

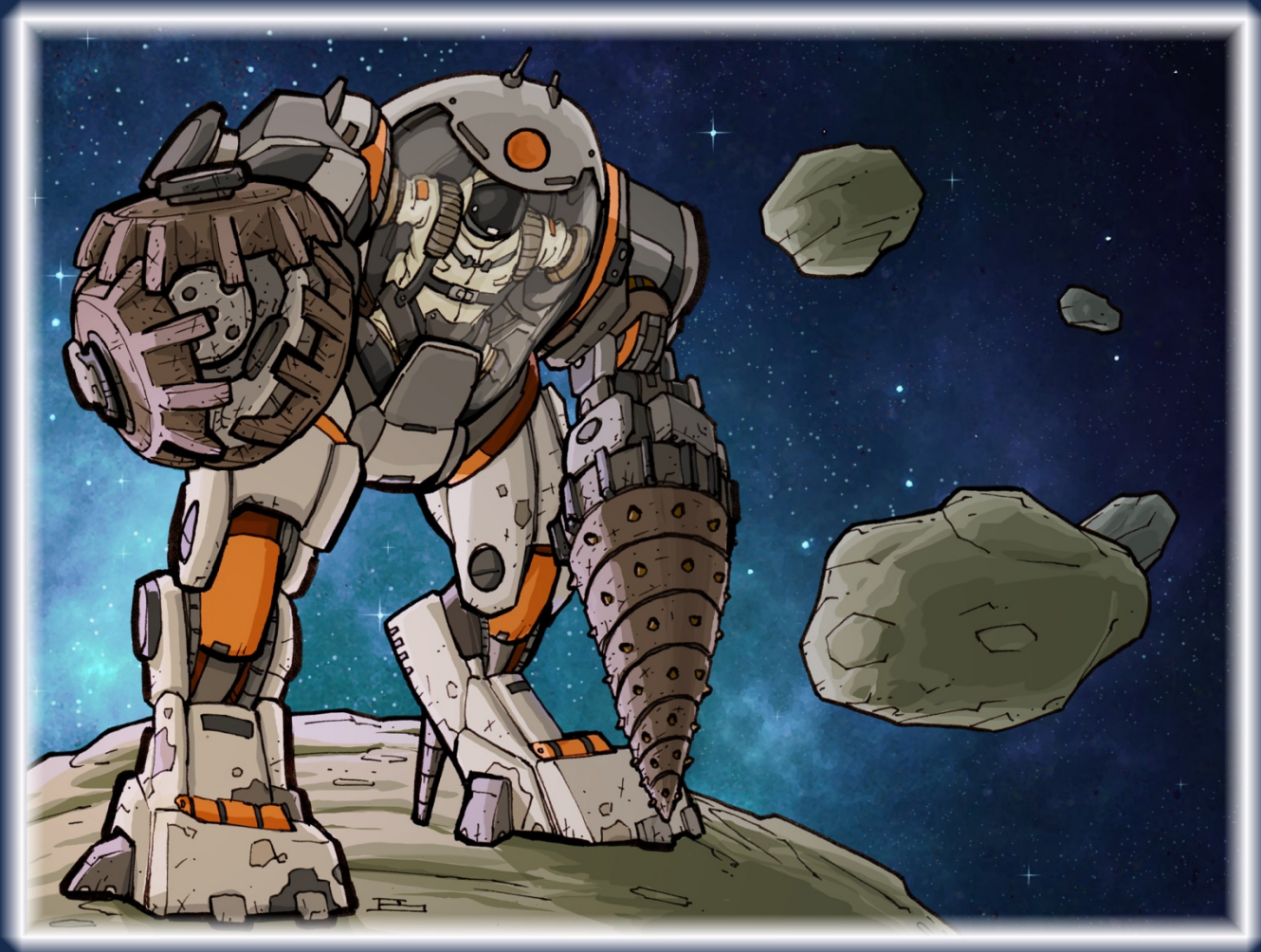
W4

ASTRO ADVENTURES

SOME MINER TROUBLE

by Matthew E Kline

A MINI-ADVENTURE FOR CHARACTER LEVELS 4-6



It was a simple mission: delivering a trio of dig-bots to a Mined Your Asteroid semi-automated mining franchise on 214 Vidar. Of course you didn't expect the facility to go on lock-down moments after your arrival...

Some Miner Trouble 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.

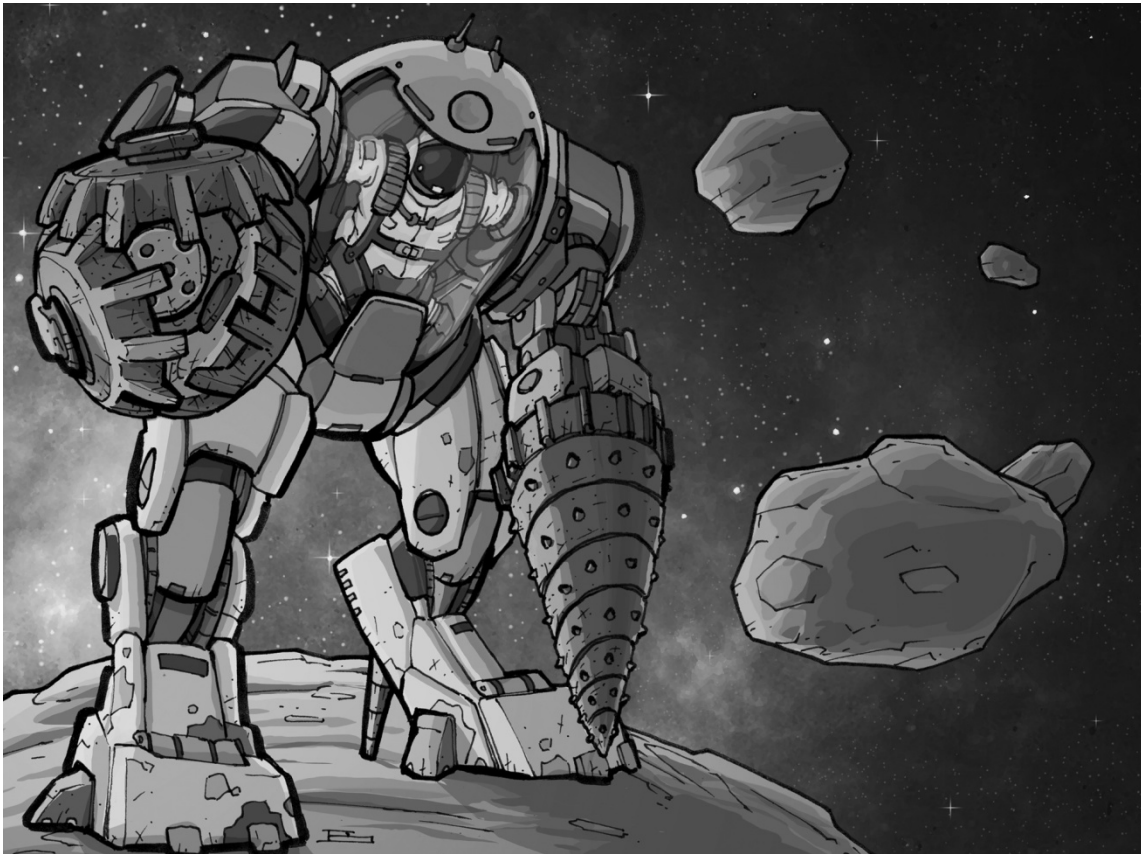


Mini-Adventure Module W4

SOME MINER TROUBLE

By Matthew E Kline

A ADVENTURE FOR CHARACTER LEVELS 4-6



It was a simple mission: delivering a trio of dig-bots to a Mined Your Asteroid semi-automated mining franchise on 214 Vidar. Of course you didn't expect the facility to go on lock-down moments after your arrival...

Some Miner Trouble 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.

White Star: White Box Science Fiction Role-Playing, Copyright 2015 Barrel Rider Games; Author James M. Spahn. Swords & Wizardry, S&W, and Mythmere Games are trademarks of Matthew J. Finch.

Creation's Edge Games and Matthew E Kline are not affiliated with Mathew J. Finch, Mythmere Games, Frog God Games, James M. Spahn, or Barrel Rider Games.

The "Asteroid Miner" art used on the cover and above was provided by J.E. Shields.

Writing, design, layout: Matthew E Kline
© Copyright 2016 Creation's Edge Games

ASTRO ADVENTURES

Mini-Adventure Module W4

SOME MINER TROUBLE

It was a simple mission: delivering a trio of dig-bots to a Mined Your Asteroid semi-automated mining franchise on 214 Vidar. Of course you didn't expect the facility to go on lock-down moments after your arrival...

About This Product

Some Miner Trouble is designed for 4-6 adventurers of level 4-6, although it can be scaled by the Referee for groups of other sizes. Some Miner Trouble 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...

You can find more of our RPG products on RPGNow. Please feel free to visit us at www.creationsedggames.com or like us on Facebook. Thank you for your support!

Referee's Eyes Only:

The miners on asteroid 214 Vidar have a problem. Their day-cycle started out like any other; overseeing the mine-bots as they collected voxcite from the asteroid's interior, pitching in whenever a human hand was needed. It wasn't long however before a dig-bot taking samples from the asteroid's surface ran into an obstruction; an unidentified metallic object impervious to its scans or lasers.

Just before the players arrive to deliver a trio of new dig-bots to the site, the mine's foreman Karrod Hasp takes the master exo-miner suit and heads out onto the asteroid's surface to investigate the object. What the foreman doesn't realize is that the dig-bot unearthed an alien weapon buried within the asteroid; unexploded ordinance from some far away war. When triggered the weapon broadcasts a virus designed to infect and repurpose work droids at enemy munitions factories.

Shortly after the players arrive at the mining facility Hasp will inadvertently trigger the device, resulting in the virus infecting his master exo-miner suit and, through its links, the rest of the site's mining robots.

The virus will disrupt the programming of the robotic miners, causing them to act erratically. What's worse it will activate the automatic mode in exo-miner suits worn by the foreman and the nine miners working in the asteroid's interior. They'll be trapped in the robotic suits as they run amok throughout the mine.

Someone will have to save them...

Set Up

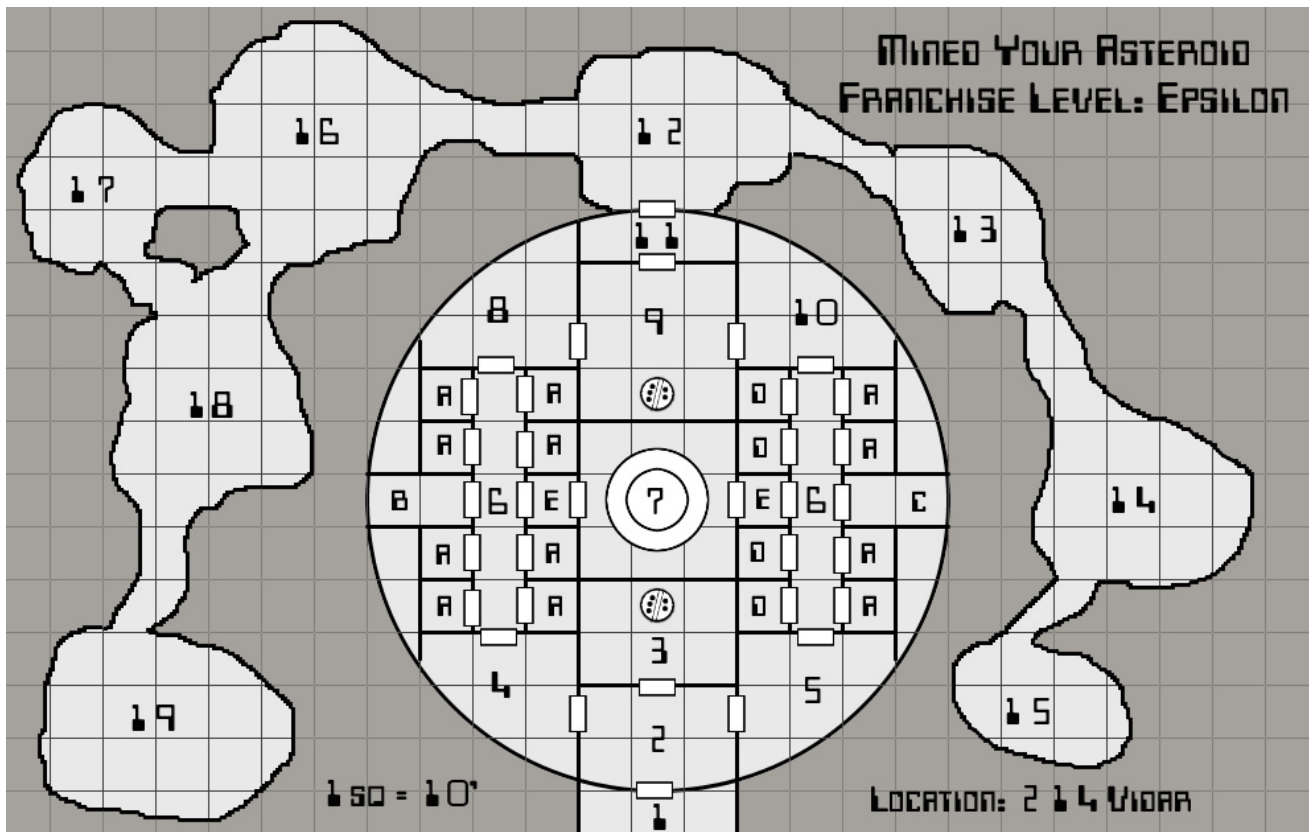
The crew either responds to a job posting or is contacted by a representative of the Mined Your Asteroid company. They've received a purchase order for three new dig-bots from a semi-automated mining franchise on 214 Vidar. The asteroid's a bit off their delivery routes so they're looking to sub-contract the shipment. The rep states that the contract pays 500 credits per bot plus a "safe and speedy" delivery bonus of an additional 500 credits if the dig-bots get there quickly and in good condition.

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.

Possibly the crew is flying near the asteroid when they receive part of a distress call which gets cut off. Shortly after that several of their ship's systems begin acting strange prompting them to seek the closest landing bay to carry out repairs. When they land they find the site already on lock-down.





Arrival at the Asteroid

As the crew approaches 214 Vidar they'll become aware of some disruption to their ship's communication system. The mineral voxcite is mined for use in long range communication relays. Being close to a large deposit of unrefined voxcite results in some degree of disruption. A crew member with experience or training in communication systems could recognize the disruption as being voxcite feedback and assume that Vidar is home to a voxcite operation (if they haven't already been told.) This disruption could extend to any communicators they're equipped with as well.

The large dome of an enclosed landing bay is easy to locate. The landing bay is the only part of the mining base that's visible above surface. As the crew approaches they'll be greeted by the following message:

Welcome to 214 Vidar. If you are on our authorized vessel list the dome will cycle open for you in a moment. If you are unauthorized you will be issued a warning to leave the vicinity. There will be a five minute grace period after which the facility's auto-defense system will arm. An emergency landing request may be made at this time however please note: We are a voxcite mining facility. An unacknowledged request may be due to voxcite interference and should by no means be taken as our indifference towards your current situation. 214 Vidar cannot be held responsible for damage done to your vessel due to voxcite interference. Thank you for your interest in 214 Vidar, a Mined Your Asteroid Epsilon Level facility. Have a nice day-cycle."

The facility uses a special long range communications array that's been shielded from the interference. Any attempt made by the crew to contact the mine will be met by broken static.

After a few moments the landing bay dome will cycle open and allow for the players to land. The floor of the landing bay is 30' below the asteroid's surface. The bay does not have an atmosphere so the crew will have to utilize spacesuits to gain access to the airlock at **Area 1**. It's assumed that the crew has enough space suits to cover them, if not additional suits can be found in **Area 1**. The landing bay is empty, save for a couple of ore bins sitting on deactivated hover carts.

Key to the Asteroid Base

1. Landing Bay Airlock

This is a 10' by 30' chamber just off the landing bay. The airlock has an automatic cycle that begins once it's entered from the landing bay. The door to the base will slide open after 1 minute. Keypads near either door allow for a manual override to cancel and/or reverse the sequence.



A rack mounted on the west wall holds 3 *space suits*.

2. Administration

This 20' by 30' room is set up to keep track of incoming and outgoing shipments and personnel. The word "Administration" is projected on the floor just inside the door. A multi-armed bureaucra-bot hangs from a post attached to a track which runs across the ceiling. Two metal containers holding voxcite sit on a hover cart in the southwest corner while two coffin sized containers stand against the wall in the southeast corner.

The bureaucra-bot will extend a vid-com screen mounted on one of its arms towards the players. In a moment they'll be greeted by an image of Yason speaking

to them from **Area 8**. He'll explain that they're a little short handed right now which is why there was no one to greet them. He'll also explain that the foreman is currently out on the asteroid's surface. The foreman has to personally approve any expense over 1,000 credits so the crew will have to wait until he comes back inside. He expects him back in shortly.

Yason informs the group that they can wait for the foreman in the Canteen (**Area 10**) or the Rec Hall (**Area 5**). The bureaucra-bot will give them directions to whichever they prefer. If they'd like they can unload the dig-bots and leave them in the landing bay or bring into **Area 2**.

The three dig-bots the crew's transporting are enclosed in three separate hover crates. Activating a hover crate causes it to rise and float two feet off the ground. Once activated the crate can be easily pushed in whichever direction they wish.



The two coffin sized crates contain *space suits* being sent out for repair. The suits have issues with their joints making it difficult to move and almost impossible to engage in combat.

3. Shipping

This is where the voxcite is crated for shipment off the asteroid. There's a circular tube sticking out of the ceiling near the rear of this room. Several empty containers line the east wall while five hover carts line the west wall. Controls against the north wall activate the tube, pulling voxcite from **Area 9** to fill the containers.

4. Infirmary

This is the mine's infirmary. Two bed-like medi-pods sit against the east wall, while a medical vat sits in the northwest corner. Equipment for raising and lowering

creatures into the medical vat is mounted to a track in the ceiling that runs between the examination table and the vat. There are also two hover stretchers hanging on a wall mounted rack in the southeast corner.



A dispenser on the wall holds 10 *med kits* and 3 *adrenaline boosters*. The referee could decide that only someone with medical experience could operate the dispenser, or that a lock needs to be hacked in order to gain access.

5. Rec Hall

This is the mine's recreation area. Four VR-pods stand along the curve of the south wall. These can run a number of programs ranging from games to a simple walk through a park when a miner wants a break from the confines of the base.

The room also holds tables of varying sizes, each with an interactive surface. The tables allow access to an extensive movie and game library. Smaller tables access music and book libraries, while the larger ones can mimic card, pool or air hockey tables.



6. Dormitories

The word "Dormitories" is projected onto the floor of these corridors.

A) These are the living quarters for the mine's employees. Each door has a number pad next to it and requires that a five digit passcode be entered to gain access. If the crew gains access they'll find they're all outfitted pretty much the same; A bed with a series of storage drawers beneath it, a small nightstand, and a footlocker (with a number pad requiring a three digit passcode.) Each also has a monitor embedded in one wall designed to resemble a window that can be programmed to display various scenes. The doors to these rooms are labeled 01 through 12.

B) The door to this room is labeled "Foreman". The furnishings are slightly larger than found in the other rooms and include a desk with a monitor which normally allows the foreman to view and control various aspects of the mine's operation. The door's number pad has a six digit passcode.

C) The door to this room is labeled "Doctor" and is outfitted similar to the foreman's room however her monitor allows her to keep an eye on patients in **Area 4**. The door's number pad has a six digit passcode.

D) These rooms are storage for the complex but they can be modified into additional living quarters if necessary. They mostly contain spare parts for the mine bots, holiday decorations, nutri-cube overstock for **Area 10**, and personal items that the staff didn't have room for in their quarters. The number pads have a three digit passcode (currently all set to "000".)

E) These doors are marked "Authorized Personnel Only" and are locked, requiring a keycard to open. These are access points for the grav well in **Area 7**. A general alarm will sound throughout the

base when anyone tries to access the grav well. Hasp and Yason are in possession of the grav well keycards.



Footlockers in the rooms labeled **A** contain items of sentimental value to the room's occupant. In addition to personal items the foreman's locker (**B**) holds a *laser pistol*, 2 *energy cells*, and a spare energy cell for the override gun (see New Equipment.) The doctor's locker (**C**) contains 3 *med-kits*.

7. Grav Well

When the facility was first established a grav-mill was sunk into the center of the asteroid. This device is rumored to be powered by a miniature black hole and according to the Mine Your Asteroid franchise ownership manual, is perfectly safe.

The device also generates power and recycles oxygen for the mine. It has a lifespan of three Earth years, after which time it has to be replaced if the facility wants to continue operating. When functioning properly the mill generates a shaft of low gravity above it. Engineers who wish to access the mill for inspection and maintenance can do so simply by "swimming" down the grav well.

A ladder along with safety harnesses and tethers are mounted to the side of the shaft, though they're rarely used and may be in need of repair.

8. Operations

A collection of consoles used to monitor and control various mine functions run along the curve of the northern wall of this room.

Yason will be at one of the consoles communicating with the foreman out on the surface. He seems concerned but not overly so. He's more annoyed at the fact

that he can't be out there or down in the mine helping his fellow engineers inspect the oxygen processors due to his broken leg, which is currently encased in a grav-cast. Gleanna, the facility's doctor, nervously watches the monitors over Yason's shoulder.

If asked Yason will explain that the foreman's outside checking on an obstruction a dig-bot encountered while collecting samples from the asteroid's surface. Normally they'd send a couple of engineers but he's nursing a broken leg and the other two engineers are down in the mine dealing with a malfunctioning oxygen processor. He states that the foreman should return shortly and urges the group to wait in the Rec Hall (**Area 5**) or Canteen (**Area10**).

9. Processing

Recharging stations for the mine bots line the east wall and stands for holding exo-miner suits line the west wall.

A bin for collecting ore from the mine sits against the south wall. A tube there can be activated to suck the ore up into ore processing and storage where's it's held until dispensed into containers in **Area 3**.

10. Canteen

This is the mine's kitchen and dining area. A narrow counter runs along its west wall lined with six stools. A multi-armed service-bot hangs from a track which also runs the length of the counter. Seating is also available at tables that run along the curve of the north wall. The curve of the wall is covered with monitors that can display a number of different scenic vistas, creating the illusions of windows looking out onto anything other than an asteroid.

Sitting on a stool along the counter will cause a small section of the countertop before it to become active giving the

stool's occupant access to a data pad embedded within. The data pad displays a menu that can be used to order food, which the service-bot will then prepare. The canteen uses a nutri-cube system (as first introduced in *Mini-Adventure Module W2: Twelve Easy Parsecs*) allowing the service-bot to produce a great number of menu selections by combining different colored nutri-cubes (each color represents a different collection of ingredients.) This system allows for a great deal of variety to be offered in situations where limited space or resources would make it difficult otherwise. Shelves along the south wall contain rows of nutri-cube and drink dispensers.

11. Airlock

This room is similar to the landing bay airlock in **Area 1** but a bit smaller. An empty grav cart with a bin mounted to it sits in one corner. This airlock is not automatic. Keypads mounted by the doors allow access and control the airlock cycling process. Like the other airlock this one also takes a minute to cycle. The keypads also allow the cycling to be canceled or reversed. Since the mine is a sealed environment this airlock's purging/pressurizing sequence is currently unnecessary and therefore disabled. The doors still take the same amount of time to cycle for some reason, even though this sequence is skipped. When Hasp contacted the Mined Your Asteroid tech support center he was told it was a "safety precaution".

In the event of a breach in the mine's environment the purging/pressurizing sequence can be reactivated at the keypads.

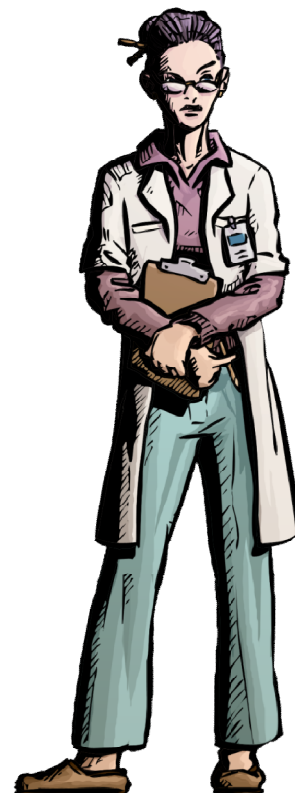
Some Miner Trouble

It isn't long before every monitor in the base flashes "Virus Detected" then "System Lock-Down" before suddenly going blank.

If the players aren't present in the Operations room when this occurs Gleanna runs to fetch them, stating rather calmly "We're all dead." Before bolting back towards the operations room dragging at least one crew member along with her.

Once in the Operations room Yason explains what just occurred: Some sort of alien virus infected the foreman's master exo-miner suit then used its link to infect every mining bot in the mine, which is bad because some of them have people in them. In addition to this all the dig-bots and mine-bots in the mine are no longer following their programmed commands or dig/no dig safety parameters.

Yason hit the "System Lock-Down" button which shut down all computer linked systems in the facility, preventing the virus from spreading to life support, long range communications, or the grav-mill (As a result the bureaucra-bot in **Area 2** and the service-bot in **Area 10** have both been deactivated.)



Someone will have to go into the mine, deal with the malfunctioning robots, rescue the miners, and engineers, as well as rescuing the foreman on the surface. Then somehow deactivate the alien device. Gleanna and Yason need to remain in operations to deal with anyone that makes it back (Yason will cycle them out of their suits and Gleanna will deal with any medical issues.) If the crew doesn't volunteer to be the "someone" who does the rescuing Gleanna will remind them that the foreman's the only one who can issue them their credits (and that he'll probably throw in a few more for saving the day-cycle.)

Yason will produce an *override gun* (see New Equipment) along with a cartridge of ammunition and explain that it can be used on the exo-miners to reboot their suits. It can be used on the other bots as well but it's the safest way of disabling the exo-suits without harming the occupants. As part of standard safety procedure one of the engineers took an override gun with them into the mine as well. The crew may want to locate him first.

The alien artifact will also have to be found and deactivated before Yason can bring any of the mine's integrated systems back online. Yason explains that dealing with the infected dig-bots should also be a priority since their excavation parameters have been compromised. They're digging in a random pattern and threatening to cause a collapse, or worse, a catastrophic breach which could result in the destabilization of the asteroid. Which would be bad. To which Gleanna will add "Everybody dead bad. So you have a lot of priorities...."



As noted above the crew will be given an *override gun* along with an ammo cartridge.

Saving the Foreman and Miners

At this point the crew can decide whether they want to head to the

asteroid's surface to rescue the foreman and deal with the alien device or into the mine to save the miners and deal with the rampaging mine-bots.

Care must be taken when engaging manned exo-miner suits in combat. The best course of action is to hit them with charges from the *override gun*, which will eventually cause the suits to shut down, reboot, and activate their safety protocols. The safety programming involves the exo-miner suit automatically returning to **Area 9**, taking it and its occupant to safety.

Simply attacking the suit without calling the shot or blow has a 50% chance of dealing half its damage to the occupant (each occupant has 8 hit points.) A "called attack" suffers a -2 penalty to hit but only has a 20% chance of dealing half damage to the occupant. Reducing an exo-suit's HP to zero will disable it and allow its occupant to be freed. Killing a suit's occupant won't disable the suit since its running on automatic.

Using the override gun on a dig-bot or mine-bot will cause them to shut down and reboot as well (a dig-bot will fall to the ground dealing it 1d6 damage for every 10' it fell.) Once rebooted the bots will either hover or stand waiting to receive commands through the mine's systems.

On the Surface

The asteroid's surface can be accessed by means of an elevator off the side of the landing bay. The crew will have to don space suits in their attempt to rescue the foreman stuck on the surface in his run away exo-suit.

Hasp can be found a short distance away from the elevator, at the edge of a large crater. A dig-bot circles around his exo-suit as though it were in orbit. Unlike the miners in the asteroid's interior Hasp wears a space suit inside the exo-suit so even if the exo-suit's breached he'll still have air. This unfortunately is not the case with the players. Each time they take

damage they suffer a cumulative 15% chance that their suit will rupture, so care must be taken in engaging the master exo-suit and the dig-bot here in combat. Unlike the other exo-suits Hasp's suit won't automatically carry him to **Area 9** once it reboots, he'll have full control of his suit once it's up and running again.



Dig-Bot (hp 17): **AC:** 4 [15] **HD:** 4, **ATK:** 2d6 (laser drill) **Sp:** none, **Sv:** 14, **Mv:** 10 (flying), **HDE/XP:** 5/240

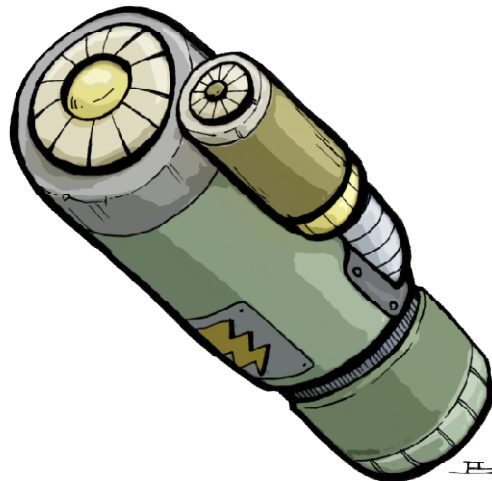
Master Exo-Miner (hp 36): **AC:** 2 [17] **HD:** 5, **ATK:** Slam 2d6, **Sp:** none, **Sv:** 16, **Mv:** 10, **HDE/XP:** 5/240

Dealing with the Alien Device

The alien device lies at the bottom of a 20' deep crater. Hasp managed to dislodge it from the crater. It fell to its current resting place once it became active. The slope down is gradual and easy to descend. A player that retrieves the device will discover that it's apparently already deactivated. The object was basically a "virus bomb". Now that it's detonated it's no longer a threat.

Once the foreman's rescued (either by disabling the suit or rebooting it) he'll explain that the site's mine bots will all still have to be rebooted or disabled manually. Hasp won't be able to use the master suit's controls without exposing the site's systems to the virus infecting the bots. The players will still have to deal with the bots down in the mine if they haven't already.

He offers to head into the mine and help the group however once back in the base Doctor Gleanna forbids him from doing so until she can run a full medical scan on him. It's possible that the foreman could lend his suit to one of the players to use in their rescue efforts. If so treat it as though the player's wearing *power armor*.



Key to the Mine

The mine is a closed environment (so far) with oxygen and gravity provided by the grav-mill (Yason suggests the crew carry some space suits along with them just in case.) Each area is lit by work lights embedded in the walls of the asteroid. Small brightly lit beacons are mounted near the entrance and exit of each cavern like excavation. The beacons allow authorized personnel to assign work areas to the mine-bots by color by color when the system is running correctly.

Any exo-suits that reboot will head for the airlock. Yason can activate the doors from the Operations Room, bringing the exo-suits in to **Area 9** where he and Gleanna can work to free their occupants. If the crew manages to free a miner from their suit they'll have to be helped back to the airlock. The occupants will suffer from sprains, pulls, and possibly even broken bones from being jerked around by the malfunctioning exo-suits.

12. Purple Zone

The airlock doors open into a cavern carved into the interior of the asteroid roughly 30' x 40'.

There are beacons mounted here next to the air lock and the two exists to the cavern. All emit a purple glow. A foot wide flexible conduit emerges from vents on either side of the airlock. These conduits run along the floor against the interior wall of each cavern. It contains air and exhaust tubes carrying oxygen to processors located in each area as well as cables to power lights and equipment.

As soon as the players step out of the doors a dig-bot will fly at them firing its lasers. Two mine-bots in the cavern will move to attack the party in 1 round.



Dig-Bot (hp 18): **AC:** 4 [15] **HD:** 4, **ATK:** 2d6 (laser drill) **Sp:** none, **Sv:** 14, **Mv:** 10 (flying), **HDE/XP:** 5/240

Mine-Bot x2 (hp 25,18): **AC:** 5 [14] **HD:** 4+1, **ATK:** Slam 1d6 or laser pick (1d4+2) **Sp:** none, **Sv:** 16, **Mv:** 10, **HDE/XP:** 5/240

13. Blue Zone

Several blue beacons are mounted into the walls of this rough hewn cavern. A trio of 6' tall humanoid robots stand along the cavern's rear wall chipping at random spots with their laser picks.

The mine-bots here will attack the crew as soon as they're aware of their presence.



Mine-Bot x3 (hp 35,27,22): **AC:** 5 [14] **HD:** 4+1, **ATK:** Slam 1d6 or laser pick (1d4+2) **Sp:** none, **Sv:** 16, **Mv:** 10, **HDE/XP:** 5/240

14. Red Zone

This oblong 40' x 30' cavern is marked with a series of red beacons.

A pair of dig-bots are hovering 10' above the floor in the southwest corner,

digging at the wall with their mounted lasers. Three mining robots and two manned exo-miner suits wander aimlessly near the center of the cavern.

There are asteroid miners in the exo-miner suits. They'll start screaming for help the moment they see the players but the sound will be muffled due to the suits. The exo-miner suits are on automatic and they're taking their unwilling passengers along for the ride.

The mine-bots and exo-miner suits will attack the crew once they're aware of their presence. The dig-bots will continue to dig at the wall unless they're attacked, at which point they'll fight back.



Dig-Bot x2 (hp 20,17): **AC:** 4 [15] **HD:** 4, **ATK:** 2d6 (laser drill) **Sp:** none, **Sv:** 14, **Mv:** 10 (flying), **HDE/XP:** 5/240

Mine-Bot x3 (hp 25,25,19): **AC:** 5 [14] **HD:** 4+1, **ATK:** Slam 1d6 or laser pick (1d4+2) **Sp:** none, **Sv:** 16, **Mv:** 10, **HDE/XP:** 5/240

Exo-Miner x2 (hp 27,14): **AC:** 2 [17] **HD:** 5, **ATK:** Slam 2d6, **Sp:** none, **Sv:** 16, **Mv:** 10, **HDE/XP:** 5/240

15. Green Zone

A series of green beacons mark the walls of this 20' x 30' cavern.

The mine-bots that were stationed here wandered north into **Area 14**.

16. Orange Zone

This cavern is close to being a 40' x 40' square. Piles of rubble along the walls indicate that a lot of work has been done recently to square it off.

The recent work done to the walls of this cavern has dislodged the cavern's beacons. They lie near the exits, their orange glow muted by a covering of dust and rubble.

Two manned exo-miner suits, two dig-bots, and two mine-bots frantically work on squaring off the cave for some reason. The miners trapped in the exo-miner suits are screaming in panic. They know it's only a matter of time before they hit the bottom of a surface crater and breach the environment. If the crew engages them they'll plead to with the crew to deal with the bots here as quickly as possible.



Dig-Bot x2 (hp 20,15): **AC:** 4 [15] **HD:** 4, **ATK:** 2d6 (laser drill) **Sp:** none, **Sv:** 14, **Mv:** 10 (flying), **HDE/XP:** 5/240

Mine-Bot x2 (hp 24,16): **AC:** 5 [14] **HD:** 4+1, **ATK:** Slam 1d6 or laser pick (1d4+2) **Sp:** none, **Sv:** 16, **Mv:** 10, **HDE/XP:** 5/240

Exo-Miner x2 (hp 24,20): **AC:** 2 [17] **HD:** 5, **ATK:** Slam 2d6, **Sp:** none, **Sv:** 16, **Mv:** 10, **HDE/XP:** 5/240

17. Yellow Zone

This near circular cavern is roughly 30' wide. A few yellow beacons dot its walls. Four mining robots stand near a section of wall that's collapsed to the east.

A dig-bot that was originally stationed here compromised a section of wall between this cavern and **Area 18** causing a collapse before it headed off to **Area 12**. The mine-bots here won't attack unless they're attacked first. If the rubble between the two caverns is inspected the crew will discover one of the engineers buried beneath it. The two engineers were here finishing repairs on the cavern's oxygen processor when the mine-bots here went crazy and caused the wall to

collapse. The other engineer fled the area. She attempted to make it back to the Airlock but found her way blocked by rampaging mine-bots. She eventually made her way to **Area 19**.



Mine-Bot x4 (hp 27,26,16,13): **AC:** 5 [14] **HD:** 4+1, **ATK:** Slam 1d6 or laser pick (1d4+2) **Sp:** none, **Sv:** 16, **Mv:** 10, **HDE/XP:** 5/240



The players can make their way across the rubble to **Area 18** however movement is halved and there's a 30% that while they're crossing they'll be hit by debris still falling occasionally from the passageway's walls a struck creature takes 1d8 damage.



The engineer was armed with an *override gun*. The gun can be located if the rubble near his body is searched. The gun contains one ammo cartridge with 8 shots left.

18. Violet Zone

This cavern's walls are marked by a number of violet beacons. A section of wall here has collapsed. Two mine-bots are pounding the walls of the cavern with their fists instead of using their laser picks. Two others are stepping onto the rubble where the wall collapsed then stepping back off.

The mine-bots and exo-miners will move to attack anyone entering the room from the south. They will also attempt to move to attack anyone coming over the rubble from **Area 13** however the mine-bots won't step onto the rubble and succeed only at blocking the passage, increasing the crew's chance of being struck by debris. The exo-miner suits aren't as reluctant to enter the rubble. The suit contains an asteroid miner.



Mine-Bot x2 (hp 27,23): **AC:** 5 [14] **HD:** 4+1, **ATK:** Slam 1d6 or laser pick (1d4+2) **Sp:** none, **Sv:** 16, **Mv:** 10, **HDE/XP:** 5/240

Exo-Miner x2 (hp 26,24): **AC:** 2 [17] **HD:** 5, **ATK:** Slam 2d6, **Sp:** none, **Sv:** 16, **Mv:** 10, **HDE/XP:** 5/240

19. Cyan Zone

There are only a few work lights here and a couple of cyan beacons near the entrance to this cavern. The rear of the cavern is lit only by the glow of two laser picks and the occasional blast from a digging laser.

Just inside the entrance the other engineer lies trapped by some rubble. She's surprised by the crew's arrival and asks for their help to free her leg. Once freed she'll realize her leg's broken. She'll need help to stand and walk. She'll also find it almost laughable that the site now has two engineers with busted limbs. She'll stress that the bots to the south have to be stopped before they breach the asteroid and urge the crew to aid her fellow engineer in **Area 17**, hoping in vain that the injuries he suffered during the collapse weren't fatal.

The three exo-miner suits here are occupied by asteroid miners.



Dig-Bot x2 (hp 18,17): **AC:** 4 [15] **HD:** 4, **ATK:** 2d6 (laser drill) **Sp:** none, **Sv:** 14, **Mv:** 10 (flying), **HDE/XP:** 5/240

Mine-Bot x2 (hp 24,16): **AC:** 5 [14] **HD:** 4+1, **ATK:** Slam 1d6 or laser pick (1d4+2) **Sp:** none, **Sv:** 16, **Mv:** 10, **HDE/XP:** 5/240

Exo-Miner x3 (hp 24,22,19): **AC:** 2 [17] **HD:** 5, **ATK:** Slam 2d6, **Sp:** none, **Sv:** 16, **Mv:** 10, **HDE/XP:** 5/240



The southern edge of the cavern is cloaked in shadows. Unless the crew has some way of lighting this area, ranged or melee attacks made against creatures in the shadows suffer a -3 penalty to hit (the penalty would be worse if not for the glow of the laser blasts and picks.) The engineer can activate work lights that will light up that section of the cavern but she'll have to be helped to the oxygen processor 20' east of the entrance so that she can access the power cables in the conduit.

Mission Accomplished

Once all the mining robots have been either rebooted or disabled, Yason will be able to bring the mine's systems back online. They'll then be able to recall all the mining robots back into the facility for full diagnostics and repair (at least those that haven't been too damaged by the crew.)

The foreman (if he survived) will take the crew aside into **Area 2** and take care of the credits they're owed. He'll authorize the payment of 1,500 credits for the dig-bots they delivered plus the 500 credit "safe and speedy" bonus. He also adds 500 credits for each person rescued from the mine for a possible total of 5,500 credits (9 miners, an engineer, and him.) Hasp is indebted to the crew however he'll want to get them off asteroid as quickly as possible. There's a lot of clean-up to be done before the mine returns to being fully operational. He'll even let the players keep the alien device, hoping that they'll take it as far away from him as possible. It could be worth 1,000 to 10,000 credits to someone interested in alien weaponry.

If the foreman didn't survive Yason or Gleanna can try getting in touch with the facility's owners to get the crew's payment authorized once the site's communication system has been reactivated. After being informed of the crew's exploits the owners will throw in a "rescued personnel" bonus

however it won't be as much as what the foreman would have given. The owners may also take issue with the crew leaving with the alien device but Yason and Gleanna won't be in any mood to enforce any orders issued regarding its retention.

Continuing the Mission

Here are some suggestions for further missions:

🔴 The players bring the alien device onto their ship. It reactivates infecting the ship's navigation system with a second virus. This virus takes control of the ship and plots a course for a distant planet. Unless the crew can figure out a way to regain control they're in for a long ride. And who knows what's waiting for them once they reach their destination...

🔴 The foreman asks the crew to run the space suits sitting in Processing out to get repaired. They fly to the nearest space station to have this done. One suit bears the name tag of someone who owes a lot of credits to a bookie on the space station.

🔴 The grav-mill at the bottom of the shaft in **Area 7** generates a gravitational field close to galactic standard average creating an "up" and "down", allowing the site to function as a more traditional mine. After the systems come back on-line Yason receives an alert. Apparently the virus infected the mill before lock-down. The crew will have to find a way to get down to the grav-mill and repair it before it shuts down. Along the way the mill vacillates between low and heavy gravity.

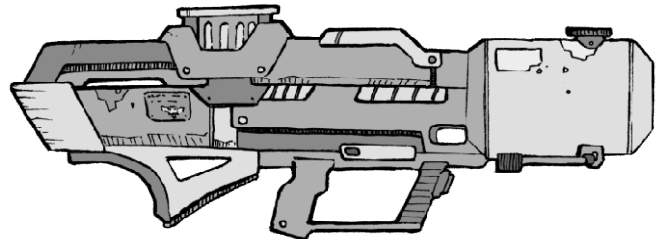
NEW EQUIPMENT

Override Gun

Developed by the Mined Your Asteroid company after a pair of mining robots went amok this gun is designed to shut down mining robots gracefully and with a minimal amount of damage. It fires a

compressed data packet on a carrier wave. A successful will negate a robot's current programming and force a reboot. The reboot brings the robot back up into either a "stand-by mode" where it sits until it receives new data, or "safety mode" where it follows a pre-programmed set of instructions (most often it's "return to base for maintenance")

In combat the gun functions as a laser rifle however, instead of inflicting damage each successful hit has a cumulative 25% chance of shutting a mining robot down (or other robots if the Referee decides it effects their programming as well.) A cartridge for an override gun holds 12 shots. It's recommended that the gun be fired by a character with at least a 16 strength since it packs a bit of a kick.



NEW CREATURES

Mining Robots

Each Mined Your Asteroid franchise includes three different mining robot models in their basic package: dig-bots, mine-bots, and exo-miners.

Dig-bots are floating spherical drones equipped with mounted laser drills (laser rifle in combat.) Dig-bots are responsible for the majority of the exploratory digging. They're also used when the mine is first established to carve out a predesigned operations/staff facility.

Mine-bots are the work horses. Once a deposit of whatever the mine is looking to mine has been located and exposed by

the dig-bots the mine-bots are sent in with laser picks (similar to a dagger sized star sword in combat) to collect and transport it. Standard mine-bots are humanoid in design, roughly 7' tall.

Exo-miners are similar to the mine-bots however they have two modes; they can either run automatically according to set safety parameters and programming, or be worn as a powered exo-skeletal suit (similar to *power armor*), allowing humanoid operators to run them manually. Exo-miner suits have been designed to accommodate operators wearing space suits to allow for mining in inhospitable environments. If for some reason the suit's controller is incapacitated the exo-miner will revert to automatic mode and move to get its occupant to safety as quickly as possible.

DIG-BOT

AC	4 [15]
HIT DICE	4
THB	+5
ATTACKS	Laser drill (2d6)
SAVE	14
SPECIAL	None
Movement	10 (flying)
HDE/XP	5/240

MINE-BOT

AC	5 [14]
HIT DICE	4+1
THB	+5
ATTACKS	Slam (1d6) or laser pick (1d4+2)
SAVE	16
SPECIAL	None
Movement	10
HDE/XP	5/240

EXO-MINER

AC	2 [17]
HIT DICE	5
THB	+5
ATTACKS	Slam (2d6)
SAVE	16
SPECIAL	Exo-Suit (see description)
Movement	10
HDE/XP	5/240



Art Credits

We'd like to thank the following for providing great spot art at a low cost.

Jeshields provided the Exo-Miner suit for our cover and inside cover as well as Dr. Gleanna on page 7, Alien Device on page 9, and the Override Gun on page 13. You can find more of his artwork at jestockart.com

The Creature, Valuable, and Obstacle icons as well as Voxcite Sign (modified Crystal Shine icon) on page 2 were made by Lorc. These icons are available for download on game-icons.net

The images for "Living Quarters" on page 5 and "Mine-Bot" on page 14 were from Shaman Stock Art.

The map for our "old school" Asteroid Mine was created using dungeonographer mapping software from Inkwell Ideas.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyfree, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch
Swords & Wizardry WhiteBox Rules by Marv Breig, copyright 2008-2011 Matthew J. Finch.

White Star: White Box Science Fiction Role-playing, Copyright 2015 Barrel Rider Games; Author James M. Spahn.

Some Miner Trouble, Copyright 2016. Creation's Edge Games. Author Matthew E Kline.

Designation of Product Identity and Open Game Content:

All text in this product is Open Game Content, except the terms Astro Adventures, Swords & Wizardry, White Star, company names, company logos, and author names.

END OF LICENSE