



Shadows Over Sol

Lethal Inheritance



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Introduction

Lethal Inheritance is a complete survival horror scenario for *Shadows Over Sol*. It was written explicitly to be a good first adventure for introducing new players to the game world, and as a way for GMs to easily kick off a fresh campaign with a team of newbie PCs. As such, the events of the scenario are fairly self-contained, but the adventure also intentionally leaves dangling a number of plot threads, which can be used as hooks for continuing play in future sessions.

Lethal Inheritance should contain enough nail-biting horror and suspense to cover between one and three sessions of play, depending on the actions of the players. It should also leave the players holding possible hooks for many more sessions to come.

Synopsis

Most scappers dream of striking it rich enough to afford their own ship. Spaceships mean mobility, freedom and a vital escape route. Therefore, it seems almost too good to be true when the team gets the opportunity to acquire their own. The only catch is that the ship in question has been left abandoned and in need of repairs. The scappers simply need to get there, patch the vessel up and then they're good to go!

Of course things are never that simple. The spaceship in question, the *Infelicitas*, has been left abandoned at Shams Energy Facility. This facility is itself a derelict solar array and charging

station, orbiting the sun. It was abandoned almost twenty years ago, after an immense solar flare fried most of its electronics and damaged the station beyond economically feasible repair.

Needless to say, Shams isn't a popular travel destination. The first challenge the team will face is getting a ride there. That could mean trading favors, calling on contacts or even catching a ride with a crew that the team doesn't entirely trust.

Arriving at Shams, the scappers will meet the unusual caretakers of the facility. They are a family of the Bunker subculture who have been living there for years, largely in isolation. They are a close-knit clan with a family secret: they are cannibals. This part of the scenario puts a science fiction spin on the "backwoods cannibal family" trope common in the larger horror genre.

Despite the creepy caretakers, the team will find it easy enough to explore the station, locate their vessel and begin repairs. This process won't be entirely smooth going, however, as the repairs might be interrupted by the discovery of a smuggler's hold full of dangerous krill, by the discovery of the remains of the caretaker's previous victims or even by missing components needed to repair the ship.

Despite how successful repairs are, the situation is soon complicated by the arrival of another scapper team on the station. This team, the *Dobermen*, also have their eyes on the *Infelicitas*, and hope to seize it from the PCs. Meanwhile, they

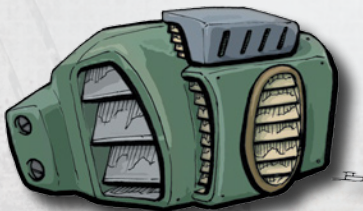
will play off their interest as “looking to salvage valuable scrap from the facility.”

The spark that ignites this volatile situation is an incoming solar flare. The team will have just minutes to respond once the alarms start going off. This flare will bathe the facility in dangerous radiation, shut down all unprotected electronics and isolate everyone on the station from sending or receiving any radio comm transmissions.

The Dobermen will be quick to take advantage of these conditions, seizing the moment to storm the team’s ship and attempt to take control. The scrappers will be forced to resist if they don’t want all of their efforts to be for naught, and a bloody confrontation is likely to ensue.

It is exactly this confrontation that spurs the cannibal caretakers into action. They will be more than happy to “tend to the wounded” on either side of the conflict. Of course, anyone tended in this way will soon be dinner. This, too, is likely to devolve into some sort of conflict before long, but hopefully not before the caretakers get in some creepy moments to set the tone of the scenario.

In the end, the team will have recovered and repaired their ship, will have fended off the rival scrappers and survived the hunger of the caretakers, and they will have a solar system of options ahead of them. Of course, not all loose ends will have been wrapped up and some actions may come back to haunt them...



Modes of Horror

Lethal Inheritance is written with the survival horror mode of play in mind (see the *Shadows Over Sol* core rulebook, page 164). Although the adventure will begin with the team wanting to collect their new spaceship windfall, it will quickly become a matter of survival, with the scrappers foremost seeking to survive the unfolding events. Over the course of the scenario they will run up against environmental hazards, rival scrappers, dangerous contraband and crazed cannibals.

This scenario might be ran as an investigative horror adventure with a few changes. The GM simply needs to keep in mind that players will have at their disposal better gear, and thus will be better equipped to survive the events that unfold. Without careful consideration, this might lead to the tension in the earlier parts of the scenario being lost. Because

Ready-Made Heroes

The player characters presented in *Shadows Over Sol: Ready-Made Heroes* are ideal for use with *Lethal Inheritance*. Simply print out the character sheets, give them their listed “Survival Horror” loadouts and they are good to go!

Of particular interest are: Albert Astro, who has experience dealing with spacegoing hazards, and Ozan Cevahir, who has experience piloting spacecraft.

Other Adventures

Lethal Inheritance can be used alone or in conjunction with other published *Shadows Over Sol* adventures. Below are some notes on how to combine this scenario with others.

- **Ghost Ship:** Found in the *Shadows Over Sol* core rulebook, the *Ghost Ship* scenario could make for a good next scenario after the events of *Lethal Inheritance*. In this case, it will be the team's first challenge in their new ship.
- **Heir to Darkness:** The events of *Lethal Inheritance* might make for a decent interlude between the events of *Small Mercy* and later *Heir to Darkness* adventure. While it takes place far away from the other two scenarios, this ordering allows for a feeling of progression as the team becomes progressively better equipped.
- **Small Mercy:** Another survival horror scenario, *Small Mercy* runs equally well either before or after *Lethal Inheritance*. Nevertheless, possession of their own ship allows the team a greater degree of freedom when eventually approaching Fururi Station and the neighboring unnamed research facility.

of this, GMs are advised to play up the mystery surrounding the spaceship—and indeed all of Shams Energy Facility. How did the original crew die? Why was the ship left at the Energy Facility of all places? What else is there to discover here? It also wouldn't be a bad idea to bump the difficulty of environmental challenges or combat encounters up a notch—at least until the solar flare arrives.

Running this adventure with the action horror mode of play is more difficult. Players will likely have gear at their disposal that will either solve or circumvent most of the challenges in the scenario. One possible solution for this is to have the solar flare arrive at the station earlier than written. The flare will disable the team's equipment for much of the adventure, making the unfolding events a challenge again. However, this solution is more of a way to play a survival horror game with an action horror team than it is to play the adventure as an action

horror-style scenario. Players expecting a game of shooting the horrific bad guys might justifiably feel cheated.

The Hook

This adventure begins with a simple hook: the team gets the opportunity to acquire their own ship for next to no cost. How this opportunity comes to the team, however, is something for which the scenario doesn't have a canonical answer.

This is deliberate. By leaving this open, it allows the GM to tailor the hook to the player characters in question. Ideally, it will draw on the scrappers' history, personal motivations and goals. Nevertheless, some possibilities are given below. GMs are encouraged to use these for inspiration when tailoring the hook to their own players. Other GMs might simply want to pick a hook that seems to fit well enough, and use it exactly as written.

Inheritance

Perhaps the most straightforward hook is that one member of the team—or maybe the team as a whole, if that somehow makes sense—inherits the ship from a deceased relative, friend or ally. This provides a compelling explanation for why the scrappers have been afforded the opportunity to acquire the ship, and furthermore, provides potential plot hooks involving the history and past actions of the benefactor, her relationship to the characters and her other associates who might have interest in the ship.

Given the history of the *Infelicitas*, however, with this hook, the GM needs to take care to explain how the fallen benefactor was involved. Maybe the benefactor had secrets of her own and was secretly part of the ship's past crew.

Maybe she was merely the ship's owner, and had either rented or loaned it to the crew. Or maybe, the last crew of the ship killed the benefactor and ran off with its cargo, thus bringing about her death and the team's inheritance in the first place. Or maybe the benefactor is still alive, having faked her death, and is waiting for the team to retrieve the ship from its current predicament.

Gambling Winnings

Another potential, fairly straightforward hook is that one member of the team won ownership of the *Infelicitas* in a card game, simspace tournament, drone racing bet or similar gambling situation. This means of acquisition fits a certain devil-may-care character archetype which, depending on the player characters, may fit suitably.



This hook hinges both on having a suitable character and on coming up with a compelling story behind the gambling stakes. If possible, the GM should work with the players to come up with this story. After all, they have a good idea of what their characters would do in this situation, and are best equipped to come up with a story that they find both fitting and suitably interesting.

With this hook, the GM still needs to come up with an explanation for how the person who lost the ship in the bet was involved with it in the first place. This might be as simple as having won it herself in a similar high-stakes game, or it might be something as complex as having, at one time, been part of the previous crew and then retiring early, but maintaining her ownership (and a share of the revenue).

Purchased at Auction

Another possibility is that the team as a whole pooled their money and purchased the ship at auction for extremely cheap. Likely the former owners defaulted on a debt for which the deed was held in compensation, the ship has been foreclosed on or it has been officially impounded by one of the corps claiming ownership of Shams Energy Facility.

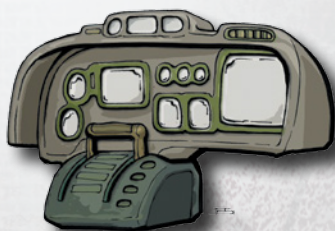
This hook does a lot to explain why the ship is being sold in its current condition, and why the team must travel to retrieve it. It also leaves plenty of mystery surrounding the Infelicitas' past and the fate of its previous crew. Finally, it might explain why player characters from a wealthy background

are starting a campaign with depleted funds (the standard Wealth 4 for a survival horror game).

Reward for Job Well Done

The final possibility presented here is that the team acquired the ship as part of their reward for a past job. This works best if this adventure is being ran as part of a campaign that has already started. In this case, the GM simply needs to work in ahead of time that their very own ship is part of the job's compensation. It probably will even be the entirety of that job's compensation, since spaceships are rather expensive pieces of equipment.

When choosing this hook, the GM is advised to take some time to think about how the employer acquired the ship in the first place and whether an entire spaceship is convincing compensation for the job the team is tasked with. If the Infelicitas seems like it would be too suspiciously large as payment, the GM can mitigate this by adding in clauses such as "the ship will be provided 'as is'" or "you will be awarded a 60% share of the ship in question, the remaining 40% will continue to belong to the corp, and we will expect occasional royalties on future profits gleaned through the ship's use."





Navis Cratis

The adventure begins when the team is granted ownership of their very own spacecraft—the Infelicitas. All they have to do is make it to Shams Energy Facility, where it was left abandoned, fix it up and fly it off. On the surface that should seem simple enough. Ownership of the Infelicitas can be transferred to the team in a number of different ways (see pages 5-7).

By default, this scenario assumes that the team is on Tranzit Station, orbiting Venus, when they receive their windfall. This places them at a fairly central nexus in the Sol system, one which allows all sorts of ships and travelers to pass through daily.

Taking the Hook

At this point, depending on which hook the GM picked, she may need to improvise a scene or two as the player characters finish acquiring the deed to the Infelicitas, ask questions and celebrate their newfound good fortune. Many of the specifics of these scenes will differ with the different hooks, and the GM should do her due diligence to ensure that it both fits the player characters and makes sense.



Tranzit Station

Travel through Tranzit Station is seasonal. Since the bulk of interplanetary transit in the system is between Earth and Mars, and since Tranzit is located close to the center of the solar system, travel season is at its height when Earth and Mars are on the opposite sides of their orbits, and at its lowest when Earth and Mars are in alignment. Currently, the height of travel season has just passed and is waning, which means that the longer the team delays their departure, the fewer options they will have for catching a ride off the station.

Further Reading

More information on Tranzit Station can be found in the *Shadows Over Sol* core rulebook on page 78.

Things to Do

Tranzit Station is one of the most active in the Sol system. During the busy season, it is never at a loss for things to do, and as the busy season is winding down, there are a variety of opportunities available to the team. All sorts of entertainments are available, ranging from traditional plays, to vids, to AR games, to companionship. There is even a small bloodsport scene, if a scrapper looks hard enough. A variety of dining—fine or cheap, but never both—is available on the station. There are also a surprising

number of recreational drug facilities. Most of what is available on Tranzit Station, however, is outside the scope of this adventure. The GM should be ready to make something up and roll with whatever interests the players.

Supplies

Once the team does eventually make it to Shams Energy Facility and locate their new ship, they're going to need supplies to repair it, not to mention basic life support of their own, such as food and water. On a functional station, such as Tranzit, this is part of the character's Lifestyle. But Shams doesn't have functioning shops.

Kind GMs will remind the players that they might need supplies once they get there. More sinister GMs will allow the scrappers to go on their merry way, and only remind the players once they've already made it to Shams. This will make them all the more dependent on the caretaker family there, and force them to scavenge parts of the facility to use as supplies when repairing the ship. This could amp up the feeling of isolation and horror.

- Supplies to repair the ship can be obtained with success on an Int/engineer-10 flip to know what to bring, and a Cost 6 payment.
- Life support supplies are covered by Lifestyle 4 and up, but only if the players make a point to obtain them before leaving Tranzit Station. Characters who make a point of this, but who don't have the requisite Lifestyle can substitute a Cost 4 payment.

Finding a Lift

Before the team can gain possession of their new spaceship, they first have to make it to Shams Energy Facility, which means finding transport there. Unfortunately, derelict solar arrays aren't a standard travel destination. This means that the scrappers will have to shop around for potential transport and negotiate a change in route. To most merchant captains this is an expensive proposition. Thankfully, Tranzit Station is a major hub for the Sol system, and the players will have options to choose from. In fact, if all goes well, this will be the last time the team needs to negotiate for transport this way.

Money Talks

This problem might be easily solved if the team is willing to throw enough money at the problem. Simply putting out a classified ad on the local net offering a Cost 10 payment or higher ought to do the trick. A team of four or more starting survival horror characters might be able to pool their money together and just barely scrape up enough cash, but this is unlikely to leave them enough money to pay for repairs and supplies (see left column).

- Success on a Chr/socialize-10 flip and some time shopping around with local captains will turn up a few willing to do it for cheaper. Two such options are described below. Failure on this flip turns up only "Friendly" Brogan (see the next page).
- Convincing a captain to not only give the team a ride, but to always

stay in orbit near Shams is a more expensive proposition. Add 1 or 2 to any listed costs.

Anthea Kokinos,

Captain of the Satis

Captain Kokinos is the captain of the Satis, an aging freighter, dating back to World War IV. It's obviously seen better days, as its hull shows multiple scars and patches from past repairs. Anthea is talkative and blunt, with a crude sense of humor. She doubles as the ship's pilot, and oversees a small crew of three other people.

- Anthea is willing to give the team a ride to Shams for a Cost 9 payment.
- Captain Kokinos and the Satis were also featured in *Small Mercy*, see page 12.

"Friendly" Brogan,

Captain of the Periculum

Donald "Friendly" Brogan is a freelance cargo hauler, part-time smuggler and full-time opportunist. He's always smiling, in a sinister sort of way, and running his mouth, even if he doesn't have much to say. He's about as trustworthy as a viper, and his crew only slightly more so. His ship, the Periculum, is a standard freighter with a single ugly scar along one side.

- He's willing to give the crew a ride to Shams for a Cost 8 payment. He's even willing to agree to stay and wait for the team to finish their repairs.
- In actuality, Friendly plans to drop the team off, stealing as many of their

possessions as possible in the process, then fly off as fast as his ship will go.

Contacts and Favors

This might be a good time for teams with established friends or contacts to call in some favors. It's up to the GM to determine how far these favors will go, but their effects could range from putting the players in contact with a reliable crew passing through, to working out transportation at a discount (Cost 7 or 8 rather than Cost 10), to expense-free one-way transport to Shams.

Investigation

Cautious players may take the time to do some background investigation before they go shipping off to Shams Energy Facility. Below are some subjects which they might investigate, as well as the information that they are likely to turn up. Other lines of investigation are possible, and the GM should be prepared to respond to these inquiries.

Shams

Energy Facility

Shams Energy Facility is a vast solar array orbiting the sun. Constructed some forty years ago, it was then damaged in a massive solar flare a couple decades back and since then has been largely left derelict, as its legal status is in limbo.

- Anyone can turn up the above information on the net easily enough, however, success on an Int/computers-12 or

an Int/investigate-10 flip will also reveal that one of the corps claiming ownership of Shams has stationed a family of caretakers there to watch over the facility.

- More on Shams Energy Facility can be found on page 74 of the *Shadows Over Sol* core rulebook.

Other Interested Parties

The players may be curious if there are other interested parties who might have a claim on the ship or who they might run into on Shams.

- Success on a Chr/conspiracy-10 or Int/investigate-10 flip will reveal that at least one other party has filed a flight plan to Shams Energy Facility recently. This would be a group of scrappers operating from Domus Station and calling themselves the Dobermen (see pages 22 and 26-27). This group has already left and will almost certainly be in stasis at this point, so the players can't do more to contact them than leave a message. However, since the team is currently closer to Shams, if they leave soon, they ought to beat the rival scrappers there.



Transport

The players may also want to do some investigation into the crews and other possible means of transport available to them in their journey to Shams Energy Facility.

- Investigating the appropriate captain and succeeding on an Int/investigate-10 flip will turn up any of the following information.
- Looking into Captain Kokinos yields five years of records, placing her crew as specializing in shipping and transport to out of the way destinations and secondary ports. Most of her crew have minor criminal records of the “pretty theft” or “drunk and disorderly conduct” variety.
- Researching “Friendly” Brogan turns up a long string of minor violations and several unsubstantiated claims of piracy. It will also reveal that Brogan has only been captain of the *Periculum* for a little under a year. The ship's last captain was declared dead after his body was found in an air vent on Hoobkas Station.

The Infelicitas

The spaceship that the team comes into ownership of in this scenario is registered as the *Infelicitas*. On its electronic deed it is listed as a yacht.

- Success on an Int/bureaucrat-10 flip will turn up the vehicle's records.

According to the paperwork, its construction was started on Domus Station just prior to WWIV. It never saw service as a yacht, however, as its construction was suspended and its hull

was repurposed to haul supplies for the Corporate Powers during the war.

Following its war service, there is about a forty year gap in the ship's records. This in itself is not entirely unusual—many records were lost in the conflict—but the size of the gap is somewhat suspect. Nevertheless, the ship reappears in the records some thirty years ago, with a crew of Ghostmen claiming salvage rights over the vessel.

These Ghostmen operated the ship for about a decade before selling it to a rich investor living on Luna. She held

onto the ship for about a decade and a half before selling it to its last crew. This crew operated on paper as a small missionary corp, but it appears that they were something more akin to scrappers themselves.

■ A further success on a Per/vehicles-10 flip will allow a character to notice that the ship's repair and maintenance records don't really match those of a typical yacht, meaning that the ship is probably either heavily modified or has deliberately misleading paperwork filed for it.

The Infelicitas, Modified Yacht

- **Handling +1, Defense 8/16, DR 0, Shock 11, Structure 6, Cruise 5**
- **Components:** Auxiliary Thrusters 1, Attach Point (no shuttle currently attached), Cargo Hold 5, Comms Array, Control Room, Habitat (10 people), Sensor Array, Smuggler's Hold, Stasis Pods (10 pods), Thorium Reactor (Small, Power), Yacht (Hull)
- **Properties:** Vehicle
- **Laser Comm:** +5 (♠15L/♥10L/♦5L/♣2L), Range 10M (Improvised)

The Infelicitas uses a yacht hull pattern, but both the interior and the engines have been heavily modified. This means that facilities observing the ship from a great distance—usually by analyzing its drive signature—may mistake the nature of the vessel for being more benign than its history might suggest.

Gone are most of the luxurious accommodations that are usually featured in yachts. Instead, these have been replaced with utilitarian furnishings, exposed wiring and a maze of crawlspaces and hidden compartments. This, combined with the fact that the Infelicitas is faster and more maneuverable than most comparable freighters, makes the ship something of a smuggler's wet dream. The flip side to this is that the Infelicitas is smaller and less well armored than many comparable vehicles. Previous owners took the view that getting hit is not a cost effective endeavor, no matter how well armored, as repairs can cost a great deal of money.

Note: The stats here use the vehicles system presented in *Shiny New Toys*. GMs that don't have access to this supplement can handle the ship with simple descriptions in the narrative and occasional skilled flips, if the players do anything complicated.



Shams Energy Facility

In this part of the scenario the scrappers make it to Shams Energy Facility, meet the station's caretakers, check out the state of their new ship, explore the new environment and begin their repairs. This constitutes the bulk of the adventure leading up to the climax in the next section. Over the course of their time at Shams, the team will find unexplained remains on the station, find clues on their ship and confront some unwelcomed new arrivals on the facility.

This part of the adventure is intended to be ran as a sandbox, with an introductory event when the scrappers first arrive and two further events intended to crank up the mystery and tension—the appearance of the rival scrapper team and solar flare. The GM should keep in mind the pacing of the session and run these events when the action begins to stall. The solar flare event begins about the end of this section and prompts the events of the next section, leading to the scenario's climax.

Arriving at Shams

Eventually the team will find transport and head to Shams Energy Facility, where their new spaceship awaits. With the current alignment of Venus and the station, the trip should take about a month—give or take a bit, depending on

the speed of the vessel they've hired. This is right on the cusp of transit times where stasis is standard, and transit times where the risks of stasis outweigh the benefits. Depending on what the PCs have negotiated, either is possible, but most crews will want to put passengers into stasis if the choice comes up and they have the spare pods. After all, this means that there will be fewer people to get under foot.

Shams Energy Facility doesn't have a hard dock big enough for more than one full-sized ship to be attached at a time, and currently this spot is being taken up by the *Infelicitas*. This means that for the team to reach the station, they will need to board a shuttle and dock with that. As it is unlikely their ride here will wait for them, this is goodbye. The shuttle will take them over, drop them off and then the scrappers are on their own.

Shams Energy Facility

For more on Shams Energy Facility, see page 74 of the *Shadows Over Sol* core rulebook.

Meet the Caretakers

Once the team is dumped unceremoniously at the station's docks, they may be surprised to discover that a greeting party is already assembled and awaiting them.

Recovering from Stasis Sickness

If the scrappers were put under during the voyage, they will be suffering the effects of stasis sickness when they first arrive near Shams (see page 147 of the *Shadows Over Sol* core rulebook). Most inhabited stations have a recovery station near the docks, where disembarking passengers can relax and wait out the worst of the effects for a few hours once they arrive. Shams, however, lacks these facilities, as it's long been abandoned and even when it was in operation, it was primarily an industrial facility.

These would be the station's caretakers. They detected the team's approach yesterday (visually, none of the station's sensors work) and since then have been preparing.

They are a clan calling themselves the Sham family (they took the name of the station when they moved here, no relation to the corp magnate the station is named after). They are a ragged and motley group, unused to interacting with anyone outside of the family. They should immediately come across as creepy and a little bit off. They consist of Jethro and Molly, the heads of the household, as well as their four children—Bobby, Lucy, Nancy and Stu—who range in age from 15 to 10.

In truth, the caretakers are acting only somewhat in an official capacity. Ownership of the station is disputed between several corps. Two years ago, one of these corps decided to send caretakers

The Bunker Subculture

Bunkers are a minor subculture described on pages 50-51 of *Beyond Human*. And the Sham family is a fringe group of this subculture to boot. If the GM doesn't have access to this supplement, treat the Shams as Servs, except with less emphasis on religion and more emphasis on tradition and home.

to the station to press their claim, and the family was one of the few crazy enough to want to live on a broken station with few working electronics, no net and no communication with the outside world. The corp dropped the group off with a little bit of pay, three years' worth of canned goods and a wealth of promises. There has been no communication since.

Already a little bit crazy before being dropped off here, two years of isolation, barely functioning life support and a diet of canned goods has only caused the Shams to become even more demented.

A little over a year ago, the station had its first visitors since the Shams took residence—a pair of scrappers looking to pry salvage from the solar arrays. These two the Shams welcomed in, made comfortable and then killed. Their meat made a fine supplement to a diet otherwise consisting solely of canned vat products.

Seven months ago the second group of visitors landed: the last crew of the Infelicitas. They too were welcomed in and met the same fate. Their bones were dumped in a remote corner of the facility.

Now the Shams are looking to welcome in the PCs, make them at home and then begin to carefully work their cannibalistic designs.

Jethro Sham

Geneline Budget Upgrade, **Subculture** Bunker

Str 8, **Dex** 5, **Spd** 5, **End** 6, **Int** 6, **Per** 5, **Chr** 3, **Det** 7

Defense 7/15, **DR** 0, **Shock** 13, **Wound** 7, **Wealth** 3, **Lifestyle** 2

Skills: Athletics 3, Awareness 2, Comp-Ops 1, Empathy 2, Guns 3, Melee 3, Persuade 3, Socialize 2, Stealth 2, Thievery 2

Baton: +5 (♠30L/♥20L/♦10L/♣5L)

Gear: Baton, Medkit, Rope

Jethro is a huge, burly mountain of a man. His arms are great slabs of muscle, and he obviously never skips his daily zero-G exercises. He does most of the talking for the family.

Molly Sham

Geneline Budget Upgrade, **Subculture** Bunker

Str 6, **Dex** 6, **Spd** 7, **End** 7, **Int** 4, **Per** 6, **Chr** 4, **Det** 3

Defense 9/19, **DR** 0, **Shock** 15, **Wound** 6, **Wealth** 1, **Lifestyle** 2

Skills: Athletics 3, Awareness 3, Comp-Ops 2, Conspiracy 2, Guns 3, Mechanic 3, Medic 1, Melee 3, Persuade 2, Stealth 3

Gun Arm: +5 (♠12M/♥8M/♦4M/♣2M), Conceal 4, Range 10, Reload 2, Shots 3

Knife: +5 (♠18M/♥12M/♦7M/♣3M), Thrown

Gear: Chameleon Suit (Bulky 1, Worn), Gun Arm Implant, Injector Unit, Knife (Thrown), Stimulox

Molly is always smiling, but her smile looks something like a snake smiling. She has a network of scars and tattoos across half her body, marking past defensive implants.

The Children: Bobby, Luey, Nancy & Stu

Geneline Wild Type, **Subculture** Bunker

Str 3, **Dex** 6, **Spd** 5, **End** 5, **Int** 4, **Per** 4, **Chr** 4, **Det** 7

Defense 7/15, **DR** 0, **Shock** 12, **Wound** 4, **Wealth** 0, **Lifestyle** 2

Skills: Athletics 3, Awareness 2, Comp-Ops 2, Guns 2, Mechanic 3, Melee 3, Stealth 2

Knife: +6 (♠9M/♥6M/♦3M/♣1M), Thrown

Gear: Knife, Rope

The four Sham children are the most bloodthirsty and craziest of the bunch. They are dirty, dressed half in rags, travel as a pack and speak only to each other.

The Infelicitas

The Infelicitas is docked in the facility's one full-sized hard dock. This can be accessed by crossing to the far end of the station from which the team entered, then crawling down an access shaft and cycling the airlock. It might be interesting to insist that the players first make a couple flips for exploring the station before they find their way here (see page 20).

- The Infelicitas' vehicle stats can be found on page 13.

Finding the Hard Dock

This is a remote and dark part of the structure. None of the lighting works here, meaning that the team will need to bring their own light source. If they don't have a light source, they will need to either use their hand terminal screens as faint illumination or convince one of the Shams to go with them (the Shams own a couple lights, but won't lend them out).

Entering the Airlock

The airlock between the facility and the Infelicitas both no longer functions under its own power and has been booby trapped by the Shams.

- Activating the airlock requires a power source and a successful Int/mechanic-10 flip.
- Powering the airlock and attempting to open it will set off the trap. It's been wired to immediately snap shut when first entered, dealing a moderate wound and trapping the person in the

doorway until it can be pried open, a Str-10 flip.

Exploring the Ship

The inside of the ship is a complete wreck. Not only were the last crew rather messy, but after they died, the Sham children forced their way into the ship, rifled through everything and pocked anything that caught their fancy. This means that by the time they enter, the team will find every drawer and cabinet in the ship ripped open and their contents spilled out, forming a chaotic storm of debris that bounces slowly around the ship due to the microgravity. All of this junk will have to be collected, put in containers or strapped back into place. It also hinders exploration, because visibility is obstructed by the sheer volume of floating debris.

- A successful Per/naturalist-12 flip identifies krill dung among the floating debris.

Smuggler's Hold

Locked in the ship's smuggler's hold is living cargo which was being smuggled by the last crew before their deaths. This consists of a pack of Krill. If the scrappers find and open the smugglers hold these starving krill escape and attack in a feeding frenzy.

- There are a number of Krill equal to the PCs. Use the stats on page 218 of the *Shadows Over Sol* core rulebook.



Repairing the Ship

The team is on Shams Energy Facility because they want to repair the Infelicitas and fly it off into the proverbial sunset. From the perspective of the team's goals, this is the most important action in the adventure. From the perspective of the scenario's narrative, however, this action is also important, but in a different way. That is, it's crucial that the team can eventually repair the Infelicitas, but this can't be allowed to happen too soon in the adventure, otherwise the team can simply fly away and every other event in the scenario has become moot.

- Repairing the Infelicitas is a special extended action consisting of five intervals. Each interval in the extended action represents two days of work and uses a different stat and skill combo. For the repairs to be successful, the team needs to achieve at least a basic success each interval, otherwise two days have been wasted and the failed flip doesn't count. The same action will have to be attempted again next interval. Between intervals different events should happen in the scenario, forcing the players to deal with other issues before returning to repairing the ship again.

The different intervals in the extended action for repairing the ship are described below. If the team attempts to use the ship before each of these intervals has been succeeded on, the ship will simply fail to work.

- **Survey:** Per/mechanic-10. The first step is to survey the damage and get an idea what the team is dealing with. This means prying open the walls and checking every system on the ship. If the team doesn't discover the smuggler's hold on their own, the Krill get loose and cause havoc now (see page 18).
- **Technical Audit:** Per/engineer-10. Once it's safe to turn things on, each system needs to be turned on in order and its safety and performance metrics measured. If they haven't been discovered already, after this interval one of the team should discover the bones on the station (see page 21).
- **Mainline Repairs:** Dex/mechanic-10. At this point any system that failed the technical audit needs repaired. This starts with the mainline systems, such as power, the engines and life support. At the end of this interval, the other scrapper team should arrive on the station (see page 22).
- **System Repairs:** Int/mechanic-10. Following this, secondary but still critical systems need fixed, such as maneuvering thrusters, cockpit controls and comms. At the end of this interval the solar flare should begin to arrive (see page 23). This means that the final interval must be completed after the solar flare has passed.
- **System Check:** Int/vehicles-10. By this point every system has been tested individually, but now it all needs to be tested together and a few adjustments made. After this interval is passed, the team is free to use their new ship!

Exploring the Station

Once the team arrives at Shams Energy Facility, they will likely want to explore their new environment. Even if they're not the sort who are beset by curiosity, they'll still need to do enough exploring to at least find their way to the dock where their new ship is attached. Exploring the facility is also something that can happen in their downtime, as they pass the days doing repairs—heck, the scrappers may even need to explore the station looking for parts that can be salvaged and reused in the ship repairs!

Shams Energy Facility consists mostly of vast solar arrays. The interior station part of the facility isn't all that big—it never needed to be, it was designed to house some workers, the station's industrial facilities and not a lot else. The non-solar array parts of the facility are only 50m across.

Living Quarters

Perhaps the most obvious place to start exploring is with the inhabited part of the facility. Jethro and Molly Sham have set up camp in what was once the facility superintendent's hab. Their four children have each claimed nearby habs designed for the facility's workers. This is an enormous amount of room for a spacer, but there's no one else on the station to compete with.

The caretakers are extremely protective of their home and privacy, but won't mind at all if the scrappers go poking around the unclaimed habs.

At its height the facility housed about twenty workers, so over a dozen of the habs have been left open.

- Success on a Per/investigate-12 flip allows a character to notice that one of the unclaimed habs has posters on one of the walls featuring a meta-celebrity that didn't exist until a few years ago—well after the station was abandoned. It was left there by one of the first visitors the caretakers had. These visitors stayed in the unused habs until the Shams killed and ate them. Most of their belongings have since been divvied up among the family.

Storage Space

Near the habs are a few storage rooms that were also intended to double as shared living area. During the station's height, these rooms stored food, water, toiletries, spare linens, a handful of musical instruments, exercise equipment and even a communal terminal for playing simspace games.

Today the storage rooms mostly contain a mountain of canned goods—a three year supply, of which two years' worth has already been eaten. A constellation of discarded cans and other packaging drifts around the rooms aimlessly or accumulates in the corners. The children like to play here, and they've left saliva, dirt and bits of other unidentifiable substances plastered to parts of the walls. The air here constantly stinks.

- Success on a Per/medic-14 flip is enough to identify one suspicious stain on the wall here as dried blood.

Maintenance Tunnels

A series of maintenance tunnels run throughout the station, allowing access to the engineering controls, the solar array connectors, the habs, docks and storage rooms. These tunnels aren't large, but they're enough for the average person to crawl through, aided by the microgravity environment. They're also a good place to hide things.

Hidden in a side shaft of one of the tunnels are the bones and other decayed remains of the two previous groups of visitors whom the caretakers killed and ate. One unfortunate victim's remains still sport a bloody jumpsuit with the ship's name, "The Infelicitas," stitched on the sleeve.

- Characters explicitly searching the maintenance tunnels can find these remains with a successful Per/investigate-10 flip.

Radiation Shelter

Being this close to the sun, Shams Energy Facility has a top-of-the-line radiation shelter at the center of the station. This shelter isn't large—about the size of a walk-in closet—but it's in here that twenty-one years ago, the facility's workers survived the solar flare that ruined the station.

No one goes to the radiation shelter these days, except the Sham children who sometimes play here. One of them has a knife hidden in an electrical panel

in the wall. The caretakers and the other scrappers will make their way here once the solar flare alarms start going off. The team might be advised to do so as well.

- The knife can be discovered with a successful Per/investigate-10 flip.

Solar Array

The vast majority of Shams Energy Facility consists of a huge solar array, stretching out from the central station, forming a vast plane that always faces the sun. Back when the facility was operational, this was the heart of the operation, harvesting the sun's abundant natural energy to charge industrial batteries, produce minute amounts of antimatter and power the station's many systems. Unlike most stations, Shams was always close enough to the sun that it didn't need a separate power source in the form of a thorium reactor.

Today the solar array still exists, but the circuitry that feeds energy to the rest of the station is completely fried. Fixing it is a matter of replacing almost everything, a prospect so expensive that simply building a new facility would be cheaper—that's why the Shams was abandoned, after all! There is also no easy way to access the solar array from within the station. Investigating it requires putting on an environment suit making one's way along the outside hull of the facility.



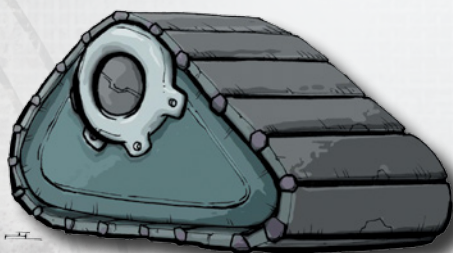
New Arrivals

Several days after the team arrives at Shams Energy Facility and begins repairs on the *Infelicitas*, the situation will be complicated by the arrival of another scrapper team on the station. This team calls itself the Dobermen. They have come to Shams in order to strip the station of any salvageable resources they can easily get their hands on, and if possible, to lay claim to the *Infelicitas* for themselves. They won't voice this latter aim, however, until they are ready to strike.

Word from the Caretakers

Unless someone on the team is keeping visual watch outside the station, the first the team is likely to hear about the new visitors is from the Sham children. The children will come by while the team is performing their repairs, stand there and just stare creepily until someone addresses them.

Once approached, Bobby will say that "the station is expecting new visitors, they will be arriving at the dock soon." If asked how he knows, he'll say that "Lucy spotted their ship approaching." This gives the scrapers roughly one hour to prepare before the Dobermen first step onboard the facility.



Arrival

The Dobermen have their own ship, the *Junk*, which they've left in orbit near the station. They've sent three of their own to Shams in a shuttle, while the rest will stay behind on their ship and maintain radio communication—at least until the solar flare isolates everyone.

- Stats for the Dobermen can be found on page 27.

Priorities

Once they've arrived on the station, the Dobermen have several priorities. The first is to scope out the interior of Shams Energy Facility, the *Infelicitas* and size up the threat level of all the people there.

Once on the station, the rival scrapers will set up camp in one of the open habs in the facility. From there, they will always leave one of their number in the hab to guard their possessions. The rest will go around the station, exploring the open spaces, talking to the caretakers and attempting to make conversation with the team.

The Sham family the Dobermen will quickly write off as a crazy, but only a minorly dangerous group. The PCs, on the other hand, have the Dobermen's full attention. They will attempt to make conversation, ask pointed questions about the team's past experiences and attempt to get invited into the *Infelicitas* so that they can scope out the ship.

- Success on a Chr/empathy-10 flip let's a character realize that the Dobermen are trying to size up the group's capabilities and level of threat.

Solar Flare!

Things are about to get a lot more desperate. Little does anyone know, but a large solar flare is about to strike Shams Energy Facility, bathing the facility in radiation, shutting down electronics and effectively isolating the station from the rest of the outside world for the rest of the adventure.

This event brings this section of the scenario to a close, and prompts the events of the climax to happen in the next section. Run this event when you're ready to move on and you want to bring everything to a head.

Warning Signal

Not every system on the station is dead. One of the best shielded systems is in fact the solar flare warning alarm. This system operates autonomously, setting off a siren when an incoming flare is detected. This doesn't grant a lot of reaction time—just a few minutes—but in theory it is enough to shut down critical systems so they aren't damaged and then run to a shelter to avoid the worst of the radiation.

As the team is going about their business this alarm will suddenly sound. Confused scrappers could ask one of the caretakers, who will point the team at the facility's radiation shelter. Others might also figure it out by checking the station's alarm console.



Shut Down Everything!

Powered systems may be damaged when the solar flare hits, thus it's a good idea for the team to first shut down whatever they are working on. Any electronic devices the team possesses will also cease to function once the solar flare arrives, unless those devices are explicitly hardened against EMP (this is rare and nonstandard).

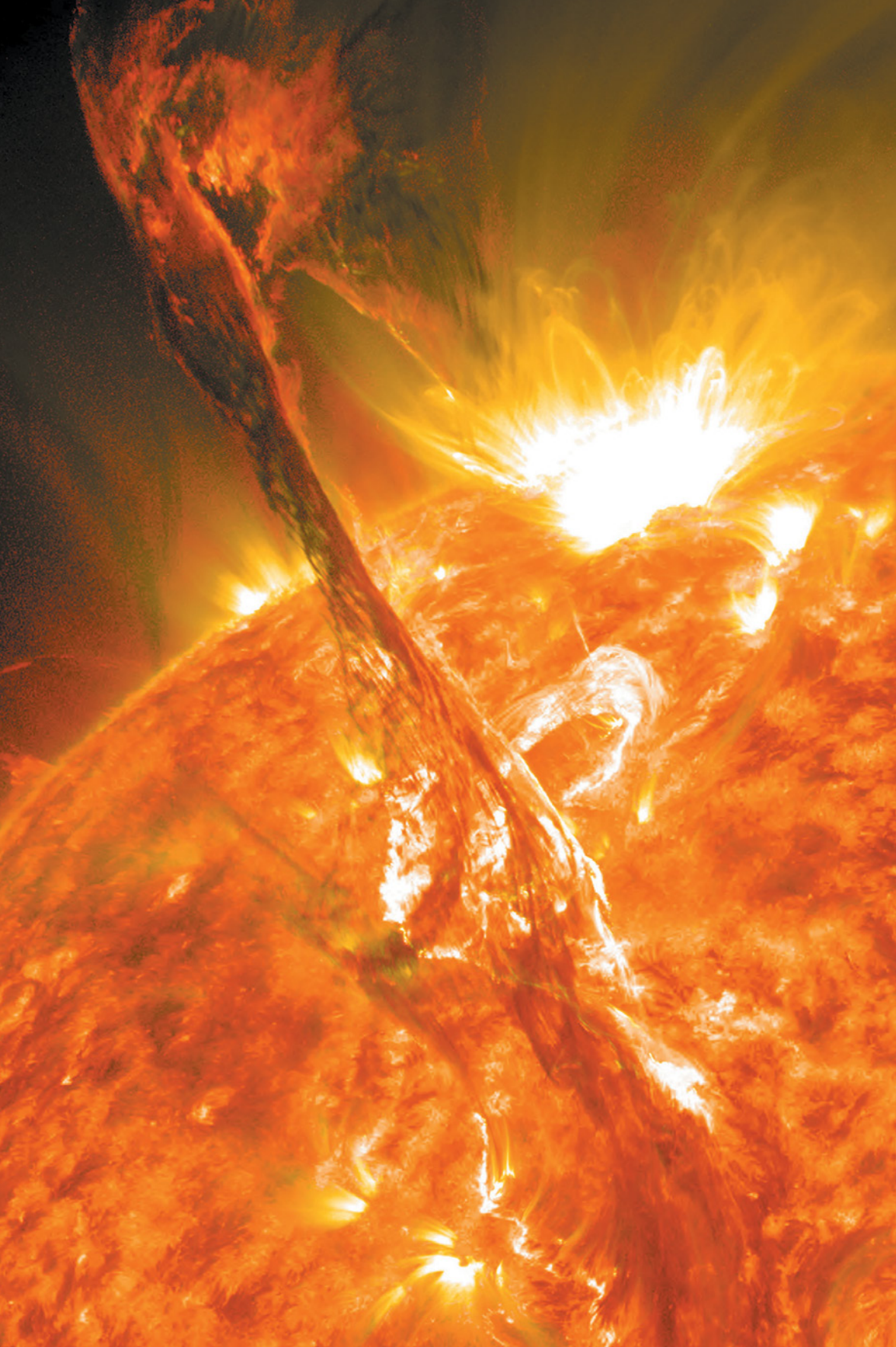
- Shutting everything down in time requires a successful Spd/mechanic-10 flip.

Lockdown

Finally, unless the heroes quickly find an appropriate shelter, they are going to begin having to make flips against radiation exposure (see the *Shadows Over Sol* core rulebook, page 155). An environment suit is not sufficient shielding for a full-fledged solar flare; it only reduces the frequency of rolls, from every hour to every three hours.

One possible place to take shelter is inside the Infelicitas' reactor maintenance hatch. This provides some degree of protection, but is still not ideal. Not only is it very cramped, but the team will be positioned between the radiation of their reactor and the radiation of the flare. As long as the team stays here, they only make flips versus radiation every day instead of every hour.

The best shielding available will be in the station's radiation shelter, which was built explicitly for the purpose. The caretakers and the other scrapper team will also be taking shelter here.



Behind the Flare

This section represents the climax of the scenario. While Shams Energy Facility is behind the solar flare, isolated from the rest of the system, the Dobermen take this opportunity to strike, attempting to seize the Infelicitas from the team. Whether they succeed or fail, the PCs will likely be bloodied and left in a weakened state. This should provide just the opening that the caretakers have been waiting for—meat's back on the menu, they hope! Finally, when everything is said and done, the scrappers should be left with their own ship, a ghost town of a station and their future ahead of them.

The Worst of It

The worst of the solar flare's radiation will pass within a few hours, but the electromagnetic effects disrupting electronics and communication will linger for the next day or so. This means that the team will likely want to emerge from shelter once the threat to their health is past, but they will still be completely cut off from the outside world for some time.

Station Problems

The solar flare also hasn't passed the station by without dealing a great deal of damage to the remaining systems. Everywhere the scrappers go they will encounter wires giving off sparks, accumulating smoke or malfunctioning environmental controls. This suddenly makes

Shams a great deal more dangerous. Here are a couple environmental challenges the GM might throw at the team:

- End/mechanic-10 to resist the effects of the smoke as the character repairs the offending power station. For smoke see page 156 of the *Shadows Over Sol* core rulebook.
- Spd/athletics-10 to make it past dangerous live wires in a narrow corridor. Failure results in a moderate wound from the electricity.

More Krill

Finally, inside the ship, one more threat lurks. When the smuggler's hold was opened earlier, most of the contained krill swarmed out in a desperate attack. A few lone individuals, however, sluggish with lack of food, remained behind. They've remained hidden in the far crevices of the ship, biding their time.

- Use the stats on page 218 of the *Shadows Over Sol* core rulebook. There are 4 krill.



A Sudden Attack

As soon as the solar flare begins to lift and people start to emerge from their radiation shelters, the Dobermen know that there will be a small window of time where all electronics and radio comms will still be disrupted. To them this represents the perfect time to strike, as divided enemies won't be able to radio for help, sensors won't see them coming and ship defenses will be inoperative.

Their plan isn't particularly complex: move together as an organized group, force the airlock open and storm the ship. Unfortunately for them, they haven't been able to radio to their own ship for help—the lack of comms cuts both ways. Still, they figure that surprise and unrelenting force will be enough to seize possession of the *Infelicitas*.

Tactics

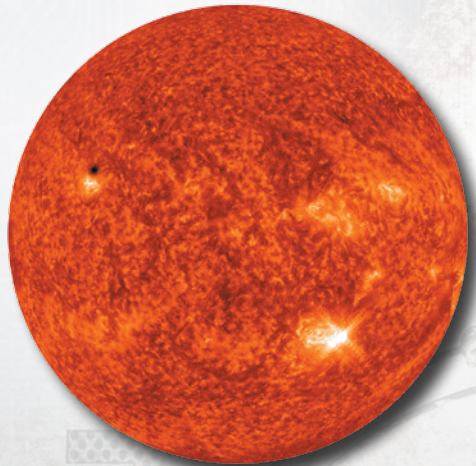
The Dobermen plan to stealthily approach the *Infelicitas*' airlock, force it open with one swift motion and then Lena will toss the stun grenade she carries into the ship. After that, the three of them will take cover, shoot anything that moves inside and then carefully make their way inward, cautiously moving forward and using cover to their advantage. If they've been inside the ship before, they'll know where the cockpit is located, and will make their way there. If they haven't had the chance to visit the ship before this, they'll have to do some exploring. If two or more of the Dobermen take moderate or greater wounds, the three of them will beat a hasty retreat—discretion, after all, is the better part of valor.

The Dobermen

The Dobermen are a scrapper team consisting of six core members, plus a sometimes rotating “intern” position that is currently vacant. They are based out of Domus Station, but find their way to wreckage sites all over the Inner Solar System. They're entirely a Ghostmen subculture-associated outfit, and indeed may find themselves more kindly disposed towards player character Ghostmen. The ship they use in their operations, the *Junk*, isn't owned by them, but rather by a wealthy Ghostman patron who takes a share of their profits in return for use of this vessel.

During this scenario, the Dobermen send three of their number as an “away team” to Shams Energy Facility. These members—Lena, Umoja and Atthert—are given stats below. The three remaining members—Asil, Hamed and Bethney—remain onboard the *Junk* and coordinate using their ship's comms.

- If you need stats for the three ship-bound members of the Dobermen, use the generic Scrapper stats on page 212 of the *Shadows Over Sol* core rulebook.



Lena Robak

Geneline Spacer's Standard, **Subculture** Ghostman

Str 6, **Dex** 6, **Spd** 6, **End** 5, **Int** 5, **Per** 6, **Chr** 5, **Det** 6

Defense 9/18, **DR** 0, **Shock** 11, **Wound** 5, **Wealth** 5, **Lifestyle** 5

Skills: Athletics 2, Awareness 3, Comp-Ops 2, Conspiracy 3, Deception 2, Empathy 2, Guns 3, Investigate 2, Mechanic 2, Medic 2, Melee 3, Stealth 2, Thievery 2

Heavy Pistol: +6 (♠15M/♥10M/♦5M/♣2M), Autofire 2, Range 10, Shots 10

Stun Grenade: +6 (♠24/♥16/♦8/♣4), Area 5, Stun, Thrown

Gear: Hand Terminal, Ladar Scanner, Medikit

Lena is the de facto leader of the three Dobermen on Shams Energy Facility. She's been with the team the longest and is the most skilled at "tactical thinking." She, however, isn't much of a conversationalist and likes to let her two companions take point where socializing is concerned.

Umoja Kuende

Geneline Spacer's Standard, **Subculture** Ghostman

Str 6, **Dex** 5, **Spd** 5, **End** 6, **Int** 4, **Per** 5, **Chr** 5, **Det** 4

Defense 7/15, **DR** 0, **Shock** 10, **Wound** 6, **Wealth** 5, **Lifestyle** 5

Skills: Athletics 3, Awareness 2, Comp-Ops 1, Empathy 2, Guns 3, Mechanic 2, Melee 3, Persuade 3, Socialize 2, Stealth 2, Thievery 2

Heavy Pistol: +5 (♠15M/♥10M/♦5M/♣2M), Autofire 2, Range 10, Shots 10

Gear: Hand Terminal, Disposable Cuffs

Umoja prefers to operate by radio from the ship, and is rather resentful at being sent on this away mission. He is only here because he screwed up on the last mission and fell asleep at the comms. He just wants to get through this and earn back his old position.

Atthert Perkins

Geneline Groundside Standard, **Subculture** Ghostman

Str 6, **Dex** 6, **Spd** 6, **End** 6, **Int** 4, **Per** 5, **Chr** 4, **Det** 4

Defense 8/17, **DR** 0, **Shock** 10, **Wound** 6, **Wealth** 5, **Lifestyle** 5

Skills: Athletics 2, Awareness 3, Bureaucrat 2, Guns 3, Investigate 2, Mechanic 2, Melee 3, Socialize 2

Heavy Pistol: +6 (♠15M/♥10M/♦5M/♣2M), Autofire 2, Range 10, Shots 10

Gear: Hand Terminal

Atthert was born on Earth, but long ago fled that overcrowded gravity well for the cold comfort of space. He is a recent addition to the Dobermen, and is still looking to prove himself. Out of all the Dobermen present, he the most likely to act rashly and compromise their mission.

Snack Time

In a tin can the size of Shams Energy Facility, the gunshots and sounds of the team's fight with the Dobermen are loud enough to reach the far corners of the station. And with the survivors of the fight potentially wounded and vulnerable, the impatient Sham children see this as their opportunity to claim a bite to eat.

The Sham Children

All four of the Sham children will show up at the scene of the fight just a few minutes after its conclusion. This will certainly be before the team has the opportunity to finish applying first aid to their wounds.

The first offer the children make is to take the wounded back to their family to tend to their wounds. If the player characters turn down the offer, the children will then ask to take the wounded and incapacitated survivors of the Dobermen "back for tending."

- A Per/empathy-10 flip will allow the characters to notice the sinister and hungry gleam in the children's eyes when they ask.

In this second offer, the children are less asking than telling. Unless the players physically stop them, with a murderous gleam in their eyes, they will grab the feet of the nearest incapacitated survivor (preferably one of the Dobermen, but an incapacitated PC will do as well) and drag the body away, giggling manically as the helpless Doberman screams for mercy. If left to the children's own devices, this NPC will never be seen alive again.

Following the Children

The children will return and drag away the incapacitated Dobermen one-by-one until they are stopped or until they run out of Dobermen and move on to wounded player characters.

- A Dex/stealth-10 flip will allow a character to follow the children without being noticed. They will drag their latest victim off to one of the station's storage spaces. There, all four of the children will suddenly lunge at their victim with their knives, making short work of them. They'll then each tear off a little piece as a snack, and head back to drag away the next wounded combatant.

Picking a Fight

Most players aren't going to let themselves get dragged away and murdered one-by-one. Some players will even balk at letting this happen to their enemies. At some point the team is going to attempt to stop the children, and when this happens all four of them will strike out with a degree of feral sociopathic fury that could surprise even the hardest scrappers.

It is recommended that the GM keep in mind the state of the characters as they begin this fight. Chances are that they will already be injured by the fight with the Dobermen, and that is part of what makes the Sham children a legitimate threat. At the same time, the GM should cut the most injured characters a break, instead having the children swarm the last injured combatants first.



The children are unlikely to fight to the death. Instead, they will flee individually the first time they take more than light wounds. After all, they're attacking now in hopes of an easy kill. They're not looking for a stand-up fight. Once they run, they'll make their way back to Ma and Pa, screaming bloody murder about how the characters attacked them.

The GM should avoid having the children gang up with their two parents, unless the team came through the Dobermen fight with little-to-no injury. Facing off against six combatants at the same time may be more than even a fully-healed survival horror team can handle.

■ The children's stats can be found on page 17.

Ma and Pa

The Shams may be creepy, demented cannibals, but they still have a strong sense of familial allegiance. So much as laying a finger on the children will mean that the team will have hell to pay when Ma and Pa—Jethro and Molly—find out.

The two aren't master planners. They'll simply pick up their weapons and head right for the team, looking to cause as much damage as possible. These two will fight to the death—they're protecting their children, after all—and are vindictive enough to take the time to finish off incapacitated team members before moving on to the still-fighting ones.

■ The stats for Jethro and Molly can be found on page 17.

To the Future

With the threat from the facility's caretakers and the Dobermen dealt with, all that remains is for the team to repair their ship and fly off into the void. It's likely all comparatively easygoing from here. The players may still need to make a flip or two in the extended action to repair their ship, but unless the GM wants to introduce more complications into the process, this can be achieved easily enough.

The question then is what the future holds for the team.

Future Hooks

This scenario has deliberately left a number of questions unanswered and plot threads dangling, with the intent that the GM can use these as plot hooks for future scenarios. Below we provide some ideas surrounding these plot hooks and what the GM might do with them.

The Dobermen

The three scrappers that the team faced off against, and probably killed, in this scenario represent just one half of their group. The other half remain in their own ship, the Junk, which at the moment is in orbit not too far from Shams Energy Facility.

Once the solar flare stops disrupting comms and they learn of their away team's fate, the three surviving Dobermen—Asil, Hamed and Bethney—may want revenge for their comrades. This could take the form of an extended chase and

space combat as the PCs leave Shams in the Infelicitas, but more likely the Dobermen have their own repairs to make after the solar flare, and they will have to track the team down later.

The Previous Crew

This scenario made the deliberate choice not to establish too many facts about the previous crew of the Infelicitas. This leaves it open for the GM to fit the facts to how the group acquired ownership in the first place, and also leaves it open for future plot hooks. It has been established the previous crew met their end when they were killed and eaten by the facility caretakers, and that they were smuggling krill. But why?

The truth is that the previous crew—and the Infelicitas by extension—may have something of a reputation. When the team next docks at one of the L6 stations, or Mars or elsewhere, they may be greeted by local criminals who expect them to be the previous crew. They may assume that the PCs are simply new recruits, and expect them to follow through with the previous crew's agreements. Someone out there, certainly, is expecting a clandestine shipment of krill.

If the GM wants to make matters even more complicated, perhaps one member of the previous crew is still alive. Maybe she didn't go on their final ill-fated mission due to illness, mutiny or simply time off. Maybe she has something valuable hidden in a ventilation duct on the ship and desperately wants to retrieve it.

Strings Attached

It's possible, perhaps even likely, that the previous crew didn't own the ship outright. Maybe they simply held a majority share, with several interested minority shareholders. If this is the case, the team may soon find themselves contacted by these minority shareholders. They will likely have their own agendas—wanting a share of the profits, wanting the team to take on certain jobs that further their aims or wanting the team to avoid certain jobs, etc. These minority shareholders might be wealthy individuals, criminal associates of the former crew, subcultural demagogues, corp representatives or even just fairly normal people who've chanced into ownership of the shares in a similar way to the team. They may communicate regularly through comms, give the PCs wide leeway or even want to post their own representative embedded with the PCs on the ship.

Another possibility is instead of having interested minority owners, the previous crew simply held a mortgage on the ship. This mortgage is held by some powerful corp, and they're happy to grant the team full leeway in how they run the ship—so long as they take over the previous crew's mortgage and continue to make their payments on time. If they fall behind in their payments or refuse to take over the previous crew's mortgage, then as far as the corp is concerned, the Infe-

licitas belongs to them. Soon they will send a repo team to collect.

Not Kill Again!

There were a lot of krill in the ship's smuggler's hold. Not all of those krill swarmed out and attacked the team. Numerous other krill escaped into the guts of the ship, where they've been living, eating from the ship's waste recycling and breeding. In fact, the ship may now have a low-level infestation, which will occasionally come back to annoy the team in the future.

Hidden Compartments & Subroutines

Who knows what schemes the previous crew of the Infelicitas were up to? The ship may still possess hidden compartments just waiting to be found by the team. These could store valuables, encoded messages, tracking devices planted by the previous crew's enemies, personal effects of sentimental value or even corp secrets.

The ship's computer, too, could hold its share of secrets, with hidden data caches or covert subroutines. It could be programmed to respond in certain ways when the previous crew's enemies are encountered, or maybe one of the previous crew even left a secret backdoor into the system...





Shadows Over Sol

When the team is offered a unique opportunity to acquire their very own spaceship for essentially free, they must travel to an abandoned energy facility. This is the sort of windfall dreamed of by scrappers across the system, and one that few wouldn't jump at given the chance.

But like many free things, it comes with a very dangerous catch. Not only does the group have to first secure the ship, fight off rival scrappers and make critical repairs, they will also have to face the sinister threat that eliminated the ship's original crew.

Shadows Over Sol: Lethal Inheritance is an adventure supplement for *Shadows Over Sol*. It features an introductory survival horror scenario that is ideal for launching a new campaign or introducing players the dark future. This scenario is designed to last between one and three gaming sessions.



Tab Creations

