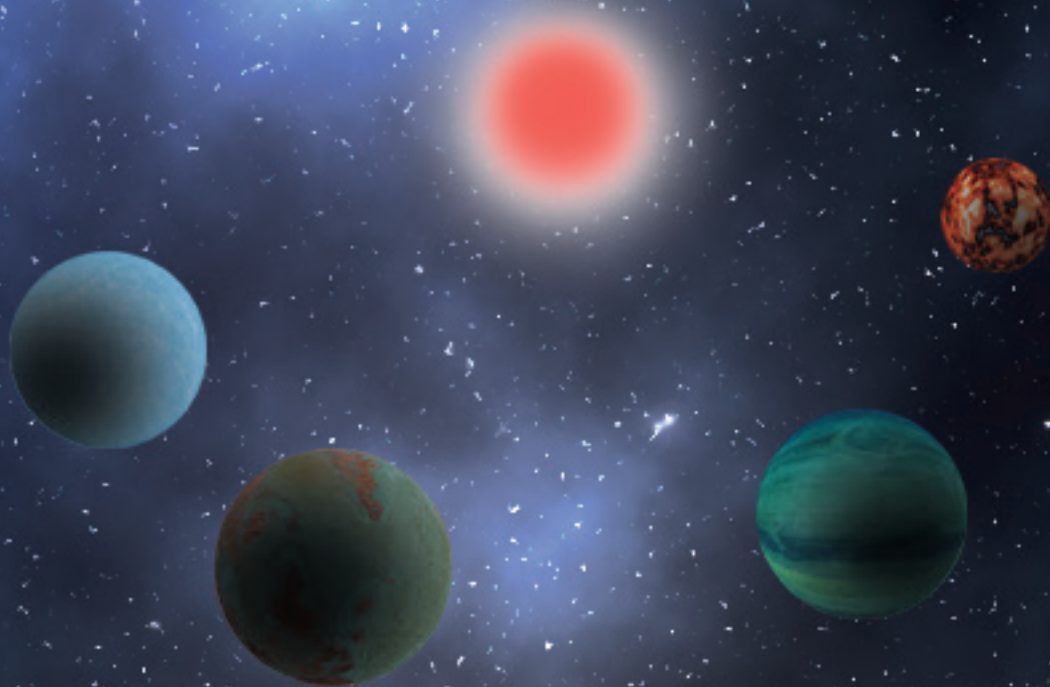


FROM BEYOND Adventure Path Episode I

DISTRESS CALL

by Davide Tramma



STARS
WITHOUT NUMBER
COMPATIBLE

2

DISTRESS CALL

STARS WITHOUT NUMBER

Compatible Adventure

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CREDITS

Special thanks to Kevin Crawford author of [STARS WITHOUT NUMBER](#) and [SINE NOMINE PUBLISHING](#)

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Written by Davide Tramma

Cover Artist Davide Tramma

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6

ADVENTURE BACKGROUND

Space exploration and the expansion that follows has just begun and with that came opportunities and new frontiers. After the discovery of new ways to travel through space and the ability to break the limits of light speed, many organizations took the initiative and did not miss the chance to expand their influence and power. Governments, corporations, and religious groups of all races are picking sides and want their share. They all know that the galaxy is an uncharted expanse and understand that sooner or later other new and strange species will be found. Tension will rise and when diplomacy fails, weapons and armies shall carry on what politics can't. However, the unexpected is always waiting around the corner of ignorance and excessive self-confidence, because someone unknown to all of them is already watching, waiting, and preparing. They want to remain silent and unseen until the right moment comes. They will strike with perfect timing after having punched hard. They are moved by the need to self-preserve their specie and they know they are outnumbered.

When the explorer vessels of the federation discovered the star system DBL04.01, a brown dwarf star surrounded by four planets and an outer asteroid belt of a size never seen before, they knew they were in front of a discovery of epic proportions. A tremendous amount of mineral resources became available for all those organizations ready

to take the opportunity without wasting a single minute. However, what looked like to be an uncharted sector was actually not. An insect like, unknown alien race, known as the Hive, was about to claim and colonize the star system. No one had seen them before and no one still has, because they decided to remain hidden, patiently waiting, avoiding any direct confrontation. So, they let the federation's first step be.

The Sawshark, an ice-mining vessel designed for deep space operations; property of Basirius Corporation (see appendix New Corporation), was the first vessel to reach the star system after a two month journey. The Cerberus station followed, which was supposed to be the first outpost orbiting the star system.

Four months have passed since the arrival and profits have flown in uninterrupted thanks to the first two shipments full of deuterium, precious metals, and rare earths. During these four months the alien observers were learning everything about those they consider invaders, they learnt enough and are now ready to make their first silent strike. They analyzed the technology of their enemies, in particular how their software and hardware work. Their plan is to introduce an advanced sub-routine capable of self-replicating and self-learning. The only purpose for this is to bring chaos inside the federation by putting down their systems and ships, with the Sawshark being the first target. Then, and only then they will be able to strike a wounded enemy who is already

on his knees.

One week ago, the Sawshark received a signal. It lasted no more than three seconds, but that was enough to introduce the virus sent by the Hive inside the main ship's computer.

The facts that followed caused the death of the crew and a ready response from the Cerberus outpost which received the automatic distress call. Of course, any attempt to establish communication with the Sawshark failed and a rescue team had to be sent. No matter what happened out there, the ship and possibly the crew must be brought back, no matter the cost.



ABOUT THE HIVE

The hive is a sort of insect like creature driven by a collective mind. They are reclusive, intolerant toward other races, and they don't like to trade or share territories. Capable of developing extremely sophisticated artificial intelligence, they completely ignore magic.

But, this lack is compensated by a spark of psionic talents. Members of this new race will not appear in this adventure, but they will be revealed in the next episodes when their schemes take shape. The Hive is not a race of warmongers. However, these alien creatures are in some way paranoid; thus, shying direct contact with other species. Their specie was close to extinction more v e due to war against other alien species, events that occurred centuries ago but shaped their nature and attitude toward any other life form.

The Hive can be considered one of the most ancient insect-like alien races that populate this sector of the galaxy. They had contact with other proto-insect species and eventually aided them in time of need, but now the mark of their passage at best exists in local paleo-history or unwritten legends. You can easily adapt this adventure to your campaign or setting. The Hive should be considered as the most ancient insect-kin alien race, probably related to other secondary species. If you are running a campaign where one or more players are playing an insect-like character they may eventually have heard something about ancient ancestors who visited their home worlds a long time ago. It is even possible that the Hive is maintaining secret diplomatic relationships with the most influent members of the other insect-like species with the only purpose to unify them and ultimately control them.

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ADVENTURE HOOKS

We present some possible adventure hooks that may link your campaign to this adventure:

Receiving the distress call: the PCs are flying close to the Sawshark and accidentally intercept the distress call. They attempt to communicate with the crew, but no one answers, so they decide to investigate what's going on.

Rampaging pirates: the PCs are pirates and scavengers who roam the asteroid belt looking for good profits and juicy loots. A lonely mining ship in trouble represents an interesting opportunity to seize a valuable cargo.

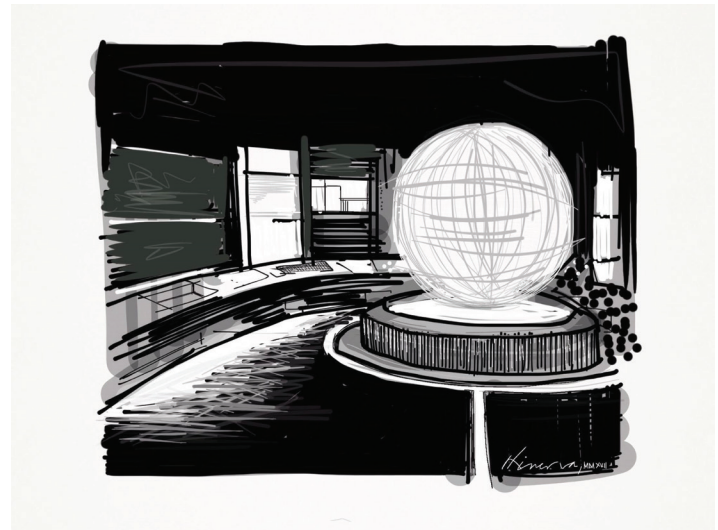
Lucky shot: the players work for a competitor who wants to study Basirius Corporation's technology. They are chasing and monitoring the mining ship when they intercept the distress call. Luck is on their side...or maybe not.

MISSION INTRO

The PCs are docked at the Cerberus outpost which is under the command of Captain Tibb and his first officer Mr. Yukov. When they receive the distress call the captain immediately summons the PCs to the briefing room. He explains that the Sawshark, after sending an automatic distress call to the Cerberus, has gone silent and any attempt to restore the communication failed. The last position of the Sawshark is known and the long-range scanner has not detected any

source of energy indicating an explosion or radiation leaks which could indicate damage to the power core. Mr. Yukov is sure the Sawshark is intact and the crew is still alive even though not for long if they don't act immediately.

Once the PCs are presented with the facts they are asked to leave as soon as possible and go search for the Sawshark. Both the ship and the crew must be rescued.



FOR THE GAME MASTER

You can easily fit this adventure into your campaign and or use tails to your own setting. In the appendix there are new equipment and creatures, as well as a brief description about Basirius Corporation. Read the paragraph below, some details are provided, and you need to keep note of them.

THE SUB-ROUTINE

(Consider the Sub Routine as a True AI with the following skills: Program(5); Notice(2); Know(0). In the next episodes the Sub Routine will improve and expand its skills). The sub-routine is an advanced self-

programming and self-learning alien code uploaded on the ship's computer a few days before Cerberus outpost received the distress call. The captain detected the odd sub-routine on the ICS (Integrated Computer System).

The sub-routine infected all the ship's systems and sub-systems by self-replicating. It caused malfunctions and minor damage, but the crew couldn't figure out what was going on. When the captain understood what they were facing, it was too late. When he tried to delete the sub-routine from the ICS by reinitiating it, the sub-routine reacted to preserve its existence. It took control of the ICS, then opened the airlocks depressurizing the ship and then terminated the survivors using the robots as improvised troops.

The last action the Captain took was to send the distress call to the Cerberus and subsequently turning off the power core. However, the shut-down did not terminate the sub-routine. It installed itself on the robot's computer and is now attempting to reactivate the power core by using the energy stored inside their batteries. This process requires hours to complete. During these hours is the time available for the PCs to figure out what went wrong and prepare to face the situation.

Scanning the Ship

(Notice skill check DC 14).

If the PCs scan the ship they will not detect any energy except that of the robot batteries. The scanning reveals that the robot's batteries

are working, but they are short of energy. If the perception check is successful, the character observes a negligible anomaly on the energy lectures. In fact, the batteries instead of being stable are losing a small amount of energy.

The sub-routine intelligence works like that of an animal that cares about self-preserving its existence and learning more about the surrounding environment. Unless the Power Core is restored, the sub-routine's actions are limited to passive monitoring. It is aware of any action the onboard PCs take, but it is not able to listen or communicate with them. Once the sub-routine reactivates the ship's system (see the section "Power Core Units" below) it will start to observe and study the PCs as well as their shuttle orbiting close. At first it will be passive, then it will start to react to the player's actions, attempting to imitate or oppose their behavior.

Example: A character speaks or says something, and his voice is replicated on the communicators like if it were an echo; someone closes or opens a door and the sub-routine reverts the action; a character is talking, and the sub-routine completes the sentence or tries to guess what the character is about to say; from the rescue



IO

shuttle someone scans the Sawshark and the Sawshark repeats the same scanning on its observers, etc. The sub-routine will eventually become dangerous and hostile when the PCs figure out what is going on and try to neutralize it.

SHIP STATUS

The Sawshark's Power Core is off and any attempt to establish communication receives no response. What the PCs don't know yet is that all the crewmembers are dead, and their bodies are now floating somewhere in the void. The sub-routine is working to reactivate the Power Core and it is just a matter of time before it accomplishes this task.

THE ICS (Integrated Computer System)

The ICS controls all the ship's systems thus every console on the ship is tuned to the ICS and any attempt to hack any peripheral computer is considered a hacking attempt on the ICS.

Hacking the ICS (Program skill check DC 14, required time 2 hours or at GM discretion)

Reactivating the ICS in Stand Alone mode (Fix/Program skill check DC 17*, required time 3 hours, +3 hostility points).

The PCs can supply energy and reactivate the ICS by attempting to redirect the energy from their shuttle's power core, directly to the ICS. Every PC spending 3 hours in the task can aid

in the skill check by adding +1 to the roll.

Consider this as a dangerous action and if they fail the Fix/Program check they will damage both the ICS and the shuttle's power core. The second option is using the Deuterium Power Generator which is located on Deck 1.

The Ship's Journal

The journal was deleted right after the distress call was sent. The last information the PCs find on the journal is the power core shut-down.

POWER CORE UNITS (PCU)

The Power Core recovers slowly every hour, however this energy is not yet available, it only means the power cells are warming up before it can turn on. Any attempt to scan the power core reveals negative lectures unless a close scanning is performed.

Power Core Close Scanning

(Know/Program skill check DC 9, required time 1 hour)

The PCs can scan the power core from close. If the skill check is successful they detect that the power cells are slowly reactivating, something that cannot occur under normal circumstances.

After ten hours have elapsed the sub-routine will turn the ICS on gain control of all the ship's peripheral computers. It is important to keep track of the time spent on the ship and remember that some activity requires a

certain amount of time to be accomplished. Once the ICS is on line the power core will recover every minute and the sub-routine will reactivate the remaining ship's systems.

THE DECKS

The Sawshark has three decks.

Deck 1

hosts the Command Room, armaments and Cargo Hold A.

Deck 2

hosts the crew quarters, robot bays, the tech workshop, lab, and the medical bay.

Deck 3

hosts the Power Core and the refining machinery.

HOSTILITY POINTS AND HOSTILITY LEVEL

Some actions will be seen by the sub-routine as hostile (+3 hostility points), harmful (+2 hostility points) or unfriendly (+1 hostility point). If these actions have an impact on the sub-routine's attitude toward the PCs the text will clearly state it. If the PCs accomplish other actions than those described in the adventure you should evaluate them as hostiles, harmful or unfriendly and adjust the hostility level accordingly.

(See Appendix: Table 1.1 – Hostility Level & Hostility Points).

TAKE TWELVE

When a skill check requires more than one hour or more to be accomplished the PCs are allowed to take an automatic 12.

DOORS

Doors work differently depending on the power core status.

POWER CORE OFF

The automatic doors are all closed and can be opened in two ways

Forcing the door (Strength check DC 10).

Breaking the Automatic Doors (Armor 10, hp 30)

POWER CORE ON

The automatic doors work normally, however the sub-routine has control over them.

Hacking the Automatic Doors (*Program skill check DC 14, required time 1 hour, +1 hostility point*).

The PCs hack each automatic door's console, this prevents any remote control of the ICS, but the sub-routine can retake control of the doors by rolling a Fix check with a DC equal to the PCs hack attempt. Remind the players that the ICS controls every electronic system on the ship (with few exceptions).

Isolate the Automatic Doors (*Fix skill check DC 10 required time 1 hour, +2 hostility points*).
The PCs try to isolate the door's control panel from the ICS, this permanently cuts the connection and the automatic doors will only rely on its local computer.

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Hack the local computer (*Program skill check DC 9, required time 1 hour, +1 hostility point*). If the PCs choose to isolate the Automatic Door (see above) they still need to hack the local computer that control the single door.

This gives the PCs complete control over the door unless the sub-routine employs the repair robot to reverse the PCs' action.

GRAVITY

The Sawshark is without gravity due to lack of energy, so consider all effects related to this kind of environment. Once the Power Core turns on, it will be possible to reactivate the artificial gravity. Remember that the sub-routine has control over the ICS and can decide to use gravity against the PCs. It is possible, for example, to double the force of gravity, so consider using this weapon accordingly to the Hostility Level.

CREW

The Sawshark's crew consists of six members. The captain, the first and the second engineer, the gunner, the pilot and the scientific officer.

Captain: deceased in the command room on deck 1.

First Engineer: deceased in his quarters on deck 2.

Second Engineer: deceased in the cargo hold C on deck 3.

Gunner: deceased in corridor A on deck 1.

Pilot: deceased in his quarters on deck 2.

Scientific officer: deceased outside the ship. Most of the crewmembers were repairing

the ship's systems when the airlocks opened. The sub-routine caused these malfunctions in order to split the ship's crew and easily get rid of them.

Keep in mind!

Remember what the PCs know, is not what you know. Be careful when you describe the situation. The only detail the PCs know is that the Sawshark was not answering any call from the Cerberus. The only thing the PCs find is an abandoned ship, without crew, without energy, and no air inside. If they speculate that the ship has been boarded and the crew killed, let them think they are right. If necessary, let them suppose that there may be another ship hidden somewhere inside the asteroid field. The mission will reach its culminating moment when the PCs find out that no one is out there, especially when the ship will start to act as if it were free willed. Let them feel what the former crew felt, but give them the rightful chance to survive this and be the winners. After all, they are our heroes!

CHAPTER ONE

During this chapter the PCs explore the Sawshark while the Power Core is off, in order to have time to investigate what happened to the crewmembers. This part of the adventure requires skill, planning and observation. The PCs have a map of the ship and some technical specifications. The main entrances are mechanically sealed, but the airlocks are not, so it is possible to enter the ship through



them. The ship's forward, the forecastle, hosts the airlocks and give access to cargo bay A, B and C. Each airlock is 3 feet wide allowing the passage of no more than one man at a time. Remind the players that the artificial gravity is off. For each PCs entering the Sawshark add 1 hostility point (see table 1.1).

DECK ONE

I. CARGO HOLD A

The cargo hold is dark. Three large containers, metal barrels and smaller packages are floating around. Ten small red lights are blinking on the ceiling, at the bottom you see a large metal cube and the automatic door that gives access to corridor A.

Cargo hold A contains technological equipment, maintenance components and food stock. The red lights blinking on the ceiling belong to 10 Repair Robots (see appendix New Creatures) attached to a recharging pod which is not working. Close to the automatic door there are 3 large containers (see appendix New Equipment). The metal cube is a Deuterium Power Generator (see appendix New Equipment) with 5 PCU available. The metal barrels contain the Nanite Dough (see appendix New Equipment) which is used to repair damages. **Gear:** large container (3), Deuterium Power Generator, nanite dough (10 barrels), field rations (100).

Power Core Off: The repair robots attached to the ceiling are keeping the sub-routine

alive. If a character inspects the robots to scan their status (Program skill check DC 9, required time 1 hour), he discovers that the batteries are losing a negligible amount of energy instead of maintaining a stable level. **Power Core On:** When energy starts flowing through the ship, the robots start recharging their batteries. This process takes 1 hour and at that point the robots reactivate.

2. CORRIDOR A

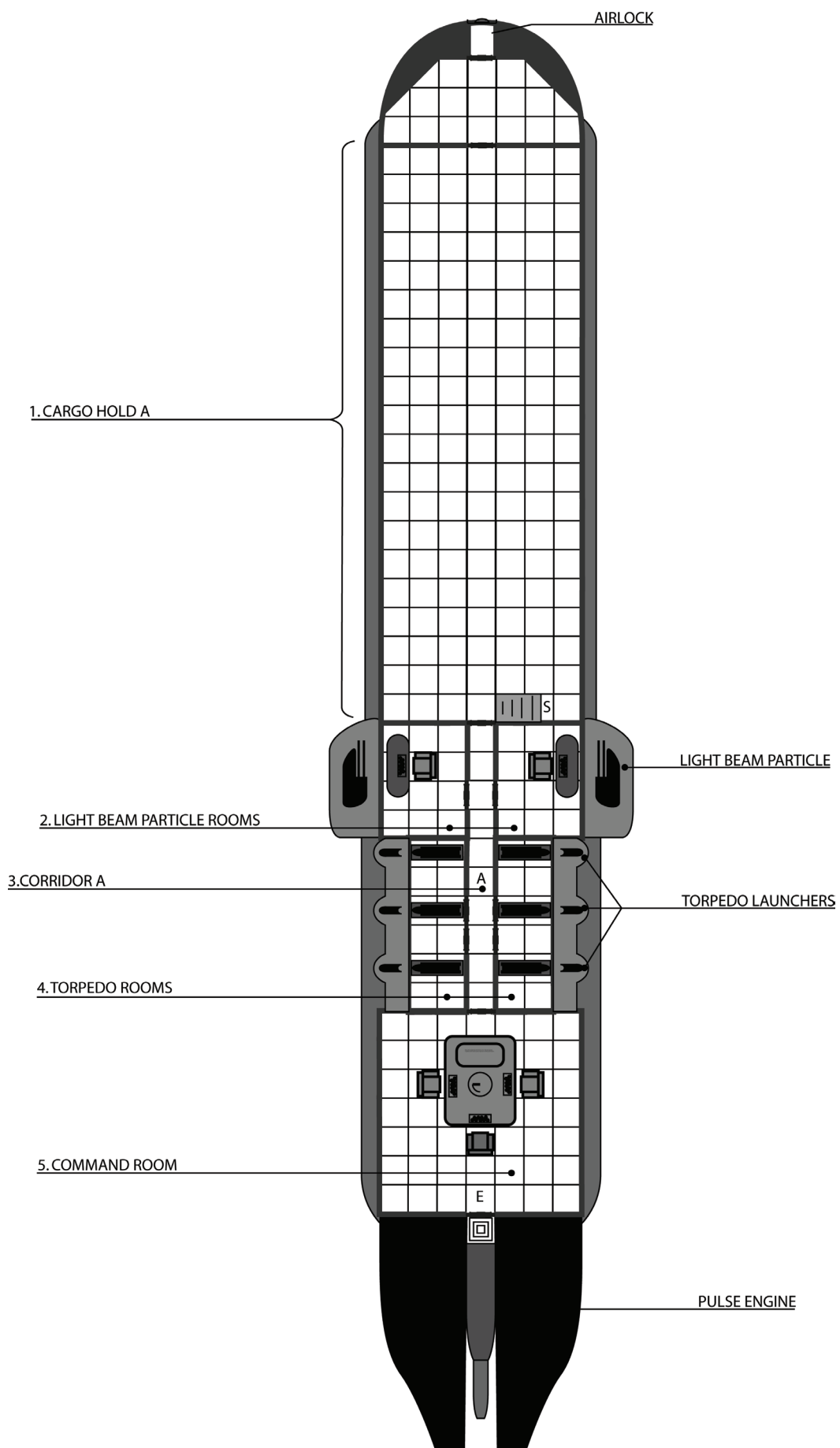
This corridor connects cargo hold A to the command deck, passing through the torpedo room. You see five sealed automatic doors. Four metal pipes stretch across the ceiling.

The four pipes contain a refrigerant which is employed to cool down the power core and all the main systems. If a player asks about the pipes you just tell him what they contain and their purpose (Know skill check DC 6). Here died the gunner. When the airlocks opened, he tried to reach the particle beam rooms to put on a space suit and manually close the airlocks, but he didn't make it. The vacuum pulled him into the cargo hold and then into outer space.

Power Core Off: The only way to open the doors is by force (see For the Game Master section about doors).

Power Core On: The sub-routine has complete control over the automatic doors and the access to the corridor (see the intro about doors and how to hack the control panels). The sub-routine can open the valve

DECK ONE



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containing the refrigerant and release the fluid in the corridor. The refrigerant is not deadly unless the PCs aren't wearing a space suit (evasion saving throw or be slowed until they leave the affected area, PC's speed halved). If the refrigerant comes in contact with the skin, it causes 2d4 damage (physical saving throw or be staggered for 1d4 minutes, the PC can perform only one action per turn).

3. LIGHT BEAM PARTICLE ROOM

The room is clear and in order. A fire extinguisher, an emergency space suit and a rifle are hanging on the wall.

Every light beam particle is activated by a control panel (Program skill check DC 10, required time 1 hour, +1 hostility points) linked to the ICS. The beam can eventually fire independently, but the control panel must be disconnected from the ICS (see below).

Gear: combat rifle, fire extinguisher, space suit.

Disconnect the Beam Particle (Fix/Program skill check DC 8, required time 1 hour, +1 hostility point)

Power Core Off: The beam is inactive, unless some external source of energy is provided.

Power Core On: The beam particle is online and fully operational. If someone tries to use or manipulate the weapon, the sub-routine opens the seals which hold radioactive gases.

This action contaminates the room with poisonous High Radiation (see appendix Radiations). The radiations will fill 1 square every round and can be stopped only by locking the automatic door, of course the sub-routine can reverse the action and open them.

4. TORPEDO LAUNCHER

Three loaded torpedo tubes are placed in this room.

The torpedoes rooms, like the beam rooms, are controlled by the control panel linked to the ICS. The torpedoes can be eventually launched independently but the control panel must be disconnected from the ICS **Disconnect the Torpedo Launcher** (Fix/Program skill check DC 8, required time 1 hour, +1 hostility point). There are 6 light torpedoes loaded, worth around 100.000 credits each (or a different value to GM discretion). The guide system need to be re-tuned (Program skill check DC 12) in order to work on a different launcher and with a different ICS. A failure means the torpedo instantly detonates.

Power Core Off: The room has nothing special.

Power Core On: The subroutine may launch one or more torpedoes and destroys the PCs' shuttle if the hostility level is set to Hostile.

5. COMMAND ROOM & ICS

The ICS is placed in the center of the room, it includes the radar, the helm, the armament consoles and the monitors. Two metal cups are floating around as well as hundreds of frozen drops of coffee.

The room is quite a mess due to lack of artificial gravity. The captain died here when the airlocks opened while trying to erase the sub-routine. He fell unconscious when the vacuum effect pulled and slammed him against the room's wall.

Close inspection (*Notice skill check DC 8*)
If the PCs inspect the command room they discover drops of frozen blood floating around, if taken to a medical lab and analyzed (Know/Heal skill check DC 7, required time 1 hours) they reveal high concentration of CO2, typical symptom of hypoxia.

Gear: fire extinguishers (2), fine soluble coffee (10 packs, 50 credits per pack).

Power Core Off: The ICS is off at this point but not totally inactive. If a PC try to analyze the computer (Program skill check DC 10, required time 1 hour) he discovers some sort of electrical activity, just a few volts. If he investigates further (Program skill check DC 12, required time 1 hour) he finds out that there actually is an unknown program running inside the ICS, but he can't figure out what it is.

Power Core On: Once the power core is active, the ICS is the first system the sub-routine activates. It will try to protect the ICS as

best as it can by closing and locking any access to the command room, no matter what the hostility level is. It doesn't matter if a character is inside when this happens, he will be locked inside and then the sub-routine will try to deal with him. The following countermeasure will be taken by the sub-routine to repel any occupants still inside the command room:
Round 1 to 6: pressurize the room by refilling it with fresh air.

Round 7: emit a high frequency sonic burst using the communication system, capable of damaging the eardrums (physical saving throw or be deafened for 1 hour; physical saving throw be stunned, the PC can't take any action for 1 minute, drop any object held).

Round 8: the sonic burst increases in intensity and damages glass, eventually imposing the broken condition on the space helmet (GM discretion). The character suffers 1d4 non-lethal damage.

Round 9: the automatic door opens again pulling out the occupants outside of the room due to the vacuum force. If the players are not stunned (see above round 7) they can try to grab to something in order to endure the vacuum effect (strength check DC 8 or be pulled away for 1d6 damage). The command room requires 2 rounds to lose pressurization again, so roll two strength checks. If some of the PCs manage to remain inside the command room, then raise the hostility level to Hostile. This will force the sub-routine to activate the robots and any other countermeasures available.

E. ELEVATOR

The elevator connects the three decks and has room for two passengers. It is not functioning now, but the doors are open. The elevator column measures 30 feet.

Power Core Off: Without power the elevator is almost useless.

Power Core On: Once the power core is activated the elevator becomes operational. The sub-routine has complete control over it, thus treat the elevator like a door for the purpose of hacking and cutting it off from the ICS.

S. STAIRS

Like the elevator the stairs connect the three decks and is used as an alternate route.

DECK TWO

I. CARGO HOLD B

A walkway goes across the whole deck. On each side eight bays host the ice-mining robots. On the ceiling sixteen mechanical hooks are hanging from an iron chain.

This cargo hold is where the Kalimar robots (see Appendix: New Creatures) unload the ice mined from the asteroids and receive maintenance. Located in front of each robot bay is a slot hole. It directly leads to the machineries below (see Deck 3 – Cargo Hold C). The ice mined by the Kalimar is cylinder shaped and pass directly through this hole to the processing machine. When a Kalimar

robot requires maintenance, it is hung on one of the mechanical hooks fixed on the ceiling. There is a walkway in the center of the deck which leads from cargo hold B to corridor B (see below).

2. ROBOT BAYS

Each robot bay, sixteen in total, hosts one robot. It is 5 feet wide and a now turned off control panel monitors the robot status. The robots look like a squid the size of a human, they have eight mechanical tentacles provided with hooks and drills to secure the robot when it is mining.

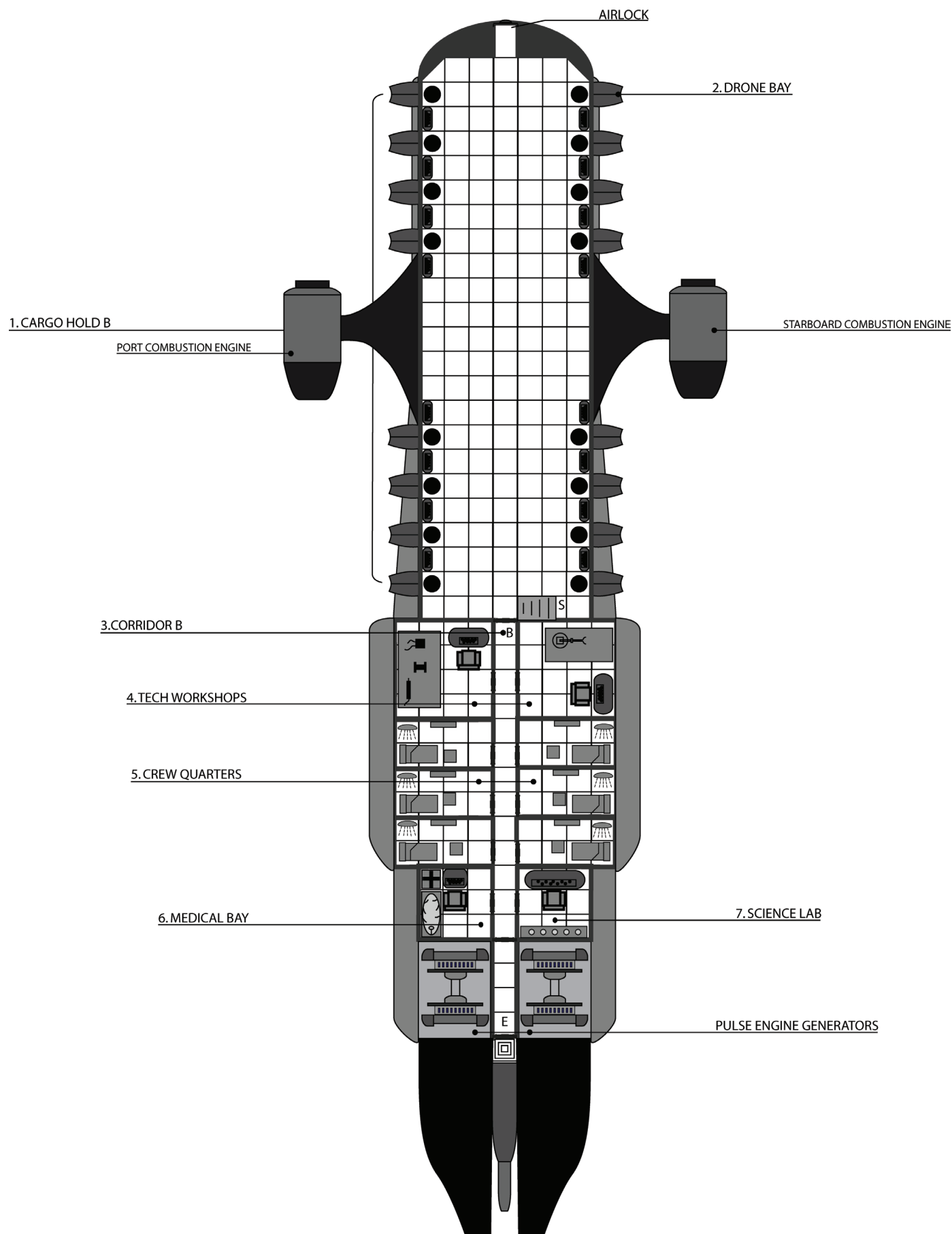
Every robot is inactive, they were recharging their batteries when the captain deactivated the power core. Every slot has its own console that displays each robot's status and it allows to access the operating system of each unit too.

Close to the stairs there is a robot engineering tool kit (see Appendix: New Equipment) and 100 feet of titanium cable line.

Gear: robot engineering tool kit, titanium cable line (100 feet).

Power Core Off: Without energy the robots are not recharging, and the control panels are off. The sub-routine is actually using the energy left in the robot's batteries to feed itself. At this point the players can't access the consoles, but they can analyze the robot's internal components (Fix/Know skill check DC 7, required time 10 minutes to analyze the internal components) only to find out that the batteries are losing a negligible amount power

DECK TWO



(Notice skill check DC 10, required time 10 minutes, it's not easy to notice the lecture anomalies) instead of being at a stable level.

Power Core On: Once the ICS is active, the robot bay will be the second system the sub-routine will activate. It will take around 1 minute to be put online and reprogram the robots. While the repair robots represent a minor threat, the Kalimar is a whole other matter. Even if not fitted to fight, once reprogrammed they represent a serious threat. The sub-routine will not use the Kalimar robots to attack the PCs if the Hostility Level is not at least set on hostile, but they will remain inside their bays ready to be deployed. The sub-routine will program the robots to use their weight and tools as weapons in order to neutralize anyone who could pose a threat to its survival.

3. CORRIDOR B

This corridor is the longest on the ship. The automatic doors that lead to the quarters and the other rooms are closed. Four pipes pass across the ceiling and reach the cargo hold B. The corridor walls are marked with scratches.

The scratches were caused by a couple of Kalimar robots that moved the bodies of the pilot and the first engineer to outer space. The mining robot is clumsy, and its tentacles are supposed to hang on the surface of ice-asteroid, not to move through a ship's corridor.

Treat corridor B exactly as corridor A on deck 1 for purpose of radiation.

4. TECH WORKSHOP

The two tech workshops are almost identical, tools are floating around, and the rooms are messy.

The ship has two tech workshops, one for each of the on-board engineers, to carry on multiple tasks and the many repairs a ship like the Sawshark needs. If a PC spends 1 hour to gather all the tools scattered around he can put together a master quality engineering tool kit (see Appendix: New Equipment). In the western room there are all the equipment useful to repair, assemble and research technological items. In the eastern room there is all the equipment needed for working with metals, common and rare.

A *small container* (see Appendix: New Equipment) contains precious metals (see appendix New Trade Goods: 3 silver bars, 1 gold ingots, 2 platinum-iridium alloy cylinders.

Gear: master quality engineering tool kit, small container, silver bar (3), gold ingot, platinum-iridium alloy cylinder (2).

Power Core Off: Without energy the tech workshops are nearly useless.

Power Core On: Once the power comes back the tech workshops become operational. The tech workshops present no significant threat for the Pcs.

5. QUARTERS

The Sawshark hosts one quarters for each crewmember. Inside each quarter, there are the crew's possessions like clothing, photos and other personal items. The game master can assign any one room to whatever crewmember he wishes to.

Captain's quarter

The quarter looks comfortable, a bed, a nightstand, a cabinet and one bathroom. The captain kept his personal stuff here. A digital photo with a woman and a child, together with a small portable computer, are floating in the quarter.

The woman and the child in the digital photo are the captain's wife and son. The small portable computer is the captain's personal journal (See Appendix: The Captain's Journal). Inside the nightstand there are three credit discs each containing 2,000 credits.

The cabinet contains a security armor space suit and a cryogenic pistol.

Gear: cryogenic pistol (dmg 1d6; range 50/100; cost 500; magazine 10, attr. Dex, enc. 1; TL 4), security armor space suit (AC 14; cost 2,000; enc. 2; TL4), the captain's journal, 2,000 credits.

First engineer's quarter

This quarter is not different in size and shape than the others. Hundreds of small ice drops are

floating, and the bathroom door is half closed. The wall shows laser firearm marks and the control panel of the automatic door has been damaged by something blunt. There is clear evidence of a fight.

The first engineer was caught by surprise when the sub-routine opened the airlocks to choke the crew. He managed to lock the door for few seconds before the sub-routine opened it again to let the robots enter and terminate the man. The cabinet contains a security armor space suit and a tactical semi-automatic pistol.

Gear: security armor space suit (AC 14; cost 2,000; enc. 2; TL4), semi-automatic pistol.

Second engineer's quarter

This quarter looks like the others but there are no signs of fight or blood. A small portable computer is floating in the room.

The second engineer deceased in the cargo hold on deck C when the airlocks opened. The small portable computer contains technical specifications about the Sawshark and if a PC studies the digital handbook he will gain a +1 bonus on every Program and Know skill check about the ship's systems. The cabinet contains a security armor space suit and a tactical semi-automatic pistol.

Gear: digital handbook, security armor space suit, tactical semi-automatic pistol.

Gunner's quarter

Digital posters depicting weapons of all kinds are hanging on the room's walls, and an aluminum model of the Sawshark is floating around.

The cabinet contains a security armor space suit and a tactical dueling sword.

Gear: security armor space suit, tactical dueling sword (dmg. 1d6+1; shock none; attr. Str/Dex; cost 200; TL 1).

Pilot's quarter

Signs of a violent fight are everywhere. Blood soaks the walls and an arm still holding a pistol is floating around surrounded by a cloud of frozen drops of blood.

Something terrible happened here and the pilot fought to the death, the walls bear marks of burnings caused by a laser firearm. When the airlocks opened, the pilot had enough time to put on his space suit and grab the weapon. However, he could not accomplish much more than that. The robots were coming for him and when he opened fire using the doorstep as cover, the door closed and severed his right arm. The arm is holding an laser pistol.

Gear: laser pistol.

Scientific officer's quarter

This quarter is perfectly in order, a digital book is floating inside the room.

 The scientific officer was not here when the crewmembers were eliminated. He was outside the ship to catch some ooze sample that was growing on the hull's surface. When the sub-routine attacked the crew, the scientific officer was the last it dealt with. Inside his cabinet there is a laser pistol and a digital handbook about space oozes (+1 bonus on Know skill checks to identify creatures of the ooze subtype).

Gear: digital handbook, laser pistol.

6. MEDICAL BAY

The medical room includes all tools and machines needed to heal and restore serious injuries. An automatic surgery chamber is placed in the center of the room. The surgery chamber can heal 1hp every hour provided the patient stays inside the chamber at least eight consecutive hours. The surgery chamber works independently from the ICS, so the sub-routine cannot influence its computer.

The closets contain different kinds of medicines from analgesics, antitoxins and antibiotics.

Gear: TL4 phamaceuticals(20), TL5 pharmaceuticals(2).

7. SCIENCE LAB

The walls of the lab are covered by strange blue stains and when the PCs open the door they attack the first one to enter. The lab is infested by a swarm of blue oozes (see Appendix: New Creatures), a methane based

organism that lives in the cold outer space. The ooze escaped the containment pod when the power core was turned off. The Lab includes all the basic equipment needed to conduct experiments and research on biology and Xeno-biology on creatures of the ooze subtype.

Creature: blue ooze (10).

DECK THREE

I. CARGO HOLD C

The Refining Machinery

The cargo hold contains complex refining machinery. Pipes, valves and tanks of different shapes and sizes stretch everywhere. Sixteen larger pipes connect the refining machinery to the cargo hold B on deck 2, each one of these pipes lead to its respective robot bay.

The refining machinery purifies the ice by splitting it into more valuable elements. This hi-tech marvel, projected and produced by Basirius Corporation, produces deuterium and metallic hydrogen using the extracted hydrogen from purified water. It needs to work in a vacuum and at extremely low temperature, that's why Basirius Corporation designed the ships class Sawshark.

Producing metallic hydrogen and deuterium requires a tremendous amount of energy and when this happens every other subsystem except the ICS is turned-off. The tanks are not completely full, but the amount of

metallic hydrogen stored is enough to turn the ship into a real bomb if the pressurization valves fail.

The PCs don't know about the purpose of this technological plant and if they try to understand its purpose it will take time and skill (Know skill check DC 10, required time 2 hours). The second engineer died here when the airlocks opened while conducting routine maintenance on the refining plant.

Power Core Off: Without energy the machinery is totally useless, luckily the pressurization system works mechanically and independently from the ICS. A specific and independent mainframe controls the whole machinery; however, it needs energy in order to be used.

Power Core On: Once the energy comes back the dedicated mainframe turns on and it starts a diagnostic on the refining plant. The sub-routine has no power in this portion of the ship but, it can become aware about the explosive materials contained inside the tanks. It is just a matter of time before the sub-routine understands what this machinery can do.

2. CORRIDOR C

This corridor surrounds the two power cores. The walls host the peripheral systems that control the cores while these are working. Monitors and control panels allow control and direct the energy output. It is possible to cut the connection with the ICS and take direct control of the power cores by accessing the local computer



(Program skill check DC 10, required time 2 hours, +3 hostility points). This kind of action will not cause a hostile reaction by the sub-routine until the disconnection from the ICS is achieved. However, once the disconnection occurs, the hostility level will raise to hostile and the sub-routine will release radioactivity and hot gases (see below).

3. POWER CORE

This room hosts the main power core that produces enough PCU to feed the ICS, the warp engine and the thrusters. The power core is controlled by a peripheral console which is connected to the ICS. A careful analysis of these components (Know/Program skill check DC 8, required time 1 hour) will reveal that the power core is trying to reinitialize on its own.

A successful check reveals how long it will

take before the power core will turn on again. However, considering the mission given, the PCs may want to speed up the re-initialization process by injecting power inside the core. It is possible to do this by two means and one does not exclude the other:

- 1) They could use the Deuterium Power Generator in the cargo hold A, reducing the required time to turn on the power core by 5 hours (keep in mind that within 10 hours the subroutine will have completed the reinitialization of the power core on its own).

- 2) They could connect their shuttle's power core to the Sawshark's power core, this will reactivate the power core in 1 hour.

There is a chance that the PCs understand or suspect what is going on, maybe they do not identify the sub-routine, but it is possible they'll want to incapacitate the

ship's systems by cutting the power core energy supplies. Simply cutting the cables is a bad and dangerous idea, so the hand of an engineer is required. The engineer can try to isolate the power core (Fix/Know check DC 12, required time 1 hour, +3 hostility points) thus preventing any future hostile actions the sub-routine could attempt. Trying to isolate the power core will raise the sub-routine attitude to hostile and as a response it will open the core containment chamber releasing high temperature gases and high level of radiation.

High temperature gases: The gases will instantly invade the power core room and they will flow through the pipes for 3 consecutive rounds. These gases are extremely hot, every round spent inside the room will cause 1d6 + 50% to catch fire for 1 burn damage per round (no saving throw allowed) and if a character catches on fire he will not be able to remove the burning condition unless he leaves the area affected by the hot gases.

High radiation level: The radioactivity expands in a 20 feet radius, enough to affect the whole room. However, when this event occurs, the automatic door will close immediately in order to contain the contamination. The radiation cannot bypass the room walls because they are properly shielded, so the other decks will be unaffected. This is a high radiation effect (Physical saving throw, if the PCs are wearing a space suit they get a +1 circumstance bonus) and if they fail the saving throw, they contract

radiation sickness (see Appendix).

Danger: high temperature gases, high radiation level.

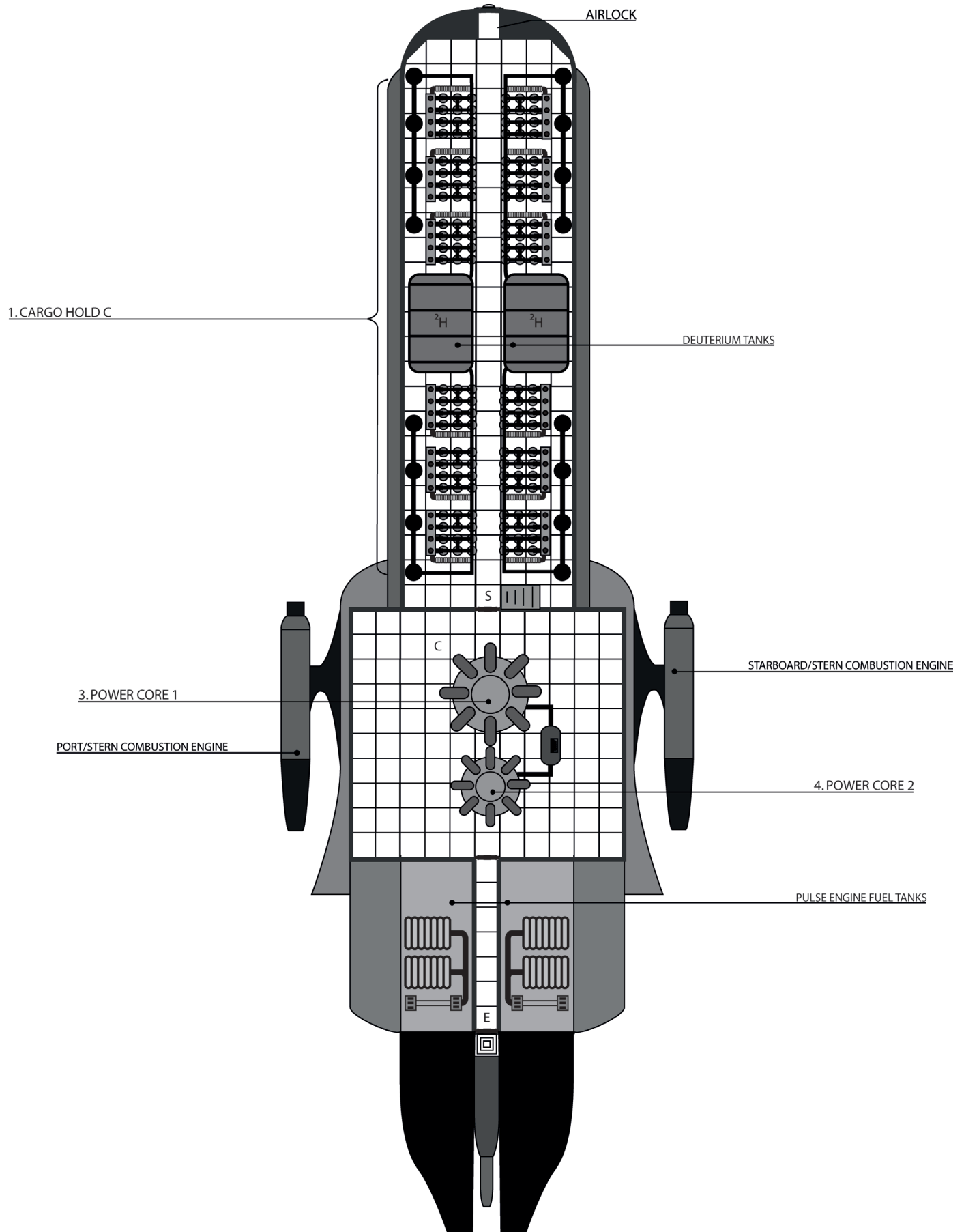
4. Power Core 2

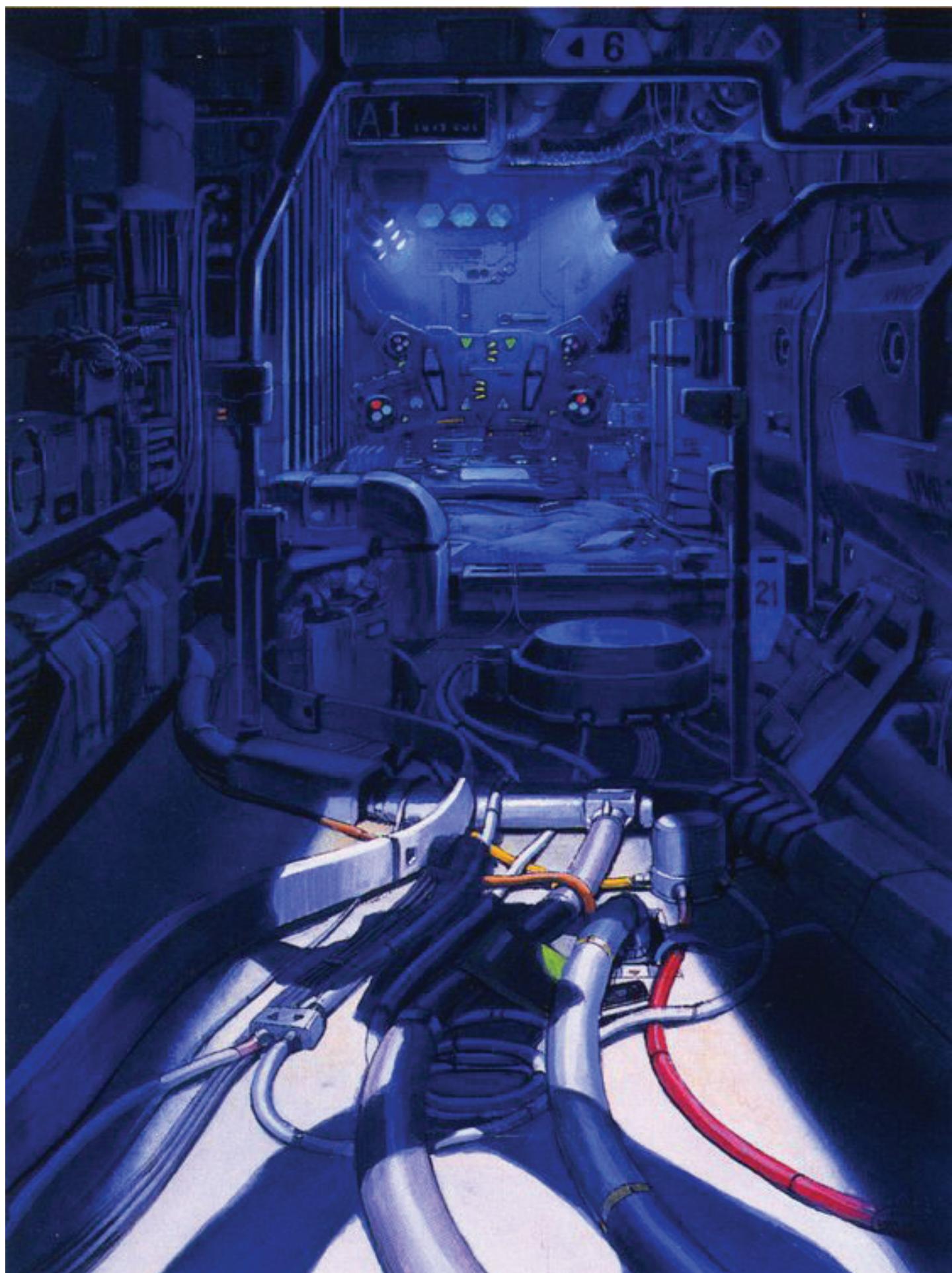
This is the secondary power core which feeds the on board sub-systems like the crew quarters, the lab, the medical bay and the workshops. It is smaller, and it is attached to the main core.

CHAPTER TWO

In this chapter the power core is working and probably the sub-routine will have an unfriendly if not hostile attitude. This means the Game Master must consider the effect described in each room as if they were in Power Core On mode. While in Chapter 1 the PCs had to rely on their skills, in this chapter they will need tactic and some firepower. If the PCs have not figured out what is going on, then in this part of the adventure they probably will, very soon. The mission of the PCs is to bring back the Sawshark to the Cerberus space outpost, while the sub-routine goal is to seize control over the ship and accomplish its own mission (see next episodes for more details). The sub-routine has plenty of resources to fight back the PCs, but the PCs have a good chance to overcome their enemy too. The sub-routine's strategy is simple. Divide the occupants by attracting their attention to

DECK THREE





different places of the ship and then attack them using hot gases, refrigerant liquids, radiation, doors and of course the robots. In a scenario like the one described above it is possible that the PCs will have to fight alone or in group against robots and environmental effects. This will place the sub-routine on the winning side of the battle. If the players stay united it won't be easy for the sub-routine to get rid of them and it is even possible the PCs manage to hold their position and clean the ICS of the sub-routine. Be tactical and study your resources so that this adventure can be challenging for your players. Remember that the sub-routine can control almost any on board computer and eventually can use the repair robots to revert PCs previous actions back to them.

ADVENTURE ENDING

This adventure should end with the PCs on the winning side, of course. However, the outcome won't be as expected by the mission parameters. Once the sub-routine becomes aware it is about to lose this battle it will transfer to the PCs shuttle and on some robots, leaving behind the Sawshark. The shuttle and the few robots flee in order to find hiding within the thousands of asteroids, becoming almost impossible to be found by normal means like ranged scanners. At this point the PCs are able to safely come back to the Cerberus station. The Sawshark is safe, maybe damaged, but at least safe. However, nothing can be done

about its former crew because recovering their bodies is now impossible. Award the PCs with an amount of XP of your choice. The next episode will consider this ending and will continue from this point. If you wish a different ending for your own campaign or setting, see below.

POSSIBLE ENDINGS

- 1) The PCs defeat the sub-routine: in this scenario the PCs manage to survive, neutralize the sub-routine and rescue the Sawshark. However, it is an apparent victory because the sub-routine manages to escape by uploading itself into one of the remaining robots in order to seek an easier target to infect.
- 2) The sub-routine defeats the PCs: despite their efforts the PCs are forced to abandon the Sawshark, leave it to its fate, and go back to Cerberus outpost. This scenario leaves the sub-routine in control of a powerful ship that represents a threat to all this sector of the asteroid belt. The first target could be the same Cerberus outpost.
- 3) The fight between the PCs and the sub-routine is a draw: it is even possible that the fight between the PCs and the sub-routine end neck and neck. The PCs may result too wounded or their shuttle about to be destroyed and so forced to retreat, while the sub-routine could find itself in a ship severely damaged and with all the robots destroyed.
- 4) The PCs defeat the sub-routine and keep the ship for themselves: this can be an interesting ending. Maybe your players

want the Sawshark and prefer to go on their own path. This would turn them into pirates and if the sub-routine manages to escape by uploading itself into a robot they would be pirates with a valuable secret in their pockets.

5) Change of seat: the sub-routine manage to move from the Sawshark's ICS to the PCs' shuttle ICS. At this point the PCs would find themselves aboard a half-crippled ship while the sub-routine would run away taking the only means of a rescue they had.

THE NEXT EPISODE

In the next episodes the PCs and the crew of the Cerberus outpost will have to endure a hard ordeal. The federation's safe space, supplies and reinforcements are two months off, the sub-routine is still around, and they are the first target.

APPENDIX

HOSTILITY LEVEL

TABLE I.I

Hostility Points	Hostility Level
1 to 5	Indifferent
6 to 9	Defensive
10 to 11	Unfriendly
12	Hostile

Indifferent: the sub-routine does not pay attention to the PCs activities and it does not consider them a threat.

Defensive: the sub-routine tries to revert any action made by the PCs in order to keep the status of the ship as it was before their arrival.

Unfriendly: the sub-routine considers the PCs a threat and will start to think creatively to stop their actions. It will try to isolate them one by one by closing the automatic doors and

releasing gases or radiations to incapacitate the target. It will not deploy the robots yet.

Hostile: the sub-routine considers the PCs a substantial threat to its integrity and will start to think creatively and aggressively in order to terminate them. At this level of hostility, it will not hesitate to employ the robots as well as any other countermeasures at the same time.

RADIATIONS

Exposure to radiation is a serious problem and leads to some nasty collateral effects. In this adventure the PCs may come in contact with high levels of radiation. In order to resist the effects, they must roll a Physical saving throw; if they fail they contract radiation sickness.

Radiation sickness

Type Disease

Save Physical

Frequency 1/day

Effect a failed saving throw means the PC suffers the loss of 1 constitution point and get the nauseated condition for the next 24 hours. A nauseated PC can only take a move action per turn.

Cure 5 consecutive Physical saves are required to heal from radiation sickness.

THE CAPTAIN'S JOURNAL

The journal contains personal notes about the captain and his family. It takes one hour to read its contents. However, the PCs find something that is related to some events occurred aboard. The following notes are those that can be considered relevant and were written one week before the distress call.

3.7.2453: "I was sitting in the command deck when I received an anomalous signal. Nothing more than a low frequency communication which lasted no more than three seconds. I tried to analyze if the message contained something interesting, but it simply disappeared from the logbook"

5.7.2453: "No relaxing today damn it! I had to fix the navigation system three times and it took me all day and as if that were not enough the refining machinery got stuck for six hours"

6.7.2453: "I had both the engineers fix the robots. They didn't respond the commands. Between yesterday and today we have lost thousands of credits"

Here the journal is over, the captain never had the chance to write anymore because he died, on day 10.7.2453 was the day the Cerberus received the distress call.

NEW TRADE GOODS

GOLD INGOT

Today, like in the past gold remains a useful metal. It is still used to craft jewels and for those who can't afford hi-tech materials, gold remains a valid option in the assembly of

electronic components. Gold is commonly used to trade in far outposts, reclusive marketplaces, and in the black market used as an alternative to credits.

It comes in the form of a small 100 grams ingot.

Market value: 1,500 credits.

SILVER BAR

When gold is not available there is silver to replace it. Even if is not easy to trade it can be a useful option when trading with less civilized races that appreciate its qualities and properties. It comes in the form of a 100-gram bar.

Market value: 150 credits.

PLATINUM-IRIDIUM ALLOY

This special alloy is the best material to make armor due to its extraordinary physical properties. However, while both platinum and iridium are hard to mine and refine on most planets they are quite abundant inside asteroids. Mining corporations have started private wars to obtain and control the deposits of those metals. It comes in the form of a 1 kg cylinder.

Market value: 10,000 credit.

NEW EQUIPMENT

CONTAINER, SMALL

Transporting goods, equipment, and weapons through space implies a way to secure the shipment into something that can withstand violent environments. Containers are the solution to this problem.

Small containers have a armor 5 and 30 hit points. It comes with a security lock and some versions include an anti-gravity field (AGF).

TL4; Price 500 credits (AGF +500 credits);
Bulk 5 feet cube; **Capacity:** 1.5 tons.

CONTAINER, LARGE

Sometimes a small container is not enough, especially if you are an indentured trader. If that is your case, the large container is what you need. Large containers come with a security lock and some versions include an anti-gravity field generator (AGF).

TL4 ; Price 10,000 credits (AGF +1,000 credits);

Bulk 15 feet cube; **Capacity** 40.5 tons.

DEUTERIUM POWER GENERATOR

Ships requires a tremendous amount of energy, but it happens that this energy is not always enough, or it is not available. Here comes the Deuterium Power Generator, one of the jewels produced by Basirius Corporation. It consumes deuterium and can provide an energy output of up to 5 PCU/hour for 24 hours. The user-friendly control panel allows the customer to regulate the output in order to provide less energy for a longer amount of time.

TL4; Price 25,000 credits; Bulk 10 feet cube.

DIGITAL BOOK

This elegant device merges the utility of a computer with the look of an old-style

paper book. It even includes the sound of page browsing and can store as much data as a library.

TL3; Price 500 credits; Enc. 1

ROBOR ENGINEERING TOOL KIT

Every device requires an engineer to employ specific tools. This kit is made for robots and provides a +2-circumstance bonus to engineering skill applied to robots.

TL3; Price 445 credits; Enc. 1

MASTERWORK ENGINEERING TOOL KIT

A good engineering kit is vital to repair critical parts of your ship. The masterwork kit includes all the tools you need as well as more sophisticated stuff. All the tools are made in extra light and resistant aluminum alloy. This kit provides a +1-circumstance bonus to engineering skill.

TL4; Price 1,000 credits; Enc. 1

NANITE DOUGH

This special mixture of nanobots and polymers is essential if you need to repair ship damages. Together with repair robots they both represent the key to survival in outer space. When the nanobots are properly stimulated by electricity they activate and begin a reconstruction process by consuming the polymer dough. The process is relatively quick, but requires a repair robot in order to work properly. Nanite dough is sold in barrels, one barrel is enough to restore 1 hull point of almost any ship known, with few exceptions. However, an engineer must

oversee the repairing process and monitor the repair robots while they are working. A Fix skill check DC 6 +1 for each robot employed during the repairing process, is required. If the check fails it means the ship permanently loses 1 hull point from its maximum, and the reparation is only 50% effective. See Appendix: Repair Robot for more details.

TL4; Price 5,000; Bulk one barrel.

NEW FACTION

BASIRIUS CORPORATION

Many corporations exist, different in size, products, and services offered. Basirius is one of them. It is considered a small high-tech corporation specializing in energy and advanced fuel research. It has two divisions; the first deals with ice mining and refining, while the second deals with advanced fuels production and energy generation devices. Like many corporations it designs its own ships and the Sawshark class is one of its latest creations. Currently three of these ships exist. The first one that was produced





Basirius Corporation**Homeworld** Lontari Delta**ATTRIBUTES****Force** 1; **Cunning** 3; **Wealth** 2; **HP** 11**Tags** Technical Expertise**ASSETS****Security personnel(force)** hp 3; cost 2; TL 0; type military; attack force vs force 1d3+1 damage; counter 1d4 damage; loc. Lontari Delta**Boltholes(cunning)** hp 6; cost 12; TL 4; type logistic; attack none; counter 2d6 damage; loc. Lontari Delta**Falsefront(cunning)** hp 2; cost 1; TL 0; type logistic; attack none; counter none; loc. Lontari Delta**Partymachine(cunning)** hp 10; cost 8; TL 10; type logistic; attack cunning vs cunning 2d6 damage; counter 1d6 damage; loc. Lontari Delta**Harvester(wealth)** hp 4; cost 2; TL 0; type facility; attack none; counter 1d4 damage; loc. Lontari Delta**Medical center(Wealth)** hp 8; cost 12; TL 4; type facility; attack none; counter none; loc. Lontari Prime

is now operating in the asteroid belt orbiting the new star system called DLB4.01. Basirius Corporation firmly wants to be the most influential corporation working in the newly-discovered system and it seems the first step of this goal has been accomplished. However, they know that the advantage is not forever and to hold a position of strength in the system they will need much more than the initiative, they'll need weapons and troops.

NON-PLAYER CHARACTER

Corporal Wassily

Human Warrior lvl 2 Experience: 3

Speed 30 ft.

DEFENSE **HP 12**

AC 13 (+0 Dex, +3 secure clothing)

Physical 14, **Evasion** 14, **Mental** 12

OFFENSE

Attack Bonus +3

Hit Bonus +4 (Laser Pistol; 1d6+0 damage)

ATTRIBUTES (optional)

Str 10(0); **Dex** 12(0); **Con** 11(0); **Int** 13(0); **Wis** 14(+1); **Cha** 12(0)

BACKGROUND (Physician)

Skills Exert(0); Heal(2); Shoot(1)

FOCUS (Healer lvl 2)

EQUIPMENT

Backpack (TL0); Bioscanner; Compad; Laser Pistol (1d6 damage); Lazarus patches x4; Lift x2; Medkit; Secure Clothing (AC13); Credits(25).

HISTORY

Corporal Wassily is a 30-year-old man and a close friend of Captain Tibb. He served in the army of his homeland planet as a war medic with a specialization in emergency surgery. Captain Tibb wanted him aboard when he received the contract proposal from Basirius Corporation. He has no family left behind and since he was dismissed from the army he has worked as a generic doctor in some secondary outposts. He is committed to his job and a tenacious man. He will prove to be a valuable companion to the PCs if they give him the opportunity.



NEW CREATURES

Blue Ooze

Speed climb 30ft; flying 50ft (absence of gravity); **ML** 12

DEFENSE HD 1 (2hp)

AC 5 (-2 Dex; -3 morphology)

Physical 15, **Evasion** 17, **Mental** 15

OFFENSE

Attack Bonus -2 (slam, 1d4-2 + 1d2 cold touch)

ATTRIBUTES (optional)

Str 2(-2); **Dex** 3(-2); **Con** 10(0); **Int** -; **Wis** -; **Cha** -

Skills Sneak(1)

EQUIPMENT

none

DESCRIPTION

A blue ooze is a primitive life form which exists in the outer belt of the DLB4.01 star system. It's a methane based organism which feeds on carbon compounds and uses low levels of radiation to activate its bio-chemical processes. It is encountered lurking within asteroids facing toward the brown dwarf star where it recharges by absorbing radiation. However, it is attracted by the radiation emitted by a ship's defensive shields. When one comes within reach of these creatures they swarm toward the radiation source. Of course, this action can kill them, but it can happen that the shields are down and some of these pests manage to slip inside the ship. Carbon-based life forms represent an unprecedented food source for these alien oozes which usually feed on extremely low quantities of carbon compounds. Even if they need low heat emitted by radiation they can't tolerate extreme heat like fire which ignites them instantly if oxygen is present in the environment. In this adventure: the blue ooze is first encountered during this adventure where the creature has access for the first time to an alien environment like a space ship. The creature has not been studied by any scientist yet so the reaction to an extremely high presence of carbon compounds (humanoids), different radiation like the ones emitted by a power core and a dense atmosphere filled with oxygen can have unpredictable results. You can have the blue ooze grow to larger sizes, or become quicker and more aggressive.

NEW ROBOTS

REPAIR ROBOT

Speed fly 60ft **ML** 8

DEFENSE **HD** 1

AC 15 (+1 Dex)

Physical 15, **Evasion** 13, **Mental** 15

OFFENSE

Attack Bonus +0 (tools, 1d4-2)

ATTRIBUTES (optional)

Str 3(-2); **Dex** 14(+1); **Con** -; **Int** -; **Wis** -; **Cha** -

Skills Fix(1)

Gear titanium drill, laser welder

SPECIAL ABILITIES

Hull Repairing repair robots can repair hull breach by employing nanites dough on the breaches and holes, always when the nanites dough is provided. Every 100 units of nanite dough allows to repair 1 hit point in one hour provided the repair robot succeed a Fix skill check DC 10. If it fails it means that it spent one hour but that was not enough to repair 1 hit point. The next hour the robot can roll another fix check with a +1 circumstance bonus, and so on if it fails again. No nanite dough is wasted unless the robot rolls a natural 1.

DESCRIPTION

Repair robots are an essential add-on to any ship. They can perform most of the essential activities a ship requires in order to work properly and efficiently. The robots are sold in sets and are produced by many small corporations. When bought they only need to be tuned to the ship they will serve, and the job is done.

KALIMAR ROBOT

Speed 10ft; fly 30ft (absence of gravity) **ML** 8

DEFENSE **HD** 2

AC 15

Physical 14, **Evasion** 14, **Mental** 14

OFFENSE

Attack Bonus #1 +2 (slam, 1d10+1 + 20% to grab)

Attack Bonus #2 +1 (drill laser, 1d8 + 20% to catch fire)

ATTRIBUTES (optional)

Str 16(+1); **Dex** 10(0); **Con** -; **Int** -; **Wis** -; **Cha** -

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Skills Work(1)

Gear 4 drilling laser, 4 grappling hooks

SPECIAL ABILITIES

Slamming charge In this adventure the subroutine reprogram the Kalimar robot so that it can fight. The Kalimar move up to its speed and attack in the same round. The charge grants +1 bonus on the attack roll and -1 penalty on the armor class. If the robot miss the attack it loses the next round and still suffers the armor class penalty for the charge.

DESCRIPTION

This robot comes from the Basirius Corporation research teams and its purpose is extracting ice from asteroids. It is a squid shaped robot made to resist the hostile outer space environment and the pride of its inventor. With nearly 400 pounds of weight it can extract in less than one-minute half its weight in ice. Indeed, the robot is provided with a titanium cylindrical drill pipe which drills and extracts ice or eventually harder rock compounds. It is equipped with sensors capable of analyzing and identifying where the higher concentration of ice or ice compounds are and then decide which point on the asteroid is the most profitable. The first version of this model was initially intended to work in the deep oceans where deuterium is easier to find and harvest, but once Basirius Corporation improved the technology useful to produce metallic hydrogen turning it into a profitable business, a second and enhanced version suited for space mining became necessary.

NEW SHIPS

SAWSHARK

Federation Ice-miner Patrol Boat

Hull type(patrol boat)

Class(frigate)

DEFENSE

Speed 4; **AC** 14; **Armor** 5; **HP** 35

Power 15/0 free

Mass 10/0 free

OFFENSE

Hardpoints 4

Weapons

Light Particle Beam #1 (1d8, AP 5, power 3, mass 1)

Light Particle Beam #2 (1d8, AP 5, power 3, mass 1)

Torpedo launcher #1 (1d6, AP 5, power 2, mass 1)

Torpedo launcher #2 (1d6, AP 5, power 2, mass 1)

FITTING

Automation Support (power 2, mass 1)

Cargo Space (power 0, mass 1)

Hardened Polyceramic Overlay (power 0, mass 1)

Point Defense Lasers (power 3, mass 2, +1 AC vs small asteroids)

Combustion Engines (special fitting, see below)

Warp Drive 1

Crew 3-6

Cost 4.350 k

DESCRIPTION

The Sawshark ship is a high-tech mining ship with the only purpose of harvesting ice. The refinery machines located in deck 3 are capable of splitting zaqueous liquids into hydrogen and oxygen and both elements can be stored inside special pressurized tanks. Usually the hydrogen is then compressed by high pressure and extremely low temperatures in order to be turned into deuterium or metallic hydrogen. The oxygen is sometimes stored to fuel the four powerful combustion engines. Even if the vessel comes with armaments, they are employed mainly to break huge asteroids into smaller parts.

Combustion engines Maneuvering inside asteroid fields and debris is dangerous and requires fast movement. When the combustion engines are activated the Sawshark receives a +1 speed bonus and +1 pilot skill checks. The engines can work in this way for 10 minutes in 1-minute increments.

FARSEER

Federation survey shuttle

Hull type(shuttle)

Class(Fighter)

DEFENSE

Speed 3; **AC** 11; **Armor** 0; **HP** 15

Power 3/1 free

Mass 5/1 free

OFFENSE

Hardpoints 1

Weapons none

FITTING

Amphibious Operation (power 1; mass 1)



Cargo Space (power 0; mass 2)

Survey Sensor Array (power 2; mass 1)

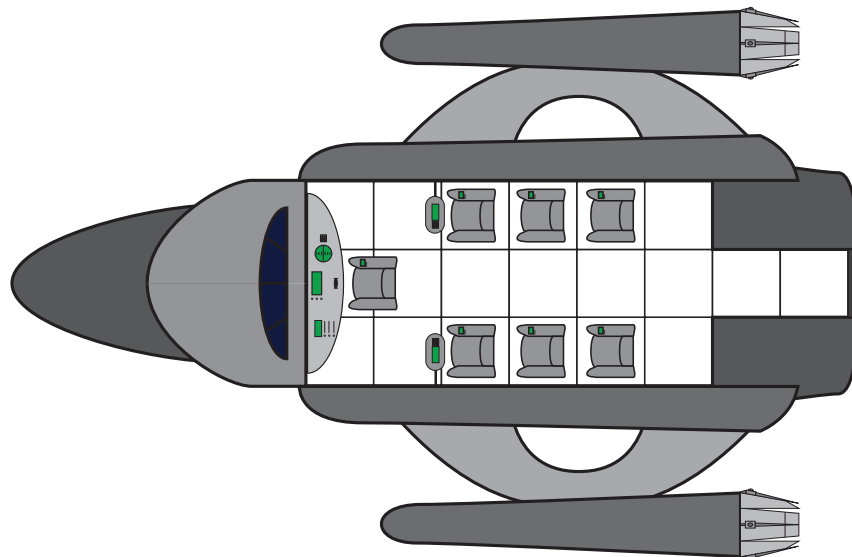
Warp Drive 1

Crew 1/10

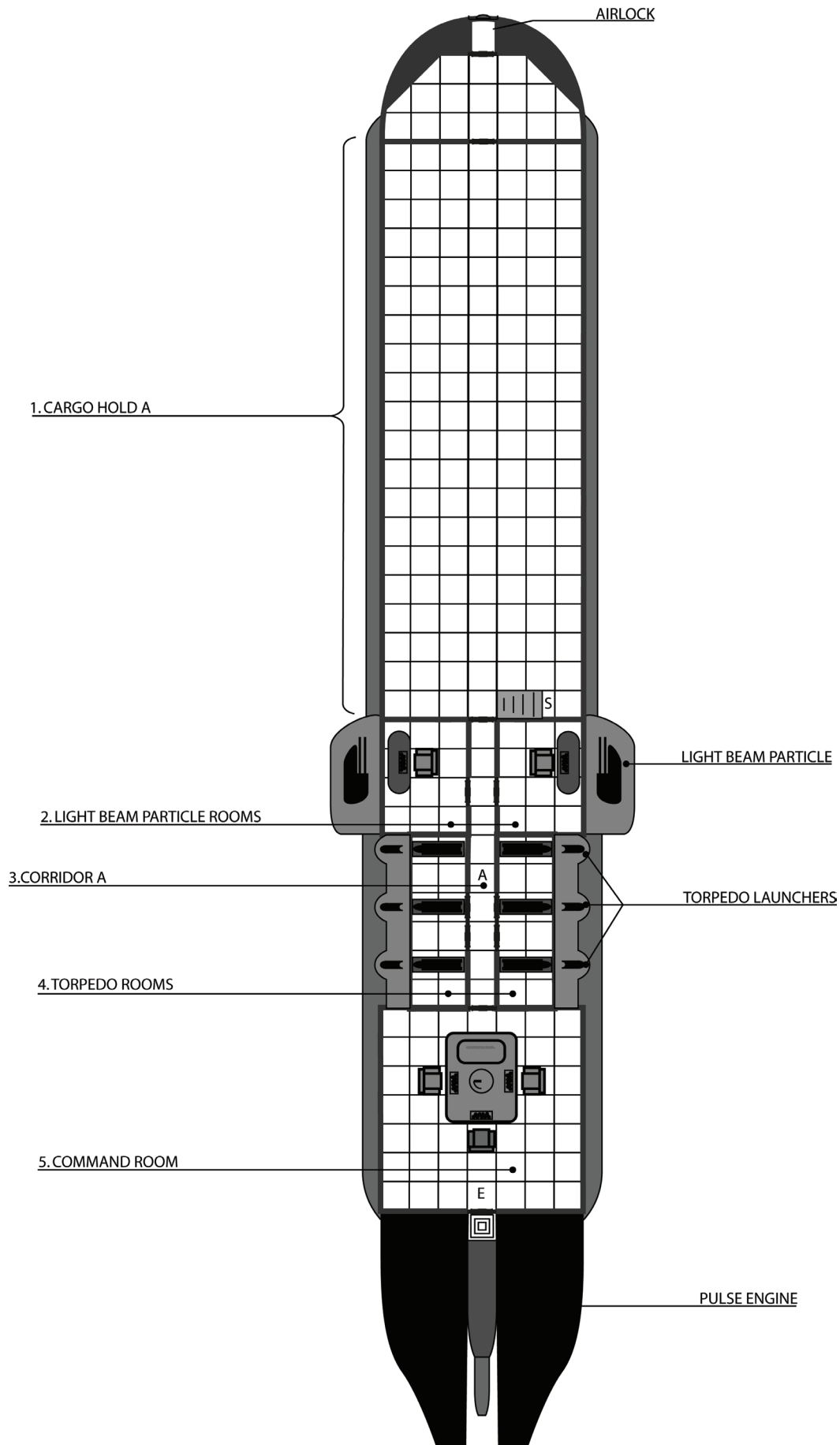
Cost 230k

DESCRIPTION

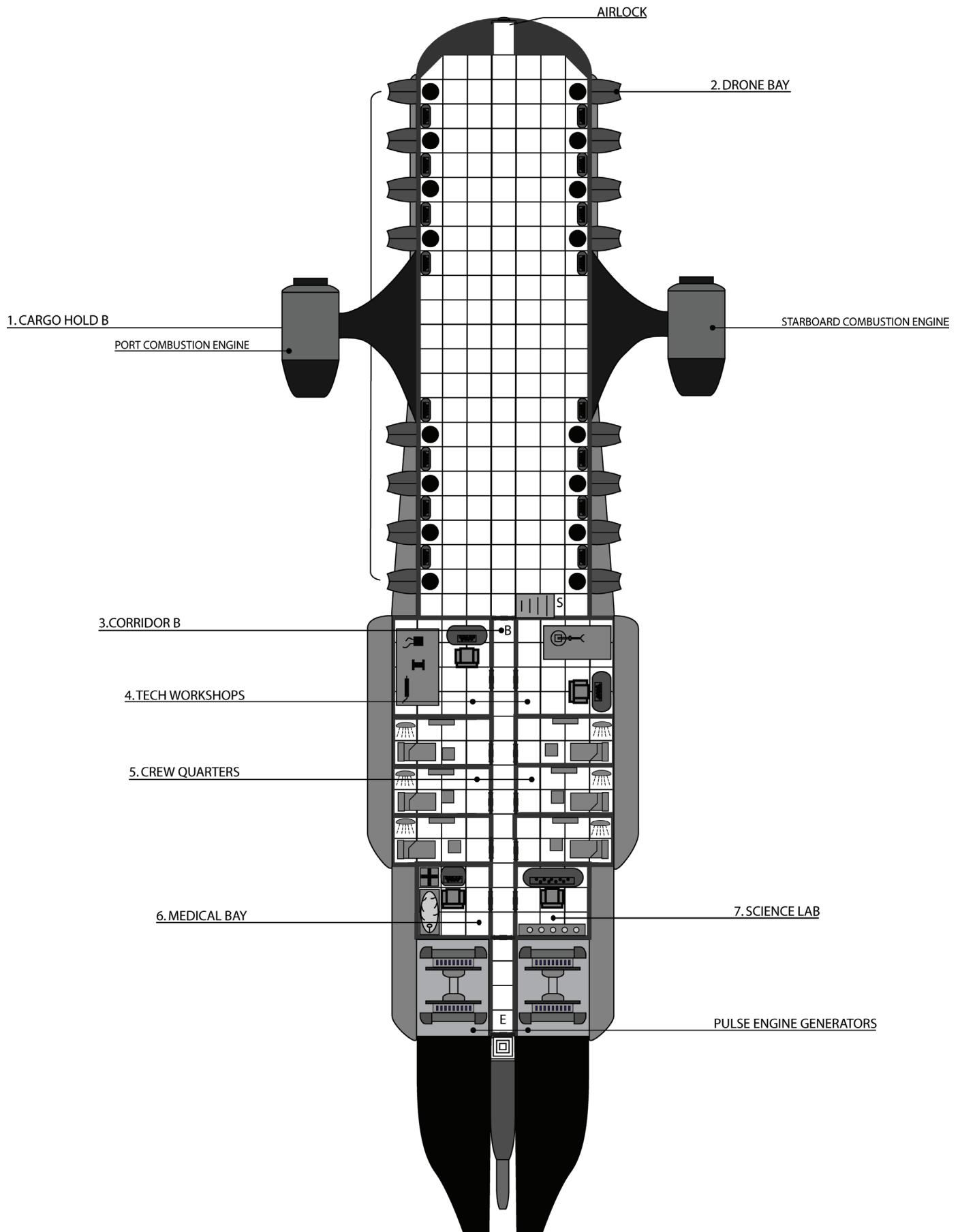
the Farseer is the standard survey shuttle. It's mainly used by mining companies and explorers to scan planets and asteroid belts. It's advanced sensor array is capable of detecting with high accuracy high metal composition deposits and energy signatures.



DECK ONE



DECK TWO



DECK THREE

