

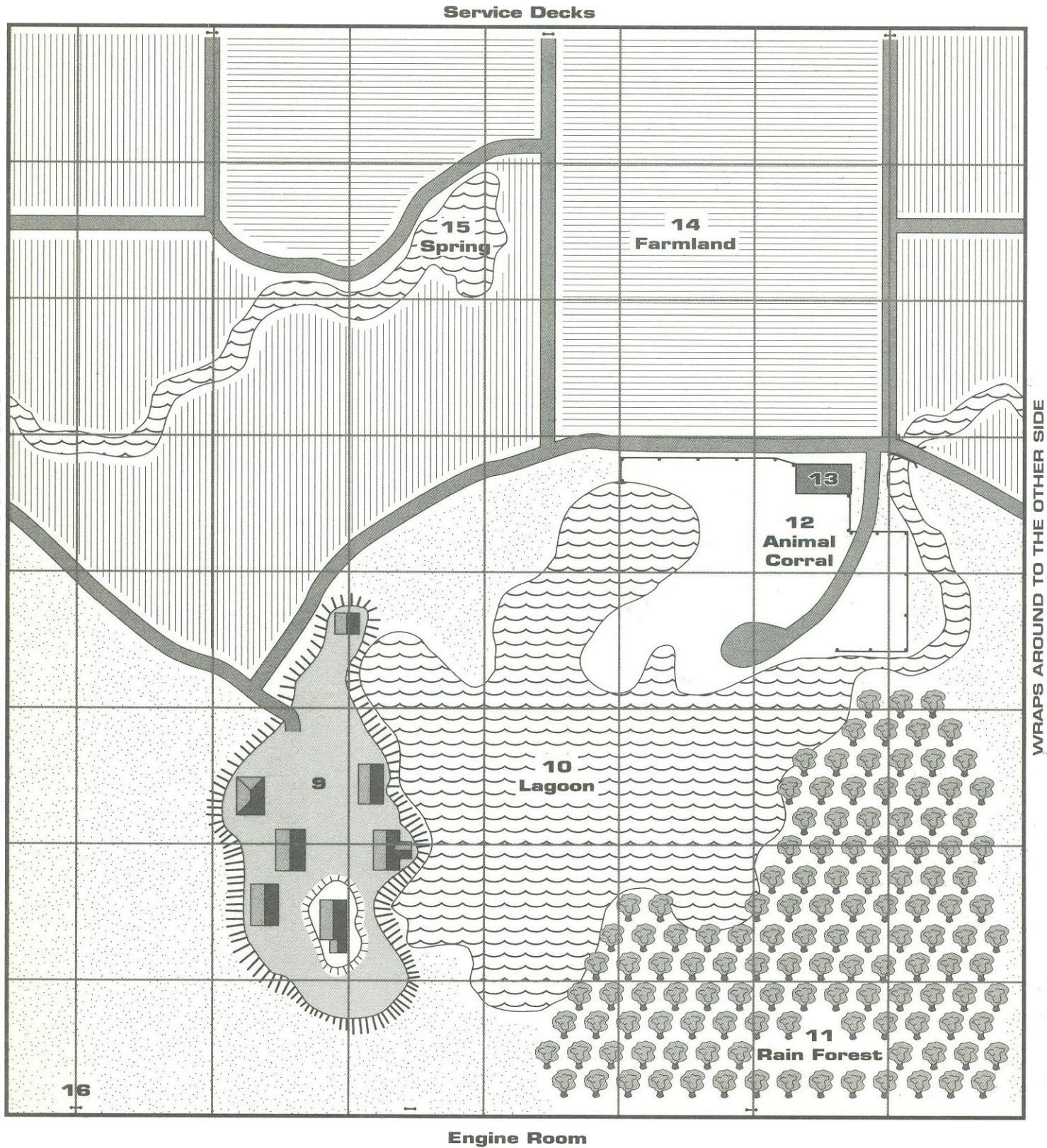


Official Game Adventure

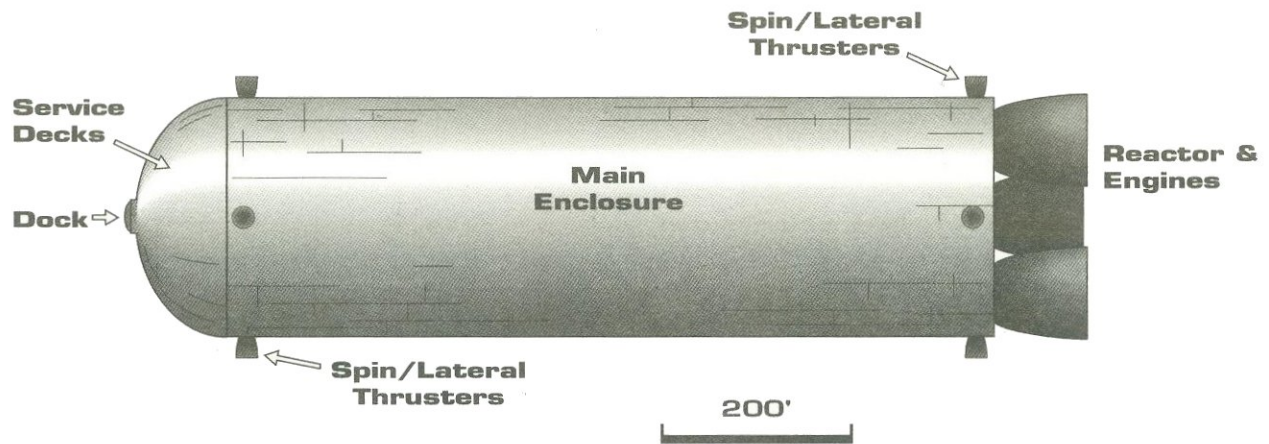
Sargasso of Space

by Bruce Nesmith

Map V. The Aerie, Main Enclosure



Map III. The Aerie, Exterior



Map IV. The Aerie, Service Docks

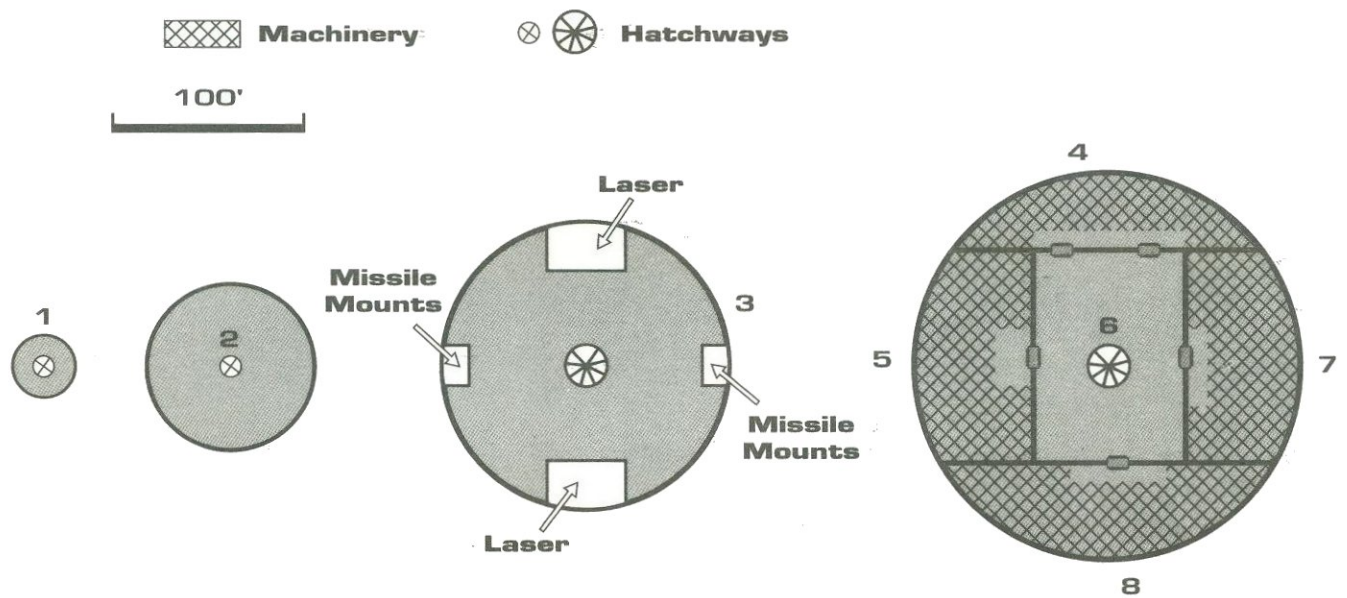


Table I—Calendar of Events

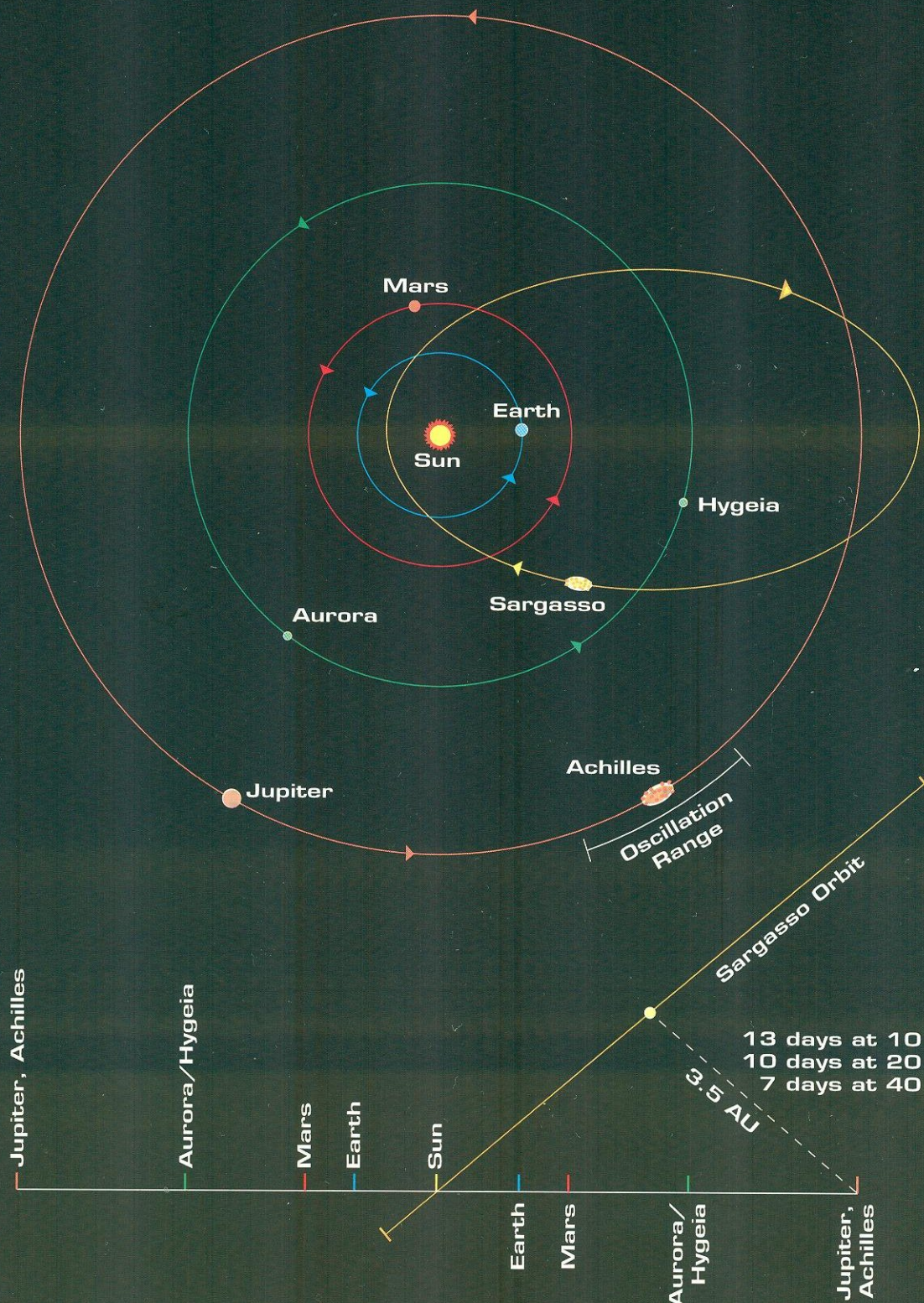
| | |
|-------------|---|
| November 19 | Talan gennies arrive at Callisto. |
| November 22 | Talans are involved in a tap room brawl on Callisto. |
| November 23 | Talans set up a base on Lysithea. |
| December 7 | The Shroud is hijacked. Colonel Wolfe arrives at Moscorge on the trail of the player characters. |
| December 8 | The player characters are offered the assignment by Lt. Lamm. |
| December 9 | Talans arrive at Sinope to refuel. |
| December 11 | RAM terrines will capture the player characters <i>if</i> they are still in the Earth/Luna area. Colonel Wolfe leaves for Callisto. |
| December 14 | Talans arrive at Aurora. |
| December 20 | Talans leave Aurora. |
| December 21 | Colonel Wolfe arrives at Callisto to investigate the renegade talans. |
| December 26 | Colonel Wolfe leaves Jupiter system for Aurora. |
| January 1 | Talans arrive at Hygeia. Colonel Wolfe arrives at Aurora. Move the planets on the map. |
| January 13 | Colonel Wolfe leaves Aurora. |
| January 15 | Talans steal an environmental bottle and leave Hygeia. |
| January 24 | Colonel Wolfe arrives at Hygeia. He loses the trail and does not follow them to Achilles. |
| January 29 | Talans arrive at Achilles with the bottle in tow. |
| February 1 | Move the planets on the map. |
| February 9 | Talans leave for Sargasso. |
| February 19 | Talans arrive at Sargasso with the bottle in tow. |

Referee's Notes:

Map I. Starting Position of the Planets

Sargasso:

| | | | |
|----------------------|--------------|----------------------|-------------------|
| Orbital Radius | | Escape Velocity | < 5 mph |
| Nearest | 0.6 AU | Atmosphere | none |
| Furthest | 7.84 AU | Largest Planetoid | 12 miles diameter |
| Diameter | 12,000 miles | Number of Planetoids | |
| Period of Revolution | 6280 days | > 1 mile diameter | 39 |



Sargasso of Space

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I. Beginning the Adventure



Sargasso of Space is a sequel to *Deimos Mandate*. This adventure is designed for 3 to 6 characters of 5th to 7th

level. It is not necessary to have played *Deimos Mandate* in order to play this adventure, but the two do work together.

This adventure can begin anywhere in the solar system where there is a NEO base. It is easiest if the player characters start in the Earth/Luna system. If the characters do not begin there, make the appropriate changes to the *Invitation* section that immediately follows these passages. Change all references to L-4 to match the NEO base closest to the player characters' location.

The only restriction put on the player character party is on their ship, if they have one. This adventure is largely a chase. If the player characters have a ship with more than 240 tons of fuel capacity, they will be able to travel too quickly and catch the talans (described in a later chapter) too soon.

Traveling and Using the Calendar

Map I shows the starting positions of the planets and asteroids. For easier book-keeping, assume that these are the positions as of December 1st. If you use the large solar system map provided in the rules box, start Earth at the "5 o'clock" position. Start Mars two ticks to the right (clockwise) of the straight up position. The asteroids all start on their red dot positions marked on the map. Mercury and Venus can start anywhere, because they do not factor into this adventure.

Each month, on the 1st of the month, move the planets and asteroids. This whole adventure should be completed in 3 to 5 months. In that amount time, Jupiter and Achilles will not significantly change position. The same is true for Sargasso.

As the adventure proceeds, feel free to adjust the Calendar of Events to suit your players' actions. That way the players are always in the thick of it.

Bottles

A new piece of technology is presented in this adventure: bottle colonies. These are self-contained, self-sufficient micro-worlds. They are large enough to sustain their own environments. Twenty-fifth century technology has enabled bottles to be built far smaller than the theoretical ones dreamed of in the 20th century. The smallest bottle is as large as a 100 ton ship. The largest is as big as a 2000 ton battler.

Invitation

A NEO agent has placed a request for the characters to secretly meet Lieutenant Lamm at a disclosed location in the L-4 colony (or suitable substitute). There they meet Lieutenant Lamm.

On Earth, the lieutenant would be confined to a floatchair. He lost the use of his lower body in a skirmish with RAM forces. Here in a zero gravity environment he can get along quite well. He is a man of average height, although now quite overweight.

Read the first box aloud only if the party played in *Deimos Mandate*, then continue with the next box:

Hmmm, yes. You gentlemen seem to have a hmmm, how shall we say, problem. A certain Colonel Marcus Wolfe, hmmm, yes, is quite set upon making an example of you. By the way, good job with that Deimos thing that 'Mister' Beowulf handed you. Ugly mess that was.

Start here if the players have not played *Deimos Mandate*:

What I am about to tell you is quite confidential and classified. Hmmm, yes. NEO has been building a cruiser, named the Shroud, out on the Jovian moons, Himalia to be exact. Hmmm, yes. It's quite a special cruiser, outfitted with newly developed muting equipment, which makes it invisible to most sensors. Hmmm, yes. Yesterday a squad of RAM gennies raided the shipyard and made off with the Shroud. Needless to say, we want it back.

We want you to go out to the Jupiter system and track down this cruiser. Hmmm, yes. Obviously we can't find it with conventional radar or other sensing equipment. But while the Shroud itself might not be traceable, the creatures flying it most certainly are. Hmmm, yes. Once you find them, you must, shall we say, persuade them, to relinquish their claim.

The Lieutenant will answer any questions the characters might have, but he really doesn't know much at this point. The party will have to do its own investigating. NEO will provide them with a small civilian cruiser with Lunar registry if they need it. Use the map from the boxed set for interior floorplans. In fact the LSS Schroeder (pronounced sh-ray-der) is parked right outside. Both the Shroud and

the LSS Schroeder are detailed in the back of this booklet. Lt. Lamm will even provide a pilot (not a rocket jock) if needed.

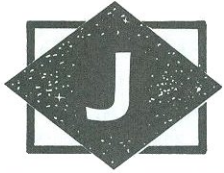
Characters can get any equipment worth up to 1000cr per character, but no more than two weapons apiece. Since NEO is not a rich organization, Lieutenant Lamm will veto any request for foolish or unnecessary items. He gives them a voucher they can use for rocket fuel at any port, but it's only good for 90 days. After that they must report back in person on their progress to get a new voucher.

The characters may leave immediately for Jupiter if they wish. Lt. Lamm gives them the name and videophone number of a NEO operative on Callisto. If they make any serious delays, they will be in danger of being captured by Colonel Wolfe (see the Calendar of Events table).

What the player characters don't know is that the talans have mutinied against their RAM masters. They intend to take the Shroud and become pirates. When the talans don't make their appointed rendezvous, Colonel Wolfe begins to smell a rat. When the gennies don't report in at all, he is furious.

Colonel Wolfe leaves Earth immediately (see the Calendar of Events) to personally investigate the situation at Jupiter. He takes with him his cruiser full of Terrine warriors. For game purposes, this gives him an unlimited supply of Terrines. Even if the player characters manage to scuttle the entire ship and its Terrine cargo, Colonel Wolfe will merely commandeer another ship and more Terrines at the nearest RAM base.

II. Jupiter's Moons



Jupiter has numerous moons. If the player characters do their homework, tell them anything about Jupiter

and its moons that is in the World Book provided with the rules box. Make sure that you have read it, too. Once in the Jupiter system they will have to decide where to go. Each of the relevant moons is detailed below. If the player characters decide to visit other moons, no action of significance to this plot takes place there. You can add subplots or random encounters if you wish.

While the characters are in the Jupiter system, they may try to get information from the local news broadcasts. Colonel Wolfe's arrivals and departures will make the local news wherever he goes. After all, it's not every day that the Director of Corporate Security for RAM stops by for a visit with a boatload of Terrine warriors. There will be no news of the Shroud. If the player characters are still in the Jovian system on January 15th, the theft of the bottle from Hygeia makes the local news. In that story, the talans are described in detail, along with a security camera video.

Callisto

The government and society of Callisto are fairly rigid. Visitors must follow the rules or suffer the consequences. No one is allowed to carry a weapon. The penalty for being caught varies from two to ten years of aquatic farm labor depending upon the weapon.

Anyone of a noticeably modified race or any gennie must wear an identifying collar at all times. The collar emits a tracer signal allowing the authorities to locate that individual anywhere within the city.

Security officers who spot collared individuals in a crowd routinely activate the tracer to see that it hasn't been tampered with. As you might expect, criminals of any race also wear these collars.

First Visit: Callisto is a class A space port. The party must pay the port fees before leaving customs. Janda Ocuan is the NEO contact for the characters. He is easy to find with the videophone number. He shows them a video of the raid on the shipyard at Himalia, taken from a security camera. The text below is a summary of what the video shows.

A black cruiser of common design sits in its berth at the large ship yard. A handful of rods project a couple of meters out of the ship's hull. On the end of each is a small electrical device. The ship is obviously near completion.

Suddenly, laser fire and rocket explosions shatter the peaceful scene. Engineers and dock workers drop like marionettes with their strings cut. A dozen strange, birdlike creatures float into view. Each is wearing a red RAM uniform with a sleeveless top. They seem more at home in low gravity than fish do in water. They react with dizzying speed as a security team enters the huge hangar bay. Lasers and smart bullets cut down the human soldiers. Turning, the birdmen enter the cruiser.

"I'll jump the video ahead," says Janda.

A blast of focused heat lances forward from the nose of the ship. The overhead bay doors are carved open. The rush of escaping air sucks bodies and equipment up and out. A rumble and burst of flame propel the stolen vessel through the ruined doors and out into space.

An exact description of the talan gennies can be found in the back of this book.

The characters are entitled to hear it. The gennies were armed with laser pistols and rocket pistols. None of them appeared to have any heavy weapons or any armor. If the characters count carefully, they see exactly 11 talans (although they don't know them by that name) visible on camera.

Janda knows little or nothing about the ship itself. His instructions are to show the video to the characters, provide any equipment for them that they might need, and give them the exact location of the Himalia base and the password for safe entry. Janda cannot purchase weapons or armor. However, he can come up with 500cr worth of non-military equipment for them. The password for Himalia base is "the stars never set for a jealous Hera."

Port Log Book: The characters can go to the port authorities and ask to see the log book. This information is open to anyone who asks. In fact, Colonel Wolfe has the logs checked every day to see if anybody interesting has shown up.

In the log book, the characters find a listing of the arrival and departure of the talan vessel. It was a 60 ton civilian scout cruiser. The log states its departure destination as Lysithea, to explore for mining opportunities. Also listed is Colonel Wolfe's arrival. Both the Terrines and the talans were collared, although Colonel Wolfe claimed diplomatic immunity.

There is no report of the Shroud arriving at Callisto. If the party asks, just about any port employee can tell them that Sinope is an obvious refueling station for outward bound travellers. Its unsavory reputation makes it quite attractive to those leaving "in a hurry."

Security Reports: Once again, these reports are available for the asking. In fact, the newsstrips print them every day. The talans were involved in a brawl at the Waterweed Cantina on November 22nd.

The RAM consulate on Callisto paid their fine. There are no incidents involving Colonel Wolfe or his terrines. If the player characters go to the cantina, they end up paying a 50cr bribe to hear a tale of how good the talans are at fighting. They learn nothing else there.

Colonel Wolfe: On the second consecutive day that the player characters stay on Callisto, Colonel Wolfe (if he is still here) tries to have them killed. He sends two terrine warriors armed with mono knives to wherever they are. Remember, the characters are likely to be unarmed on Callisto. If you need a map of the cantina, draw out a large room and scatter it with small tables and chairs. Put a bar at one end and you have a cantina.

The terrines are disguised (as much as a terrine can be) as a cleaning crew. After attacking for three rounds, if they are not in a battle rage they will flee. They cannot risk being caught by Callisto security forces.

Terrine warriors (2): AC 6; MV 720; HD 4; hp 30; THAC0 17; #AT 1; Dmg 1-6 (weapon); SA Surprise

If the player characters have not met Marcus Wolfe before, Janda can tell them about him. He knows that Colonel Wolfe is the Director of Corporate Security for RAM. He knows that Colonel Wolfe is a Terrine and could only be here because of the raid on the NEO base.

Himalia

This small moon has been mined extensively, until the mineral wealth was exhausted. Now it is an abandoned hunk of rock filled with tunnels and warrens.

As the characters' ship nears the abandoned mine site where the Himalia base is located, they are challenged by tight beam radio. The characters have 10 sec-

onds to begin transmitting the password phrase. If they don't, the base fires on them with a pair of pulse lasers.

The wall of the large pit rolls away to allow the ship to be towed into a docking area. Once they have landed, Major Delvan greets them at their airlock. He is quite happy to see somebody from NEO headquarters, and treats the characters like VIPs.

The most useful information that Major Delvan can provide is about the Shroud. He will not give out the technical specification for the mute technology, but he will provide them with deck plans. He gives them exact information on the tonnage, fuel capacity, weaponry, etc. Most importantly, he tells them that the ship did not have enough fuel to leave the Jupiter system. If asked, he suggests that the ship must have refueled at Sinope, although any of the major Jovian moons (Io, Europa, Ganymede, Callisto) are a second option.

If the characters search the surface of Himalia they find the abandoned scout cruiser of the talans. There are no clues here.

Lysithea

This Jovian moon is nothing more than a large rock in orbit about the gas giant. It is a bare 15 miles in diameter. If the characters search for 4 hours or more, they discover a small camp base under a rock outcrop. The base itself is just a large pressure tent, now deflated.

Once it has been reinflated, the characters find several audio tapes. These hold several hours of meaningless conversation in the squawking voices of the talans. The following passage is the only notable part of the tapes.

"Check the lateral thruster controls, Crayven. And shut off that damned

recorder."

"You're mighty touchy today, Arrak. Are you afraid RAM suspects something, or are you just being a hatchling?"

"I won't relax until I get a bottle, Crayven. Hand me the field analyzer."

"Have the arrangements on Sinope been made?"

"No. Hawk says we'll have to improvise when we get there. I told him that was a brainless idea. This whole operation makes me uneasy."

"Our former RAM masters can't suspect anything yet. We're still following their plan."

"Too many things can go wrong."

"A little gambling with foolish belters might straighten your feathers. I hear that the big casinos are full of them. We might even be able to set up a ring match. That is, if you think you're still good enough to win one."

"Is that a challenge, Crayven? I still fly higher than you."

"Shall we see?"

The tape continues with the sounds of fighting, obviously between Crayven and Arrak. After a minute or two of this, the tape ends with a loud crash. The tape machine was crushed during the fight, but the players don't know this.

Colonel Wolfe: Just after the player characters recover the tapes, Colonel Wolfe arrives at Lysithea. If the characters are in a position to detect his approach, they do so. Otherwise they get a radio message from the Himalia base that Colonel Wolfe took off from Callisto an hour ago, headed for Lysithea.

If the party remains on Lysithea or tries to fight in space they will most likely be captured by Colonel Wolfe. They must hide or flee, and hiding with a rocket ship is not easy to do. If they hide, Colonel Wolfe finds and confiscates the ship. The

Himalia base people rescue the player characters from Lysithea and provide another rocket (make a few cosmetic changes to the LSS Schroeder description for the new ship). If the party takes off immediately, the RAM ship fires a few missiles at the NEO ship and then lands to investigate Lysithea.

Sinope

This artificial world is 30 miles from end to end. It is a mote of dust in the solar system, but still dwarfs the imagination to the first time visitor. A football shaped construct spins along its longest axis, providing 20% Earth normal gravity along most of the inner surface. At either end, the tips of the football, are entry areas for rockets. This is where the player character's ship is directed by the flight controllers.

The first thing the characters must do is deal with Shara.

Shara: The outermost moon of the Jupiter system, Sinope is a reformed pirate haven. While honest businessmen can now be found here, there are plenty more people who do not concern themselves with the law. Shara is one of them. Unfortunately she is also the port warden, in charge of the rocket entry that the character's ship lands in. She is a large woman with a face as attractive and expressive as an asteroid.

Even though Sinope is a class B port, Shara charges 150cr per day for port fees. She hints to the captain of the vessel that for an extra 50cr she will "keep an eye" on the ship. If this extortion fee is not paid, the ship is broken into and everything of value that is not bolted to the deck is stolen. Of course, Shara will help the party recover the items for half their original purchase price (round it off to a convenient number). It takes her 24 hours to recover the lost belongings. Any loose money is unrecoverable.

If Shara is threatened, she has the port security forces at her beck and call. Her security forces are armed with laser rifles and rocket guns, but are not armored. Every three rounds, a wave of 12 soldiers arrives until the party is overwhelmed and imprisoned or escapes. There is a fine of 500cr per character for disturbing the port authorities that must be paid before they can be released. If the characters can make it onto their ship alive, they can escape without being chased. However, Sinope will be a dangerous place for them for several years.

Terran warriors (12): AC 6; MV 720; HD 1; hp 5; THACO 20; #AT 1; Dmg 1-12 or 1-10 (weapons)

A bribe of 100cr is necessary for the player characters to get a look at the port log book. There they will find that the talans arrived on December 9th. In fact they described themselves using the term talan. They purchased 200 points of fuel, just enough to get them to Aurora burning 40 points per day. At that speed, Ceres is the only other major asteroid in range. They departed Sinope the next day and did not log a destination.

Ardin's Arrangements: If the player characters start asking around about the talans, they eventually come up with a "broker" named Ardin who did business with them. He is a small, rat faced human whose greed and fear are constantly visible in his features. For a 30cr bribe he tells the player characters that the talans exchanged newrubles for credits. They also pawned RAM uniforms and paraphernalia. For an extra 20cr, he tells little tidbits of conversation that he remembers. The talans were talking about gambling and drinking ("getting ahold of a bottle," to be exact), but not on Sinope.

III. Asteroid Belt



While the characters are in the Asteroid Belt, they may try to get information from the local news broadcasts.

Colonel Wolfe's arrivals and departures will make the local news wherever he goes. A personal visit from the Director of Corporate Security of RAM with a cruiser full of terrine warriors is pretty frightening to the small government of any of the asteroids. There will be no news of the Shroud. The theft of the bottle from Hygeia makes the local news. In that story, the talans are described in detail, accompanied by a security camera video.

Aurora

Aurora is a 25th century Las Vegas, filled with casinos and expensive hotels. It caters to the desires of the thrill seekers that come here to spend their money. Unfortunately Aurora has a darker side, hidden beneath the glitter and shine of the casino billboards. At the not-so-gleaming far end (called the "Dark End") of the Beltway are the cheap dives and grimy gaming halls where anything can be wagered and lost.

The talans arrived at Aurora on December 14th. They stopped here for a little R&R and to improve their cash flow. Most of the R&R took place at the Lucky Comet casino about 10 miles down in the Beltway, in the Dark End.

There is no easy way to pick up the trail from here. The player characters can start asking people that work in the casinos, entertainment spots, jaxi (jet taxi) drivers, tourist booths etc. if they have seen the talans. The birdlike gennies are distinctive enough, that even these jaded casino employees would remember them. The ta-

lans did not get in trouble with the law on Aurora like they did on Callisto, so there is no record of them with the security forces.

At each establishment there is a 5% chance that one of the employees remembers seeing them (50% per half mile of Beltway searched). There is a 90% chance (modified by any appropriate skills) that the employee will ask for a 5cr to 25cr bribe for more information. Except at the Lucky Comet, all that the players learn is that the talans went down the Beltway (or up if the player characters are deeper than 10 miles). In a few cases the talans actually entered a building and played the games or watched the shows. The characters can cover a half a mile a day per person of the Beltway if they enter every establishment along the way.

Port Log Book: The port authorities keep two log books. One is for public perusal. The other is for those willing to pay a bribe to see it. This special book lists arrivals and departures of people who paid a bribe to keep their names off the port log book. It just goes to show you can't trust some people with your secrets.

The talans paid to have the Shroud and themselves put only into the second book. Even then, they listed their destination upon departure as L-4 (they actually went to Hygeia). It takes a 20cr bribe to see this book. Marcus Wolfe and his terrines make such a mark on everyone, that there is no point in putting his arrival and departure into the hidden book.

Lucky Comet: This seedy casino is rather typical for its position on the Beltway. The billboard advertises prizefights and live action gambling. Inside the smoke filled hall, Jeffries the bartender is the first person on Aurora who claims to have seen

the talans more than once. In fact, if bribed he reveals they came here three days in a row (Dec. 18th through Dec. 20th). Jeffries says that they talked to Krako, the ring manager, quite a bit.

Krako arranged a prize fight between one of the talans and a human fighter. He assumed that the human would beat the puny birdman in less than a round. Instead, the talan trounced his opponent. Krako then set up a big match between the talan and Gladiator, a terrine known for his prowess in the 3-ring (3-dimensional, zero-gravity fighting ring).

The talan won the match with an amazing variety of zero-G maneuvers and lightning quick strikes. Krako bet heavily on the terrine and lost. The talans bet heavily on their own fighter of course, winning roughly 80,000cr. Krako, feeling cheated, tried to "persuade" the talans to "share" their winnings. Naturally, they refused and left several of his men to the tender mercies of the autosurgeons.

This information sets the stage for Krako's reaction when the player characters ask if he has seen the talans. If the characters say they are friends of the talans, a common ploy for many investigators, then Krako serves them drugged drinks ("Jeffries, a round of Comet Specials for these guys") while telling them the story recounted above. If they claim not to like the talans, he tells them the same story, but offers them a 2000cr reward if they kill or capture the talans.

In the first case (the party is drugged), once some of the characters are unconscious, eight body guards armed with sonic stunners and mono knives enter the room and attempt to subdue the party. If they are captured, Krako takes all of their equipment and has his bodyguards beat them each down to 5 hit points. He then files a complaint with casino security that they were WD (wild and disorderly) in

the Lucky Comet and he refuses admittance to them in the future.

Worker warriors (8): AC 8; MV 360; HD 2; hp 15; THACO 18; #AT 1; Dmg Stun or 1-6 (weapon); SA Str 19

Casino security informs the characters, when they wake up, that if they are caught on the premises of the Lucky Comet again, they will be imprisoned for 6 months. Any attempts to file a complaint against the Lucky Comet or Krako meets with a parsec of red tape. The characters will have to return in 11 months for the preliminary hearing.

Colonel Wolfe: Once both Colonel Wolfe and the player characters have been on Aurora together for 24 hours, he learns of their presence. Colonel Wolfe is quite annoyed. He would rather not endanger the political relationship between Aurora and Mars. However, he cannot allow the characters to continue their investigations unchecked.

He decides to frame the party (again). The method he chooses depends upon their actions. He has them watched constantly by experts hired on Aurora. If the player characters ever leave their room/ship unguarded, a small device is hidden away there, along with several casino chips of high value (2000cr worth). If the characters ever gamble at one of the casinos, he has this same device and chips planted on one of the characters.

Once the device is in place, Colonel Wolfe places a call to casino security. Aurora maintains a force of security officers that makes sure the gambling houses are fair and honest. This same guarantee extends to the people who play these games. Any casino or gambler caught cheating is subject to severe fines, and possibly deportation.

The characters have a chance to detect

the device and get rid of it. Each character may notice that the room or ship has been disturbed, or that something was placed on a character. They must make an easy ($\times 2$) skill check for the Notice skill. They are guaranteed to find the hidden device in their room or ship. Once the device has been found, they have 10 rounds to act before they are arrested. They can keep the chips safely.

The player characters are confronted by a dozen heavily armed security men. Colonel Wolfe has told them that the player characters are armed and extremely dangerous. If the characters go along peacefully, everything goes smoothly. They are jailed, but in two days the evidence is revealed to be circumstantial. No finger prints of any PC are found on the device or the chips. The device is traced to a small time crook who confesses to having sold it to a terrine that is not a part of the party.

If the player characters resist arrest, things go very badly. The security forces most likely overpower them, and may even kill one or two. They are wearing smartsuits with ECM packages, and carry laser rifles and sonic stunners. The survivors are jailed and NEO must bail them out a week later. The characters must reimburse NEO for the fines.

Casino Security (12): AC 4; MV 600; HD 4; hp 30; THACO 15; #AT 1; Dmg 1-12 (weapon); SA Stun; SD ECM package

Ceres

Neither the talans nor Colonel Wolfe ever come to Ceres during this adventure.

Hygeia

The trip to Hygeia is a long one that cannot be done non-stop while burning 20

fuel points per day. The player characters must either go slower, at 10 fuel points per day, or else make a one day layover at Ceres (see above) to refuel. As always, if the player characters research Hygeia, let them read the entry in the World Book.

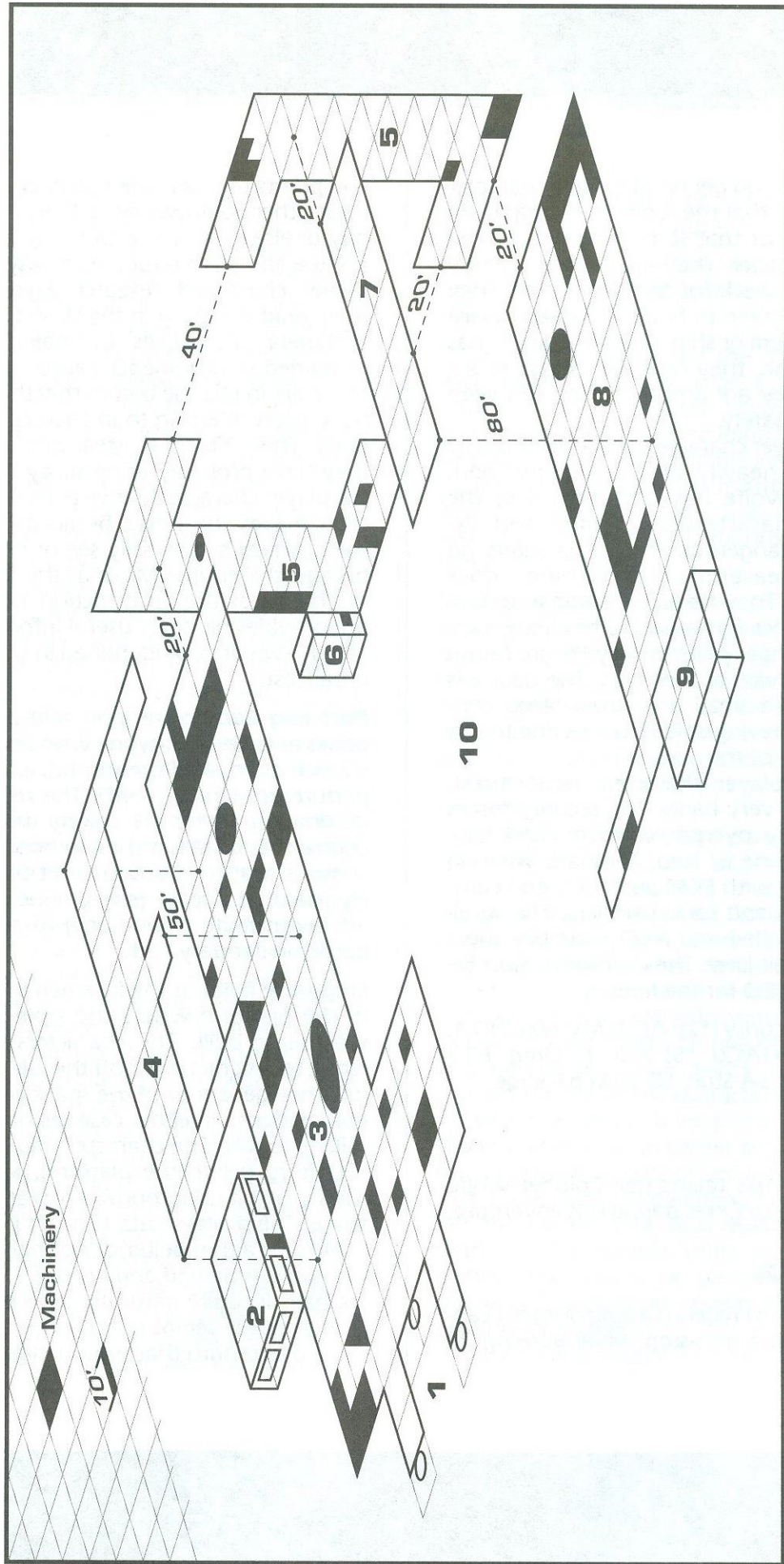
Hygeia specializes in making self-contained environments, called "bottles." These are in fact the bottles that the talans have been referring to in their conversations. They intend to steal one. In fact, they have probably done so by the time the player characters arrive at Hygeia. The theft makes the news broadcast which the characters can easily see or hear. The broadcast identifies Mikor as the foreman in charge of the construction platform, but provides no other useful information. The thieves are not identified in the news broadcast.

Port Log Books: The port authority log books are open to anyone who asks. They show the arrival of the Shroud, and its departure on January 14th. The registered destination is the L-4 colony, which of course is a lie. What the log books don't show is that the Shroud crept back into Hygeia orbital space (easily done with its advanced mute technology) to steal the bottle on January 15th.

Shipyard: Mikor is the foreman in charge of the platform where the stolen bottle was being built. The characters can attempt to visit him on or off the job. On the job, they get a tour of the space construction platform. In either case Mikor is quite willing to talk. The characters must take a shuttle to get to the platform. Shipyard rules prohibit unauthorized rockets in this space. The shuttle costs 12cr per person.

Mikor is a thin belter of normal height. His skin is wrinkled and brown. His crew cut hair fits quite naturally with his hard blue eyes. He seems to have an inner reserve of strength that would make him a

Map II. Hygeia, Bottle Construction Platform



formidable opponent. He cannot be bullied, intimidated or flattered. The best approach with Mikor is frank honesty, or as much of it as the characters need to reveal.

"Me staff and I, we were making the rounds o' the bottle. It was all finished just that week, and awaitin' its new owner. All of a sudden Jaro goes limp. He starts floatin' around like he was dead. Well, he was dead! Then these birdmen came at us from both sides. I don't know how they got onto the bottle without somebody spottin' 'em. Boy, could they move! I've known belters born and bred to the rocks that couldn't get about in freefall that easily!

I tried to get to the hatch, but one of 'em must have hit me on the head because the next thing I knew was that a darn pretty nurse was bending over me. Half my staff was murdered by them things, includin' Jaro. The other half were like me, left for the auto-docs."

Mikor and his staff were found moored to the platform where the bottle had once been secured. The sensor equipment of the space port didn't register the Shroud as it pulled alongside the bottle. It was equally oblivious to the Shroud leaving the asteroid with the bottle in tow.

The stolen bottle was 800 feet long and 250 feet wide. Mikor can give them a copy of the deck plans if they think to ask. The interior of the bottle is shown on the inside cover of this adventure. You can show it to the players if they get the deck plans from Mikor.

Colonel Wolfe: One day after Colonel Wolfe arrives on Hygeia, he is informed of the player characters' whereabouts. After they have spoken to Mikor, he sends them a false message from Mikor. It says "I

found something you guys might want to see. Meet me out on the platform where the bottle was stolen. Signed Mikor"

The shuttle drops the characters off at the loading walk (see map). Mikor is indeed on the platform, but he is in no condition to talk to the player characters. He has been beaten unconscious by the terrine warriors that "interrogated" him. Mikor is not in danger of dying, although he does need medical attention. The characters will find him in the foreman's cabin.

While the player characters are attending to Mikor, Colonel Wolfe's ship eases into the berth previously occupied by the bottle. He has bribed the shipyard crew to let his ship in. Once the ship docks, which takes 5 rounds, a squad of 15 terrine warriors disembarks from the ship. The communications equipment inside the foreman's box has been sabotaged so that it can receive, but not transmit. In fact it has been left turned on. The equipment can be repaired by an engineer.

Once the terrines are on the platform, Colonel Wolfe speaks to them on the open channel of the broken communications equipment. He greets each member of the party by name, then says, "I'm terribly sorry that I won't be able to stay and watch your demise. As you can tell, Mikor has told me everything he knows, and a few things he didn't think he knew. If you are smart, you will spare yourselves future pain by putting your own laser pistols to your heads. Have a nice day."

The terrines are 2nd level warriors in spacesuits, armed with laser rifles and mono knives. One of the warriors is a 4th level sergeant. Each has a Maneuver in Zero-G skill of 35%. The sergeant and three terrines deploy on the lower platform (8), three more deploy on the upper platform (4), and the remain eight deploy on the main platform (3). As the battle begins, Colonel Wolfe's ship pulls away. He

needs to set up his alibi on Hygeia. The terrine warriors on the platform know that Colonel Wolfe will use his diplomatic influence to free them if they are caught by the shipyard security.

Terrine warriors (8): AC 8; MV 360; HD 2; hp 15; THACO 18; #AT 1; Dmg Stun or 1-6 (weapon); SA Str 19

The Platform: This platform is in outer space, with no gravity what-so-ever. All of the surfaces are a steel mesh, much like you would see in a catwalk or vent grate. Each 10' square is electrically insulated from its neighbors. The belter crews that work on the ships wear magnetized boots that allow them to walk on the platform. Each has a 100' cable and safety hook that can be attached to any part of the grillwork of the platform. Equipment, heavy or light, can be mounted to the platform just as easily.

The various platform pieces are connected by 1' thick steel cables. A worker can hook his line around the cable to form a loop and climb or "jump" safely to the next platform. The loop slides easily up and down the cable. Anybody with Maneuver in Zero-G or Ship Lore skills automatically understands these conventions.

1. **Shuttle dock:** This is where the shuttle drops off the player characters. Large rings on the edge of the platform secure the shuttle in place while passengers disembark.
2. **Foreman's box:** This is the building where the foreman and his staff perform their administrative functions. It is filled with desks, chairs, file cabinets and other office paraphernalia. If combat takes place here, any individual can be covered or concealed if he wishes. Any attempt to move closer to an enemy exposes him to enemy fire.

The walls of this building are solid

steel. The laser rifles can not penetrate them. However, the three forward facing walls have windows which are no obstacle to the laser beams. The door to the building is an air lock (3' square) and breathable air is maintained inside. The air tanks are underneath the building.

3. **Main platform:** This platform has dozens of machines and crates of supplies bolted to it. The placement of these are marked on the map.
4. **Upper platform:** This platform is empty. There is no cover or concealment up here. Since it is a steel grate, anybody underneath it can see anybody on it. Treat targets on the other side of the grate as having cover.
5. **Nose platforms:** These two platforms are perpendicular to the others. When the ship is in the bay (see 10 below), either the nose or the engines poke through the hole between the platforms. This allows the crews easy access to these critical parts of the ship. Machinery bolted to the platform is marked on the map.
6. **Tool shed:** All the small tools used by the crews are kept here. The walls, floor and ceiling are all mounted with hooks and clamps that keep these valuable instruments from floating around. Its surface is solid steel, like that of the foreman's box. However, the door is just a regular door, not an air lock. The interior of the shed is not pressurized.
7. **Baby platform:** This platform is only used for really big ships or bottles. It is empty right now (see 4 above).
8. **Lower platform:** Used mostly for the large ships, this platform stores much of the less used equipment.
9. **Parts shed:** Spare machine parts are kept here. It is also a work area for repair tools and assembling smaller parts. Its door is an airlock like that of the foreman's box. The interior is kept pressur-

ized with breathable air. It has a fairly complete workbench for the electrical engineer and mechanical engineer.

10. Berth: This empty place surrounded by platforms is where the ship or bottle rests while under construction. In some cases the platforms are actually bolted to the ship's hull until it is near completion.

L-4 Colony

Neither the talans nor Colonel Wolfe ever show up at L-4. However, there are a few false clues that may lead the player characters here. Within 24 hours of arriving at L-4, the party is contacted by a NEO agent. He sets up a meeting for them with Lt. Lamm. If the talans have not yet arrived at Achilles, adjust the Calendar of Events so that they arrived there the day before the party arrives at L-4.

The party will find that the ship Lt. Lamm rides in is now parked in a different place with the clutter of space junk that makes up a large part of the L-4 colony. Lt. Lamm is seated behind his desk in the same position. It's as if the party had only been gone from the room for a moment. He asks them to report on everything that has happened so far. Make the players actually role-play this. Don't settle for "so we tell him everything that's happened."

Lt. Lamm listens carefully to the recounting of their activities. He knows all of the larger events that the characters have experienced through his spy network. The small details of conversations and the particulars of an event are not in his files. The lieutenant makes sure that each person recounts his own parts in the story. (Referee Note: This is a good way to bring out the quiet players in the group.)

If the party lies about an event or issue that he would know about, he confronts them. If you are not sure of the lieutenant's

knowledge of a specific detail, roll a die. High numbers means he knew already, low numbers means he didn't. Lt. Lamm tells the group that NEO cannot trust operatives that do not make a full accounting of their activities, even if the news is bad.

After listening to their report and commenting on the tremendous cleverness of the player characters (we all hope!), Lt. Lamm gives them some new information.

Hmmm, yes. It seems that you have been hoodwinked. That is to say, we have information leading to the whereabouts of the Shroud. Hmmm, yes. It was sighted by one of our operatives in the Dominion of Trojans. Hmmm, yes. For those of you that don't know about the Dominions, they are Lagrange points much like this L-4 colony, only they lie along the orbit of Jupiter around the sun. Rather an out of the way place to live, hmmm, yes?

These Dominions, both of them, are sewer pits filled with the dregs of outer worlds society. But then maybe I am little biased? Hmmm, yes? Be careful out there. Hmmm, yes, you are headed to Achilles. That is what the scientists call the trojan point that leads Jupiter around good 'ol Sol. Hmmm, yes. The locals sometimes call it J-5. That's where the Shroud was spotted.

Lt. Lamm refits the player characters with equipment and supplies if necessary. He is much stingier this time, particularly if he caught the characters lying to him. He urges them to leave immediately. He took the liberty of refueling their ship while they sat in conference with him.

IV. Dominion of Trojans



Achilles (J-5)

Both Dominions of Trojans (Achilles and Patroclus) are way off the beaten paths of the solar system. They are actually closer to the asteroid belt than they are to Jupiter (see the map). The trojans, like Lagrange points, are places where the gravitational pulls of the sun and Jupiter cancel each other out. There are some planetoids here, with the same range of sizes as the asteroids. Achilles has twice as many rocks of size as does Patroclus.

A Jovian trojan is really quite large. From end to end, a trojan is over 100 million miles long, greater than the distance from the sun to the earth, although it's only a few million miles wide. However, the vast bulk of that territory is unstable. The area of greatest stability is only 10 thousand miles long and a few dozen miles wide. This is where the Dominions are established. The greatest oddity of the trojan point is that it oscillates. That is to say, it floats back and forth along a 40 million mile long stretch of Jupiter's orbit, centered 60 degrees ahead of Jupiter. Imagine the Dominions on a rubber band attached to Jupiter. Sometimes they are closer, sometimes they are farther away. They're a very strange place to live.

Achilles contains bottles and planetoids. The relative positions of the bottles are never the same. They rarely bump, since the average distance between bottles is 50 miles.

As always, if the party researches the Dominions, let them read the passages from the World Book (pg 30). In addition, read the preceding paragraphs to them. Do not read any of the following paragraphs out loud. This is information not

commonly available in the reference materials on the inner or outer worlds.

Equus

The largest bottle in Achilles is Equus. It measures almost two miles in length. It is the property of Terak, a mysterious man that few have seen. Most of the trojans (what the people of Achilles call themselves) believe him to be crazy. Roughly $\frac{2}{3}$ of the bottle is free and open to anybody. Anyone can land, enter, build, etc. inside this portion of the bottle without attracting the notice of its owner. In fact, there was once a major street fight which destroyed many buildings inside Equus, and Terak did nothing. It is assumed that Terak lives in the closed-off third of the bottle.

If the party looks for the largest object in Achilles, they will find several planetoids larger than Equus. However, the bottle stands out as the largest man-made structure here. If the player characters fly to it, they discover that the entrances are surrounded by many small ships, obviously docked there. There is no radio response to any request for docking clearance. If they continue to broadcast, an ornery old trojan will tell them to park the ship themselves.

They can dock their ship anywhere. Nobody will help them because there is no port staff. Out here every man knows how to pilot a rocket. Flying out to Equus is no different for them than a 20th century man driving to the store. The same is true for the airlocks. They must operate them without help.

The dock area has several airlocks of various sizes. There is one that comfortably fits the entire party, or they can cycle one at a time through a smaller airlock.

The airlock door opens, revealing a strange world. Ramshackle buildings made of plastic and metal are stuck to the hull, and each other, randomly. The only decorations are the cracks and dents in the walls. The openings between them reveal snatches of a maze-like set of zero gravity alleys. The large "street" ahead of you is relatively broad. It has a slight twist and curl that reduces visibility to a hundred feet or so.

While the buildings are plain and unadorned, the spacesuited figures floating through them are not. Everybody has an intricately painted spacesuit. Some are elaborate jungle scenes or space battles, while others are merely elegant colored patterns.

Your presence seems to have attracted the attention of the local population. Passerby give you the once-over as they float by. A trio of women in lurid spacesuits look you over cautiously. A small, weasel faced man in a spacesuit painted to look like a circuit board approaches you.

"Welcome to Equus. My name is Moran. I know this bottle better than a belter knows his space suit. We rarely get to see such important dignitaries. Can I be of any assistance?" he says.

Because the player characters do not have custom painted spacesuits, they stand out as strangers. Moran (Mo for short), being an opportunist, decided to see if he could turn this to his advantage. By appearances alone, Mo is not someone that the characters will want to trust.

Mo is a digital personality who exists only in the computer. He is visible to those outside of his electronic environment only through holographs. As a holograph he has shifty eyes, constantly licks his lips and

has an overly flattering way of speaking. Mo prefers his spacesuit to be patterned in computer-related designs. Each time the player characters get back together with him after being away, he has a different pattern on his spacesuit. Sometimes it's a collage of video screen test patterns, sometimes it's a vast array of equipment and peripherals, and other times still other patterns that strike his fancy.

Despite his appearance, Mo is basically trustworthy. He will not knowingly lie or betray anyone he serves. He has built a reputation for being trustworthy if he has taken your money. Mo has no intention of ruining his reputation.

Mo will act as a guide for the player characters for a fee of 50cr a day in advance. Any other activities will cost the characters extra. Anything illegal will cost 1000cr or more, in advance. If they take him on as a guide, he tells them to rent a holoprojector unit from a stall a few yards away. The vendor charges 200cr for a security deposit and 15cr a day.

The party rejects Mo: Without Mo on their side, the party cannot interview the spacers unless one of the characters is a spacer. Allow them to meet Rayer only if the characters think to contact other spacers in or about Equus. In that case, run the Spacers section below, modified to eliminate Mo's presence.

At some point the party will leave Equus. After they leave the giant bottle, but before they leave Achilles, they find the near-dead body of Photaran. Preferably this should take place in a remote section of the Achilles, although the player characters may not take actions that allow for that.

At first they pick up an unusual object nearby. It seems to have a pulsating albedo (reflecting light rays). Anybody at-

tempting to decipher a message from the pattern of the pulses immediately realizes that it's signalling the interplanetary distress signal. If the party moves closer to investigate, they find...

A silver skinned humanoid figure floats limply in space. Its body is covered with large black patterns that fade and grow quickly. Streaks of black that refuse to fade mark its chest and back. It does not react as you move closer. You can see now that the streaks are burns of some sort. The fading and reappearing black patterns are only a surface color change.

This is Photaran. He has been floating here since the talans left for the Sargasso. The weak rays of the sun have barely sustained him until now. Once on board the party's ship, he needs a full day of rest and medical treatment before he can talk. When he does talk, use the boxed text below in the Spacers section. Photaran does not know any other relevant information.

Photaran will ask to be taken to Equus. Once there he will contact Rayor. Rayor is very grateful to the player characters for helping Photaran. He tells them that they can call upon him or Photaran in the future if help is needed. Rayor gives the party a map showing the location of the Sargasso. Show them map I from the cover.

What Mo can do: While there is a large computer network in Achilles, it does not record the comings and goings of spacecraft or individuals. Mo cannot track the arrival or departure of the talans by simply scanning the computer banks.

However, Mo is extremely well connected in Equus. Anybody who is anybody knows of Mo. Mo can take the player characters around to the various

snitches and gossips to see if anybody has heard of the talans, the Shroud, or the stolen bottle.

Spacers: As a group, the spacers keep to themselves on Equus. Mo has made the acquaintance of a spacer named Rayor. For a fee of 250cr, Rayor takes the player characters to Photaran. The player characters see a spacer resting in a zero-G hammock. He is recovering from severe laser burns.

The birdmen, they called themselves Talans, asked to hire an explorer guide from among our kind. They were willing to pay us more than the usual fee to find a suitable place for their bottle. I volunteered to lead them. They paid me half the fee in advance, with the other half to come when I found a suitable home for them.

(Short coughing fit)

Last year a spacer discovered a group of planetoids that she dubbed the Sargasso. I offered it to the talans, thought it'd be a perfect place for 'em. I'd already shown them the best of the suitable rocks here in Achilles, and they rejected them all. Once the coordinates were downloaded into their ship's computer, they laser burned me and tossed me into the airlock. I think they expected me to die out there. I floated for days before another spacer picked me up.

(Long coughing fit)

At this point Rayor gently guides the player characters away from Photaran's room. He tells them that Photaran needs to rest to recover. The spacers in Achilles are eager to see the talans pay for their treachery. Rayor gives the player characters the coordinates of the Sargasso. Show the players Map I on the cover. If asked, he

can provide the exact dates of arrival and departure of the talans.

Leaving Equus: The three women who eyed the party when they entered Equus are thieves. As the party exits the airlock of the bottle, the three thieves are attempting to break into the player character's ship.

The airlock door cycles shut behind you. Out in space, you see three figures wearing wildly painted spacesuits clustered about the door to your ship. Two of them are facing the vessel while the third is watching the airlock you just exited. The watcher turns and gets the attention of the other two, then points in your direction. All three turn and push off, away from the ship.

Unless the player characters specified where they parked, their ship is 500 feet from the airlock. The thieves' ship is another 450 feet beyond that. They accelerate to 120 feet per round on the first round, then again to 240 feet per round. On the third round they turn around, decelerate to 120 feet per round, and land on their ship. All the while they fire their rocket pistols at the player characters. This is more to intimidate and impede their pursuit than to kill them.

A fourth round is spent opening the airlock and getting into the ship. Once inside, they need a round to get to the bridge and then the ship blasts off. Once the thieves' ship leaves, the player characters cannot find it again.

Terrans—Rocketjock thieves (3): AC 6; MV 120; HD 2; hp 8; THACO 20; #AT 1; Dmg 1-10 (weapon); SD Maneuver in Zero-G 75%

Colonel Wolfe: Colonel Wolfe learns of the player characters' presence within

three hours of their setting foot inside Equus (or his arrival, if he gets there first). He is enraged by the impertinence of these NEO agents. He immediately orders a platoon of 40 terrine warriors to "take care of them."

Unfortunately for Colonel Wolfe, he does not understand the social climate of Equus. When a veritable army of terrines, at least in the eyes of the trojans, invades the bottle, there is a general revolt. If the characters are with Mo, he tries to get them to hide while the situation is dealt with by other powers. If not, they can enter the general fray and plug a few terrines. The RAM soldiers are armed with laser rifles and mono knives, and are wearing heavy body armor.

Terak (the mysterious recluse who owns the bottle) also fights the terrines. Lasers and smart bullets fire on the terrines from hidden ports in the bottle walls and supports. These weapons are normally used for riot control, but serve quite nicely to repel unwanted invaders.

If the player characters decide to fight, a squad of four terrines manages to break through the rioting crowds to fight them. Even then, for each figure in the fight, there is a 50% chance per round that line of sight is blocked by a rioting trojan. Melee combat will not be an option. The terrines fire anyway, killing the rioters. The player characters must make their own decisions.

Terrine Warriors (4): AC 2; MV 120; HD 2; hp 10; THACO 18; #AT 1; Dmg 1-10 (weapon); SD Maneuver in Zero-G 75%

Fueling Up: This is one place where the fuel voucher that Lt. Lamm gave the player characters does no good. Achilles is a cash and carry society. There are too many forgers and con artists out here for anybody to trust credit. If the characters

do not have the necessary cash and have been in contact with the spacers, the spacers will loan them the money, for 25% interest rate compounded annually. The spacers may be indebted to the player characters, but business is business.

The Other Achilles Bottles

The players characters can go "door-to-door" through the Achilles bottles. The bottles can only be contacted by radio or videophone. Roll on Table II below for the response of the bottle. This table assumes that the player characters approach the bottle in a friendly manner. Modify the result depending upon how they approach the bottle.

Boarding and Being Boarded: If the people on the bottle offer to come aboard the player character's ship or to let the player characters board their bottle, there is an 80% chance that they intend to kill the player characters and steal their ship. There are 1d10+2 attackers, each with average (round up) hit points. Roll on Table III below for the class of the boarding/reception party, and again for the weapons they carry. The thugs flee after half their members are down.

The attackers are assumed be wearing spacesuits and carrying mono knives in addition to the armament determined below. They are always at the 1st level of their character class.

If the player characters are in the bottle, the attack takes place in a 30' x 20' room just inside the airlock. When the tide turns against the villains, they seal the room to the inside of the bottle and open the airlock. This should suck all of the player characters into space. Even if it doesn't, they can't get through to the inside of the bottle.

Space Defenses: If the people on the bottle decide to fire on the player characters' ship, roll on Table IV below for their armament. Roll for primary and secondary armament separately. There are 2d10+3 of the primary armament, and 1d10 of the secondary armament. The size of the bottle is at least big enough to hold that many weapon spaces. This is usually 20 times the number primary weapons plus 10 times the number of secondary weapons in tons. All weapons are visible and obvious to the player characters when they approach the ship.

Since the bottle doesn't move, it has a reaction bonus and AC defense bonus two categories higher than normal. The base AC is 8, civilian armor. If the bottle fires instead of talking, the first volley is "across the bow," an intentional miss to tell the player characters to go away.

Table II Hailing a Bottle

| Die Roll | Response |
|----------|------------------------------------|
| 1-2 | Invites the party to board |
| 3 | Offers to come to the party's ship |
| 4 | Will only talk on the videophone |
| 5-6 | Will only talk on the radio |
| 7-8 | Silence, no response |
| 9 | Broadcasts threats to the party |
| 10 | Fires on the party's ship |

Table III Reception Party

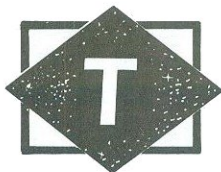
| Die Roll | Class | Weapons |
|----------|-------------|----------------|
| 1-3 | Rogues | Bolt guns |
| 4-5 | Rocketjocks | Laser pistols |
| 6-8 | Scouts | Rocket pistols |
| 9-10 | Warriors | Laser rifles |

Table IV Bottle Armament

| Die Roll | Primary | Secondary |
|----------|----------------|----------------|
| 1-4 | Pumped laser | Gyro cannon |
| 5-7 | Heavy acc. gun | Light acc. gun |
| 8-9 | Heavy missile | Beam laser |
| 10 | K-cannon | Missile mount |



V. The Sargasso of Space



he bottle is easy to find in the Sargasso. The Shroud is parked a mere 200 feet away, but its muting equipment prevents it from showing up on the characters' sensors. Once visual contact is made with the bottle, the Shroud is identifiable.

Small chunks of rock float past your ship. Up ahead you can see the bottle, colored running lights outlining the shape against the absolute black of space. 200 feet away from the bottle, a few lights gleam through the black of space, seeming to hang on nothingness. These lit portholes give away the position of the Shroud. It's surface is just barely less black than the airless space around it.

The talans can be found in both the Shroud and on the bottle, which they have christened Aerie. As long as the player characters can avoid setting off any alarms, they can overwhelm the talans a few at a time. There is significant danger to the party if the talans are allowed to join and fight as a unit.

The Shroud

Before playing this chapter, read the section on the Shroud in the back of this booklet. The map for the ship is the Medium Cruiser map found in the rules box. The odds are high that the player characters have this map, so you should be able to lay it out on the table for everyone to see. You might even want to photocopy the description of the Shroud and give them that as well.

The Shroud is described below, deck by deck, starting at the top of the ship and going down. Because there are no numbers

for the rooms on the map, clock face direction is used to identify the rooms. There are two airlock entrances to the Shroud and several hatchways. The hatchways are locked and impervious to entry from the outside. The airlocks are not locked and can easily be entered. All the rooms on the Shroud have video intercoms.

There are 13 talans in various places on the ship and in the bottle. This is more than the player characters saw on the video tapes because several of them never entered the camera view. Unless specified otherwise, all the talans wear spacesuits and are armed with laser pistols and mono knives. The talans will never betray their brothers when interrogated.

1. Bridge

Control Deck

Most of this deck is filled with communication and sensor equipment. The pilot sits in the 3 o'clock cell, while comms and sensor officers occupy the rest. By tradition the captain always stands, although a chair is available in the nook at 9 o'clock. There are several computer terminals here.

Right now there is a talan named Hraree floating in the pilot's cell, reading a book on the videolibrary. The radio channels have been left open so that he can hear any radio signals from outside the ship. However, he grew tired of listening to his fellow talans chirping away on the various decks, and has turned off the interior ship channels. He would still hear them if they specifically signalled him.

If Hraree is allowed near the control console at 11 o'clock during the fight, he spends one action opening the communication channels to the entire ship. Then he shouts warnings while fighting. The player characters can locate all the talans aboard the Shroud from here, at least those making noises.

Hraree, Talan Rocket Jock: AC 5; MV 150; HD 3; hp 15; THAC0 19; #AT 3/2; Dmg 1-8 or 1-6 (weapon); SD Maneuver in Zero-G 95%, AC 3 maneuvering in zero-G

2. Weapons Deck Weapons Turrets

The two connected turrets at 2 o'clock and 4 o'clock are missile mounts. The remaining turrets are pumped lasers, with each laser filling two turrets, with no intervening wall. This deck is currently empty.

3. Airlock/Gantryway

Airlock/Gantryway

The rooms to either side of the airlock are spacesuit lockers. There are eight suits in each locker, with spots for four more. The locked double room at 3 o'clock is a small arms locker. It is mostly empty, but there is plenty of ammunition for all types of weapons. There is a laser rifle, a pair of rocket pistols, two dazzle grenades, and eight needle guns.

The other rooms are filled with equipment for doing work in space. None of the doors are locked. Safety lines (100' long each) loaded with clips, air packs, flares, radios, vacuum tools etc. are stuffed in every corner.

4. Computer Room Control Deck

Although the picture on the map shows this deck to be smaller than the others, it is actually the same size. The extra space is filled by the computer. If necessary, this room can act as an auxiliary bridge. It has a smaller pilot's console in the 1 o'clock cell.

5. Weapons Deck Weapons Turrets

The 8 o'clock turret has a missile mount. Beam lasers fill the turrets at 1, 2, 4, 7 and 10 o'clock. The remaining turrets are empty.

6. Captain's Deck Captain's Cabin etc.

All of the doors on this deck are kept locked. The captain's quarters are in the double room at 9 o'clock. The sleeping booth has been used recently and personal items are scattered about. A desk and computer terminal are in the outer room.

The large room next to it at 6 o'clock is the war room. It holds four computer terminals. The long wall is a large video projection map showing the solar system and blow ups of the asteroid belt trade lanes. Notes on the tables indicate that attacks are being planned on commercial vessels traveling from the inner planets to the asteroids. The two rooms at 11 and 1 o'clock are storage areas for administrative supplies.

Hawk is working here. He is the leader of the talans, although his position is constantly being challenged by Skree. He is working on the long range plans of pirating for the talans. He instantly hears the normal approach of the player characters unless they take precautions. Hawk is wearing a smartsuit with ECM and security packs, and is armed with a laser pistol and mono sword.

Hawk ducks into the small room at 3 o'clock and cracks the hatchway to the hall. Given a chance, he tries to get to the central tube and zoom up to the bridge. From there he intends to warn all the talans on the ship and those in the Aerie of the player character's assault. He has no compunction about staying and fighting if necessary.

Hawk, Talan warrior: AC 3; MV 150; HD 5; hp 32; THAC0 14; #AT 3/2; Dmg 1-8 or 1-10 (weapon); SD Maneuver in Zero-G 95%, AC 1 when maneuvering in zero-G

7. Administrative Offices

Passenger/Crew Cabins

8. Officer's Quarters Luxury Suites

Originally intended to sleep 16 officers, the talans are using them as their cabins. Each has a pair of sleeping booths which double as acceleration couches. Thirteen of them have obviously been used recently. Personal items are randomly placed in the rooms.

9. Galley/Mess Power Deck

The room at 10 o'clock is the pantry. It is about a quarter full right now. Some of

stores were eaten on the voyages, but most of it has been transferred to the bottle. The open area at 8 o'clock is the kitchen, including a cooking area and cleaning area. The large open space at 3 o'clock is the Mess. It has a dozen or so small tables with chairs, arranged in an orderly fashion.

Karek is getting himself a meal here, taking a break from emptying the pantry. He is sitting in the open mess area. If the player characters make no attempt at stealth, he hears them and ducks behind the central shaft. A plate of hot food is left at his table. From his hiding place, he attacks with surprise.

The communications panel is in the room at 8 o'clock. Karek tries to circle around to it during the fight. Once inside, he spends an action opening a communications channel to the entire ship. His shouts and the sounds of fighting should bring the other talans running.

Karek, Talan Scout: AC 5; MV 150; HD 3; hp 15; THACO 18; #AT 3/2; Dmg 1-8 or 1-6 (weapon); SD Maneuver in Zero-G 95%, AC 3 when maneuvering in zero-G

10. Crew Cabins Passenger/Crew Cabins

Each room on this deck can sleep nine crewmen. Sleeping booths are located on all three walls, the floor and the ceiling.

11. Muting Deck Weapon Turrets

Each of the weapon turrets is filled with strange equipment. If the player characters were to step outside the ship, they would see a ring of projecting rods at this point on the Shroud. These are the actual field projectors for the muting equipment.

12. Cargo Deck Muting Device

There is a small space just outside the central hatchway with room for three people to stand shoulder to shoulder. The rest of this deck is filled with high tech equipment. The walls of the small space are filled with digital readouts and dozens of control panels. A hidden panel near the

floor can be removed to expose a narrow service tunnel, fit only for a tinker. It winds its way through a maze of cables and electronics. It circles around and connects with itself again, allowing access for repairs and adjustments to the muting devices at any point on the ring.

13. Laboratory/Sick Bay

Captain's Cabin, Etc.

The double room at 8 and 10 o'clock is the sick bay and doctor's office. It has not been used much since none of the talans have been ill or injured while on the ship. The large room at 6 o'clock is an electronics laboratory put here to help maintain the muting device. It is several times larger and better equipped than labs on much larger ships. The two rooms at 11 and 1 o'clock are chemical and physics labs used mostly to service the atomic reactor.

14. Airlock/Gantryway

Airlock/Gantryway

The rooms to either side of the airlock are spacesuit lockers. There are ten suits in each locker, with spots for two more. The locked double room at 3 o'clock is a small arms locker. It is mostly empty, but there is plenty of ammunition for all types of weapons. In it are a laser rifle, a pair of rocket pistols, two dazzle grenades, and eight needle guns.

The other rooms are filled with equipment for doing work in space. None of the doors are locked. Safety lines (100' long each) fitted with clips, air packs, flares, radios, vacuum tools etc. are stuffed in every corner. The room at 10 o'clock holds 24 extra spacesuits.

15. Laundry/Reprocessors

Captain's Cabin, Etc.

The two single rooms at 1 and 11 o'clock are the laundry rooms. Large, advanced design washing machines and dryers fill the walls. Huge linen closets, half empty, leave very little room to maneuver in here. The large room at 5 o'clock holds the water

tank. There is a small space to stand in just inside the hatch, but that's it. The adjoining room at 2 o'clock contains the water purification equipment.

The pair of rooms at 8 and 10 o'clock hold the air purification equipment and air tanks, respectively. The air on the ship is constantly recycled, but in case of emergency the compressed air in the tanks can restore normal air pressure.

16. Weapons Deck Weapon Turrets

The turrets at 1 o'clock and 7 o'clock are each missile mounts. The pumped lasers each fill two normal turrets. There is one in the 4 and 5 o'clock turrets and one in the 10 and 11 o'clock turrets. The other turrets are empty.

17. Cargo Deck Cargo Deck

This deck is completely empty.

18. Brig Passenger/Crew Cabins

The double rooms at 2 and 4 o'clock are offices and guard stations for the security forces that watch the brig (jail). The other six rooms are secure areas that cannot be opened from the inside. A camera is mounted in each cell, and the transmissions are monitored on six view screens in the guard stations. All the doors on this deck are locked.

19. Muting Device Cargo Deck

The general description of this deck is the same as deck 12.

20. Power Deck/Reactor

Power Deck/Reactor

The reactor itself is below this deck, as are the enormous engines of the ship. However, all of the reactor controls are found up here. The large outer room at 3 o'clock has a small electronics laboratory, half a dozen computer terminals, and several desks and schematic diagram view screens. Behind the door at 10 o'clock is the radiation lab. Spare fuel rods and isotopes are kept behind lead-impregnated glass. A radiation suit is mounted on this side of the glass wall, its arms extending

into the room beyond.

Two talans are here, both in the instrument area at 8 o'clock. They are busy arguing with each other and do not hear the player characters unless they make a lot of noise. These two are checking over the reactor and engines.

Just like the other talans, they try to open the communications channels to the rest of the ship to warn the other talans. Unfortunately, they are too engrossed in their work to hear the approach of the player characters. They do not set up an ambush. Roll normally for surprise.

Crayven & Arrak, Talan Scouts: AC 5; MV 150; HD 3; hp 15; THACO 18; #AT 3/2; Dmg 1-8 or 1-6 (weapon); SD Maneuver in Zero-G 95%, AC 3 maneuvering in zero-G

The Aerie

Theoretically, the Aerie could sustain the talans indefinitely. All of their physical needs are met in it. It spins slowly to give the equivalent of Mars gravity inside. The talans can run at 450 feet per round in this light gravity.

At one end are the reactor and engines. The bottle can be moved if necessary, although its speed is dreadfully slow. At the other end are the service decks. All the ship functions not related to the ecosystem in the main enclosure are found here. Refer to the maps on the inside of the cover for the individual room descriptions below.

The main enclosure is a cylinder 800 feet long and 250 feet in diameter. The inner surface, which has gravity, is shown as a rectangle about 800 feet long and 750 feet wide. However, the left and right edges actually meet, allowing characters to move from across that boundary.

1. Airlock: This is where a ship would dock next to the Aerie. The airlock counterspins against the bottle to provide a sta-

tionary entrance. The airlock can handle a dozen people at a time.

2. Exterior Service Deck: This wide open room holds spacesuits and space pods for doing service work to the outside of the Aerie. There are racks of tools and spare parts lining the walls and ceiling.

3. Bridge: The Aerie can be flown from the pilot's chair found here. There is an auxiliary computer system as well as terminals connecting to the main computer. The ship's weapons turrets are accessed from this room. There are two pumped lasers and two missile mounts.

4. Water Purification Plant: The water from the lagoon is siphoned into this plant where it is cleaned, reoxygenated, and pumped into the spring.

5. Computers: This room is mostly filled with a large computer. A couple of smaller backup machines occupy the corner. A small open area just inside the door holds seven chairs and control consoles. A talan named Teket is here, adjusting the weather and air filtration systems.

On the wall next to the door is the communications console. Teket will try to reach it to warn the others inside the Aerie. The radio unit is right under his fingers. His first action is to signal the Shroud that the Aerie is under attack. In 8 rounds, the five talans (if they have not been eliminated) will arrive at the airlock to the Aerie.

Teket, Talan Scouts: AC 5; MV 150; HD 3; hp 15; THACO 18; #AT 3/2; Dmg 1-8 or 1-6 (weapon); SD Maneuver in Zero-G 95%, AC 3 maneuvering in zero-G

6. Equipment Room: Normally this room holds large machinery for working in the main enclosure. Since the Aerie was stolen before it was delivered, some of that equipment was never placed in it. The rest has been moved to the storage shed in the enclosure. Nine parachute packs hung on the walls. A dozen spacesuits hang on pegs nearby.

The iris door in the center of the floor opens into the central axis of the main enclosure. Right along this axis there is no gravity. Three ladders lead down to the surface of the main enclosure.

A character could leap straight out and sail effortlessly toward the iris door at the opposite end of the main enclosure. It would take skill checks to not fall into the gravity well of the main enclosure. Falling from this central axis is relatively safe. The gravity increases gradually, and the fall is only 120 feet or so. A character takes 4d6 damage from the fall, or half that if a successful Acrobatics skill check is made. If a parachute is used, the character takes no damage at all.

7. Air Purification Plant: The air is filtered and processed here. All weather inside the main enclosure is controlled from this room. The air returned to the enclosure can be blown in at varying speeds, with varying temperatures and humidity levels.

8. Fertilizer and Soil Plant: The waste processes from the other plants end up here. It can be collected by the talans to be used as fertilizer for the farming areas of the main enclosure. Farming tends to deprive the soil of necessary nutrients.

9. The Roost: This raised plateau is now the home of the talans. There are seven buildings up here, each of which accommodates a pair of talans. The building raised up on a higher plateau is the house of Hawk, leader of the talans. Skree is in Hawk's house now, scheming to depose the leader and take over the flock himself. He is wearing a smartsuit with ECM package, laser pistol and mono sword.

Most of the buildings are full of partially unpacked boxes. The talans have not been here long enough to get settled in yet. What time they do have has been spent learning about the Aerie and adjusting its resources to meet their needs.

Four talans are on the plateau, each in a different building. Any significant or unusual noises bring all of them running to see what happened. One of them attempts to contact Teket in the computer room. They still carry weapons around with them, a habit from years of RAM training as super soldiers. This area does not qualify as zero gravity, and the talans do not get their armor class bonus. Here in the enclosure, most of the talans do not wear armor or spacesuits.

Talan Scouts (4): AC 9; MV 450; HD 3; hp 15; THACO 18; #AT 3/2; Dmg 1-8 or 1-6 (weapon)

Skree, Talan warrior: AC 3; MV 450; HD 4; hp 25; THACO 15; #AT 3/2; Dmg 1-8 or 1-10 (weapon); SD Maneuver in Zero-G 95%, AC 1 when maneuvering in Zero-G

10. Lagoon: The water gradually deepens from the shores to the center where it is 20' deep. In the center is a metal grate that covers the pump. The lagoon has been stocked with harmless game fish. None of the talans can swim, and there are no boats in the enclosure.

11. Rain Forest: This area is included in the enclosure to help recycle the air. The crops and grasses are insufficient to the task. A rain forest has minimal soil needs and a high density of oxygen-recycling plants. The trees reach heights of 40 feet.

12. Animal corral: The talans do not have any farm animals yet. One of the first things that they intend to do is buy some. The corral is empty. Any characters searching around find iron rings sunk into the dirt. The talans intend to capture and enslave humans and other sentients to work their farms for them. They plan to keep the slaves chained with the animals when they aren't working.

13. Storage Shed: There are tractors, tillers, harvesters and other farm machinery here. One of the talans is working here on a set of shackles. He is making enough noise to

be heard easily outside the building, and cannot hear the approach of the player characters. A search of the interior turns up a dozen more iron shackles on long chains. He keeps his weapons near at hand.

Ssaar, Talan Scout: AC 9; MV 450; HD 3; hp 15; THACO 18; #AT 3/2; Dmg 1-8 or 1-6 (weapon)

14. Farmland: This area has been tilled, but not planted yet. The freshly turned earth covers half the inner surface of the main enclosure.

15. Spring: Fresh water is pumped out of the recyclers here. It meanders through the enclosure and finally dumps into the lagoon. The spring is about 10' deep in the middle, where a metal grate covers the pump. The creek is about 10' wide and varies from 1-3 feet deep.

16. Ladders: The ladders climb 120 feet to the central iris door on either side of the main enclosure. The door to the service decks is kept unlocked, but the door to the reactor room is kept locked at all times. The player characters will not be able to open it under any circumstances during this adventure.

VI. Conclusion

NEO will be very interested in using the Sargasso as a secret base. The addition of an environmental bottle sweetens the victory. They are of course quite pleased to get back the Shroud. Each character receives 3000cr if the ship is recovered and another 2000cr if the Aerie is captured. Experience point awards are covered in the rule books, but a good guideline is 1000 for each character for the ship and again for the Aerie. Lesser awards should be given for adventures on Sinope, Aurora, Hygeia, etc.

Colonel Marcus Wolfe

Experimental Terrine, 10th level warrior

Attributes

| | |
|--------------|----|
| Strength | 18 |
| Dexterity | 15 |
| Constitution | 19 |
| Intelligence | 10 |
| Wisdom | 13 |
| Charisma | 10 |
| Tech | 17 |

Combat

| | |
|---------------|----------|
| THACO | 11 |
| Armor Class | 7 |
| Hit Points | 80 |
| Rocket Pistol | 1d10 dam |
| Mono knife | 1d6 dam |

Weapon bonuses

| | |
|---------------|----|
| Rocket pistol | +3 |
| Mono knife | +2 |

General Skills

| | |
|-------------------|----|
| Drive groundcar | 1 |
| Drive jetcar | 1 |
| Pilot fixed wing | 20 |
| Pilot rotorwing | 55 |
| Bypass security | 35 |
| First aid | 10 |
| Repair mechanical | 1 |
| Sensor operation | 20 |
| Commo operation | 1 |
| Cryptography | 15 |
| Law | 10 |
| Climb | 1 |

Career Skills

| | |
|-----------------|----|
| Battle tactics | 50 |
| Demolitions | 10 |
| Leadership | 95 |
| Man. in zero G | 10 |
| Move silently | 55 |
| Notice | 80 |
| Repair weapon | 60 |
| Use rocket belt | 40 |

Physical Description: Marcus Wolfe is a terrine of a discontinued genotype. He stands 6'8" tall, with an athletic, muscular build. He has none of the typical terrine features (see the rules booklet). Due

to experimental genetic manipulation, this terrine looks like a more-perfect-than-perfect human male; only his eyes and his small fangs give him away. These fangs show only when he smiles (seldom) or grimaces (often). His eyes look almost human, but hold an inner light that lends them an eerie look. His voice is sonorous and commanding, not at all the sub-human vocals associated with standard terrines.

Combat: Like all Terrines, Colonel Wolfe is subject to battle rage. Once in each combat, he must make an intelligence check. If he fails, he will fight until dead or unconscious. For this reason, the colonel tends to hang back in combat. He will only join the fray if the battle is going his way, or he feels his presence will swing the advantage to his side.

Colonel Wolfe wears a smart uniform with an ECM package. He rarely uses armor unless he knows in advance that he is going into a heavy fire fight. He carries a rocket pistol with a moon clip in a custom made holster on his right side. The moon clip is a special, curved ammo clip that holds 12 rounds. He carries two spare clips with him. A sheath on his left side holds a mono knife. In his boot is a hardened, plastic knife that is undetectable by most scanning equipment. At any given time Marcus Wolfe might have other armament. As a chief security officer, he has access to almost anything.

Personality: He is clever and ruthless, and is climbing the RAM corporate ladder one body at a time. He is the only one of this particular terrine strain in existence; RAM's leaders felt his type was too powerful, too capable of achieving autonomy, to allow more to be created.

Talan Gennie



| | | | |
|--------------|----|--------------|----|
| Strength | -2 | Intelligence | +1 |
| Dexterity | +3 | Wisdom | -2 |
| Constitution | +1 | Charisma | -2 |
| Tech | +1 | | |

Genotype: The Talan gennies are most strongly related to raptors, like the eagle and falcon. This experimental gennie was built by RAM to be a special forces component of the military. They tried for, and got, a race that has an excellent 3-D spatial sense and is more comfortable without gravity than with it. What RAM did not count on was the coincidental combination of genes that produced a high intelligence and mechanical aptitude. Since RAM likes its military gennies to be loyal and stupid, it is unlikely that they will continue with this genotype.

Physical Description: A talan gennie looks rather like a birdman. The body is 4-5' tall, thin and covered with feathers. The colors of each talan are quite distinctive. They have human arms and hands, although the fingers have small talons. A vestigial, feathered webbing of skin, like that between the thumb and forefinger, runs under the arms from the elbows to the floating ribs. This webbing is of no practical use and does not all the creature to fly or glide. The knees of a talan bend backward like those of a bird. Each foot is a birdlike claw with large, curved talons.

The eyes of a talan are small and black. A flat beak, similar to that of a parakeet, is both the nose and mouth. It protrudes barely an inch from the face and does not have a point. Two slits on the sides serve as nostrils. Talans have no teeth. The ears, hidden by feathers, are tiny holes in the side of the skull.

Cultural Description: The most important thing in talan life is the pecking order. Each member of the flock must know who is above him in the order and who is below him. No two talans can have equal status; one must be above or below the other.

Advantages: Talans have no physical bias toward up and down, which gives them an automatic 60% skill in maneuvering in zero gravity. RAM trained talans usually have a 95% rating in this skill. In either case they receive a +2 armor class bonus against ranged weapons when executing maneuvers in freefall. Their small size gives them an additional +1 armor class bonus in all situations.

Their extreme dexterity allows them 50% more attacks per round than normal. If only 1 attack per round is allowed, Talans get 3/2. If 3/2 attacks can be made, Talans get 2, etc. This advantage only applies to hand held weapons, ranged or melee.

The vision of a talan is extremely acute. They can see small objects up to five times farther away than a human can. At equal distances they can see five times the detail compared to normal humans. This is a far sighted advantage only. Anything within 10 feet is seen with the same clarity as normal humans.

Disadvantages: The large claws on their feet make it difficult to walk in normal or near normal earth gravity. In these environments they can only run 300 feet per round and climb 100 feet per round (the claws do help a little bit with the climbing). They can not swim or fly in any environment.

Role-playing Notes: Talans do everything with quick, jerky motions. They have an annoying habit of cocking their heads to one side when concentrating intently.

LSS Schroeder (sh-ray-der)

Class: Scout Cruiser
Registry: Luna
Owner: Regal Lamm

Attributes

Tonnage: 50
Length: 100 feet
Width: 25 feet
Cargo: 5 tons *

Hit Points:

Hull 200
Sensors/Commo 50
Controls 50
Life Support 100
Fuel 200 *
Engine 150

Armor Class: 8 (civilian)
Weapons: 1 Missile Mount, 1 Beam Laser

Crew: 12
Speed: 3
Reaction Bonus: 0
AC Defense Bonus: 0

If at any point an interior floorplan is needed for the Schroeder, use the Small Cruiser maps found in the rules box. Pick any two of the weapons turrets to be armed. The other two will be empty. The asterisks above denote the cargo area that was converted to an extra fuel tank. The cargo deck is mostly a fuel tank now. There is about enough room for two men to stand shoulder to shoulder on this deck. There are three deck floors that have the same floorplan as the crew cabins' floorplan. One of these cabins serves as the sick bay.

C-17 Shroud

Class: Mute Cruiser
Registry: None
Owner: NEO rebels

Attributes

Tonnage: 200
 Length: 400 feet
 Width: 100 feet
 Cargo: 50 tons

Hit Points:

Hull 800
 Sensors/Commo 400
 Controls 200
 Life Support 400
 Fuel 600
 Engine 600

Armor Class:

4 (Maximum Military)

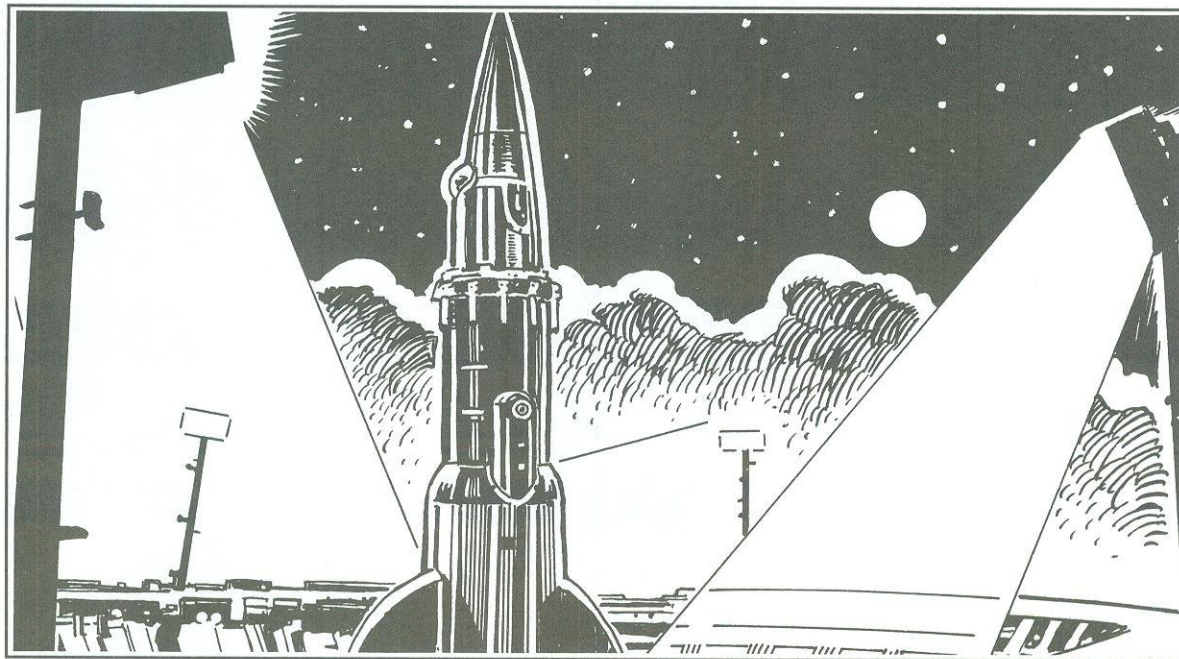
Weapons:

5 Pumped lasers
 5 Beam lasers
 5 Missile mounts

Crew: 60
Speed: 2
Reaction Bonus: 0
AC Defense Bonus: +1, -3 when muted

The Shroud is an experimental ship built by NEO to fight RAM. It employs a scientific breakthrough called muting technology. The ship can generate a field that absorbs most common forms of electromagnetic radiations (light, radar, microwaves etc.). The ship itself is coated with a special material that prevents the field from interfering with other onboard electronics.

Some of the cargo space aboard the Shroud has been taken over by the muting equipment. The sensors and communications equipment have been modified to not interfere with the muting. The muting machinery is included in the Sensors/



Commo hit points, giving that area a higher than normal value.

When the ship is coasting at a constant velocity it is virtually undetectable. However, the blast from the engines is muted by the fields, but not completely. When the ship uses its engines (changes direction or speed) or its weapons, enemy ships can triangulate on its position.

Enemy computers can accurately predict the Shroud's approximate position at all times once they get a fix on the ship. However, the muting still gives the Shroud a -4 AC bonus. Missiles are completely useless against the Shroud, since their tracking systems do not have the advantage of a big shipboard computer.

When the Sensors/Commo hit points are reduced to half, the muting system is no longer functional. For the Shroud this is at 200 points. The muting equipment is priceless and virtually irreplaceable.

The interior floorplan of the Shroud is the same as the medium cruiser map found in the rules box. Starting at the top

and moving down, the following list shows how the decks stack on top of one another. An asterisk means the deck is filled with muting equipment. The function of the deck is shown in parentheses.

Table V. Shroud Decks

| | |
|--------------------------------|--------------------------------|
| 1. Control deck | 11. Weapons deck* |
| 2. Weapons deck | 12. Cargo deck* |
| 3. Airlock/ gantryway | 13. Captain's cabin (labs) |
| 4. Control deck (computer) | 14. Airlock/ gantryway |
| 5. Weapons deck | 15. Captains deck (laundry) |
| 6. Captain's cabin | 16. Weapons deck |
| 7. Crew cabins (Admin.) | 17. Cargo deck (empty) |
| 8. Luxury suites (officers) | 18. Crew cabins (brig) |
| 9. Power deck (galley) | 19. Cargo deck* |
| 10. Crew cabins | 20. Power deck |

Sargasso of Space

by Bruce Nesmith

"Congratulations, people. You've made RAM's Most Wanted list for more crimes than I could fire a blaster at. You've got Marcus Wolfe on your tails—can't say you're in an envious position. What say I take your minds off that unfortunate situation?"

"If you choose to accept this, you'll be safely out of Marcus's way... provided things go the way we think they will. The new NEO cruiser, called the Shroud, has been stolen from the Himalia shipyard—hmmm? Oh, that's a moon of Jupiter. Yes. A squad of RAM gennies stormed the place and took the ship. We want you to get it back. Think of it as an all-expense paid working vacation, if you like."

"Oh, and another thing. Since the Shroud isn't traceable by conventional tracking equipment, you'll need to locate it by the creatures who stole it. They'll show up—yes, indeed they will. Now be off, and good luck on your vacation."

This little trip will take the player characters from the moons of Jupiter to barely-charted areas of space. If they succeed, they'll be heroes. If they

fail... well, perhaps it's best not to speculate about that. With Marcus Wolfe after their hides, they'll be hard-pressed to achieve their goal without a firefight. Careful planning and cautious research are the party's best shots at a long and healthy life.

Sargasso of Space is an adventure for the XXVc™ role-playing game, designed for 3 to 6 characters of 5th to 7th levels. While it is a sequel to XXVCS1, *Deimos Mandate*, it is not necessary to have played that adventure in order to play this one.

In addition to the 32-page module booklet, you get:

- A map of the planetary positions at the beginning of the adventure
- Information on bottles: self-contained, self-sufficient micro-worlds
- Maps of two of the most important bottles the party will visit
- 32 pages of race-against-the-clock adventure!

In addition to this module, you'll need the XXVc™ Role-Playing Game boxed set of rules in order to play.

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