

W5

# ASTRO ADVENTURES

## THE LAST SNIPE HUNT

by Matthew E Kline

A MINI-ADVENTURE FOR CHARACTER LEVELS 5-7



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**The Last Snipe Hunt is part of a series of mini-adventures designed to drop into existing adventures or campaigns. Use them as side missions or a way of getting in a quick adventure when you're short on time.**



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# ASTRO ADVENTURES

## Mini-Adventure Module W5

### THE LAST SNIPE HUNT

Federation soldiers show up on Kraya and shut down the annual snipe hunt. They claim the snipes have become too dangerous to hunt and plan to wipe them out for good. However, their equipment's a little outdated and they're acting a bit strange...

#### About This Product

The Last Snipe Hunt is designed for 4-6 adventurers of level 5-7, although it can be scaled by the Referee for groups of other sizes. The Last Snipe Hunt is part of a line of mini-adventures designed as quick, drop-in scenarios. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini adventure campaign.

Referees should feel free to adjust this adventure as they see fit to suit their group's style of game-play or level of difficulty.

It's recommended that the Referee read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new creatures or equipment listed at the end of the document.

This product requires the use of the *White Star: White Box Science Fiction Roleplaying* rulebook, copyright 2015 Barrel Rider Games, written by James M. Spahn.

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the areas that can be read out loud to the players.

After most of the area descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a creature of creatures present.



This symbol indicates that there's something of value nearby.



This symbol indicates that there's an obstacle to be overcome.

A description of the creature, valuable, or obstacle encountered follows after each symbol.

#### About Astro Adventures

A few years after my introduction to D&D I remember seeing a sci-fi RPG for the first time and thinking *Wow, you can adventure in space too!?* This was back around the time that Star Wars came out, the first one (which of course turned out to be the 4th one.) So, as you could imagine, the neighborhood kids latched onto this new setting like a giant space leech. Our *Astro Adventures* pay tribute to that time, a time when a whole galaxy of adventure opened up to us. A time when we were all still blissfully unaware of what a whiny little punk Darth Vader was as a kid. Those were good times. Good times...

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### **Referee's Eyes Only:**

For the past twelve years the human settlement of Redstone on the planet Kraya has held an annual snipe hunt to keep the creature's population under control. Over population of snipes leads to a scarcity of prey, and scarcity of prey means the snipes start looking for prey in places they normally wouldn't, like on the streets of Redstone.

On the night prior to the start of this year's snipe hunt a group of Federation soldiers arrived in Redstone. They announced that they've had been sent to eradicate the planet's snipe population. It seems the beasts have become a threat to other settlements on the planet as well.

The "soldiers" are in reality a group of mercenaries lead by a rogue Federation scientist named Zerga Vexxus. Vexxus created a device designed to transform the snipes into remote controlled killing machines. Once the device has been properly tested he plans on selling the weaponized snipes to the highest bidder.

Unfortunately for the citizens of Redstone, they're about to participate in the doctor's "field tests"...

### **Set Up**

The crew is hired to escort a popular holo-vid star, Yace Rider, on a hunting expedition as research for his next feature: *The Last Snipe Hunt*. Apparently they hunt these things each year on a speck of a planet, in a speck of a system, and that's where the crew is headed.

A representative from Rider's PR group, Rising Stars Unlimited, assures the crew that there's no real danger, snipes are relatively harmless and only a threat when

they're wounded or starving. The studio's over emphasizing the creature's ferocity to turn it into a proper holo-vid monster.

Rising Stars Unlimited wants to add to the illusion of danger by hiring a tough looking crew of adventurers to escort their star. They'll leak images of Rider and the crew as they head off to hunt the "ferocious" creatures at the far edge of galactic civilization. They feel it will serve to generate some good hype for the vid.

The crew's getting paid 500 credits a piece and tickets to the movie's premier, for "babysitting" Rider on a relatively risk-free hunting expedition. Easy credits, provided the crew can keep the star from shooting himself in the foot.

### **A Note to the Referee**

This set up is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

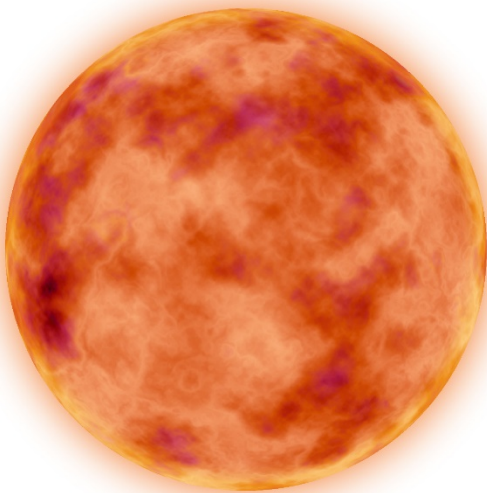
It's possible they crew heard of the annual snipe hunting event from another source and decides to use it as an opportunity to get in some target practice while helping to keep a remote human settlement safe.



## The Planet Kraya

Kraya is covered with mesas and canyons reminiscent of parts of the American southwest, save for their red coloration. It lacks any oceans, however there are a scattering of lakes and smaller bodies of water, both above and below ground.

Kraya was originally property of the Fractilax Mining Company until robo-surveys determined that what valuable mineral deposits there were, were too small and too far apart to make it a profitable venture for them. They briefly considered blowing the planet up and sifting the debris when one of their employees proposed an alternate idea. They'd open the planet up to individual prospectors, allowing anyone who wanted to, to swoop down to Kraya and stake a claim in exchange for exclusive purchase rights to whatever the prospectors discovered. In addition, to this they created several company owned settlements on the planet, allowing them to charge prospectors for the goods and services they provided.



Despite there being a tremendous opportunity to take advantage of this arrangement the Fractilax Mining Company treats the prospectors well. In truth they aren't really concerned with what goes on, on Kraya anymore. The few claims that were productive have ceased producing anything of value and the company uses the settlements on Kraya as a huge write-off on their galactic taxes each year.

Many prospectors still make their homes on Kraya, still hoping to find a substantial claim. The planet has also become a popular destination for those who want to get away from the rest of the galaxy for one reason or another.

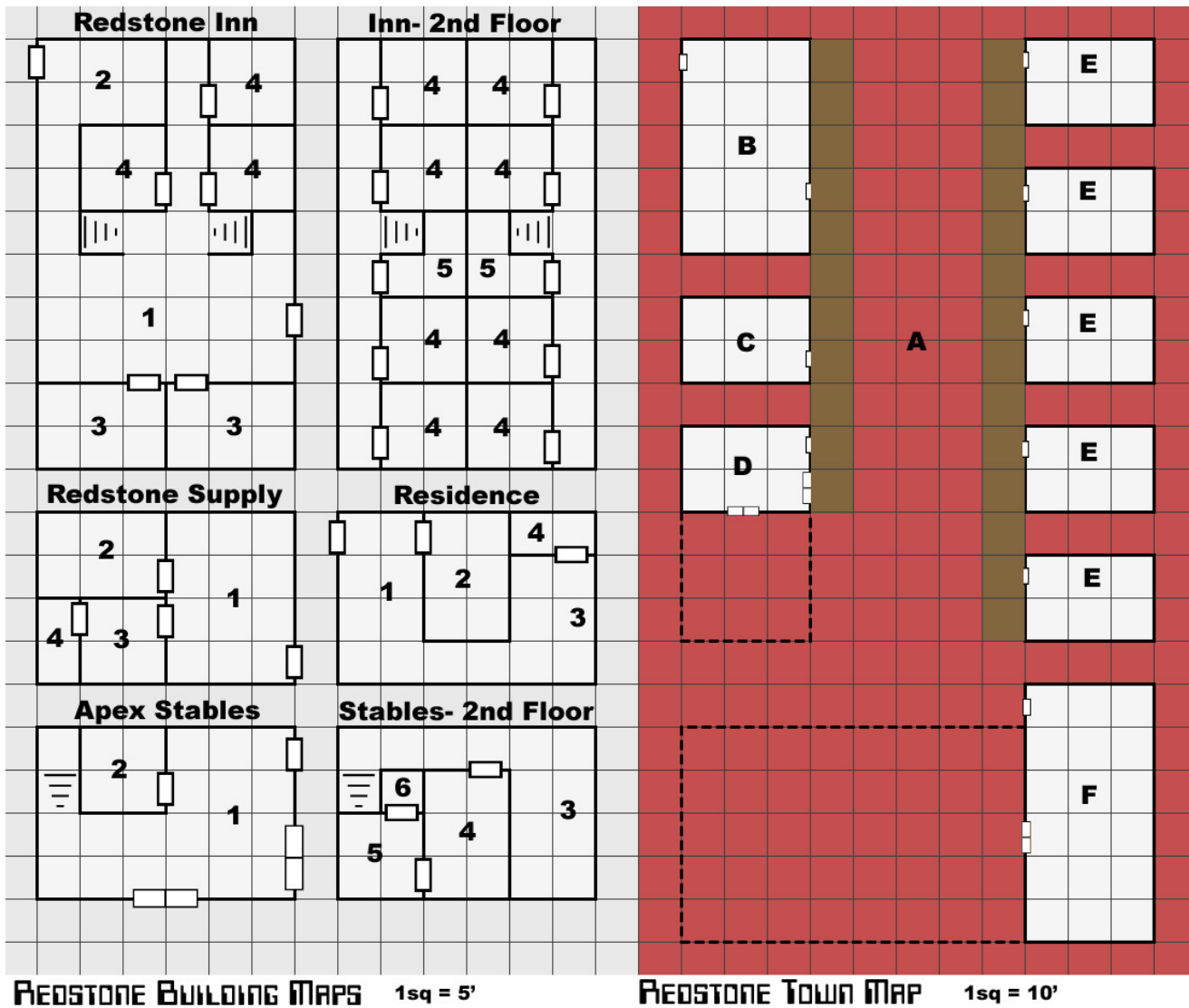
## The Town of Redstone

The Redstone settlement is comprised of a scattering of homes, tents, and personal bio-domes that dot a section of Kraya that's been dubbed Redstone Canyon. A small town sprung up near the Fractilax Spaceport that services the settlement.

Redstone has the little known honor of hosting an annual snipe hunt (see New Creatures), designed to control the creature's population. The creatures have learned to 'lay low' this time of year so the popularity of the hunt has ebbed over time.

This year however, on top of their being interest from the holo-vid industry the Federation has taken an interest in it as well.

When the player's arrive it sets off events as outlined in the **Events at Redstone** section.



## Key to Redstone

### A. Main Street

Several buildings line either side of a main strip that runs north from the spaceport. The buildings appear to be standard portable pre-fab constructions of plasti-steel and dura-glass.

The ground along the main street is usually kept wet, sprayed down by automatic sprayers set to trigger if the area gets too dry. This is to prevent huge dust clouds from being created by ships

landing at the Spaceport. The layer of muddy red goo presents a slip hazard to anyone attempting to run on it, however it can be navigated at a slower pace with little chance of mishap.

There's a raised wooden platform that runs along the building fronts on either side of the main street like sidewalks. The platform is only six inches off the ground so it's easy to hop on and off and it keeps people's feet from getting too muddy. There are also small boxes in front of each building that contains a low-laser field designed to vaporize the red mud from visitor's footwear.

## B. Redstone Inn

This wide two-story structure bears a sign designating it as "The Redstone Inn". The sound of laughter, mixed with a song that was popular hundreds of years ago, emanates from within.

The normally empty inn now hosts several visitors here for the snipe hunt. They kill time before tomorrow's hunt eating, drinking, playing games, and listening to outdated songs played on a reproduction of an antique jukebox.

<b>ITEM</b>	<b>Credits</b>
Breakfast	2
Lunch	4
Dinner	6
Various Drinks and Alcohol	1-5
3 Jukebox Selections	1
Room (large)	20
Room (small)	10
Holo-vid game or movie	1

Meals are an assortment of standard processed and packaged spacefarer food from the spaceport's stores mixed with items hunted and harvested locally. Drinks are the same, the majority is shipped in while some of the cheaper and more potent alcoholic drinks are manufactured locally out of questionable ingredients.

### Key to Redstone Inn

**1) Main Room-** A small console for making room reservations sits in a niche to the north of the door. There are a total of 5 tables in this area for dining, playing games, or watching holo-vids. The top of each is interactive and ordering a meal, game, or movie can be done right from the table. There is also a sever present to take or fill orders from the kitchen. An antique jukebox sits against the west wall. It contains a number of Earth music selections from the early 2000's.

**2) Kitchen-** A small kitchen featuring a mix of contemporary processors and more primitive heat emitters for dealing with the local fare.

**3) Large Rooms-** These rooms are designed to sleep 4 people comfortably. Each features a Holo-vid display. The doors are encoded to unlock by swiping a keycard dispensed by the reservation console.

**4) Small Rooms-** These rooms are designed to sleep 2 people comfortably. Each features a Holo-vid display. The doors are encoded to unlock by swiping a keycard dispensed by the reservation console.

**5) Bathrooms-** This room features toilets and urinals designed to process waste into fuel and fertilizer used by the settlement. Each also features a stall that generates a low-laser field that can be utilized in lieu of a real shower. It will vaporize any dirt present on the occupier's body and on occasion all hair as well. Protective covers can be purchased for 1 credit each before entering.

## C. Redstone Supply

A sign mounted above the door of this single-story structure reads "Redstone Supply." The sign features the image of a laser-pick along with an antique pickaxe crossed in a 'x'.

Redstone Supply is run by a woman named Adeline Meanly. She was sent to Kraya by the Fractilax Mining Company to literally 'mind the store.' Her husband Adam made the trip with her. He spends a great deal of his time out among the red mesas still searching for valuable minerals.

The store supplies miners with essentials and Fractilax is sent a percentage of the profits each quarter.

### Key to Redstone Supply

**1) Store-** Adeline can usually be found behind the counter here, manning a register console. The area is filled with shelves and displays. The store carries the following items:

Redstone Supply Price Chart	
ITEM	Credits
Backpack (30lbs capacity)	10
Belt Pouch (10lbs capacity)	6
Binoculars	20
Clothing (Common)	10
Clothing (Exposure)	100
Clothing (Work)	25
Communicator (Standard)	50
Crossbow Bolt (20)	2
Crossbow, Heavy	50
Crossbow, Light	30
Dagger	6
Energy Cell (20)	20
Flares	6
Flashlight	10
Laser Pistol	100
Laser Rifle	200
Laser-Pick	100
Med Kit	40
Rations	2
Recording Stick	30
Rope (50ft)	10
Sleeping Bag	20
Tent	40
Timepiece	20
Tool Kit	50

**2) Storeroom-** The store area contains 4 to 6 pieces of each item. An additional 4 pieces of each item is stored in this room. Depleted stock can be replenished from the Spaceport. Additional stock arrives at the end of each month. Emergency deliveries can be requested but there's no

guarantee they'll get here any sooner than the normally scheduled delivery.

**3) Office-** A small office with a desk and computer console.

**4) Vault-** The door to this room is heavily reinforced and requires a nine-digit security code be entered into a panel mounted on the wall beside it to gain entry. This room was designed to securely store weapons sold in the store during times when Adeline felt trouble may be brewing among the settlers. She's seldom found occasion to use it. The shelves are bare save for a *laser attraction gauntlet* that was sent to her by mistake in a shipment three months ago. She wasn't sure what to do with it so she locked it up in here.

### D. Sixtrex Stable

This barn-like structure has a fenced in area beside it. A half dozen odd looking two legged creatures mill about the enclosure.

Arter and Jonee Kole took to capturing and taming sixtrex (see New Creatures) to use as mounts. They rent them out for 10 credits a day. This is one of the few operations on Kraya that the Fractilax Mining Company doesn't get a cut from. This is due to the fact that sixtrex don't really like being used as mounts and they don't want to risk any legal action.

### Key to Sixtrex Stable

**1) Salesfloor-** Arter or Jonee can usually be found manning a counter in the northwest corner. A few racks here display saddles, reins, and feed packs for the sixtrex. The saddles and reins are an additional 2 credits a day rental. The feed packs are purchased separately at a cost of 3 credits for a day's worth of food.



**2) Office-** This room features a desk and computer console.

**3) Living Room-** The Koles make their home above the stable. This area features a couch a couple of chairs and a holo-vid system.

**4) Kitchen-** This room features several appliances for processing food as well as a small dining area.

**5) Bedroom-** A queen size bed, dressers and nightstands can be found in this room.



**6) Bathroom-** This room features a toilet designed to process waste into fuel and fertilizer used by the settlement. With a press of a button the entire room can also emit a low-laser field to serve as a "shower."

## E. Residence

Five identical single-story structures line the east side of the main street.

These buildings are private residences of settlers who wished to remain close to the spaceport.

## Key to Residence

**1) Livingroom-** This room features a couch a couple of chairs and a holo-vid system.

**2) Kitchen-** This room features several appliances for processing food as well as a small dining area.

**3) Bedroom-** This room could feature a single queen size bed or two twin size beds as well as dressers and nightstands.

**4) Bathroom-** This room features a toilet designed to process waste into fuel and fertilizer used by the settlement. There's also a low-laser field stall which serves as a walk-in "shower."

## F. Spaceport

This long building processes shipments and new arrivals to the settlement.

A large area serves as a landing pad for passenger and cargo shuttles dispatched to the planet's surface. Several larger landing pads lie among the mesas to the south of town, designed to accommodate larger ships.

A bureaucra-bot greets new arrivals, asking a brief series of questions (length

of stay, reason for visit, are they carrying any weapons, etc.) A pair of cargo-bots are stationed here to assist with unloading any freight.

Most of this building serves as a warehouse, storing additional goods for the settlement. Food, clothing, and materials for carrying out repairs on structures and equipment can be purchased here. The warehouse also stores 4 to 6 additional units of each item available for purchase at Redstone Supply.

## Events at Redstone

The crew's journey to Redstone is uneventful for the most part. Yace Rider talks the talk of a holo-vid action hero. He'll try to get the crew to speak about their exploits then explain how he would have handled each one differently and of course better. He also enjoys discussing his past holo-vid movies, as though he truly experienced the events that occurred in each. While Rider is a likeable guy he can be a bit difficult to tolerate at times. He talks like a movie tough guy but it's clear he's used to being pampered. This condition becomes even more evident once the players arrive on Kraya.

## The Arrival

The crew and Rider arrive in Redstone one day before the snipe hunt. If the crew has their own ship they're free utilize the landing pads to the south of town, otherwise a transport shuttle will drop them off at the Spaceport (**Building F.**)

Anyone encountering new arrivals in town at this time will assume that they're on Kraya for the snipe hunt and urge them to get a room at the Redstone Inn (**Building B**) as soon as possible since the inn has a tendency to fill up during the hunt.

Depending upon their time of arrival the players will probably have several hours free to roam about the town before

nightfall. While the town's inhabitants are friendly for the most part they'll try to prevent any attempt made by new arrivals to head out into the mesas, thinking they're looking to get an unfair early start on their snipe hunting. "Besides," the players will be told by the town's more pessimistic residents, "Chances are you won't find any. Snipe sightings have significantly decreased over the past few months."

Rider won't take this information well. He'll throw a little fit, thinking he came all this way for nothing. If the crew does manage to get out of town they won't have any luck spotting a snipe.

## The Inn

If the crew takes the advice given to them about heading to the inn first, they won't have any problem renting enough rooms to accommodate them. The longer they put off heading to the inn the greater the chance they'll have of winding up needing to squeeze into less comfortable sleeping arrangements. There's even a chance that they'll wind up in one of the tents they set up behind the inn to handle any overflow (sleeps 4 comfortably, 5 credits a night.) Rider will offer to pay for the rooms however he'll object to paying for a tent, attempting to use his 'star status' to bump someone, which doesn't go over well with the innkeeper. He'll eventually pay for the tent once he realizes the alternative is sleeping in the dirt. If the players have their own ship there's always the possibility of spending the night there.

The main room will have from ten to fifteen people, eating, drinking, playing games at the holo-vid tables, and generally killing time before the big snipe hunt tomorrow.

It's here that Rider will find a new audience for his embellished tales of adventure. He'll be recognized by some of the patrons, who will ask for autographs and hang on his every word, especially once he starts buying rounds of alcohol for

everyone. Once Rider's exhausted his tales he'll start presenting any adventures that were relayed to him by the crew on the trip here as though they were his own.

Rider has a problem with the inn's bathroom situation. He'll be annoyed at the fact that the rooms don't have private baths and become even more annoyed at the "laser showers" and weird toilets once he's encountered them. He'll be panicked at the prospect of having to expose his private parts to lasers, even if they are "low level" ones.

Night in Redstone is very peaceful, its silence disturbed by a single late arriving ship.

### **The Federation**

The next morning players will be awoken by a bit of commotion coming from the inn's main room. Upon investigating they'll discover that the guests are complaining about a development that occurred through the night. A Federation ship arrived along with a squad of troops. Their leader, a Captain Vexxus, has canceled the snipe hunt, claiming that the creatures have become too dangerous to hunt. They plan on eradicating the local population and ask that everyone remain in town until the creatures have been dealt with. The spaceport has been shut down and Federation troops have been dispatched to guard any ships on the landing pads to the south of town although the reason for this additional "protection" is a bit unclear.

Rider will suggest going out to talk to this Captain Vexxus in hopes of using his clout to allow the hunt to proceed, or in the very least, arrange for a staged photo with one of the snipes after its been dispatched by the troops.

Before any action can be taken however the Mayor of Redstone, Sarga Kinn will arrive at the inn along with Adeline Meanly from Redstone Supply. Adeline went to fetch the mayor from his

homestead to the east of town when she heard the news. The mayor states that he already spoke with Captian Vexxus and asks that everyone comply with Federation requests for the next 24 hours.

This is enough to calm most of the inn's patrons down. Rider will wait until the mayor leaves to suggest they try to talk to Vexxus anyway.

The Federation ship has set down near a collection of mesas about a mile to the north of town. Approaching the ship the players will notice something a little odd. The troops have set up a laser turret however it isn't pointing towards the mesas where the snipes may be hiding, it's pointing towards the town. An Aristocrat or Mercenary player may also note that the "Federation's" equipment seems a little outdated.

The players will be turned away if they approach the ship, despite a brief "Do you know who I am?!?" tirade from Rider, during which the troopers seem to go on alert. At this point the players should decide it's best for the star not to be here and try to get him back to the safety of the town before taking any further actions. If for some reason the players decide to stay jump to **Dealing with the "Federation"**.

### **Snipe Attack!**

Captain Vexxus is actuality Dr. Zerga Vexxus an ex-federation scientist who's gone rogue. He's hired a small army of mercenaries to play the part of Federation troops during something he calls "Operation Redstone." He's spent the last several months visiting Kraya, rounding up snipes for his experiments. He's succeeded in creating an implant that turns the creatures into remote controlled killing machines. The ship's cargo bay contains several of the creatures which he's brought back to Kraya for a test run.



Vexxus plans on using them to slaughter the inhabitants of Redstone, making it look as though nature took its revenge, turning the hunters into the hunted. He is delighted by the irony in this.

After a successful test run Vexxus hopes to sell the modified snipes at a special auction that deals solely in weaponized alien creatures.

A few hours after dawn Vexxus releases the snipes from the ship's cargo hold and begins his attack on Redstone.

A group of twenty-five of the creatures will make their way south from the Federation ship into town. Encountering the creatures en masse is not advisable since as a group they create a substantial threat.

Once in town they deploy as follows:

**A) Main Street:** A total of six snipes will patrol the main street, attacking anyone they encounter.



**Snipes x6** (hp 29,29,29,26,25, 23): **AC:** 4 [15] **HD:** 6, **ATK:** 1 Bite 1d6+2 or tail (1d6) **Sp:** spines, poison, night vision, **Sv:** 14, **Mv:** 12, **HDE/XP:** 6/525

**B) Redstone Inn:** A total of six snipes will attack the inn, three entering the front door and three entering the back. They smash through the doors, attacking the inn's patrons and staff on sight. Luckily several of the patrons are armed and they'll be able to assist in dealing with any snipes encountered here.



**Snipes x6** (hp 33,30,27,27,25, 19): **AC:** 4 [15] **HD:** 6, **ATK:** 1 Bite 1d6+2 or tail (1d6) **Sp:** spines, poison, night vision, **Sv:** 14, **Mv:** 12, **HDE/XP:** 6/525

**C) Redstone Supply:** Three snipes break into Redstone Supply and guard the store (**room 1**) preventing anyone from grabbing additional guns or ammo from their stock. Adeline Meanly manages to lock herself in the vault for her protection. She can let herself out once she thinks it's safe to leave the safe.



**Snipes x3** (hp 31,28,26): **AC:** 4 [15] **HD:** 6, **ATK:** 1 Bite 1d6+2 or tail (1d6) **Sp:** spines, poison, night vision, **Sv:** 14, **Mv:** 12, **HDE/XP:** 6/525



If the players manage to clear out the shop and rescue Adeline she'll reward them with the *laser attraction gauntlet* she has stored in the vault.

**D) Sixtrex Stable:** Five snipes are sent to the stable to see how they fare in combat against the sixtrex. The snipes smash through the corral and attack the creatures.

The players may want to keep out of this particular fight until one side proves victorious. The players will be just as much at risk of suffering attacks from the sixtrex in their aggravated state as they are from the snipes.



**Sixtrex x6** (hp 21,21,19,18,16):  
**AC:** 6 [13] **HD:** 3+1, **ATK:** 2 Claw  
1d6-1 or kick (1d8) **Sp:** none **Sv:**  
16, **Mv:** 16, **HDE/XP:** 3/60

**Snipes x5** (hp 34,30,29,28,25):  
**AC:** 4 [15] **HD:** 6, **ATK:** 1 Bite  
1d6+2 or tail (1d6) **Sp:** spines,  
poison, night vision, **Sv:** 14, **Mv:**  
12, **HDE/XP:** 6/525

**E) Residence:** One snipe will force entry into each residence attacking anyone they find within.



**Snipes x5** (hp 35,34,31,28,24):  
**AC:** 4 [15] **HD:** 6, **ATK:** 1 Bite  
1d6+2 or tail (1d6) **Sp:** spines,  
poison, night vision, **Sv:** 14, **Mv:**  
12, **HDE/XP:** 6/525

### A Hand from the Hunters

Many of the visitors for the hunt decide to ride out the snipe attack barricaded in their rooms at the inn. They're unnerved by the odd behavior the creatures are exhibiting. They came to hunt snipes for sport, not fend off an orchestrated attack by a small army of the creatures. There are around five guests who will take up arms and help the players fight the invading snipes. They'll help clear out the inn and main street but they'll be reluctant to enter any other structures or leave town, although the players may be

able to get their aid in dealing with the Federation once it's realized that they're not really the Federation. Even Rider will bolt to his room at the inn to retrieve a gold-plated laser gun to assist in the fighting. The party may mistake his hasty departure for cowardice.

Roll 2d6 for the inn and 2d6 for the main street each round to determine the amount of damage the hunters inflict and divided the damage evenly among the snipes in those locations.

Stats for Yace are provided below. He's not a bad shot however the players are responsible for his wellbeing. It would be an awkward conversation trying to explain how the action star they were supposed to protect was eaten by a snipe (or taken out by a sixtrex). That coupled with the fact that Rider has the habit of posing dramatically during combat makes him more of a distraction than ally.



**Yace Rider** (hp 14): **AC:** 6 [13]  
**HD:** 2+1, **ATK:** 1d6+2 (laser  
pistol) or melee weapon (1d6) **Sp:**  
none, **Sv:** 13, **Mv:** 12, **HDE/XP:**  
2/30 **Gear:** laser pistol

### Dealing with the "Federation"

If the players decide to try to confront Vexus before the snipes are released, he'll immediately unleash his snipe army from the cargo hold of the ship and send them off towards Redstone, hoping that the players will move to aid the town, giving him a chance to flee. He has an escape shuttle waiting among the mesas and a second ship sitting in low orbit waiting to carry him away if the experiment goes awry. He's not above abandoning the mercenaries he's hired to pose as Federation troops in the process.

The mercenaries posing as Federation troops are stationed in three areas; their base near the ship to the north, the Spaceport, and the landing pads to the

south. They'll still have to be cleared out after the snipes have been dealt with.

**Mercenary Base:** There's an outdated Federation ship sitting to the north of town along with a small collection of tents. A group of twenty mercenaries are here posing as Federation soldiers. They'll warn off any who get too close and attack anyone who remains persistent. There's a laser turret mounted just on the edge of the camp pointing towards the town. If combat breaks out a mercenary will attempt to man its console. The gun swivels 360° and can be brought to bear against attacks from above if necessary.



**Mercenaries x20** (hp 24,24,23, 23,20,20,16,16,16,15,15,14,14,14, 14,13,13,12,12,12): **AC:** 5 [14] **HD:** 4, **ATK:** 1d6+2 (laser pistol) or mono-dagger (1d6) **Sp:** class abilities, **Sv:** 13, **Mv:** 12, **HDE/XP:** 4/120 **Gear:** Mono-dagger (10), laser pistol (20), tool kit (2), med kit (5)

**Laser Turret** (hp 24): **AC:** 8 [11] **HD:** 4, **ATK:** 2d6+2 (laser rifle) **Sp:** none **Sv:** 13, **Mv:** 0, **HDE/XP:** 4/120

**Spaceport:** Four mercenaries are stationed inside the spaceport. Like those stationed at the base they'll warn off any who enter the spaceport and attack anyone who refuses to leave. The mercenaries here will inform Vexxus if they come under attack, which will result in him releasing the snipes if he hasn't already.



**Mercenaries x4** (hp 20,16,16, 15): **AC:** 5 [14] **HD:** 4, **ATK:** 1d6+2 (laser pistol) or mono-dagger (1d6) **Sp:** class abilities, **Sv:** 13, **Mv:** 12, **HDE/XP:** 4/120 **Gear:** Mono-dagger (2), laser

pistol (4), communicator (2), med kit (2).

**Landing Pads:** Four mercenaries guard the landing pads to the south of town. They'll also attempt to warn away any who approach and attack the persistent. The mercenaries here will inform Vexxus if they come under attack, which will result in him releasing the snipes if he hasn't already. If the mercenaries see Vexxus escape in his shuttle they'll attempt to steal a ship if there's one present.



**Mercenaries x4** (hp 23,16,15, 14): **AC:** 5 [14] **HD:** 4, **ATK:** 1d6+2 (laser pistol) or mono-dagger (1d6) **Sp:** class abilities, **Sv:** 13, **Mv:** 12, **HDE/XP:** 4/120 **Gear:** Mono-dagger (2), laser pistol (4), communicator (2), tool kit (2), med kit (2).

### Doctor Vexxus

There's a good chance that the players will only catch a fleeting glimpse of the doctor as he makes his way from the **Mercenary Base** to his escape shuttle.

There's a possibility that he may make an appearance, posing as the captain in charge of his fake Federation troops if Rider and/or the players cause a big enough commotion during their initial visit to the base. If this occurs he'll introduce himself as Captain Vexxus and politely suggest the players return to the town for their own protection, switching to intimidation if necessary.

If a fight breaks out near the federation ship Doctor Vexxus will release the snipes, triggering their attack on Redstone, leaving the players to deal with the creatures and the mercenaries while he makes good his escape.

## Mission Accomplished

Once the snipes and mercenaries have been dealt with Rider will insist on getting his picture taken with one of the snipes, preferably with the crew in the shot as well, although he's good either way.

If any of the snipes are inspected the players will discover evidence of surgery, incisions made at the same point on each creature's head. Investigating further the players will discover the remote-control implants Doctor Vexxus used to control the creatures. The devices self-destruct a few minutes after being exposed, dealing 1d4-1 damage to anyone in contact with it.

If the Federation ship is searched the players will find its interior almost completely stripped down, refitted to simply serve as a transport for caged snipes and the mercenary imposters. A search of a computer will turn up notes on Operation Redstone, detailing Vexxus' plans for field testing the remote controlled snipes on the town. Information on Operation Redstone could also be extracted from any captured mercenaries.

After Rider has his pictures all that's left is for the crew to get him back to Rising Stars Unlimited (hopefully in one piece.)

## Continuing the Mission

Here are some suggestions for further missions:

🎲 The crew is contacted by Yace Rider and asked to accompany him to a resort planet for a little gambling and carousing. In reality Rider needs to go to the resort to pay off a substantial debt. One big enough to put a price on his head. The

players are along to protect him until the payment can be made.

🎲 The players are contacted by a holo-vid talent scout who was impressed by their appearance in the photo taken with Yace Rider and the snipe. The scout offers to make them holo-vid stars. Their first job is actually a mission that's being disguised as a movie shoot.

🎲 If Doctor Vexxus managed to escape there's a chance he'll hold a grudge against the players for disrupting his plans and seek revenge. The players may also wish to hunt down the doctor themselves.

🎲 The players are contacted by the actual Federation. They heard about the crew's encounter with the renegade scientist and are interested in any information the players can share with them. They also make the crew aware that there's a 10,000 credit reward for his capture.

## NEW CREATURES

### Sixtrex

These 7' tall creatures resemble a cross between a velociraptor and... something else, like a donkey or camel or something.

Sixtrex are indigenous to the planet Kraya where some settlers thought it would be a good idea to use them as mounts and pack animals for some reason. They got their name due to the fact that the first settler to tame one could make six trips between town and his campsite before the thing needed to stop for food, water, or rest.

The inexperienced rider should keep their distance from the creature's two dagger like claws, sharp fangs, powerful legs, and sweeping tail. In fact they should probably stay away from the beasts all together.

Sixtrex tend to behave better for Star Knights and certain Alien Mystics than others, seeming to share some sort of rapport with these beings.

<b>SIXTREX</b>	
AC	6 [13]
HIT DICE	3+1
THB	+3
ATTACKS	2 Claw (1d6-1), Kick (1d8)
SAVE	16
SPECIAL	None
Movement	16
HDE/XP	3/60

### Snipe

Despite their horrific appearance snipes are relatively docile creatures and tend to keep to themselves. They only prove to be a threat in situations where they feel threatened, then watch out!

Snipes are a collection of spines and horns and mandibles and claws roughly resembling an ancient Earth alligator or giant lizard with a barbed tail.

The collection of spines protruding from their necks make them difficult to engage in melee attack. Anyone doing so has a 40% chance of taking 1d6 damage from the spines. Their mandibles can deliver a painful bite attack that deals 1d6+2 damage. Their tail barb can be employed to deal 1d6 damage and deliver a toxin. This toxin has a 30% chance of infecting the target. An infected creature takes 1 point damage for 1d8 rounds and suffers a -1 penalty to their to-hit rolls during this time.

They're mostly active at night, possessing excellent night vision.

<b>SNiPE</b>	
AC	4 [15]
HIT DICE	6
THB	+6
ATTACKS	1 Bite (1d6+2), Tail (1d6)
SAVE	14
SPECIAL	Spines, poison, night vision.
Movement	12
HDE/XP	6/525



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The Creature, Valuable, and Obstacle icons as well as Snipe Hunt Sign (modified Insect Jaws icon) on page 2 were made by Lorc. These icons are available for download on [game-icons.net](http://game-icons.net)

The image used for planet Kraya on page 3 was downloaded from [opengameart.org](http://opengameart.org).

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Doctor Vexus on page 10 and the Snipe above were created by the talented J E Shields.

The map for our "old school" Town of Redstone was created using [dungeonographer](http://dungeonographer.com) mapping software from [Inkwell Ideas](http://InkwellIdeas.com).



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