

BULLDOGS!
SCI-FI THAT KICKS ASS

Stormy Weather



**Adventure
Scenario**

by
**David
Moore**

How to Run an Adventure in Bulldogs!

There's something of a trick to running an adventure scenario using the FATE system. This is a brief introduction for GMs like you who are going to present an adventure to your players.

Unlike a lot of game systems, FATE allows players to take a very flexible and often unpredictable approach to problem solving. For example, a party confronted with a reluctant witness is going to handle the obstacle very differently if it is led by an incorrigible con artist than if the party is led by a veteran pit fighter.

Because of this, the scenarios that we're releasing for **Bulldogs!** present not a step-by-step plot, but instead a series of challenges called **Problems** that you, as the GM, use to confront the players with opposition.

Each Problem includes a situation and possibly some characters that create an obstacle for the player characters. Guidelines on how to handle some of the more predictable methods that players

use to bypass the Problem are described, such as Difficulty numbers for skill checks, stunts and skills that the non-player characters have, etc.

The key to running FATE is flexibility. You need to be ready to roll with what the players try to do. Players may throw you for a loop by taking a completely unexpected action, or bypassing the Problem altogether. That's OK! If the players take you by surprise and do something nobody anticipated, just set a Difficulty for them and let it roll. If the players bypass a Problem completely, move it to a point later in the session, or just toss it out completely.

Despite all this, you've got a powerful tool in your arsenal to get the players to engage with a Problem. Grab an aspect on one of the characters confronted by the Problem and compel it! Players are going to be happy to dig into the complications if they get a fate point for it. If your players are familiar with FATE, they might even do this to themselves when you put a Problem in their way.

What's in This Adventure

Each adventure scenario for **Bulldogs!** includes a basic setup, usually a delivery assigned by TransGalaxy.

Following the basic setup is a series of Problems. These are presented in the most likely order the characters will encounter them, but like we said before, don't feel like you have to give them to your players in order. Mix them up, move them around, whatever makes sense for your group and for the consequences of the actions they take to solve earlier Problems.

Next, you'll find the non-player characters from the adventure mostly filled out. These non-player characters are missing some of the skills at the bottom of their list. Feel free to fill in a skill they are missing if you need it in play.

You'll also see that there are four sets of these characters. Each set is for a different starting power level. The page numbers are repeated so you can find the right character based on the reference earlier in the adventure, but discard or ignore the non-player characters for the power levels that don't match your players' characters.

Lastly, we have a page of player handouts with aspects described in the adventure set apart and easy to print out and cut up. It's a lot easier just to slap a card or bit of paper with the aspect printed out than to have to write down all these aspects yourself. Use the handouts if it makes your life easier, we find them extremely useful when we run these adventures at conventions.



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Stormy Weather

The planet Yentsin, wholly owned subsidiary of the Ion Mining Company, has a problem. Some of the workers on the planet don't like how Ion runs things. They've started a revolution to try and get Ion to make a few adjustments. Despite the troubles, Ion still needs supplies delivered, and TransGalaxy Class D is the only outfit willing to brave the storms and the rebels. Good luck!

Setup: Standard Delivery

The captain is contacted by Thomas, the regular TransGalaxy dispatch officer, for a cargo delivery run. There doesn't seem to be anything special about it, just a routine delivery of machine parts to the planet Yentsin for the Ion Mining Company. Thomas has little to say, apart from sharing the fact that Ion's workers are in full-scale armed revolt. Shouldn't be a problem, really.

The trip itself is routine, taking about a week before they arrive in the system. Yentsin is a mostly water planet, the only land being archipelagos spread out over its surface. This accounts for the high winds and storms that constantly circle the planet. It has a wealth of minerals though, and that is why Ion Mining owns the planet.

Problem: Navigating the Storms

Arriving at the system, the ship is able to pick up the navigation satellites around the planet. As they approach Yentsin to request landing clearance, the transmission starts with a control tower operator but then quickly goes to static and modulated noise. A short time later they're transferred to another operator. The operator apologizes for the switch, telling the crew that the current storms has been wreaking havoc with communications.

The rebels are jamming the control tower's transmission, and then substituting their own. If the crew is suspicious, they'll need a Good (+3) Systems roll to discover that the signal is coming from another satellite, but the new operator can explain that's necessary to get a better signal. A Good (+3) Empathy roll can see through the lie.

The new 'control' directs the ship to a landing pad just outside of a floating domed city. The rain is intense, and the lightning arcs along the clouds, occasionally coming down and hitting the dome or the spires around it in bright bolts.

Once the ship enters the atmosphere, as the crew moves about the ship they begin shocking each other due to the amount of static electricity in the air.

The electronics on-board the ship go haywire from time to time as the ship comes in for a landing and the electricity in the air plays havoc with them. The pilot will need to make a Fair (+2) Pilot roll to land without incident.

THE STORMY SKIES OF YENT SIN

Invoke: It lights things up, "I can't see a thing." *FLASH* "There it is!"

Compel: The ship is made of metal, *FLASH* "What the... we just lost our port maneuvering thrusters!"

Problem: Lightning!

On touching down, the rain is intense. The lightning is hitting the rods nearby, mostly keeping the ship and crew safe on the pad. The dock-master, **Neal Dalton** (pg. 5), invites the crew up to his office for some hot drinks while the dock crew unloads the ship.

As the landing crew finishes unloading, a particularly large lightning strike first hits the ship, then jumps back to the lightning tower. It's accompanied by what sounds like a double thunderclap and the landing crew runs for cover away from the ship. The reason why soon becomes apparent as smoke starts to billow out of the open hatchway!

Investigating their ship, the crew find something has exploded in the engine room and coolant fluid is everywhere. On first glance, it seems the electricity from the lightning strike arced and blew open one of the main coolant supply pipes.

A closer inspection using Investigation or Engineering against a Great (+4) difficulty will reveal that something exploded, but it couldn't have been caused by lightning. The lightning caused the explosive to go off early, the bomb was meant to go off as the ship was leaving the system. If the drive had been active, it would have overheated and exploded, or if they could've shut it down in time they would have been adrift in space. What a tragic spacing accident.

The bomb was planted by the rebels who were posing as the ground crew, slipped into place as they were unloading their cargo. If some of the crew members were suspicious and followed the dock crew around on board, the saboteur doesn't try



to plant the bomb, instead it just goes off due to the lightning strike while the saboteur is standing next to the main coolant pipe, blowing him and the pipe to pieces.

If the crew attempts to repair the damage, they can repair the damage to the piping, but they will need a new source of coolant fluid.

Problem: A Fork in the Road

When the explosion happens, give the crew time to investigate and realize that they don't have the spare coolant to restock the ship. As they start to leave the ship to go in search for parts, the rebels are finishing loading their ill-gotten cargo and the government shows up. A firefight starts, and the crew are caught in the middle. They have three choices at this point. Join the rebels, join the government, or stay out of it all together. If the crew tries to stay neutral, one side or the other start shooting at them and make up their minds.

On the rebel's side is the fake dock-master Neal Dalton with three rebels per crew member, and on Ion Mining's side is **Javal Kran** (pg. 5), Ion Mining's Templar security chief, and his guards, equal in number to the rebels.

DECOMMISSIONED LANDING BAY

Invoke: lots of cover, "I'm going to dive behind that wall of shipping containers."

Compel: not well lit, "Where did he go?"

Don't forget the landing bay is also partly exposed, so **THE STORMY SKIES OF YENTSIN** can be used as well.

There are two ways to go from here:

1. Go to the people who planted the bomb, forgiving the rebels and helping them in their attempt to overthrow the government, or at least get some coolant to get out of here.
2. Help the government against the rebels, and hope to get some repair parts once the conflict calms down.

The crew may come up with another option, if so, roll with it. It may go drastically off track from the description of this adventure, but could lead to an interesting scenario.

The government and the rebels aren't going to be good or bad in the adventure, as the GM, feel free to fill out the reasons for the rebellion and what Ion Mining did to stir it up. A possible reason is that Ion Mining treats things like a company town, and keeps its workers by making them pay for their goods from the

company store. This drains their pay, and keeps them on world. Another idea is that the rebels are funded by a competing corporation that wants Ion Mining to sell off the planet at a loss, and so it's hired people to go in and make things unprofitable. It could even be a combination of both.

The firefight in the landing bay will end inconclusively. If possible, both Kran and Dalton will escape unharmed, if only to cause trouble a little later. It's likely whichever side the crew throws down with will get the better of the situation, the two sides are fairly evenly matched otherwise.

The rebels are mostly trying to get the parts delivery out of here and down into the street tunnels below ground, while the government is trying to prevent them from stealing their supplies.

During the first firefight, the crew might save the life of either Kran or Dalton. This would help the crew make an ally with the side they chose, and give them a bigger stake in the rest of the adventure.

Problem: Lets Get Out of Here

There are two scenarios here, depending on which side the characters went with.

Helping the Government

After the rebels retreat, Javal Kran approaches the crew. She is not too happy about the crew delivering the parts to the rebels instead of the government, and will be especially annoyed if the rebels made off with the parts. She offers the crew a way to earn the coolant fluid, and get back at the rebels at the same time.

Kran has a problem. She doesn't have any pilots at her disposal, so she needs the crew to help her with her plan. If they agree, the crew is given a transport ship to make it look like a new TransGalaxy crew is arriving to make another scheduled delivery. Kran feeds information to the rebels that the new shipment is coming in, and hopes that they will attempt to hijack it.

The new ship will be loaded with security forces, and when the rebels come to take the cargo, the security forces and crew can take them down.

If the crew won't go along with the plan, Kran arrests them for conspiring with the rebels. This will cause a hell of a problem for the crew. Now, they can't get off world, they're at odds with the authorities, and they pissed off the rebels, possibly the only people who might have helped them.

Helping the Rebels

If the crew flees with the rebels, they end up deep underground in a secret rebel bolt-hole. Dalton is glad to have the extra muscle and apologizes for sabotaging the ship, explaining that the rebels are trying to discourage transport companies from resupplying Ion Mining.

Now that they are here, Dalton proposes that the crew help the rebels hit a company warehouse where in addition to the things the rebels want, they also store coolant. Ion Mining has stepped up its security though, and a fight is almost inevitable.

The rebels need the equipment, but they also need the bodies to help move it. Who better to help out than the Bulldogs? If the crew helps out with this, Dalton promises to help them storm the landing bay and recover their ship.

Problem: Ambush

If the crew is helping the government, they will be piloting a nondescript transport ship in, loaded with a bunch of security forces. This transport is, if it can be believed, in even worse condition than the ship provided by TransGalaxy. Kran is aboard along with 24 members of her security team, all heavily armed and ready to fight.

The rebels decide to take a different approach this time, however, and as the ship is coming in for a landing at yet another docking bay, it is attacked by surface-to-air missiles. The rebels want to cripple the ship, then attack and loot it, so the missiles are aimed at the ship's drive and maneuvering systems. Detecting in the incoming missiles is a Great (+4) difficulty Systems roll, and if detected, the pilot must make a Good (+3) Pilot roll to avoid being hit. If the missiles are not detected, they inflict crippling damage on the ship, and the pilot needs to make a Suberb (+5) Pilot roll to land the ship. If the pilot fails, everyone aboard suffers a Mild consequence. Then the rebels attack.

The rebels have a team of 20, led by Dalton, and they come at the ship with everything they've got. Kran and her team will help defend, but if the crew tries to stay out of it, they will be fired upon no matter what. Kran will do her best to kill Dalton and destroy as many rebels as she can, but if the ship crashed, she only has half her team (12 guards) able to fight in the ensuing melee.

Problem: Raiding the Warehouse

If the crew is helping the rebels, Dalton will lead them on a raid against a company warehouse. Due to the rebel activity, Kran has stepped up security everywhere. The warehouse is guarded by 12 security guards, but Dalton will make the assault aided by the crew and a dozen of his rebels.

Dalton is trying for a quick raid, and it will take Kran about 20 minutes to respond to an attack with a larger security team of another ten guards, plus two more for each crew member, led by her personally. That means the rebels and the crew need to handle the guards, break into the storage area, and make off with the goods within that time frame.

Breaking into the storage facility will require a Great (+4) Burglary roll and about a few minutes of time. Loading the cargo onto the rebels' transport trucks will require Fair (+2) Might rolls from all of the crew involved and take 15 minutes. Getting the transports away and clear will take Fair (+2) Pilot rolls, and take a few minutes. Obviously, between the time required to eliminate the security team and to perform these tasks, Kran will arrive with her reinforcements. The crew can try to cut these times with better rolls and avoid additional fighting. For the loading roll, the time required is determined by the crew member with the lowest roll.

Problem: What Happened to My Umbrella?

It's time to get off this wet rock and back to work at TransGalaxy. Again, there are two scenarios here: the crew either sided with the government, or sided with the rebels. Both scenarios take place on the original landing pad, with a heavy storm overhead, bringing down sheeting rain and the ubiquitous lightning.

IT'S COMING DOWN HARD

Invoke: poor visibility, "I bet their aim isn't so good in this rain."

Compel: it's hard to get traction, "Careful on that ramp! It's like a damn river."

The other conditions from **A Fork in the Road** are also still here and can be used (DECOMMISSIONED LANDING BAY and THE STORMY SKIES OF YENTSIN).

Helping the Government

Kran thanks the crew for helping her out against the rebels, and promises to tell TransGalaxy that they should get a bonus for helping out. He's already talked to his superiors about giving TransGalaxy a bonus for the help.

As the crew is repairing and refilling the coolant system, rebels attack the landing bay. If Dalton is still alive, he leads the assault with ten rebels, plus two extra for each crew member. They want a reprisal for the trap the crew participated in, and to possibly steal the ship. The mining company guards will help the crew, but there are only six of them. The crew will need to jury rig some sort of repair while under fire and take off, taking the rebel's prize away with them.

Helping the Rebels

Back near the landing bay, Dalton thanks the crew for helping him and the rebels. The government has the ship guarded, and they will have to fight off the guards in order to repair and refill the coolant system. Kran will be there, personally leading a team of ten guards, plus two for each of the crew members.

Dalton offers the help of the rebels to keep the government off their backs for a while, hopefully long enough to lift off. He brought along a team of a dozen rebels. He can't do much about the government thinking it was the TransGalaxy crew stealing back the ship however.

Aftermath

The characters might have to live with the choices they made if they come back to the planet in the future. Depending on their actions and what side they chose, they might tip the balance in the coming conflict.

Fresh Meat

Neal Dalton

Dalton is 26-year old Arsubaran, a natural leader, and a former miner from a family of company miners. He was convinced to join the rebels when non-violent protests didn't work. He's been hardened by the fighting, and is committed to the cause. Inwardly, he wants the conflict to be over, and to stop having people's lives in his hands.

Stress: □□□

Armor/Shields: Armor 1, Shields 1

Fate: 3

Skills

Leadership Great (+4), Engineering Good (+3), Deceit Good (+3), Guns Fair (+2), Empathy Fair (+2), Rapport Fair (+2), Systems Average (+1), Alertness Average (+1), Burglary Average (+1), Contacting Average (+1)

Aspects

CENTER OF THE UNIVERSE; "I'LL DO THAT!"; "IT RUNS IN MY FAMILY."; LAND OF THE FEE, HOME OF THE SLAVE; OH CRAP, IT'S KRAN AGAIN; "I GREW UP ON YENTSIN."

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Chain of Command (pg. 116), Demolitions (pg. 112)

Gear

Blast Pistol (Damage 2, Range 2), Two Shaped Mining Charges (Damage 4, Non-Lethal, Persistent Effect: OFF YOUR FEET), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1), Hi-Jack Infiltration Device (Independent: Systems Fair (+2), +2 Burglary to Bypass Security Systems, RIGHT TOOL FOR THE JOB)

Yentsin Rebels

Average (+1) Physical minions, armed with heavy blast pistols (Damage 3, Range 2), and defense screens (Shields 1).

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Javal Kran

Kran is a 42-year old Templar security captain who's worked for Ion Mining for most of her career after leaving the military. She sees the current conflict as just another in a long series of conflicts in her life. The reasons for it don't matter to her anymore, but she remains loyal to her employer Ion Mining. To her, it's about duty and loyalty, not about right and wrong.

Stress: □□□ □□

Armor/Shields: Armor 2

Fate: 3

Skills

Guns Great (+4), Alertness Good (+3), Intimidation Good (+3), Resolve Fair (+2), Leadership Fair (+2), Fists Fair (+2), Systems Average (+1), Endurance Average (+1), Artillery Average (+1), Investigation Average (+1)

Aspects

IMPERFECTION IS UNACCEPTABLE; MARTIAL DISCIPLINE; "I'VE WORKED FOR ION MINING FOR YEARS NOW."; "THIS IS JUST LIKE THAT TIME ON OROU EIGHT."; LOYAL TO A FAULT; "I'VE DONE A LOT OF THINGS IN MY DAY."

Stunts & Species Abilities

Shot on the Run (pg. 114), Unapproachable (pg. 115), Sharp Eyes (pg. 109)

Gear

Blast Pistol (Damage 2, Range 2), Blast Rifle (Damage 2, Accuracy 1, Range 3), Synthetic Plate (Armor 2)

Ion Mining Company Security Team

Average (+1) Physical minions, armed with laser rifles (Damage: 3, 1 vs shields, Accuracy 1, Range 3) and ballistic cloth (Armor 1, HARD TO DETECT).

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Trouble

Neal Dalton

Dalton is 26-year old Arsubaran, a natural leader, and a former miner from a family of company miners. He was convinced to join the rebels when non-violent protests didn't work. He's been hardened by the fighting, and is committed to the cause. Inwardly, he wants the conflict to be over, and to stop having people's lives in his hands.

Stress: □□□ □

Armor/Shields: Armor 1, Shields 1

Fate: 4

Skills

Leadership Great (+4), Engineering Great (+4), Deceit Good (+3), Guns Good (+3), Empathy Fair (+2), Rapport Fair (+2), Systems Fair (+2), Alertness Average (+1), Burglary Average (+1), Contacting Average (+1), Resolve Average (+1), [] Average (+1)

Aspects

CENTER OF THE UNIVERSE; "I'LL DO THAT!"; "IT RUNS IN MY FAMILY."; LAND OF THE FEE, HOME OF THE SLAVE; OH CRAP, IT'S KRAN AGAIN; "I GREW UP ON YENTSIN."

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Chain of Command (pg. 116), Demolitions (pg. 112)

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Yentsin Rebels

Fair (+2) Physical minions, armed with heavy blast pistols (Damage 3, Range 2), ballistic cloth (Armor 1), and defense screens (Shields 1).

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Stress: □□□ □□□

Armor/Shields: Armor 2, Shields 1

Fate: 4

Skills

Guns Great (+4), Alertness Great (+4), Intimidation Good (+3), Resolve Good (+3), Leadership Fair (+2), Fists Fair (+2), Systems Fair (+2), Endurance Average (+1), Artillery Average (+1), Investigation Average (+1), [] Average (+1), [] Average (+1)

Aspects

IMPERFECTION IS UNACCEPTABLE; MARTIAL DISCIPLINE; "I'VE WORKED FOR ION MINING FOR YEARS NOW."; "THIS IS JUST LIKE THAT TIME ON OROU EIGHT."; LOYAL TO A FAULT; "I'VE DONE A LOT OF THINGS IN MY DAY."

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Hard Boiled

Neal Dalton

Dalton is 26-year old Arsubaran, a natural leader, and a former miner from a family of company miners. He was convinced to join the rebels when non-violent protests didn't work. He's been hardened by the fighting, and is committed to the cause. Inwardly, he wants the conflict to be over, and to stop having people's lives in his hands.

Stress: □□□ □
Armor/Shields: Armor 2, Shields 1
Fate: 4

Skills

Leadership Great (+4), Engineering Great (+4), Deceit Great (+4), Guns Good (+3), Empathy Good (+3), Rapport Good (+3), Systems Fair (+2), Alertness Fair (+2), Burglary Fair (+2), Contacting Average (+1), Resolve Average (+1), [] Average (+1)

Aspects

CENTER OF THE UNIVERSE; "I'LL DO THAT!"; "IT RUNS IN MY FAMILY."; LAND OF THE FEE, HOME OF THE SLAVE; OH CRAP, IT'S KRAN AGAIN; "I GREW UP ON YENTSIN."

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Chain of Command (pg. 116), Demolitions (pg. 112)

Gear

Heavy Blast Pistol (Damage 3, Range 2, BIG AND INTIMIDATING), Two Shaped Mining Charges (Damage 4, Non-Lethal, Persistent Effect: OFF YOUR FEET), Synthetic Mesh (Armor 2, HARD TO DETECT), Defense Screen (Shields 1), Hi-Jack Infiltration Device (Independent: Systems Fair (+2), +2 Burglary to Bypass Security Systems, RIGHT TOOL FOR THE JOB)

Yentsin Rebels

Fair (+2) Physical minions, armed with heavy blast pistols (Damage 3, Range 2), ballistic cloth (Armor 1), and defense screens (Shields 1).

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Javal Kran

Kran is a 42-year old Templar security captain who's worked for Ion Mining for most of her career after leaving the military. She sees the current conflict as just another in a long series of conflicts in her life. The reasons for it don't matter to her anymore, but she remains loyal to her employer Ion Mining. To her, it's about duty and loyalty, not about right and wrong.

Stress: □□□ □□□
Armor/Shields: Armor 2, Shields 2
Fate: 4

Skills

Guns Great (+4), Alertness Great (+4), Intimidation Great (+4), Resolve Good (+3), Leadership Good (+3), Fists Good (+3), Systems Fair (+2), Endurance Fair (+2), Artillery Fair (+2), Investigation Average (+1), [] Average (+1), [] Average (+1)

Aspects

IMPERFECTION IS UNACCEPTABLE; MARTIAL DISCIPLINE; "I'VE WORKED FOR ION MINING FOR YEARS NOW."; "THIS IS JUST LIKE THAT TIME ON OROU EIGHT."; LOYAL TO A FAULT; "I'VE DONE A LOT OF THINGS IN MY DAY."

Stunts & Species Abilities

Shot on the Run (pg. 114), Unapproachable (pg. 115), Sharp Eyes (pg. 109)

Gear

Heavy Blast Pistol (Damage 3, Range 2, BIG AND INTIMIDATING), Heavy Blast Rifle (Damage 3, Accuracy 1, Range 3), Synthetic Plate (Armor 2), Combat Screen (Shields 2)

Ion Mining Company Security Team

Fair (+2) Physical minions, armed with laser rifles (Damage: 3, 1 vs shields, Accuracy 1, Range 3), ballistic cloth (Armor 1, HARD TO DETECT), and defense screens (Shields 1).

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Serious Badass

Neal Dalton

Dalton is 26-year old Arsubaran, a natural leader, and a former miner from a family of company miners. He was convinced to join the rebels when non-violent protests didn't work. He's been hardened by the fighting, and is committed to the cause. Inwardly, he wants the conflict to be over, and to stop having people's lives in his hands.

Stress: □□□ □
Armor/Shields: Armor 2, Shields 2
Fate: 5

Skills

Leadership Superb (+5), Engineering Great (+4), Deceit Great (+4), Guns Good (+3), Empathy Good (+3), Rapport Good (+3), Systems Fair (+2), Alertness Fair (+2), Burglary Fair (+2), Contacting Fair (+2), Resolve Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

CENTER OF THE UNIVERSE; "I'LL DO THAT!"; "IT RUNS IN MY FAMILY."; LAND OF THE FEE, HOME OF THE SLAVE; OH CRAP, IT'S KRAN AGAIN; "I GREW UP ON YENTSIN."

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Chain of Command (pg. 116), Demolitions (pg. 112)

Gear

Heavy Blast Pistol (Damage 3, Range 2, BIG AND INTIMIDATING), Two Shaped Mining Charges (Damage 4, Non-Lethal, Persistent Effect: OFF YOUR FEET), Synthetic Mesh (Armor 2, HARD TO DETECT), Combat Screen (Shields 2), Hi-Jack Infiltration Device (Independent: Systems Fair (+2), +2 Burglary to Bypass Security Systems, RIGHT TOOL FOR THE JOB)

Yentsin Rebels

Good (+3) Physical minions, armed with heavy blast pistols (Damage 3, Range 2), synthetic mesh (Armor 2), and defense screens (Shield 1).

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Stress: □□□ □□□
Armor/Shields: Armor 3, Shields 2
Fate: 5

Skills

Guns Superb (+5), Alertness Great (+4), Intimidation Great (+4), Resolve Good (+3), Leadership Good (+3), Fists Good (+3), Systems Fair (+2), Endurance Fair (+2), Artillery Fair (+2), Investigation Fair (+2), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

IMPERFECTION IS UNACCEPTABLE; MARTIAL DISCIPLINE; "I'VE WORKED FOR ION MINING FOR YEARS NOW."; "THIS IS JUST LIKE THAT TIME ON OROU EIGHT."; LOYAL TO A FAULT; "I'VE DONE A LOT OF THINGS IN MY DAY."

Stunts & Species Abilities

Shot on the Run (pg. 114), Unapproachable (pg. 115), Sharp Eyes (pg. 109)

Gear

Heavy Blast Pistol (Damage 3, Range 2, BIG AND INTIMIDATING), Heavy Blast Rifle (Damage 3, Accuracy 1, Range 3), Battle Armor (Armor 3, Ray-Coating), Combat Screen (Shields 2)

Ion Mining Company Security Team

Good (+3) Physical minions, armed with laser rifles (Damage: 3, 1 vs shields, Accuracy 1, Range 3), synthetic plate (Armor 2), and combat screens (Shields 2).

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YENTSIN

The planet Yentsin is a miserable place with constant storms. Ion Mining Company is the only reason anyone lives there.

THE STORMY SKIES OF YENTSIN

Invoke: It lights things up, "I can't see a thing."

FLASH "There it is!"

Compel: The ship is made of metal, *FLASH* "What the... we just lost our port maneuvering thrusters!"

TERRIBLE STORM

A bad storm has blown in, just in time for you to leave.

IT'S COMING DOWN HARD

Invoke: poor visibility, "I bet their aim isn't so good in this rain."

Compel: it's hard to get traction, "Careful on that ramp! It's like a damn river."

LANDING BAY

The rebels guide the ship here, an abandoned landing bay.

DECOMMISSIONED LANDING BAY

Invoke: lots of cover, "I'm going to dive behind that wall of shipping containers."

Compel: not well lit, "Where did he go?"