Fair (+2)</i>	Leadership	Intimidation
	Alertness	Stealth
<i>Average (+1)</i>	Exude	Athletics
	Energy	
	Fists	Might

Aspects

- Venu Mutant
- Venu Squad Leader
- Hate Commonality
- Lives for Battle
- Deranged Killer
- No one beats me!

Stunts

- Exude Radiation [Exude Energy]
- Horrific [Intimidation]
- Minions [Leadership]

Equipment

- Protein Disruptor Rifle (+4 Stress, Range 2)
- Venu Trooper Armour (-2 Physical, -1 Force Field)

Venu Trooper Minions

A typical Venu Wardog leads a Squad of 12 Average (+1) Venu Trooper Minions, divided into 3 Teams of 4 Troopers each. Average (+1) Guns.

- Independent Venu Trooper Team (+2 bonus) (Guns +1)
- Attached Trooper Team (+2 bonus to Squad Leader)

Venu Armour

Both the Venu and the disguised PCs are wearing various types of Venu armour.

Venu Trooper Armour is a heavy-duty suit of composite ceramic plate, usually laminated in Venu legion colours. It has a primitive and unstable force field and is fully pressurized against vacuum, incorporating a basic EVA package (simple thrusters, etc). It is expensive, hard to maintain, and bulky, and standard issue for Venu troopers.

A **Venu Status Suit** refers to a wide variety

of light armour worn by Venu officers and commanders. It incorporates a Venu mask, and can be pressurized for short periods (not more than a few minutes). It doesn't have EVA capability, but shipboard officers frequently combine it with an EVA harness.

Pre-generated Characters

Use the following characters to get started immediately - or use your own characters instead!

Dr. Thaddeus Clay

Famous psychologist and psychohistorian, Dr. Thaddeus Clay is 193 years old. Born on Old Earth, he remembers when SCI Force was first founded after the Venu War. For years he has worked as a SCI Force controller, training and operating teams in the field.

Phase One - Training

Noticed in school for his brilliance, and also for his fits and seizures, Clay was hypersensitive, always "reading" people. A natural empath, he was suspected of being a latent psion and recruited into the Security Instrumentality in 37RE to continue his "education".

Phase Two - Thaddeus Clay and the Treachery of Venu!

Second-in-command overseeing the first Venu mission (70RE), Clay saw his boss fail disastrously when the mission never returned. The episode made Clay doubt the superiority of the "Commonality way". Shocked out of his self-absorption, he began to see others as "real people".

Phase Three - Thaddeus Clay and the Mind Masters!

In 190RE Clay led a SCI Force team against Venu operating undercover in the Sentient Alliance. He lost his entire team, bar one. Clay had been wondering why he could never "read" the Venu, developing a theory that the Venu must have some kind of "psionic shield".

He sent an undercover team in, and it was intercepted by the Venu immediately - proving his theory true. Not everyone subscribes to "Clay's Hypothesis", but it's taken very seriously in some circles.

Phase Four - Guest Starring in Jackson Stark and the Memory Assassin!

Clay had been in charge of Jackson Stark's training. When Stark was ordered to kill the ruler of a Fringe World planet, Clay understood this would be a psychohistorical mistake, and triggered a failsafe response in Stark causing his mission to fail. When military psy-ops tried to kill Stark, Clay brought him in, told him who he was, and recruited him to his new team.

Dr. Thaddeus Clay

Physical Stress: □□□□□

Composure Stress: □□□□□

Fate Points: 6 **Scale:** Small (2)

Consequences: Up to 3 Consequences

Encounter Size: 1

Skills

Great (+4) Empathy

Good (+3) Science Academics

Fair (+2) Leadership Resources
Technopsi

Average (+1) Starship Investigation
Systems
Guns Mysteries

Aspects

Pathologically Hypersensitive

Loner

Special Operations Chip

There's More to People than Meets the Eye

Self-sacrifice for the Commonality is unavoidable!

The Venu have psi-powers - so must we!

The future cannot be entrusted to the military!

Jackson Stark is a man - not a machine!

Stunts

Redaction [Technopsi]

Access to Weapons [Career]

Local Area Resources [Career]

Access to Restricted Technopsi

Equipment

Special Operations Chip

Monitor Band Cloak

Personal Mindscape Instance
(*concealed*)

Venu Status Suit (-1 Physical
Armour, -1 Force Field)

Venu EVA Harness

Venu Protein Disruptor (+4 Stress,
Range 2)

Venu Mask

*Disguised as Venu Security Patrol
Leader Commander Sharum*

Jackson Stark

A hard-as-nails special ops agent and a very good man to have on your side, Stark is ruthless, independent, and capable - with some terrible personality flaws.

Phase One - Training

Born on Cynax IV, at age 8 Stark saw his parents killed by his "uncle". Jackson was traumatized - it was said insanity runs in his family, and Jackson believes he's mad himself. People said his uncle killed himself after the double murder, but his body was never found. Jackson became a feral street kid, until he was recruited by a clandestine black ops group claiming to be a branch of SCI Force.

Phase Two - Jackson Stark and the Memory Assassin!

For years Stark suffered blackouts, waking up in strange places with days and even weeks he couldn't account for. When he confronted the black ops group they used Technopsi attacks to burn his brain and control his will. Eventually they gave him a mission to kill the ruler of a Fringe World planet. However, something happened in the run up to the assassination, and when Stark dropped off the radar, military psy-ops decided to terminate him. The real explanation was that a SCI Force controller called Thaddeus Clay (who unbeknownst to Stark had been his secret trainer for years) had aborted his mission by triggering conditioned responses in Stark he didn't even know he had. The military still don't know why Stark didn't complete the mission.



Clay then converted Stark's Mindscape Implant to a special operations chip, and explained to him who he was before recruiting him into his new SCI Force Insertion and Sanction Team.

Phase Three - Guest Starring in Max Proffitt and the New Bahamut Disaster!

Stark was in the SCI Force team sent to apprehend Dr. Maledict Miserius. Whilst the Doctor got away, Stark instead captured a bewildered Max Proffitt. Realizing Proffitt was no more than a greedy fool who'd fallen foul of Miserius' plans, Stark brought him in to SCI Force, thinking he might be useful.

Jackson Stark

Physical Stress: □□□□□□
Composure Stress: □□□□□
Fate Points: 7 **Scale:** Small (2)
Consequences: Up to 3 Consequences
Encounter Size: 1

Skills

<i>Good (+3)</i>	Guns	
<i>Fair (+2)</i>	Fists	Alertness
	Athletics	
<i>Average (+1)</i>	Technopsi	Endurance
	Weapons	Stealth
	Drive	Burglary

Aspects

I learned to hide my fear!
 Nothing hurts me!
 Haunted by a past he can't remember
 More of a machine than a man
 Special Operations Chip
 Max Proffitt owes me his life!

Stunts

Mindburn [Technopsi]
 Skill Chip: Guns (+2 on attack check)
 Supply Officer [Career]

Equipment

Special Operations Chip
 Monitor Band Cloak
 Venu Trooper Armour (-2 Physical Armour, -1 Force Field)
 Venu Protein Disruptor (+4 Stress, Range 2)
 Venu Trooper Mask
Disguised as Venu Trooper

Lyra Da Luz

An expert safecracker, Lyra Da Luz is a light-fingered criminal type who you can trust about as far as you can throw. Hailing from the Hispanian culture world of Altamira, Lyra is a good example of the "unusual characters" the cultural reclamation sometimes throws up - she's an out-and-out criminal, a con, and a thief, and a stone's throw from being a certifiable sociopath. On the Core Worlds she would have been re-educated years ago - here on the Rim, she's a positive asset!

Phase One - Training

Growing up in one of the overpopulated Hispanian ghettos on Altamira, Lyra learned to use her looks and charm to get a good life for herself. If that sometimes spilled over into a little petty larceny - well, hey, a girl's gotta live!

Phase Two - Lyra Da Luz and the Jade Crown Affair!

Lyra found herself in love with suave businessman Jameson McFayre. Only when she was in deep did she find out he was a jewel thief - and asking her to take part in a heist of the fabled Jade Crown. The caper went wrong, and Lyra found herself abandoned by McFayre and facing the rap!

Phase Three - Guest Starring in Thaddeus Clay and the Mind Masters

As she was facing "re-education", SCI Force controller Thaddeus Clay offered Lyra a way out: work for him. Reluctantly, she agreed to join an undercover team operating in Sentient Alliance territory. For some reason she got cold feet and fled: the rest of the team was captured by the Venu. She had to persuade Clay she hadn't betrayed his team; she's still not sure if he believes her.

Lyra Da Luz

Physical Stress: □□□□□
Composure Stress: □□□□□
Fate Points: 7 **Scale:** Small (2)
Consequences: Up to 3 Consequences
Encounter Size: 1

Skills

<i>Good (+3)</i>	Burglary	
<i>Fair (+2)</i>	Deceit	Contacts
	Sleight of Hand	
<i>Average (+1)</i>	Guns	Stealth
	Alertness	Empathy
	Rapport	Athletics

Aspects

Come to Lyra, baby!
 So light-fingered it hurts
 That bastard McFayre hung me out to dry!
 Mindscape Implant
 I don't know why - but I have a bad feeling about this...
 I don't trust Clay - he doesn't trust me!

Stunts

Alarm Sensibilities [Burglary]
 Lock Master [Burglary]
 Bump & Grab [Sleight of Hand]

Equipment

Mindscape Implant
 Monitor Band Cloak
 Venu Trooper Armour (-2 Physical Armour, -1 Force Field)
 Venu Protein Disruptor (+4 Stress, Range 2)
 Venu Trooper Mask
Disguised as Venu Trooper

found himself unwittingly on the side of SCI Force, trying to apprehend Miserius and stop the plague. The plague was brought under control, but thousands had perished, and Miserius had escaped, still at large today. Worse, in return for not locking Proffitt away, SCI Force decided he would "help them out" in some undercover ops they had planned.

Phase Three - Guest Starring in Lyra Da Luz and the Jade Crown Affair!

Max Proffitt's first "favour" for SCI Force was to be the "getaway guy" for Jameson McFayre and Lyra Da Luz after the Jade Crown caper. McFayre somehow got wind something was wrong and never showed; Da Luz turned up and was promptly arrested.

Maximillian Proffitt

Physical Stress: □□□□□

Composure Stress: □□□□□

Fate Points: 7 **Scale:** Small (2)

Consequences: Up to 3 Consequences

Encounter Size: 1

Skills

<i>Good (+3)</i>	Starship Pilot	
<i>Fair (+2)</i>	Resources	Deceit
	Contacting	
<i>Average (+1)</i>	Guns	Athletics
	Intimidation	Rapport
	Alertness	Sleight of Hand

Aspects

The Rosemary Princess*
 Mindscape Implant
 SCI Force have me over a barrel!
 Doctor Miserius haunts my dreams
 It's nothing personal - it's just business
 Lyra Da Luz hates my guts!

Stunts

Ticket to Travel [Career]
 Merchant Funds [Career]
 Small Ship [Career]

Equipment

*Rosemary Princess Keynes-class Freighter
 Mindscape Implant
 Monitor Band Cloak
 Venu Trooper Armour (-2 Physical Armour, -1 Force Field)

Maximillian Proffitt**Phase One - The Economic Principle**

Max spent years as a hard-nosed New Trader in the Outer Colonies, shipping whatever it took to turn a profit and keep the rust-bucket "Rosemary Princess", a 150-year old Keynes-class Freighter, running. Handy with a gun, and knowing when to cut his losses, Max had a reputation for striking a hard bargain and leaving economic mayhem in his wake.

Phase Two - Max Proffitt and the New Bahamut Disaster!

Then everything changed. On what Max thought was a routine smuggling run to New Bahamut, he transported a sinister bio-plague engineered by the evil Doctor Maledict Miserius. In the ensuing devastation, Proffitt



Venu Protein Disruptor (+4 Stress,
Range 2)
Venu Trooper Mask
Disguised as Venu Trooper
Has Major Composure Consequence
"Mentally Traumatized" after piloting
Venu Insertion Ship through 2-Space!

[Escape from Venu] ▷

Glossary of Terms

This adventure uses terms which are fully explained in the **Mindjammer** setting book by Cubicle 7. Short descriptions of these terms are provided below.

Cultural Conflict - *two-way culture shock occurring when the Commonality contacts a lost colony world.*

Darradine Rim - *part of the Darradine Restoration subsector on the edge of Commonality Space.*

Dirt Drive - *primitive star drive used by the Venu Empire, reverse engineered from stolen Commonality technology.*

Empire of Venu - *violent, oppressive Star Empire and the Commonality's principle foe in this region of space.*

Expansion - *the process by which the Commonality is expanding outwards from the Core Worlds and contacting the "lost worlds" originally colonized by Old Earth millennia ago by slower-than-light colony ship. Began 200 years ago, and still proceeding apace today.*

Fringe World - *recently-contacted world on the edge of Commonality Space.*

Gravity Engine - *principal slower-than-light drive used in the Commonality.*

Mindscape - *technological "shared consciousness" connecting the citizens of the Commonality.*

Mindscape Implant - *neural implant which connects all members of the Commonality to the Mindscape.*

Monitor Band - *"dial tone" signal broadcast by Mindscape Implant regardless of whether it is connected to the Mindscape.*

Monitor Band Cloak - *small device which masks the Monitor Band, rendering Mindscape devices inactive.*

New Commonality of Worlds, The - *principal Star Empire in this region of space,*

centered upon the ancient and highly advanced civilization of Old Earth.

Planing Engine - *the Commonality's star drive. AKA a D-Drive or Dimensional Drive.*

Propaganda Campaign - *cultural conflict measures usually undertaken by the Commonality.*

Psionics - *human psi-powers do not exist within the Commonality, although extensive genetic engineering work is underway to make them a reality.*

Quarantine Zone - *neutral space separating the Commonality from the Empire of Venu. AKA the Q-Zone.*

SCI Force - *Security and Cultural Integrity Instrumentality. A special psy-ops security force of the Commonality charged with controlling the effects of Cultural Conflict.*

Skill Chip - *Mindscape-powered chip providing expert skill knowledge. Characters with Skill Chips gain a +2 bonus to that skill.*

2-Space - *form of hyperspace. Starships using the Commonality Planing Engine enter 2-Space to travel faster than light.*

Special Operations Chip - *highly-restricted Mindscape Implant without the usual safety features. Allows use of aggressive and invasive forms of Technopsi.*

Technopsi - *pseudo-psionic powers enabled by the Mindscape, including technological telepathy, remote control of devices, etc.*

Thoughtcast - *process of uploading memory engrams to the Mindscape. Most thoughtcasts can be accessed by any Mindscape user.*

ZIP Module - *Zero Point power cells used by the Commonality in all devices from laser pistols to space stations.*

Z-Radiation - *highly dangerous, mutagenic distortion field emitted by inefficient or damaged ZIP Modules. Venu Dirt Drives emit Z-Radiation constantly. AKA Z-Field.*