

Justifiers RPG:

Cold as Ice

Written by Lawrence Kapture

Illustrated by Gary Thomas Washington



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**Edited by Nancy Hess
Jennifer Fink**

**Cover by Gideon &
Andy Barlow**

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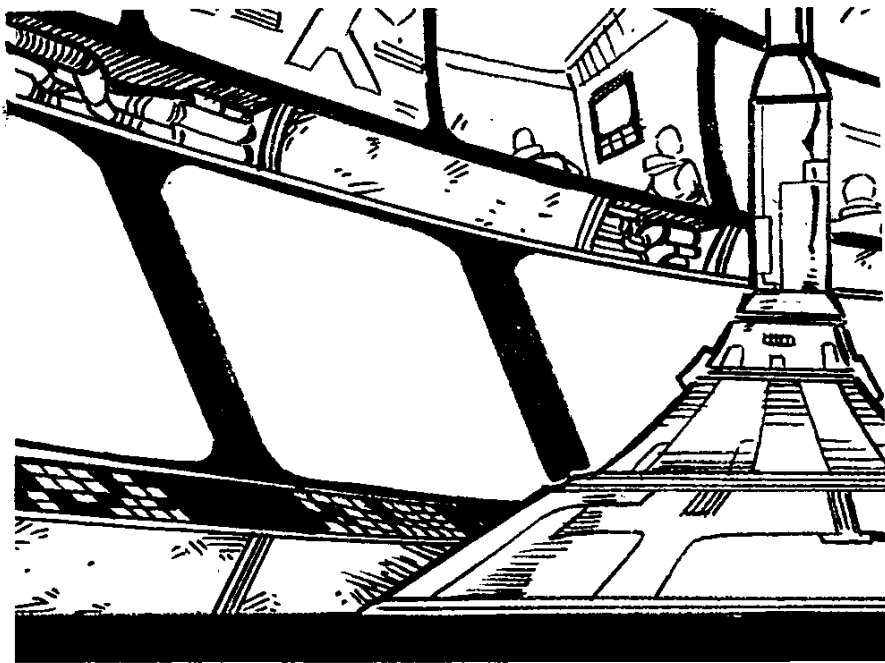
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Clifford E. Barlow

Administrative Assistant:
Andrew Barlow

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COLD AS ICE

INTRODUCTION

This adventure is a work of fiction. All names, characters, events and locations described here-in are fictitious. Any resemblance to actual persons (living or dead), organized events or location descriptions is purely coincidental.

Cold as Ice is an intermediate-level adventure for six to nine Justifiers. There should be at least two Security Officers, one Pilot, and one good Electronics Engineer in the team. A Field Doctor and/or a Life scientist would be useful, but Field scientists are optional.

As with all Justifiers adventure sourcebooks, Cold as Ice contains a complete adventure playable with just the enclosed information and the Justifiers RPG rulebook. However, much more general information is also enclosed, enabling the world of Thyrm to be used as a backdrop for many continued adventures, with just a little bit of "fleshing out" by the Gamemaster.

Before attempting to run Cold as Ice, the Gamemaster should read through this book at least once, and be familiar with the statistics and abilities of all the non-player-characters. Remember, however, that as Gamemaster, you are the final judge; feel free to add, alter, or delete anything in this sourcebook that does not fit in with your campaign.

Plot Synopsis

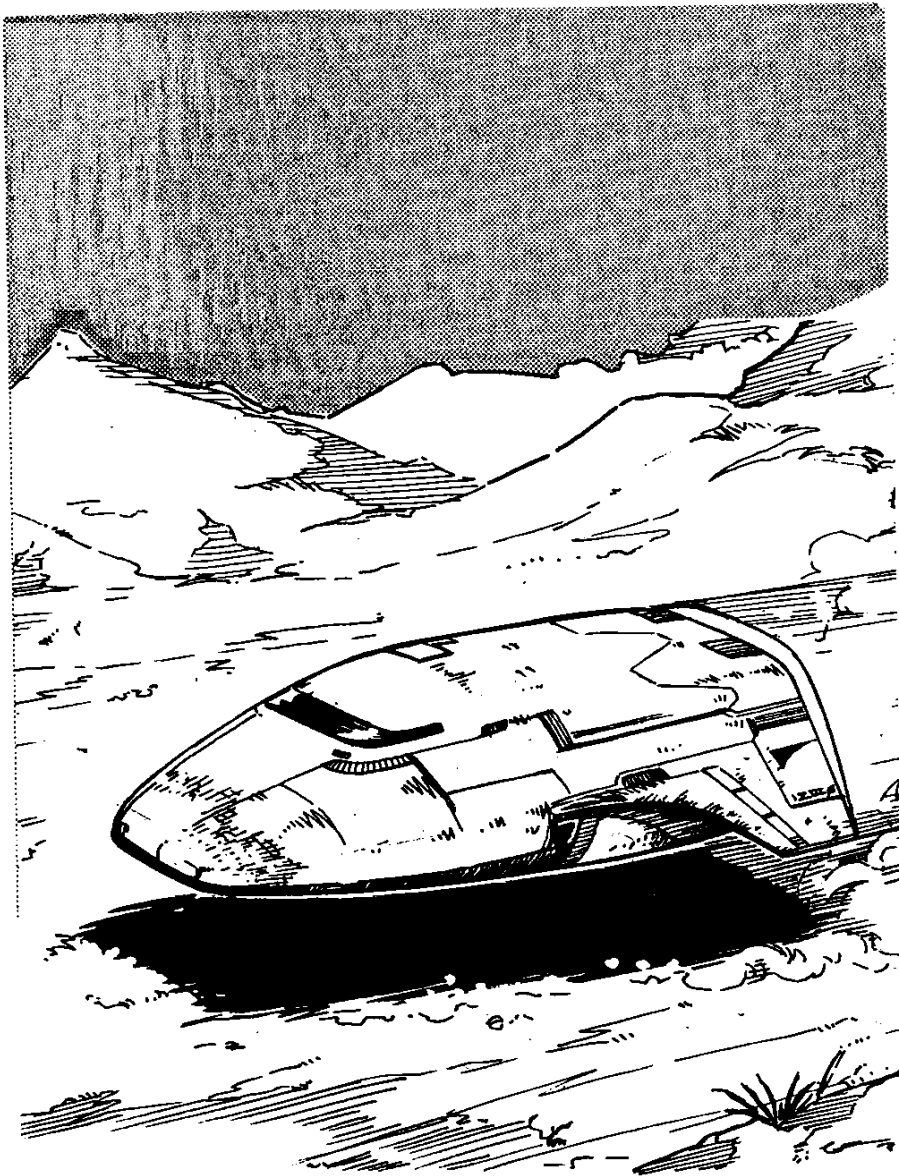
Several years ago, a Justifier team that was sent to justify the planet Thyrm fell upon hard times, and they were destroyed completely before even setting down on the planet's surface. Before they died, however, they managed to send out a light-speed communique, describing the manner in which they were attacked. Recently, this signal reached the player's Corp, which decided to send a follow-up team based on the belief that the first team was destroyed by weaponry of the Ancients. The players are cheerfully volunteered for this task.

The Corps are right, of course. The Justifiers of the Quester on Solar Winds were slain with Ancient weapons. However, the weapons were not operated by aboriginals, the last of the Ancients, or any other people. The previous Justifiers team was blown out of the sky by a computer.

Thyrm (known under a different name way back when, of course) was colonized by the Ancients during one of its thousand year warm periods. The colony acted as a refuelling, repair, and stocking station for research and exploration ships passing beyond the edge of the Ancient's stellar empire. Towards the end of this Empire their territory began to overlap that of another starfaring race. Because the cultures were "mutually incompatible" a war broke out and the colonies on Thyrm were ordered to evacuate since they were alone and vulnerable on the edge of an empire.

The colonists did not get away clean, unfortunately. Thyrm was assaulted in the middle of their preparations to move offplanet. A small assault force succeeded in knocking the orbital dock into the oceans, sinking the colonists' floating island-towns, and wiping the volcanic island towns into Thyrm's roomy seas. The Ancient population was nearly decimated, except for the planet side spaceport and research labs carved into the cone of an extinct volcano. Being far less vulnerable and more heavily armed than the other settlements, the spaceport managed to fend off the bulk of alien invaders until an evacuating mothership arrived. The mothership stormed the system like mounted cavalry, blowing the invaders out of Thyrm's skies and driving off the battle cruiser in which they arrived. The colonists rescued everyone they could, stripped their dwellings of every item of worth and utility they could carry, and departed the system in a hurry. Because they hoped to return after the "bugs" had been squashed, they left the automatic defenses alive, but dormant.

Millennia passed and no one returned. Ice flowed over the ruins. The installation slept on until, about four hundred years ago, its computer was revived to shoot down a suspicious passing meteorite. Finding itself awake and alone, with no memory of who it was (the colonists took its memory core with them, leaving only a skeleton of programs) and a duty it needed to fulfill only rarely, the installations computer decided to find other things to fill its time. It took up gardening.



The players will land safely on Thyrm by entering orbit on the far side of the planet, out of range of the suspected Ancient arsenal. However, this will be the beginning of their troubles. Ahead of them lie an arduous trek over land, water and ice, and a grueling expedition inside an Ancient structure, still operational and controlled by a not-quite-sane computer. The players will have to do battle with strange worms, deadly robots and horrible genetic mutations in order to unravel the mysteries of the Planet Thyrm. And of course, to make matters worse, the players will have competition from a hostile Justifier group sent by a rival Corp.

THE ADVENTURE

Players' Information

Called for duty in the middle of a furlough, picked up and rushed to a Trans-Matt station via orbital shuttle, your team is seated in one of the all too familiar Justifiers debriefing chambers. Like a doctor's waiting room (or the antechamber of a morgue) everything is shiny, clean and fake-looking. You recognize the human who enters, three minutes after your team, as one Doctor Scott Everett, an anthropologist who is famous on the talk show/lecture circuit for his rather queer studies of the mysterious "Ruins of the Ancients". He remains standing at the head of the table and begins to speak.

"We have discovered something rather exciting. Early yesterday a communications crew intercepted an S.O.S., beamed in from a yet unjustified star beyond the edge of colonized space. It has taken more than 5 years to reach us."

The room dims as a screen on the wall brightens. A badger's face appears, the collar below his chin decorated with a captains pin. "...has been receiving messages in an unknown language, apparently since we completed transit," the officer is saying, amidst sparkles and spurts of static background noise - the transmission is very bad. "Five of them were transmitted in five minute intervals, but none have been received in the last ten minutes. We have tracked them to an irregularly high source of energy in the eastern hemisphere of the northern polar cap, possibly indicating a power plant buried in the ice. Our social sciences specialist, Lieutenant Eschew, remarks on certain similarities to Ancient's runes, but notes that the messages are structured differently, more math..."

At this point the message is cut, replaced by violent static. A fox's face appears, looking rather hassled but keeping his voice steady. "...repeat: The Quester on Solar Winds is under attack. At 0500 hours exactly all electrical power in the shuttle was cut. The airlock has burst, carrying Kleinow and Caravelli into vacuum. Eschew has been injured in a slamming portal. We have turned on the auxiliary life support and thrusters, and are attempting to get out of attackers' weapons range, behind the planet.

The message is cut again, and this time when the fox returns he looks and sounds panicked. "Power cut again. We've gotten out of range but we can't restart thrusters and port sensors read a shuttle sized mass about to broadside us. Weapons are malfunctioning. WE'RE GOING TO DIE! There is an armed and hostile entity on Thyrm. Repeat: There is an armed and hos..." The screen goes dark.

Dr. Everett remains standing and gazes coolly about the room. Continuing his lecture he says, "We do, indeed believe the power source and runes to be of Ancient origin, and I believe this video to be an excellent demonstration of Ancient weapons technology. Whether the weapons are being used by aboriginals, by a developing alien civilization, or even a surviving Ancient enclave is unknown. Your job is to find these weapons and the power source described, take custody of them, and neutralize whomever was behind the hostile attack on the Quester on Solar Winds.

"We are sending you out immediately, because Intelligence reports that [name of characters corp] is not the only corporation to have intercepted this message. Three other corporations are assembling and outfitting teams for the TransMatt to Thyrm, so you may have competition. You will be transmatted to an orbit around Thyrm's south pole. Apparently the entity's bizarre energy weapon cannot range around the planet, although its projectile weapons most certainly can. Once there you are to pinpoint the anomalous energy source, and choose a suitable landing site. We want this site. Set up a TransMatt on stable ground in or near the site, and there will be a fat bonus in your accounts.

"As for Thyrm itself, initial surveys report only that Thyrm is ninety percent water, and most of that is locked up in ice. There is some indigenous life, but most everything is obscured by heavy rainstorms that constantly crisscross the planet's surface. Good luck and good hunting, gentle creatures."



* * *

The team emerges from transit to find itself in its promised orbit. Below you, the planet is a tiny cloud-shrouded orb of blue and white, circling a fluorescent blue sun, all alone. While everybody busies themselves with planetfall, the ship's computer is telling you that the communications and weather satellites have been launched. Two minutes later the ship's computer voices an urgent summons to the deck. There is an incoming message...

Planetfall

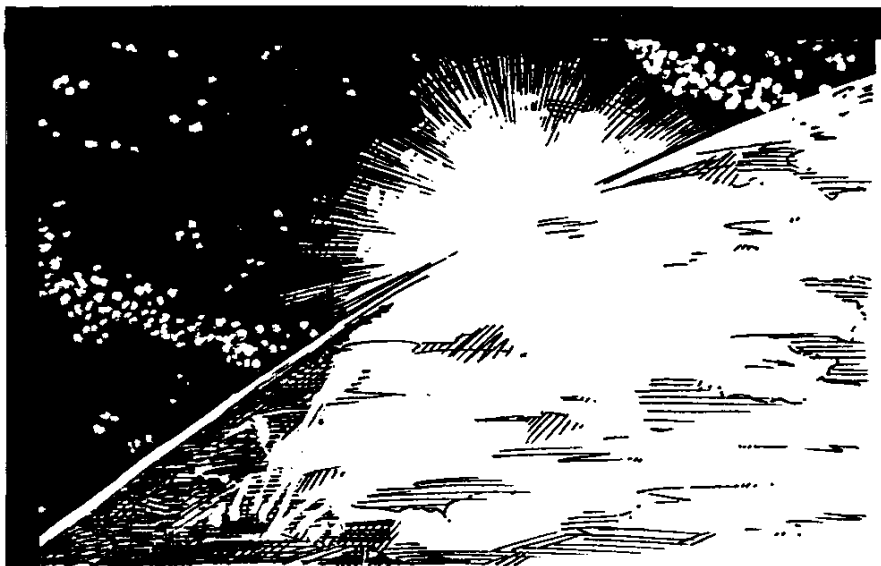
Upon arriving in orbit, the players will be able to view the mercator projection of Thyrm to select a suitable landing site. The computer will suggest a large archipelago near the south pole as being ideal, and will start calculating entrance windows to arrive at that location. Unless otherwise instructed, the computer will automatically launch the weather and communications satellites.

As the players are scanning the planet or otherwise occupying themselves, the computer (or whoever is manning the Communications station) will detect an incoming message. The language is complex and undecipherable, but anyone making a Linguistics roll will be able to detect similarities to the language of the Ancients. The players can record the message, but the transmission is not very powerful, and most of what they get is static. Different messages will play every 5-10 minutes, until the players are no longer in Thyrm orbit.

The computer will be able to assist the Pilot in the landing, so 30% can be added to the roll for this. If the pilot flubs the landing, the shuttle could land in the water near the target island, bump into a large rise, get entangled in foliage, or whatever. Use your imagination. A successful landing will mean that the shuttle has touched down safely in a large clearing.

Roll immediately for a Land Encounter.

After landing, the players can attempt to use the shuttle's scanners to gain information about the planet and their surroundings. A successful Scanner Operations roll (plus the value of any other applicable skill) will give the individual doing the scanning a certain amount of the information given below (GM's option as to how much you want to tell him).



Thyrm

Thyrm is the only planet orbiting a white dwarf at the edge of the Earth corporation's charted space. Thyrm has no moon and is about three quarters the size of the Earth, with an equatorial circumference of approximately 18,300 miles. Its orbit is erratic, and wanders its star's far and near habitable zones, subjecting the planet to gradual but radical temperature changes from tropical to arctic, over periods of thousands of years. Currently Thyrm is nearing the outer edge of its star's habitable zone, so the climate is approaching the deep freeze stage of an ice age.

As ninety-nine percent of the planet's surface is submerged (indeed, nearly half of Thyrm's mass is water), a little over two thirds of the planet is always covered in huge, floating sheets of ice anywhere from one hundred feet to two miles thick. These sheets of ice are constantly moving on Thyrm's oceans, rifting and colliding, forming miniature seas filled with ice bergs and then closing back over them. The only sheets that are fairly stable are those that have frozen around the volcanic island chains.

The remaining third of the planet's climate is temperate in nature. It can get as cold as its poles during its ninety (Earth-type) day winters, but in the interim temperature can warm up to as high as forty to sixty degrees during the day. Thyrm's years are short, but its days and nights are long.

It takes thirty-six hours for the planet to turn once on its axis. However, Thyrm completes one revolution around its sun in a matter of only one hundred and ninety earth-type days, or one hundred and forty Thyrm-type days.

Because of Thyrm's sluggish rate of tectonic plate creation and subduction (approximately 1 inch of sea floor created every ten years), and high content of heavy minerals, huge undersea volcanoes have built up around the converging trenches and spreading rifts of the sea floors. These often poke through the ocean's surface, and these peaks make up the volcanic island chains (Thyrm's only dry land).

Also, because of high heavy mineral content, and because most of the planet's fresh water is locked up in ice, the saline content of the water on Thyrm is about half again what it is on Earth.

Besides being tinged faintly blue by its sun, Thyrm's atmosphere provides two unique features with which the characters will have contend. First, the oxygen content in Thyrm's air is unusually high. Not high enough to harm anyone, mind you, but high enough so that any character breathing without apparatus will be "happy" for a while.

This should show up on any atmospheric tests (if any are made) and, if known, provides the characters with two choices. One, they can spend the whole adventure in environmental suits; two, they can acclimate their bodies to the increased oxygen content of their air.

Characters breathing without apparatus become "oxygen drunk" almost immediately upon contact with the air. This condition last for 2D100 minutes minus the character's constitution, with a minimum of ten minutes. Any action undertaken during this time will be rolled at half normal skill level, due to the distracting effects of intoxication. Not being acclimated to the atmosphere may catch up with the character later, (because an individual will suffer oxygen intoxication if his/her breathing apparatus is breached). An "oxygen drunk" will wear off 2-5 turns after a breach in gear is sealed.

The second property of Thyrm's atmosphere to be wary about is her storms. Thyrm's skies are as turbulent as her surface. If a random encounter indicates a storm, it will last for one to eight hours of subjective time; that is, characters will move through, or sit through one to eight hours of storm. It will take twice as long to back out of a storm as it does to move into it.

Lone characters (on land) or grounded vehicles will experience no difficulty during a storm. However, any unprotected character swimming in deep water (twice their height) must make a dodge roll to avoid 2d6 points of drowning/battering damage every minute. Any swimming character may only stay afloat a maximum of thirty seconds for every point of strength they have.

The pilot of any hovercraft moving through a storm must make a successful piloting roll for every hour or fraction thereof within the storm to avoid 5d10 points of battering damage to the 'craft. If a 'craft is destroyed over a large

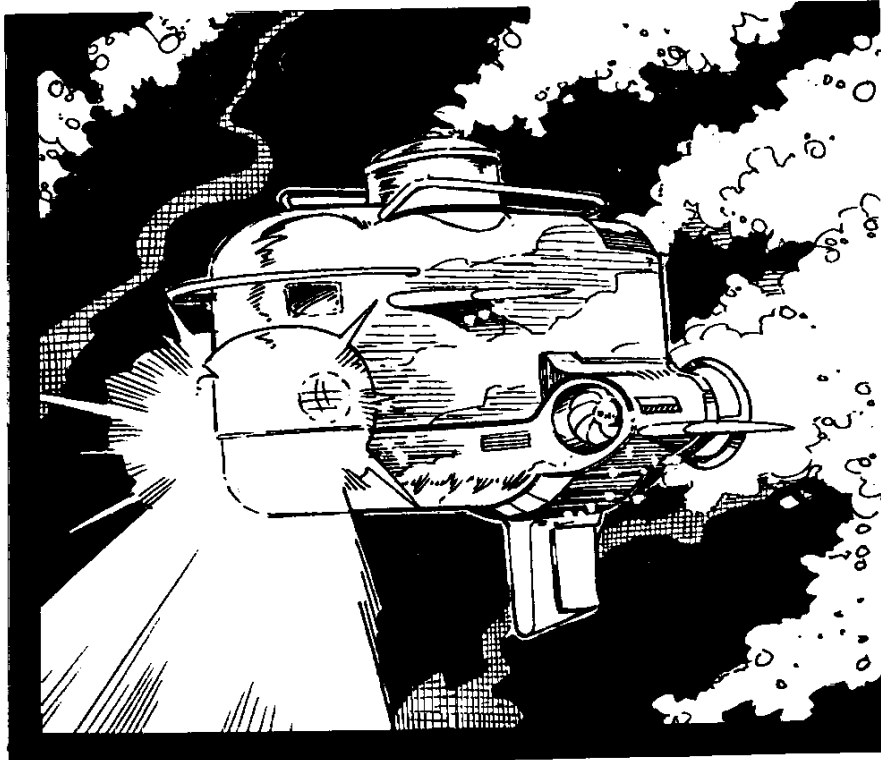
body of water, it will fall to the waves and begin to sink in three minutes. The hovercraft will be submerged in six minutes, and begin to sink at a rate of ten feet/minute thereafter.

The pilot of any helicopter moving through a storm must make a successful piloting roll for every ten minutes within the storm to avoid taking damage as a hovercraft. A helicopter sinks as a hovercraft.

Submersibles take no damage unless surfaced, in which case treat them as a hovercraft. One would hope that their Justifiers have the good sense not to be attempting to drive an ATV over deep water.

Anyone piloting a craft through a storm must make a navigation check every hour or fraction thereof within the storm, or be thrown off course by 10-100 degrees (1d10x10).

If the GM has a real cruel streak he can offer a 1% possibility of being struck by lightning per vehicle, per character, per storm. Consider this a particle beam cannon. Ferrous metal armor is no protection!



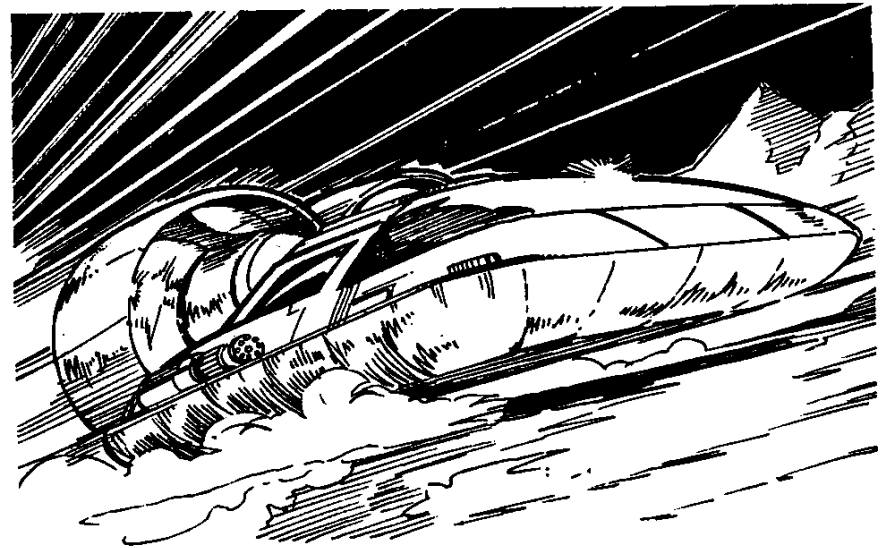
Travelling

The player-characters have been provided with a new vehicle to help them complete their journey to the north pole of Thyrn. The heavy-duty hovercraft takes the place of the standard hovercraft and the ATV truck, and is fully described in the back of this sourcebook. While it is quite capable of making the necessary journey in good time, it should be noted that any storms encountered will result in loss of its solar panels for as long as the hovercraft is in the storm. It will be necessary to stop and recharge the batteries afterwards. Also, the environment of Thyrn can be notoriously hard on equipment as well as personnel. Don't be afraid to mess up the hovercraft; it will give the engineers something to do.

Schedule of Events for NPC Teams.

These schedules are given for use with the pregenerated NPC teams as a general outline of their actions on Thyrn. A team's schedule should be disregarded if that team is being used by players, as they will make their own decisions. The GM should realize that whichever schedule(s) are used for the NPC team will be modified by the actions of the Playing group, and their encounters with NPC teams, or actions within the citadel (depending upon who arrives first). The GM should be prepared to do a fair amount of role playing and improvising when playing the NPCs, as players can and will take actions not in anyone's idea of the "script".

In addition to the statistic changes given for encounters with pregenerated characters as NPCs, additional important statistic changes are listed in the schedule at time of wounding.



Garfield Enterprises

June 5, 0403 hrs: The City of the Sun, a Garfield Enterprise shuttle, arrives in orbit of Thyrn and immediately begins landing without deployment of satellites.

0515 hrs: Shuttle sets down in the large archipelago. Crew begins assembly of hovercraft; shuttle is secured, camouflaged, and gear is stowed.

1247 hrs: Crew disembarks for polar cap using the route outlined on the map of Thyrn. Encounters swarm of fliers in first hour and must stop for repairs.

2403 hrs: Arrival at ice cap. Stops to rest for 5 hours.

June 10, 2100 hrs: Team reaches outskirts of the installation's planetary damping field and lands hovercraft. Begins trek to the entrance.

June 11 0100 hrs: Discovers ice over ruins' entrance. Camps for the night and runs into the ice worm that lairs in these parts. Worm takes three quarters of his Con in damage and runs away.

1400 hrs: Ice is cleared away from entrance and ascent into the ruins begins.

1532 hrs: Team reaches grav-train station. While investigating, Pedro finds and activates a dormant console. He figures out how to communicate with the computer, and the computer realizes that it has intruders. The encounter ends with Pedro attempting to cyberpathically control the computer and failing, leaving him with half his resilience, but he does manage to open a blast door leading to the interior of the ruins.

2132 hrs: The computer shuts off the gravity on the habitation level. Team is locked in a savage battle with two security robots. Betti Cutts and Kurt both wounded to one quarter of their Con. Secrobs are demolished.

2219 hrs: Crew finds wreckage of ship and investigates.

June 12, 0215 hrs: Proceeds to residential level.

0347 hrs: Finds hospital and investigates while resting for a few hours. Pedro and Llewellyn get one medical machine to work. Using it, they cure Kurt but Betti fails her Con roll vs. a virile gene tailor, and begins to lose twenty points each of IQ and Wis over the next twenty days, with a mild fever that causes her to be -10% on all her rolls. The team stops fiddling with the machine.

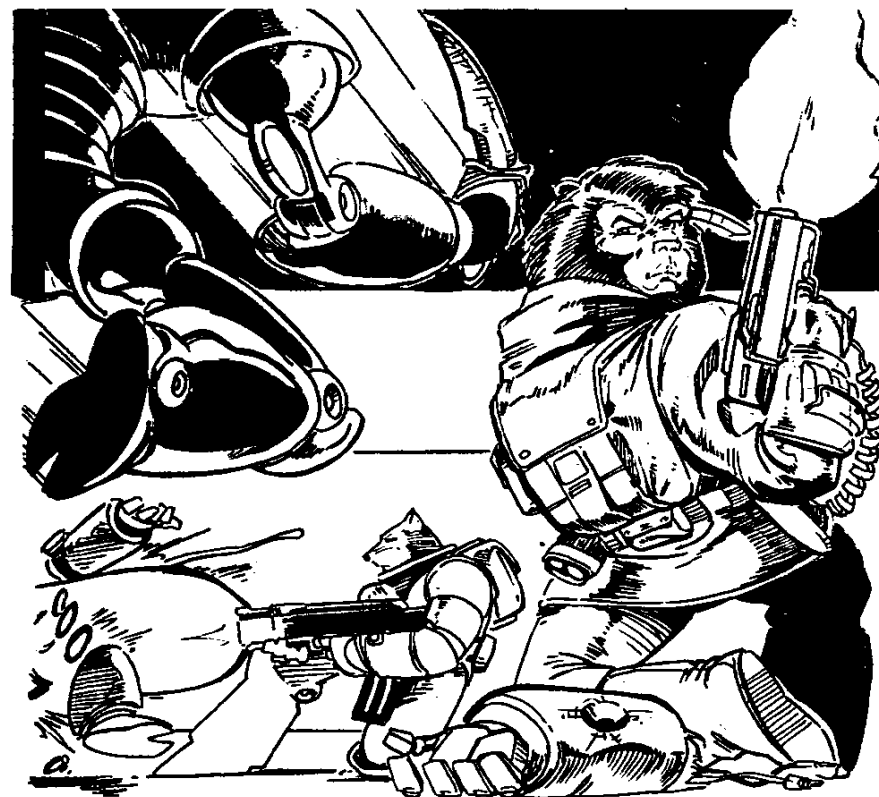
0952 hrs: Upon leaving hospital, team is attacked by a dozen monkey-bots. All monkey-bots are destroyed except for two that scurry away badly damaged.

1022 hrs: Begin ascent to garden level.

1256 hrs: After quietly avoiding dangers of the other levels, the team encounters the computer in its lair. While the rest of the team is battling a second group of the monkey-bots and secrobs, plus three janirobs, Pedro finds the computer mind and discovers where the link to its hardware is. He melts the link into oblivion (through the transparent wall) with his laser pistol, thereby making the computer powerless. Team then proceeds to set up camp and rest. While most of the team is sleeping and relaxing in the armory, Pedro is working with the computer; Algonquin and Kurt ease away and begin raiding rooms on the residential level, hoping to find artifacts for possible resale.

June, 13 0918 hrs: Pedro begins to set up the TransMatt..

1600 hrs: The TransMatt is complete. The first team of scientists will be through in approximately 11 months.





Enclave LTD.

June 5, 0430 hrs: The Astral Dolphin transmatts into the vicinity of Thyrm, deploys its satellites, and begins to land.

0607 hrs: Enclave's shuttle lands on the western tip of the 200 mile long island and prepares to disembark for the ice cap.

1235 hrs: The Enclave team disembarks and heads for the ruins.

June 6, 1041 hrs: Team arrives at the edge of the ice cap.

June 9, 2100 hrs: Team crashes. Lands hovercraft roughly and grabs gear in preparation for the hike across the stable ice sheet that has formed among the islands of the ring.

June 14, 1200 hrs: Team arrives at the ruins and begins to dig their way in.

1600 hrs: The way is cleared and the team sets a trap for any team that follows them: A trip wire will set off a HEAP grenade planted in the ice above the opening. Any character that does not make a dodge (Agility) roll will be caught in the blast (at -4 dmg due to the ice it is buried in), and any who do not make

another dodge will suffer an additional 4d6 + 3 damage each from the avalanche of ice that will follow.

1652 hrs: Team reaches the train station and, after looking around for a bit, rests.

June 15, 0824 hrs: Blast door wrenched open, team proceeds in.

1136 hrs: Finds and investigates the ruined starship on the docking level.

1207 hrs: In attempting to get to the residential level team is caught in the path of a janirob. Though the robot is destroyed, the computer is alerted to the presence of intruders.

1415 hrs: Team is found and attacked by three secrobs, and then two drudgerobs sent to aid them. Barrabas is slain.

1607 hrs: While investigating personal rooms, Alvin finds an Environ field.

1700 hrs: Team investigates arena.

1732 hrs: Proceeds to the hospital.

2000 hrs: While hacking and slashing their way through the garden, team is involved in a slugfest with the Agrob and monkey-bots, as well as some of the more dangerous garden beasts.

2028 hrs: Found and attacked by 2 janirobs, 4 monkey-bots, and 1 drudgerob; team suffers no further loss. Attackers are destroyed.

2102 hrs: Team stops to rest on the office level. Has to ward off a few small animal attacks. Alvin, with Jake's help, figures out what the Environ field is for, and how to use it.

June 16, 0220 hrs: Alvin, using the Environ field, enters the fusion reactor chamber and shuts it off.

0600 hrs: While most of the team rests, Namor, Alvin, and Jake figure out how to turn the power on without turning the computer back on.

1600 hrs: Team starts setting up the TransMatt.

2100 hrs: TransMatt set up and ready for transportation. First team of scientists will transmatt over in approximately 16 months.

ENCOUNTERS

The Rival Justifier Group

If at any time the players' actions indicate that they are in the same place at the same time as the rival Justifiers (as shown by their schedule), then the players will encounter them. Also, if things are going slow and you want to spice them up, feel free to ignore the schedule and throw the rival team in any time you want. If the players encounter their rivals in small numbers, force them to retreat, or flee themselves; then it is possible that the party could encounter these rivals several times during the course of the adventure.

Designer's Note: During the course of planetary exploration, it is not entirely uncommon to run into Justifier teams sent by other Corps. Officially, these encounters never occur. However, all Justifiers teams are discreetly ordered to eliminate any opposition to their Corp's Justification of a planet (the Corps are notoriously selfish). Thus it becomes a matter of the two teams waging a small scale war, with the planet going to the winner. Sometimes, Justifier groups that are not particularly loyal to their Corp will attempt to parley with their opposition, but these talks usually break down, since in the end only one team can claim the planet.

The Environments of Thyrn

Thyrn can be divided up into three distinct environments: the volcanic islands, the temperate oceans, and the polar caps. Each environment has its own quirks and dangers, many of which the characters will run into on their trek to the ruins.

The Volcanic Islands

There are approximately fifteen hundred to two thousand volcanic islands, scattered evenly over the face of Thyrn, in clusters or chains of three to twelve. About two-thirds of these islands have active volcanoes on them. Of these, about half will be smoking, rumbling, or otherwise showing signs of activity. The islands are broad plates of volcanic rock that rise to one or several craters anywhere from one thousand feet to five miles above sea level.

Terrain tends to be rugged, but there should be no hindrance of movement on the islands to any of the vehicles supplied by the corps. However, individual movement rates will be cut to three quarters normal, due to craggy surfaces, loose pyroclastics (chunks, boulders, and pebbles of volcanic materials that were blasted from the cone while still solid), and the heavy, low lying vegetation natural to these islands.

There is a great sloppy ring of islands, nine hundred miles in diameter, situated under the ice in the northern hemisphere. On the opposite side of the planet, in the temperate zone, are two more long parallel chains, approximately four hundred and fifty miles apart. One runs from near the south pole to the equator, while the other bridges the temperate zone, with one end buried firmly in each icy sea. Situated roughly between each of these areas is a solid chain of volcanic island two hundred and thirty five miles long, crossing the equator at a slight diagonal. One great archipelago, numbering approximately five hundred islands, all situated around a great six by six mile island, is roughly under the ring by a thousand miles, though on the opposite side of the planet. Smaller chains occur in bits and dribbles, at intervals around the planet.

There is very little fresh water on active volcanic islands. There is a thirty percent chance to find a freshwater pond or small lake on any given island. On actively volcanic islands these will be hot springs and the sides and bottom of these springs will be coated with colorful mineral deposits. On inactive islands freshwater springs will be ice-cold mountain runoff (even in the middle of summer!).





Fauna

Native life on Thyrn has never evolved to the level of even aboriginal intelligence. In fact, life never evolved beyond Thyrn's analog of the worm. All life on Thyrn is a species of pentagonal worm, which means they are anatomically symmetrical on five sides, and all limbs are multiples of five. Most species of worms on Thyrn are carnivores, since the plant life has put up evolutionary resistance to being food. There is an incredible amount and variety of life on Thyrn, due to the evolutionary pressure of Thyrn's erratic orbit.

Of the thousands of species of worms inhabiting the islands, seventy-five percent of them are harmless to the characters, because they are either members of the few vegetarians species of worm (feeding only on other worms), or they are too small to harm the player characters. The worms of Thyrn take many shapes and sizes, and vary wildly from island to island.

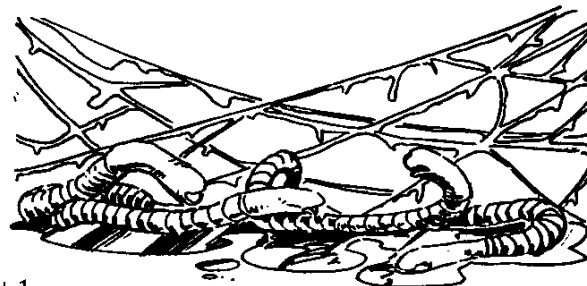
These worms range in size from a fraction of a centimeter to thirty (maybe more?) feet in length. They may look a lot like common earthworms or inchworms, or may take on a sinister form similar to a millipede or tubeworm. Many are pigmented blue-green to blend in with the foliage of Thyrn, but there are worms who are brightly colored to scare predators away, or dull or darkly colored so they are less visible at night. They burrow, swim, or hide amongst the plants. Some worms even fly.

Feel free to use any of these descriptions of the worms that are a common feature of this environment. After all, characters are likely to spot them in their wanderings, and even likely to even pick up some of them as "hitchhikers". Most worms will be harmless, but here is a bestiary of some of the worms that might give characters trouble on the temperate islands.

Designer's Note When the statistics of a creature are being given within the text, some standard abbreviations will be used. # App refers to Number Appearing, or the number of creatures that will be encountered. AV represents the Armor Value, Con stands for Constitution, and Speed is self explanatory. # Att refers to the Number of Attacks that the creature gets to make in one turn, while % to strike gives the number or less that the creature needs to roll to hit. Finally, Dmg gives the amount of Damage that the creature can do with its attack.

Web Worms

# App:	D6
AV:	3
Con:	2d10
Speed:	10
#Att:	1
% to strike:	45%
Dmg:	1/2 d6 + 1



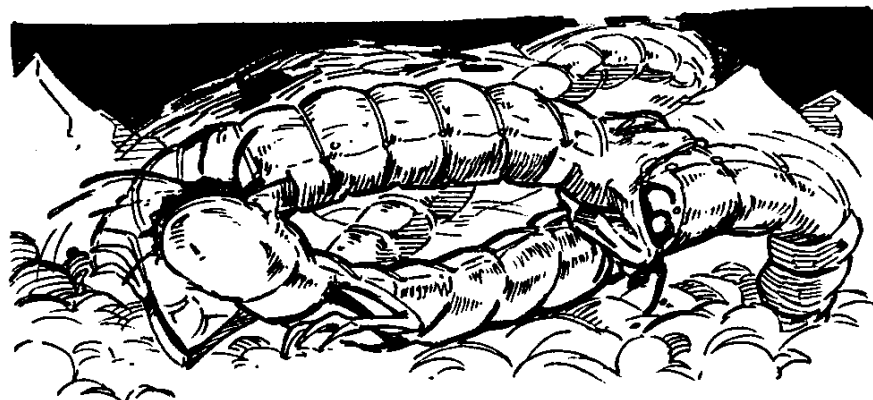
Web worms build nests of tangled sticky threads among the thick foliage of their islands home. If a character encounters a nest of these, they are certain to blunder into the webs. Once prey is ensnared in their webs the worms will rush out of hiding to attack prey with a bite. The worms inject a poison (roll vs Con) that paralyzes. Paralyzation lasts for minutes equal to 100-Con (minimum 5 minutes). Once all creatures within their nets are subdued, the worms move in again to bite, and fasten on, draining d6 points of body fluid/minute until they have satiated themselves, with damage in blood equal to their Con.

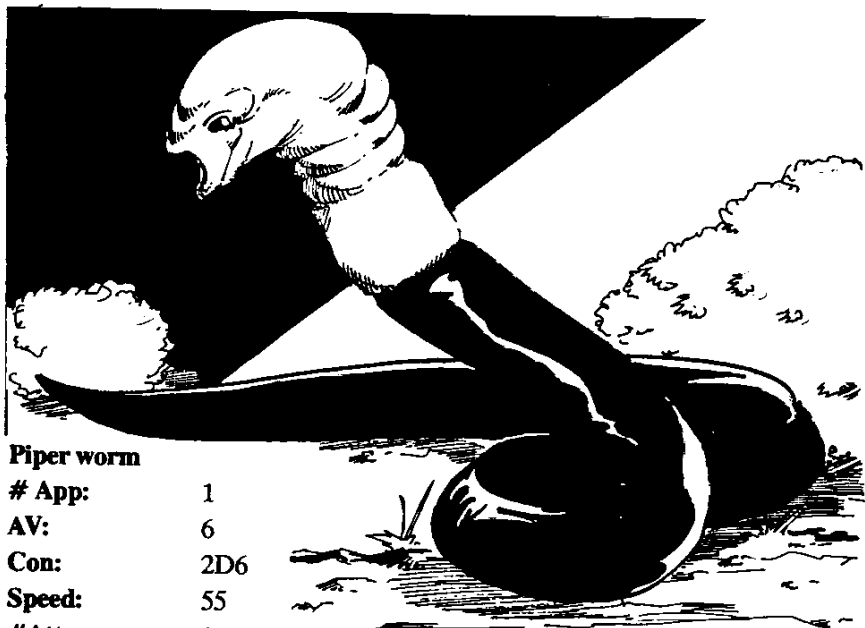
Ground worms

# App:	D6
AV:	6
Con:	3D10
Speed:	10
#Att:	1
% to strike:	65%
Dmg:	D6 + 11



These burrowers hide directly beneath the surface of the ground and attack any passing vibration. Their jaws are so strong that if they do maximum damage in any round, and the attacked character fails their Dodge roll, that character will lose a foot.





Piper worm

App: 1
 AV: 6
 Con: 2D6
 Speed: 55
 #Att: 1
 % to Strike: 75%
 Dmg: 1/2 D6

Bulbous headed and armored, these vegetarian worms are capable of combat but rarely rely on their own natural weapons, fighting only if cornered. Instead, they use a latent, instinctual psionics (animal control) to summon more aggressive worms to their aid. When this creature is attacked, roll another random encounter (discounting harmless worms or storms), and determine numbers accordingly. These more aggressive worms will arrive in one to three combat turns and attack the piper worms' attackers. The piper worm is very fast, and any character attacking it is at -15% to hit.

Tiny Poisonous worms

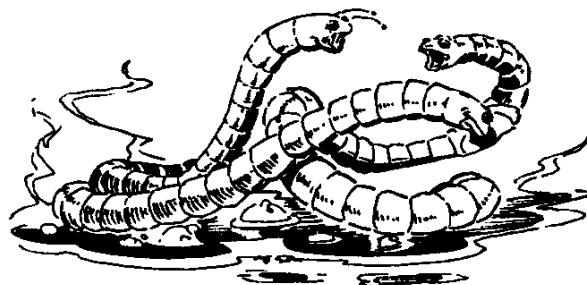
App: 1
 AV: none
 Con: 1
 Speed: 10
 #Att: 1
 % to strike: 85%
 Dmg: 1



These tiny worms do no surface damage with their bite, but are virulently poisonous. If a Con save is missed, a bite victim will become incapacitated and take 2d10 body points every minute until treated properly for poisoning or the victim dies, whichever comes first. These worms are often brightly colored, to warn off larger predators. A successful Wisdom roll will notice the worm before it bites, and a successful attack will smash it or sweep it off.

Acid worms

#App: 2D6
 AV: 6
 Con: 2D10
 Speed: 30
 #Att: 1
 % to strike: 45%
 Dmg: 1/2 D6 + 6 (Acid)
 1 Small Bite



Small carnivorous worms that secrete an acid developed to circumvent chitin. The acid does an even seven points of damage each combat phase to any surface it contacts for three combat phases. The worm starts chewing its way in after the acid. It is immune to its own acids.

Carnivorous worms

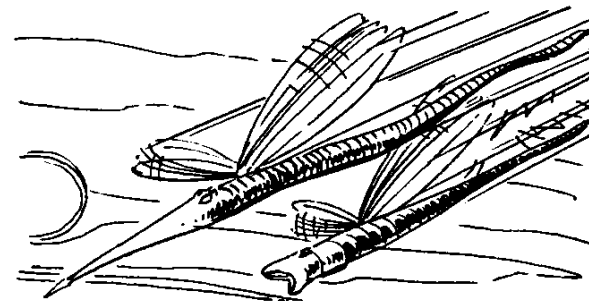
#App: 3D10
 AV: 6
 Con: 3D10
 Speed: 50
 #Att: 1
 % to strike: 55%
 Dmg: 2D6 + 3 (Bite)



These small, but deadly, predators hunt or nest in packs and will attack anything that happens to cross their path, regardless of the odds.

Flying worms

#App: 3D10
 AV: 4
 Con: D10
 Speed: 10/70
 #Att: 1
 % to strike: 65%
 Dmg: D6 + 1 (Bite)



There are two kinds of these flying predators, the fluid-drinkers and the egg-layers. Each has the same basic stats, but each also has a special attack that it uses against living creatures.

Fluid drinkers: When these creatures attack with their long barbed proboscises, they attach themselves and begin to drink the next combat phase, stealing 1/2d10 points of fluids every combat phase until its victim dies or breaks free. One of these creatures can be pulled off with a successful roll under strength on a d100, doing 1/2d6 damage to the host (from the barbs).

Egg Layers: The round after the fluid-drinkers attack, these flying creatures close in, deposit a clutch of eggs, do an additional 1/2d6 points of damage, and then detach and fly off to die somewhere.

There is only a thirty percent chance that the eggs will gestate in an alien host. If they do, then the character will take 1 body point of damage every day, and forgo all healing, until the eggs hatch d10 + 3 days later (or the character dies, at which point the eggs also will die).

Upon completion of the gestation period, the infected body part will burst open in a spray of 3d10 + 3 small fliers, doing 3d10 points of damage to the host, and then attempt to escape. If the eggs do not gestate, they will rot within the host, doing d10 points of damage every day until removed by a surgeon. Note that the eggs, gestating or not, cannot be detected by any means short of an x-ray or a doctor's thorough examination.

Fliers often journey over water for long periods of time and are light enough that they can rest on water. If a pilot encounters a swarm of flies while traveling over the wide ocean, he/she must make a successful air to air combat roll to avoid intercepting the swarm. Intercepting a swarm is the equivalent of being attacked by a percentile roll of the swarm (those little armored bodies do damage at high speed).

Possible Encounters	
Die Roll (%)	Encounters
01-10	Web Worm
11-20	Ground Worm
21-25	Tiny Poisonous Worm
26-30	Piper Worm
31-45	Carnivorous Worm
46-55	Storm
56-75	Vegetarian Worm
76-80	Acid Worm
81-85	Flying Worm (Egg Layer)
86-99	Flying Worm (Fluid Drinker)
00	Rival Justifiers

Flora

The flora on the islands has developed to survive in a harsh environment. It consists of tough, low lying plants similar to vines and shrubberies. Plants on the islands have thick, leathery skins and dense, fibrous flesh. Though supple instead of rigid, plants are hard to cut and definitely unpalatable.

There are no analogues to Earth tree leaves, as the turquoise pigmented chlorophyll that sustains the local flora is contained in their leathery bark. There are no flowering plants, because these are too susceptible to predators. Seeds are even tougher than their parent plants, with woody shells and meat. Most seeds from Thym plants are capable of floating and/or remaining dormant for long periods of time. Most of these plants do not exceed five feet in height, and form a thick matted carpet of undergrowth that is impossible to move through without a chopping device. Though individual species vary wildly from island to island, there are several stock plant types that can be found on any island.

For instance, there are the island "vines". These are thin, more supple plants that tend to grow up around shrubbery or trees, though some grow along the ground. Some of these are parasitic and root into other plants. They can grow up to ten feet in length by winding themselves among several plants, and up to six inches in diameter, depending upon species. Vines produce small, sticky seeds upon their length, and characters will probably pick up some of them on a trek through the underbrush. A typical vine will have an AV of four and five to thirty body point, depending on width.

The most common type of plant on the temperate islands is the "shrubberies". These are clusters of short, upright, semi-rigid stalks with hundreds of soft, thumb-sized branches all along their length. A cluster can grow to be about five feet in diameter, with individual stalks being only a few inches around. Shrubs produce small seeds on their branches. Typical shrubberies have an AV of four, with less than ten body points/stalk.

Thym "trees" are thick, rigid stalks with long, thin branches. Depending on the species, branches will be ringed around the top or spread evenly along the stalk. Trees have thicker skin and a AV of five, while their thick stalks have forty to seventy body points. Branches grow to three feet in length.

The Oceans of Thym

Except for storms, there are no natural barriers on the open seas. Water and air vehicles may precede at full speed. Player's must be careful of entangling their vehicles in the aquatic vines mentioned below. These vines are capable of fouling the propeller blades of boats and hovercraft. The Thym world map shows areas of heaviest concentration, but these vines can be encountered anywhere on Thym's seas.

Flora

Thyrn's oceans are full of hardy and colorful seaweeds that proliferate throughout the seasons. Closer to shore are branched species similar to the inland shrubberies. Farther out to sea the most common plants are aquatic vines that grow in thin, but very rubbery ribbons, six inches wide, capable of growing up to a mile long while suspended in deep water. Some grow so tall they collect at the top of the ocean in tangles (AV 3, Body 3). Another type of plant is an aquatic vine that floats in masses on the ocean, on large air sacks that grow along their fronds.

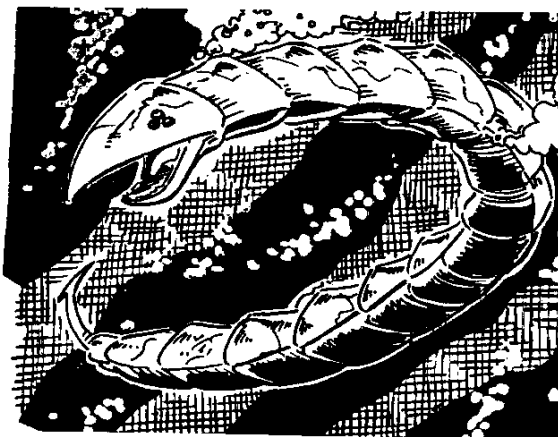
Fauna

The oceans, from temperate to most frigid, abound with worms. The most common is a species that grows no more than three centimeters long. This species multiplies, forming great clouds at the surface of the ocean, sometimes miles in diameter, staining the ocean black. Predators and prey hide and hunt within, as well as feed on these clouds. Observers can spot thousands of species of worms, singly or in schools, garishly colored, swimming on tiny paddle-feet or gliding sinuously, like a snake. Worms that have analogues on land include swimming carnivorous worms, and the acid worms (who need to cling to their prey under water). The aquatic species of these worms have an AV of 5 due to lighter chitin.

Species of worm unique to the depths include this bestiary:

Blade worm

#App	1/2D6 + 1
AV	8
Con	10D10
Speed	70
#Att	3
% to Strike	55%
Dmg	2d6 bite
	5d6 sideswipe
	3d6 tail hook



This underwater beast is the second nastiest predator in the seas. It grows up to fifteen feet long; is equipped with a jagged, bony carapace that can be used to sideswipe prey; a set of powerful jaws; and a dagger-like barb at the end of its tail. A group of these is equipped to take on anything, even a vehicle, which they will attack, believing it to be a competing predator. They are quick and mean, but they can attack only one creature at a time.

Hydra worm

#App	1
AV	4
Con	12D10
Speed	45
#Att	10
% to strike	45%
Dmg	See below



An unarmored worm that grows up to ninety feet in length, the Hydra has ten long arms sprouting from its front end, each with five "fingers" (no opposable thumb). The creature is hot pink in color, and its tentacles vaguely resemble the human arm. The creature attacks with all these arms, attempts to grapple with them; and, in the next combat phase begins to constrict, doing 2d6 + 3 points of damage, plus d6 for every extra tentacle that hits.

A man sized creature can be attacked by only one tentacle, but something the size of a rhino or elephant humanoid could be hit by two. A 'craft, however, could easily accommodate all ten! Each tentacle has one twelfth of the creature's total body points, the remainder are assigned to the main body.

Possible Encounters

Die Roll (%)	Encounter
01-15	Plankton Worm Cloud
16-25	Hydra Worm
26-30	Blade Worm
31-35	Island
36-55	Storm
56-70	Vegetarian Worm
71-75	Carnivorous Worm
76-80	Acid Worm
81-95	Flying Worm (Drinker)
96-00	Flying Worm (Fluid Drinker)

The Ice Caps

Because of the constantly shifting nature of the floating polar glaciers, movement in these regions is very difficult, unless moving on one of the more stable sheets of ice that has frozen around the island chains. Individual movement on

the shifting ice sheets is at 3/4 speed walking (unless aided by snowshoes or the like), and often blocked by tremendous rifts filled only with icy ocean. Helicopter movement is normally unblocked, as is submersible movement. Hovercrafts can move only at one quarter speed among the dangerous icy cliffs. Any higher rate of travel will force the pilot to make a check against his skill, with failure resulting in impact damage (ice bergs should be considered to be moving at a speed of at least one).

Survival in the ice fields

Armored or hard environmental suits are adequate protection for arctic weather; as is heavy, padded cloth (many layers), being in a shelter within five feet of a heater, or the heated interior of any company supplied vehicle. Characters in an arctic environment without adequate protection from the elements will suffer 1/2d6 points of cold damage for every minute they remain unprotected, and after the first minute must make a save vs. constitution to avoid breaking down into helpless fits of shivers every two minutes.

Water increases the damaging effects of cold. Any unprotected character plunged into arctic waters will suffer d6 damage and immediately be subjected to a save against constitution to avoid paralysis. This save must be made every minute the character is in arctic waters.

Ice

Ice has an armor value of 4 and can withstand 50 points of damage per square yard. Heat does double damage to ice, and ignores all armor values. All ice is covered with at least three to eight feet of snow.

Flora

The plant life in the Arctic reaches of Thyrn is sparse at best. There are a dozen species of lichen that live on the ice here. These grow in patches of up to ten feet, and are fodder for some polar worms.

Fauna

Worms teem on the polar caps just as they do other places on the globe. The only worms that aren't carnivores, though, are a few species of grubs that look like colored roly-pollies. Ground worms have a amphibious polar relative that lives in ice and can swim, as do carnivorous worms, piper worms (who sometimes call the gentle whale worms to bash the ice underneath an attacker and set them off balance), acid worms, blade worms and the fliers. All have stats equal to their temperate cousins, with the addition of an extra die of Con for each, and two extra points of AV.

The polar realms also spawn some beasts of their own:

Ice worm

#App	1(70%) or 2(30%)
AV	14
Con	3D10 x10
Speed	75
#Att	5
% to strike	65%
Dmg	2x5d6 + 3 claws 2d6 talons 2d6 tongue



By far the most fearsome predator of Thyrn, this amphibious monster delights in burying itself in drifts of snow to wait for unwary prey. The beast is 75% unlikely to show up on a heatscan, due to its low body temperature, and is colored bone white, to hide itself better. It attacks with two great reaper-like claws as well as two small talons and its grappling tongue. Once the tongue has grabbed its prey it secretes an acid that does seven points of damage every combat phase. These creature grow to be very old, and where two of them are found together they will be mates.

Worm Whale

#App	1/3 D6
AV	8
Con	2D10x 10
Speed	55 (water only)
#Att	1
% to strike	35%
Dmg	1D6x 10



These huge, but gentle, worms roam arctic seas feeding on smaller worms. They are normally quite pacifistic (anything they can't swallow without a fight, they leave alone), and only attack when forced. However, these gentle monsters have a tendency to surface under the ice, breaking and upsetting the surface bergs and generally causing a lot of havoc. Treat this form of attack as a vehicle encounter, using speed and body (in this case Con) to figure the amount of damage in a given area. Treat the damage as Area of Effect Fire.



Possible Encounters

Die Roll (D%)	Encounter
01-15	Plankton Worm Cloud*
16-30	Worm Whale
31-35	Ice Worm
36-40	Flying Worm (Egg Layer)
41-65	Storm
66-70	Flying Worm (Fluid Drinker)
71-85	Vegetarian Worm
86-90	Acid Worm
91-00	Blade Worm**

**Where appropriate substitute a Ground Worm.*

*** Where appropriate substitute a Piper Worm*

The Ocean Bottoms

There is one more environment that characters are unlikely to explore while they carry out their primary duties on Thyrm, but may make an interesting adventuring ground later, if they are ordered to justify the planet or explore for further Ancient ruins. This is the floor of Thyrm's roomy oceans. The tons of organic matter that drift down in the form of dead worms and plants settle on the broad, flat plains of the ocean floors to create a mire of organic slime. This mire, especially near breaks in the planets crust, is a breeding ground for some rather odd types of life. The only way to explore this area, of course, is to use a submersible or an environmental suit, and anyone attempting to walk the sea floor will find themselves immobilized in the top layers of twenty feet of slime.

Flora

The ocean floors are populated with species of luminous fungi in a variety of colors.

Fauna

The ocean floors are home to all sorts of carnivorous worms, including a variety of worms with transparent flesh and chitin, and some luminous species. The creatures down here are big, but never come to the surface, so that the only danger comes from invading their territory. Most of these creatures track prey by light and sound emissions alone. If a worm cannot see or feel prey down here, then it probably isn't prey. An insight of this nature would probably save characters from large predators.

The Space Port of the Ancients

The space port is carved out of solid rock, under the cone of an extinct volcano. This volcano rises a mile high from an island approximately four miles in diameter. It is part of the great polar circle of island chains, situated on one of the islands near the bottom of this circle, and linked by a sheet of ice that extends about two miles into the ocean around to its closest neighboring islands, also dormant. Vehicles approaching within four miles of the installation (the edge of the ice sheet) will find their power mysteriously cut as they run into the planetary defense electricity damper.

This stable ice sheet is also the regular stomping ground of an old ice worm, who is likely to notice any activity in his territory and investigate. This worm has 210 body, but is missing a small talon due to a past battle with a nest of ground worms.

The installation itself is a scatter of odd shaped chambers and tubes that lead in any direction at a number of hazardous angles. The walls of the installation are made of an obviously artificial substance that looks like plastic yet has the tensile strength of stone and malleability of steel. The ancients seem to have developed the perfect building material with a synthetic, plastic metal. Walls are any number of sizes or shapes, but tubes tend to be a uniform ten or twenty feet in width, and ribbed with joints every sixty feet. The walls of any chamber or tube are three feet thick even, and if anybody happens to work his/her way through them they will find smooth igneous rocks. The installation is not lit in areas that the computer is not using, and the air within the installation is the same high oxygen mixture as outside.

The Computer

The whole installation is directed by a huge artificially intelligent computer that the Ancient colonists left dormant to guard the installation for their return. When the computer was originally programmed it was given three prime directives: 1) Guardianship - no one without the proper sequence of commands is to enter the Thyrm system or this space station; 2) Curiosity - the computer must seek to solve all problems that it comes upon, and to study all new phenomenon it encounters; 3) Survival - the AI must keep the installation intact until the ancients return with the proper sequence of commands.

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When the ancients left they took one of the computer's three vital programming cores - the memory core containing specific information about the Ancients, their culture, who they were, and what they were doing. They left its artificial intelligence programming, and the technology programs; but, when the computer awoke from dormancy, alarmed by an intruder in its solar system, it knew only its prime directives.

In addition to the prime directive programming in the AI core, the computer has a vast array of practical programs stored in its technology core. The computer possesses all the skills of field engineer, pilot, planetary science specialist, and field doctor, as well as advanced skills in linguistics, cryptology and all weapons technology. Each skill is at a level equal to twice the listed career score plus sixteen percent. In addition the computer has the following standard skills with increased proficiency: Biology (marine), physics, ecology, botany, zoology, surgery; chemistry at 76%; and robotics at 46%. It has non-standard skills in the following areas: Gravity control and electricity damping technology at 46%, plastics technology 66%, genetics 80%, and broadcast power technology 45%.

Since awakening, the computer, desiring to fulfill its prime directives and restore the installation to full repair, has rebuilt its mnemonic core from designs in its technology core, and built itself "hands" (The Bug-Eyed Monkey-bots) to carry out its work. For six hundred years it has prepared to fulfill its roll as guardian by repairing robots and security screens, building the intruder smasher, and pondering tactics and strategy. For six hundred years it has awaited the return of its masters, wondering, sometimes, where they could be, what and who they are.

The computer has developed one weakness in all this time: its garden. To restore the complex, the computer restocked the garden from the science lab gene banks. It soon realized that its garden needed too much maintenance, and to solve this problem it has attempted to create a perfectly balanced, self supporting environment. It does this by tailoring plants and animals into a biospheric puzzle. The job is about three quarters of the way through. It needs to find some natural food sources for a few of its species that won't upset the rest of the biosphere, and so fourth. This garden is really the only thing that satisfies the computer's drive for new information, and it has grown to love its hobby. Anything that threatens the gardens will be forevermore in the bad graces of the computer, and it will defend the garden as best it can (without destroying the garden in the process). The computer is going to be intensely curious if a Justifier tries to interact with it through its consoles. When it realizes that these intrusions into its system are from an outside source, the computer will attempt to find a common medium of communication with any sentient being. Chances for this are equal to the chance for figuring out how to use any alien artifact, with linguistics and/or cryptography as the base skill.

Once communication is established with the computer, it will be even more curious, as it has not dealt with other sentients in its new memory span. It will continue to communicate and to ask questions out of curiosity, while it sends two secrobs to wait around the corner to ambush them and prepares to defend the integrity of the installation. While the computer is fascinated with these newcomers, and is quite distraught at having to annihilate them, it cannot override its primary programming. It will be as helpful as it can every time the characters manage to contact it through a console, meanwhile attempting to utterly obliterate them in the tubes.

If anything foreign to the computer's environment is located via a robot, with which the computer has not communicated, the computer will send two secrobs and set up defenses, to blast away at them without regret. It is not able to understand that a creature is sentient if it has not communicated with it.

The computer can and will answer questions about any subject that it has skill or knowledge of, except for the following information which has been marked as classified within its systems: Anti-gravity technology, pyrokinesis ray technology, or anti-electricity technology - all technologies mastered only by the Ancients in their day. The computer has no knowledge of faster than light space travel. It also loves to discuss the work it is doing on its gardens.

In either case, the computer is limited in its capacity to deal effectively with intruders within the complex. Within the complex it can only track intruders through the eyes of one of the robots or through operation of one of the consoles. Once the computer has the Justifiers' location pinpointed it can attack in one of the following ways. It can summon robots to attack, which it will do down to its last robot except for the secrob in the control tower, four bug-eyed monkey bots (two which stay in the docking bay control tower and two which stay with the computer), and the agrob from the gardens. The rest it will summon to do battle in the following order: drudge robs, secrobs, janitorial robs, the "Intruder Smasher", and its Bug-eyed monkey-bots. The computer may also attack by altering the environment within the space station.

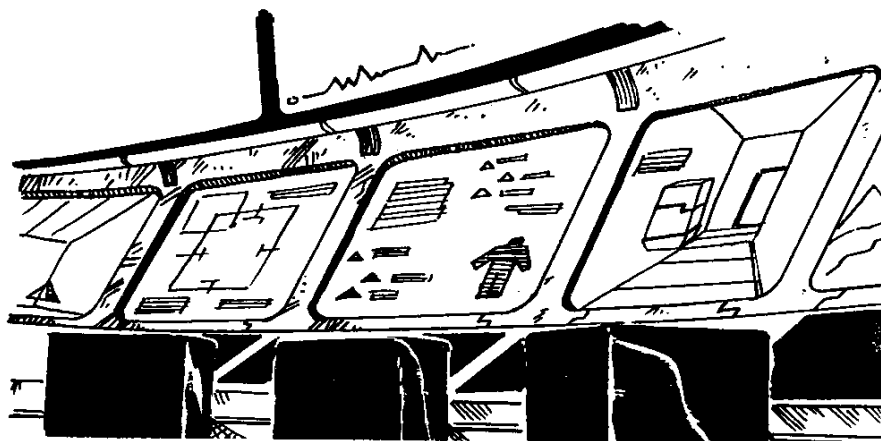
The computer can do things like lower or raise the temperature to killing levels (altering temperature at a rate of 2 degrees/minute in a small area, or 2 degrees per ten minutes on a level), removing all air from a section of the complex, or changing gravity, so that one might fall up, and then down again, or even sideways. Gravity attacks always take two minutes to implement, and are always accompanied by an audible humming sound.

If characters wish to take control of the computer, it is unlikely that they will be able to control the entire system. However, someone with the relevant skills of computer programming or computer technology might be able to temporarily override the computer's orders through a console. The chance to do this is equal to the chance to figure out any artifact in the installation. Things that can be done this way include reversing an attack order given by the computer to robots, or canceling a gravity attack, but nothing permanent such as rescinding the computer's prime directive. A move like this will baffle the computer, who

will be unable to act again in the contradicted manner for ten minutes. All attempts to control or order the computer must be made through a console.

The Computer's Scores

Level	Intelligence	Wisdom	Resilience	M.Str
10	162	198	95	410



The Robots

The computer ultimately controls everything in the complex, including the robots left over from the Ancients and the robots he has built. They are not intelligent, but merely mechanical pawns used as the computer needs. Almost all of them can be used as sensory extensions by the computer, and all of them are run on broadcast power supplied by the fusion plant. All of them have some limited form of attack, as silly as it might be.

Combat probabilities are calculated by adding base strikes to individual weapons skills, plus 16% if the computer is controlling its actions. Robots (except monkey-bots or the juggernaut) can function without the computer running them, but without the aforementioned 16%, and their resilience will only be ten. Only secrobs will attack in this case. All weapons are part of the robots, and may not be easily removed. The computer may control more than one robot at a time. There is a base 1 in 6 chance per half hour of running into a wandering robot on the docking and habitation levels, and a 1 in 6 chance per hour under the gardens. Wandering robots will be (on a d10): 1) 1/3d6 + 1 Secrobs, if intruders have not been discovered, or the intruder smasher if they have; 2-4) 1 Vendrob; 5-6) d3 Drudgerobs; 7-8) Bug-Eyed Monkey-bots; 9-0) 1 Janirob.

Secrobs

Number in Complex	5
Body/Con	60
Armor	10/80
Agl	60
Speed	70
Base to strike	30%

Weapons:

1 Particle Beam Projected Plasma Ejector (20%)

1 attack per round 10d6 + 8 2500 ft. range

Because this weapon is run on a maser, it is not affected by moisture, smoke, or chaff. Its power supply must regenerate for 1 round before it fires again.

2 Heat Rays (Pyrokinesis Beams) (20%)

2 attacks per round 8 points 200 ft. range

This is a beam of heat, rather than light, and is unaffected by laser stopping conditions. It does affect living tissue.

3 Gas Canister Throwers (20%)

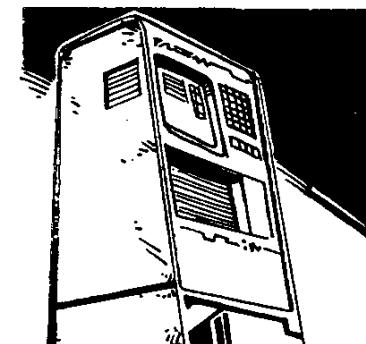
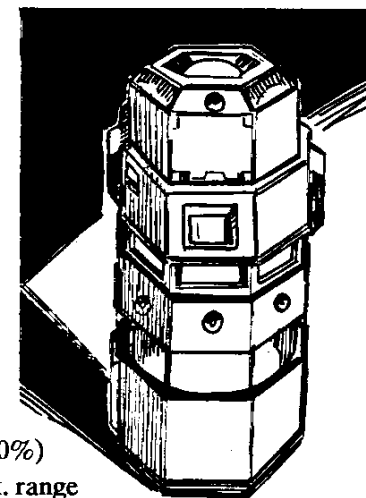
1 attack per round 600 ft. range

Everything in a 100 sq. ft. area must make a Constitution save or be rendered unconscious. Six grenade capacity each.

The robot is also equipped with heat sensors that allow it a base 70% chance of tracking. They look like eight feet tall, eight-sided obelisks with lenses and openings. The robot can attack as many targets in a round as it has chances.

Vendrobs

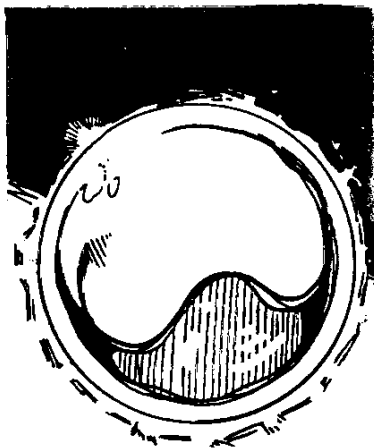
Number in Complex	35
Body/Con	10
Armor	7/30
Agl	30
Speed	40
Base to Strike	10%



Vendrobs were mobile, commercial food dispensers at one time. Now they are wandering junk. Appearing much as Secrobs, if they happen upon wanderers they will dog them until ordered to go away (in the tongue of the Ancients), or food is ordered (with a line of credit established through the computer). These are the only robots that the computer cannot use as a sensory extension, and are equipped only with a food synthesizing cabinet and a dumb screen. They are fairly useless to everybody.

Drudgerobs

Number in Complex	16
Body/Con	30
Armor	8/60
Agl	15
Speed	30
Base to Strike	10%



Shiny spheres a yard in diameter, they are equipped with a tractor presser beam with a strength of three hundred, which they will use to pick up intruders and throw them, or use them as clubs, under the computers direction.

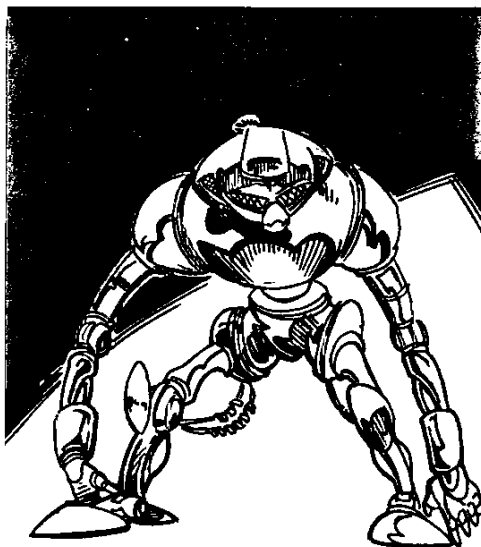
Little Bug-Eyed Monkey-bots

Number in Complex	26
Body	30
Armor	8/60
Agl	85
Speed	30
Base to Strike	30%
Damage Bonus	3

Weapons:

2 Small Talons (d6 + 4 + damage bonus,

These little robots act as the computer's hands and eyes, and it will not send them into battle unless absolutely necessary. They are about two feet tall and look just like their title. They cannot operate without the computer backing them.



The Juggernaut (Intruder Smasher)

Number in Complex	1
Body/Con	70
Armor	14/200
Agl	30
Speed	40
Base to Strike	35%

Weapons:

1 Particle Beam Projected Plasma Ejector (20%)

This weapon is identical to those found on the secrobs.

3 Heat Rifles (20%)

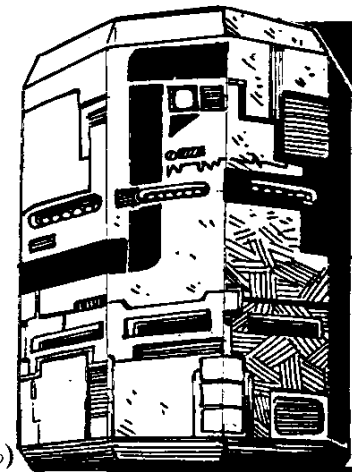
2 attacks per round 16 points 300ft. range

These weapons are identical to the Secrobs' heat rays, only larger. Each rifle may only fire on one target.

1 Missile Launcher (15%)

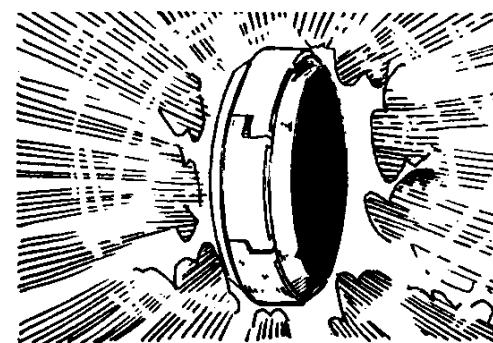
1 attack per round (3 missiles) 6d10(100 ft. radius) 2500ft. range

The Juggernaut has heat sensors that allow it to track with 99% certainty, but it cannot operate without the computer backing it.



Janirob

Number in Complex	18
Body/Con	10
Armor	8/60
Agl	30
Speed	40
Base to Strike	10%



Janirobs are shaped like three meter diameter disks, and travel so as to take up the least amount of space when in the tunnels. They let out bursts of yellowish, crackling energy every other round that fills a hall. This energy does nothing to living matter. However, it does three points of disintegration damage to any non-organic matter. The energy does no damage to energy fields or anything protected by an energy field

Agrob	
Number in Complex	1
Body	30
Armor	8/60
Agl	60
Speed	40
Base to Strike	10%

Weapons:

1 Pesticide sprayer

1 Attack per round d6 per round 30ft. cloud

Anyone caught within this cloud will take the listed damage if breathing unaided, and be helpless due to coughing and choking for three rounds after they leave the cloud. The cloud of pesticide also obscures vision as if it were smoke. The cloud will dissipate in three rounds in the garden's artificially ventilated gardens.

1 Cutting Laser

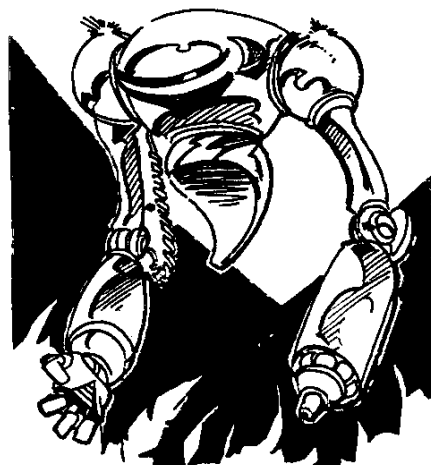
1 Attack per round 4d6 Hand to Hand only

The Agrob is also equipped with a 30 strength tractor/presser beam that is almost useless as a weapon, and heat sensors that allow it to track with 80% success.

Common Items Found Within the Space Station

Portable items found within the installation may be picked up by Justifiers. But before they can be used, they have to be understood. The chance to figure out how any given device is operated is equal to Wisdom averaged with the appropriate skill, or with Intelligence if no skill is applicable.

For example, Ipheginia, a security operative, finds a heat pistol. She has a 25% skill level in weapons technology and a wisdom of 1%, so she would have a 13% chance (rounded up) to understand the workings of the pistol. If she found an Anti-Gravity belt, however, she would have only a 3% chance to figure it out, since she has no training in anti-gravity technology. If anyone rolls a 00%, then the item they have been examining has radically misfired, causing damage to the tinkerer or someone around them. Every item found, except for doors, smart plastic chairs, and security screens, has a base 30% chance to be broken.



Art

Art was very popular among the Ancients, appearing in almost every home and business. Rarely was it portable in form. More often it was etched onto the walls or sculpted right out of the floor (or ceiling). Ancient esthetics was expressed only in purely geometric forms and designs, done in bold, raucous colors. Natural forms were a passe ideal among Ancient cultures.

Consoles

These screens appear throughout the installation, in many shapes and sizes. They can be found near doorways, in vehicles, or on vendors to name a few places; they were used as general, all purpose communications devices: to make business transactions, summon entertainment or a food vendor, to direct the computers actions, switch off gravity or alter the environment, even relay conversations. Items like vendors or vendrobs have single purpose or "dumb" consoles, designed for limited functions only. In the case of the vending apparatus, this was to relay a business transaction for food. All consoles (except "dumb" consoles) act as a direct link to the computer. The computer used to maintain full records of credit, security clearance, legal status, and the like, for individual Ancient citizens, records often transferred from craft to dock, and vice versa. This, of course, was gone with the original cultural core. Consoles appear as black, glassy plates. Dormant plates activate at a touch, displaying sixteen circles under a generous amount of screen that can display written messages or photographic quality visuals. Each circle has a symbol within, and the nature or placement of these symbols will not change from screen to screen. The circles act as buttons or keys, and some of the glyphs may be on record from studies of other Ancient ruins.



Die Roll(d10)	Object
2	Light Pillar or Wall
3	Geometric Sculpture
4	Mummified plant in a green plastic pot
5	Plastic belts and rings of assorted colors
6	Plastic Jewelry (3d100x5 C value)
7	Drinking globe filled with vinegar
8	Metal/ gem jewelry (5d100x10 value)
9	Old heat ray
10	d6 +1 heat ray cartridges (Explode in gun if they are non-functional)
11	Environmental shield
12	Thick, colored metallic grease ointment
13	Mummified green hamster
14	Weird-looking ornamented blade
15	Clear plastimetal vial of pills
16	Glowing plastic balls
17	Collection of colored plastimetal pots
18	Clear plastic bottle with attached straw
19	Portable home disintegrator (Dust Buster)
20	Home food synthesizer

Doors, Blast- These doors are perfectly identical to simple doors, except they are thicker and heavier. They take 300 points of physical damage (14AV) to break through, and a total strength score of 300 is needed to pry them open, with each participant's strength exceeding 85.

Door, Normal- Single Iris door, eight feet in diameter, with a normal console next to it. The doors are made of plastimetal, and can take up to 80 points of physical damage (7AV) to break through, but can be forced by anyone with a strength of 85 or better, or three persons with strength of 65 or better.

Environmental Field- Generated by a small box (with digital buttons if activated) with a clip on its back, environmental fields were clothing for the Ancients. These fields protected them from any temperature extremes, and kept off the water and dust, too. Anyone protected by one of these fields is immune to energy weapon attacks, and is given 3 points of armor vs. physical attacks. These small fields overload and burn out if they have to shield more than one hundred points of any kind of damage in a round.

Food Synthesizers- Created to provide food from wandering molecules. Found in vendors, walls, and private apartments, one needs no credit rating to use these. Because of language barriers, time, and wear they behave oddly, calling up any manner of alien palate pleasers (green hamster chow?). Use the following table to determine the effects of an activated food synthesizer:

Die Roll (D6)	Result
1	Poisonous to any who ingest it. Save vs. Con. +20% (minimum 24 hrs).
2	Mildly poisonous. Con save -20% to die roll, and half negative effects.
3-4	Perfectly healthy, but revolting to the senses
5-6	Healthy and even palatable.

Be creative when describing the food. It may have any odor, texture, temperature or flavor combination conceivable. Also remember that poisons are not always nasty looking! Add one to any die roll made by someone who has figured out a way to communicate with the computer.

Grav-Box- Similar in appearance to Environ field generators, these boxes were used as a means of personal locomotion by the Ancients. They have the ability to eliminate the pull of gravity for one person, giving them neutral buoyancy in air, and can propel them in any direction with a Speed of 140. Once these devices are understood, they require a successful pilot aircraft each minute to control.

Heat Rays (pyrokinesis guns)- Ornamental rods with a handle, they are actually mean weapons.

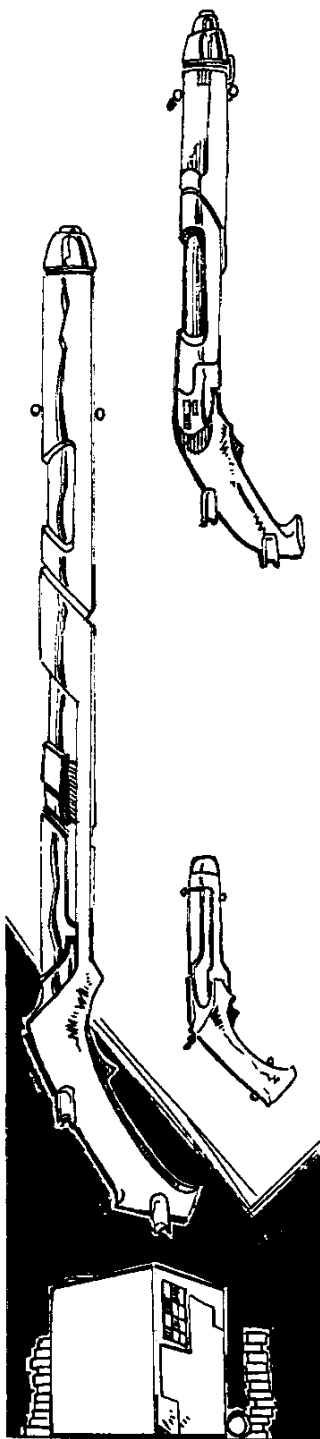
Heat Rifle- 2 attacks per round
16 points of damage 200 ft. range

Heat Pistol- 2 attacks per round
8 points of damage 750 ft. range.

SPECIAL: Heat rays are colorless and invisible, and not rendered useless in fog or smoke (though its range is quartered underwater). They do not affect living matter. Pistols are 8 inches long, rifles 2 1/2 feet. They are loaded in disks of 6 charges (3 shots for a rifle, 6 for a pistol), that slip into a slot on the handle.

Light Pillar or Wall- A pillar or wall of thin, transparent plastimetal filled with luminescent gasses. This is a form of Ancient art also, the beauty in the patterns of bright swirling colors the gasses make. They need no power to run (though they look better in the light). They have an AV of 6 and 30 body, and if pierced they explode, doing damage as a HEAP grenade.

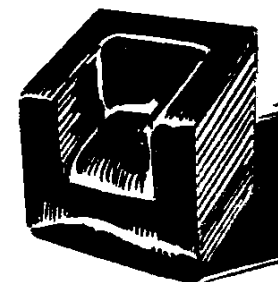
Plastimetal- The substance that most of the complex is made of, plastimetal is a plastic with the tensile strength of steel. It comes in many varieties and textures, including transparent. AV and body are given for different varieties in this complex throughout the text. Plastimetal burns with a noxious gas when it takes heat damage, doing 1/2d6 damage to exposed eyes and throats every turn that one is within the smoke.



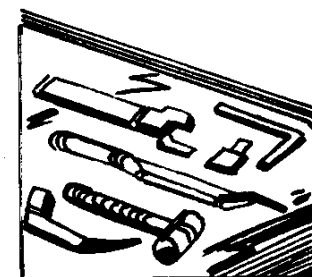
Security Screens- These invisible force screens are set up at strategic locations to deter intruders, but over the years some of their mechanics have deteriorated until either they don't work or they work too well. Roll to determine the effects of each screen if a Con save is missed:

Die Roll (D100)	Results
01-20%	Absolutely nothing.
21-60%	Stunned for D100-Con minutes (minimum 5)
61-80%	Stunned for D100-Con hours (minimum 5)
81-99%	3d10 Electrical attack.
00%	Coma.

Smart Plastic Chairs- 1 1/2' tall, 3' square blocks of black plastic may be found everywhere within the complex. These chairs are "smart" because they are made of a plastic that will conform to the body shape of any organic being by crawling up and around the figure to support them fully and comfortably. The plastic also warms throughout to match the temperature of the nearest and hottest heat source. However, these chairs have not been used in a long while, and will need at least five minutes of contact before any of them react. They can take up to 65 points of damage, 1/2 from heat damage. However, they burn with a noxious gas that does 1/2d6 to unprotected eyes and throats every round within it.



Tools- Throughout the many workrooms of the complex, many kinds of electronic work tools can be found. These tools often work on electronics principles, sometimes on the force of gravity. But whatever is found and used, the GM decides how it can be used and what effect it might have on (shudder) flesh, if it comes to that.





The Space Station

Gaining Entry

At one time a tube of plastimetal ran down the side of the mountain connecting the space station with a resort town at the edge of the island. The town and most of the tube have since been pushed into the ocean by glacial ice, but the upper half of this tube remains, running from where it enters the mountain side to about halfway down the mountain's slope, where the break occurs. The tube is forty feet wide (half of it is set into the mountain side) with walls three feet thick, and covered uniformly with a thirty foot layer of ice. Justifiers may attempt to dig and slice their way through at the meeting of mountainside and tube, or may melt their way through ice to the opening at the break and walk in. Inside the tube is smooth and clean, with ribbed joints every hundred feet. It proceeds up the mountain's side at a 45 degree angle, and characters will travel for a half a mile before the tunnel levels out and leads them five hundred feet into the Grav train station. The tubes are unlit inside, and about one hundred feet from an opening a light source will be needed to see.

1. The Grav-Train Station: What they see.

Quite suddenly the course of the tube changes, opening five feet above on the left, into a great dark chamber. Ahead the tunnel curves away and around to your left. The light of your torches reveals a riot of bright geometric designs crowding every available surface. The floor and walls are of the same smooth material as the tube you have been traveling in, broken only by a bank of glass, obsidian machines on the rear wall, and two octagonal obelisks rising from the floor. Two ten-foot wide pits fall smoothly away into the floor, and the iris of a doorway breaks the wall behind them, opposite the obsidian machines.

Grav-Train

70 Body
300 Agl
AV plastic plate x 2
500 speed
1 combat round to start

Its computer automatically corrects collision courses. An activated ships console will only respond five percent of the time, and a tech or pilot skill can learn how to drive it, but percentiles are halved due to the alien technology.

1A. Space stations bathroom.

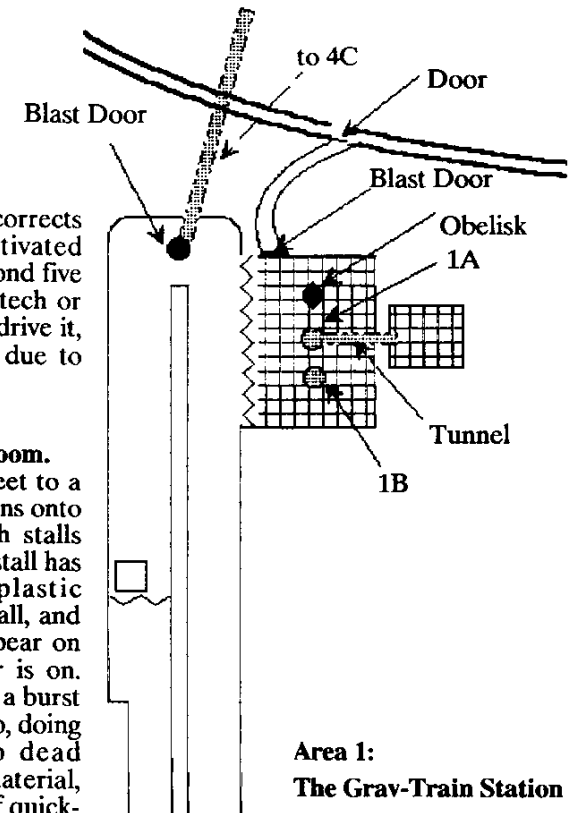
This tube leads down ten feet to a normal door. The door opens onto a cylindrical chamber with stalls built along the walls. Each stall has a black tube of smart plastic protruding from the rear wall, and two digital buttons that appear on the stall door if the power is on. The first button will release a burst of energy like the janirobs do, doing one point of damage to dead material, none to living material, and then spray a fine mist of quick-drying, harmless germicide. The second button vibrates the tube.

1B. Grav-Train control tower.

The tube to 1B leads straight down, then over and up to an area behind and above the great grav-train chamber. There is a normal door that opens onto a dark, windowless chamber with panels of consoles on counters that run along the walls and a half dozen smart plastic chairs. The panels are dormant but activate at a touch, displaying thousands of digital buttons, knobs, and screens, some with digital displays of the tubes and some with camera displays of the remaining tubes, but most are blanks.

2. Outer Tube.

A twenty feet tube runs the full distance around the docking bays. This great tube is always lit, and has dozens of doors leading off of it (to the bays, in the ceilings from the robot stalls, and one from the grav-station), and three tubes.



One extends from the floor to area 5, and there are two 20' tunnels that drop 35' to level 2 from 30' alcoves off the sides of the tunnels.

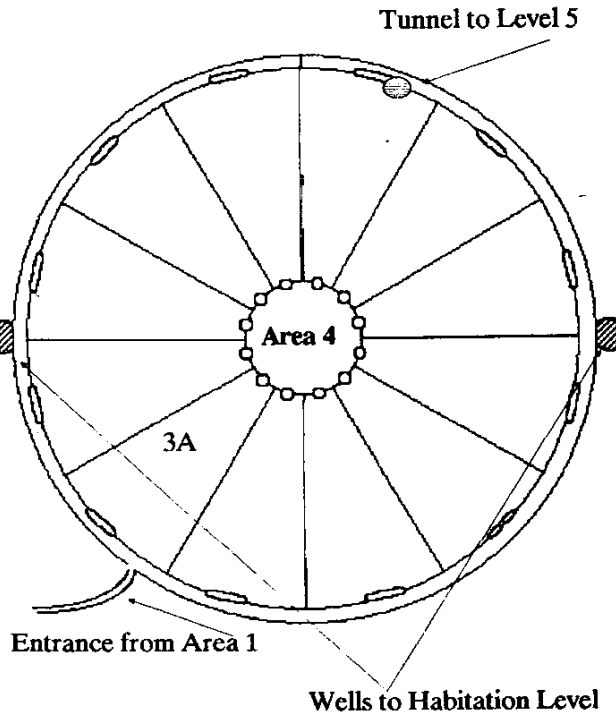
3. Docking Bays.

Passing through one of the sixteen blast doors on the inside wall of tube circle brings characters into the old docking bays. Each of these grand wedge-shaped chambers is nine hundred feet long, eighty feet high and three hundred feet wide. In the ceiling of each, at the wide end, is a blast door two hundred feet in diameter. If these doors are opened a solid wall of ice will be revealed. There is a console and a normal door at the skinny end of each chamber, as well as a green plastimetal snake head near the center. The snake head will be revealed as an obvious nozzle on closer examination, and one hundred points of strength can start to draw out the hose it is attached to, ten feet for every hundred points of strength, to a maximum length of one hundred feet. This hose is used to deliver liquid fuel into small cruisers, scouts, or tankers, but the fuel tanks it is connected to are long empty. All are empty and layered in fine dust, except for area 3A.

3A. Ancient Cruiser.

The blast door leading to this docking bay is different from the rest, showing obvious signs of recent repair. The docking bay itself is not empty. In fact, it is littered with the remains of what appears to be a hundred feet, four story disk with a huge hole blown through its center and most of the top torn away. The blast door to the outside also shows signs of repair. This bay is where the alien invaders gained access to the complex, and then were driven back. The ship is the remains of an Ancient cruiser that the alien race blasted on their way through. The owner was upset, but it doesn't matter anymore. Combing through the ship's remains might prove interesting, but little else, unless someone figures out a way to power up and translate the ship's computer in the flight cockpit. Though damaged, the computer might yield some interesting star

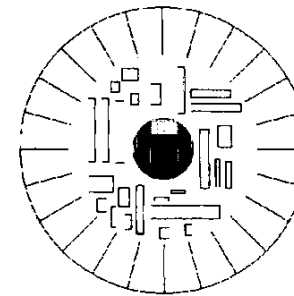
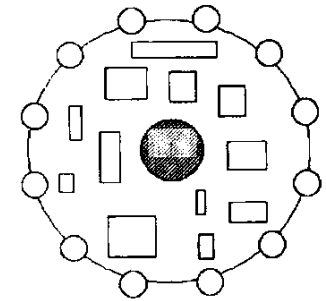
Area 3: The Docking Level



charts or other information, at the GM's discretion. The engine is slag, so by no means will anyone encounter any new information there.

4. Repair Center.

The normal doors within the bays all lead to the same place: the center for repairs. This is an 80' diameter circular chamber scattered chaotically with pillars and counters and at least a dozen activated consoles. A ten feet wide tube opens out from the center of the room, running up and down. In this room there will always be one to three bug eyed monkey-bots working on various projects for the computer. They will immediately notice any disturbances. The tools they are working with, as well as extras about the room, consist of all sorts of nifty implements used in the repair and upkeep of the Ancient's mechanical civilization, like soldering cannons, a hull patching kit, a sonic jackhammer, industrial laser drill, a gravity shaper, electronic lock jimmy, or the like. Any of the devices must be understood before they are used, and are used at half applicable skill level.



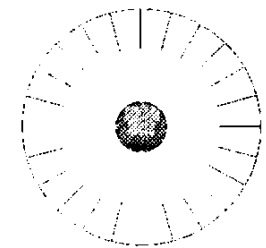
4A. Storage Chamber.

Following the tube down will lead to an area, approximately 80' wide, that is divided into a horrendous maze of aisles and pathways by rows of about a hundred stalls, a dozen lockers, and at least one closed (but not locked) lead lined vault. The chamber itself is often unlit and uninhabited, and most of the stalls and lockers, are empty. However, about a quarter of them contain

sheets and cylinders of plastimetal, and one in eight of the remaining contain odd electronic components (most of which are decayed and useless).

4B. Robot Chamber.

Following the tube up will lead to yet another 80' chamber, this one divided more neatly in a circular arrangement into wide stalls. This is where the robots reside when not in use, and is currently the home of 20 vendrobs, 8 janirobs, 5 drudgerobs, and 6 monkey-bots.



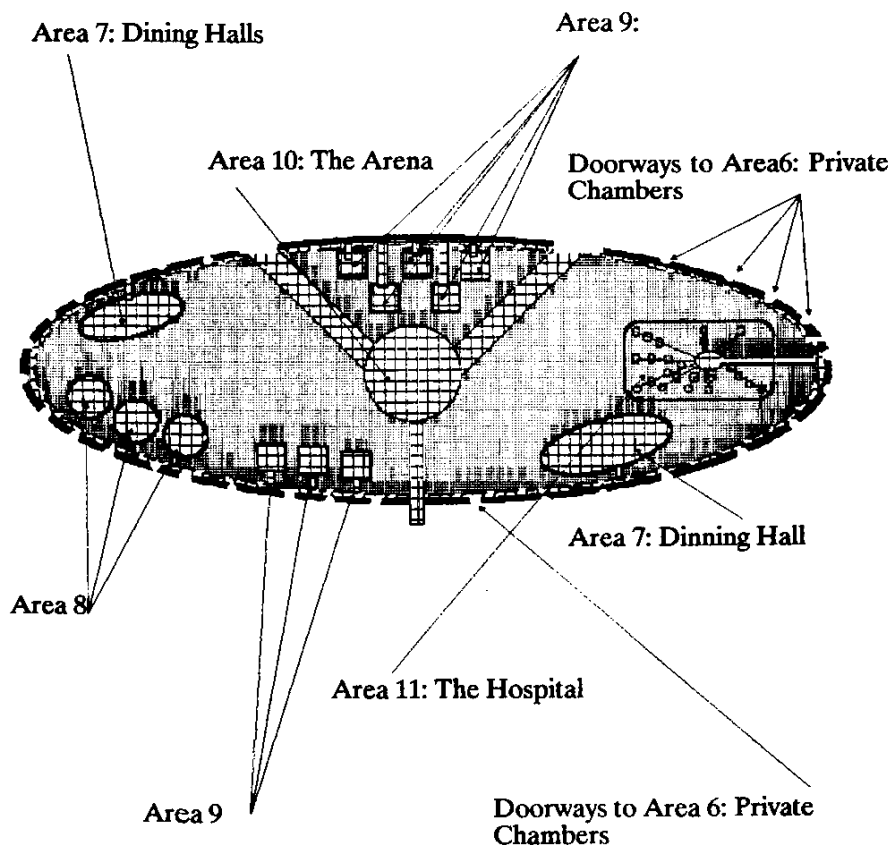
5. The Control Tower of the Ancients.

This is a larger version of the train's control tower, being 60' square and having counters on the floor as well as along the walls, and great huge display screens on the ceilings and the walls. This chamber has a bunch of smartchairs. The consoles here are not dormant, displaying myriad views of the sphere of Thyrm, and registering diverse bits of data. The room is always inhabited by a secrob and two monkey-bots, who will fight only if provoked or if the instruments are being damaged.

Each private chamber is shaped differently, but they are all furnished similarly. The left side of every personal chamber is always completely bare. This was where an anti-gravity sleeping field was suspended when power was on. Often the remaining walls have colorful geometric art designs, and there might be fuzzy rugs on the floors. The rooms are furnished with a few smart plastic chairs and odd shaped plastimetal tables. Drawers and cupboards are cut slyly into the walls so that only close observations will notice them and find their hidden opener buttons. Of course, standing blatantly out from the rest of the walls is the ever present console, dormant in all of the private rooms. These rooms are frequently bare of all but furnishings and dust, but there is a 30% chance that a search of a room and its wall niches will reveal one of the following artifacts:

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Areas 6-11



Die Roll(d10)	Object
2	Light Pillar or Wall
3	Geometric Sculpture
4	Mummified plant in a green plastic pot
5	Plastic belts and rings of assorted colors
6	Plastic Jewelry (3d100x5 C value)
7	Drinking globe filled with vinegar
8	Metal/ gem jewelry (5d100x10 value)
9	Old heat ray
10	d6 + 1 heat ray cartridges (Explode in gun if they are non-functional)
11	Environmental shield
12	Thick, colored metallic grease ointment
13	Mummified green hamster
14	Weird-looking ornamented blade
15	Clear plastimetal vial of pills
16	Glowing plastic balls
17	Collection of colored plastimetal pots
18	Clear plastic bottle with attached straw
19	Portable home disintegrator (Dust Buster)
20	Home food synthesizer

7. The Dining Halls.

There are two community dining rooms that differ only in size, and the color of their rugs. The smaller dining chamber sports a bright cherry red carpeting, and the larger dining chamber's rug is rainbow colored. Each chamber is otherwise filled to its capacity with odd, angular plastimetal tables and smartchairs. Their walls have food synthesizers set into them, each with a dumb console set into the wall next to them for the purpose of ordering food. These food synthesizers are dormant, but will light at a touch.

8. Gyms.

These are disk-shaped chambers with wide booths around their edges and open centers that sink into deep basins. Each stall has a console, as does the basin. The booths are used to exert gravity fields to exercise against, and the basin was a 0-G playing field for sports. The power is dormant, but can be restored through the machines. If the computer becomes aware of intruders here, it is quite possible that the gravity machines could be used to exert crushing force (d10 damage every round a strength throw is failed within a gravity field. Strength save to break free). The fields can't break free of the booths. There is a normal door in the floor of the basin that leads to a ten foot sphere. Its cupboards are filled with spiked and elliptical balls in several sizes, and long staves, all made out of strong but light plastic.

9. Holo-Rec Rooms.

Behind a normal door with a console next to it is a spherical room, blank and empty except for a silver sphere, bristling with lenses and instruments, protruding from the other side of the room. The consoles in front of these rooms are always on, and the doors are always shut. The doors will open easily through the consoles, but this will alert the computer, which has set a trap in each of these rooms. After the first few Justifiers have entered (no more than three if it can be helped) the computer will shut and lock the door (double strength value needed to force the door open), and start a show. In the past, these rooms were used as recreation, creating pleasurable environments, or stories to follow along or even join, with advanced holographic technology. When there are intruders trapped within one of these chambers, the computer will instantly switch gravity (to disorient and wound) while holographically covering the door and the silver sphere, so that they are uniform with the rest of the chambers walls. It will then play one of the following programs, left over from ages past.



Die Roll (d6)**Scenario**

1-2

Three bipeds, with egg-shaped torsos, appear wearing armor and holding bazooka-like objects. They attack the next round with what appears to be a plasmatic weapon, with one attack each and a 36% chance to strike successfully. Their weapons do 6d6, as they are actually disguised lasers, but the holographic flash will blind those who fail a dodge roll, for d10 rounds. They appear to take damage as is appropriate, but actually do not, and attack until their generator (the silver sphere) is disabled.

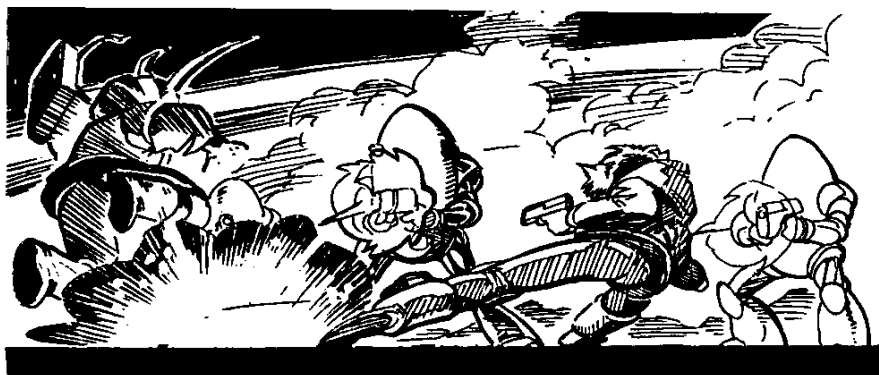
3-4

Justifier is suddenly floating in a boundless ocean, yet having no trouble breathing. Suddenly, three vicious eels appear and attack. This is another holographic cover for air propelled razors. Each eel attacks once, has a 16% chance to hit, and does 1d6 + 4 points of damage on every successful attack.

5-6

Justifier is suddenly floating in complete darkness, and something very large is breathing nearby. There is no attack involved in this scenario.

The holographs are perfect visual and audio illusions, and the computer can do anything this way (including attack with lasers or with sonics), but do not register on any of the other senses. Although the environment appears to move with whoever is in the room, (to the extent that if the inhabitant walks in place, the holographic image alters to give the illusion of actual movement) the holographs can be felt through, so a wall feels like a wall, even if it looks just like an ocean. All attacks come from the direction of the silver sphere, which acts as a sensory extension for the computer as well as generating the holograms) and any shots fired in that direction have a 30% chance of striking the silver sphere (AV 8/60, 10 body).

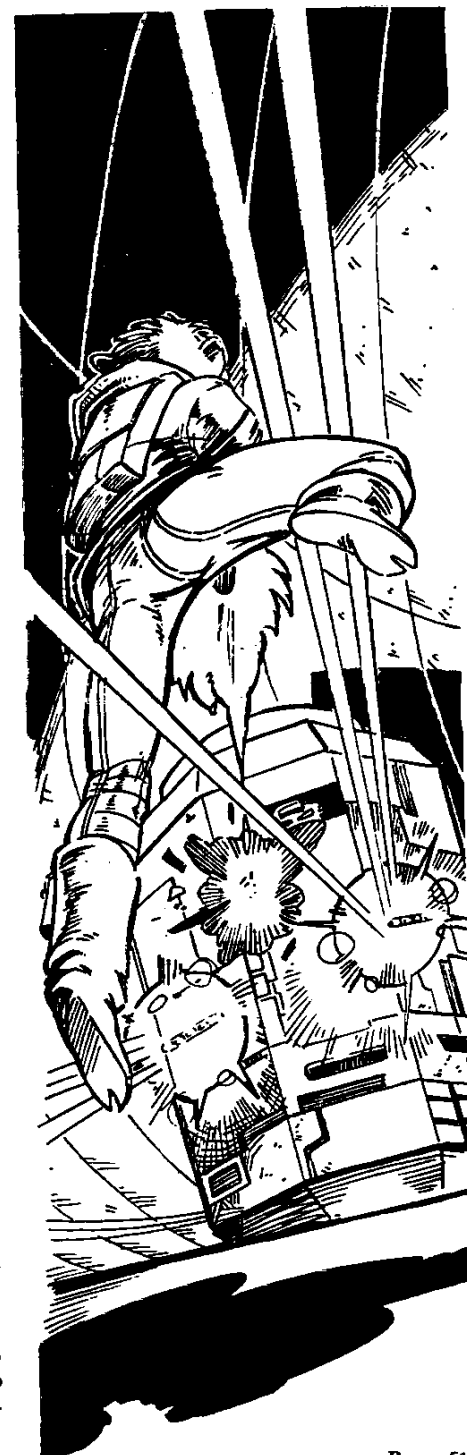
**10. The Arena.**

A normal door leads into a great elliptical room, easily a hundred and fifty feet across, the floor of which is concaved into a great basin. There are no consoles here, but this grand chamber is where the computer stores its juggernaut. If it has not been encountered previously in the adventure, it will be found here. It will float, showing no sign of attack until intruders are within range of all its attack forms (or it is attacked).

11. The Hospital.

There are three tubes that lead to the antechamber of the hospital, which is a forty feet, disk shaped, carpeted room. In the center of the antechamber is a pillar, and on the pillar is an active console. There are sixteen normal doors in the walls and the floor, and behind each is a hallway that leads to one treatment room and five recovery wards.

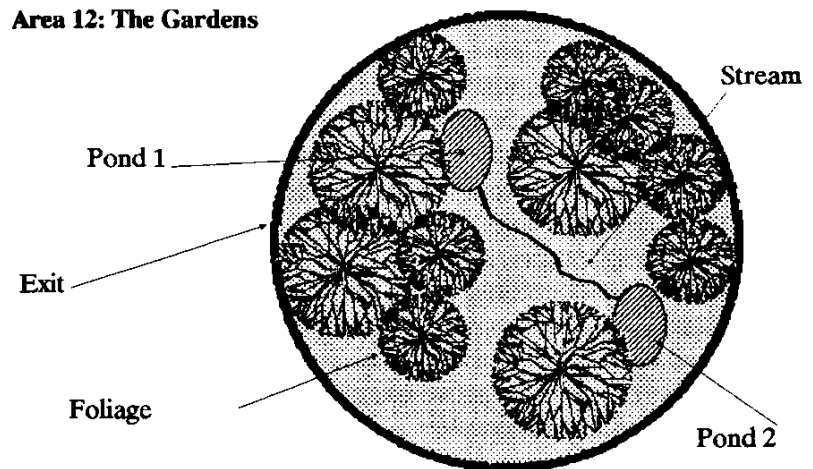
The recovery wards each have a machine in them, looking much like a cross between a psychiatrists couch, a pinball game, and the Terminator. Of course, each one has a miniature console. This machine was the only tool used in Ancient medicine. By itself it could diagnose and treat most Ancient illnesses and wounds. It is so delicate it can perform surgery on the genetic level. The machines are dormant, but all show signs of recent use. In fact, the computer has been using them to perform veterinary medicine and gene tailoring operations on his "pets" in the garden. The machines can be activated by touching their console, and will attempt to heal any creature placed within its "couch", but due to programming modifications and the fact that the machines are supplied with drugs tailored to suit the animals in the gardens, effects vary.



Die Roll(D100)	Effect
01-05	Injected with a gene tailoring viral drug. If Con save is missed, then altered as follows over d10 days, during which time a low grade fever is suffered: +30 Str, +30 Con, Grows three points of armor. Also, skin turns black and eyes fall out.
06-10%	Heals at 2x normal rate from now on.
11-15%	Limb or external organ is lost due to malpractice.
16-25%	Suffers mild fever for 12 hours (-5% to all roles)
26-40%	Heals 2d10 damage, and all broken bones, poisons, etc.
41-55%	Healed as above & drugged silly for d6 days
56-70%	Healed 4d10, but no broken limbs or poison cured.
71-80%	Machine attacks, doing d10 points per round until victim pulled out.
81-90%	D10 damage and passes out for a week.
91-95%	Completely Healed.
96-00%	Injected with a gene tailoring viral drug. If Con save is missed, -20% Int, -20% Wis and stripped of Psionics. If Con save is made, then +20 Int, -20% Wis, and reroll for chance of Psionics. This happens over d10 days, during which a low grade fever is suffered.

The recovery chambers are all spartan, furnished with a trio of low platforms, and three typical Ancient tables.

Area 12: The Gardens



12. The Gardens.

Below the living chambers is a great disk shaped indoor cavern of plastimetal thirty feet high and two hundred feet in diameter. The floor is a three to five feet thick layer of soil over a sculpted plastimetal floor. The gardens used to be (in the days of habitation) a collection of neat paths meandering through sculpted otherworldly lawns and botanical gardens. A piping system supplied two small, clean ponds and a cute stream that ran between them and around the perimeter of the vault. In the interim between the installation's shutdown and the computer's awakening, the garden died. The ponds met the same fate.

The computer's gardens are overgrown and messy, with no paths. The vegetation is a very natural looking, very tangled mass of vegetation culled from over a thousand worlds in the Ancient empire (including some from Thyrn) for their beauty, and most of them have been altered by the computer for genetic utility. There are hot pink trees, and great huge ferns with fuzzy blue bark. All sorts of flowering bushes and vines abound. There is also an abundance of small fauna, including the standard tentacled snails and puce scaled marmots with big teeth. All sorts of furry, smooth, chitinous and slimy wonders. The life here is harmless, except for a few exceptions. There is a one in six chance per round of encountering some local nuisances.

There are very few inorganic features here. A tube leads down from somewhere near the center of the chamber to area 13, the office complex, but is mostly overgrown. The gardener's shed, which houses the Agrob, is a fifteen foot tall overgrown obelisk at the center of the chamber. A couple of bridges cross the fake stream, and look obviously fake also, being molded plastimetal that comes up from under the soil. Two bug eyed monkey-bots are always here, acting as garden observers, as well as the Agrob. If the computer happens to witness any acts of violence against its garden, these robots will immediately attack, attempting to end the harm to the garden immediately. Otherwise they will simply observe and follow, and let the party pass right through.

Garden Encounters

Die Roll (d6)

Encounter

(1) Large, Acidic, Leaf Eating Amebas

#App	1/3d6
Aarmor	1
Con	5
Speed	5
#Att	1
% to strike	40%
Dmg	8

Little pink Amebas that secrete a strong acid and absorb the dissolved fluid.

(2) Poisonous Worms W/Stained Glass Wings

#App	1
Aarmor	5
Con	D10
Speed	10/70
#Att	1
% to strike	65%
Dmg	1/2 D6 +1

Beautiful flying worms with lovely translucent wings colored like stained glass, these worms will land on anything available. If their perch moves, however, they are likely to sting and fly away. If their sting pierces skin, it is poisonous, and if a con save is failed, the poison will incapacitate and do 2d10 points of damage every minute until death, or until the victim is properly treated for poison.

(3-4) The Agrob and Monkey-bots

(5) Strangle Vipers

#App	D6
Aarmor	3
Con	3D10
Speed	40
#Att	1
% to strike	70%
Dmg	D6 +4/rnd

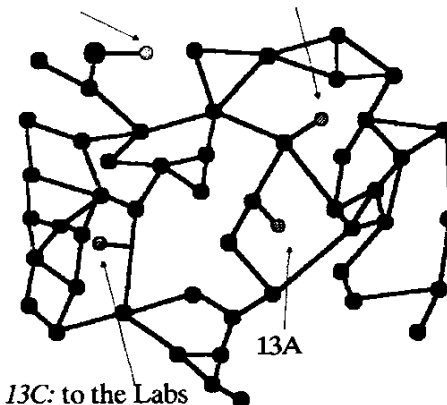
These snake-like animals wrap one end of themselves around trees and the other end around the neck of any available creature passing below them. Then they constrict, lifting up to two hundred pounds and doing damage like a garrote.

(6) Ground worms.

Twenty feet below the gardens is a complex maze of tubes and small offices. Each office contains a desk with a console in it and three smart chairs. The power to this level is completely shut off, as the computer has no use for it.

Entry Tunnel

13B: to the Computer

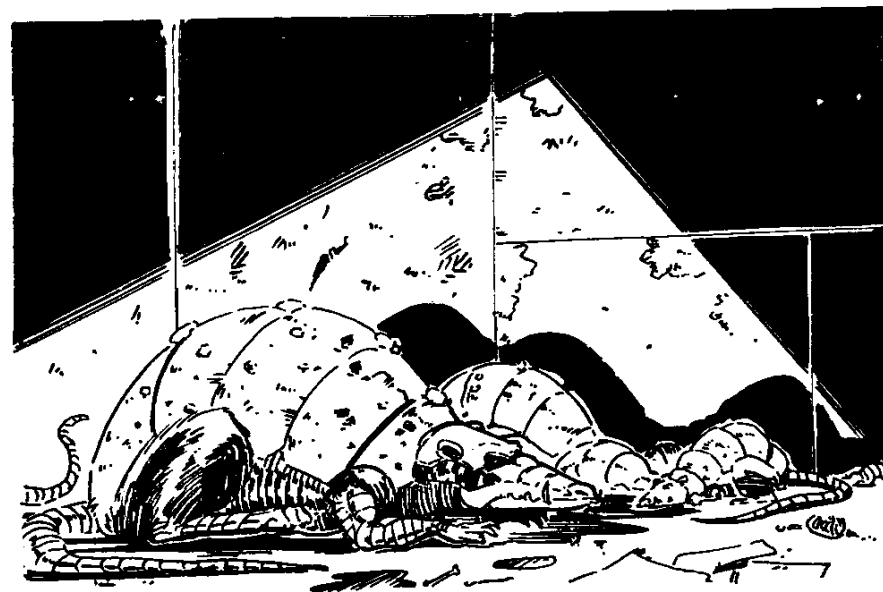


Anyone entering from the garden level will find themselves in a junction of four hallways, standing in a small pile of bones from garden inhabitants that have fallen through the opening above. This level is not uninhabited, however. Years ago a beast that the computer later

13C: to the Labs

Area 13: The Office Complex

dubbed an environmental failure fell through and survived. It has been down here ever since, living and breeding, and growing, in the darkness, and it and its progeny are getting along quite well by feeding off other animals who fall through from the garden and survive, as well as each other. These monsters are quite long lived, and can grow to be huge. The original monster is over three hundred years old. There is a sixty percent chance every five minutes spent here that some beast will be encountered. On a 1 or 2 on d6 the encounter will be with beasts under 100 yrs. On a 3 or a 4 it will be with some other small predator or prey animals from the gardens. On a five it will be beasts over 100yrs., and on a 6 it will be with the original.



The Beasts in the Offices

Age:	Under 100	Over 100	365
#App	2D10	D6	1
A armor	4	6	9
Con	4D10	100 + D100	365
Speed	50	70	40
#Att	2	2	2
% to strike	65% bite 75%	85%	
	35% tail	40%	45%
Dmg	1/2 D6 + 3 bite	D10 + 3	2D6 + 4
	2D6 + 3 tail	3D6 + 6	4D6 + 8

The beasts that dwell in the darkness of the offices look like canary yellow armored rats of various sizes, equipped with nasty fangs and a great club-like tail. They grow very slowly (gaining 1 Con and 1/2 point of Str per year of life), but reproduce quickly and asexually, bearing thousands of tiny live young. They live off anything they can catch to eat, including each other. Due to long periods in the dark, the beasts are at -10% to hit in normal light and are driven away by bright lights.

13A. The Great Beast's Nest.

This office is the nest of the original beast, and is piled high with the debris and trash of three hundred years. If the original beast has not been slain yet, then it will be encountered here. There will be up to a thousand harmless d10 Con young here at any given time.

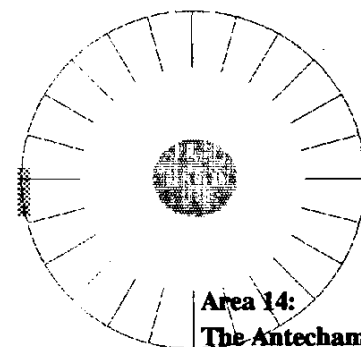


13B. This well is closed off with a blast door. It leads to the war rooms of the complex, and eventually to the computer.

13C. This well is wide open and leads further into the mountain at a steep angle, but will close behind anyone who enters. The computer has sent the remaining two secrobs here to wait in ambush for the intruders, and hopefully make them believe that its lair is down here somewhere. They will attack while the intruders are negotiating the steep hallway down to the antechamber of the labs, since the computer is hoping to catch them off guard.

14. The Antechamber of the Labs.

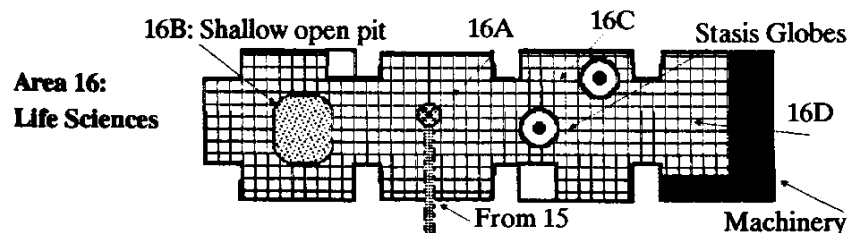
This is a bare cylindrical chamber with three normal doors. Two are in its walls and the third is set into the floor. Note that power and lights are on in all of the labs. The computer uses these rooms for reference or research, but only occasionally, as it is more convenient to use remodeled chambers further up in the complex.



15. The Planetary Sciences Labs.

This large chamber, some twenty by thirty feet, is so cluttered that movement through it is nearly impossible. The walls are buried in a complex array of screen, instruments and machinery. The floor space is taken up by tables and counters with only a narrow aisle among them, and encumbered as are the walls. The machines here are all very active, and the screens are showing different displays of the planet, each keyed to another aspect of the planet's weather, climate, or biosphere.

This, at one time, was the planetary sciences lab. The equipment in here is turned on, although the computer only uses it to keep track of changes in the planet's atmosphere. The instruments for geological analyses or the like are all shut off.



16. The Life Sciences Labs.

16A. The Entrance Chamber.

This is a blank chamber with an active console and two normal doors.

16B. Life Sciences Lab 1

This laboratory is equipped with an active console and a large work table. In the floor there is a shallow open pit. In the far wall there is a similar indentation, filled with dank, murky water apparently held in its chamber with a wall of force. Held in stasis and hidden by the putrid water is a species of aquatic strangle viper, now extinct on Thyrm. If the force shield is shut off or broken (40 points of damage from an energy weapon will destroy the field. Non energy weapons will do no harm to the field), the stasis will be released and the viper will wash out along with the fetid smelling water. It will wrap itself around any limb available and begin to squeeze. It is identical to the strangle viper in the gardens, except that it has 40 body and an AV of 4.



16C. Humanoid Creature Lab.

This lab also has a console and a large work table. The stasis cages here are different though, taking the form of raised disks that support globes of force. One of the globes is empty. The other contains the corpse of a humanoid creature, suspended in a lime green liquid.

This creature looks quite odd. It has an egg shaped torso supported by wobbly, chicken footed legs. Its arms are skinny and elongated, with three delicate fingers and an opposable thumb. It has nine eyes, six in an arch above three in a triangle. Below them are two circular cavities, one set above the other, and there are tympanic membranes over the arms. The skin is a bright lime green, like the water, and is covered with wrinkles and warts.

There is no way to be sure that the creature is dead until the field is dropped or destroyed, at which point the corpse begins to swiftly decay. The force screen reacts to damage as does the force cage in area 16B. If a force screen is broken, the mechanism that generates them quietly overloads and becomes useless.

16D. Genetics Research Lab.

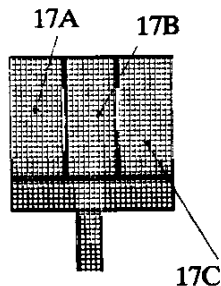
This room is larger than the other labs, yet equipped similarly. There are no force cages here, however. Instead the far end of the room is dominated by a great bank of computers, and a machine very similar to the medical instruments in the hospital. This is the labs gene-bank and genetic research lab. The computers are actually lab instruments, and the "medical instrument" is designed for genetics research only. For any creature attempting to heal themselves in this machine, roll as if it were the medical type, but no healing results will ever come up. Also, the creatures genetic stock will be added to the gene bank!

Area 17: Engineering Labs

17. The Engineering Labs.

17A. Mechanics Lab.

The right wall of this lab is entirely transparent (looking out onto area 17B, and across that area into seventeen 17C). There are various Ancient tools scattered amongst electronic components and, on two separate tables a opened bug eyed monkey-bot, and an egg shaped suit of powered armor (identical to that worn by the armored holograms in area 9, if that has been encountered).



17B. This great empty chamber has two transparent walls with an armor value of 14 and a body of 200. Scorch marks and numerous dents can be seen along the ceilings, floor, and the non transparent walls.

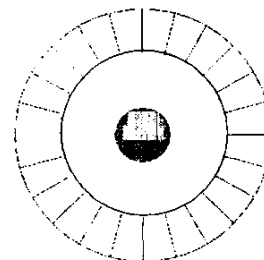
17C. This was the energy lab. It is virtually identical to 17A, except that only one of the tables has a project on it. This is an object that looks vaguely like a silver bazooka (and exactly like the weapons carried by the holograms mentioned in 17A). The weapon here, as well as the armor in 17A, are both relics of the race that attacked Thyrm and belong to the corpse in 16C. The computer does not have this knowledge.

The weapon itself is nasty. It acts as a portable particle beam cannon, with the added effect of generating a blinding flash every time it is fired. It has a mount on the bottom for a smaller beam weapon to be plugged into, and is powered by a generator on the armor.

18. War Room 1.

A stepped dias raises into a large room furnished with counters of consoles and smartchairs, and huge screens that display a hundred views of Thyrm and the solar system around it. This is the war command chamber. It brought in information about strife situations, formulated decisions about how to deal with them, and then transmitted orders. Because this chamber is connected to every other planetary and systems monitoring system in the installation, from this room a person with the right knowledge could find out anything they wished about the situation on Thyrm.

Area 18/19: War Room



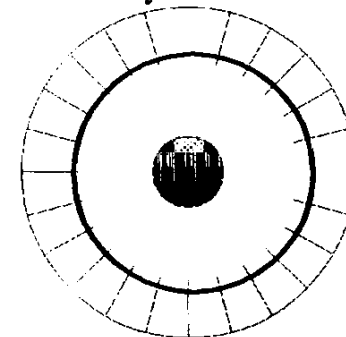
19. War Room 2.

This room looks identical to area 18, but instead contains the controls to the installation's weapons systems, including: The Damper Guns (electricity cutting weapons), Gravity Guns, and the remaining missiles below the southern ice cap.

20. The Armory.

Behind blast doors is a great ring with lockers and bins lining its walls and creating aisles. The room has long since been stripped bare of anything useful.

Area 20: Armory

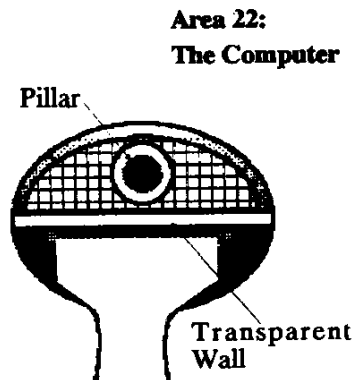


21. The Power Plant.

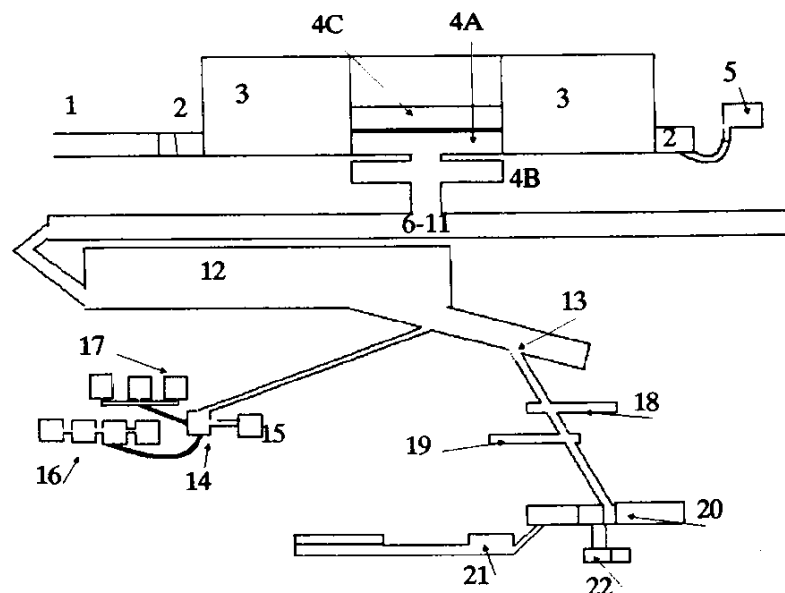
Behind a wall of clear plastimetal (AV 14, Body 200) lies a chemical fusion pit. The pit powers two gigantic turbines which feed into a multitude of storage batteries.

22. The Computer's Lair.

Behind a wall of clear Plastimetal (AV 14, Body 200), are the machines that house the computers sentience. The hardware covers every square inch of a thirty foot circular chamber to a depth of three feet, but it is the software that really counts. A pillar a foot and a half in diameter stands in the midst of all this machinery, smooth and undisturbed except for eighteen inches of space approximately three quarters of the way down. Here there are three segments, each six inches tall. These are the programming cores. The topmost one is the security and maintenance core. Removal of this core will leave the computer with no knowledge of its skills. The middle core is the reconstructed cultural core. If this core is gone the computer can still function. There will be no personal motivation in any of the computers actions, but it still has its prime directives to obey. The lowest core is the AI programming. This core is the most vital, because without it, the AI is just another computer. For every ten points of damage this core takes, reduce each of the computers mental scores by a third. Each core has an AV of 10 and 30 body, but can simply be pulled out by anyone who can get to them.



The hardware around the computer is the computers link to the rest of the installation. It also has an armor value of 10, and 30 body points per square foot. For each square yard of computer that is damaged beyond repair, roll 2D10 on the following table to see how this effects the computers control of its installation.



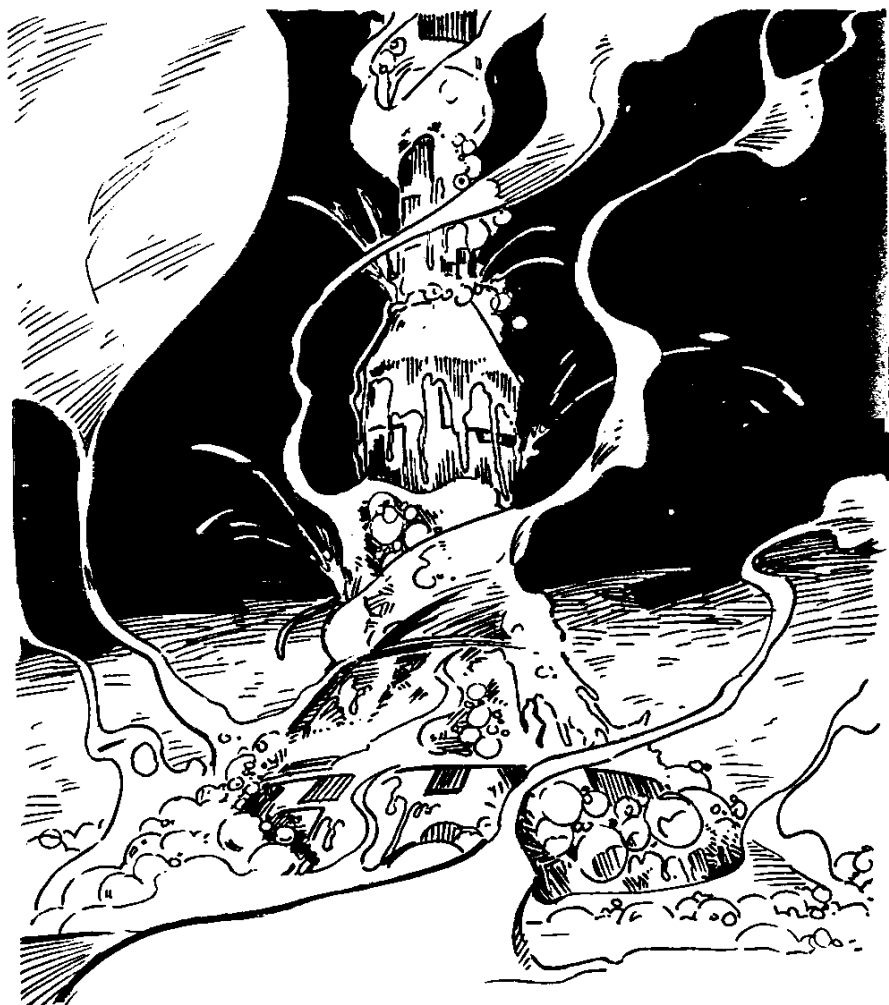
Side View Cutaway of Space Station

Die Roll	Results
2	No control of Installation Robots (Secrobs only 45% likely to attack on their own, other robots are passive).
3	Computer's own robots shut down.
4	All lights shut down.
5	All doorways open.
6	All power goes out.
7	Gravity control disabled.
8	No power on/control of docking bay level.
9	No power on/control of garden level.
10	No life support systems.
11	No power on/control of living quarters level.
12	No power on/control of labs.
13	No power on/control of offices.
14	No control of global defense systems.
15	All doors sealed.
16	Loses all contact with consoles.
17	No control of Gravity Cannons.
18	No control of Damper Guns.
19	No control of missiles.
20	Security screens shut off.

Repeated rolls have either double or no effect, depending on how they are applicable.

The computer will have two monkey-bots behind the glass wall to act as its senses. It will call any and all surviving robots to its aid from anywhere in the installation. They will take from four to ten rounds to arrive, based on where they are.

In addition, the computer has one other fail-proof device connected directly into its memory cores. If, at any time, the computer comes to the conclusion that it has irreversibly failed to perform its prime directives, and has no chance to recover, it will terminally "pack up"; releasing acid into its chassis, and dissolving it completely in seconds.



The Characters

Two full teams of Justifiers are detailed here, for use in Cold as Ice. Each character is listed with attributes and stats (abbreviated as in the Justifiers rule book), personality traits, skills, and equipment. Each character is assumed to have the full complement of skills commiserate with its profession, with increased skills, cross-training, and electives specially noted. Each character also has a list of personal equipment, and ships equipment, for encounters outside of the shuttle. Stats are at the level they will be when the NPC's are encountered; due to encounters along the way, they may be further modified, as noted in their schedule.

There are several ways this adventure can be played. First of all, the GM can assign one of the two teams of pregenerated characters given here to the players, and run the other group as an NPC (non player character, or GM controlled) team working against the players. In this case, the GM simply has to disregard the given schedule and the lists of ships equipment for the players team, and have them make their own decisions. Stat modifications should also be ignored. Another choice is to have the players use their own characters, using one of the pregenerated teams as their opponents. If a GM is feeling especially complex, one might also attempt to run more than one group of players through, or run both pregenerated teams against the players own team. The latter suggestion, however, is advised only against an especially tough team.



Regardless of how Cold as Ice is run, each team will start out with the following modifications to their shuttle's equipment. Instead of the ATV car there will be a Camouflage kit for the shuttle. The shuttle will be equipped with a submersible. Environmental suits will include a hard E-suit for each crewman trained in exo-skeleton operations, and two suits of cold weather clothing for each who is not. Each NPC will be carrying a communicator, sleeping bag, thermos, backpack, mess kit, chronometer, and compass from the ships stores in addition to their own equipment.

Garfield Enterprises.

● Major Ursod, Brown Bear-Beta Life Scientist

Level 7

Str	Dex	Con	IQ	Wis	Agl	Prz	MS	Bod
90	84	38	95	70	11	48	192	40(28)

Res	Spd	Base Skill Level	Base to Strike	DB
60	30	10%	28%	9



Special:

Hv. Fur Armor

35% track by smell

1 large bite and 2 large claws.

Skills:

34%	Analytical Chemistry
55%	Aquatics
40%	Biology, Zoology, Pharmacology,
42%	Medical Technology Operations, Surgery
32%	Trauma Treatment, History, Anthropology
38%	Advanced First Aid, Advanced Mathematics
32%	Ancient Weapons, Philosophy, Cuisine, Physics.

Personality traits: Major Ursod is a brilliant recluse who lives only for science. He takes field missions because of their potential for unique scientific experiences, and doesn't want to make his buy back value, because Garfield Enterprises takes wonderful care of his great brain. His hobby is the medieval period of Earth. Aware that he is not a great fighter, he takes advantage of his natural strength and intellect.

Personal equipment: Mace, Snub-nosed laser pistol, Cold weather clothing.

Ship Equipment: Organic tissue analyzer, personal shelter, lamp, space heater, set of surgical tools, diagnostic analyzer, advanced medical kit.

● PFC Betti Cutts, Female Augmented Human, Security

Level 5

Str	Dex	Con	IQ	Wis	Agl	Prz	MS	Bod
99	120	93	53	06	91	33	86	39

Res	Spd	Base Skill Level	Base to Strike	DB
46	51	5%	40%	10

Special:

Hv. Hide Armor

Night vision as cybernetics eye.

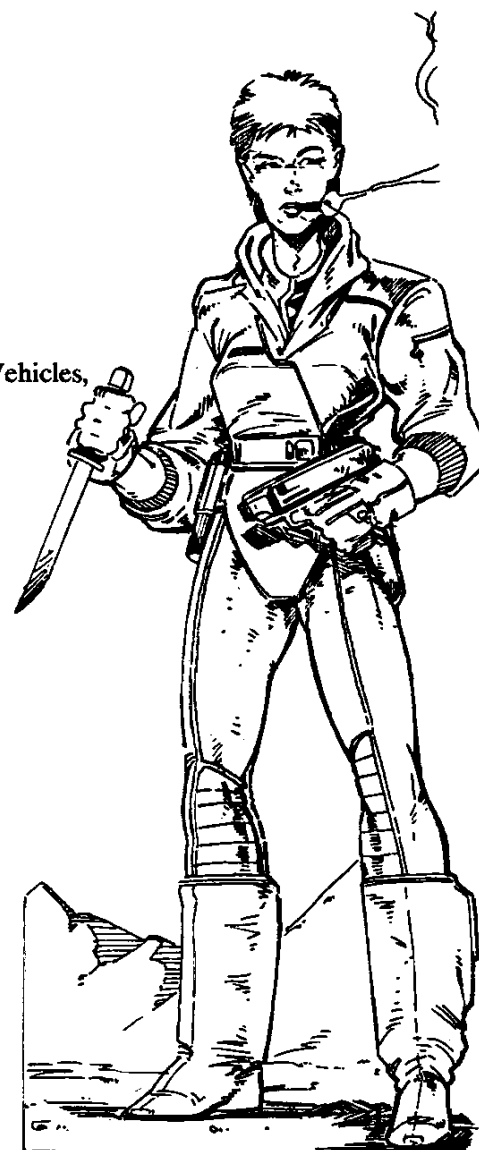
Skills:

20%	Hand to Hand
20%,	Martial Arts
35%,	Projectile Weapons (heavy)
30%,	Beam Weapons
35%	Nuclear Weapons Technology
35%	Advanced First Aid, Ground Vehicles,
	Fluid Systems, Carousing
9%	Smuggling
10%	Pick pockets
10%	Exo-skeleton operations.

Personality Traits: Betti Cutts is a bitter, cynical war veteran. She's a good soldier, but tends to turn anything vaguely hostile into an all out war. Cooler heads are needed to direct her attention. She has no particular interest in anything but causing trouble.

Personal Equipment: Long sword, knife.

Ship Equipment: Armored E-suit, Battery clip recharger, fuel cell recharger, flashlight, binoculars, motion sensor, flare gun with ten flares, stopper, machine gun with twenty clips of standard ammo, grenade launcher and 10 HEAP, 5 smoke and 5 tear gas grenades.



● **Captain Pedro, Male Platypus Electrical Engineer**

Level 6

Str	Dex	Con	IQ	Wis	Agl	Prz	MS	Bod
67	71	31	83	97	75	03	206	27

Res	Spd	Base Skill Level	Base to Strike	DB
46	30/85	8%	23%	+7

Special:

Psychometric

Lt. Hide Armor

2 small claws (rear feet) w/ stun poison glands (3x per day target save vs. Con or is stunned for 3d10 minutes)

Electrical sense in bill can track electrical sources 60% (including People) and navigate blind 40%

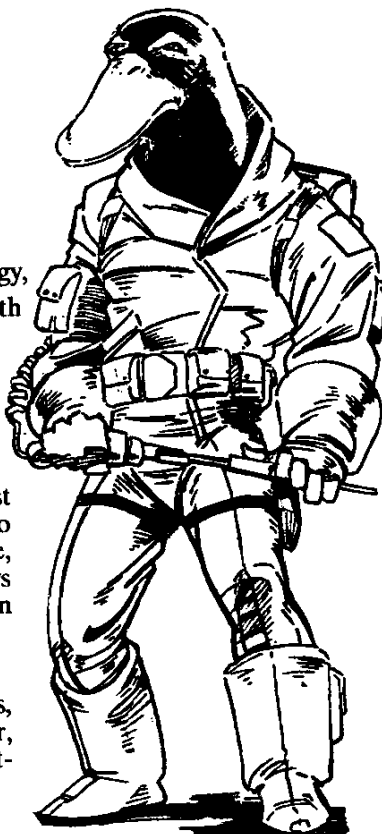
Swim 99%.

Skills:

48% Computer Programming
 43% Computer Technology
 38% Electrical Diagnosis
 33% Fusion Technology
 36% Micro Electronics
 23% Scanner Systems Technology, Beam Weapons, Beam Weapons Technology, Linguistics, Cryptology, Art (twentieth century pop painting, sculpture, and music), Administration, Philosophy, Civil Law.

Personality Traits: Pedro is a cold scientist who prefers the company of his computers to organic beings. Although he is never hostile, Pedro is bad company, because he is always rude and dismissive. He has a secret passion for late twentieth century rock and pop art.

Ship Equipment: Laser pistol and ten clips, electronic diagnosis Kit, personal shelter, lantern, linguistics/cryptography analyzer, battery clip recharger.



● **Captain Llewellyn, Female Crocodile, Field Doctor**

Level 5

Str	Dex	Con	IQ	Wis	Agl	Prz	MS	Bod
91	54	100	77	65	88	84	184	49

Res	Speed	Base Skill Level	Base to Strike	DB
67	25/40	8%	18%	+9

Special:

Plate Armor hide

Large Bite

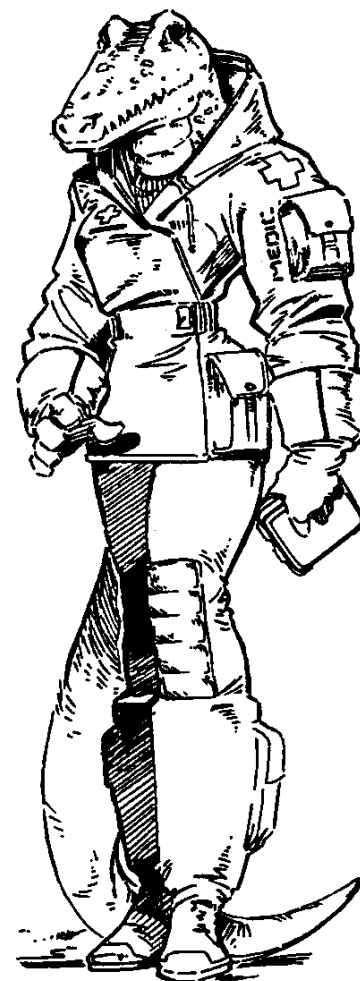
Danger Sense.

Skills:

50% Medical Technology Operations
 40% Internal Medicine, Beam Weapons, Archaeology, Pilot Hovercraft, Read/ Write/ Speak French, Art ("tasteful"),
 20% Administration
 15% Civil Law, Corporate Structure, Criminal Law, Cuisine, Philosophy (Machiavellian), Sports (tennis).

Personality Traits: Llewellyn is a tenaciously upwardly mobile person. Her only passions are paying off her buy-back and eventually rising to a position of importance. To this end she has cultivated a charming, urbane, utterly mundane personality, serious and cool under fire.

Ship Equipment: Cold weather clothing, diagnostic analyzer, set of surgical tools, advanced medical kit, portable heater, hot/cold case, solar generator, stopper, laser rifle with 10 clips.



● **WO2 Alvin, Male Otter, Mechanical Engineer**

Level 4

Str	Dex	Con	IQ	Wis	Agl	Prz	MS	Bod
19	111	35	86	93	41	43	160	33

Res	Speed	Base Skill Level	Base to Strike	DB
22	35/65	9%	37%	+2

Special:

Lt. Hide Armor

Small Bite

45% Track by Scent

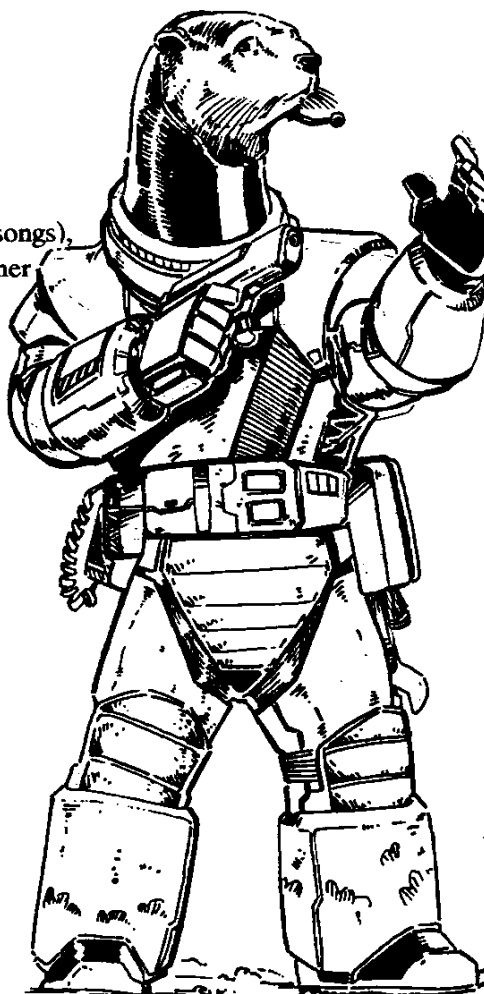
99% Swim.

Skills:

34% Aircraft Technology
 40% Ground Vehicle Technology
 44% Mechanical Diagnosis
 29% Track and Trap, Art (whale songs),
 Sports (water polo), Entertainer
 (synchronized swimming),
 Exo-Skeleton Operations.

Personality Traits: Alvin may inherit the Earth someday. He is overly cautious of any and all situations, and does not involve himself heroically. He misses his undersea home dreadfully.

Ship Equipment: Hard E-suit, personal shelter, lantern, portable heater, set of climbing gear, hot/cold chest, metalwork kit, stopper, med. pistol and 10 clips.



● **WO2 Vexis, Female Mantis Pilot**

Level 4

Str	Dex	Con	IQ	Wis	Agl	Prz	MS	Bod
38	91	84	94	25	99	11	144	22(18)

Res	Spd	Base Skill Level	Base to Strike	DB
19	59	9%	31%	4

Special:

Chitin Armor

Small Bite

Jump Str in Feet.

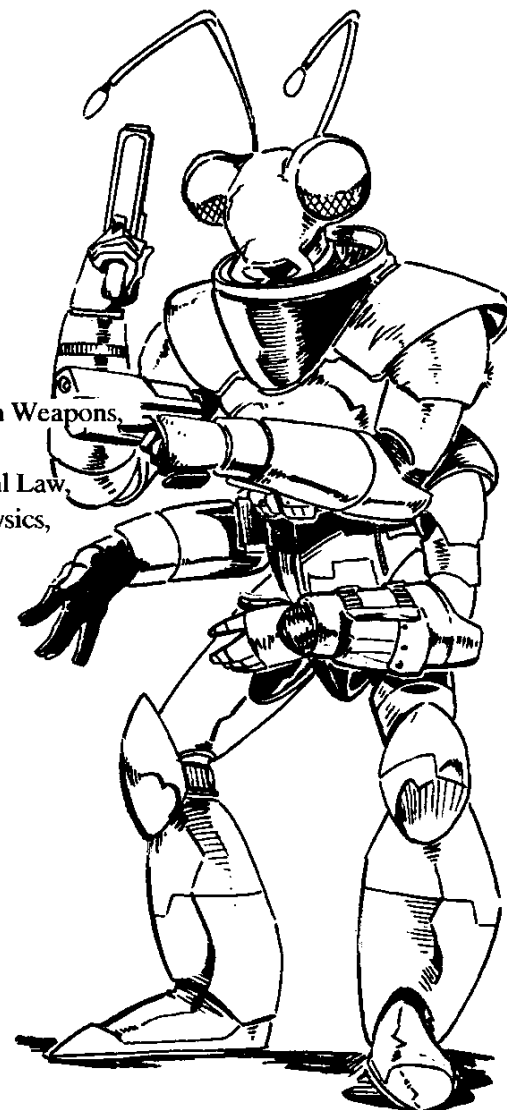
2 Additional Limbs.

Skills:

44% Advanced Navigation
 34%, Pilot Hovercraft
 39%, Pilot Aircraft/ Submersible
 29%, Combat Driving
 34%, Vehicle Mounted Weapons
 27% Advanced 0-G training, Beam Weapons,
 Administration, Civil Law,
 Corporate Structure, Criminal Law,
 Exo-skeleton Operations, Physics,
 Sports (decathlon).

Personality Traits: Vexis is everything one would expect a mantis to be; cold, utilitarian, and a ruthless survivalist. Perfectly capable of eating her mates head off. Vexis does what she needs to when it needs to be done, and follows orders very well.

Ship Equipment: Hard E-suit, set of climbing gear, hot/cold chest, water purifier, clip recharger, stopper, laser pistol and 10 clips.



● **Pvt. Algonquin, Male Coyote Scout**

Level 4

Str	Dex	Con	IQ	Wis	Agl	Prz	MS	Bod
53	90	48	77	37	120	15	138	34(15)

Res	Bod	Base Skill Level	Base to Strike	DB
22	66	8%	30%	5

Special:

Lt. Fur Armor
Small Bite
Nightvision as Cybernetic Eye
70% Track by Scent.

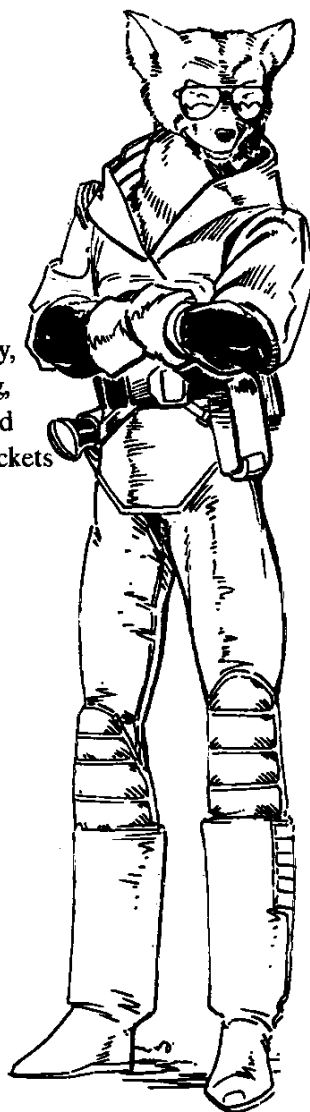
Skills:

43% Arctic Survival
38% Beam Weapons Heavy Beam Weapons,
Advanced Navigation, Pilot Aircraft/Sub
25% Combat Driving, Ground Vehicle Technology,
Aircraft Technology, Advanced 0-G Training,
Communicator Technology, Vehicle Mounted
Weapons, Carousing, Criminal Law, Pick Pockets
15% Smuggling, Thrown/Hand Weapons.

Personality Traits: Al is a genuine sleaze puck. He is also a very good scout, which is the only reason his slime ball come-ons (that pass over such minor inconveniences as race), crude humor, and penchant for loud violence are tolerated by the rest of the crew. However, he is also an accomplished thief and is always trying to make a fast buck.

Personal Equipment: Plastic chain mail, electronic lock pick, set of conventional lock picks, dozen shuriken, Plaser and one clip.

Ship Equipment: Cold weather clothing, stylus and map case, portable shelter, lantern, set of climbing gear, flare gun and ten flares, stopper.



● **Pvt. Kurt, Boar Security**

Level 1

Str	Dex	Con	IQ	Wis	Agl	Prz	MS	Bod
81	75	100	52	22	66	07	89	12

Res	Bod	Base Skill Level	Base to Strike	DB
12	54	5%	25%	8

Special:

Hv. Hide Armor
2 large bite, large club.

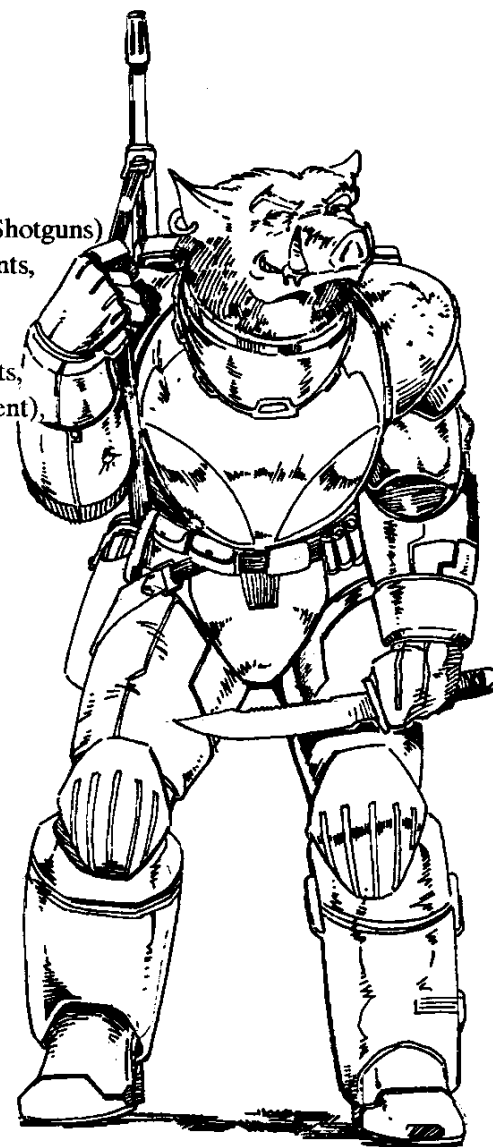
Skills:

29% Hand Weapons
30% Projectile Weapons (Rifles and Shotguns)
20% Surveillance, Hostile Environments,
Pilot Ground Vehicles,
Advanced 0-G training,
Carousing, Administration, Sports,
Smuggling, Hand weapons (ancient),
Exo-skeleton operations.

Personality Traits: Kurt is rude, boastful and obnoxious by nature. This is mostly because he is insecure about his position in the team, but there is also a lot of genuine jerk in him, with a tremendous macho complex.

Personal Equipment: Knife.

Ship Equipment: Armored E-suit, fuel cell recharger, camp stove, climbing gear, binoculars, motion sensor, stopper, assault rifle and 10 clips standard ammo, med. pistol an 10 clips ammo, 5 tear gas and 5 smoke grenades.



Enclave Ltd.

● Corporal Ipheginia, Female Gorilla Security

Level 7

Str	Dex	Con	IQ	Wis	Agl	Prz	MS	Bod
130	78	96	60	01	56	12	98	74(67)

Res	Bod	Base Skill Level	Base to Strike	DB
28	54	6%	26%	13

Special:

Hv. Fur Armor
Large Bite
50% track by scent.

Skills:

36% Interrogation
49% Martial Arts
38% Hand Weapons
46% Beam Weapons
25% Weapons Technology (beam)
11% Improvised Weapons, Arctic Survival, Forest/Jungle Survival, Hand Weapons (ancient), Dual Weapons (claws), Exo-skeleton Operations, Heavy Ancient Weapons, Thrown Hand Weapons.



Personality Traits: Ipheginia is a grim battle machine. Though she is a competent warrior, she sometimes has the tendency to "see red" and turn a confrontation into a blood bath. She hurts people as a hobby.

Personal Equipment: Steel Talons.

Ship Equipment: Armored E-suit, personal shelter, lantern, binoculars, clip recharger, space heater, motion sensor, machine gun and 20 chains of standard ammo, 3 HEAP and 3 tear gas grenades.

● Lance Corporal Samantha, Female Cat Security

Level 6

Str	Dex	Con	IQ	Wis	Agl	Prz	MS	Bod
71	89	86	55	22	86	84	114	77(72)

Res	Bod	Base Skill Level	Base to Strike	DB
43	48	6%	29%	7

Special:

Lt. Fur Armor
2 Small Claws, 1 Small Bite
Nightvision as Cybernetic Eye
Fall 2x Body Without Harm.

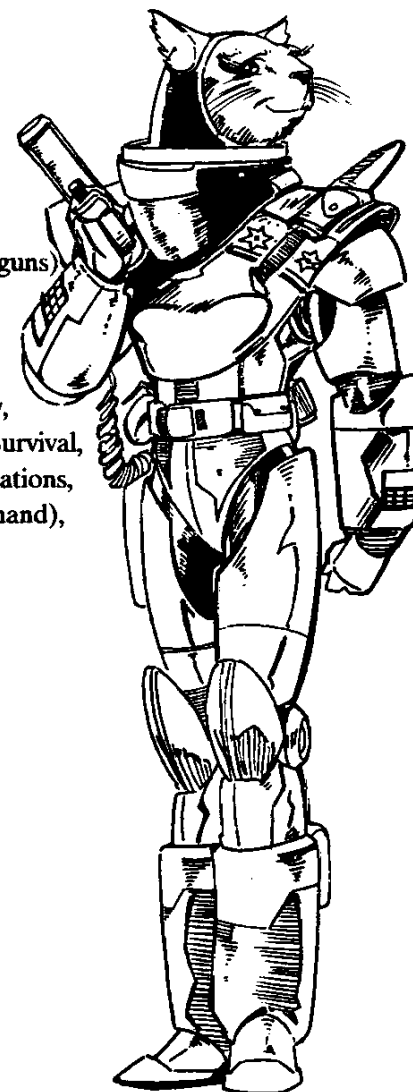
Skills:

26% Hand to Hand Combat
36% Projectile Weapons (rifles and shotguns)
47% Beam Weapons
31% Heavy Weapons (beam)
26% Vehicle Mounted Weapons
11% Hostile Environments, Cartography, Tracking/Trapping, Forest/Jungle Survival, Desert Survival, Exo-skeleton Operations, Criminal Law, Thrown Weapons (hand), Projectile (special) 11%,
6% Smuggling.

Personality Traits: Samantha is a jocular, fun loving type. She is very emotional, likes people, and is an "everybody's friend". Those people she does get to know she usually becomes very close to, and gets upset when they get hurt.

Personal Equipment: Knife, 12 shuriken, blaster.

Ship Equipment: Armored hard E-suit, personal shelter, space heater, flashlight, motion sensor, clip recharger, grenade launcher, 7 HEAP and 10 smoke grenades.



● **First Lieutenant Barabbas, Male Cat Field Doctor**

Level 2

Str	Dex	Con	IQ	Wis	Agl	Prz	MS	Bod
12	102	61	94	61	46	37	182	40(30)

Res	Bod	Base Skill Level	Base to Strike	DB
42	45	9%	31%	1

Special:

Lt. Fur Armor
2 Small Claws
Small Bite
Nightvision as the Cybernetic Eye
Fall 2x Body Without Harm.

Skills:

50% Trauma Treatment
44% Surgery
29% Psychology
24% Cybernetic Technology
40% Advanced First Aid, Internal Medicine
34% Medical Technology Operation
9% Forest/Jungle Survival, Arctic Survival, Desert Survival, Hostile Environments, Cuisine, Corporate Structure.

Personality Traits: Barabbas is a serious fellow. He is often thinking about his work. Quiet and reflective, he is shy and hard to draw out, but a very nice fellow once you get to know him (a process that can take some time).

Ship Equipment: Cold weather clothing, hot/cold chest, advanced medical kit, set of surgical tools, diagnostic analyzer, stopper, med. pistol and 20 clips standard ammo.



● **First Lieutenant Jake, Male Rat Social Scientist**

Level 5

Str	Dex	Con	IQ	Wis	Agl	Prz	MS	Bod
49{100}	30{100}	119	68	77	84	64	162	42(22)

Res	Speed	Base Skill Level	Base to Strike	DB
134	38{100}	7%	10%{33%}	+5{+10}

Special:

Lt. Fur Armor
2 Small Claws
70% Track by Scent
ALL BIONICS (relevant scores are in brackets above)
Nightvision
Telescopic Sight
50% Track by Ear to a range of two miles
Cybernetic Jaw does damage as a knife due to his metal teeth.

Skills:

65% Anthropology
28% Hand Weapons (Ancient), Advanced First Aid
37% Cybernetics Technology
27% Beam Weapons, Robotics, Microelectronics, Zoology
37% Computer Programming
Martial Arts, Pilot Hovercraft
15% Carousing, Art (greek statues).

Personality Traits: Barabbas is a happy-go-lucky, easy going kind of personality. After an accident that took away most of his natural parts, he decided to take advantage of his cybernetics, and took up weapons training. He is now a backup warrior for his team.

Personal Equipment: Laser rifle and laser sighting scope, 10 clips of ammo.

Ship Equipment: Cold weather clothing, lantern, cryptology/linguistics analyzer, flare pistol with 20 flares, med. pistol and 20 clips of standard ammo, 2 tear gas grenades.



● WO2 Rex, Male Rhinoceros mechanical Engineer

Level 5

Str	Dex	Con	IQ	Wis	Agl	Prz	MS	Bod
108	65	95	80	03	43	46	110	35

Res	Speed	Base Skill Level	Base to Strike	DB
31	31	8%	22%	+ 11

Special:

Plate Armor

Large Horn

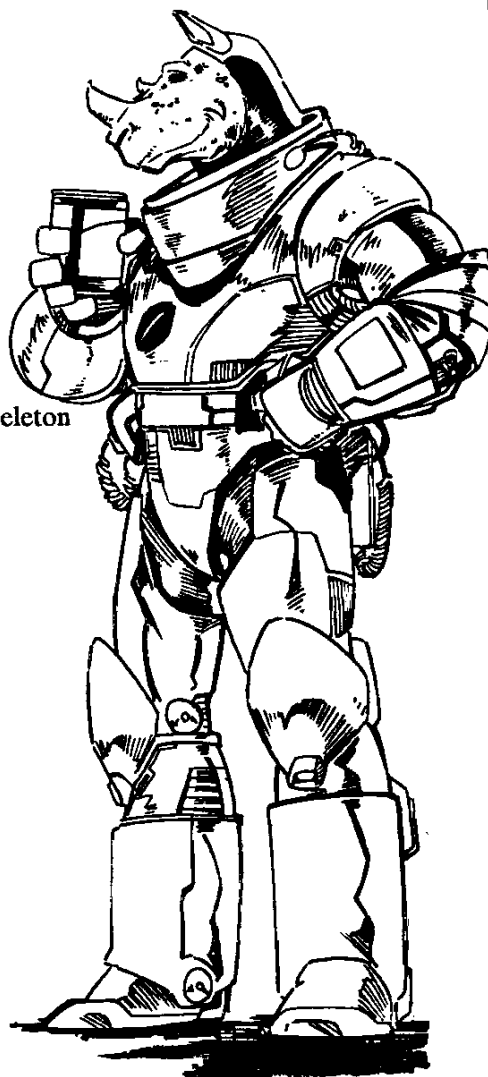
2 Large Clubs.

Skills:

33% Aircraft Technology
 38% Fabrication
 23% Robotics
 38% Fluid Systems
 43% Ground Vehicle Technology
 26% Track/Trap
 11% Animal Training, Carousing, Entertainer (comedy), Exo-skeleton Operations, Sports (football)
 09% Physics, Mountain Climbing, Swimming.

Personality Traits: Rex is a cocky, know-it-all sort of fellow. Though he is boisterous, he has a gentle soul, and really loves animals. He likes people and doesn't want to do anyone any harm.

Ship Equipment: Hard E-suit, personal shelter, space heater, hot/ cold chest, fuel cell recharger, solar generator, camp stove, metal working kit, 2 sets of climbing gear, laser drill, stopper, med. pistol and 20 clips standard ammo.



● WO2 Namor, Male Walrus Electrical Engineer

Level 4

Str	Dex	Con	IQ	Wis	Agl	Prz	MS	Bod
108	90	50	92	73	91	07	178	30

Res	Speed	Base Skill Level	Base to Strike	DB
38	35/90	9%	30%	+ 11

Special:

Heavy Hide Armor

Large Bite

99% Swimming

45% Track by Scent.

Skills:

24% Robotics
 34% Advanced Math
 44% Transmatt Technology
 36% Electrical Diagnosis
 37% Computer Technology, Beam Weapons, Ground Vehicle Technology, Pilot Hovercraft, Agriculture, Cuisine, Entertainer (singing)
 12% Exo-Skeleton Operations
 14% Mine Engineering, Sports (jarts and lawn bowling), Photography.



Personality Traits: Namor is a calm old fellow. He never breaks a sweat, and even under fire he can function coolly and rationally. This, coupled with his friendly demeanor, gives him the air of an old style southern gentleman. He is tolerant in the extreme, and works very well with his team mates. In fact, he often gives them friendly, if nosy ("concerned") advice.

Personal Equipment: Camera with a full assortment of lenses, and 10 rolls of film.

Ship Equipment: Hard E-suit, electronic diagnosis kit, set of climbing gear, water purifier, stopper, laser pistol and 10 clips.

● **WO3 Augustus, Male Cardinal Pilot**

Level 3

Str	Dex	Con	IQ	Wis	Agl	Prz	MS	Bod
20	98	24(21)	82	75	100	35	187	14(0)

Res	Speed	Base Skill Level	Base to Strike	DB
28	27/87	8%	33%	+2

Special:

Flight (miles in Str)

Lt. Hide Armor

Small Bite

Small Claws.

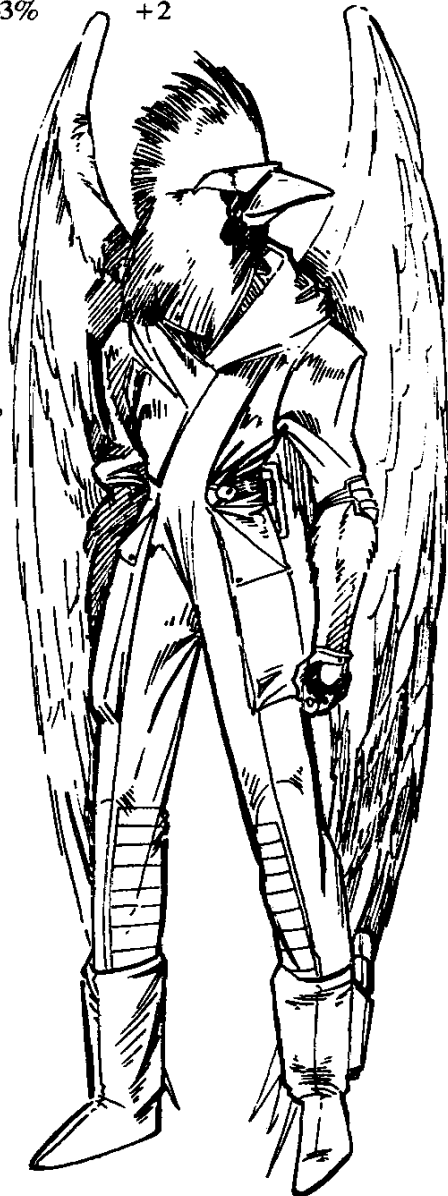
Skills:

38%	Pilot Hovercraft
39%	Advanced Navigation
34%	Pilot Aircraft/Sub, Martial Arts, Photography
18%	Thrown Hand Weapons, Smuggling, Fluent in German.

Personality Traits: Augustus is a type-A personality, who constantly worries about the work he is doing and how it could be done better. This is complicated by a morbid fear of his impending doom on one of these dangerous missions.

Personal Equipment: Knife, sling with 3 explosive, 1 acid, and 6 standard steel balls.

Ship Equipment: Cold weather clothing, lantern, stylus and map case, flare gun and 10 flares, stopper, med. pistol and 20 clips standard ammo, three stun grenades.



Designer's Note:

Personal Equipment: If your players are using their own characters, you should use the personal equipment lists given here as guidelines as to what they should be able to take. Also, make sure that the players keep close track of their ammunition during the course of the adventure. There are plenty of things for them to shoot at during this adventure, and it would be quite amusing to watch them run out of ammo at a critical moment.

GAMEMASTER'S NOTES

Adventure Outcomes

At the end of the adventure characters should be compensated properly. If the installation is relatively undamaged, then there is no reason why a successful team should not reap a healthy reward. After all, some of the recovered artifacts (if their technology can ever be deciphered) might make the winning corporation a bundle. However, odds on the installation being relatively undamaged after the players are through with it are very slim. Any damage to the installation will be detrimental to pay, of course, and you should be very liberal when dishing out the penalties (we wouldn't want them achieving their buy-backs anytime soon, now would we?). Of course, they should make some money, unless they blundered very, very badly (like nuking the installation, etc).

Also, the corporation will want to make sure that no artifacts are "accidentally lost" (stolen). If a character does successfully smuggle some out, they will be worth a small fortune on the black market.



Further Adventures

Since the Justifiers have to wait approximately 11 months after setting up the Transmatt station before the first scientists start beaming over, they may decide to explore some other areas of interest while they are waiting. After all there are many Ancient artifacts on Thyrm. Somewhere on the sea floor rests the remains of the orbital space station, and many of the artificial islands sunk in the alien attack, as well as alien space craft, and remains of the resort at the foot of the space stations island.

The corporation could also decide that they want to justify Thyrm. Every species of worm on Thyrm is edible, and Thyrm is high in heavy mineral deposits. Likewise, there are great deposits of fossil fuel on the sea floors. Reasons against the colonization of the world include its high number of hostile beasts, and the immanent encrustation of the planet in ice within several hundred years.

New Betas

Cardinal

Armor: Lt. Hide speed: 10/70

Attribute Modifiers: -10% Con flight (miles in Str)

Weapons: Small Bite and 2 Small Claws

Cat, Domestic

Armor: Lt. Hide speed: 30

Attribute Modifiers: Agl + 25 Dex + 20 fall 2x body unharmed,
nightvision as the cybernetics

Weapons: Small Bite and 2 Small Claws

Coyote

Armor: Lt. Hide speed: 45

Attribute Modifiers: + 35% Agl Nightvision as the cybernetic eye,
70% track by scent

Weapons: Small Bite

Crocodile

Armor: Plate speed: 15/40

Attribute Modifiers: + 20% Str + 10% Con. swim 99%

Weapons: Large Bite

Platypus

Armor: Lt. Hide speed: 15/70

Attribute Modifiers: swim 99%

stun poison in rear claws, 3 doses per day

(Con save or stunned for 3d10 minutes)

electrical sense: 60% track electrical sources

(including living beings)

40% navigate blind

Weapons: 2 Small Claws (rear feet)

Rat

Armor: Lt. Hide speed: 20

Attribute Modifiers: + 30% Con track by scent 70%

Weapons: 2 Small Claws and 1 Small Bite

Walrus

Armor: Hv. Hide speed: 15/75

Attribute Modifiers: + 15% Str + 20 Agl 45% track by scent swim 99%

Weapons: Large Bite

Weapons

Hand Weapons (Ancient)

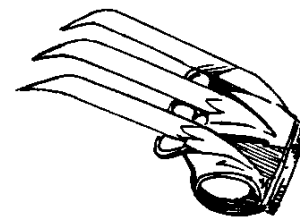
Steel Talons:

1 attack per round

1ft. range 2d6 dmg.

175C cost

These weapons can be used to add damage to a martial arts hand strike.



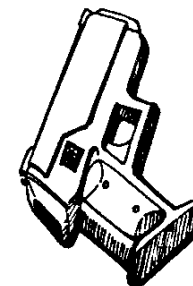
Beam Weapons

Snub Nosed Laser:

2 attacks per round

150ft. range 4d6 dmg. 4000C cost

A very portable, very concealable weapon often used for espionage missions.



The Company Store

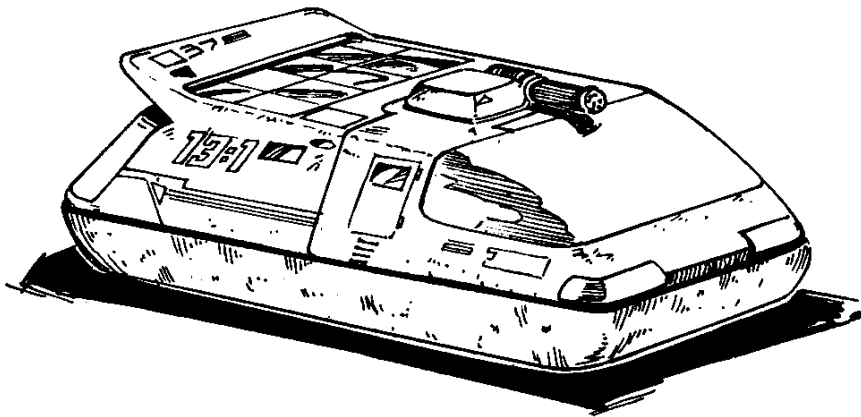
Camouflage Kit

Nylon Sheets that can be laid over a shuttle with a paint sprayer and quick drying paints that can be mixed to provide a colored disguise to blend with the surrounding terrain.

New Vehicles

Heavy-Duty Hovercraft

A larger, more durable version of the basic Hovercraft. It's expanded crew compartment can hold up to 11 individuals, and there is room for up to 1000 lbs of cargo. Solar collectors mounted into the roof constantly recharge the batteries. It never runs out of power so long as it is only operated during optimal conditions. The range given below is for the amount of charge the batteries hold, in the event that the solar panels cannot be used effectively. There is a weapons mount on the roof for a machine gun or autocannon.



STATS:

Body: 180

Agility: 70

Range: 700 miles

Armor Type: Plastic Plate (x2)

Top Speed: 70 mph

Startup Time: 3 combat rounds

New Skills

Psychometry

By handling an object, its past can be read. This discipline costs 1MS per 1 year into the past the user wishes to delve. At this cost user can determine vague, general events in the items past, radical emotions associated with the item, and the item's purpose. If the MS output is doubled, more subtleties about the items involvement can be read, and if the MS cost is tripled, specific names and dates can be read from the past. Some items will have more of a past than others, and so will be easier to read. The GM must decide what kind of information the user finds.



The Ghost Message

*The message is cut again, this time when the Beta returns he looks and sounds panicked. "Power cut again. We've gotten out of range, but we can't restart thrusters...Port sensors read a shuttle sized mass about to broadside us....Weapons are malfunctioning! **We're going to die!**"*

"There is an armed and hostile entity on Thyrm...Repeat: There is an armed and hos..."



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GENESIS CLIMBER

MOSPEADA