



PRISON BASE MOON 52

Competition Winning Ace Tale™ for Savage Worlds by Peter Lustig.

A MISSION FOR DARING TALES OF THE SPACE LANES

ADVENTURE SYNOPSIS

The heroes are hired to secure an ancient aliens' weapon cache on a remote moon. However, upon arrival, they notice that a non-friendly race has just started to build a prison colony right on top of the cache. How will our heroes deal with this unexpected obstacle?

GETTING INVOLVED

The heroes have long enjoyed the trust of senior government officials in the Greater Aquarius Confederation. In a clandestine meeting they are hired to secure a mysterious ancient weapon cache on moon 52 of an unnamed gas giant in the Wellspring system. The cache was recently discovered by a miner and the whole incident has been covered up. While the weapons require some refurbishing before they can be used, it is never the less paramount that they do not fall into the wrong hands. To avoid the suspicion of nearby neutral and hostile alien powers, the Confederation prefers to use an undercover team that has access to a civilian freighter.

FIRST ENTRY INTO WELLSPRING SYSTEM

When the heroes arrive at the Wellspring planetary system, a Notice (+2) check lets them realize that there is an energy spike at the cache's site on Moon 52. If they approach the moon, the ship's sensors will detect a heavily armed destroyer of alien design in the moon's orbit. The destroyer in turn detects the heroes' ship unless they make a Piloting (-1) check.

If the heroes are spotted they will be hailed and warned off. While the aliens are rather court, they announce that the Cerebron Empire has taken over this moon as a prison colony which is off-limits to foreigners. The destroyer attacks anybody who gets near the moon. If still unde-

tected, the heroes can make a Piloting skill check to land on the moon without attracting the attention of the Cerebrons. Even if they are detected, there are ways into the base such as the ones described in section "Possible Approaches".

THE CEREBRON EMPIRE

The Cerebrons are a race endowed with an impressive but amoral intellect. With their huge heads and elongated gaunt bodies, Cerebrons use power suits to offset their physical weakness.

Although the Cerebrons are cruel and without compassion, they prefer peace with their relatively strong neighbors. Centuries of realpolitik have made them trustworthy if disliked trade partners. One of their main sources of revenue is accepting life-sentence prisoners from other nations. Information about the Cerebron race in general can be obtained with a Common Knowledge check. On a raise, include the information about their prison outsourcing deals.

THE SITUATION ON MOON 52

A closer investigation of Moon 52 reveals that a base is currently being built right on top of the alleged site of the weapon cache. The base is guarded by an orbiting destroyer and seems to be surrounded by a sensor network. However, most of the sensors are still inactive. Shortly after the heroes arrive, an automated supply ship is slowly leaving the base for a safe jump point.

The prison base consists of two buildings plus two domes under construction. The main building is home to the prison guards, a team of three Cerebrons and twelve brutish Kroh thugs. The larger building is the actual prison. Under

construction are the agri-dome and some support facilities such as an infirmary.

Due to the presence of the destroyer in orbit, the guards are currently quite lax in their duties. After all, were should the prisoners flee to on the lifeless moon?

The head of the prison colony is a young Cerebron officer called Pentax. Pentax is a big disappointment to his breeding cluster, having failed to enter a distinguished military unit.

However, some influential relatives have managed to get Pentax the job at the prison colony. As a result, Pentax tries to avoid any negative attention and is more likely to cover up incidents than to call reinforcements.

Currently, there are about 80 prisoners from over 15 races in the prison colony. Most of them are hardened killers, especially the Neon Stars, an infamous anti-grav biker gang from the inner planets. Currently, the gang tries to achieve dominance over the non-aligned prisoners and is willing to accept any capable fighter into their ranks. They would promise anything to get free but are likely to break



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any agreements they make once they are armed and at large.

Another inmate of interest is Leathermask, an insane serial killer who had his body modified to become the perfect killer machine. The killer is housed in a special cell and only somebody out of his mind would release him.

THE WEAPON CACHE

The weapon cache contains five man-sized black monoliths of unknown composition that require a Strength (-4) check to move around individually. Up to three people can help the main character using the Cooperative Roll rules. Currently, the cache is still hidden underground, so no one knows about it yet.

However, using the right sensors and good digging equipment, the monoliths can be recovered in about 20 minutes. There are several construction tools on site that can help to dig up the weapons and to transport them safely.

However, the cache lies just under the agri-dome that is currently under construction. During the day the place is bustling with prisoners in space suits doing work. A Cerebron officer and six Krohs stand guard over the prisoners. The best time to extract the weapons is during a great distraction such as a prison riot or during the night cycle. At night, there is only a pair of Krohs doing a lazy patrol and nobody is going to miss them for several hours as long as they do not raise an alarm.

POSSIBLE APPROACHES

The scenario described is quite open but there are a few approaches that can be taken to infiltrate the base, even if the heroes have been detected.

For example, the heroes could capture the supply ship and use it to infiltrate the base. The ship contains records that indicate that another supply ship is due in a day, bringing more supplies and possibly some prisoners in its holding cells. Some document forgery using a Smarts(-1) check eliminates any suspicion about the ship. The heroes could hide among the cargo with a Stealth(-1) check for the group, pretend to be prisoners, or claim to be construction specialists sent to fix a specific problem.

Alternatively, the heroes could do a

hot drop into the base and shoot their way through the prison. Such an approach will lead to a free-for-all involving the heroes, the guards, and a bloodthirsty Leathermask just broken free.

CONCLUDING THE ADVENTURE

If the PCs manage to retrieve the weapons, they will have to transport them to the Security Ministry headquarters. If you want, this can be uneventful but if you wish to extend this adventure, throw in a hot pursuit by the Cerebrons and every other crazy in the sector who would like to get his hands on the weapons.

CEBEBRON GUARD

Attributes: Agility d4/d8, Smarts d8, Spirit d6, Strength d4/d8, Vigor d4
Skills: Fighting d4, Guts d4, Intimidation d6, Notice d6, Shooting d8, Stealth d6
Pace: 6; **Parry:** 4; **Toughness:** 10 (6)
Gear: Powered space suit (+6), ray gun (2d8, AP 2)
Special Abilities:

- **Improved Level Headed:** Cerebrons draw three initiative cards and keep the best.
- **Powered Space Suit:** The second values for the attributes represent the enhancement granted by the powered space suit.



PENTAX

Attributes: Agility d4/d8, Smarts d8, Spirit d6, Strength d4/d8, Vigor d4
Skills: Fighting d4, Guts d4, Intimidation d6, Notice d6, Shooting d10, Stealth d6
Pace: 6; **Parry:** 4; **Toughness:** 10 (6)
Gear: Powered space suit (+6), ray gun (2d8, AP 2)
Special Abilities:

- **Command:** All Allies within 5" are +1 to recover from being Shaken.
- **Improved Level Headed:** Cerebrons draw three initiative cards and keep the best.
- **Powered Space Suit:** The second values for the attributes represent the enhancement granted by the powered space suit.

KROH GUARD

Kroh are reptilian mercenaries that prefer living food.

Attributes: Agility d6, Smarts d4, Spirit d6,

Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d8, Notice d6, Shooting d8, Stealth d6

Pace: 5; **Parry:** 6; **Toughness:** 10 (3)

Gear: Armored space suit (+3), ray gun (2d8, AP 2), power saber (Str+d8)

Special Abilities:

- **Size +1:** Stand 7' tall.
- **Tail Sweep:** Treat as an Agility trick with a +2 bonus.

PRISONERS

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d4

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

Gear: Improvised club (-1 to hit, Str+d6)



LEATHERMASK

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d12, Intimidation d6, Notice d6, Shooting d6, Stealth d4

Pace: 6; **Parry:** 8; **Toughness:** 5

Gear: Improvised club (-1 to hit, Str+d6)

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