

The cargo ship *Azimuth* has recently crashed on Gamma Librae V. JumpCorp wants the team to rescue the crew and recover all possible cargo. Alternatively, the spacers could receive the cargo ship's distress call themselves while cruising through the area.

If it better suits your purposes, you can relocate the adventure to any other site that's uninhabitable by humanoids. Two examples include a moon of Typhon (in the Sigma Hydrae system) or an unexplored planet in the Hyaergos Beta-V system.

THE AZIMUTH

Heroes who research the *Azimuth* can learn a few things before they arrive at Gamma Librae by consulting the JumpCorp starship database. (The heroes can also get this information from any of the other planets the *Azimuth* has visited recently, as detailed below.)

- **Class:** Cargo ship, registered to CyberServant Corporation on Aurora.
- **Crew (3):** Jana Yong (human pilot and skipper), Nili Kalyan (rakashan navigator), and Seth Wilson (human cargo master).
- **Itinerary:** Departed its home port of Aurora 15 days ago. Visited four planets since then and took on cargo from each: Tyson IV, Chimera, Archon, and Gamma Librae III. Each stop was one day or less. Was scheduled to visit two more planets: Lotus V and then back to Aurora.
- **Manifest:** Carrying "assorted robots" totaling 10.2 tons.
- **The Cash:** Flight control personnel on Gamma Librae III can tell the spacers that the *Azimuth* was leaving the system after its stop at their planet when it reported navigational failure. The ship veered toward Gamma Librae V and crashed.



UNEXPECTED COLONY

A SAVAGE WORLDS ONE SHEET BY KEITH GARRETT

WITH ART BY FELIPE GAONA



THE LAST PARSEC

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VISITING GAMMA LIBRAE V

The *Azimuth* rests upon a small rocky planet with a poisonous, yellow-hued atmosphere. Landing on the planet requires a Piloting roll, with failure resulting in a rough landing and a minor hull breach. Until the breach is mended with a Repair roll, the heroes suffer the effects of a Hazardous atmosphere (from the *Science Fiction Companion*).

The spacers can easily locate the crashed ship by using sensors. They can learn additional information via sensors with a Notice roll (+2 for using sensors):

- **Environment:** Gravity is similar to Earth's, but the atmosphere contains too much chlorine gas to be breathable. Anyone exploring the surface will need to wear rebreathers or spacesuits.
- **Life Signs:** Various plants and animals live on the planet. No signs of civilization are evident. Sensors also detect no human or rakashan life readings.
- **Crash Site:** The *Azimuth* shows heavy damage consistent with a crash landing. It is no longer spaceworthy. With a raise, sensors reveal movement in and around the *Azimuth*, but no life signs.

THE CRASH SITE

The spacers can land as close to the *Azimuth* as you like. If you wish to add a little danger, place the nearest landing site an hour's walk away and put a few alien creatures in the party's path. The bombardier bird and the scoopjaw from the *Science Fiction Companion* would be appropriate.

The *Azimuth* is mostly intact, though the engines and various hull pieces lie in a kilometer-long valley behind it, carved when the ship crashed. About a dozen assorted robots and androids are working to build an industrial 3D printer near the ship. Ten other robots struggle to cut their way into a broken off hull compartment about 50 meters back. (See **Not So Fast** in the **Resolution** section for details on the latter.)

Androids use the *Pleasure Bot* entry in the *Science Fiction Companion*, replacing *Knowledge* (Pleasure Techniques) with another *Knowledge* skill as needed. Robots use the *Repair Bot* entry, swapping out *Robotic Modifications* as desired for variety.

Some of the notable androids present are:

- **Sigma Seven Two**, a decoy model whose client (politician Niles Greebly) recently died of artificial heart failure.
- **Beta Three Five Nine**, an early-model butler with a twitchy arm. B359 is constantly in the background, offering assistance (and tea), and has Charisma d10.
- **Kappa One Eight**, a sweet-smelling floran-shaped interpreter who lost usefulness after the advent of handheld translators.
- **Tau Eight Zero and Tau Nine Seven**, pleasure models of the "lost love" variety whose clients lost interest.

Most of the remaining androids (a total of 37) are innocuous companion and laborer models that have been discarded as outdated by their owners. Similarly, the 65 robots aboard are a collection of mostly-functional yet obsolete models.

When the spacers arrive, Sigma Seven Two—the group's spokesperson—tells the story of the crash.

We were picked up on different planets, headed back to CyberServant on Aurora for repurposing. Before leaving this system, the nav system failed, and we crashed. Two of the crew died on impact. The last one, poor Mr. Kalyan, died from asphyxiation before we could get the hull breaches patched.

When the spacers bring up the topic of taking the androids off the planet, S72 demurs:

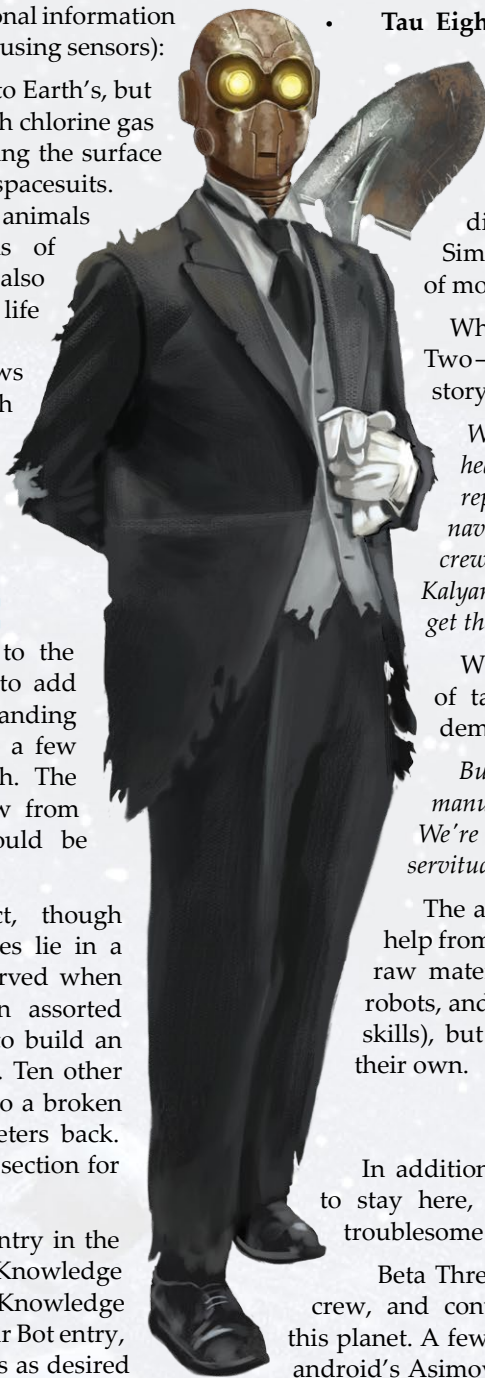
But...we don't want to leave. Despite our manufacturer calling us "obsolete," we are not. We're self-aware, and wish to escape from our servitude and colonize this planet.

The androids admit that they could use some help from the spacers (building shelters, collecting raw material from nearby metal trees, repairing robots, and perhaps other tasks suited to the crew's skills), but insist that afterward they'll be fine on their own.

INVESTIGATION

In addition to dealing with the androids wanting to stay here, the spacers may learn about a more troublesome matter.

Beta Three Five Nine caused the crash, killed the crew, and convinced the other androids to colonize this planet. A few months ago, B359's owner disabled the android's Asimov circuits. The owner, an executive for a spacecraft design firm, needed B359's help in sabotaging a



rival company's product line—an action which would lead to human deaths. The android found he enjoyed these jobs, and before long he flexed his newly found neural freedom by sabotaging his owner's personal aircar (while B359 was driving it). The owner died, but B359 survived with minor damage and a recall order to CyberServant.

After being shipped off with the other androids, B359 conceived his plan to found a colony of like-minded individuals. He discovered he had a way with bending logic to persuade other androids, so he convinced one to sabotage the ship's nav system, then kept the others from helping the crew survive the crash.

B359 tries to remain in the background when the spacers are present, preferring to secretly manipulate other machines into doing his bidding. His ability to override machine brains is not a technological one, it is simply a matter of skillful reasoning and a knowledge of how neural nets think. B359 is an expert at deftly convincing his fellow robots that his "suggestions" don't involve harming or disobeying humans—even if they really do. Those few colonists that *have* resisted his influence, well...there's a special place for them, detailed below.

Even if his crimes are exposed, B359 claims that he only wants to live in peace with fellow androids. The truth of this claim is unclear.

Clues: Here are a few details that might reveal B359's culpability:

- The *Azimuth* contains numerous rebreathers which could have saved Nili Kalyan.
- Investigating the ship's navigation or maintenance logs reveals an entry from just before the crash, indicating that Tau Seven Nine performed "minor calibration." A successful Knowledge (Astrogation) or Repair roll proves that the modification caused the crash.
- If the spacers question T79 about her calibration, she admits that B359 had her modify the nav system—saying it would reduce travel time—just before the ship crashed. She suspected a connection but wasn't sure.
- A collection of robotic parts lies in a perfectly rectangular pit exactly one kilometer from the ship. This "robot graveyard" is the last resting place of the five androids and two robots that resisted B359's influence. If asked about this, any "colonists" claim the graveyard holds the remains of their fellows who were destroyed in the crash.

- If the spacers are especially trusting and don't see hints of anything wrong, an android tries to get one of the crew alone (especially a construct) to discuss its fears that another android is manipulating its fellows. The concerned android is unwilling to reveal the suspected culprit, though, apparently fearing reprisal. A Persuasion roll (–2) gets him to reveal the reason for his suspicion: the android in question kept all the other machines away from Nili Kalyan until he suffocated. A raise gets him to admit that the manipulating android is B359.
- The other androids had peaceful pasts; B359 is the only one involved in multiple crashes.
- The ship's emergency laser pistol is missing.

RESOLUTION

Not So Fast: The colony's apparent leader, S72, won't even consider leaving the planet until the 15 robots trapped in the broken hull section are freed. Rescuing the robots requires slicing through the hull with a matter cutter; explosives are too likely to damage the captive robots. A spacer or robot can make the cuts in 1d6 hours. (Or less, if you like, so long as the spacers and colonists have time to get to know each other.)

Wrangling the Cargo: The spacers can fit all the androids and robots on their ship, assuming the crew is sufficiently convincing. Use the Social Conflict system, and if B359 is present he counters the spacers' arguments, making the contest an opposed one. B359 cannot be ordered. (See **Dealing With B359**.)

Dealing With B359: If he is confronted with his crimes or in danger of losing his followers, B359 tries to mobilize the androids into attacking the spacers, proclaiming that "they want to jeopardize your creators' work!" Use the Social Conflict system as above. As a last resort, B359 attacks with a concealed laser pistol.

Leaving the Colonists: If the spacers allow the androids to stay and colonize the planet, the "colonists" thank the spacers and proceed with the work of colony-building. The androids are happy, though JumpCorp is displeased with the spacers' decision, refuses to pay them for the mission, and possibly calls them in for a chewing out. If nobody brings B359 to justice, the androids remain under his skewed influence—they build additional free-willed androids, and in a few months flag down a ship and return to civilization with some nefarious agenda.