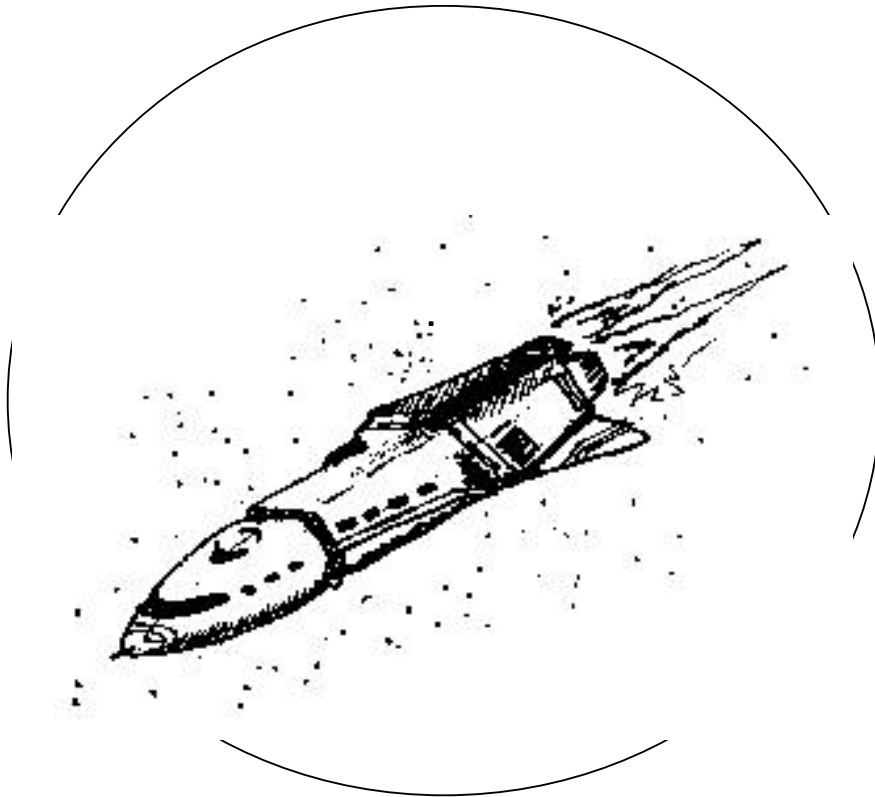
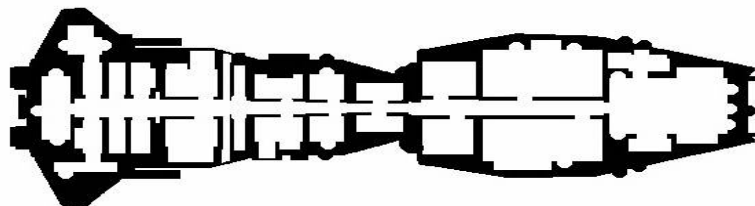


# FOR A FEW GONADS MORE!

## A LASERBUAN SCENARIO



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# INTRODUCTION

This little scenario outline is an expanded version of the brief idea given on page 3 of the original Laserburn rules. You can play it with any level of characters, just adjust the skill levels of the opponents. Some references to weapon types, aliens and background material are taken from rules supplements found on this website, and are not in the original rules (See the files section) You may play this scenario as a strictly 'tabletop' game using the map provided below (15mm figures), or roleplay with little in the way of maps etc. you can also play this game with Imperial Commander.

## THE TRADE OF ORGANLEGGING

Although only just beginning to become an issue in the early part of the 21st Century, organ legging in the laserburn universe is big business. Organlegging is the trade in illegal body parts. These parts come from battlefield casualties or the hapless victims of muggings and murders, and experienced Organleggers freeze-dry the bodies, organs or other parts (genitalia included!) and hold in suitable cryo-pods until a suitable buyer is found. Of course, a similar legal system is in use around the Imperium, where organs and tissues are grown from a patients own cells, or incubated and nurtured inside animals such as pigs, but there are many restrictions to use and how the parts are obtained. Highly sophisticated surgical techniques and immunosuppressive drugs (stop transplanted parts being rejected by the body) make the procedures reasonable straight forward- if you can afford it.

Many of the Imperiums more affluent individuals dislike use of cybernetic implants (available quite cheaply and freely, see pages 35-36 Advanced Laserburn and page 11 of 'Adventurers' supplement) and prefer real preserved tissues/ organs/ to be implanted/ sewn on.

## THE MORNING STAR



The morning star is a small (Hull size 8) freight cruiser operating in the trade lanes between the frontier worlds and Froog space (See 'Adventurers' supplement for Maps), and has seen many years of service. It is slightly wanting in the area of maintenance and cleaning, but

provides regular transport and cargo running for many customers.

## THE PROTEUS 3

Is a hull size 10 Patrol vessel, lightly armed with mass drivers and beam weapons. A tractor beam is fitted and there is a complement of troops used as an assault squad in boarding actions.

## THE SCENARIO PLOT

The players are in the employment of a rival Merchant Baron, or local star police who have had a inside leak to the fact that an organ-legger Baron, Donovan Slann is traveling on a ramshackle freight cruiser called the 'Morning Star'. The patrol ship the players are aboard has already unsuccessfully tried hailing this ship to get it to stop and has had to fire upon her to disable its drives. An unfortunate consequence of this is that the already poor state of the vessel is now even worse and the ship is now adrift and in danger of breaking apart.



The player orders are to apprehend Donovan Slann as soon as possible, whilst

ensuring any civilians (there are believed to be several aboard) are found and brought back to the patrol vessel. The 'Proteus3' patrol ship has force tracted the morning star and has set up a boarding tube to gain access to the ship at the main cargo hold.

The damage to the drives will be stabilized by a separate small tech crew (4 men, stats WS:80, CS:40, IL:6, laser pistol, flak armour), who are to be escorted from the cargo hold, up the access tube, onto the main deck, from there they will move to the rear of the ship and stay in Engineering until all crew/ civilians and Donovan Slann are suitably apprehended or secured. The crew are presumed to be hostile and in cohort with the organlegger.

## SPECIAL RULES

### Shipboard Combat

Fighting onboard ship brings with it its own hazards which must be born in mind. Firstly, any projectile weapon penetrating the ships outer hull (Although extremely strong), will mean bad news to everyone in the vicinity. In addition to direct hull penetration, using high powered guns in areas which house electrical equipment, gasses under pressure, fusion reactors etc is unwise as there is always the chance that over-penetration will cause an explosion, which may range from a small local blast as a piece of equipment goes up, to blowing the ship wide open if a reactor is hit.

The armour equivalent of various starship components is listed below:

Component	Armour value to penetrate	Chance of explosion for each turn combat using slug weapons or bolt weapons is conducted.
Bridge area	10% (due to canoies and plexiglass windows	5%
Engineering	-20% extra shielded area	15%
Other areas	30%	2%
Airlock	-10%	None
Bulkhead door	10%	None
Bulkhead wall	5%	3%
Hull shots	10% (power equivalent), with additional -5% per 'hull size', so the morning star hull sized 8 has a hull penetration chance of -30%	2%

Roll 1d100 on the following table if 'explosion' is indicated:

D100 roll	Result	Damage/template
1-30	Minor electrical short, sparks fly out, some smoke	None
31-70	Minor explosion as equipment goes up	Micro HE grenade
71-85	Medium explosion in area of firing	HE Grenade
86-96	Major explosion in area of firing.	HE missile
97+	Reactor breech or major systems malfunction and explosion.	Ship destroyed. As HE missile in immediate area, then ship starts exploding within and falls apart within 3+1d6 turns.

If a hull breach occurs, the ship will seal off permanently the closest bulkhead doors and airlocks to preserve the rest of the ship. Auto sprinkler and damage control systems then come into play to contain and minimize the damage.

### **Restriction of Weapons on ships**

All civilian ships and most military ships will heavily restrict what (if any) sidearms and explosives are permitted on starships. Personal sidearms will be locked in the ship's armoury and returned when passengers leave the ship and guards will be armed with low power lasers, plastic bullets and gas grenades. Bolt guns are strictly forbidden on many ships as these really do have the power to destroy a ship from within if fired indiscriminately. Of course on private or pirate ships, anything goes!

## **THE PLAYERS**



Roll up new players for this scenario, or use existing players in an ongoing campaign. The players will need to be good enough (or numerous enough) to take on the 18 crew members and maybe some of the passengers if they don't deal with the situation correctly!

They have the backup of the 4 tech crew if needed, and another 5 Security personnel from the Proteus, who are Elite class soldiers with Auto-lasers and auto-rangers and flak/ mesh armour.

The backups will only be placed on the morning star as an extreme measure. As a guide, about 6-8 veteran level characters are needed, or about 4 'heroes'

You can always dumb down or beef up the crew/ passengers to balance things out if needed.

A suggested 'player team' is listed below:

Name	WS	CS	IL	Skills	Weapon
Dranuv (male,28)	155	75	15	For simplicity, all have: Fast draw, Lightning rns And nerves of steel	See below for standard kit, provided by the employers
Hank (male, 26)	170	65	13		
Marcus (Male, 32)	162	80	16		
Pietro (Male, 27)	150	74	17		
Suzannah (Female,25)	175	82	16		
Annita (Female 31)	170	70	15		

Each player is human and has the following standard equipment:

Light armour suit.

Autolaser with 4 clips.

Standard equipment (nose plugs, anti flash, throat mike etc)

Monomolecular sword

## THE CREW (UMPIRE WILL CONTROL/ PLAY)

The crew of the morning star are a battle hardened lot, veterans of many scrapes and only sometimes operating within the law, they will be determined not to go down without a fight. Only faced with overwhelming odds/ or good diplomatic skills will the crew surrender. The morning star has a skeleton crew of 18 individuals as follows:

Name	WS	CS	IL	Skills	Weapon
Captain Rogero Klempp (light armour)	HERO 180	100	20	Fastdraw, Nerves of steel	Autolaser/ autoranger and power axe
2 Officers (Mesh armour)	130	65	13	Fastdraw	Autolaser and gas grenades
1 Officer 'Donovann Slaan' the organlegger. Flak armour	HERO 180	110	22	Fastdraw x2 NOS, Ambidextrousx3	2x custom hvy laser pistols 'blasters'
10 crewmen (mesh)	90	80	13	none	Laser pistol and sword
4 Tech engineers	80	50	9	none	Snub laser pistol

The crew do not know about Donovann Slaan, or the fact that the mission is just to bring him back for interrogation. The reason they did not respond to the Proteus's communication hail was that they have had problems with sensors and comms computers onboard ship. Now that the Proteus opened fire and damaged the ship further, what could have been a straight forward prisoner transfer situation has now escalated as the crew think they are probably under attack from pirates or worse! They will take a bit of persuading to believe the players are just there to take Slann, some lengthy negotiation and show of good will/ promise of reward will be needed.

## THE PASSENGERS

The ship was transporting 15 passengers on this trip, 10 of who are civilians with the statistics as below, the other 5 are more interesting.

Name	WS	CS	IL	Skills	Weapon
10x Civilians All adults, female, carrying 1d100 credits.	50	15	3	none	Roll 1d100: 1-50 none 51-70 sword 71-90 laser pistol 91+ slug gun
Retired bounty hunter, Maars Volf Light armour	150	70	15	Light rens x2 Fastdraw	Bolt pistol with 4 clips, laser pistol.

3 redemption warrior troops on scouting missions	110	55	10	Fast draw Nerves of steel	Autolasers, hand flamers and 3x HE grenades each. Force sword.
The renowned cyborg 'steel luther'	210	125	27	Sniperx3 Surv. Instinct Fast draw 2 Weapon skill	See page 21, 'robot' supplement from TTG

## RANDOM ENCOUNTERS

Every 3 turns roll 1d100 for 'random' events which take place on the ship as the players progress.

D100	EVENT	DETAILS
1-40	Nothing	Proceed as normal
41-60	Small explosion	Randomly choose a player and within 1d4 metres in a random direction there is an equipment/ systems explosion equivalent to a HE micro grenade.
61-80	Steam/ smoke escape	Again chosen as above, there is a steam or smoke escape equivalent to a smoke grenade, which will obscure the surrounding area.
81-90	Tech bot	A standard Maintebot is encountered, see Sewerville shootout for full statistics, or basic stats in the Equipment of the frontier supplement.
91-95	Civilian	Panic stricken/ confused civilian appears out of nowhere, 30% chance they will attack the players, otherwise will run
96+	Large explosion	As the small explosion, but equivalent to HE grenade.

## ENCOUNTERS AT VARIOUS PARTS OF THE SHIP

The following events happen as players near or reach various parts of the ship as they explore it:

### THE CARGO HOLD

The mission starts off in full swing, as soon as the boarding hatch opens, 6 crew men are stationed behind some cargo boxes and are ready to take down anyone setting foot on their ship if they look hostile ( the players will be in full light armour and auto-laser armed, expecting crew to be hostile!), if firing begins, the players will need to quickly move out of the boarding tube and get to cover behind the numerous cargo crates etc. There are 2 small life pods moored here, each one big enough for 1 crew and 10 passengers crammed in. The 3<sup>rd</sup> pod has been jettisoned and not replaced, although no pods had been jettisoned since the Proteus was within sensor range. The players will notice that some weapon crates have been opened and items removed.

### TOP OF TURBO LIFT (X ON MAIN DECK MAP)

At the top of the turbo lift the crew have rigged a concussion micro- grenade on a trip wire. Anyone moving to the top of the lift has an 70% chance setting this off and a 35% chance of detecting it.

## **PASSENGER ROOMS 3 TO 6**

Each contains 2 civilians, frightened and shocked at the boarding of the ship, may attack if feel threatened.

## **ENGINEERING 1 TO 3**

The tech crew accompanying the players must be escorted here safely, but hiding out in Engineering 1 and 3 are the 4 tech engineers armed with snub lasers.

## **GALLEY 1/ STORAGE AREA**

2 civilians have hidden in the storage 1 area and are waiting with swords if they are threatened.

## **CREW 1 TO 3 AND PASSENGER 2**

The 3 redemption warriors are stationed here and are armed to the teeth, have retrieved their equipment, weapons and uniforms from the cargo area and will fight to the death. There is a real danger of a hull breach here if the situation is not dealt with quickly, especially when the grenades and flamers fire up! If they find out Steele Luther is on board, they may just blow the whole ship to get rid of him.

## **PASSENGER 1**

Steele Luther is stationed here and was in the middle of a recharge / system maintenance. He has not been out of his locked room since the journey began and he has not been seen by the other passengers. He will be reasonably neutral during the attack, and will only engage combat if fired upon. Luther may not be killed as he is a Hero/ major Laserburn character, he will prove a real menace if made an enemy of. He will expect to be transported to his original destination by the Proteus. He will execute on sight the redemption warriors, if he knows that is what they are!

## **ACCESS TO THE FORWARD PART OF THE SHIP**

Between the captains room (empty) and the Med lab is an airlock which has been sealed and will need cutting through or blasting open (!) to gain access to the other side. Alternatively, observant characters will notice there is a ventilation shaft in the captains room which gives access to the lounge area.

## **LOUNGE**

The remaining 4 crew men have blockaded this area and blocked the main access corridor with tables and chairs.

## **MAIN GALLEY**

The retired bounty hunter is in the main galley, leaning back on a chair, helping himself to food from the crew rations. He is calm, collected, and also quite deadly. He will be neutral, but will offer to help if he is promised 500Cr as a reward.

## **LOWER BRIDGE**

The 2 officers are here ready for what comes, they are fiercely loyal to their captain and have misplaced loyalty for Donovan Slaan, who they don't know has an agenda of his own.

## **UPPER BRIDGE**

The captain is found here, setting a self destruct mechanism if needed to blow the ship. He will readily surrender if the players get this far when he knows it is only Donovan the players are after.

He knows that Donovan has entered the narrow life support shafts, but doesn't know what his plans are

## THE ORGAN CACHE

Storage room 1 holds 2 large (2mx1mx0.5m) crates, inside are cryo-pods with frozen body parts (mostly genetalia) in them, being used as demonstrators for potential clients. The rest of the crew do not know that this is there. This store room also has lots of other odds and ends of equipment.

## DONOVAN SLAAN

Donovan will have gained access to one of the ventilation shafts in the upper deck area and be working his way back down to the cargo area via the system of life support shafts. His plan is to blast his way to one of the life pods and escape, making his way back to Gnosticus incognito, to carry on his organ legging operation.

## SCENARIO VARIATIONS

If you don't fancy the initial set up for this scenario, here are some suggested alternatives.

- Space pirates! The players are crew of a pirate ship which is going to disable, board and strip the morning star for all its worth, but first they must get past that crew!
- Calmin attack! The players are part of the crew, or passengers on the morning star, when the terrors of the space lanes, the Calmins attack and board (For this you will need the Calmin alien information on page 17 of the 'Adventurers' supplement, free on the gonads website)

## FURTHER SCENARIO LEADS (TO STAIRING INTO AN ONGOING CAMPAIGN)



- The players could join the Red redemption for a mission if they convince them (unlikely) they are not after them.
- Steele Luther could offer them a job in a hit on some Imperial garrison on a nearby world.
- Donovan Slaan swears revenge on the characters and will wait for an opportunity to fulfill this
- The players could join the crew of the morning star after things have been sorted out, and travel \ with them on their next trip out.

## VICTORY CONDITIONS/ REWARDS

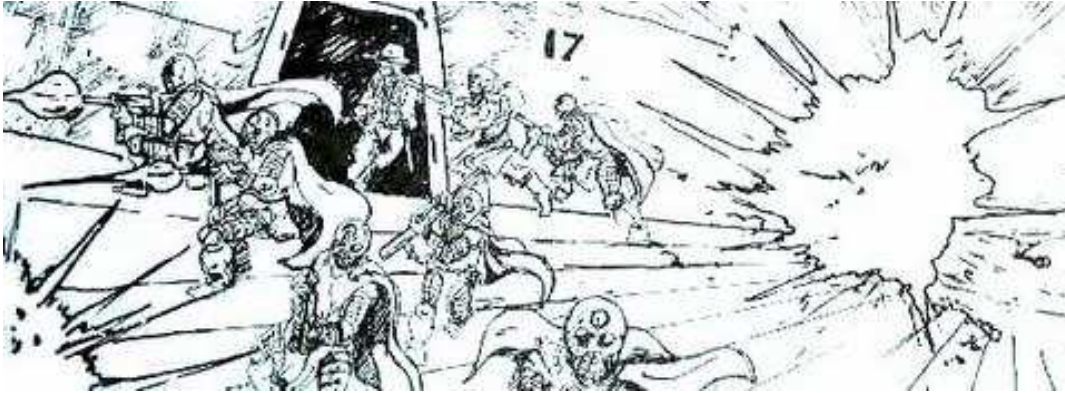
The players will get 500cr each from the employers, be it star police or rival Merchant Baron if they successfully capture Slaan. If Slaan escapes, this is reduced to 200cr. An additional bonus of 300cr is available if the players find the 'samples' of frozen genetalia in the storeroom (the boxes will be unmarked and need searching, as this provides more proof and information on where the main organlegging operation is -Gnosticus) They may 'loot' whatever they can carry on their person, but should do this covertly as this is frowned upon.



Experience should be awarded based on their actions, as explained on page 30 of the laserburn rulebook.

## USING THIS SCENARIO WITH IMPERIAL COMMANDER

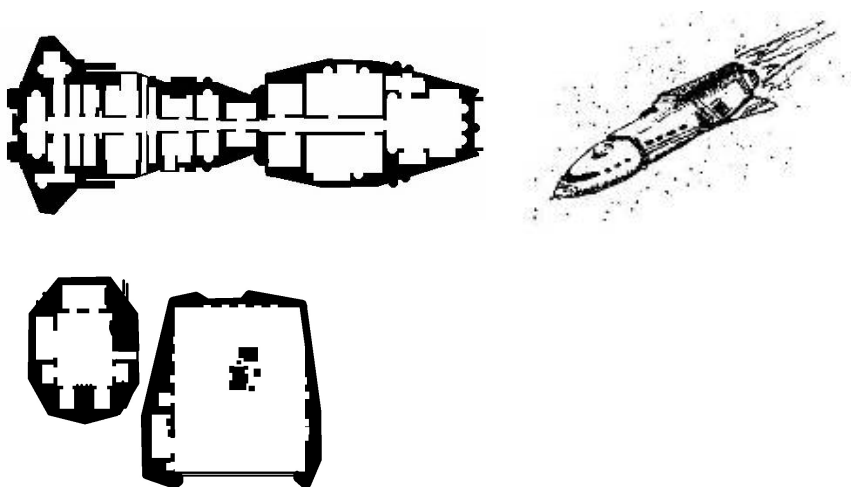
The deckplans and basic scenario story and background may be used for a game of Imperial Commander. You may like to decide a points value for each side and kit out forces using the points values on page 3 of the IC rulebook. It could be that the Redemption own the ship and it is boarded by the Imperium, or vice versa.



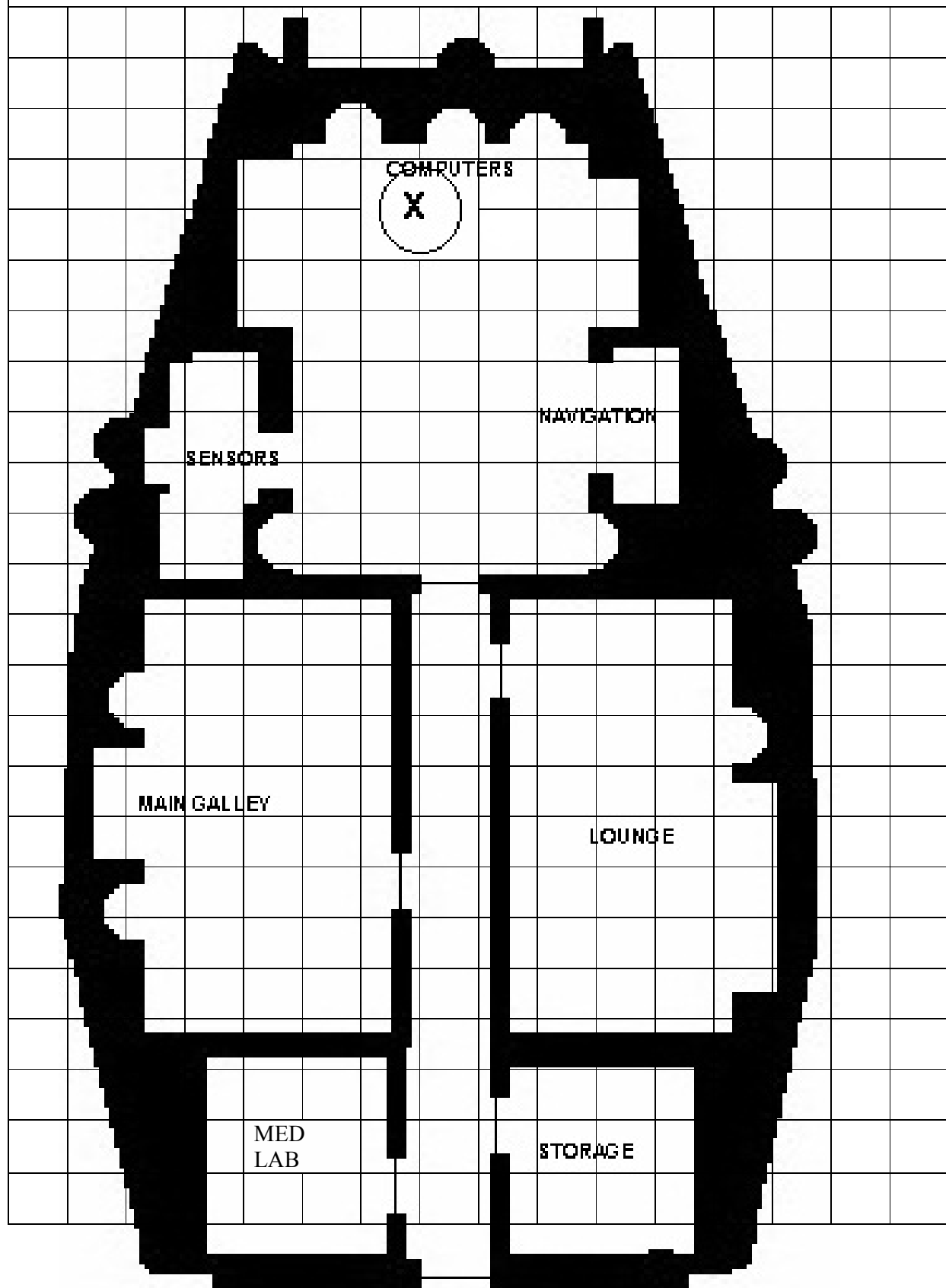
## THE MORNING STAR MAP (CAN BE PRINTED STRAIGHT OFF FOR 15MM FIGURES)

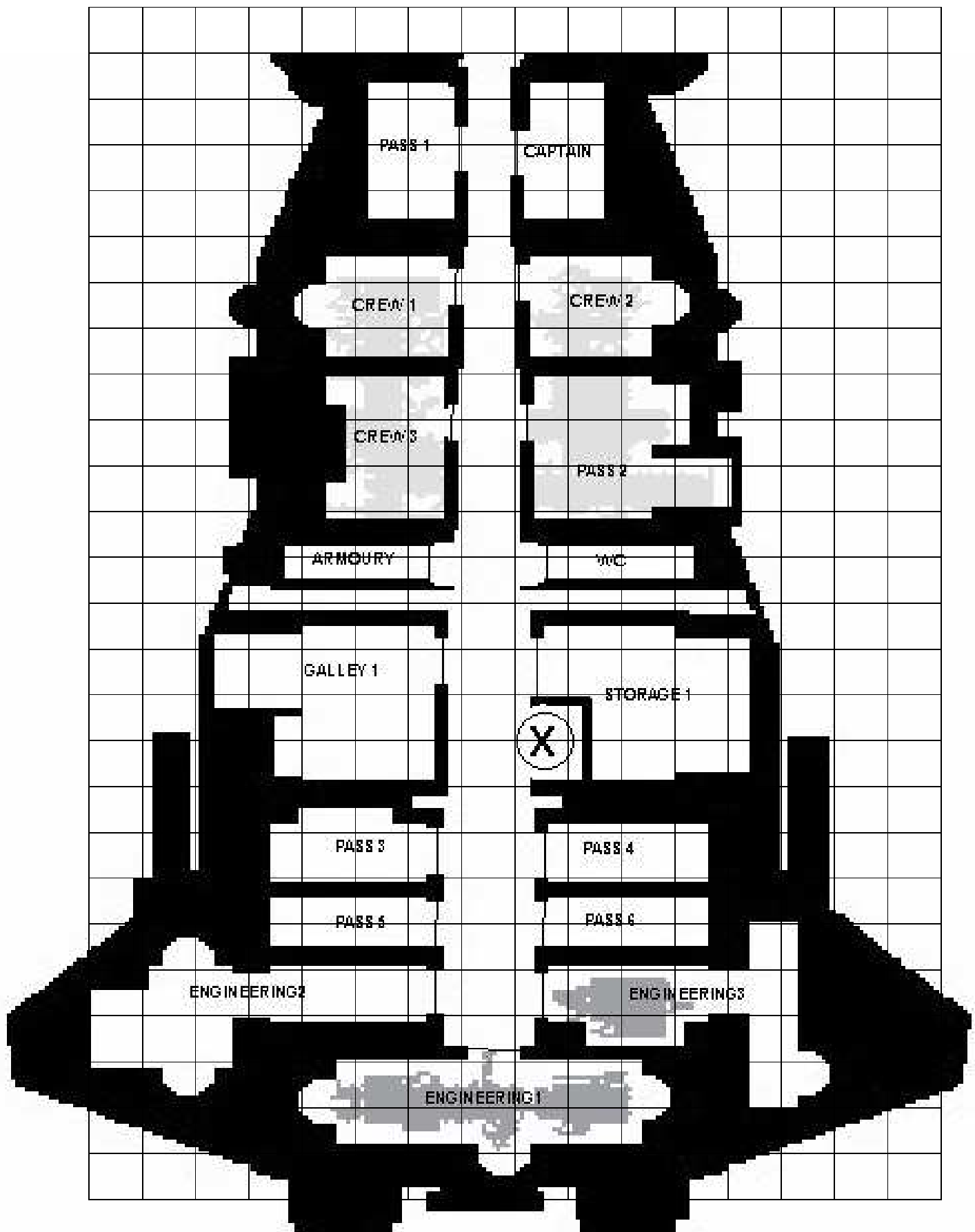
The morning star maps are divided into 3 sheets. The first is the front half of the main deck, the second is the rear half and the third shows the main bridge area situated above the front of the ship and accessed in the lower bridge/ computer area and the Cargo area accessed by the rear of the ship (the main loading area), or from an access hatch beside storage room 1.

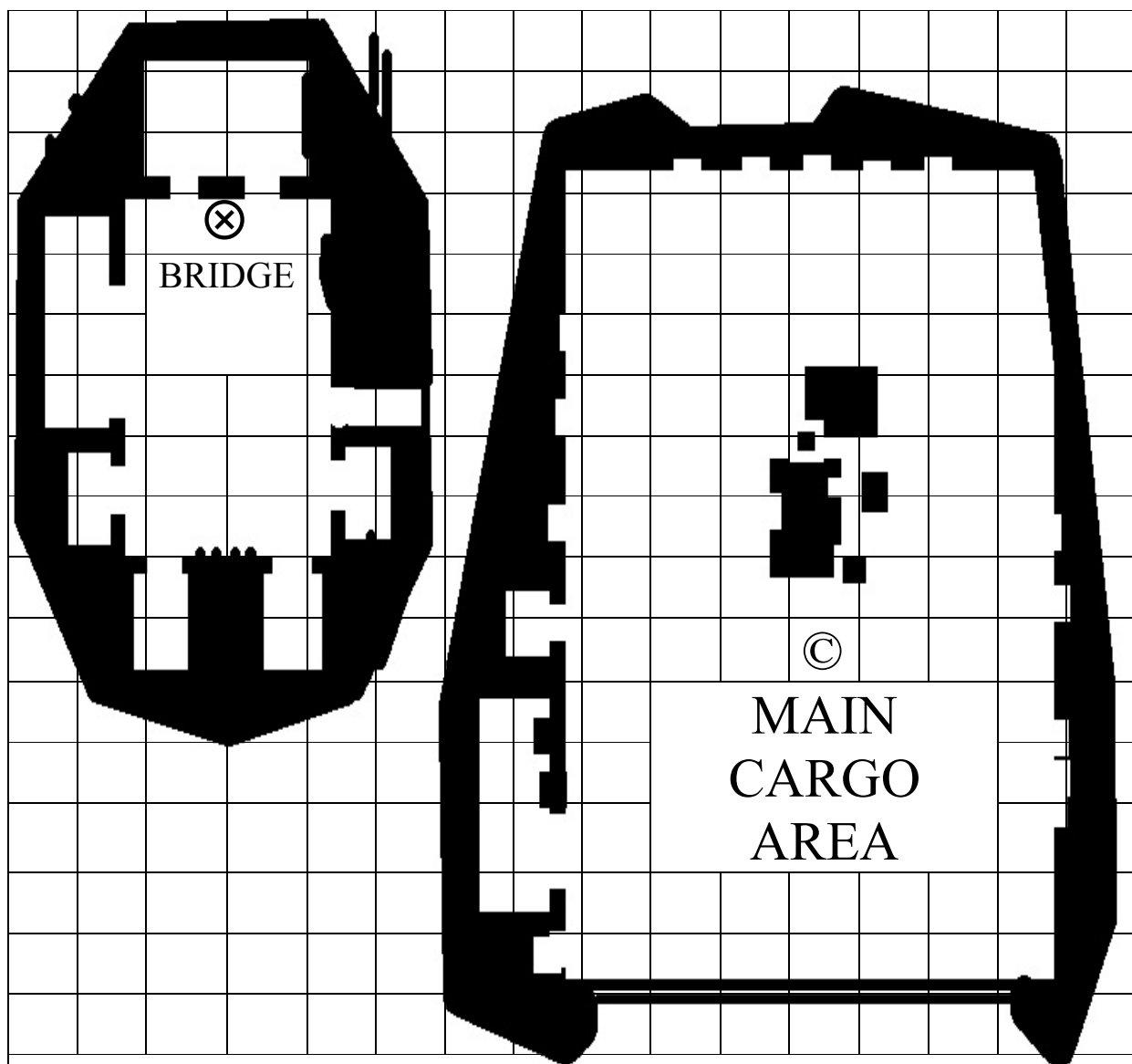
The scale for all maps is 1 square to 1 metre, and so can be printed as-is for direct use with 15mm figures. If using 25mm figures, you could try to enlarge the pages for bigger plans.



# THE MORNING STAR DECKPLANS 15MM







## KEY

© Access to level above

⊗ Access to level below

The Morning Star light freight cruiser.  
Length 75metres