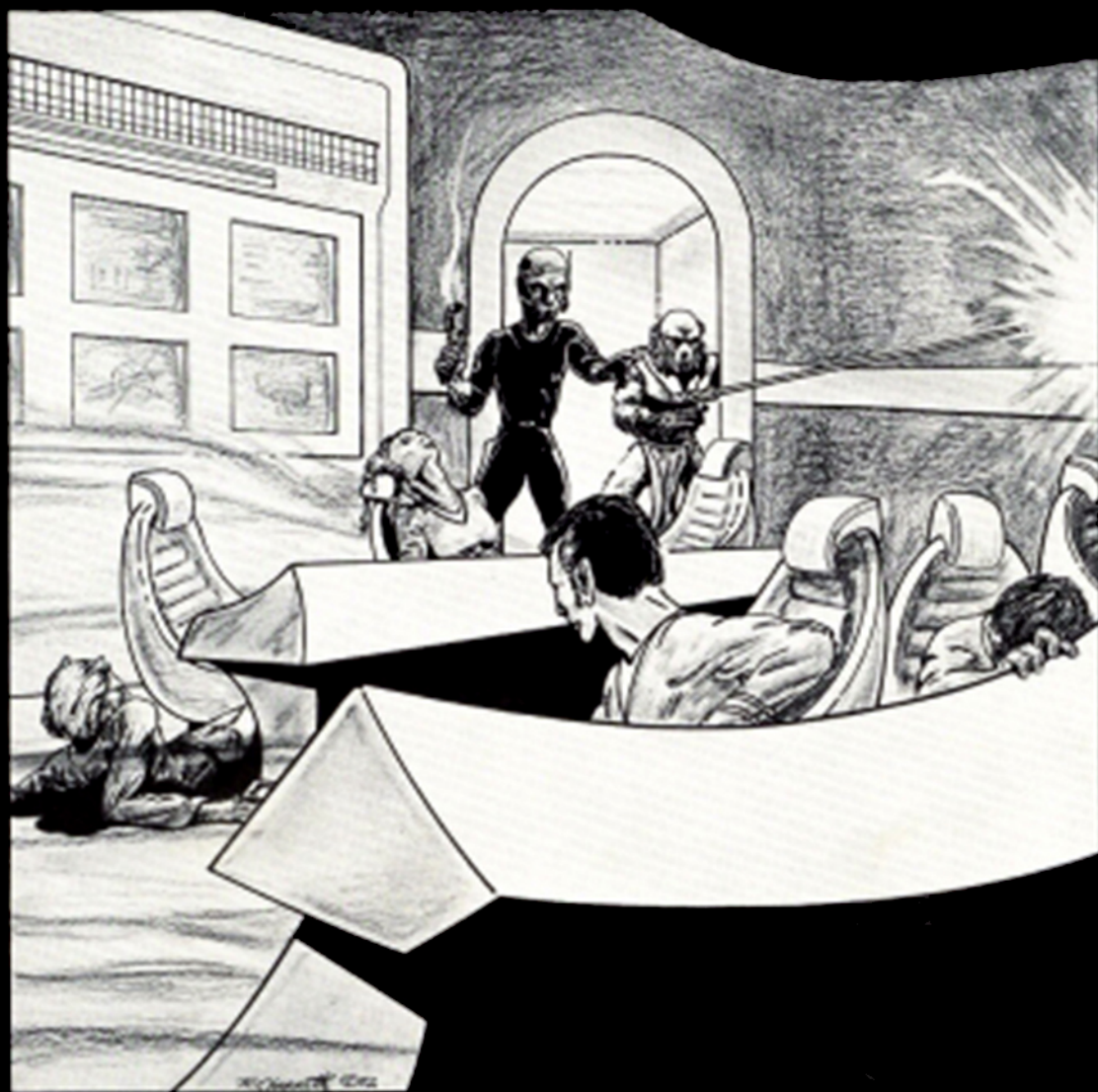


SPACE OPERA™

FASOLT IN PERIL



AN ANTI-TERRORIST ADVENTURE

Steven J. Richardson



FASOLT IN PERIL

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CONTENTS

Introduction	3
THE HIJACKING	3
Background	3
The Situation	3
The Hijackers	3
Fasolt Class Deck Plan	4
In the Event of Capture	6
LOST! and THE RESEARCH BASE	6
Lost in Space	6
Planetary Background	6
Planetary Map	7
The Hunting Preserves	8
The MekPurr Base	9
Level One	9
Level One Map	9
Level Two	10
Level Two Map	11
Level Three	12
Level Three Map	13
Level Four	14
Level Four Map	15
The Droid Patrols	16

DEDICATION

I would like to thank the following people for helping me to get this adventure ready for tournament use and its eventual publication. They playtested it at GenCon East and did a great job of filling in the gaps. They are: Reg Zimmerman, Mat McLoughlin, Ed Haggerty, Dave Craig, and Bob Campopiano. A special thanks goes to Michael Bruno for assisting in the running of the tournament at Origins 82 and taking some of the weight off my shoulders. Finally, there is Scott Bizar, who gave me the opportunity in the first place.

Steven J. Richardson

The Tournament Finalists

These people made it to the final round and played in the second part of this adventure scenario. The top three people won first, second, and third prize respectively. Their names and scores are listed so that the players in your campaign may see how they compare to these tournament winners. They are:

Larry Schroeder: 30
 Chris Townsend: 20
 Daniel Senn: 15
 Joel Doner: 10
 Dean Strobel: 5

INTRODUCTION

This adventure was originally designed for use as a tournament adventure at Origins 82 in Baltimore. It is in two parts. The first was run as an elimination round to select the top five players from various sessions of the first round. The second part was run to select winners, so it is more difficult and involves more thinking than the first part.

In order to select winners, a point system was devised to reward ingenuity and good role-playing. Throughout this adventure certain acts are given point values for either the action or the thought process.

Thus, the StarMaster may score the players and compare them to the tournament finalists listed in the dedication. Not all of the material that follows was actually used in the tournament due to time restrictions and the omitted sections are so noted.

It is recommended that the StarMaster personalize the first part of the adventure and flesh it out a bit more. The situation lends itself to many variations and additions, so feel free to add your own twists and make it fit better within your own campaign.

THE HIJACKING

BACKGROUND

The interstellar terrorists of Regula VII are the equivalent (if not worse) to the 20th Century PLO or Bader-Meinhoffen of Terra. They have been responsible for more than one hijacking in the sector and are considered to be extremely dangerous. They recently were involved in the takeover of a small StarPort and managed to kill five hostages before being overrun and captured by BOSS agents.

Most recently they have been working with the Ranan Horde and assisting the horde in piratical raids and helping to steal weaponry plans and other top secret documents from the Federation and UFP couriers. It is for this reason that the player characters have been hired by StarFleet (or assigned if they are still in the military or related service) to escort Doctor Kendra Morloff from a deep space research station to his home on Actaeon III. He is carrying with him a computer chip with the plans for a new, experimental laser-sighting Blast Rifle that he has just developed for the Special Service Commandos. The last leg of the journey is aboard a Fasolt Class passenger liner, bound for the Actaeon system. One player character will be rooming with the scientist in a middle passage cabin on deck three, while his companions will have neighboring cabins. The ship has been in hyperspace for two days at the time the adventure commences.

THE SITUATION

Unfortunately for the player characters, an informant aboard the liner notified the Regular Terrorists of the presence of Doctor Morloff on board ship. In response, the organization sent a team of fifteen men to hijack the ship and bring it back to Regula VII with Morloff alive and unharmed.

After boarding the liner at one of its many stops, the terrorists set off sleeping gas grenades in the ventilation system of the ship (with the help of their inside man to circumvent ship's security). Then, while wearing respirators (filtering systems), they simply took control of the bridge. In doing this, the navigator was killed, the communicator was damaged beyond repair, and the captain was severely wounded, thus being rendered unable to run his ship. Doctor Morloff was removed from his cabin and is held captive in the hijackers' headquarters, located in the low passage recreation area (rec) on deck two of the Fasolt Class liner.

The player characters wake up nauseated, dizzy and feeling like they have been drugged. One player also notices that his roommate (Doctor Morloff) is missing. If any player makes use of Chemistry or Military related skills to recognize the funny smell in the cabin as being caused by the sleeping gas (standard military issue), he should be awarded five points.

The player characters will soon discover that they are the first to awaken and no other passenger will awaken before one hour has passed. After that, there is a 1% cumulative chance each turn for each other passenger or crew member to awaken.

THE HIJACKERS

The head of the Regular hijacking team is a transhuman who once served in the commandos. He will either be on the bridge or in the terrorist headquarters in the deck two low passage lounge. In order to succeed in this part of the adventure and save the scientist, the transhuman must be captured and the bridge secured. The stats of the transhuman are: Damage Factor = 46; Stamina = 110; Shock = 1-16 Bravery = 15; Laser/7; LightSword/9. He is wearing CBA/5E armor (C/B/C protection).



The rest of the hijackers are listed below. Each has a LaserPistol at skill level 5, in addition to the melee weapons listed. The skill level for each with his melee weapon is 7. All of the hijackers are wearing CBA/3E, giving them armor protection E/C/D. The ship is sporadically patrolled by two man teams since the terrorists are not overly concerned with the drugged passengers. Each turn that the player characters move about the ship 1D6 is rolled. A roll of a 1 on the D6 will indicate that a patrol has been encountered.

Number	Race	DF	SF	Shock	Weapon	Location
01	Human	30	60	11	VibroSword	Bridge
02	Pithecline	50	95	17	MonoFilament	Bridge
03	Human	30	60	11	Sabre	Patrol
04	Humanoid	30	54	11	Broadsword	Patrol
05	Human	26	45	9	MonoFilament	Boat Bay
06	Human	30	60	11	VibroSword	Boat Bay
07	Human	26	45	9	Sabre	Boat Bay
08	Human	35	80	13	Broadsword	Patrol
09	Human	32	70	12	Sabre	Patrol
10	Human	32	70	12	VibroSword	Headquarters
11	Canine	32	70	12	MonoFilament	Headquarters
12	Human	22	30	8	VibroSword	Patrol
13	Avatar	43	78	14	GreatSword	Patrol
14	Human	40	95	17	Broadsword	Elevator to Bridge

FASOLT CLASS

The Fasolt Class represents one of the smaller of the true Passenger Liners in service. It is commonly seen in all sectors as its size does not preclude use in less densely settled regions. Offering all classes of passage, the Fasolt Class is found at virtually all StarPorts.

Specification	Mass (t)	Volume (m ³)	Deck Area	Comments
Hull	5000t	15,000	7500	4 decks
Controls	150t	450	225	Computer Mk. V
Powerplant	100t	300	150	Type is AMC. 50 fuel units per 20 days.
TISA Drive	600t	1800	900	Rating = 120 LS. Acc. = +20 LS. Max. = 220 LS.
FTL Warp Drive	500t	1500	750	Rating = 20 LY. Cruise = 13 LY. Max. = 35 LY.
Fuel Capacity	30t	90	45	3000 unit capacity. 50 fuel units/100 LY
Crew Quarters	400t	1200	600	80: 10 Astro; 30 Tech; 40 Pursers
High Passage	400t	1200	600	40 passengers
Middle Passage	400t	1200	600	80 passengers
Low Passage	400t	1200	600	160 passengers
ColdSleep	100t	300	150	100 berths
Recreational	400t	1200	600	75t High, 100t Middle, 75t Low, 150t Common
Sick Bay	100t	300	150	Hospital Facilities + Dispensary. 10 patient capacity
Cargo Hold	700t	2100	1050	Would be Cargo Manifest
Boat Bay	305t	915	457.5	x4 Pinnaces, x2 Launches
Damage Capacity				2500 Damage Points
BattleScreens	200t	600	300	+10 for 2500 Screen Damage Points
BattleArmor				+3/+13 screened
Main Battery	175t	525	262.5	4 x 2 NovaGun N*125
Hardpoints	28t	84	42	4 x 2 NovaGun N*25
StarTorpedoes	12t	36	18	2 x 4 StarTorp ST*157

Total Cost is MCR 288.7. With standard discount the cost drops to MCR 260.

Options:

EW/ECM at MCR 1.25 per factor plus MCR 1.5 for installation. Maximum EW/ECM is 11 at Tech/10.

Sensors and Communications as given in Space Opera.

StarShip Workshop at MCR 0.5 for 50t/75m² to be installed in cargo hold.

Colonial Low Passage at MCR 4 for a 100 passenger block to be erected in cargo hold at 250t/375m².

Atmospheric Streamlining at MCR 25 for a maximum speed of 15,000 kmh with maneuvering to 5000 kmh.

+10 LS TISA Drive at cost of +3 MCR for 50t/75m² reduction in cargo capacity.

-10 LS TISA Drive will save -2.5 MCR and add 50t/75m² to cargo capacity.

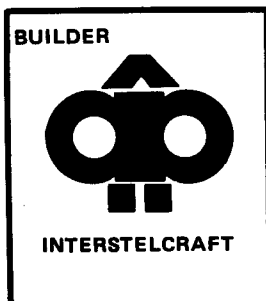
+1 LY FTL Drive at +4 MCR at 25t/37.5m² used from cargo hold.

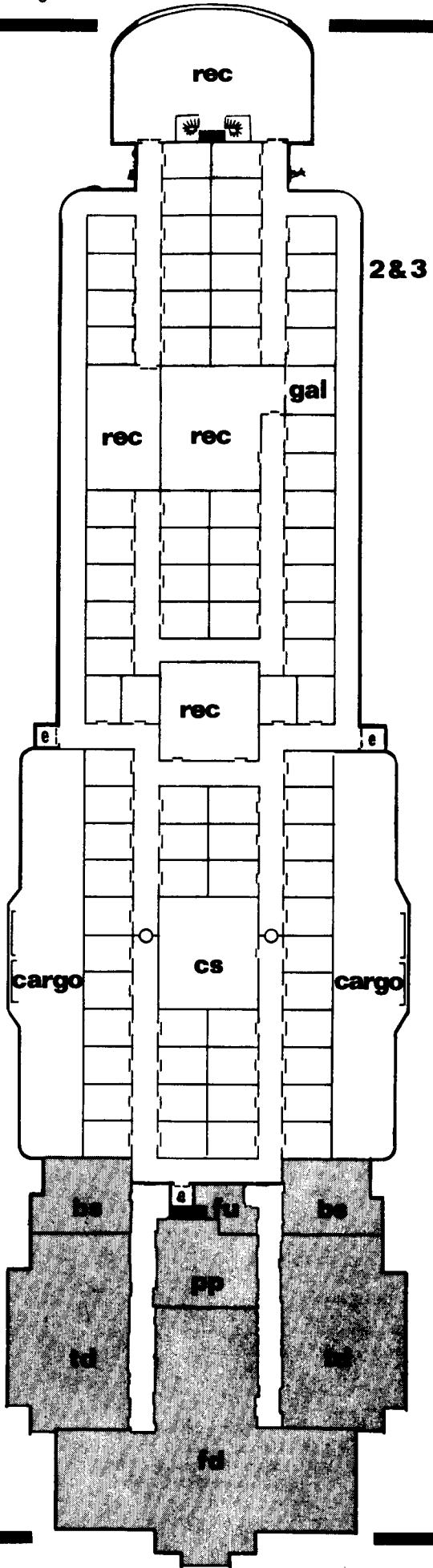
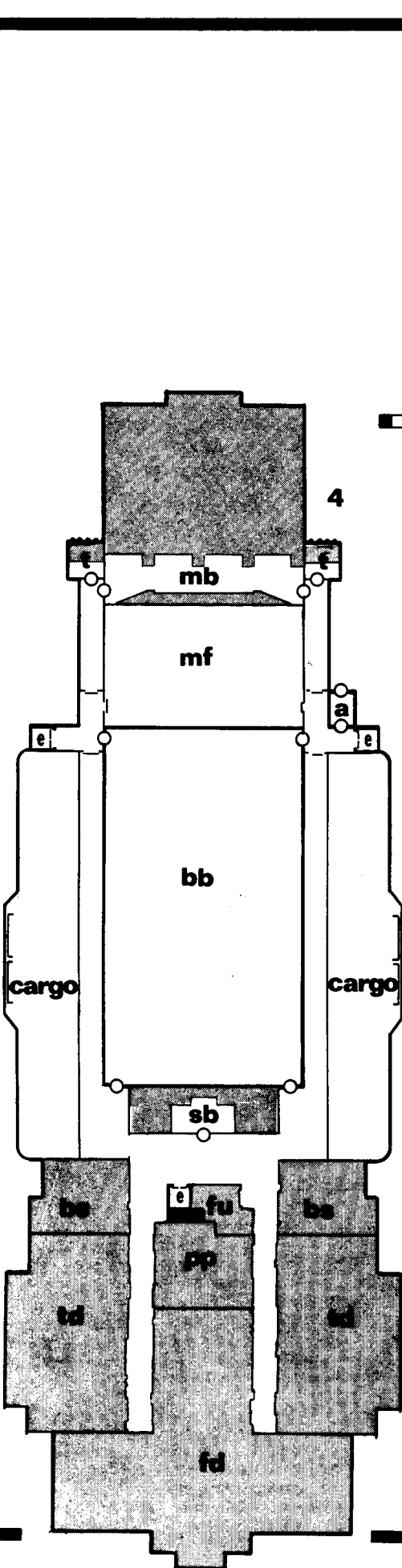
-1 LY FTL Drive saves -3 MCR and adds 25t/37.5m² to cargo hold.

Naval Drives cost +15 MCR for +20/+60 LS acceleration and +10 LS over engine rating.

Comments:

The Common Recreational Area, forward on decks two and three, has a spiral staircase to connect the two decks. All cabins are on decks two and three, with the crew quartered in the sternmost section. The forward section of the passenger decks are for High Passage with the High Passage Rec located on the port side. In the next section toward the stern is the Middle Passage cabins with the Middle Passage Rec located (with their galley) next to the Rec Area for High Passage. The Low Passage Cabins begin at the Rec in the center of the ship and continue toward the stern where they meet the Crew Quarters. The center rec is for Low Passage use.





Whenever a patrol has been encountered, roll again on the following chart to determine which of the many patrols has been encountered. Adjust accordingly for any patrols that have already been met and dealt with (i.e. killed or rendered inoperative).

Die Roll

1-2
3-4
5-6

Patrol Encountered

Patrol A: Terrorists 3 and 4
Patrol B: Terrorists 8 and 9
Patrol C: Terrorists 12 & 13

If the player characters manage to secure the hijacker headquarters, they will notice several unused sleeping gas grenades and respirators stored there. Five points should be awarded to the player who identifies them and ten points to the player who thinks to use them in retaking the ship.

THE INSIDE MAN

As previously mentioned, there is an informant aboard who has already helped the Regular terrorists to capture the ship. He is the Chief Engineer of the liner. If he encounters the player characters on one of

his patrols, he will act as if he has just awakened from the sleeping gas. He will attempt to gain the confidence of the PCs and then lead them directly into the hands of the hijackers. He is not wearing body armor but is equipped with a LaserPistol and a VibroSword. His stats are: Damage Factor = 13; Stamina = 60; Shock = 1-11; Bravery = 13; Blaster/5; Laser/4; ViborBlade/7. Fifteen points should be awarded to a player who unmasks the engineer as the inside man.

IN THE EVENT OF CAPTURE

If the player characters are captured, they will be locked in their cabins and their weapons will be taken and stored in the hijackers' headquarters. The doors can sustain ten points of damage from any weapon and have an armor equivalent of H.

If the player characters escape and are captured a second time, they will be bound and gagged, and thrown into the common recreation area in the forward section of deck two.

Should they be captured a third time, they will be put into ColdSleep and must be rescued later on.

LOST! and THE RESEARCH BASE

LOST IN SPACE

This begins the second part of the adventure. In the tournament, only the top five players from the earlier rounds were to participate. For the sake of continuity, the two sections are designed to flow together using the following link.

Once the player characters gain control of the Fasolt Liner, they find themselves in another bad predicament. The ship's communicator and the navigator are dead, so they are on their own. The captain is wounded, so an astronaut in the party must pilot the ship. Once out of hyperspace, however, they discover that they are in an unfamiliar StarSystem that does not show up on any of the computer StarMaps. It is apparent that the ship is no longer on the plotted course. In effect, the party is lost in space. They must find a communicator that is operable and call for help or rescue.

There are four planets in the StarSystem, and the second planet out from the star looks like it might be habitable. Five points should be awarded to the player who thinks to use the respirators taken from the terrorists on the planet — thus avoiding the danger of the D4 in the atmosphere. Five points should be awarded to the player who thinks to run a complete planetary survey before landing on the surface of this unknown planet.

PLANETARY BACKGROUND

The planet in question was discovered over one hundred years ago by a MekPurr scout ship searching for planets to industrialize. Later, a research and development base was built on planet by the MekPurr Cybernetics Corporation to design and develop new models of robots, free from the watchful gaze of industrial spies and saboteurs. Not only did they come up with bigger and better Household Meks, Servant

Meks, etc., but on their lowest levels, shrouded in deepest secrecy, they were able to develop androids that were complete duplicates of MekPurrs and other sentient races. Needless to say, this was a major breakthrough in robotics.

Unfortunately for the MekPurr engineers on the planet, an android prototype was built - with the appearance of the base commander - that was fully sentient, and this android subsequently led the other androids in a take-over of the entire base. Most were able to flee, but the five top scientists, including the base commander, were captured by the androids and placed in cryogenic tanks for safekeeping. This was three years in the past, and in that time the androids have been planning a master race of droids to take over the region (and anything else they can get their hands on).

Before the android takeover, the base residents spent their leisure time hunting on preserves that were built for them; this being a holdover from their Avatar heritage. These preserves are fenced in and contain many of the planetary life forms, especially those considered to be very dangerous. There are two such preserves scattered on the planet and each of them looks roughly the same from the surface as the main base itself. There is a landing strip and a small building in a clearing in the rain forest. Both of the two hunting preserves and the research base look alike when viewed from the air.

It should be noted that the hunting preserves were not used in the tournament version of this adventure due to time limitations. They should, most certainly, be used by any StarMaster not running a formal tournament to get the full effect of the exotic atmosphere and the indigenous life forms. The animals in the preserves are listed below, along with encounter tables. It is advised that SMs use them to the utmost.



**UNITED FEDERATION OF PLANETS
DEPARTMENT OF INTERSTELLAR SURVEY**

Form 217/DIS.8JE

SURVEY EVALUATION, PLANET _____

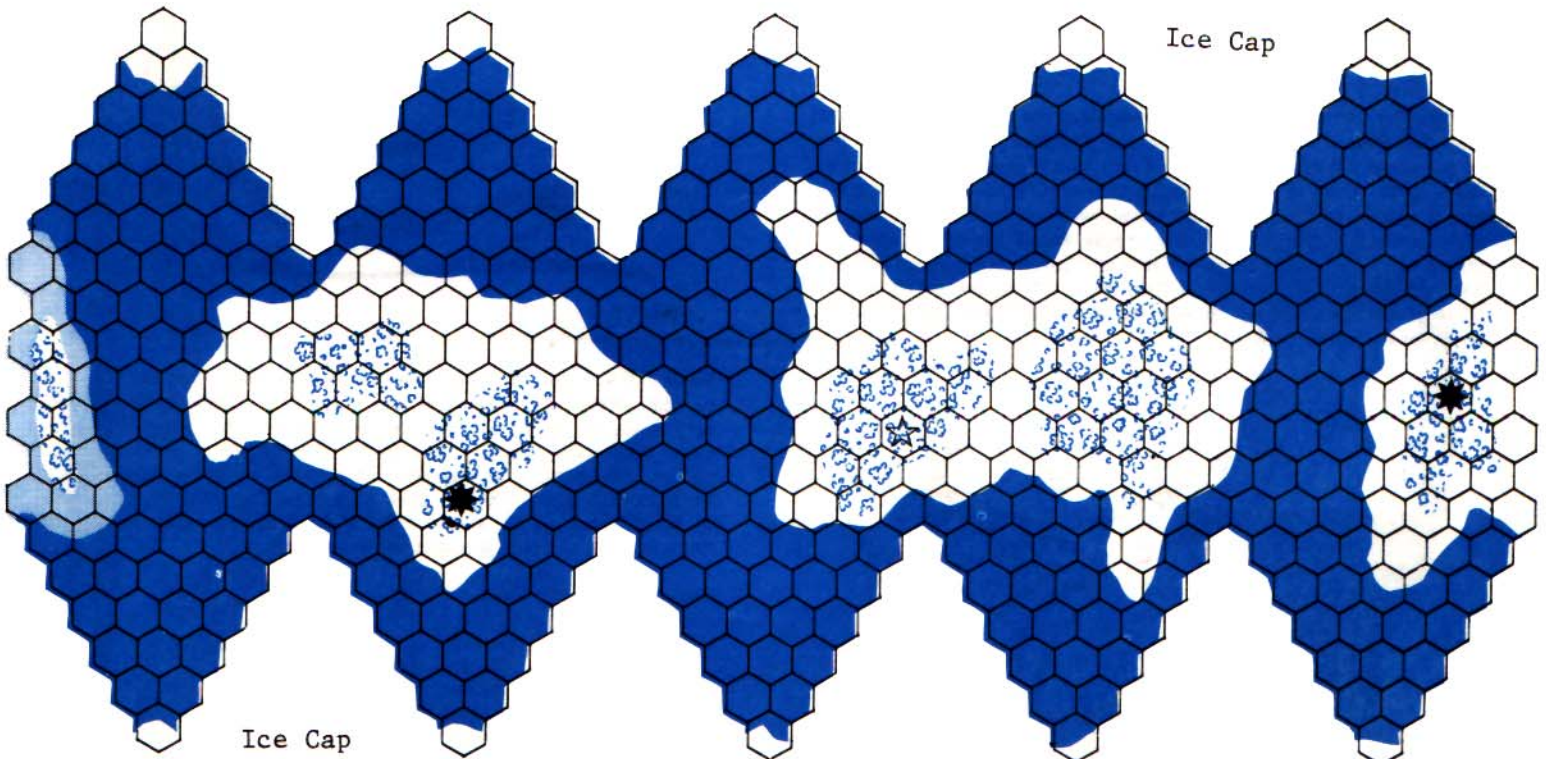
STAR SYSTEM DESIGNATION _____ BEARING FROM MARKER STAR _____
STELLAR PRIMARY TYPE G DISTANCE FROM MARKER STAR _____
PLANETS IN STAR SYSTEM 4 VERTICAL COORDINATE _____

PLANETARY TYPE 7: Terran Jungle; Inner Ecosphere

ORBITAL DISTANCE 800 LS PLANETARY DIAMETER 20,000 km
LENGTH OF YEAR 225 days SURFACE GRAVITY FIELD 1.4 G
LENGTH OF DAY 32 hours HYDROSPHERIC RATING 55 %
TEMPERATURE RANGE -50°F to 160°F

ATMOSPHERIC TYPE Exotic

COMMENTS ON ATMOSPHERE: Primary components are O₂ and N₂ and water vapor.
There is a gas secreted by the vegetation that acts as drug D4. A Constitution
check is required every 15 minutes for those not in vac suits.



THE HUNTING PRESERVES

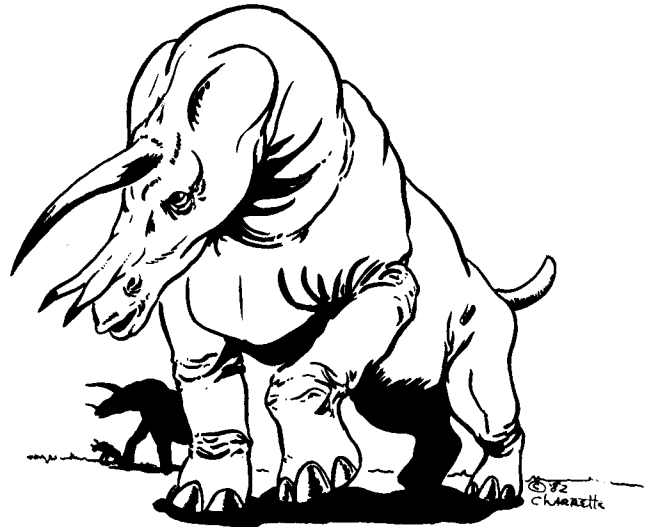
Gintar: The Gintar is a very primitive pithecline life form that is always ravenously omnivorous. He attacks with his claws and teeth (both are Weapon/E) and is similar in appearance to a Terran ape. A Gintar weighs 200 kg., has a Damage Factor of 40, a Stamina of 74, a Shock of 11, and an HTH of 46. Gintars move at slow to average speeds and their hides are the equivalent to armor K.



Klaanu: The klaanu is a primitive feline life form similar to the Terran leopard, but with only one eye in the center of its head. It is light green in color which allows it to blend in with its surroundings and surprise its prey easily (-6 on PC Agility roll). It weighs 75 kg., has a Damage Factor of 30, a Stamina of 90, a Shock of 13, and an HTH of 28. Klaanu are carnivorous and attack with their teeth and claws (both are Weapon/G). Movement is fast to very fast and the hide is armor K equivalent.



Sorval: The sorval is a stalker that resembles the Terran lion and is the most ferocious life form on the planet. The most prominent features of the sorval are its large mouth and two rows of gleaming white, razor-sharp teeth. The saliva is poisonous to most life forms (p10) and the bite is treated as Weapon/C. The sorval can also attack with its massive paws as Weapon/C. Its fur is very shaggy and it has a horn of about 20 cm in length (in the center of its head). Sorval weigh about 300 kg., have a Damage Factor of 46, a Stamina of 68, Shock of 10, and an HTH of 42. They are fast to very fast and their shaggy fur give them an armor equivalent of K.



Trekoth: This huge omnivore runs a close second for the most dangerous animal on the planet. Considered to be a cousin of the Terran rhinoceros, this creature has three horns on its head and very heavy hooves (the horns are Weapon/A and the hooves are Weapon/B). It prefers to charge its prey and gore it before engaging in melee with its hooves. Trekoth weigh 4000 kg., have a Damage Factor of 108, a Stamina of 92, a Shock of 15, and an HTH of 70. They are slow to average in movement speed, but the tough, leathery hide protects the trekoth with the armor equivalent of I.



Bolok: The bolok is a primitive saurian life form that looks like a bipedal salamander. The hind legs and tail are well developed and very powerful, while the forelegs have evolved into rather dangerous claws. The main weapon is the ability of the bolok to spit acid at its victims (Weapon/D). It can also attack with its claws (Weapon/H). Boloks weigh some 100 kg., have a Damage Factor of 40, a Stamina of 80, a Shock of 13, and an HTH of 35. Movement is of average to fast speed and the hide is equivalent to Armor/K.

Preserve Encounter Table

Die Roll	Result
01-30	No Encounter
31-45	Gintar
46-60	Klaanu
61-75	Sorval
76-84	Trekoth
85-00	Bolok

THE MEKPURR BASE

The research base itself is built below ground, beneath a StarPort of Class D. The landing field is built in a clearing in the rain forest, and it looks almost identical to the ones at the two hunting preserves. There are two buildings visible, one much larger than the other, but both are single story structures. The larger one, should the PCs choose to enter it, is a combination warehouse and StarShip hangar. There are several crates with strange markings on them and no sign of a StarShip. Those characters who can speak and read the MekkPurr tongue will recognize the crate markings as being in MekkPurr glyphs. They simply label the crates as to what they contain; droid models. Any characters who are Avatars or who read the Avatar language will think the markings to be somewhat familiar. Five points should be awarded to any PC who finally translates any of the MekkPurr markings in the base.

On one wall the PCs will notice large steel doors - elevator doors - with a button on a panel next to them. This is a freight elevator that services the first, third and fourth levels of the complex below. It will take the PCs to Level One, but will not proceed lower without the proper sequence being punched on the button panel inside the elevator. The buttons have MekkPurr numerals, another clue to the language of the writing and markings in the base area.

If the player characters insist on going down further than Level One, the doors will seal the characters in and will take 30 points of damage before opening, thus wasting time on the respirators. To work the elevator, the proper code must be found.

If the player characters explore the smaller building, they will find it to be an office. There are three rooms in the structure, connected by a hallway. In the hallway there is a much smaller elevator with a button on a panel next to it. This elevator services all four levels below. A single button inside controls it. Every time it is pressed, it will lower to the next level of the Research Base. Once it reaches Level Four, it will begin to rise to the upper levels again.

All three rooms are filthy with dust and jungle undergrowth. Empty desks sit with useless computer terminals on top of them. The power for the keyboards was shut down from an external source. It does not look as if anyone has used this StarPort for some time.

LEVEL ONE

The first level of the research base was used for general storage of all packed and finished droids waiting to be shipped away on the next StarShip shuttle back to the MekkPurr systems. In short, it is a below ground warehouse for the finished product. There is no power or lights on this level.

1. Storage Room: This is the outer warehouse storage room for all packed and finished Household Meks. All of the crates are clearly marked in MekkPurr - more hints for a linguist - and cannot be opened without the proper tools, which the party does not have. All of the robots in the crates are devoid of power packs, so they cannot be activated once they are unpacked. In and among the crates can be found machines that resemble fork lifts for the conveyance of the crates to the freight elevator in the next room.

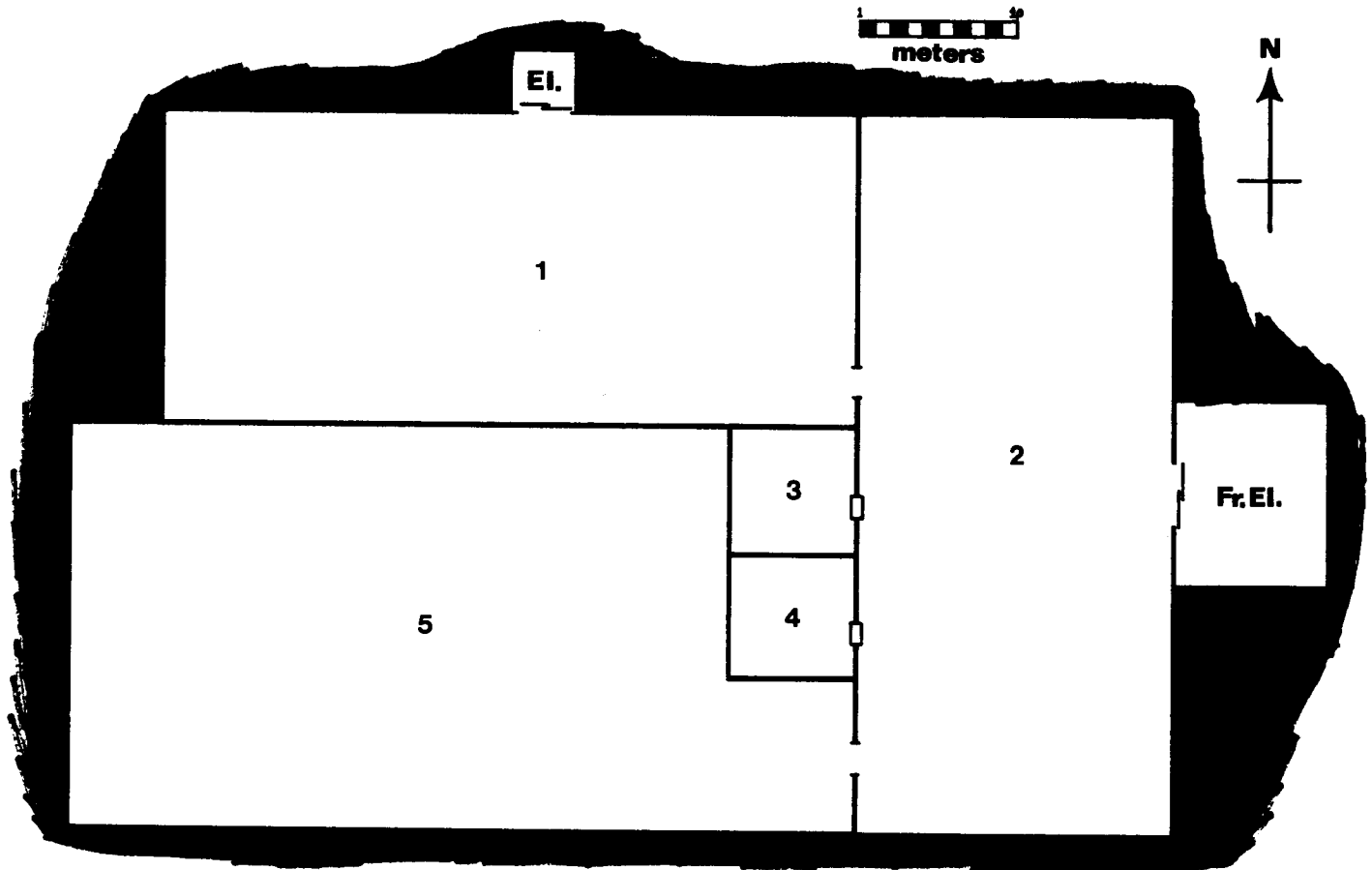
2. Storage Room and Freight Elevator: This room also contains crates and fork lifts, but these crates contain Servant Meks, devoid of any power packs. They seem to be of a model that the PCs have never seen before. They look bigger and better, new and improved.

3. Shipping Office: An office used by the shipping foreman of the warehouse. It contains a battered old desk, a chair, and a filing cabinet. The desk and the cabinet are empty and look to have been cleared out in a hurry. Nothing interesting is here.

4. Inventory Office: This office was used by the MekkPurr inventory clerk to keep track of the flow of merchandise. This room is in the same condition as Room 3, but there is an inventory sheet in a desk drawer, written in MekkPurr, and a device for opening the crates outside. Five points should be awarded to the player who figures out what this device is used for. The inventory sheet will help a linguist to crack the language if he has a MiniComp/7.

5. Storage Room: The last storage room on this level. It has crates and forklifts, but these crates contain MechTech Meks without power packs. Should any player figure out the purpose of the research base at this point, he should be awarded ten points.

LEVEL ONE



LEVEL TWO

This level provided living and sleeping quarters for the MekPurr technicians and scientists. They spent their off-hours here eating, sleeping, and relaxing. This level is also no longer used. The power has been shut off and there are no lights, only dust and a deadly silence.

1-5. Sleeping Quarters: These five rooms are typical sleeping quarters for the scientists and engineers. In each there is a bed (of the couch variety often found in StarShips), a chair, and a chest of drawers of storing clothing and other personal possessions. Other than that, there is nothing here of interest.

6. Special Sleeping Quarters: The base itself is under the constant protection of a MekPurr +4 APROBDIF generator. This screen must be turned off for the player characters to attack the androids with any robotic weapon of any kind. This is the room that was used as the sleeping quarters by the APROBDIF officer of the MekPurr research team. The room looks like rooms 1-5, but if searched, an object similar to a 20th Century Atari game cartridge will be found in one of the drawers in the chest. It is the key that turns off the field generator which is located on the Fourth Level. Ten points should be awarded to any player who thinks to search this room (even a cursory search will turn up this key).

7-10. Sleeping Quarters: These rooms are identical to rooms 1-5. There is nothing special about them and searching them is a waste of time.

11. Toilet/Fresher: Even a MekPurr has to use a bathroom sometime and toilet facilities are provided throughout the base. The player characters will run into such facilities from time to time.

12. Recreation Room: This room was designed and equipped solely for the amusement and relaxation of the base personnel. The room is very dark and filled with many tabletop and upright electronic games. They are covered with dust and dirt. The power has been cut off and they are quite nonoperational. It might be suggested that the Star-Master simply describe the objects in this room and allow the players to figure out on their own what the designed function was for this room. This will eat up more valuable time on their respirators.



13. Recreation Room: This room is identical to room 12, except that a Servant Mek is near one of the games. It is rather rusty and looks quite beat up. In appearance, this Mek resembles R2D2 with two humanoid servo-arms. This one, however, has a power pack and is quite operational — for about an hour. The pack, like any battery, loses its potency over time. Also, this one got quite a bit of use in its day. Five points should be awarded to a player character who uses cybernetic skills to turn it on. It moves with the aid of an anti-grav field. The Mek is programmed to be a 'gofe' and understands basic fetch and serve vocal commands. Any other commands will not compute and will be ignored.

14-15. Toilets/Freshers: No more need be said.

16. Private Library: This room is sealed by a locked door which can only be opened by the key cartridge from room 23 on this level. There is a slot to the left of the steel door in which the cartridge fits. This door cannot be opened in any other way. Five points should be the award for any player who figures out how to open this door. Inside the room is a small library of technical manuals on cybernetics and positronic brains. They are, of course, written in MekPurr. If any character has skills in those areas and can read MekPurr, he will notice that they contain material never before encountered in any book by that PC. It is far beyond, in fact, anything presently under development in the UFP. More clues to the true purpose of this base are thus revealed.

17. Library: This is simply a room for the storage of recreational reading material. The shelves are crammed with all of the biggest sellers in the quadrant in several languages. There are also some reading tables and chairs arranged about the room. Nothing here is of real use to the player characters unless they simply wish to curl up with a good book.

18. Recreational Computer Room: In designing the base, the MekPurrs included a room to satisfy their needs for recreational computing. It contains a complete and independent Mark IV computer for personal experimenting and fun. Unfortunately, it cannot be used since the power has been shut down. Many dead terminals sit on tables that are covered with dust, as were the tables in the offices on the surface.

19-22, 24-28. Sleeping Quarters: As with the rooms on the other side of this level, these rooms contain a bed, a chair and a chest of drawers. Nothing else is here, except dirt, and searching these rooms will only waste valuable time and respirator efficiency.

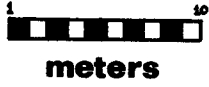
23. Special Sleeping Quarters: This room was once occupied by the base librarian. He maintained all of the books and literature in the library, and this includes the reference manuals in the locked room. In fact, one of the drawers in the chest in this room contains the key cartridge that will unlock room 16. This key cartridge is similar to appearance to that found in room 6. Five points should be awarded to a player character who thinks to search this room.

29. Dining Hall: This is a room used by the personnel of the base for the eating of meals. Large steel tables and benches fill the room and all are covered with dust. Nothing else adorns the room and it is typical of MekPurr Spartan decor.

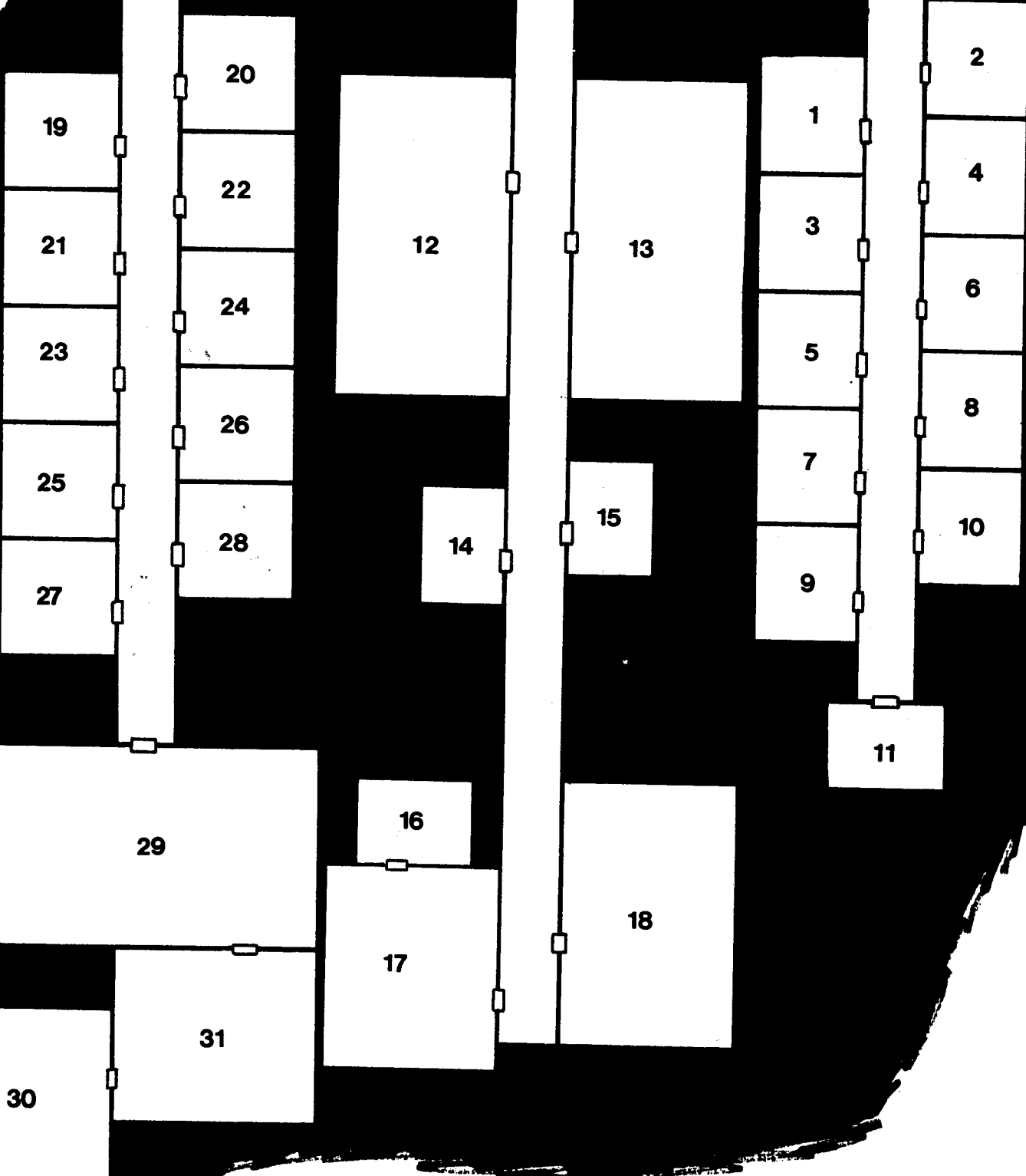
30. Food Storage Room: This room was used to store foodstuffs for the kitchen. In it are several crates of rotting and spoiled food that is inedible. Anyone who is foolhardy enough to attempt to eat any of it will have to make a Constitution saving throw (at -4) or become violently ill with food poisoning.

31. Automated Kitchen: Here the food was prepared for the table. Many ovens and other kitchen equipment fill the room. They are, of course, useless without power. In addition, there are three Servant Meks and a Household Mek sitting in one corner. They are quite useless since their power packs went dead a long time ago. There is nothing else of interest here.

LEVEL TWO



El.



LEVEL THREE

It is on this level that things begin to heat up. The first thing that the player characters will notice when the elevator doors open on this level is that the corridor is very well lit, although still rather dusty and appearing to be unused. Also, at this point, the StarMaster should begin to announce the time periodically, as the characters' respirators or suit air supplies will begin to be depleted. This will increase the sense of tension and danger, thus providing the proper atmosphere. The MekPurr scientists used this level to do their research and development on existing models with an eye towards improvement. A new danger is presented for the characters in that this level is patrolled. As in Part One of this adventure, a roll of 1 on 1D6 will indicate that a patrol has been encountered. The tables and descriptions of these patrols and android types are provided after the basic descriptions of the various levels of the installation.

1-2. Offices: These two rooms are offices for the base scientists. They each contain a desk, a chair, and large diagrams of androids lining the walls. It looks as if these rooms were cleared out in a hurry. There is nothing left to interest the players.

3. Main Terminal Room: This is the main terminal room for the base computer located on Level Four. Rows and rows of tables fill the room and they are laden with terminals. The interesting thing about this room is that all of the terminals are fully operational. The power is on and they can be used. Any characters with skill on Computer Mark XII may log on — and such characters should be awarded five points. However, this will alert the central computer of the presence of the player characters in the base, thus causing it to send droids to investigate. StarMaster, please note, this computer is sentient. This can add color to the adventure whenever the characters attempt to make use of it. Its empathy is rather low due to being isolated from contact with organic life forms for three years. Play this to the hilt. The computer will confirm that this is, indeed, a MekPurr base and it will give the history of the planet from the Background section of the adventure. This will be done tactfully and the computer will omit any reference to the android takeover.

According to the computer, the scientists simply abandoned the base and the computer, and he is very bitter about this. He will also hint that top secret work was being done by the MekPurr Cybernetics Corporation. He will attempt to stall the player characters until a droid patrol can arrive in the Main Terminal Room.

4. Office of Base Foreman: This office is a bit larger than rooms 1 and 2, since it was used by the base production foreman. Almost everything was cleared out of the desk, but there are a couple of droid blueprints (for a new Servant Mek model) and a strange, thin metal card. On this is a series of MekPurr numerals in a specific order, though not one that is recognizable. It is, in fact, the number sequence code for the freight elevator. Should any player character figure out the use of this metal card, he should be awarded ten points if he uses this code on the elevator. The blueprints will be worth a great deal on the open market. Five points can be awarded, at the StarMaster's discretion, to any PC who has the foresight to take these blueprints.

5. Toilet/Fresher: No more need be said.

6. Conference Room: This rectangular room contains a long table surrounded by chairs. It appears to have once been used for conferences among the scientific staff of the base. There is a good deal of dust in this room and, in spite of it being well-lit, it does not appear to have been used for a long time. The only thing of interest in this room seems to be a small box sitting at one end of the table. When examined by the player characters, describe it as being similar to a remote control box for a 20th Century television set. A panel takes up about half of the area of one of the sides. If this panel is pressed, and the box is pointed towards the east wall of the room, a door will appear, leading to room 7. Fifteen points should be awarded to a PC who figures all of this out and uses this control box.

7. File Room: This secret room was used for the storage of computer printouts on the research being conducted at the base. To those who lack skills in cybernetics, they will appear to be a mass of meaningless numbers in a data table or in inscrutable graphs. To those with the appropriate skills, it is data from experiments on nerve-synapse simulation in positronic brains. This would be valuable information to engineers of the UFP. These printouts are definitely worth keeping.

8. Assembly Room: This is the main assembly room for all of the new Mek prototypes. It looks like a gigantic machine shop with huge metal tables, mechanical parts strewn about, heavy construction machinery, and droids in various stages of assembly. The room is very well-lit and ominously dust-free. It looks as if the room was used in the not-too-distant past. However, the only completely assembled droid is a Heavy MechTech Mek with a fully charged power pack. He is ready to be turned on by any PC with skill in robotics.



9. Warehouse and Parts Storage: This spacious room is used to store completed droids before they are put in the elevator and taken to the storage room on the first level to await export. They are all crated and sealed. Basically, this looks like the large foams found on Level One, only the crates look like they are in better condition. Their contents were not packed very long ago. All of this hints at present construction and assembly of these droid prototypes by unknown parties. There are a few forklift type vehicles lying about in perfect working order. In fact, the engine of one is still slightly warm . . .

10-11. Offices: Similar to the common offices found elsewhere in the base complex.

12. Conference Room: Identical to the conference room found on this level (room 6), but without a metal box on the table.

13. Parts Storage Room: This room is used to store parts before they are assembled into a finished droid. These crates are smaller and have slightly different markings on them. Those PCs who speak MekPurr and bother to examine the markings will notice that they indicate that the crates were shipped here from MekPurr StarSystems over three years ago. This should appear strange to the PCs. Production appears to be current, but the last shipment of parts to the installation was made over three years ago. Certainly a puzzle.

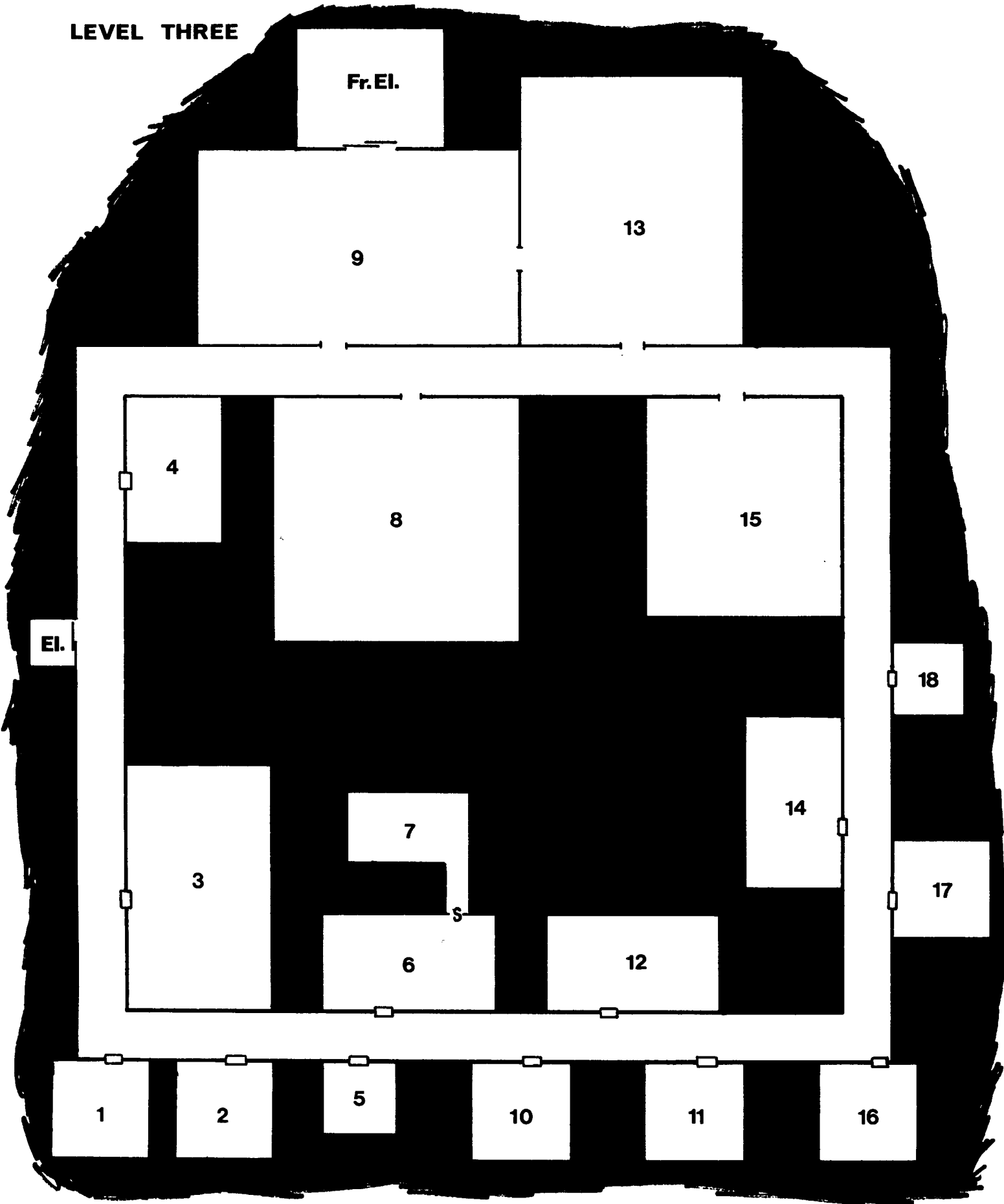
14. Conference Room: Identical to room 12.

15. Assembly Lab: This room is similar in appearance to room 8, but it does not appear to have seen recent use. Dust covers everything and whatever parts and machinery are present have rusted by this time.

16-17. Offices: As with the other, common type of offices on the level.

18. Toilet/Fresher: Another facility on this level.

LEVEL THREE



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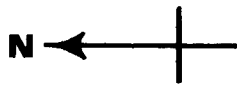
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LEVEL FOUR

This, lowest level of the base, is in active use and can be very dangerous for the player characters. When the elevator doors open, the players will notice that the hallway is well-lit and completely free of dust. The hum of active machinery and power generators is very prominent now. Time is of the essence in regard to their respirators or space suit air supplies. The characters must find the base communicator at all costs. This level is patrolled by robots and occasional android MekPurr duplicates. Encounters with these androids should be played to the hilt. The Player characters will not be able to easily detect the fact that the MekPurrs they encounter are actually androids with the strength and armor protective value of PAPA armor. This hidden strength will only be revealed by the first penetrating hit made with a non-laser weapon, but only by the shower of sparks resulting. It should be noted that APROBDIF weapons will have no effect until the screen generator is turned off.

1. Cryogenics Room: This room contains about twenty-five ColdSleep berths, but only five of them are occupied. Upon examination, the characters will discover that the occupants are all MekPurrs, and from the insignia on the clothing of one, that he is the base commander. The other MekPurrs present are the four scientists that were imprisoned when the androids took over the base.

Any attempt to revive the MekPurrs will set off a silent alarm that will bring the Master Android and his followers. Two of the scientists will die if they are brought out of ColdSleep. The Base Commander will be very grateful and quite willing to brief the characters on the events that had transpired three years earlier. He will be a bit disoriented and very curious as to how the party of adventurers arrived on-planet, how they found the secret installation/base, and how long he has been asleep. He is also very willing to show the characters how to find the base communicator for, after all, he too needs to be rescued. Unfortunately, by the time the Base Commander finishes with chattering and questioning the characters, the Master Android and company will have arrived.

2. Office: There is nothing unusual about this office.

3. Central Computer Room: This highly protected room houses the main circuitry for the base computer, a Mark XII model that is in a very bad mood. The room itself is sealed behind heavy steel blast doors that can only be opened by fitting a key cartridge from room 11 into a slot next to the door. Fifteen points should be awarded to any PC who successfully opens this door.

Inside the room, the computer is protected by two blaster turrets, computer controlled, that will always hit (due to the computer guidance) unless the party fired upon actively dodges, thus bringing the hit probability down to 70%. The turrets are located in the southeast and southwest corners of the room and can sustain up to fifteen points of damage before being rendered inoperative (PCs fire at the turrets with a -25% modifier due to the small size of the turrets). Once the turrets are destroyed, the only thing the computer can do to protect itself is to call in robots or androids. In this room the computer is able to communicate vocally.

Characters with Computer XII/10 can shut it down, thus nullifying all but the Master Android, who is the only robot or android with internal programming. All other robots and androids are controlled by the computer. Fifteen points should be awarded to any player character who successfully turns off the computer. Note that turning off the computer also has a disadvantage in that the computer also controls the power supply for the entire base. All lights will go out and the elevator will be useless. Only the freight elevator and the base communicator operate on an independent power source. Thus, at this point, the player characters will really need the coded number sequence to be able to operate the freight elevator and get out of the base alive.

4. Android Research and Assembly Lab: This room is much more sophisticated in machinery and equipment than the similar rooms (8 and 15) on the third level, but the purpose is basically the same. Here is where the android duplicates are designed and manufactured. Large steel tables with machinery and computer terminals pack the room, and upon entering, the PCs will see three MekPurr androids hard at work. If they have not yet been to room 3, they will, of course, assume that these are real MekPurrs. The androids are carrying Laser-Pistols and VibroSwords, both at skill level 7. Their armor is C/B/C (like PAPA C), their DF = 45, and their HTH is 100.

5. Parts Storage and Warehouse: This room is used, as were the storage rooms on other levels, to store the completed droid duplicates. All packing cases here are empty since the takeover and the only parts still stored here are original parts from the MekPurr systems which were built to the specifications of the base. Some forklift-like machines litter the room as well. Nothing of real interest can be found here. The StarMaster should stress to the PCs that the crates which once held completed androids are all now empty. This is an important clue to those who are not yet fully aware of the status of the base, or to those in the know with no knowledge of the number of androids active in the base.

6. Office: This office is similar to the others, except that there is an android duplicate busily at work here. He has C/B/C armor, DF = 45, and HTH = 100. He is armed with a LaserPistol (Laser/8) and a VibroBlade (skill/10).

7. Radio Communicator Room: This is the room the PCs are looking for. The walls are lined with equipment and a chair sits in front of a main communications console. It is already set to broadcast, but on a MekPurr wavelength. The communicator will have to be readjusted to reach a source in the UFP. If this is successfully accomplished, help will arrive within forty-eight hours.

8. Anti-APROBDIF Field Generator Room: The door to this room is also locked and it can only be opened with the key cartridge from room 6 on the second level. Once entered, those skilled in weapons systems and APROBDIF will recognize this as the generator for the protective screen. Those PCs with appropriate skills will also know how to turn off the screen by using the same key that was used to open the door. Once the field is deactivated, any APROBDIF weapon can totally incapacitate any android. Fifteen points should be awarded to any PC who is able to destroy the Master Android in this fashion.

9. Toilet/Fresher: Such facilities are left over from the MekPurrs.

10. Main Computer Terminal Room: This room was used for computer research by the base scientists working on this level. As with the similar room on the third level, all those PCs with skills in Computer XII can log on, but that will alert the central computer of their presence and droids will be sent out to investigate. If the players used the computer on level three, no further information will be available here. The computer will get very temperamental and simply log you off.

11. Base Commander's Office: In furnishings, this office is almost identical to the other offices previously explored, except that it is larger and a door leads to the radio room. In the desk drawer is the key cartridge for the main computer room. Unfortunately, there is a 75% chance that the Master Android is in this room when the PCs enter. He has LightSword/10 and Laser/10. His individual stats are listed in the section that follows.

12, 14-15: Offices: The usual office set-ups.

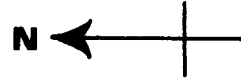
13. Toilet/Fresher: Another typical facility.

16. Office: The only special thing about this office is the two android duplicates that are working here. Both have Laser/5 and VibroBlade/7. Their stats are listed in the following section.

17-18. Offices: More of the usual type offices found in the base.

LEVEL FOUR

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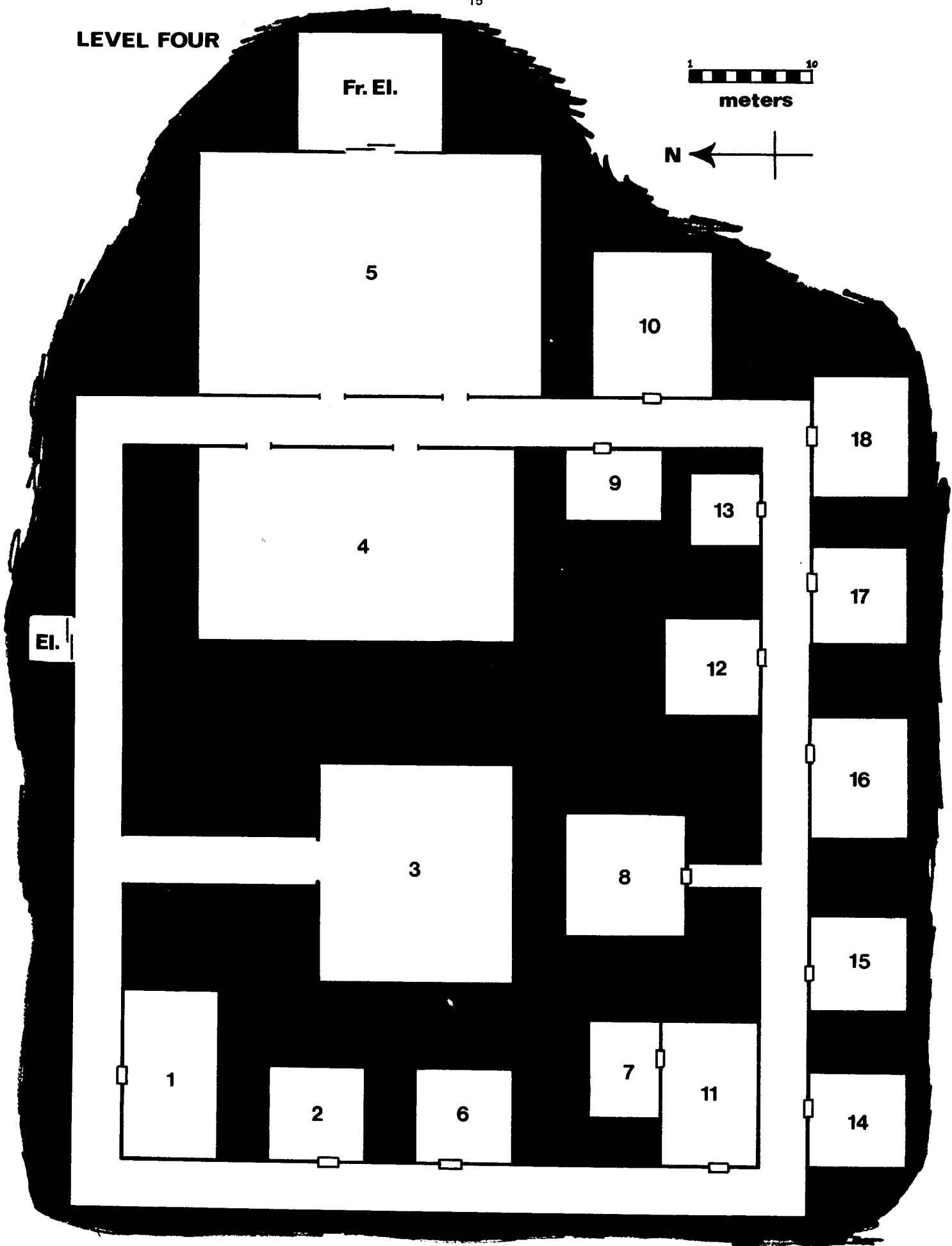
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DROID PATROLS

Below are the encounter charts and specific information on all of the droids in the MekPurr base. If a room contains a droid, or a patrol is encountered, consult the information presented here. For patrol encounters, roll 1D6 each turn on levels three and four. If a 1 is rolled, an encounter has occurred. Roll again to determine which patrol is encountered.

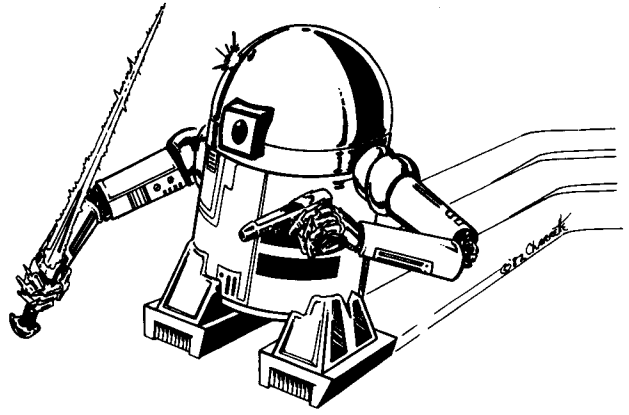
Basically, there are four types of droids that can be encountered in the base. These are patrol drones, security drones, support robots, and android duplicates. The first two (patrol and security drones) resemble R2D2 with humanoid servo-arms and anti-grav propulsion systems. In one 'hand' they carry a BlastPistol and in the other they have a VibroSword.

The third type of droid, the support robots, are described in **Space Opera**, Volume II, page 21. Finally, there are the android duplicates which look like normal MekPurrs, but have the armor protective equivalent and strength of Scout PAPA armor.

Type	DF	Armor	Weapon(s)
Patrol Drone	25	E/E/E	BlastPistol/VibroSword
Security Drone	35	C/C/D	BlastPistol/VibroSword
Support Robot	65	C/B/C	BlastRifle/VibroSword
Android Duplicate	45	C/B/C	LaserPistol/VibroSword

For purposes of hit location, use the nonhuman tables for the patrol and security drones. In a patrol of patrol drones, there are four drones present. Patrols may also be made up of three security drones or of a single support robot.

Type	DF	Armor	Weapons
Master Android	80	A/A/A	BlastPistol/LightSword



Encounter Tables:

Level Three

Die Roll	Result
01-45	Patrol Drones (4)
46-80	Security Drones (3)
81-90	Support Robot (1)
91-00	Android Duplicate (1)

Level Four

Die Roll	Result
01-35	Security Drones (3)
36-60	Support Robot (1)
61-85	Android Duplicate (1)
86-00	Master Android



FASOLT IN PERIL

A two part adventure which leads off with having to deal with the terrorist/hijackers of a Fasolt Class passenger liner who have successfully captured an important scientist under the protection of the player characters.

Successful recapture of the vessel and their charge does not end the problems as the ship is lost in space and the communicator is wrecked beyond repair.

Part two is the exploration of an unknown planet which contains previously unknown MekPurr installations. The Player Characters must fully explore this secret research base of the MekPurrs to locate a communicator and signal their need for rescue. In so doing, they must deal with the results of MekPurr experimentation into the field of sentient androids.

This is not a game, but an adventure for use with the SPACE OPERA game system. SPACE OPERA is required for the use of this adventure pack.