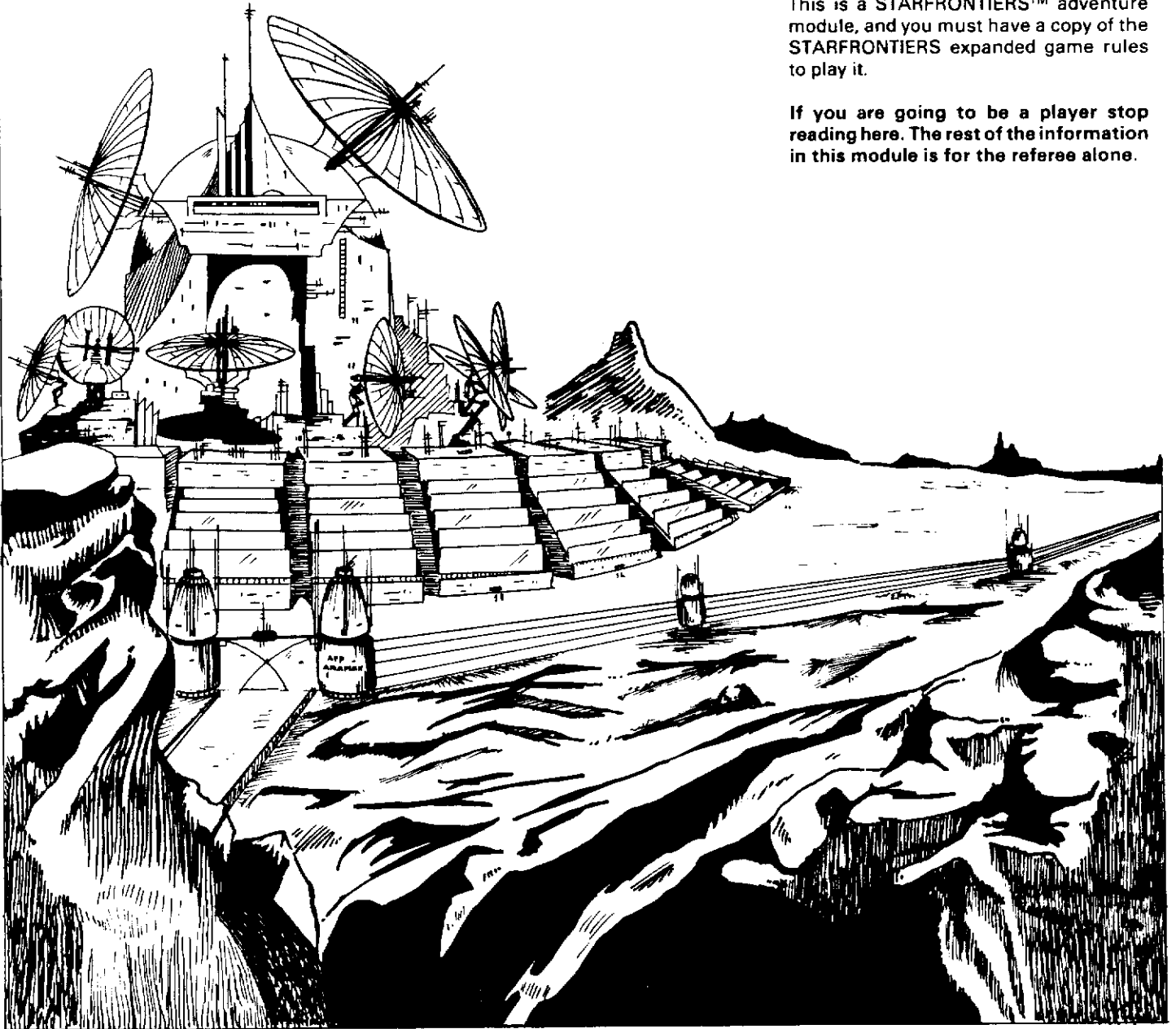


ARAMAX ONE

by John Tantoblin

This is a STARFRONTIERS™ adventure module, and you must have a copy of the STARFRONTIERS expanded game rules to play it.

If you are going to be a player stop reading here. The rest of the information in this module is for the referee alone.



This module has been designed for a group of three to five characters. Ideally, these characters should not be newly generated, but should have already earned (and spent) experience points improving their skill levels. Pre-experienced characters are provided in this module, and the referee should compare these with any characters that the players may wish to use.

Preface

ARAMAX ONE is set on Triad in the Cassidine star system. Triad in Cassidine is one of the trade and industrial centres of the Frontier, generally referred to as

one of the Hub Worlds. Nearly all the large corporations have offices and production facilities on planet or in close orbit.

There are several smaller corporations with facilities on Triad and in orbit. All of these companies are limited to the Cassidine system at present, but are attempting to expand their activities outsystem.

Aramax Power Factors (APF) is one of these smaller corporations, with interest in a number of fields including mining, shipping and, of course, power generation and distribution. At present the company supply over half of Triad's power require-

ment, but its main competitor, Sunpower Inc, is attempting to expand its market share.

APF Ground Site One (ARAMAX ONE) is the collection array for a system of solar power satellites which supply the industrial belt round Triad Low Starport.

Aramax One is also the site of APF's central computer. It organises the power distribution network, the maintenance of the collection arrays and satellites, and handles the company record keeping. Although the company has other computers at its other offices and facilities, the Aramax One machine is vital to the running of the company.

I. Background

Before beginning play the referee should read this module to become familiar with the outline of the adventure, and the details presented in its various subsections. All the information relating to a specific topic (eg the Computer) is presented in a single boxed section. This information is for the referee only. General information, such as room contents, is given in the main body of the module. Some of the information is indented and printed in a different face and this may be read to the players at the relevant times.

Apart from combat skills, the characters will also require a good range of other skills, mostly of the 1st and 2nd level. Computer, Robotics, Technician and Medical skills should be available to have a reasonable chance of success. One of the characters must have at least 1st level Demolitions skill.

Player's Background

The referee should read the following to the players at the start of the adventure:

Early one evening, while you are sitting in a bar near Triad Low Starport drinking your last few credits away, you are approached by a new, obviously expensive, cybot. The machine quietly asks

you to accompany it to see its master, who has a job you may be interested in.

It leads you into a dimly lit room behind the bar. Partly hidden in the shadows is a middle-aged vrusk. As you sit down the vrusk switches on a small device. The cybot gives each of you an envelope, and the vrusk begins to speak in a heavily distorted voice:

'Good evening, gentlebeings. In each of the envelopes you will find Cr.100. This is a consultancy fee. As such it also buys your silence about this conversation.

'I have a small task for you. It involves some personal risk, but you will be adequately compensated.

'About five kilometres south of here is the local collection array for the solar power satellite system. It is owned by Aramax Power Factors — APF to their friends and enemies. APF also use the site to house their central computer; it holds all their records, and virtually runs the company from day-to-day. I, for reasons of my own, want the computer destroyed.

'If you are willing to break into the site and do this, you will have more than my gratitude. Your total fee will be Cr.5,000, half now and half on completion. This is enough to buy you all tickets on the next starship to leave Triad, no matter where it is going. I can also offer some material

aid to you — transport, weaponry, tools and explosives. All you have to supply are the skills to do the job.

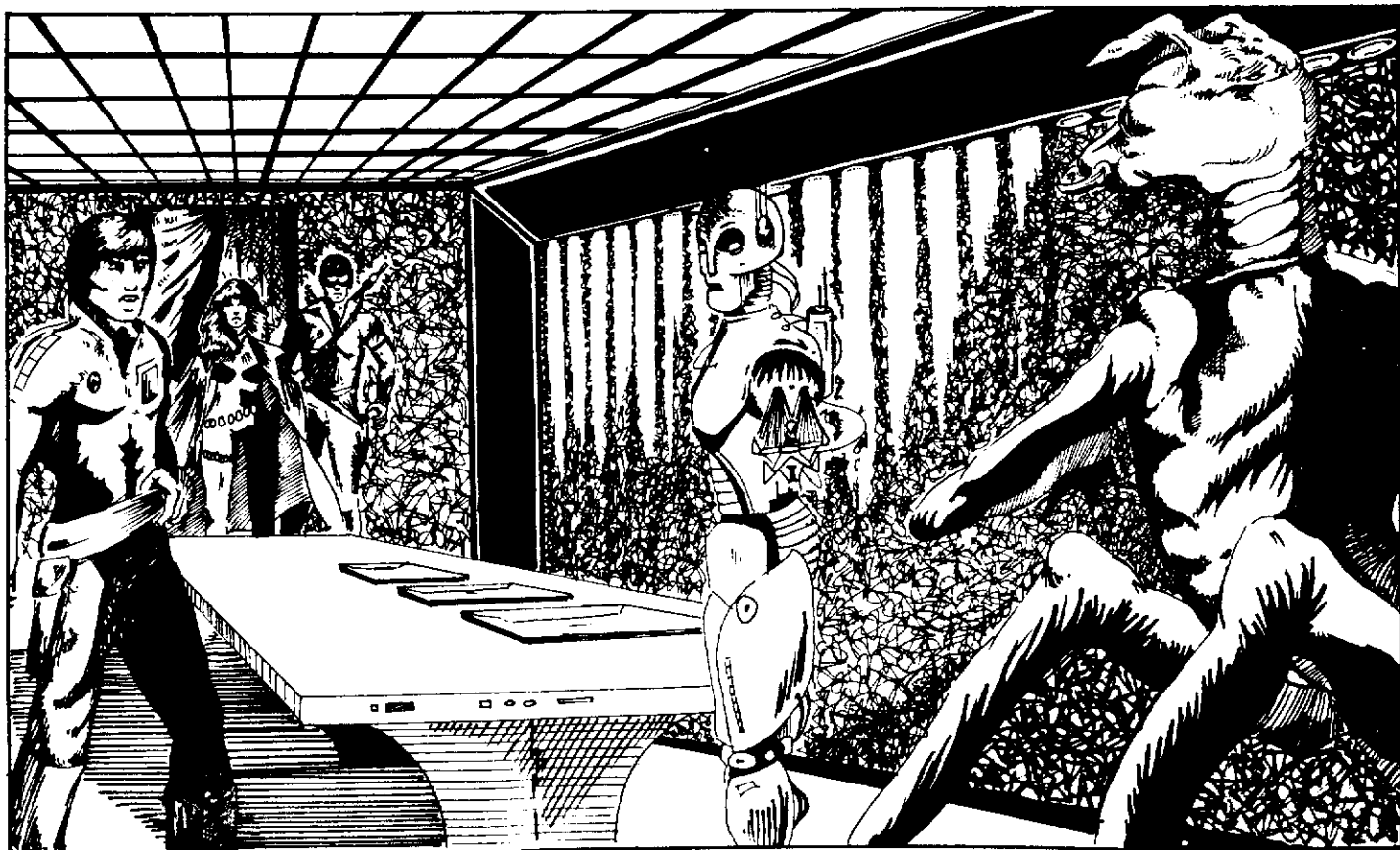
'There is one proviso. You must do the job tonight. It has been arranged that only five or six guards, instead of the normal squad of twelve, will be on duty, and none will be heavily armed. All the night staff will have been sent home.'

The cybot gives you an envelope. Inside are five bundles of banknotes, all used, amounting to Cr.2,500. It also gives you a groundcar key, and a security pass bearing the legend *APF Security Central*. The vrusk then continues:

'Your money. The car outside contains all your equipment and a roadmap showing your target. The pass card should get you past the outer gates and into the building. After that you are on your own.

'And finally, don't try to take the money and run. The rest of your pay will be waiting with my cybot at the starport. There is a shuttle at 0800 tomorrow, and a starship to Prenglar is waiting. I am rich and well connected, if you do try to cross me — vengeance is easy for someone in my position.'

The vrusk gets up, and with a curt gesture to his cybot, he and it leave the room and disappear through the back door.



Referee's Background

The story told to the party by the vrusk is true, but incomplete.

The vrusk failed to identify himself. He is *Max Kejganokh no Kami* — like many vrusk he normally gives his company name first. Kejganokh is the sole owner of Aramax Power Factors, and is therefore a success in vrusk society. His reasons for wanting his own property destroyed stem directly from his esteemed position.

Two days ago, while running a financial analysis program on the Aramax One computer, Kejganokh discovered that payments totalling Cr.601,000 had been made to a number of non-existent subcontractors. Further investigations revealed that the payments had been made on the authority of APF's Operations Manager, a human called Fiona Talenc.

Kejganokh could not report the theft. As a vrusk, a member of a race which prides itself on its business expertise, to be the victim of blatant commercial theft was bad enough, to admit to being such a victim was unthinkable. If knowledge of this crime became public Kejganokh would lose face in the eyes of his fellow vrusk, and his company would lose status. Cursing himself for hiring a human in the first place, he resolved to deal with the matter as secretly as possible. Thus, after gathering what equipment he could from company stores, altering the guard rosters and raiding the petty cash, he approached the party. He carefully disguised his voice and remained in the shadows to prevent recognition by his new hirelings.

However, Kejganokh's behaviour has not gone unnoticed. Fiona Talenc spotted his increased use of computer time, and rapidly realised that her fraud had been uncovered. Surprised by the non-arrival of the police with a warrant for her arrest, she decided to take matters into her own hands. Converting her ill-gotten gains from credit accounts to cash and easily transportable valuables she prepared to flee on the next available starship, but before leaving Fiona decided to destroy the evidence at Aramax One.

Fiona has hired a group of mercenaries to attack the Aramax One site, posing as terrorists. She hopes that this will allow her to escape off-planet during the resulting misdirected investigation. This was to have taken place yesterday, but she discovered that the guard rosters had been changed and rescheduled the attack for tonight. She and her henchmen have unlocked Aramax One while Kejganokh was talking to the party.

The adventure begins after the party have taken the waiting groundcar and driven to Aramax One. As they arrive at the Main Gate the site is quiet, although some lights are on in the main building.

The Ground Car & Other Equipment

The ground car that Kejganokh has supplied to the party has been taken from APF's motor pool, and the theft hidden by manipulating the computer records. It is a standard model (see Expanded rules p.29), and still has power for 400km at cruise speed.

In the boot is the equipment that Kejganokh was able to remove from various APF stocks:

Three Automatic Pistols, with two ammunition clips (40 rounds) each. One Laser Pistol, with a depleted power clip (15 SEU remaining). One Electrostunner, without a power clip. One Grenade Rifle, with one Doze grenade and two Tangler Grenades. One Machine Gun and Tripod, with two ammunition belts (400 rounds).

One Medkit, as defined on p.45 of the Expanded rules. One partial Techkit, which does *not* contain the following: jack, nuts, bolts, screws, and spray waterproofing.

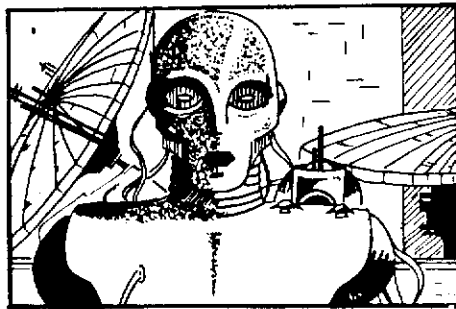
Two kilograms of Tornadium D-19, with a variable timer/detonator.

Three fully charged 20 SEU power clips.

The Referee should note that Triad's gravity is higher than standard 1.1g — and that any character who chooses to take the machine gun will be encumbered in the confined space inside the building, regardless of that character's strength.

Furthermore, the machine gun must be properly mounted on the tripod to fire without penalty. This takes two turns. Firing the machine gun 'from the hip' is possible, but in this adventure a penalty of -60% is accrued.

The security pass card that the party have been given is better than they have been told. Due to an error in Kejganokh's programming the card will open any door in the APF facility, rather than just the main gate.



II. The Building

The only building on the Aramax One site is detailed below.

Unless noted otherwise all doors in the building are controlled by card activated locks located next to them. Certain cards are not valid for some of the doors in the facility (eg Security cards will not open the archives).

The construction standards of the building vary slightly. As far as structural damage points are concerned the walls and doors are constructed to the standards given on p.25 of the Expanded rule book. The archives (room 13) are constructed to vault standards.

1. The Perimeter Fence, Main Gate and Car Park.

The whole of the Aramax One site is surrounded by a monitored, chainlink fence, some 3m high. There is only one access point, on the north side, where the road is blocked by a powered sliding gate.

The Referee should read the following to the party when they arrive at the gate:

At this point the perimeter fence is broken by an access road through a large gate. The gate is wide enough to take a hover truck with ease. It is closed.

On the right hand side of the gate, at a height of 1m, is a cardlock.

Beyond the gate is the building, with a carpark in front of it. Several vehicles and two ground cycles are parked there.

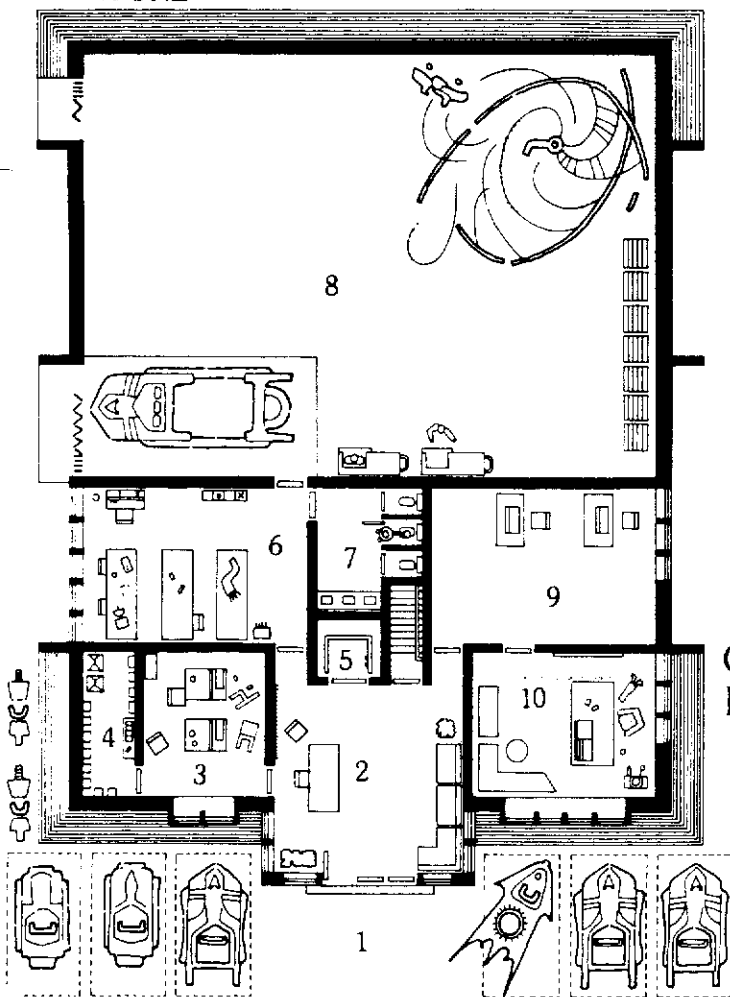
The cardlock controls the gate. The security card Kejganokh gave the party will open the gate without any problems, but the fact will register on the computer terminal in the security office (room 3).





If the party decide to break through the perimeter fence, and fail to deactivate the monitoring system, the main computer will dispatch a security robot (see the relevant boxed section) to investigate.

Once inside the compound the party is in the spacious car park. Six vehicles are parked here; three ground cars in APF livery, two private ground cars and a sports-type hover car. The ground cycles are in APF livery and bear Security flashes.

Only the hover car is unlocked. This is Fiona Talenc's personal vehicle, and it has been booby-trapped by Kejganokh. Under the front seat is a 200g explosive charge, linked via a timing device to the ignition system. The bomb is set to explode after another 3 minutes of driving time, causing 5d10 + 75 points of damage to all those within the car.

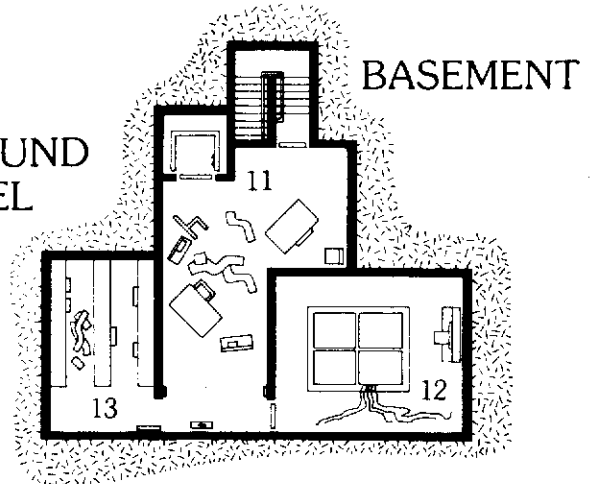
ARAMAX ONE



-  Wall
-  Door
-  Windows
-  Sliding Doors

 Scale (metres)

GROUND LEVEL



Security



All the doors on the site are controlled by card activated locks (security device level 1), which the security program monitors. If any door is opened without the correct card (by the failure of a character Deactivating Alarms/Defences) the computer displays the fact on the security office terminal(s), and notes the time. Theoretically the security personnel then carry out a manual investigation.

All the security guards normally carry security cards which will open any door except those to the site manager's office and the computer archives.

The outer fence is also subject to monitoring by a simple electrical circuit (security device level 1). Should the fence be broken, the computer will despatch a security robot to investigate the breach and inform the security office. Inside the site there is a network of pressure sensors (security device level 2), but these have never been used and are now unserviceable. However, the players should not be told this if they discover the network and attempt to deactivate it.

The left hand front door of the building is standing open.

2. The Reception Area

This is the entrance hallway. The furniture, three couches, a desk and a pair of chairs, is of an opulent standard. The walls are hung with a number of holograms showing images of satellites, deep space mining equipment, and one shows a distinguished business vrusk.

Opposite the main entrance are a set of lift doors. There is only one button, with a downward arrow on it.

If any character carefully examines the picture of the vrusk, and makes an Intuition check, he or she should realise (ie the player should be told by the Referee) that this vrusk has been seen before. The hologram is a portrait of Kejganokh no Kami, and is labelled as such. The label also gives Kejganokh's position as owner of APF.

The Referee should feel free to invent other items of interest, such as magazines, for the room.

3. The Security Office

The only lighting in here comes from two small desktop lamps. However, you can see that a struggle of some kind has

occurred in here. Two of the chairs have been overturned and a set of playing cards is scattered across the floor.

Only one of the two computer terminals is working. The broken one has had a cup of coffee poured into it. The working one has some kind of time sheet display on its screen.

A few half drunk cups of coffee stand around on the desks and floor.

This is the security office. The normal occupants are now locked in the toilets (room 7).

Any member of the party who makes an Intuition check should be told that there is a small blood stain, from the wounded guard, next to the broken terminal. The coffee in the unspilt cups is only tepid.

The working computer terminal is linked to the Installation Security program. The display shows a list of recent incidents at Aramax One as the security program interprets them. Included on this are the recent arrival of Fiona Talenc, APF's Operations Manager, the arrival of an unscheduled hover truck, and an unauthorised entry into the computer archives (room 13). Depending on the party's earlier actions the display will also show the entry of a security detachment through the main gate, or the despatch of a security robot to investigate a breach in the outer fence.

Fiona Talenc & The Mercenaries

Name	STR/STA	DEX/RS	INT/LOG	PER/LDR	IM	RW	M
Fiona	40/60	70/50	75/55	70/50	5	45	35
Civilian Skeinsuit (50 points), Laser Derringer*. Skills: Beam Weapons 1, Computer 3.							
Mercenary 1	25/50	55/35	55/55	45/45	4	38	38
Mercenary 2	35/60	40/20	50/50	40/40	2	30	30
Mercenary 3	55/75	65/45	45/55	35/35	5	43	43
Mercenary 4	30/55	65/45	40/40	60/60	5	43	43
Military Skeinsuit (50 points), Laser Pistol, Vibroknife, three 20 SEU powerclips. Skills: Beam Weapons 1, Melee Weapons 1.							
Mercenary 5	25/50	65/45	30/30	55/55	5	43	33
Mercenary 6	60/85	40/20	35/35	50/50	2	30	20
Military Skeinsuit (50 points), Auto Pistol, one spare ammunition clip. Skills: Projectile Weapons 1, Demolitions 1 (Mercenary 6 only).							

Fiona and her troops arrived at Aramax One while Keiganokh was interviewing the party. Their transportation, a hover truck, is now parked in the loading bay section of the warehouse. Fiona Talenc used her own skimmer (now parked in front of the main entrance). Fiona has had to take part to get the mercenaries into the site, using her security pass card.

As a group they have the following equipment: six security pass cards (taken from the guards), 2.5kg of Tornadium D-19, three variable timer/detonators.

The mercenaries will fight bravely and efficiently within reason. If they are likely

to be killed they will surrender, and, being honourable men, will not violate any terms of their surrender.

The Laser Derringer that Fiona Talenc carries is a non-standard item. Designed as a small 'last resort' weapon, it is made to be used and thrown away. It does not have a replaceable powerclip; this is built into the weapon. As a result the derringer can only fire at two settings: two 4d10 shots or one 10d10 shot. If the lower setting is chosen the second shot will be the same. It cannot be recharged; the laser crystal burns out when used. Several corporations build models, but the BYK Disposable Laser is most popular.



Weapon:	Damage:	Rate:	Defence:	PB:	Short:	Medium:	Mass:	Cost:
Laser Derringer	4d10/10d10	2/1	Albedo	0-2	3-8	9-15	.25	750

The referee should feel free to invent other, worthless items for this room.

4. The Security Store

This is the equipment locker for the duty guard detachment. A dozen sets of weaponry/equipment hang from the walls, and a stack of powerclips and a recharger are on a shelf next to the door.

In the far corner of the room are two unopened boxes.

Each set of weaponry/equipment is identical and consists of the following:

- One Electrostunner (without powerclip) and holster
- One Stunstick (without powerclip) and holster
- Two Tangler grenades
- One Flashlight
- One modified Chronocom (this model only has a range of 1km)

The unopened boxes contain two brand new Sonic Stunners, still in their original wrappings and, of course, without powerclips.

There are 29 powerclips in total. The recharger is a unit capable of repowering five 20 SEU clips at one time, taking 30 minutes to do so.

5. The Lift and Stairs

The lift is the normal means of descending to the computer in the basement, though the stairs are provided for use in an emergency. The lift is capable of carrying eight humans or the equivalent (up to four vrusk), and has only two floor selection buttons.

The mercenaries have neither booby-trapped nor planted monitors on them. They are of the mistaken belief that they will hear anyone using either method to enter the basement.

6. The Technical Workshop/Office

The lights are on in this room, illuminating what is obviously a combination of light repair shop and office space. Various tools, and robotic/computer components, are scattered across most of the available table space in the room — as well as a good part of the floor.

Sitting at the only computer terminal desk is a man in para-military uniform.

This is the repair facility at the site for minor electronic repairs to the robot controls of the power array elements. Major repairs have to be carried out in the field.

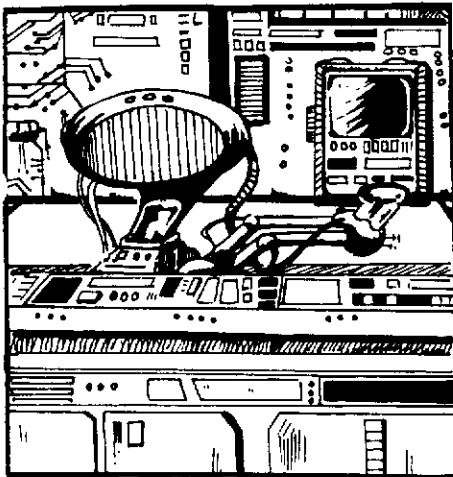
The man sitting at the computer terminal is mercenary 1. He has been assigned to guard the prisoners in the toilets (room 7), but has started playing a computer game instead (using the Communications programme on the main computer). He is so engrossed that the party will automatically surprise him. If a fight breaks out the remainder of the mercenaries (in rooms 12 and 13) downstairs will not know of it. The guards held prisoner in the toilets will hear the fight, but will be unable to do anything about it.

Once the mercenary has been subdued or captured the party may search the room. The tools in the room amount to two complete techkits and a robcomkit. Various broken robot components are also scattered about. The game that the mercenary was playing was an adventure-style one: B 4073 'The Secret Temple under the Lost Caverns beyond the Forgotten City of the Forbidden Mountains of the Remembered Horrific Lair of the Ancient Ones (part 2)'.

There is nothing else of interest in the room.

7. The Toilets

These are obviously the toilets. Sprawled on the tiled floor, gagged and bound, are two vrusk and four humans. All wear



The computer at Aramax One controls the entire power collection array at the site and supervises the distribution of the energy. The computer also carries out a number of standard accounting functions, and it is these that Fiona Talenc has manipulated to her benefit.

The computer runs the following programs: Analysis 5, Bureaucracy 4, Commerce 4, Communication 1, Industry 4, Information Storage 5, Installation Security 2, Maintenance 4, Robot Management 6. As a result the computer is a level 5 machine, massing 300kg, requiring 300 or more points of damage to destroy it.

The computer runs the power collection array through the Industry and Robot Management programs. Each element of the collection array is a self-contained dedicated robot system, which takes its overall orders from the Industry program via the Robot Management program. If the computer should fail the individual robots can keep the power arrays aimed at the solar power satellites for a short time, until central control can be re-established. The various programs of the computer system can be accessed from any terminal in the building. The only program which cannot be accessed from any terminal is the Installation Security program. That program can only be accessed from the terminals in the security office, and from the terminals in the computer room.

All communications, including the internal and external telephone lines, are handled by the Communications program. It is possible to manipulate this program and jam all communications with the outside world from any terminal in the building.

Computer skill may be used with the standard chance of success to manipulate the Information Storage, Analysis or Commerce programs. Success indicates that Fiona Talenc's previous theft/ manipulation has been discovered (ie that Cr.601,000 are missing), but not who is responsible.

Personnel

Name	STR/STA	DEX/RS	INT/LOG	PER/LDR	IM	RW	M
Sgt. Gomer V	50/45	45/30	50/50	45/45	3	43	33
Military Skeinsuit (50 points). Skills: Beam Weapons 2, Melee Weapons 1, Medical 1.							
Guard 1	60/10	45/50	40/50	55/50	5	33	33
Guard 2	50/40	60/60	45/35	30/30	6	40	40
Guard 3	50/50	50/50	70/70	45/45	5	35	35
Guard 4V	40/50	50/50	45/45	45/45	5	35	35
Guard 5	65/65	50/50	25/35	60/50	5	35	35

Military Skeinsuits (50 points, Guard 1 15 points remaining). Guard 3 has a vibroknife (with a fully charged 20 SEU power clip) hidden in his left boot. Skills: Beam Weapons 1, Melee Weapons 1.

V = Vrusk, all other guards are human.

Normally there are twelve guards at the Aramax One site. However, Kejganokh has manipulated the computer assignments so only six guards are present.

Fiona Talenc and her mercenaries have captured the guards, tied them up, and locked them in the toilets (room 7), though not without seriously hurting the first guard. She has been ministered to by Sgt Gomer and locked up with the others.

If the guards are released by the party they will appear suitably grateful, but will,

at the earliest opportunity, arm themselves with laser pistols from the security store (room 4) and attack. Fiona Talenc and her mercenaries will be treated as preferred targets. If communications with the outside world are still possible, Sgt Gomer will contact the police and ask for assistance.

If the police *are* called, the course of events is entirely up to the Referee. If the police arrive while the party is still at the Aramax One site, the adventure is effectively ended.

APF company uniforms with Security brassards. One of them, a woman, has been wounded.

In the centre cubicle a maintenance robot is busily polishing the plumbing.

The six people who have been tied up are the APF security personnel (see the relevant section). It is guard 1 who has been wounded in the skirmish when Fiona and the mercenaries arrived. The Referee should note that this guard will suffer the 'Attacker Wounded' penalty in any combat situation.

The robot is a simple-minded maintenance machine (see the relevant boxed section), incapable of following any but the simplest verbal instructions. It is not capable of following even these if they conflict with its pre-programmed function as ordered by the Robot Management program of the main computer. It is thus ignoring the guards, because — logically — they do not exist. It is also incapable of carrying out any aggressive actions or defending itself.

8. The Warehouse

This warehouse space is largely empty. In one corner stands an incomplete power array element. Next to that is a ground cycle without any wheels. A stack of crates stand against one wall. By the smaller door is a pair of robot recharging stations.

In the warehouse loading bay a large, commercial hover truck with an APF logo on the side has been parked and left unlocked.

The warehouse space is used entirely for temporary storage of power units before and after installation on the grid. The power array element which is in here at the moment is awaiting removal to the scrapyard.

The ground cycle parabattery is completely discharged.

The eight crates hold general electronic and small technical spares for the power array. The hover truck has been stolen from another APF facility and used as transport by the mercenaries. They intend to use this vehicle for their getaway. It still has power for 900km.

The robot recharging stations will be occupied by either one or two security robots, — the exact number depending on whether or not the party has encountered a robot (eg if the party entered the Aramax One site by breaching the outer fence). See the relevant section for details of the robots.

9. The General Office

This darkened office space contains little of interest apart from two desks, both with computer terminals standing on them. These terminals are switched off.

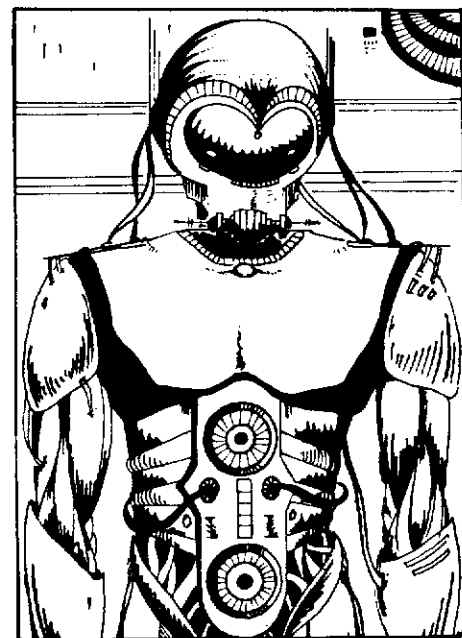
Robots

Robot	MV	IM/RS	STA	ATT	DM	SA	SD
Security 1	90	5/50	100	50	-	2 Tangler Grenades	Inertia Screen
Security 2	90	5/50	100	50	-	2 Doze Grenades	Albedo Screen
Programs: Restrain							
Maintenance Service	60	4/40	100	-	-	-	-
	30	7/70	100	-	-	-	-

There are normally four robots at the Aramax One site which are not in control of a section of the power array. All the robots are under the control of the Robot Management program on the computer. The robots listed above are the mobile ones used for various purposes around the facility. No statistics are given for the power array robots, as these are dedicated

machines which are not capable of taking any independent action.

Only the security robots are capable of taking any aggressive action. The computer will despatch one of them to investigate any breach in the outer fence and restrain those responsible. If one robot fails the other is sent.



This office is rarely used in the normal course of business at Aramax One, because most administrative functions for the facility are carried out by the main computer. As a result this room is rather spartan.

The Referee should feel free to invent any worthless items of interest for this room.

10. The Site Manager's Office

This is a luxuriously appointed office space. On a large desk sits an executive computer terminal. Behind the desk is a leather chair designed for a human, with a set of golf clubs resting against it. The other furniture in the room — a pair of low couches and a low table — are of similar high quality.

In one corner stands a service robot.

There is little of relevance to the adventure in here. By the computer terminal are stacked a number of computer games modules. There is no documentation of any kind, all hardcopy being produced in the computer room.

The service robot (see the boxed section for details) has been deactivated. If reactivated it is incapable of carrying out any aggressive or defensive actions at all.

11. The Computer Office

Regardless of whether the party uses the lift or the stairs to descend to the basement the view that they have of the scene is as follows:

Although the lights in this office are on, the room has a bluish tinge, due to the pall of smoke and fumes which hang in the air. In the far right hand corner of the office small flames, and the occasional spark, are guttering from the remains of a cardlock. The door next to it is open.

In the corner by the stairs lies the body of a vrusk in APF company work uniform. He has been shot several times by laser and automatic weaponry.

The rest of the office is a shambles. The two desks in the room have been emptied and their contents — mostly computer printouts and other documents — scattered about the floor.

Two computer terminals have been thrown to the floor. One still shows some coherent display on its screen, and appears relatively intact. The other barely flickers and its keyboard has been torn away and smashed.

On the floor by the open door stands a small briefcase, and scattered about are several weapon powerclips.

The smoke and fumes are the results of Fiona's mercenaries shooting apart the cardlock on the door to the computer archives (room 13). Once the party gets closer to the door they will see that part of it has also been shot away by laser fire. As a result all the powerclips on the floor are completely discharged (there are six). The briefcase contains 500g of Tornadium D-19 and a variable timer/detonator set to 15 minutes delay, although it is not yet activated. The mercenaries intend using this to destroy the computer archives.

The vrusk was a computer technician, working on unofficial overtime. The mercenaries shot him in an automatic reaction to meeting someone unexpected. If anyone searches his body they will find a security pass card which will open any door except those to the security office (room 3) and the site manager's office (room 10).

The broken computer terminal is useless. The other terminal is faulty because of the mistreatment it has suffered, resulting in a 10% penalty to the chances of anyone using Computer skill on it.

If the party makes an excessive amount of noise in this room, the two mercenaries in the computer archives will hear and come to investigate. A firefight will then ensue, and Fiona and the remaining mercenaries in the computer room will hear and investigate. The Referee may care to remember that there are 500g of high explosives in the firing zone, and any badly missed shots may hit, and set off, said explosives.

If the party is quiet it will hear sounds of small scale destruction coming from the open doorway. The mercenaries in the computer archives are engaged in destroying the room's contents.

12. The Computer Room

Once the door is open the party will be able to see into the room. If they have already fought Fiona and the mercenaries in the computer office (room 11) the door will be left open. If the party does not use a security card to open the door, and forces it open in some other manner, Fiona and her men will be alerted and ready for trouble. Otherwise:

This is obviously the main computer. Four large brown, orange and cream cabinets stand in the centre of the room on a low plinth, and a hardcopy printer stands against the far wall.

Cables are strewn across the floor, and four people are working on these.

As the door slides fully open, one of the people — a young man — turns around and asks 'Have you finished yet?'. His eyes widen and his hand drops towards his gun....

The man who has spotted the party is mercenary No.4 (see the relevant boxed section for details). The Referee should have this NPC make an Intuition check as defined in the Surprise section on p21 of

the Expanded rules. If he is not surprised he will shout a warning to his colleagues — Fiona Talenc and mercenaries 5 and 6 — and then attack.

Once combat starts the mercenaries will fight to the best of their abilities. The Referee should decide what laser setting mercenary 4 will use, but the other two, armed with automatic pistols, will fire bursts. Fiona Talenc will seek cover behind the computer.

If the fight goes against the mercenaries (eg two or more are badly wounded) they will offer to surrender. Fiona will also offer to surrender, but will use her laser derringer at the first opportunity and attempt to escape.

If the mercenaries (2 and 3) in the computer archives (room 13) have not been dealt with in some way they will hear the firing and come to the aid of their employer. The Referee should decide whether they are capable of surprising the party.

The wiring that the mercenaries were installing was a set of explosive charges massing 2kg. The charges have not yet been fully wired up, but if one of the party (with Demolitions skill) attempts to complete the installation he or she will receive a bonus of +15% to the chance of success. The two variable timer/detonators which are wired up are set to 15 minutes and 30 minutes, but not yet activated. Although the computer will only take 300 points of damage before destruction, the explosives in place will cause 5d10 +975 points of damage.

If the full charge is used most of the building will be destroyed. If the security guards are still locked in the toilets (room 7) they will be killed in the explosion. The blast radius will be 20 metres, and the referee should decide on the size of the fallout zone for debris.

Once the charges are successfully set in here, and assuming that the full amounts of D-19 are used the mission has been successfully completed. The computer archives (room 13) will be destroyed because they are within the blast radius. If the party have already fought the mercenaries in the computer office there will be no more in here. The demolition wiring will be intact but incomplete.

If any characters search the computer room they will find little other than the mercenaries' equipment. The only other things in the room are discarded printouts from the hardcopy machine and a stuffed toy in the shape of a green, felt dragon.

13. The Computer Archives

The cardlock and door to this room have been shot away by laser fire. If the party have not already encountered mercenaries 2 and 3 in the computer office (room 11) they will be in here.

Two men are busily pulling computer printouts and data storage modules from the shelves where they are normally housed. They are throwing the data modules to the floor and stamping on them. The computer printouts are being scattered in a random fashion. Neither man has noticed you.

These two mercenaries (Nos 2 and 3) will fight with confidence if given the opportunity, knowing that reinforcements are in the computer room (room 12). If firing does break out, Fiona Talenc and the other mercenaries will investigate and attack the party from behind.

If these mercenaries have already been encountered in the computer office the room will be disorganised, and most of its contents scattered and destroyed.

The computer printouts are still readable, though several have large bootprints on

them. The contents relate to maintenance schedules, short reports on APF company finances and listings of all the programs on the computer. If the party takes these listings, the Referee should decide if they are saleable. The value of the listings is 15% of the cost given for computer programs in the Expanded rules.

The computer data modules in the room have been destroyed to a large extent. There were 57, and each of these has a 5% chance of surviving its mistreatment intact. In no circumstances will more than four modules be intact. Although there is no way of determining the information contents of a particular module, the Referee should decide whether these modules, and their contents, are saleable to an APF competitor (eg Sunpower Inc). The Referee should also determine their value — and what Kejganokh's reaction is to the theft of potentially valuable information.

If the party decide to plant separate explosive charges in here, anyone with Demolitions skill will require only 100g of Tornadium D-19 to destroy the contents of the room. As noted in the description of the computer room, the archives and contents will be destroyed by a large explosion in there.

III. And Finally....

Back at Triad Low Starport the party will find the cybot waiting for them with the remainder of their fee. The cybot will also give each of them a journey class ticket to Gran Quivera in Prenglar. The starship that they are valid for leaves the next morning.

Experience Points

Once the adventure is complete the Referee should award the characters experience points. Those who used their abilities and skills with imagination and foresight should receive four experience points. Those who played constructively should receive three experience points. Characters whose performance was only average should receive two experience points. Those who merely 'went along for the ride' should receive only one point.

CREDITS

Design and Text: John Tantoblin
 Cartography: Paul Ruiz
 Artwork: Simon Senior
 The Dralasite in the Dirty Bucket: Graeme Morris

Portions of this mini-module were used at GamesDay '82 and Northern Games Day '83. Thanks to all those who participated (even Ian Marsh!).

Pre-Generated Characters

Name	STR/STA	DEX/RS	INT/LOG	PER/LDR	IM	RW	M
Princod D	55/50	40/40	50/40	40/50	4	30	20
Skills: Beam Weapons 1, Medical 2, Psycho-social 1							
Farlih V	60/50	45/55	55/55	50/45	6	43	33
Skills: Projectile Weapons 2, Melee Weapons 1, Computer 1							
L N Glascock	50/60	55/65	35/25	40/40	7	38	48
Skills: Gyrojet Weapons 1, Melee Weapons 2, Technician 1							
Dovercourt	45/45	45/55	45/45	50/50	6	33	23
Skills: Projectile Weapons 1, Demolitions 2, Technician 1							

Notes: D = Dralasite, V = Vrusk

The following characters are provided for use with the module. The Referee may give these to the players or use them for comparison purposes with any characters the players may wish to use.

Each character owns a Civilian Skeinsuit (Princod has a fully charged Inertia Screen). L N Glascock owns a vibroknife with 2 SEU in the powerclip. All the characters have Cr.10 — Cr.20 in change.