

# ***FATE OF THE TERRA ARIEL***

*A Science Fiction Setting and Adventure for Savage Worlds*

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Dedicated to: Steve Bartell

Thanks for editing help and suggestions to: Sean Preston & William Reger

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# ***PART ONE: INTRODUCTION***

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## ***Two Weeks Out***

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*Erom checked the cell-level on the last of the forward core data collectors before closing the access panel. He made his way down the corridor leading to the bridge of the colony ship Terra Ariel. His boots clanged noisily on the metal grates, and the echoes amplified the emptiness of the hall.*

*As Erom entered the bridge, four other men briefly looked up from monitors and workstations, one nodding a casual greeting. The fifth figure, a balding, older man who sat lazily in the Captains chair, didn't stir as he continued to stare out the view port to the vast emptiness of the space before them. After a pause, it was this man, the Captain, which Erom approached.*

*"Sir, all internal and external systems are check, the flux is stable and is holding strong...we should reach Ariel 2 on schedule"*

*The Captain absorbed the report with indifference, then cast his eyes to Erom for a moment, "And the cargo?"*

*"The colonists are fine. The cryo-pods are all at 100% and the chamber systems are green"*

*The Captain nodded and returned his gaze to the view port, "Two more weeks. Lord I'll be glad to be out of this tin can! 10 months in space is too long for any man, any sane man at least. Wish I could have slept through the journey like the rest."*

*Erom and the other 18 crewmembers all felt the same, but it was the Captain that seemed to feel the strain the most. Perhaps it was his age, or maybe something else. He had spent long hours in the cryo-chamber staring at the pods containing his wife and children lately.*

*In any case, the journey would soon be over, and they would step foot onto a new world. Ariel 2 would be their new beginning, a fresh world granted them by the United Corporate Nations back on Earth. Colonytek had already done the research, and programmed the safe-course to the planet. Soon all their dreams would come true.*

*An explosion erupted suddenly, lurching the ship and knocking those on the bridge to the floor. The lighting went out and, for a brief moment, before the auxiliary power kicked in, only the distant stars in the view port illuminated the bridge.*

*Erom was the first on his feet. He dabbing the blood off his forehead with the cuff of his sleeve and began to frantically punch status menus on the screen of the closest control station.*

*"Get Engineering online!" yelled the Captain, still on his knees as he grabbed the arm of his chair and began to pull himself up, "what the hell was that!?"*

*Erom turned to the captain, his pale face made even more so by the bleaching color of the auxiliary lighting, "Sir...engineering is gone. We have a hull breach at three locations, and the emergency repair shields are all offline. They're already dead...we're all dead."*

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## ***About the Adventure***

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*Fate of the Terra Ariel is an adventure for Savage Worlds. It is designed for one GM and four players, although it can be easily modified for more or less. Other than the Savage Worlds core rulebook,*

everything needed to play the adventure is contained in this document. There is a brief description of the setting (one of my own devising) that follows, and four pre-generated characters in the Game Master's Aids Appendix at the end of the document. Any special rules or equipment are detailed in the text itself as needed. Map distances are given in Metric and Imperial (they aren't exact, but made as simple as possible). The awarding of Bennies isn't indicated anywhere in the text, this is left to the Game Master's discretion.

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## ***United Corporate Nations***

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This adventure takes place in the year 2,600. Earth, Venus, and Mars are united under one government, the United Corporate Nations (UCN). The UCN is a political engine composed of representatives of thousands of mega-corporations.

Earth itself is mostly a sprawling city of high tech skyscrapers, and the corporate offices of most of the mega-corporations. The employees of these corporations (and the denizens of Earth) live in various level of comfort, based upon their income and relative status.

Venus and Mars are highly terra formed, and have been colonized for a couple hundred years. They aren't nearly as densely populated as Earth, but do boast populations in the billions, and are also the home of many rapidly developing corporations.

Far beyond our solar system lies the "Reaches", a densely packed cluster of stars, many with habitable worlds very similar to Earth. While Faster than Light travel isn't possible, there are now sub light ships, with matter screens, that can make the long journey into space at incredible speeds (about 4-12 months from Earth to the Reaches, depending on the quality of the drive, the model of the ship, and the skill of the pilot). Systems of the Reaches are still being explored by survey teams from the UCN. The UCN is looking for both habitable planets and those ripe for resource exploitation.

Some colonies are directly under the control of a single mega-corporation, while some are under the collective control of the UCN. Others are independent, legally claimed and funded by other sources. Systems of government in the colonies vary from UCN appointed mega-corporate executives to self appointed emperors. Despite the presence of the UCNP, the Reaches are a breeding ground for corruption.

The Player Characters take on the role of Operatives of the United Corporate Nations Police (UCNP). The UCNP is a quasi-military organization under the UCN that polices up the actions of the corporations in the outer colonies and perform missions that require subtlety, precision, or both. The UCNP has no legal jurisdiction on an independent world unless granting requests for aid.

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## ***Special Equipment***

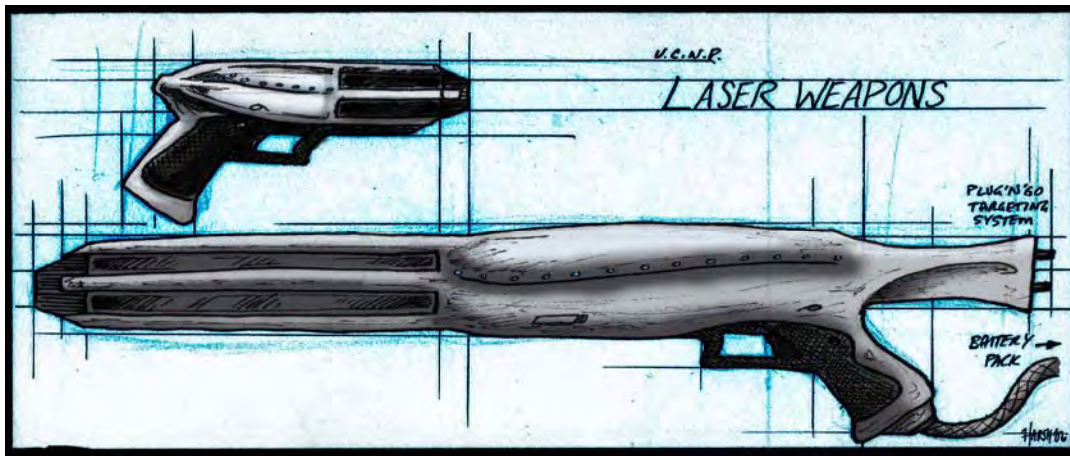
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### ***The UCNP Standard Issue Space Suit***

The players are wearing UCNP standard issue space suits for the entire first part of this adventure. These are the best non-powered space suits available providing complete protection in a vacuum without restricting movement in space (In normal atmosphere they cause a -1 to any Trait tests based on Agility, and reduce Pace by -1). They contain enough oxygen, power, and life support for 72 standard Earth hours. They are also equipped with magnetic boots, and propulsion units (for getting around in space, usually outside a space station or space craft). Each suite has a 2 way radio wave communication device that can be set to a number of secure channels, and a spotlight lamp that faces the same direction as the wearer.

Since UCNP are often the target of attacks, even in space, the suit has an exterior of reflec-armor. Reflec-armor is a thin reflective plastic that is only effective against Laser attacks (+4 armor to entire body for laser attacks only). Unfortunately, any attack that causes any amount of wounds (or even a shaken result) to the wearer also penetrates the suit. This tear must be patched by the time the next melee round is complete, or the wearer must make a Vigor Test minus the number of wounds taken. If the test is failed he becomes immediately incapacitated. If the test is made, but the suit remains un-patched another test must

be made every subsequent round with a cumulative -1 penalty. On the round following becoming incapacitated, if the suit remains un-patched, the wearer dies from exposure to a vacuum. Each suit contains 10 self adhesive patches in an exterior pocket. Patching a suit counts as an action.



### **Laser Weapons**

Laser weapons are the most popular weapons in the setting. There are no projectile weapons commonly used anymore (especially in star crafts where a hull breach can be deadly), They are considered barbaric, messy, and impractical. Use the stats for Laser and Molecular weapons listed on page 41 (melee) and 43 (missile) of the *Savage Worlds* rulebook. Since the first half of the adventure takes place in zero gravity it is worth mentioning that laser weapons have no recoil. They also don't hit with force (unless your laser battery goes dry and you decide to throw your pistol at someone... "Take that!").

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## ***Game Masters Introduction to the Adventure***

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This is the story of what happened before the adventure, and the events that lead up to it.

The events in the introductory short story, *Two Weeks Out*, took place 10 years ago. To find out the fate of the Terra Ariel and her crew, and why such a fate took place, we must go back 2 years further...

Dr. Scion Fri was a young scientist in the employment of the mega-corporation Colonytek. While ambitious and competent, Dr. Fri was not remarkable in any way. He had been assigned to a planetary research team for 10 years since graduating from The Genetic Science and Technology College of Mars. The planetary research teams were tasked with analyzing Earthlike planets for possibility of colonization. He had been turned down again and again for any reassignment or promotion, and it seemed that he would be stuck in this unrewarding, unglamorous position till the end of his days.

12 years ago Dr. Fri's team was finishing up studies on the remote 100268 system. This system was so unremarkable that it was never named further. The 100268 system contained a sun and 3 moonless planets, 100268-1, 100268-2, and 100268-3. Planet 1 was nothing but a baked rock surrounded by carbon dioxide. Planet number 3 was a frozen barren dust planet with no notable atmosphere. Most of the research was confined to planet 100268-2.

Planet 100268-2 was roughly the size of Earth with a climate and atmosphere that could sustain human life. It had extensive oceans and its landmasses contained what appeared to be typical plant and insect life.

At first glance the system seemed ideal for colonization, although the reddish hue of everything was slightly unsettling. Unfortunately the tests of the research team shattered that illusion. While the atmosphere on the surface was breathable, just above this was a layer of a slightly alien lithium gas, cataloged as Lithium-R. This wispy reddish gas would condense in the rainfall. The result was that

Lithium-R was infused into everything on 100268-2, the water, the soil, the plants, and the insects. While the ecosystem of 100268-2 had evolved and adapted to the high level of Lithium-R, it made everything consumable toxic to humans. The water couldn't be purified, and anything grown in the soil, no matter how genetically altered, would eventually cause death in humans. It didn't take long for the planet to be reported as uninhabitable. The research team was withdrawn and the system all but forgotten.

However, Dr. Scion Fri did discover one thing that he neglected to put in his report. In a dense jungle on one of the tropical islands near the equator grew a unique tree he called Redpalm. Redpalm consisted of a long branchless stalk growing up to 50 meters in height, and crowned with large crimson palm leaves. Among the upper leaves grew a fruit much like the pomegranate of earth. Through routine analysis, he discovered the fruit of the tree produced a number of chemicals, including a highly concentrated form of nicotine. When this mixed with the various chemicals present, especially Lithium-R, it was the perfect melting pot for a new drug that required very little refinement. If the interior of the fruit were scooped out, baked at extremely high temperatures, and finely crushed, the snuff created formed a very potent, and highly addictive, euphoric drug. Dr. Fri called his new drug Sciseed.

Sciseed would be extremely addictive but relatively harmless at first. However prolonged use would have severe mentally and physically degenerative effects. In the later stages of use, the users' skin would begin to turn a dull shade of crimson, and a few months later, death would result. Despite this, Dr. Fri's self centered motives found this to be the answers to his dreams. If he could refine and distribute this drug, he would make a fortune and live the life he felt he deserved. While he possessed the chemical background to make Sciseed, he lacked several key elements to make the operation successful. First, he would need someone knowledgeable in the art of smuggling and dealing illegal drugs. Second he would need equipment to produce and package the drug in quantity. Lastly, and most importantly, he would need manpower to extract the fruit from its remote location.

This seemed like an impossible order to fill, until one year later Dr. Fri came up with a devious solution. A new class 5 colony ship, the Terra Ariel, was nearing completion, and would be launching soon for the distant planet Ariel 2. Its navigated safe-course would bring it fairly close to the 100268 system. The class 5 colony ship contained almost everything Dr. Fri would need to start his operation including a self contained metal heat treating foundry (to provide the specialized ovens for baking the drug), universal factory module (that could be modified for packing), and 2000 colonists (that could be "persuaded" to work as free labor). If the ship could be sabotaged and rerouted to 100268 he would have his fortune. The Terra Ariel would be just another colony ships "lost" to the hazards of space.

Now that he had a solid plan, Dr. Fri flew to Mars and boldly approached Grell Maxx. Grell Maxx was a small time drug lord and leader of the Chronicle Boyz, a Martian street gang. Grell Max had some press a few years back, being suspected of trafficking drugs to Earth and Venus but had never been convicted. Maxx had the knowledge and manpower to run the operation combined with a complete lack of morals. Dr. Fri's offer intrigued Maxx and a pact was formed. The Chronicle Boyz carried out the sabotage, and reprogramming of the Terra Ariel's engines and navigational computers, and the operation went off without a hitch. The Terra Ariel disappeared.

10 years later Sciseed is the mysterious drug sweeping the galaxy. Fri and Maxx live in luxury on Mars off the profits from the drug. On 100268-2, Maxx's Chronicle Boyz monitor the sciseed production base away from the prying eyes of the UCN and the law. The colonists of the Terra Ariel are awakened from cryo-sleep as needed to fill the labor ranks. They are force-fed the drug till hopelessly addicted, and then used as slave labor to harvest the Sciseeds, and work in the refinery or packaging facility. The colonists are kept under control by force, and their addiction to Sciseed. They are worked ruthlessly until the drug and harsh treatment finally claim their lives.

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## ***Recent Events***

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Things may have gone on unchanged on 100268-2 forever, if not for a chance happening. A rich man, and hobby geologist, Sir David Rupert, had chartered a small ship to take him to 100268-3 in the hopes of

finding some unique core samples. By mere accident the ships flight path came across the derelict Terra Ariel floating in orbit above 100268-2. The good knight, realizing the importance of this find, immediately raced to the nearest UCN controlled system to report this to the authorities.

A UCNP team (the Player Characters plus one co-pilot NPC) was immediately dispatched to the sight for a preliminary reconnaissance. They are to find out as much information as they can about the condition of the ship, and what happened to it and its passengers. When finished, they are to return to base with a full report.

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## ***Adventure Summary***

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The adventure consists of two basic parts after this Introduction. While there are a few episodes that must take place to progress the adventure, it is mostly open ended. How the players handle most situations are left to their own brilliance (or lack thereof).

In the first part, *The Terra Ariel*, the PCs board the derelict colony ship. There they can begin to piece together the mystery of what happened to the ship, and why it is in orbit around 100268-2. They also discover that many of the colonists are still aboard and alive in the cryo-chamber, but many are missing. Just when they realize something fishy is going on their ride home is destroyed. They are forced to stow away on, or take over the Chronicle Boyz shuttle that has come to the colony ship to transport more colonists down to the planet surface.

In part two, the Players must traverse the Jungles of 100268-2, infiltrate the drug processing base, destroy the Chronicle Boyz, Rescue the colonist slaves, and put an end to the illegal and immoral activities going on there. They are also very likely to get to the bottom of the mystery of who is responsible for these crimes, and report them to the UCN. Lastly they must acquire a new ship to get them off planet.

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## ***Players Introduction***

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Read the following boxed text to your players to start the adventure. Before this, you may want to read the “*United Corporate Nations*” setting information to them, or at least summarize the basics and their role as a UCNP Operative.

*You are floating in the void of space. Above you, the airlock of the UCNP frigate closes without a sound. Below you is your destination, the derelict class 5 colony ship, the Terra Ariel. This ghost from the past had gone missing 10 years ago, another colony ship lost to the hazards of space along with its 2000 hopeful colonists.*

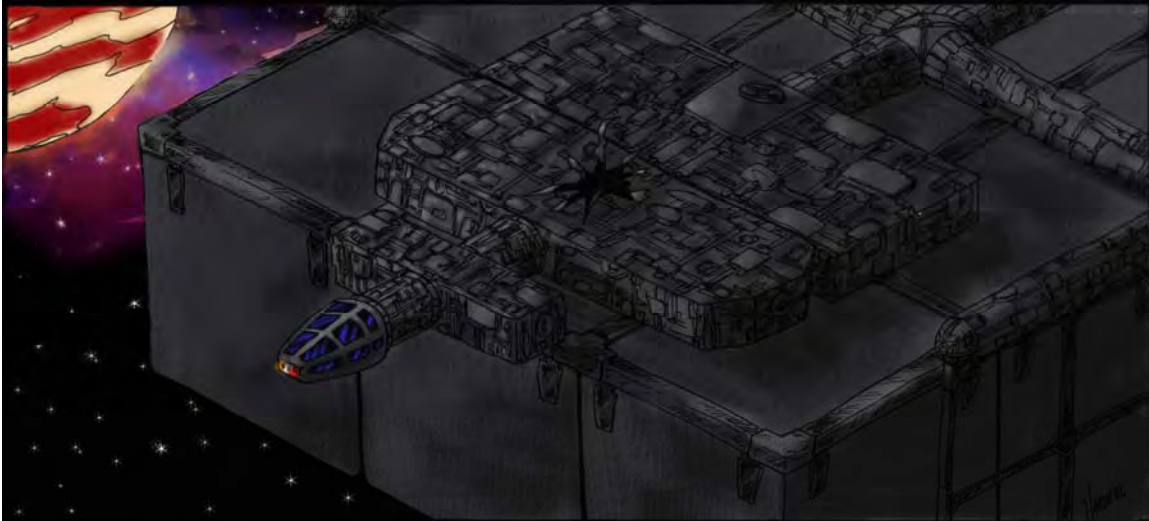
*2 months ago a hobby geologist was visiting an uninhabited and remote system simply categorized as 100268. While passing the second planet in the system, he was very surprised to come upon the hulk of the colony ship orbiting the planet. He immediately returned to the nearest UCN base, and reported the find.*

*Your UCNP team of 5 was immediately assembled and routed to 100268. The four of you have suited up and are taking the space walk to the derelict. The fifth member, Denzar, is taking the frigate down to the planet to do some scans of the surface. Your mission is to find out what happened to the Terra Ariel, and why. The UCN expects a full report on your return.*

Give the Players a chance to ask questions now. They can ask about the appearance of the Terra Ariel from the outside (see “*The Terra Ariel at a Glance*” in part two). They can also ask questions about the 100268 system, since you can assume they got a briefing before being sent here. Use a standard common knowledge test, if you like, to see if they retained the knowledge they were given in the briefing. In fact, let them ask any background questions that seem reasonable for the situation.

When the Players are done, proceed to Part Two of the adventure. They are entering the Terra Ariel through the blown open airlock (Area 1 on the *Map of the Terra Ariel*).

## ***PART TWO: GHOST OF THE TERRA ARIEL***



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### ***The Class 5 Colony Ship***

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The class 5 colony ship is the smallest and least luxurious colony ship produced. It requires an operating crew of 20 men, while the passengers remain in cryo-sleep in the aft cryo-chamber during the entire trip.

The ship contains the barest essentials to support the skeleton crew, and get the craft to its destination. It has a control bridge, living quarters for the crew, two massive engines, an engineering deck, and the cryo-chamber. These are all connected by long access tunnels lined with exposed cables, mechanisms, and computer arrays used to check various functions of the ship.

Below this awkward looking craft, the ship carries a dozen self contained modules and the “Tug”. The Tug is a simple orbit to surface craft that is designed for the sole purpose of hauling the modules (one at a time) and colonists down to the surface of the planet being colonized. The modules are versatile “fold out” constructions designed to make the initial colonization as successful as possible. They contain living quarters, scientific laboratories, and factories that can be modified to perform a number of tasks. The modules cannot be accessed from inside the ship, and they cannot be “entered” without being deployed on the surface. While attached to the ship they are a condensed, almost solid, block.

After the ship reaches its destination and the modules are deployed, the remainder of the ship is usually cannibalized for any useful parts and materials.

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### ***The Terra Ariel at a Glance***

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Several things can be noted about the current state Terra Ariel from the outside of the craft itself. The most obvious is that it is floating dead. None of the running or interior lights are on. Scans do show, however, that there is still some power flowing through the ship, so some systems must still be functional after all this time.

There is a large hole where the airlock used for docking was located. This hole is blackened and ragged. It is obviously the result of an explosion or weapon (more on this later, see Area 1 on the *Map of the Terra Ariel*).

The last thing to be noticed, by making a Common Knowledge Test is that the Tug is gone, as well as 4 of the 12 modules. The characters cannot tell what modules are missing (since each class 5 contains different modules), but can access this information from the computers on the bridge. The modules that are missing are the control tower, a metal heat treating plant, a generic factory (now set up for packing), and a living quarters (one quarters houses about 200 people).

Once inside the ship there are no lights (other than in the Cryo-Chamber (Area 7 on the *Map of the Terra Ariel*)) or artificial gravity. These functions along with life support cannot be returned as they have been destroyed via the explosion in the engineering rooms (Areas 5). The floor grate is metal throughout. Below the grate run wires and cables along with various access panels and small maintenance areas.

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## ***The Map Key to the Terra Ariel***

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### ***H) Hull Breach***

These areas on the map are where the ships hull has been breached, and is open to space.

#### ***1) The Blown Airlock***

There is a huge burnt hole about 7 ft. in diameter where the airlock used to be. A successful Repair Test will indicate this was caused by an explosion from within. Also a successful test with a raise will reveal that the explosion was the result of a series of very carefully and professionally placed explosive charges...not an accident.

Inside the chamber itself the room is also blackened from the explosion. The apparatus hooks where space suits usually hang have been pulled from the wall (from the pressure when the airlock first breeched). If specifically asked (or if a Notice Test with a raise is successful) it will be noticed that the blackness has been worn off the floor in several paths leading toward the bow and the stern. The floor has been traveled by many feet *AFTER* the explosion.



#### ***2) The Crew's Living Quarters***

Each of these 2 crew quarters contain 5 bunk beds (20 bunks in all). The beds are bolted to the floor, and are still tightly made. In the wall behind each bunk is a panel that slides open (manually) to reveal a personal compartment about 1 meter tall, 1½ meter wide, and about ½ meter deep. Inside the compartments are several sealed (in plastic shrink-wrap) jumpsuit uniforms, some entertainment vid-pads (small computers containing hours of video entertainment, and extensive novel data base personalized to the crewmembers tastes), and a few personal items (photos mostly and a few trinkets but nothing of real value). The items are a bit disarrayed, as the Chronicle Boyz have searched through them already.

Please note that there is no artificial gravity. The beds are tightly made, and the personal items safely stowed in their compartments. Ruffling through this stuff will send them floating about.

In the Port living quarter, the dried out husks of two of the off duty crew members float about along with the sheets and pillows of the beds they were laying upon when the ship decompressed.



### ***3) The Common Area***

This compact common area contains a lounging couch bolted to the floor, a large vidscreen on the wall (cracked and dysfunctional), and a long table lined with 2 benches, all bolted down. There is a fold out cooking stove in the portside wall, as well as a storage cupboard. All the canned and packaged A & B rations (basically “real” food) are gone (salvaged long ago by the Chronicle Boyz). The small (catsup packet sized) packets (about 300) containing emergency paste (a yeast protein goop used to sustain crews in space when all the A & B rations are gone) float spinning about the room.

### ***4) The Access Tunnels***

These access tunnels are used for repairs and monitoring ship functions during flight. Several of the cables running the span of the tunnel are burned, the after effects of the explosion.

In the starboard tunnel, the dried husks of two of the crew float about along with a variety of metallic and plastic tools.

### ***5) Engineering***

Both of the engineering decks are burned and scared from the sabotage explosions. There are several dried body parts floating around both decks, as well as tools and mechanical bits. There are also small hull breaches open to space in both areas.

Successful Repair Tests will reveal many things, let the characters ask specific questions. A character with a trained Repair Skill gets a +1 to all these Tests. First the explosions were caused by sabotage, and very carefully placed and concealed charges. A second successful test will reveal, the explosions were meant to kill the engineers, and incur hull breaches...*NOT* to disable the engines. A third test reveals the engines are now disabled, but because of some mechanical disassembly *AFTER* the explosion (they can't be fixed without several expensive parts which are missing (salvaged by the Chronicle Boyz and stored in the Warehouse on their base on 100268-2)).

### ***6) The Bridge***

There is a closed door blocking entry to the bridge. Surprisingly there is a magnetic lock on the door that is still functioning. Next to the door is a numbered keypad. The key to the door is 41225. The lock can be disengaged with a Lockpicking test.

The bridge contains 4 workstations (two to the bow, one port, and one starboard) and the captains' chair. The large view screen made of steel-glass is still open showing the stars outside. There are 6 bodies here in the same condition as the rest found throughout the ship.

There is obviously power to one of the workstations at the bow, as a red light is flashing on the screen. The computer at the station is security locked, and will require a successful Knowledge: Computers Test -1 AND a successful Lockpicking Test -1 to gain access to the files within (this can be done by one character, or a combination of rolls by 2 characters.) Once in the system, a character with computer skills can look up information about the ship by making a Knowledge: Computers Test for each bit of information they would like to access. Below is detailed the most likely information that will be requested.

#### *Last captains log entry?*

The last entry was the day before the explosion (10 years ago, when the Terra Ariel was 2 weeks out from Ariel 2), it simply states, “All is green“. The log entries used to be more detailed, but as the 10 month journey went on the entries got briefer, until “All is green” is about all the captain wrote. “All is green” obviously means everything is functional, and nothing interesting is going on.

#### *What Happened?*

This is a bunch of technical mumbo jumbo compiled by the computer that a Character with a trained Repair Skill will have to look at to make sense of. If a Repair Test is made, the character gains the following information. There were 3 explosions that took place at exactly the same time, one at the airlock, and one on each of the engineering decks. The emergency systems of the computer were preprogrammed to seal

the cryo-chamber and retain power and pressure there while power to the rest of the ship was cut off (including life support). All other hatches were to remain locked open, and the emergency shields (an electric force field that would seal off the points of hull breach) were to remain down. Later the cryo-chamber began a depressurization process.

*How did the ship get here?*

1 hour after the explosion, a subsystem program redirected power to the engine thrusters, changing course toward 100268-2, a journey which took 4 weeks. Once in orbit, the engines shut down, and only minimum power to the cryo-chamber was maintained. Most of the ship's fuel was burned at this point.

*What happened to the Tug and the missing Modules?*

After being in orbit for two days the security system was manually overridden, and the Tug was disengaged and removed 4 of the 12 modules.

*How often is the computer/cryo-chamber accessed?*

About once every 4 months the status of the cryo-chamber is monitored from this control station. At this time, a variable amount of pods are removed from the cryo-chamber. The first amount was 200, with another 20-40 pods being removed every 4 months thereafter.

*Why wasn't an emergency beacon sent out?*

The Emergency beacon was also tampered with. It was changed to a short range beacon maintained on an obscure frequency. The beacon still remains on (the Chronicle Boyz use this to keep track of where the ship is at any given time so they can plan their trips accordingly).

## ***7) The Cryo-Chamber***

The door to the cryo-chamber is security locked. It can be opened in two different ways. First, the lock can be overridden, from the bridge (area 6 on the map), by making a Knowledge: Computers Test. The second way is to open up the access panel next to the door and make a successful Lockpicking test -1.

The interior of this room is continually lit in a dull blue light. The source of the light is through the grating on the floor. There is a computer access terminal to one side of the door that is used to keep logs on all the pods, their occupants, and status at all times.

The room is fairly simple, it is octagon shaped. Two large pod support engines are set in the middle of the floor with mechanisms whirling behind enclosed steel-glass view panels. The walls are lined with 2,000, one meter in diameter, round holes. Each hole houses a large metallic cylinder the size of a coffin. Below each hole is a small keypad (used to inject or extract the cryo-pods from the orifice), and above the hole are two small lights, a green one (all systems go), and a red one (something wrong).

These holes are used to house the cryo-pods that the colonists "sleep" in during transit. 800 of the holes are filled the rest are empty. Of the pods remaining 700 are children (ages 16 or younger), and 100 are adults (The Chronicle Boyz have been using only adults. When the adults are gone they will start using the children).

The pods themselves are a metal cylinder about 2 ½ meters in length with a glass observation window (above the face of the colonist). The colonists themselves have several wires and plugs inserted into and taped onto their bodies. Underneath where the colonist lay are all the mechanisms to sustain cryo-sleep, along with a battery that lasts 24 standard Earth hours. When the pod plugs into the chamber wall, it begins drawing power from the main power source, and transfers all data from the pod to the computer terminal by the door.

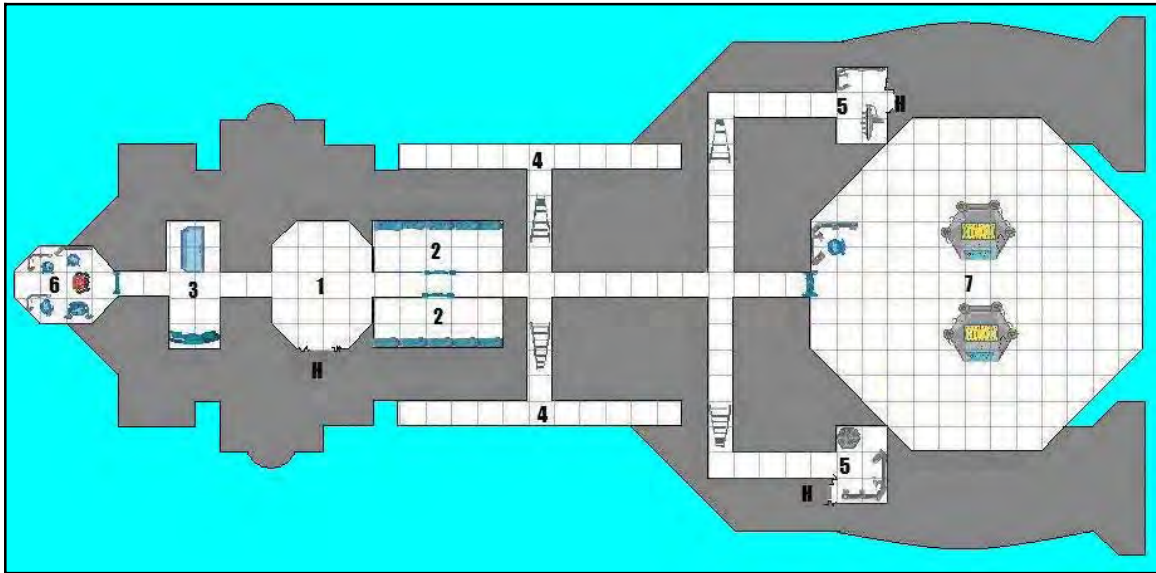
Once the characters have had a chance to explore the cryo-chamber jump to *The Chronicle Boyz Attack!* Detailed in the next section after the map.

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## ***Map of the Terra Ariel***

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Each □ = 2 meters square or 5 Feet Square. The gray areas represent the modules below the ship, and various mechanical parts. The hull itself is 2 decimeter thick plasteel. The walls around the cryo chamber are thick enough to house the cryo-pods (although the map doesn't detail this).



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## ***The Chronicle Boyz Attack!***

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Once the Players have completed searching the cryo-chamber, but before they leave, 2 things happen in quick succession.

First, they pick up a transmission from Denzar (remember, the NPC member of the party who is flying the ship into the planets atmosphere.). Start out with a little casual conversation: *“Hey boys, how’s it going up there? Find out anything interesting?”* Let the Player Characters inform him, and inevitably ask him how things are going on his end. Then hit them with this: *“I just broke into the atmosphere, looks pretty bare down here, doubt if I’ll find anything...wait, what’s this? That’s strange. I’m getting a very faint power reading planet side, something small. Wait, there’s something else...SHIT, 3 S.T.A.M.! incomi.....”* and the transmission goes dead. S.T.A.M. are Surface To Air Missiles. This is common knowledge to the Security Operative player character. One is more than enough to take out the UCNP Frigate. Don’t tell your players outright, but their ride home has been completely destroyed, and they are stranded on the Terra Ariel. Give the players a few moments for this to sink in...and begin to panic.

The second thing to happen is the Player Characters get some visitors in the cryo-chamber. The Chronicle Boyz just happen to have sent some of their men up to the Terra Ariel to acquire 20 fresh new workers from the cryo-chamber. These Boyz aren’t aware that the PC’s are here, and aren’t bright enough to notice the door is open (assuming the PC’s left it that way). They come wandering brazenly into the cryo-chamber. Unless the Pcs have taken some particular precautions both parties are surprised, and initiative takes place as normal. There are 8 Chronicle Boyz. They will fight until the first 6 are killed, the remaining 2 will then try to turn tail and run back to the Tug (see the following section) and escape if they can. If they do get away in the Tug, it spells bad news for the Players, as they really need that Tug to survive.

If the Boyz do get away with the Tug, you will have to decide what to do. Either the Chronicle Boyz will return in greater number (if you feel like giving the PC’s a second chance), or they might just realize they

destroyed the PC's ship already, and leave them up there to slowly asphyxiate. Perhaps your players will come up with something brilliant. If you get desperate (or don't want to end the game session with your players characters being asphyxiated), you can have the Player Characters find an un-launched escape pod somewhere on the underbelly of the ship.

If for some reason the Chronicle Boyz are left undisturbed, they will take 20 of the closest cryo-pods (15 men and 5 women), load them into the Tug, then head back down to their base on the planet below.

### **8 CHRONICLE BOYZ**

**Attributes:** Agility D6 (-1), Smarts D6, Spirit D6, Strength D6, Vigor D6

**Skills:** Driving D6 (-1), Fighting D8 (-1), Guts D6, Intimidation D6, Piloting D6 (-1), Shooting D8 (-1)

**Pace:** 6 (5); **Parry:** 5; **Toughness:** 5 (6)

**Gear:** *Laser Pistol* (15/30/60 set at 2D6 Dmg Semi-Auto: May Double Tap), *Laser Battery with 24 shots* (-2 for each shot at 2D6, -4 if double tap), *Standard Space Suit* (12 hour life support, -1 Agility and Agility based skills, -1 Pace, +1 Armor, 3 patches each)

**Special Abilities:** *Greedy, Mean, Wanted*



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## ***Tug to the Surface***

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The Tug that came with the Terra Ariel class 5 colony ship is still being used by the Chronicle boys. They use it mainly for the trips to the colony ship when they need to pick up some new workers for the colony.

The ship itself is a short-range shuttle designed only for trips from the surface to just outside the atmosphere. It isn't suited for deep space travel. The engines don't generate enough speed during the launch to make it practical (unless you want to spend a couple years getting to the next planet in a system). The life support system only contains enough oxygen for 24 hours in space (it is automatically replenished when it reenters the atmosphere). There is no waste facility or water recycler. The ship just wasn't designed for it, so no amount of modification can make it space worthy.



The Tug is currently tethered, by a regular hemp rope, about 10 meters outside the blown airlock (area 1 on the *Map of the Terra Ariel*). The Tug itself has a 4 man airlock (or 2 men and a single cryo-pod). The airlock is currently open to space, and can be operated from within the airlock itself. There is one pilot aboard the Tug (with the same statistics as the Chronicle Boyz detailed in the last section) manning the controls. He is casually waiting for his companions to return, and is looking at the airlock. The first character through the airlock into the Tug will get the drop (+4 to attack and damage, Page 64 in the *SW* rulebook) on the pilot if they have a weapon ready. Once the first character comes through he will be aware that something is wrong, and start shooting.

Once aboard, the Pilot Player Character will realize the capabilities of the Tug. He will also notice that there is a two way radio (on) that is tuned to a secure frequency (the control tower of the Chronicle Boyz base). There is also a scanner that is picking up two beacons, one from the Terra Ariel, and another from something on the surface). The scanner picks up no other man made structures or power sources on the surface.

### ***Class 5 Colony Ship Tug***

**Acc/Top:** 20/100; **Climb:** 20; **Toughness:** 15 (2); **Crew:** 1+30 (standing); **Cost:** N/A

**Notes:** *Atmospheric, Spacecraft*; **Weapons:** None

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## ***Blasted out of the Sky!***

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There is nowhere within the Tugs capabilities that the characters can go, and hope to live, other than the Chronicle Boyz base. There are basically two ways to do this, the stealthy approach or the direct approach.

Once the Tug breaks the atmosphere, and gets through the hazy red layer of lithium gas, they can get a good telescopic aerial view of the land around the base. The area for 20 kilometers around the base is shown on the *Map of 100268-2* in *Part Three: Heinous Crime on 100268-2*.

At a glance the jungle around the base is extremely dense, with only three possible landing areas. The first is the base itself (Area G on the *Map of 100268-2*), the second is the clearing to the northwest of the base (Area A), and the third is the swath of jungle broken and burned by the crashing of the Characters own UCNP Frigate (Area B). The areas of the base and the clearing are obvious, the crash site requires a Notice Test -1 on the part of anyone looking at the telescopic images.

Give the Player Characters a few moments to decide what they are doing. If they proceed to the clearing (area A on the *Map of 100268-2*) or crash sight (area B on the *Map of 100268-2*) AND mention they are taking an indirect approach avoiding getting too close to the base, let them land without incident. If they take too long discussing it, approach the base too closely, or actually approach the base itself, the radio crackles to life. The following message comes across "*Grugan!? We've had some trouble here. Standard procedure alpha two five...please give the code...*" The code is "*Gamma five five thirty six*".

Since the Player Characters are very unlikely to know the code, or imitate Grugans' (the leader of the Chronicle Boyz who entered the cryo-chamber) voice very well, there is a good chance that the Chronicle Boyz from the base will shoot them out of the sky. Play it by ear. This is not meant to kill the player characters, just get them on the ground. Ham it up though, make lots of rolls to hit and for damage behind the screen. Make the pilot of the Tug make a few piloting rolls to make it appear that he has saved them from a death dealing crash. In this case the players crash land at a location determined randomly (roll a D6 and start them at area C1-C6 accordingly on the *Map of 100268-2*). The characters are all Shaken after the crash, but uninjured...thanks to the skillful flying of the Pilot.

## ***PART THREE: HEINOUS CRIME ON 100268-2***



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### ***100268-2 at a Glance***

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#### ***What you see***

The first thing to be noticed is that everything has a reddish tint to it. The soil is reddish, the rivers are reddish, the rocks are reddish, and many of the plants are reddish. There are several plants of different colors, but they all have either a reddish hue or streaks or spots of red.

There is no mammal life to be found, but there is plenty of insect life, some of the bugs rather large and gross looking. The planet isn't "crawling" with insects, but, with close examination of the ground or plants, several varieties can be noted. A common sight is a large foot long red centipede like creature crawling around the trunk of a tree.

On the map of the area of the planet we are dealing with, the palm trees represent dense jungle. Each of the squares represents 2 square kilometers. The going is tough and it takes about an hour to get through each square. 10 squares can be traveled in a day. This takes into account rest and bathroom breaks, time to "set up camp", and sleep.

The Large Dark red areas are large bodies of water, and the dark red lines extending from them are rivers (the width and depth vary from a couple meters to a dozen). This is fresh water and has a deep red tint to it. It has a high lithium concentrate, along with other alien elements, that can not be purified out by any method (including boiling). Even so, a human can drink the water for a few days before it starts to cause lethargy or have any serious side effects. See the section entitled *What you Taste* for more details on consuming the water.

The thick brown lines extending from the Chronicle Boyz Base (area G on the map) are bumpy and muddy roads leading to the harvest areas where the Red Palms (and the Sciseeds) grow. These areas are harvested in rotation, giving the fruit time to replenish. The areas labeled "E" on the map are the two currently harvested areas.

### ***What You Hear***

The jungle is alive with sounds. The most ominous sound is the constant scratching rustling sound that is caused by the plethora of insects scurrying through the dirt and leaves. There are also several mating calls, like the sound of Earth's crickets and frogs, constantly in the air. Every now and then a trumpet like "honk" pierces the air, and everything else goes silent for a moment. This is the roar of a Giant Litho-Beetle, the largest insect on the planet (see area D on the *Map of 100268-2*).

### ***What You Taste***

Everything on 100268-2 has a slightly metallic taste to it, even the air. None of this will kill you immediately, but exposure to the Lithium-R through consumption eventually will. The air itself is breathable, since it is mostly oxygen and carbon dioxide. Most of the Lithium-R is in the upper atmosphere, only condensing in the rainfall. If Player Characters choose to eat the local vegetation (or bugs for that matter) or drink the water, it will give them slight feelings of euphoria. However, this is deadly after a prolonged period of continuous consumption. Side effects like lethargy and sickness will become apparent in a few days. Severe illness and incapacitating body pains will result after 2 weeks, and death after about 30 days. These effects can be negated at any time by simply stopping consumption of Lithium-R.

### ***What You Smell***

To sum it up in a word...100268-2 STINKS! The ecosystem is made up of plant and insect organisms. The plants are self fertilizing, so they are constantly dropping leaves, fruits and branches to decompose. Several of the insect species live in this layer of rotting plant debris, secreting their own waste and fluids. Combine this with the heat and humidity, and you have a festering layer of foul smelling rot covering most of the jungle.

### ***What You Feel***

This adventure takes place near the equator of an already hot planet. This combined with the vegetation and precipitation of the jungle make for a very uncomfortable hot and humid atmosphere. The temperature runs about 38 degrees Celsius (100 degrees Fahrenheit). This probably makes the Player Characters uncomfortable and irritable. This also puts them in the very real danger of heat exhaustion, heat stroke, or dehydration. *Read the rules on Heat, Page 93 of the Savage Worlds rulebook, before running the adventure.*

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## ***Key to the Map of 100268-2***

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### ***A) The Clearing***

This is the one place, other than the Chronicle Boyz base, which can be seen from above that isn't dense jungle. There is a strip of land about 4 kilometers long that is almost totally void of any terrain feature other than gravel and a coarse purplish grass. The Terra Ariel's Tug can be easily landed here.

### ***B) The Crash Site***

It takes a Notice Test -1 to spot this area from the sky. It is a strip of burnt and torn trees about 600 meters long. At the end of the strip is the crashed wreckage of the Player Characters UCNF Frigate that the Chronicle Boyz shot down in part one of the adventure. There is enough room caused by the crash to land the Terra Ariel's Tug behind the wreck.

Inside the wreck the Player Characters can find the gruesome remains of Denzar, he is obviously dead. While most of the ship has been destroyed and is a twisted pile of metal, the Player Characters can manage to recover 2 Laser Batteries, that haven't exploded during the crash, from the weapons locker. The can also recover 3 survival packs containing 1 day of ration pills and water each.

The Chronicle Boyz have sent a detachment to investigate the crash. They arrive shortly after the Player Characters. If the Player Characters took precautions against such a thing (by leaving a guard outside, or



some such thing) they are aware of “something coming” through the jungle, can position themselves, and are considered to be on hold. If all the Player Characters are inside the ship searching, the Chronicle Boyz hear them inside the wreck thumping about. They take a defensive position behind some trees and rocks (medium cover -2). When the Player Characters emerge they order them to, “*throw down any weapons, and put your hands in the air!*” The Chronicle Boyz are considered to be on hold. If the Player Characters surrender, the Chronicle Boyz tie up their hands, and begin the trek back to the base. There are three Chronicle Boyz in the detachment (see the *Standard Chronicle Boy Stat Block* on page 22 for full statistics.).

### ***C1-6) Random Crash Locations***

If the Player Characters bring the Tug to close to the enemy base, they probably got *Blasted Out of the Sky*, as described in *Part Two* of the adventure. In this case roll 1D6 to determine a random location where they crash. The location is one of the C locations on the map, with the 1D6 determining the exact one.

As mentioned before, the Player Characters are Shaken from the crash, but unhurt, thanks to the skillful piloting skills of the Tug pilot.



A detachment of Chronicle Boyz will be sent to investigate the Tug crash. It will take them a while to get there. About 6 hours after the Player Characters leave the site, roll a 1D10. On a result of 1, the Chronicle Boyz detachment and the Player Characters come across each other while trudging through the Jungle. There are 3 Chronicle Boyz in the detachment (see the *Standard Chronicle Boy Stat Block* on page 22 for full statistics.).

### ***D) Giant Litho-Beetle Tunnels***

At these areas the tunnels of the Giant Litho-Beetle, one of 100268-2’s largest predators, get very close to the surface. Player Characters can make a Notice Test to hear that the earth below their feet makes a hollow echoing sound as they walk.

There is a 1 in 4 chance (rolled on a D4 for each Player Character) that the ground they are walking on will collapse (or a 3 in 4 chance, if they jump up and down or any similar action). Any Character who causes the collapse can make an Agility Test with a Raise to jump clear, or fall into the tunnel below. Anyone falling through takes 2D6 damage. If the Player Character cares to spend a Bennie, he takes no damage as he, instead, falls into a large pile of the Giant Litho-Beetles mushy droppings. The surface hole created by a character falling through is about 2 meters in Diameter (5 ft.), the earth at the rim is about 10 cm (6 inches) thick.

The tunnel the Player Character falls into is about 3 meters (8 ft.) in diameter. It is choppy and round, and covered with a reddish slime (the mucus discharge of the Litho-Beetle). It is even more humid than the surface, and smells like mold. The tunnel heads off in random directions. If a character can get his directional bearings, or has a compass, he can navigate the tunnels. The tunnels are much easier to travel than the surface, and travel time is doubled (20 squares per day on the map). With a Smarts Test (and the aforementioned compass), the tunnels can be traversed to just outside the Chronicle Boyz Base (area G on the *Map of 100268-2*).

Unfortunately, the ruckus of anyone falling through the surface into the tunnel immediately attracts the attention of the Giant Litho-Beetle that makes these tunnels its home. Fortunately for the Player Characters, these beetles are very territorial, and there is only one to be encountered in each tunnel complex. The beetle attacks anyone entering its tunnel in 1D6 x 10 seconds and fights to the death. Just before the beetle attacks, the victim can make a Notice Test (+1) to see its glow, and hear its clicking. If unnoticed the beetle is considered to be on *Hold* and hits with a +1 for the first round of combat.



### ***GIANT LITHO-BEETLE (WCG)***

*The Giant Litho-Beetle is a large predatorily beetle native to 100268-2. It is a meat eater, and consumes other insects of all sizes. Its preferred meal is that of a large acid spider...but they aren't really very particular. The Litho-Beetle is about 2 meters (5 ft.) long, and stands almost as tall. It is covered with a large spiked carapace, and has 2 long arms that end in sharp pincers. It is colored a deep maroon, and when it gets angry it has a dull internal glow and makes a rapid clicking noise with its mandibles.*

**Attributes:** Agility D6, Smarts D4 (A), Spirit D6, Strength D10, Vigor D10

**Skills:** Fighting D8, Guts D8, Notice D8, Shooting D8

**Pace:** 10; **Parry:** 6; **Toughness:** 12

**Special Abilities:** *Armor* (carapace +4), *Fear* (Yeah, a giant bug that wants to eat you is scary! See page 91 of the *Savage Worlds* Rulebook for details), *Infravision* (the beetle has infravision only), *Pincer Attack* (the beetle can attack with one pincer per round normally, or with both pincers (as a multi-action and off-hand attack (-2 to one attack, -4 to the other)). The pincers do STR+1 damage.), *Size* (+1), *Spit Attack* (The beetle has an acidic spit attack it can choose to use. This is a shooting attack 3/6/12, 2D6 damage on skin if a called shot to an exposed area (-4 to hit), or 1D6+1 if it has to eat through clothing first.), *Weakness, Dazzle* (due to its infravision the beetle can be dazzled by flashing lights or other heat sources. If it's attackers are using flashlights, torches, or other light source while attacking it suffers a -2 to all attack rolls), *Weakness, Soft Spot* (the beetle is squishy underneath. Any called shot to the underbelly does and extra D6 of damage, which can Ace.).

### ***E) Sciseed Harvest Locations***

These two locations are the active Sciseed harvest areas. During the daylight hours three Chronicle Boyz guards (see the *Standard Chronicle Boy Stat Block* on page 22 for full statistics.), per location, drive the All Terrain Trucks (Area 8 on the *Map of the Chronicle Boyz Base*) out here with 20 colonist slaves (or

“Reds”, as the Chronicle Boyz often call to them).

Each slave is tasked with harvesting 20 sciseeds per day, or they get no evening meal. Getting the Sciseeds is no easy task. The tall stalk of the spiny thorned Red Palm tree must be painstakingly scaled 30-50 meters (150-250 feet). At the top, a single Sciseed grows. If it is ripe, it can be harvested, if not the Red must move on to the next tree. Due to the difficult climb up and down, this is very time consuming. It doesn't help that the colonists are weak from malnutrition, abuse, and are strung out on Sciseed.

Once the Sciseeds are harvested, they are loaded into the back of the truck. Since the truck bed is full, the colonist slaves must jog behind the truck on the trip back to the base. Along the road, the decomposed or skeletal remains of colonist who didn't make the short journey are not a totally uncommon site. These remains are left as another gruesome reminder that keeps the Reds submissive.

### ***F) Security Hover-Bot patrol Areas***

The area around the Chronicle Boyz Base is patrolled by a Security Robot (a Hover-Bot). When the Player Characters enter one of the squares marked with an F on the Map, there is a 1 in 6 chance (a 1 on a D6) the Hover-Bot picks them up on its scanners and moves to intercept them.

If the Hover-Bot intercepts the Player Characters, it will ask, in a metallic monotone voice, for their Identification code (each Chronicle Boy is assigned a 3 digit identification code consisting of a letter and two numbers). If the codes given are good, the Hover-Bot allows the Player Characters to pass unhindered, and will continue on its patrol. If the codes are bad, or if none are given at all in 10 seconds (you can have the robot count down the 10 seconds in a loud annoying robot voice if you like) it will attack.

If the Player Characters destroy the Hover-Bot, there is a chance they may want to try to fix and reprogram it for some devious use. This is possible with a successful Repair Test (-1) and a successful Knowledge: Computers Test with a raise. The Hover-Bot is an older model, so it can't perform super complicated tasks. Its main function is patrol and combat. Any task beyond its primary function that can't be described in a few words (such as, “follow us” or “smash through the gate” or “kill that guy... and that guy!”) require the Hover-Bot to make a Smarts Test to perform, or it mutters the typical robotic, “Does not compute!” phrase. It has weapons for “hands” so it can not perform tasks that require delicate manipulation.

#### ***SECURITY HOVER-BOT***

*This Security Hover-Bot is an older discontinued model. It has been replaced by more versatile and “intelligent” models. It appears a metallic orb with glowing red eyes. It has two “arms” protruding from its sides that end in weapons, a laser rifle and a molecular sword. The Hover-Bot floats 1 ½ meters above the ground making a vibrating humming noise as it does so. It constantly rotates its body as it pans back and forth searching for intruders.*

**Attributes:** Agility D6, Smarts D4, Spirit D6, Strength D8, Vigor D8

**Skills:** Fighting D10, Shooting D10

**Pace:** 12; **Parry:** 7; **Toughness:** 9

**Special Abilities:** *Armor* (+3 the Hover-Bot is surrounded by a metal shell), *Built in Weapons* (the Hover-Bot has a Laser Rifle built into one arm (30/60/120, Dmg 1-3D6, RoF 3, Auto, 3RB) and a Molecular Sword in the other (D8+5, AP 2). He can attack using both with no penalties for multi-action or off -hand), *Construct* (+2 to recover from being shaken, no additional damage from called shots, piercing attacks do half damage, do not suffer from disease or poison), *Fearless* (does not suffer from Fear effects), *Hover* (the Hover-Bot hovers 1 ½ meters above the ground), *Night Vision* (the Hover-Bot can see in the dark). *Weakness, Old Model* (the Hover-Bot is an old model, its slow processors make it susceptible to tricks and taunts (-1 to his opposed rolls). However, it cannot be tricked out of performing its primary function, patrol, checking identifications codes, and attacking those without proper codes).

### ***G) The Chronicle Boyz Base***

This is the location of the Chronicle Boyz Base. See the details and map of the Chronicle Boyz Base After the *Map of 100268-2*.

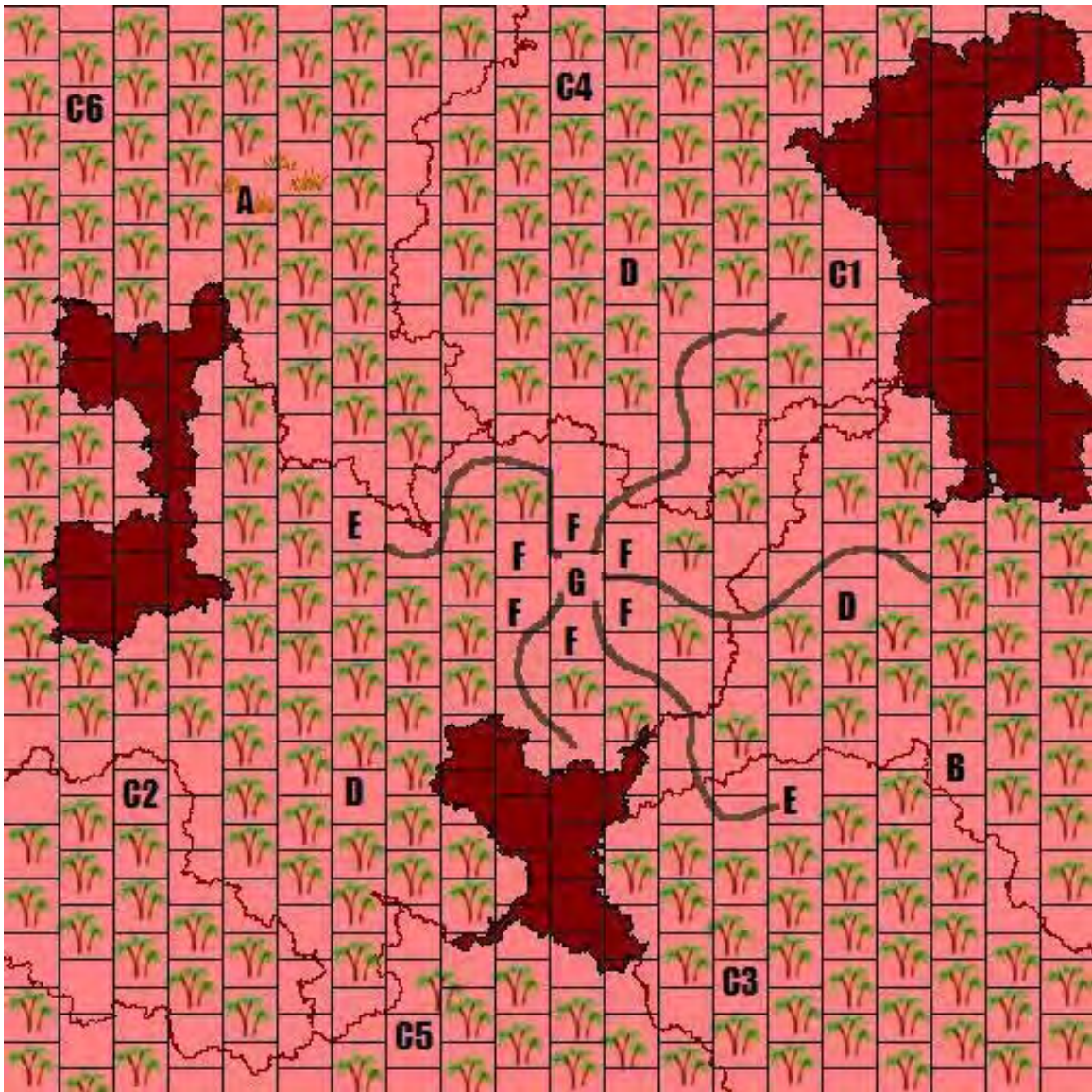
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## ***Map of 100268-2***

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Each  $\square$  = 2 Kilometers square or 1 Mile square. The map uses staggered squares. The staggered square grid allows you to use a square grid (rather than a hexagonal grid) but still allows you to go an equal distance in any direction. A blank staggered square map sheep is in the Game Masters Aids appendix of this document.

Note that some squares don't contain palm tree icons because they have another terrain feature running through them, such as a river, part of a lake, or a road. This does not mean that these areas are clear of jungle, they are just as dense as the rest of the landscape. They only have one terrain feature to keep the map from being too cluttered to read.



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## ***The Chronicle Boyz Base at a Glance***

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Area G on the Map of 100268-2 is the location of the Chronicle Boyz Base. The area about 100 feet around the base is cleared, beyond that it is surrounded by thick jungle. The base itself is in a partial valley, with elevated hills to the North and West (these elevated positions are great for spying on the base or getting its layout). The entire base is built on grey Plasdurocrete slabs. Underneath the base is a large tank for fresh water imported from Mars. Waste is piped out about 30 meters South into a swampy area (the pipe is about 2 decimeters in diameter and made of plastic).

### ***The Colonists***

There are currently 80 colonist slaves residing on the base. They are all gaunt, and dressed in dirty rag clothing. They all move about like zombies, with dark rings around their eyes, and spittle dripping from the sides of their mouths. They are all hopelessly addicted to Sciseed, and the promise of their next fix, and the guns of the Chronicle Boyz, are what keep them under control. As mentioned before, Sciseed addicts' skin starts to turn a ruddy red color late in the addiction, as death draws near. Anyone observing the colonists will see several of them have varying shades of reddening skin. Those with the reddest skin also look to be in the worst for the wear. Despite this outward appearance, the colonists *BELIEVE* they are happy when they are on a euphoric Sciseed rush. Their life has become a series of shadowed episodes, waiting for the next Sciseed fix.

Each of the colonist slaves is assigned a job in either the refinery, the packaging warehouse, or as a harvester. They are also tasked with other menial jobs as needed. A typical day of a colonist consists of waking at dawn, heading to the "slop line" (a table that is set up outside the north side of Chronicle Boyz Recreation Building (Area 4), where the colonists are fed a pasty yeast gruel), going to the refinery for the morning fix (a small dose of Sciseed to get the slaves motivated for the day) given just outside the Refinery (Area 6), then heading off to their assigned job under the supervision of the Chronicle Boyz. When the day is over, they once again go to the slop line, then to the refinery for a full hit of Sciseed, and then they are herded into the Colonist Housing building (Area 3) and locked in for the night.

Player Characters who try to enlist the colonists' aid will find they are far beyond fighting the Chronicle Boyz in any way. When on a Sciseed rush they are withdrawn. When they aren't high their will is broken and their bodies are weak.

## ***The Chronicle Boyz***

The Chronicle Boyz are pirates at heart. Most dress unique, but they all have a semi-militant look about them and always carry weapons. Even though they are scoundrels, they are loyal to their organization, and perform their duties with diligence. They are rotated out every six months along with supplies, and are well rewarded for their loyalty and service.

The Chronicle Boyz are ruthless and treat the colonists as little more than slaves to be used and abused. They refer to the colonists simply as “Reds” (because of the tone of their skin when the Sciseed starts to take them). There is no compassion for the Reds from any of the Chronicle Boyz stationed on the base.

The Base operations are overseen by General Gratz and his right hand man “Brains” Magree (see area 11 for statistics). Underneath them are the supervisors of the various work details (harvest, refinery, and warehousing). The Chronicle Boys respect and fear General Gratz. Disobedience is dealt with quickly (and is often deadly). The first rule of the base is that no Chronicle Boy is to ever try Sciseed. The second rule is no sexual crimes are allowed (rape or child molestation of the colonists). The second rule is the result of a dark secret in General Gratz past. Breaking either rule results in death by crucifixion...which has managed to keep most of the men in line.

The sighting (and subsequent shooting down) of the Player Characters UCNF Frigate above the base has the Chronicle Boyz on a higher state of alert than they have been in some time.

Unless mentioned otherwise, the following are the statistics for the average Chronicle Boy. There are 35 Boyz total assigned to the base at this time. Exact locations of all the Boyz at a given time may vary from those given on the map key, depending on time of day and special situations. Game Masters will have to use common sense to manage this.

### ***STANDARD CHRONICLE BOY STAT BLOCK***

**Attributes:** Agility D6, Smarts D6, Spirit D6, Strength D6, Vigor D6

**Skills:** Driving D6, Fighting D8, Guts D6, Intimidation D6, Piloting D6, Shooting D8

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Gear:** *Laser Pistol* (15/30/60 set at 2D6 Dmg Semi-Auto: May Double Tap), *Laser Battery with 24 shots* (-2 for each shot at 2D6, -4 if double tap)

**Special Abilities:** *Greedy, Mean, Wanted*

## ***Observing the Base***

If the Player Characters take some time to watch the base, they will see the general hustle and bustle of a days operation. This has already been detailed in the typical day of a colonist in *The Colonists* passage. Other things they will notice is that after the morning meal, the two trucks (Area 8), driven by Chronicle Boyz guards, load up with colonists and head out to the harvest sites (areas E on the *Map of 100268-2*) along the well worn dirt roads. Another notable action is that of crates being loaded into the Ship (Area 10) from the warehouse (Area 7). It can also be noted that the guards patrolling the outskirts of the base (Area F on the *Map of 100268-2*) and those stationed in the guard tower (Area 2) are changed every 4 hours. On occasion a group of Reds will be sent out with barrels (they tote them on their backs) of waste to dump in a pit about 1 Kilometer (½ mile) from the base.

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## ***Key to the Map of the Chronicle Boyz Base***

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### ***1) Mass Grave of the Colonists***

There are several large mounds in this area with various stages of plant re-growth on them. The furthest trench is still open and contains several decomposing bodies of colonist slaves. The bodies are crawling with a generous assortment of the native insect life. As they die from the “red death” caused by prolonged

use of Sciseed, or just from exhaustion or illness, they are thrown here by the Chronicle Boyz. The bodies are periodically covered with dirt.

On the western edge of the first trench are two crucifixes holding the skeletal remains of Chronicle Boyz that got caught using Sciseed...and paid the price. They are left here as a reminder to the rest to stay clear of the drug and follow the rules.

## ***2) Guard Towers / Electric Fence***

The entire complex is surrounded by a 3 meter (8 ft.) tall electric fence topped with barbed wire. The power to the fence is regulated by the Power Generator inside the base (area 9 on the map). Anyone touching the fence is instantly Shaken. Touching the fence for a prolonged time causes progressively more damage. Anyone attempting to scale the fence while the charge is on would take 1D6 damage the first round, 2D6 the second, and 3D6 the third (it takes 3 rounds to scale the fence). In addition, another 1D6 damage is taken at the top from the barbed wire. Anyone attempting to scale the fence must also make an Agility Test (-1) or get caught up in the barbed wire above, taking another 1D6 damage, and being immobilized.

The two guard towers (a ladder leading up to a metal nest containing a chair and an umbrella) are manned by one Chronicle Boy each (see the Standard Chronicle Boy Stat Block). These Boyz are armed with *Laser Rifles* (30/60/120, Dmg 1-3D6, RoF 3, Auto, 3RB) in addition to the pistol detailed in the Standard Chronicle Boy Stat Block. These guards keep an eye out along the perimeter of the base and open and close the gate (non-electrified) with a remote control located in the tower nest.

## ***3) Reds (Colonist) Housing***

This is one of the housing modules brought down from the Terra Ariel. This is where the colonists are contained when not working. The interior is made up of several small apartments with common areas on each floor. The rooms contain the bare necessities with personal belongings being nonexistent. The building interior is lit with dim florescent lighting, burnt out in several locations. Water is rationed out to the extreme, and as a result the colonists never bathe. The entire place is dingy and smells like urine.

When the colonists are here they are usually asleep and/or high on Sciseed. They spend very little time interacting with each other in any but the most basic ways. The Sciseed has stripped them of their personalities and motivation.

## ***4) Chronicle Boyz Recreation Building***

This building is where the Chronicle Boyz come to rest and have a good time after a "hard" day of working the Reds. There is a room full of electronic games, billiards, and tables for playing cards. This is also the location of a mess hall (for the Chronicle Boyz only, the Reds are served outside) and a Bar. A fat old Chronicle Boy, Ungut (D4 in any stats if needed, but will not fight), who does the cooking and operates the Bar is here at all times.

There are three prostitutes (D4 in any traits if needed, but will not fight) imported from Venus who help maintain the building and service the Chronicle Boyz. The prostitutes are professionals belonging to the Venusian Escort Guild. They rotate off the base every 6 months with the supply ship. To them this is just another job (and a well paying one at that). They seldom leave the building.

There are 2D6 Chronicle Boyz here at any given time (see the Standard Chronicle Boy Stat Block). There is a 50% chance (1-3 on a D6) that any of the Boyz here are inebriated (-2) to all Trait Tests.

## ***5) Chronicle Boyz Barracks***

This building contains the personal quarters of the Chronicle Boyz. Inside there is a long hall lined with doors leading into individual rooms. Each room is designed to house 4 men, containing cots, footlockers, a desk, and some personal items. It is doubtful the Player Characters will have the luxury of searching through the rooms thoroughly. If they do, common items are clothes, magazines and books, computers, 3D Vid-Platforms (basically 3 dimensional television that shows recorded movies.), and weapons and

ammunition. There are few Credits to be found, as most of the Chronicle Boyz pay is wired directly into their accounts on Mars.

At any given time there are 2D6 Chronicle Boyz here (see the Standard Chronicle Boy stat block). Half of that amount will be asleep, and take 1D4 combat rounds to wake up if they are disturbed.

### **6) Heat Treating Plant / Sciseed refinery**

This is another module that was brought down from the Terra Ariel. It was originally designed to be a heat treating plant (heating metals to extremely high temperatures to make them harder) to help build and sustain the colony. The ovens are now used (at a fraction of their maximum temperature) to bake the raw Sciseed into its refined snuff.

This large building is divided into three large rooms. The room in the front is where the Sciseed from the harvest is unloaded. Here they are tested for chemical balance by 10 trained colonist slaves supervised by 2 Chronicle Boyz lab controllers (see the Standard Chronicle Boy stat block). The seeds are scooped from their husk, and transported to the next room.

The middle room contains the large oven used to cook the Sciseed. The room is extremely hot to the point of being uncomfortable. The oven is about 4 meters wide, 4 meters high, and 6 meters deep, with 3 decimeter thick insulation lining the interior walls and a computer station used to monitor any changes in temperature during the long baking process. There are 5 colonist slaves here supervised by one Chronicle Boy (see the Standard Chronicle Boy stat block).

The back room is the most disturbing. Inside are 20 medical tables. Strapped to 10 of these tables are some of the more recent colonists brought back from the Terra Ariel. They are being intravenously fed doses of Sciseed at regular intervals. All new colonist slaves are brought here for one month for “treatment” to get them hopelessly hooked on the drug, and break any will they may have left. There is 1 Chronicle Boy here (Dr. Gregz Brack). He has kept extensive records of the effects of the drug on his laboratory rats. While this is inhumane, the records would be of great value to the medical community of the UCN. Dr. Brack is a coward with a bald head and thick glasses, he carries no weapons and will cower rather than fight (all traits are D4 if needed).

*If the Game Master chooses, or the Player Characters are getting beaten badly, you may have some of the colonists in the back room still in a condition to fight. Consider them to be D6 in all Traits, with a D6 in the Fighting and Shooting skills. They have no equipment or special abilities, and are treated as extras.*

### **7) Sciseed Packaging and Warehouse**

When the Sciseed is done baking at the refinery, colonist slaves are sent to carefully transport it to the warehouse. In the warehouse it is painstakingly measured into one hit baggies and shrink wrapped. These are then assembled into 100 hit plastic containers, which are then boxed in airtight cargo shipping crates. These crates are stored in the warehouse and periodically loaded into Gav Blewers Blockade Runner (Area 10 on the map). There are currently 30 crates in the warehouse, each with electronic locks (The lock codes are filed in the computer at the control tower (Area 11)).

The back of the warehouse is also used to store equipment, supplies, and junk. Among this stuff is a mechanics workbench, and to one side all the parts of the engine of the Terra Ariel that were removed to make it dysfunctional.

There are 10 colonist slaves working here during the day, supervised by 2 Chronicle Boyz (see the Standard Chronicle Boy stat block).

### **8) All Terrain Trucks**

There is very little to go outside the base for. These trucks are used almost exclusively for harvesting Sciseed. They are camouflage green, which sticks out conspicuously among the reddish foliage of 100268-2. They are 2 ton capacity all terrain trucks that ride on heavy duty wheels. The shocks are blown, making



for a bumpy ride along the Jungle roads. During the day they are at the harvest locations (Area E), during the evening they are parked in front of the Refinery (Area 6 on the map).

### ***All Terrain Truck***

**Acc/Top:** 5/20; **Toughness:** 15 (3); **Crew:** 1+22; **Cost:** N/A

**Notes:** *Four Wheel Drive*; **Weapons:** None

### ***9) Power Generator***

This incredibly expensive power generator supplies an almost unlimited flow of energy to the base. It is lined with switches and levers that control the flow of energy to everything, including the pumps to an underground water tank. It takes a skilled mechanic to make heads or tails of the machine (a Repair Test -1 for each bit of information desired). The machine runs with a humming noise that, while not terribly loud, is a bit irritating.

### ***10) Gav Blewers Blockade Runner***



Parked on an upraised landing platform is a sleek Martian ship, Gav Blewers Blockade Runner. This is one of two ships tasked with bringing supplies from Mars to the base and returning with a fresh cargo of Sciseed. The round trip takes about 10 months, including a 1 month layover at each location. The ship is scheduled to leave in 5 days from when the Player Characters arrive at the base. The huge cargo hold is currently being filled with crates of Sciseed, and is about half full.

The Pilot of the ship is an independent smuggler named Gav Blewer. He doesn't associate much with the Chronicle Boyz, eating and sleeping on the ship. Gav is a large man from Earth with an English accent who wears UV-goggles constantly to protect his sensitive eyes. He doesn't care much for the operation here, but the money is too good to pass up. He is a loner who prefers his time in space to that on the ground. He will fight to the death to protect his ship. He isn't suicidal, however, and if it'll save his skin he is willing to cut a deal for amnesty and perhaps some credits.

### ***GAV BLEWER (WIC)***

**Attributes:** Agility D6, Smarts D8, Spirit D8, Strength D6, Vigor D4

**Skills:** Driving D6, Fighting D6, Gambling D8, Guts D6, Piloting 10, Repair D10, Shooting D6, Streetwise D6

**Pace:** 5; **Parry:** 5; **Toughness:** 5

**Hindrances:** *Bad Eyes* (minor, -2 attack without UV-goggles), *Quirk* (likes his ship better than people), *Obese* (+1 Toughness, -1 pace)

**Edges:** *Ace* (+2 Boating, Driving, Piloting, may make soak rolls for vehicles at -2)

**Gear:** *Laser Pistol* (15/30/60, 1-3D6 Dmg, Semi-Auto: May Double Tap), *Laser Battery*, *UV Goggles*

### ***The Blockade Runner***

**Acc/Top:** 100/sublight; **Climb:** 60 (in atmosphere); **Toughness:** 35(25); **Crew:** 1+12-100 (up to 100 as cargo, 12 ride comfortably); **Cost:** \$100M

**Notes:** *Atmospheric, Spacecraft, Heavy Armor*

**Weapons:** 2 x *Mass Driver* (50/100/200, 3D8 Damage, ROF 3, AP4, Heavy Weapon, unlimited ammo), 8 *Deathstrike missiles* (200/400/800, 4D8 Damage, ROF 1-4, AP 8, Heavy Weapon), 2 x *Gut Buster Torpedo* (200/400/800, 6D10 Damage, ROF 1, AP 200, Heavy Weapon)

### ***11) Control Tower / S.T.A.M. Launcher***

This building is the Control Tower, another of the modules brought down from the Terra Ariel. This is where General Gratz and his right hand man "Brains" Magree reside. From here they run and maintain control of the base. This is also the main weapons locker, and a supply of weapons, ammunition, and explosives can be found locked in the basement. Next to the basement door is a numbered keypad. The key to the door is 1923. The lock can be disengaged with a Lockpicking test.

On top of the building is the S.T.A.M. Launcher (Surface To Air Missile Launcher). It was put here as a defense in case anyone discovers the base. The Player Characters UCNF Frigate is the first ship they ever had to use it on. The Missiles it shoots are heat seekers specially designed to lock onto the heat signatures of atmospheric spacecraft or aircraft. The shooter makes his Shooting roll before the missile is actually launched to lock onto the target (If the Shooting Test fails, the missile isn't launched). Once the missile is away it hits automatically. (*S.T.A.M. Missile Launcher 100/250/500, 5D10, Damage ROF 1, AP 75, Heavy Weapon.*)

General Gratz takes care of the overall running of the base and its personnel. Brains is in control of all the data, paperwork, payroll, and inventory. The Control Tower has an extensive computer database and gives access to records of all the Chronicle Boyz illegal activities along with names of bigwigs (including Dr. Scion Fri, and Grell Maxx). All this information can be accessed with a combination of a successful Knowledge: Computers Test -1 AND a successful Lockpicking Test -1 (this can be done by one character, or a combination of rolls by 2 characters.).

If the base is openly under attack, General Gratz will run outside to see what is going on. If it becomes obvious the Chronicle Boyz are going to loose (or have already lost), Brains will be trying to destroy data

when the Player Characters enter the Control Tower. If the Players have been stealthy, General Gratz will be her along with Brains. Gratz will fight to the death. Brains will hide under the desk, and refuse to fight. If threatened, he will offer up the information in the computer in exchange for his life and a deal for amnesty. Brains has a D4 in all Traits if needed.



### ***GENERAL GRATZ (WC)***

*General Gratz is a middle aged obese short man. He has an Irish accent, and sports a red goatee. He wears a stylized military outfit, even though he is part of no official military organization. Despite his almost comical appearance, he is a formidable fighter and competent leader.*

**Attributes:** Agility D6, Smarts D6, Spirit D6, Strength D8, Vigor D8

**Skills:** Driving D6, Fighting D10, Guts D10, Intimidation D8, Knowledge: Pirate Management 101 D10, Shooting D10

**Pace:** 5; **Parry:** 7; **Toughness:** 7 **Charisma:** -4

**Hindrances:** *Bloodthirsty* (never takes prisoners, -4 Charisma), *Mean*, *Obese* (+1 Toughness, -1 pace)

**Edges:** *Combat Reflexes* (+2 to recover from being shaken), *Nerves of Steel / Improved Nerves of Steel* (Ignores 2 points of wound penalties)

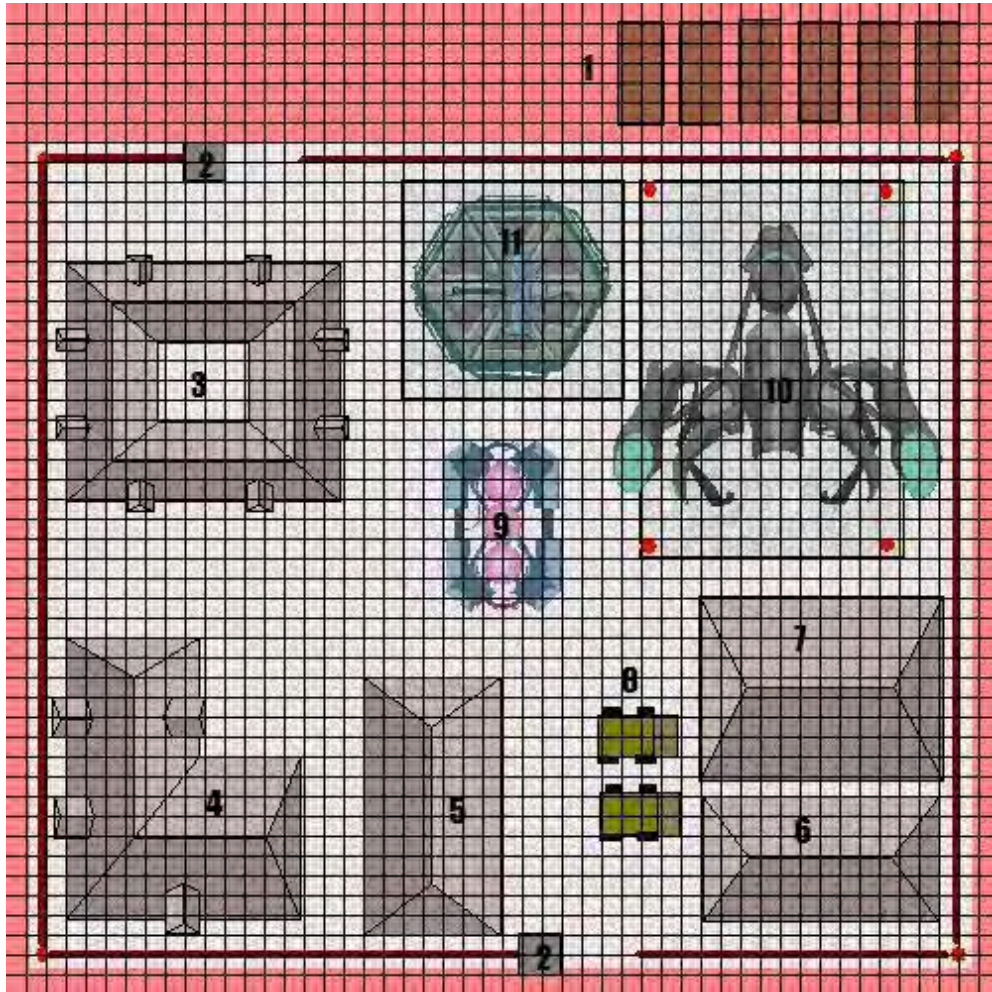
**Gear:** *Laser Pistol* (15/30/60, 1-3D6 Dmg, Semi-Auto: May Double Tap), *Laser Battery*

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## ***Map of the Chronicle Boyz Base***

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Each □ = 2 meters square or 5 Ft. Square.



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## ***Wrapping It Up***

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This adventure has been designed to be “open ended”. This means that the players are thrown into a situation and location with a problem to solve, and left to solve it in any way they come up with. By the end of the adventure, four basic problems need to be solved. First, the Player Characters must discover what happened to the Terra Ariel for the UCN by piecing together the evidence. Second, they need to find a way to return to the UCN to report this information. Third, they need to rescue the colonist planet side and aboard the Terra Ariel. Fourth, they need to stop the Chronicle Boyz in their criminal activity, and make sure they can’t do it here again.

The first goal, discovering what happened to the Terra Ariel, should be easy enough to accomplish by evidence and simple deduction. This is probably the easiest problem to solve.

The second problem to be solved is finding a way to get back home. The answer is in the form of the Gav Blewers space ship. The answer is simple, how to accomplish the task may prove more challenging.

The final two tasks, rescuing the colonist, and handling the Chronicle Boyz, are a bit more difficult. Your players are bound to come up with creative ways to do this, so be ready to run with them and improvise. However, I've provided some additional information on the most "obvious" paths the Players might take, and some answers to questions that may arise.

The obvious way to accomplish both missions is to destroy the base and kill (or take prisoner) all the Chronicle Boyz. The Player Characters should be able to handle the Chronicle Boyz if they dispatch them in small groups, using a bit of stealth and planning. The base itself can be nicely destroyed with the S.T.A.M. launcher and/or the explosives stored in the Control Tower. Possibly the easiest way to destroy the base (and a nice chunk of the landscape) is to launch a Gut Buster Torpedo from Gav Blewers Blockade Runner as the Player Characters leave atmosphere.

For a more permanent solution, the Player Characters should be able to get all the data on those responsible for this crime at the Control Tower. This can be reported to the UCN, who can send regular patrols to 100268-2 in the future to make sure the Sciseed crops are destroyed, and no other pirates attempt to start the operation again.

As far as rescuing the colonists, all of those out of cry sleep should be able to fit (somewhat crowded) in the cargo hold of the Gav Blewers ship. Enough rations for the one month trip back to the closest UCN planet can be found in the mess at the Recreation Center. Unfortunately, the Player Characters will have to bring along some Sciseed and ration it to the colonists on the trip home or there will be some horrible withdrawal problems aboard the ship. Once on a UCN controlled planet, the colonists can be put in the care of physicians who can start the rehabilitation process.

The Colonists aboard the Terra Ariel can be rescued in three obvious ways. First, by repairing the engines with the parts found in the warehouse and programming the ship to fly to a UCN controlled planet. The second way is to physically tow the ship with a tractor beam from Gav Blewers ship. The third (and potentially disastrous) is to leave it there with the plans of having the UCN sending someone else to retrieve it later.

Of course, there is the very real chance the players will do none of this. They may infiltrate the Chronicle Boyz base, hijack the Blockade Runner, and hightail it to the stars. In this case, the Chronicle Boyz next supply ship arrives in one month to find the operation comprised. They pack up shop, destroy the base (along with any evidence to implicate them), kill all the colonists, and haul the Terra Ariel to another location in the hopes of starting the operation again at another time.

If the Player Characters kill off all the Chronicle Boyz, but leave the colonists behind unsupervised, they will all overdose on Sciseed long before the UCN can rescue them. When the Chronicle Boyz supply ship arrives, they will assume the Colonists revolted, killed all the Boyz, and then overdosed. They will start up the operation again, with new slaves from the Terra Ariel (providing it is still in orbit).

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## ***Conclusion***

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The adventure itself concludes when the Player Characters are safely aboard Gav Blewers Blockade Runner and headed to the closest UCNP base to report what they have learned. Once they get there, allow them to Radio their superior (your typical gruff Police Chief type, lets say Chief Hensley). Give them a chance to tell the story, and suggest further actions. They should be congratulated and promoted (or punished and demoted) based on what they accomplished.

If the adventure takes more than one session, *OR* you expand the adventure, *OR* you plan on fleshing out the adventure seed that follows in the *Game Masters Aids Appendix*, *OR* plan on playing your own adventure with these characters, refer to the *Advancement* section on page 57 of the *Savage Worlds* rule book. If the players did well, they should be awarded with a total of at least 5 experience points (even if the adventure only lasted one session) so they can be granted an Advance.

# Game Masters Aids Appendix

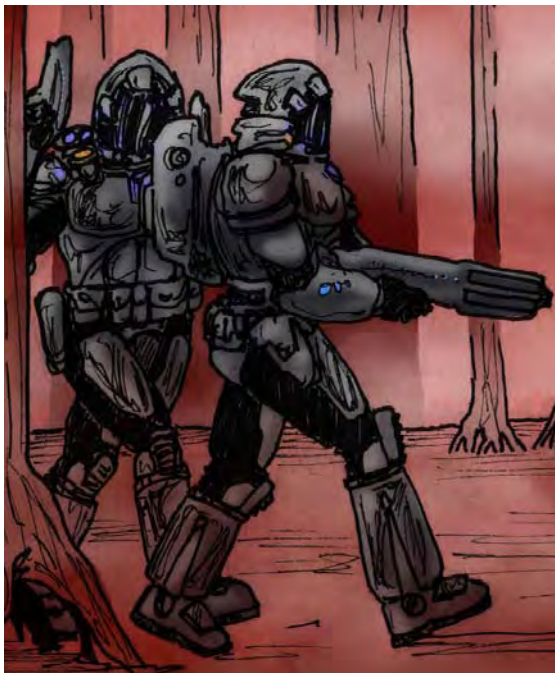
## Pre-Generated Characters

All of the pre-generated characters presented here are at Novice Rank. You will, however, notice they are not totally green characters. All UCNP Operatives must attend two schools, Basic training (where they learn combat skills, UCNP procedures, and the Law) and Advanced Specialization Training (where they learn the skills for their particular skill area. To this end character creation varies slightly from the standard procedure outlined in the *Savage Worlds* rule book.

The basic training program makes sure that all UCNP are mentally and physically competent to enforce the law and complete their assigned missions. Thus, every one of the starting characters begin with the following statistic profile after completing Basic Training:

**Attributes:** Agility D6, Smarts D6, Spirit D6, Strength D6, Vigor D6

**Skills:** Driving D6, Fighting D6, Guts D6, Healing D6, Investigation D6, Knowledge: UCNP Law D6, Shooting D6, Survival D6



The UCNP Operative then goes to Advanced Specialization Training (AST) School. His initial free Edge for being Human is spent raising the Attribute that is predominantly needed for the chosen area of specialization. During AST School, the character gains 10 extra points to be spent in skills directly related to the appropriate area of specialization. Edges and Hindrances can be purchased as normal (see page 10 in the *Savage Worlds* rule book).

After Basic Training and AST the characters are officially UCNP Field Operatives and assigned to a Team of 4-10 other Operatives. Some Operatives are placed on completely new Teams, while others fill the ranks of existing Teams. Gear is assigned before every mission.

Field Operatives are assigned one of three ranks (not to be confused with character ranks) to denote their position in the UCNP structure. The three ranks are Operative, Commander, and Chief. All members of a Team are *Operatives*. The leader of the Team for a given mission is the *Commander* (the rank of commander is assigned to the operative most equipped to lead the mission). The man in charge of all the Teams at a given UCNP station is the *Chief*. The rank structure isn't as restrictive as that of the military, as all Operatives are considered to be equal and expected to work together.

***Thereon Jason Drolock (TJ)***  
***Security Operative***

*The security operative specializes in combat training and survival. TJ loves a fight and blow stuff up! He is completely loyal to the UCNP, since they actually PAY him to fight and blow stuff up. He is hard headed and obnoxious sometimes, but a loyal man to have at your side.*

**Attributes:** Agility D6, Smarts D6, Spirit D6, Strength D6, Vigor D8

**Skills:** Driving D6, Fighting D8, Guts D8, Healing D6, Intimidation D6, Investigation D6, Knowledge: UCNP Law D6, Shooting D10, Survival D6

**Pace:** 6; **Parry:** 6; **Toughness:** 7; **Charisma:** -1

**Hindrances:** *Habit* (minor, Chew Tobacco...spit! -1 Charisma), *Loyal*

**Edges:** *Brawny* (Toughness +1 (already figured in), load limit 8 x Str)

**Gear:** *Laser Rifle with short range Grenade Launcher* (Laser: 30/60/120, Dmg 1-3D6, RoF 3, Auto, 3RB; Grenade Launcher: 10/20/30, Dmg 3D6, Medium Burst Template), *Laser Battery x 2, 4 grenades, 1 day emergency ration/water packet*



***Holar Fredrick (Freddy)***  
***Stealth Operative***

*The Stealth Operative specializes in security systems, assassinations, and getting into hard to penetrate areas. Freddy is an excellent Stealth Operative with a dark past. He is wanted on Venus, under an alias, for a crime he committed in his youth. The UCNP is a safe place for him to “hide” and hopefully redeem himself. He always retains a cool head, sometimes too cool.*

**Attributes:** Agility D8, Smarts D6, Spirit D6, Strength D6, Vigor D6

**Skills:** Climbing D6, Driving D6, Fighting D6, Guts D6, Healing D6, Investigation D6, Knowledge: UCNP Law D6, Lockpicking D8, Shooting D6, Stealth D10, Survival D6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** *Wanted* (major, dead or alive on Venus)

**Edges:** *Thief* (+2 Climb, Lockpicking, Stealth, disarm traps)

**Gear:** *Laser Pistol* (15/30/60 1-3D6 Dmg, Semi-Auto: May Double Tap), *Laser Battery, 1 day emergency ration/water packet, High tech thieves tool kit, Compass, Flashlight*



***Kramer Fillabar (Kramer)***  
***Transportation Operative***

*The Transportation Operative specializes in operating and repairing any mechanical object that moves. Kramer is an excellent pilot. He tends to be a bit arrogant and brash. This is due to his past growing up the runt on the tough back streets of Earth.*

**Attributes:** Agility D8, Smarts D6, Spirit D6, Strength D6, Vigor D6

**Skills:** Driving D8, Fighting D6, Guts D6, Healing D6, Investigation D6, Knowledge: UCNP Law D6, Piloting 8, Repair D10, Shooting D6, Survival D6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** *Quirk* (minor, bragging about past exploits), *Stubborn* (minor, always wants his way)

**Edges:** *Ace* (+2 Boating, Driving, Piloting, may make soak rolls for vehicles at -2)

**Gear:** *Laser Pistol* (15/30/60 1-3D6 Dmg, Semi-Auto: May Double Tap), *Laser Battery*, *1 day emergency ration/water packet*, *Compact duro-plastic mechanics tool kit* (including mini-welding torch)

***(Commander) Samantha Ord (Sam)***  
***Intelligence Operative***

*The intelligence Operative specializes in all the scientific and medical arts. They are also trained in diplomacy and psycho-social skills. Sam is a hardened and efficient Operative. She is deathly serious, and focuses on the mission 100 percent. She was the only survivor of her first assignment as a UCNP operative and attempts to keep a tight reign on her Team when she is commander so that no man is left behind again.*

**Attributes:** Agility D6, Smarts D8, Spirit D6, Strength D6, Vigor D6

**Skills:** Driving D6, Fighting D6, Guts D6, Healing D8, Investigation D6, Knowledge: Computers: D10, Knowledge: UCNP Law D6, Notice D6, Persuasion D6, Shooting D6, Survival D6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** *Heroic* (major, always helps those in need)

**Edges:** *Alertness* (+2 Notice),

**Gear:** *Laser Pistol* (15/30/60 1-3D6 Dmg, Semi-Auto: May Double Tap), *Laser Battery*, *1 day emergency ration/water packet*, *Toxi-com* (pen sized device for detecting toxins in the environment), *Medical kit*





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## ***Further Adventure Seed***

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After the Player Characters rescue the Colonists and stop the operation on 100268-2, a message is sent to the UCNP on Mars. A sting operation to bring Dr. Scion Fri and Grell Maxx to justice is initiated.

Unfortunately, the two villains give the UCNP the slip. It is revealed that they have fled to the colony of Wildwood, on a lawless world in the Reaches. Wildwood is an independent colony owned by a disreputable “retired” crime lord, and a very dangerous place. The UCN has no jurisdiction there.

While brooding over this, the Player Characters are approached by a group of relatives of the colonists murdered on 100268-2. They have pooled their credits, and want to pay the Player Characters to infiltrate Wildwood, and bring Fri and Maxx back... dead or alive.

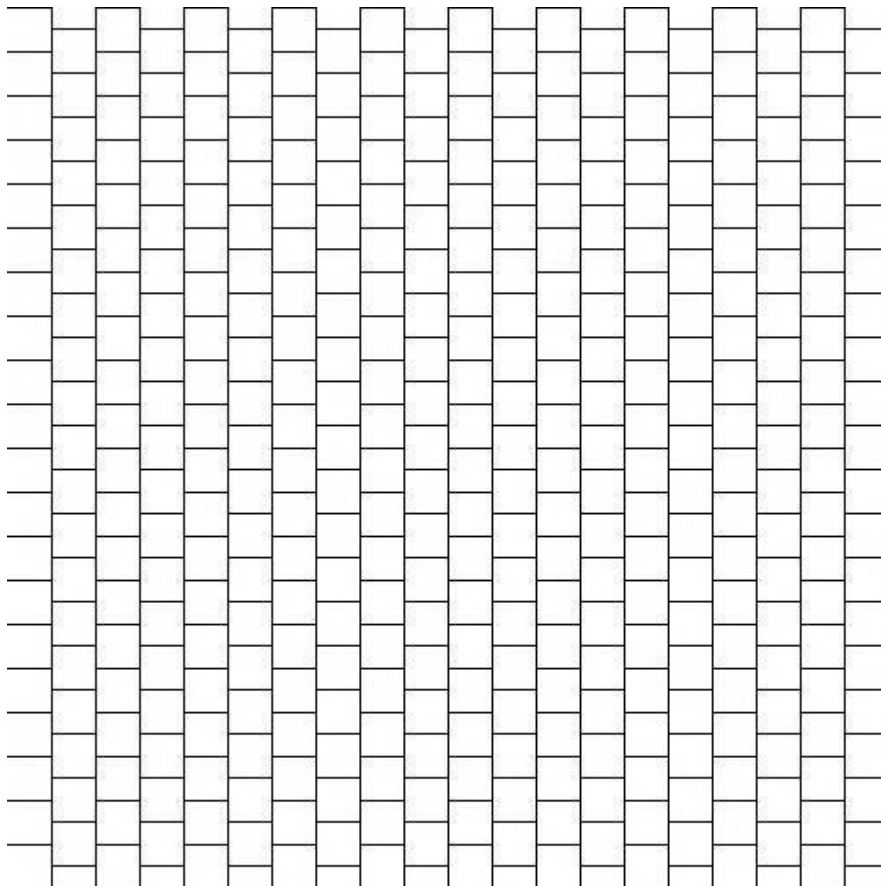
Will the Player Characters take a leave of absence from the UCNP, and risk everything, to help settle the score? Why is the crime lord on Wildwood protecting Dr. Fri and Maxx? Why is everything outside the Wildwood Starport off limits to visitors?

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## ***Blank Staggered Square Grid***

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Each  $\square$  = 2 Kilometers square or 1 Mile square



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## ***Report Complete Sir***

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## ***UCNP Most Wanted List... Shoot On Sight!***

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### ***Harsh-Conceptual Artist & Illustrator***

Born and raised in central Indiana, he went to Indiana University to study Art, Literature, Religious Studies, and Role-Playing Games. It's been a down-hill spiral ever since. With degree in hand, he attempted to assimilate into society to no avail. Gaming was in his blood. Movies and comic books called his name late at night, and the only calm he ever felt was in seeing his imagination come to life at the end of a pencil. Illustration, conceptual design, game world creation, some casual writing, graphic design, even some web development/design work all found their ways into his resume. Outside of his 'regular job' of helping run the family Construction Company, he has been published here and there, but all the years of hard work are coming to fruition at long last. Harsh is looking forward to doing much more illustration and design work in the Hobby Game Industry. Work samples can be viewed at [www.harsh-realities.com](http://www.harsh-realities.com) or [www.harshrealities.info](http://www.harshrealities.info) or just contact Harsh personally at [Harsh\\_Inc@yahoo.com](mailto:Harsh_Inc@yahoo.com) for more details on what he can do for the look and feel of your game.



### ***David Bezio-Savage Worlds Game Master***



Dave is a resident of Bonduel, Wisconsin, having settled there after many years of traveling this great country. He is a long time gamer who loves RPGs and Miniature Wargames. He has enjoyed many RPGs, but has always searched for that "one true system". He discovered Savage Worlds, and had a feeling it just may be the one. In the now pseudo-famous thread on RPG.net "101 Days of Savage Worlds" he dedicated 101 solid days to nothing but Savage Worlds. At the end of the experiment he fell in love with the system. To this day he has been Game Mastering nothing but Savage Worlds. *Fate of the Terra Ariel* is the fourth free adventure he has posted online since, following *Gatling Decision*, *the Legend of Jub Jub Lake*, and *Galador's Salvage* (a *Sundered Skies* adventure that will appear after the game book (by Dave Blewer) is published). He is currently working on a new horror Savage Setting and adventure series, *Heretic Warrior*.

*This adventure was indirectly inspired by the **Daedalus** series of books by **Brian M. Stableford**. That series really got me thinking about different ways that planets can actually be "alien". It also made me start thinking of the possible procedures and hazards of colonization. Another major source of inspiration and ideas was **Steve Bartells** campaign **The Forgotten**. I was really taken with some of his ideas and hopefully warped and twisted them to new heights. This adventure is published with his blessings. 100268 is my birthday (Terra Ariel Trivia), if anyone cares. Contact me at [beezer1st@yahoo.com](mailto:beezer1st@yahoo.com)*

-Dave

***Hope You Enjoyed the Adventure  
Savaged Forever!***