

C O R I O L I S

◆ TAUS TROUBLE ◆

TAUS TROUBLE:

Cyrus Jasma of the Legion need to get his hands on **Nilfer Kanaan**, a smuggler who has detailed knowledge of smuggling routes on Algol, including ones leading to Haven. The Legion is planning a major offensive soon and need all the intel they can get their hands on. Only problem is Kanaan is thought to be dead.

Then suddenly recent surveillance from **Taus** showed Kanaans face, Jasma can't believe his luck. But it's not as easy as just landing a squad on the planet and grabbing the smuggler: the consortium has brokered a fragile peace between the warring Nomad clans on Taus and any Legion presence could lead to the whole planet turning back into a war zone. The Consortium are refusing him to land his men on the planet.

So, what Jasma needs is someone who is not Legion to travel down there, pick up Kanaan, and deliver him for interrogation, alive, preferably without starting a clan war and without upsetting his employers' (the consortium) precious quotas.

He will pay 3d6 x 1000 Birr for the job, and if it is done with class and style (meaning that if he doesn't get complaints from the consortium after), and the operatives help him interrogate the subject (successfully) he might throw in a Legion cybernetic for one of them as well, and even ask them if they want in on "something big" he's planning (The Attack on Haven).

Taus		Rules:
Size:	Luna-sized 4,000 km diameter Gravity 0.4G	-2 to all dexterity, melee combat and force tests.
Temperature:	40-60 Celsius Desert world	Often sandstorms, Sensors struggle in the dusty atmosphere (-3) Dehydration Rule: You automatically suffer 1 point of damage per 6 hours, if not properly hydrated. Thermal weapons have Blast Power 4 (close) in the heat
Port:	ALIK	Counts as a Primitive port, the only place on the planet that can be considered a town

Notable places and people:

The Golden Phoenix Bar, the one and only proper bar in Alik, most of the clientele are a mix of miners, nomads and a few criminals.
Owner: **Selai Odala**

Omar's Emporium, Omar (Tamai Fadr), secretly a retired syndicate boss, sells cheap survival gear and keeps to himself.

Hercus, Clan Kamale, claims his clan are the true owners of the well, hiding in town, keeping an eye on the Tafer while trying to find an opportunity to make their lives miserable.

Taus Plaza, Consortium domed compound, a gaudy oasis built to show of the consortiums power, has a small security force, but unless production is threatened leave the locals to sort out their own brand of justice.

Governor Al'quab'a, a toad of a man, ignores the syndicate presence and the nomad clan wars as long as the production is not interfered with.

Sadamar, underground algae farmer, syndicate boss with connections to Sahib Marco, loves gambling, was responsible for Fadr's fall from grace, keeps him around out of spite.

Outside town: **Fort Stenai**, the well that supplies water to the entire region, owned by Clan Tafer who are secretly working with Sadamer and Marco to patrol the outskirts of Marcos's compound. The elder: **Mal Tafer**, wants Hercus, the spy and agitator, killed with no trace leading back to him, to show the Kamale clan who's in charge.

Marco's syndicate compound: is a hidden crater surrounded by 5 gun towers (Ship Autocannons, p150) to ward of aerial attack, the bottom of the crater has been turned into a landing site and cargo is stored there covered with camo tarp. Because of the extreme weather and everlasting sandstorms that plague the planet, the location is almost impossible to spot from orbit or with sensors.

To find it the players need someone who knows where it is, possible suspects are: Hercus, Mal Tafer, Omar and Sadamar, whom all of them will need a very good reason to give up that information.

The edge of the crater has been excavated and a makeshift crude bunker is underground all around the perimeter. There are 4 entrances and 2 main rooms where Marco keeps a makeshift HQ with his office and a workshop, the other large room is where the guards sleep and play cards when they're not on duty. Marco has 3-4 thugs in his service, but darkness points can be spent to add more as needed.

Marco has gotten his hands on some old tech: an ACE-Walker prototype, and after kidnapping a young consortium technician and fitting him with an explosive collar, has managed to restore the mech to a functional state so his right-hand man; Goliath (who chose that nickname himself) can pilot it.

(When Goliath pilots the ACE, all rolls are done with Data Djinn, which is boosted by Yaqub's support as long as they stay connected.)

- Factions (sorted by size):
- Nomads** (clans Tafer & Kamale are the biggest)
 - Syndicate smugglers**, Marco and Sadamar are the ringleaders of all smuggling done on Taus.
 - Consortium mining**, all mining on the planet is shipped off-world by the consortium, whom have a symbolic minimal presence on the planet
 - Church of the Icons**, there is a small pilgrim and Samaritan presence on Taus, but nothing organized or influential, just a few kind souls scattered about the harsh dustbowl

Taus Thug, tabak chewing, dirty overalls and sandswept hair,				
ATTRIBUTES	SKILLS		GEAR	
Strength	5	Melee	1	Camo gear 3 Armor
Agility	4	Ranged	3	Vulcan carbine +1, 3dmg, crit2, short, auto (8)
Hit points	9	Stress	5	Mask, goggles, binoculars (4), tag (100Birr), tabak, reload
1. ...	Marco's thugs are a collection of unshaven and unwashed desert nomads and criminals hiding from bounties, they wear desert clothing matched with whatever gear the syndicate has provided and follows 'Marco's orders obediently.			
2. ...				
3. ...				
4. ...				

Goliath, ACE-pilot, brute enforcer, tank top and bulging muscles, shaved head				
ATTRIBUTES	SKILLS		GEAR Restored ACE Walker model Prototype (5m tall)	
Strength	5	Force	3	ACE Walker and Large Combat Shield: 6+6 Armor, ablative 3
Agility	4	Melee	3	(ACE) Large Spear i+2/4 +6, 3dmg, crit2, close (long) 11
Wits	4	Data Djinn	1	(ACE) Thermal cannon +4, 6dmg, crit1, long 9
Empathy	2	Technology	1	(ACE) Vulcan Scorpion i+1 +3, 2dmg, crit3, short Auto 8
Hit points	11	Stress	6	(ACE) Fists i+2 +5, 2dmg, crit3, close 10
			Dura knife	i+1 +1, 2dmg, crit1, close, light
Goliath is a macho brute who takes pleasure from his physical prowess, when things get gnarly, or if Kanaan needs him to display the syndicates might, he straps into the ACE and gets busy. (if the ACE is broken, Goliath exits it cursing and limping, with 1 HP left he either tries to escape or seeks out revenge for his shameful defeat.				

Sahib Marco/Nilfer Kanaan, syndicate smuggling leader, big-boned & sweaty, whistles merrily,				
ATTRIBUTES	SKILLS		GEAR	
Strength	3	Culture	3	Protective clothing and guttrah 3 Armor
Agility	4	Manipulation	3	Thermal Cricket +1, 3dmg, crit2, short, light (6)
Wits	2	Observation	2	
Empathy	5	Pilot	1	Tabula, comlink(V), kambra, gaudy sunglasses, 3 tags (2500 Birr), reload
Hit points	7	Stress	7	Grav bike +2, 8hp
'Marco' is Sadamer's liaison out in the desert, and in charge of loading and hiding all smuggled goods entering the Algol system. If things take a turn for the worse, Kanaan will try to escape, dragging Yaqub with him for his technological know-how and as a hostage.				

Yaqub, young, tech support against his will, short dark hair, broken glasses, nervous and depressed				
ATTRIBUTES	SKILLS		GEAR	
Wits	5	Culture	2	Dirty clothes
Empathy	3	Data Djinn	2	Stun Gun +1, 2dmg, stun, short (5)
			(All Wits-skills)	1
			Ranged	1
(assists Goliath in the Walker with +2 to Data Djinn-rolls from his tabula, Goliath's bonuses are already with this modifier added) Yaqub wants freedom but is deathly afraid of Kanaan and does what he is told.				
Hit points	6	Stress	8	Tabula, old computer, slave collar, proximity sensor (6)



