

Dolphins, Guns, and Money

A Savage Blue Planet scenario for 6 players

by Mark Stout

Introduction

Working for a salvage company as a reclamation technician is rarely a dull job. Most of the time you're diving into waters to recover something that belongs to someone else, because either you were paid to retrieve it or because there's profit in recovering and selling it. But that water is never the beautiful, peaceful, shallow waters you see on holovids. It's too deep for casual salvagers to have attempted, or in waters teeming with dangerous creatures, or located in areas frequented by violent insurgents or protected by Incorporated soldiers. Any way you look at it, it's not an easy job. So when a client shows up at your door with a fairly simple job, you jump on it.

The client in this case was a bottlenose dolphin who went by the name of Surfjumper. She was a courier and transporter, specializing in delivering small cargoes discreetly. Her latest job was hauling a cargo pod of scientific monitoring equipment and the resulting data from a small island about 700 kilometers north of Second Try. The haul went without incident until approximately 62 km south of Summer island. A lesser white appeared at the extreme edge of her echolocation and assumed a hunting pattern. She attempted to lose the white using the terrain, but she couldn't maneuver quickly enough with the cargo pod. She dumped the cargo pod, noting the coordinates, and proceeded to evade the white. However when she circled back, the white had returned to the area where she dumped the pod. It refused to leave the area, forcing her to abandon the cargo pod and seek help.

Being an independent courier, she had no resources to call on, so she came to your company to hire you to retrieve the cargo pod for her. She will pay the standard rate plus danger pay, even if the white is no longer in the area. The water is just over 600 meters deep, which is not that bad. All you have to do is return the pod to her at dock 94 in Second Try as soon as possible. Easy money...

Background

The dolphin calling herself Surfjumper is actually named Dodger. She really does work as an independent courier and hauler, but almost exclusively with illegal cargoes. She typically avoids shipping lanes and heavily traveled routes, favoring longer out-of-the-way paths. The incident with the white took place exactly as she described it, but the cargo is not scientific gear. The cargo consists of unregistered small arms and illegal (for civilian ownership) heavy weapons, including grenade launchers and man-portable missile launchers. It was a pay on delivery order for a group of native insurgents, kindly provided by Second Try elements of the Gorchoff crime family. The problem is the order is now late, which has the insurgents upset, and the delivery wasn't made, so the Gorchoff family hasn't been paid for their weapons yet. Dodger is in a tight spot, so she contracted the salvage company the characters work for to retrieve it.

The family isn't content to sit by idly and wait for payment. They have sent a group of thugs to persuade Dodger to pay up, and to harass the characters whom they don't want retrieving the cargo. Another group will be sent out to follow the characters and retrieve the cargo pod, or take it from them. They aren't interested in cooperating or sharing, and won't want to talk it over.

The native insurgents are upset about the non-delivery and lack of explanation. They also have a group out searching for the pod. The group will try to take the pod from whoever has it, and aren't going to be willing to negotiate.

The characters will quickly end up in the middle of this mess, and will learn that on Poseidon, there's no such thing as easy money.

Events

- Dodger, as Surfjumper, hires the characters to retrieve her lost cargo pod. She provides the coordinates, but currents could have moved it despite its weight. The job will entail some searching on site.
- The characters start prepping their boat and equipment, but are interrupted by a group of thugs who deliver a warning to drop the job, and start a fistfight if they refuse. At the first sign of weapons or calling the harbor patrol, they break off and leave.
- As the characters leave the dock on their boat, another boat begins to follow them. The thugs on the boat quickly pull guns and begin shooting. A chase begins to lose the thugs before anyone gets injured or killed, or the boat gets too damaged to use.
- Characters travel to the coordinates and begin searching. They notice native boats, with people diving in and out of the water. The natives avoid the characters and aren't friendly at all, but watch the characters.
- Another boat arrives within an hour, with “fishermen” on board. They seem to keep busy doing things on deck, but it's not clear what. They are Gorchoff thugs prepping a minisub to find the pod or take it from whoever does. This is a different group than those who pursued the characters at the docks.
- Characters may decide to search for the cargo pod. If they find the pod and start bringing it up, both the thugs and the native insurgents launch an assault to capture the pod. If they sneak the pod out underwater, it will be picked up on sonar by the thugs who will pursue.
- Characters may decide to deal with the thugs and/or natives before searching. Both won't respond to threats or intimidation, violence will be the only thing they listen to. An attack on one will cause the other to arm themselves for a fight as well as speed up their search.
- Once the pod is recovered and the threats dealt with, the characters may wish to return directly to deliver the pod, or open it to find out what is in there. Knowing what's in there may cause them to change their plans.
- If they deliver the cargo pod, Dodger is waiting with some family thugs. They got to her after she hired the characters and is being forced to take the pod without paying them. She will stay underwater at the dock and stay out of the fight. When the fight is over, the GEO patrol shows up and questions everyone.
- If they want to turn in the guns to the GEO patrol, a group of native insurgents ambushes them at the outer channel before they make it into the docks. They wait for the boat to slow down for channel entry, then jam the engine intakes and climb up the boat to attack. Once the fight is over, the characters can reach the dock to meet with waiting GEO patrol officers.
- If they want to turn over the pod to one of the groups without provoking a fight, that will be possible. However if the other group is there, the characters are likely to get caught in the middle of the fight for the pod.

A Fin in Need

The characters are going about their shore side job duties at the Long Shot Salvage Company of Second Try. They are the most experienced salvage team, usually assigned to the most difficult recoveries. Their supervisor comes out to the dock to brief them on their next job. The following can be paraphrased to the players.

Their client is a fin - slang name for a bottlenose dolphin - named Surfjumper. Five days ago she had to abandon a cargo pod full of scientific analysis equipment, to try to evade a lesser white hunting her. She was able to lose it in a narrow canyon, but the white refused to leave the area, making retrieval of the cargo impossible for her. The area is approximately 62 km south of Summer Island, about 510 km north of Second Try, and in water of 600 meters depth. The equipment on board the pod is extremely

expensive, and the dataspikes full of information gathered by the equipment is irreplaceable. The cargo pod needs to be retrieved and brought back to Second Try as soon as possible.

The supervisor knows this job is not the usual challenge the characters are used to, but the fin is paying the standard fee plus danger pay, and the water depth is not that great, so this job should be quick and easy. They have a general set of coordinates where the pod may be, but Surfjumper didn't have time to anchor the pod to the seafloor, or activate its locator beacon, so a manual search will have to be conducted. Good weather is predicted for the coming week, and there are no cyclonic systems near that could threaten the recovery operation. Once the pod is recovered, the characters are to deliver it to Surfjumper at Dock berth 94, where she will pay the remainder of the recovery fee (she already put down a deposit).

Getting ready to go takes several hours, as the characters prep the ship and the minisub they'll be using for the job, and stow needed equipment. Everyone will have a drysuit to dive in (even ones that let aquaforms dive deeper than normal), although people will be needed both in the water and on the boat.

Partway into the preparations, a group of people will approach the boat. They are thugs in the employ of the Gorchoff family. They plan to retrieve the cargo pod themselves and are here to warn the characters to refuse the job or bad accidents may happen. To punctuate the point, one of the thugs will kick something valuable into the water. They aren't afraid to start a fist fight to get their point across, but they won't pull weapons. If anyone calls the Patrol or pulls a gun, they back off right away, warning the characters that they'll regret taking this job. Intimidation also works here.

Gorchoff Thugs (8)

Species: Pure-strain Human

Background: Colonial

Goal: Wealth

Motivation: Loyalty

Attitude: Arrogant

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating (Motorized) d6, Fighting (Unarmed) d6, Notice d6, Shooting (Small Arms) d6, Swimming d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: Casual clothes, knife, small-caliber pistol

Cast Off

Once the characters are ready to leave, they may cast off and head out. The first part of leaving is navigating the harbor, which is crowded near the docks with fishing boats, recreational watercraft, and big ships coming and leaving. As they move out, have all characters on deck (except the pilot) make Notice rolls. On a success the character notices a boat coming up behind them fast, faster than allowed in the harbor. On a raise, the character sees the same thugs from the dock fight on board the ship readying firearms. Either way this begins a 5 round chase scene. If no character notices the boat, the thugs get to draw an extra Action card on the first chase round, even if their roll fails.

Thug boat pilot (1)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating (Motorized) d8, Fighting (Unarmed) d6, Notice d6, Shooting (Small Arms) d6, Swimming d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: Casual clothes, knife, small-caliber pistol

Thugs (8)

Species: Pure-strain Human

Background: Colonial

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating (Motorized) d6, Fighting (Unarmed) d6, Notice d6, Shooting (Small Arms) d6, Swimming d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: Casual clothes, knife, small-caliber pistol, 3 have light rifles

If the characters can make it through the 5 round chase without having their boat disabled, they've made it to open water and escaped. If their boat is disabled before round 5, the thugs break off pursuit since that's the result they wanted. Calling the Harbor Patrol right away means they only have to evade the thugs for 3 rounds before the patrol boat arrives and chases down the thug's boat.

Salvage Cutter / Gorchoff Boat

- **Dimensions:** 25 meters long, 8 metric tons
- **Power Source:** Fuel cell and MHD Drive
- **Range:** 4,000 kilometers
- **Acceleration/Top Speed:** 4/20
- **Toughness:** 13 (2)
- **Crew:** 1+10
- **Notes:** Cargo (3 tons)

The Search

The trip to reach the coordinates will take about 6 hours and goes uneventfully. The weather is clear and hot, with only a bit of cloud cover; about as nice as weather gets on Poseidon. There are several native sailboats in the area when they arrive. The native boats are clustered in a small area several hundred meters away. They can be seen coming in and out of the water, occasionally bringing up fish. They appear to be armed only with knives and spearguns. They seem to have no interest in the characters' boat and are gruff and unpleasant, even to other natives. These are actually some of the insurgents who were to buy the weapons from Dodger. They found out where she dropped the pod and have started looking for it themselves. They keep an eye on the characters activities while pretending to dive and hunt fish with speargun. Anyone making a successful Notice roll sees that they are chumming the water near the boats. This isn't unusual for fisherman to do, but could attract a large predator, which is not a good thing.

The characters have a number of resources for conducting the search: the boat's sonar, an underwater ROV (remotely operated vehicle), the minisub, and drysuits for the non-aquaform crew members. The squid character can dive up to 500m down without needing any mechanical assistance, or further with a drysuit.

A combination of efforts will yield the best results. One character can be on boat using the sonar to scan the seafloor to identify likely search sites, this uses the Knowledge (Tech) skill. Another will pilot the minisub to potential sites, or do grid sweeps of the area. Aquaforms can go down with the sub, do their own searching with hand-held sonar units, or keep an eye out for hostile sea life. The equipment operator can pilot the ROV from the ship, and non-aquaforms can go down in drysuits to help. The sonar and ROV operator will be kept busy running their searches, so they will only be able to look around occasionally and could easily miss the arrival of another boat.

A fishing trawler arrives an hour after the characters get there. The crew works on deck, seemingly

very busy. The crew is a group of Gorchoff thugs, somewhat sea-skilled, sent to take the pod from the characters or find it before they do. Although nothing goes on up on deck, below they are prepping a minisub to go down and search for the pod. They got the coordinates from Dodger, who was caught by the family shortly after hiring the characters. If hailed, they wave and smile, saying they're in their usual fishing spot and don't mind the characters being there. The thugs on deck set up line rigs to maintain the deception. They sweep with their sonar to try and find the pod, but keep the minisub inside until they find the pod or the players bring it up. The minisub exits a hatch in the bottom of the boat, which can be detected by sonar when it opens.

Finding the pod requires some time. It drifted west in the bottom currents for about 3 km before the tow harness snagged under a boulder. Once an hour in game time, one character actively searching should make a Notice roll. Other players searching (by sonar, ROV, swimming and looking) can make Cooperative rolls. Every success and raise adds +1 to the main character's roll, to a maximum of +4. The first hour's roll requires a success and three raises to find the pod. This requirement drops by a raise for every hour of searching as follows.

- First hour: Need a success and three raises.
- Second hour: Need a success and two raises.
- Third hour: Need a success and one raise.
- Fourth hour and beyond: Need a success.

Once the roll has succeeded, the pod has been located. However the characters' troubles aren't over yet.

The natives aren't going to find the pod first due to the distance involved, but the thugs have a chance of locating the pod first. The boat pilot makes a Notice roll (d6, not a Wild Card) every hour with the same requirements as the characters. If he makes the roll before the characters do, the thugs locate the pod and send their minisub down to get it. The character manning the sonar will see the minisub head down, and be able to track it.

Claiming the Pod

Both the Gorchoff thugs and the native insurgents will be observing the characters closely. They would prefer to let the characters do all the work and take the pod from them after. The thugs are searching anyway, hoping to get lucky.

The pod is 2km due west at about 580 meters depth. It is stationary on the ocean floor near a sea cave, as the tow harness has lodged under a boulder. The snag is too wedged to clear by hand or the minisub's robotic arm, so the pod will have to be cut loose of the harness. The pod has an attachment for a hook or clip from a winch or towline. The characters can hook a line on it from the minisub and haul it up, or drop a towline from the boat and pull it up. This would be very simple, except there is unfriendly sea life down there.

The natives have been catching fish on their dives, and cutting them up to chum the water. As a result, several predators have moved into the area, following the blood scent in the water. A swarm of Blood Hunters are roaming the waters. While the Blood Hunters pose no threat to the minisub, divers are another matter. In addition the cargo pod lies near a low cave that happens to be the lair of a Polypod. The Polypod considers nearly anything to be food, even minisubs! If the thugs have found the pod first and gotten down here in their minisub, they run afoul of the Polypod first. It's worth noting that neither minisub has weapons except the manipulator arms.

Blood Hunter swarm

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6, Swimming d10

Pace: – ; **Parry:** 4; **Toughness:** 7

Special Abilities

- **Aquatic:** Pace 10.
- **Bite:** The blood hunter swarm automatically inflicts 2d4 damage to everyone inside the Medium Burst Template. Damage is applied to the least armored location. People in sealed suits, hard suits or vehicles are immune.
- **Split:** The swarm may split into two smaller swarms the size of Small Burst Templates. The Toughness of these smaller swarms is 5.
- **Swarm:** Parry +2; Because the swarm is composed of scores of blood hunters, cutting and piercing weapons are not effective. Area-effect, electrical or sonic weapons work normally. Stomping does not work since blood hunters are aquatic. The swarm covers an area equal to a Medium Burst Template and attacks everyone within every round.

Polypod (Wild Card)

Polypods, as the common name implies, are multi-tentacle creatures similar in body form to Earth squid, only much larger.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Notice d8, Swimming d10

Pace: – ; **Parry:** 6; **Toughness:** 10

Special Abilities

- **Aquatic:** Pace 10.
- **Large:** Attackers add +2 to their attack rolls when attacking a polypod if they can get to the body (tentacles don't count as large).
- **Size +3:** The polypod is about 70 feet long including tentacles, and weighs 2000 pounds.
- **Tentacles (12):** A successful hit partially entangles the victim penalizing all Strength and Agility rolls by -2. A raise on the attack roll fully entangles and constricts the victim, inflicting Str+d4 damage. A successful Strength roll will free a partially entangled person, a raise is needed to escape when fully entangled. A partially entangled victim may attack the tentacle. A tentacle has Toughness 3 and lets go when wounded once.

Minisub

- **Dimensions:** 3 meters long, 2 meters wide, 1 metric tons
- **Power Source:** Fuel cell and MHD drive
- **Range:** 800 kilometers
- **Acceleration/Top Speed:** 3/10
- **Toughness:** 8 (2)
- **Crew:** 1
- **Notes:** 2 manipulator arms (Str d10)

Gorchoff minisub pilot (1)**Species:** Pure-strain Human**Background:** Colonial**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6**Skills:** Boating (Motorized) d8, Fighting (Unarmed) d6, Notice d6, Shooting (Small Arms) d6, Swimming d6**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5**Gear:** Casual clothes, knife, small-caliber pistol**Thugs (6)****Species:** Pure-strain Human**Background:** Colonial**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6**Skills:** Boating (Motorized) d6, Fighting (Armed) d6, Notice d6, Shooting (Small Arms) d6, Swimming d6**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5**Gear:** Casual clothes, knife, small-caliber pistol, 3 have light rifles**Native Insurgents (8)****Species:** Aquaform (Squid/Diver)**Background:** Native**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6**Skills:** Boating (Sailing) d6, Fighting (Armed) d6, Notice d6, Shooting (Primitive) d6, Swimming d10**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5**Gear:** Swimming clothes, knife, speargun, 6 spears

If the characters bring the pod up to their boat, by any means, the thugs (if they didn't find it first) and the natives will make their move. The thugs will launch their minisub to intercept the pod, and the thugs on the boat will lay down fire on the characters' boat to make them stay down. The natives will take to the water with knives and spearguns and try to get the pod as well. Likely, both will face off with each other while trying to get the pod. The natives will swarm both minisubs and attack by pulling cables, wedging knives in manipulator joints, cutting hoses, and so on. The minisub can do little except try to ram them or crush with a manipulator arm. Characters in the water can fight either. Firearms do work underwater, but their range drops to 10% of normal, and damage drops to the next die down, for example: 2d6 becomes 2d4. Knives work as normal, and spearguns actually double their range underwater. The thugs retreat if the minisub takes 2 Wounds. The natives fight until half of them are killed or incapacitated, then retreat.

If the characters try something clever, like tow the pod underwater with the minisub and rendezvous with it later, make a Notice roll for the thug pilot. On a success he spots them on sonar, and dispatches their minisub to intercept. Run the fight as above, with the thug minisub trying to cut the towline and grab the pod. The natives won't be able to detect the characters' minisub running at depth, and will end up departing when the characters do.

Back to Second Try

Finally, with cargo pod secure, the characters head back to Second Try. The majority of the trip back is uneventful, giving the characters time to talk. The characters may want to open the pod and find out what cargo is so valuable that this many people are willing to kill to get it. Opening the pod reveals the truth.

The pod contains 40 light assault rifles, 2 grenade launchers, 3 mini-torpedo launchers, and one man-portable missile launcher. All weapons are still in pieces and sealed in their original factory bags with copious amounts of anti-fungal lubricant. Also in the pod are clips of bullets, cartridges of binary propellant, and various warheads for the launchers. What is not in there are instructions on how to assemble the weapons for use – the Gorchoff family was going to supply the native insurgents with a few trainers to teach them assembly, care, and shooting. The security character knows enough to show the others how to clean, assemble and test fire the rifles, but not any of the launchers. One person can clean and assemble a rifle in two hours. This could come in handy if the characters expect more trouble at the docks.

The characters now have a decision to make over what to do with the pod. The most likely options are as follows, but if the players come up with something different, the GM have to come up with a plausible end scenario.

1. The characters deliver the pod to Surfjumper (Dodger) as planned. Dodger has been caught by thugs working for the Gorchoff family, and is being forced to let them take the pod without paying the characters for retrieving it. Jump ahead to the section **Delivering the Pod**.
2. The characters contact the GEO to report the incident and turn over the pod to them. The Patrol tells them to meet at the salvage ship's dock in Second Try. Skip ahead to the section **Turning in the Pod**.
3. The characters combine 1 and 2, by contacting the GEO and reporting their upcoming meeting with Surfjumper. The Patrol will tell them to make the meeting, whereupon they will arrest Surfjumper for arms smuggling. Jump ahead to the section **Delivering the Pod**.
4. The characters turn the pod over to the insurgents or the Gorchoff thugs. Both factions want the pod and are willing to listen to any reasonable offer, although they will try to take it by force if they believe they can. The GM should review both sections and make a decision.

Delivering the Pod

Since the characters left in the morning, it will be night when they return. Lighted channel markers guide the boat back into the harbor and to berth 94 where Dodger is waiting. Anyone observing the docking berth may make a Notice roll. On a success they see about half a dozen people on the dock waiting casually, as well as a dorsal fin moving through the water near the docks. On a raise, they also see a small aerial remote hovering over the water near the dock.

Nothing about this looks particularly unusual. Cetaceans always make use of remotes to do tasks on land they can't do themselves. Hiring people to carry cargo on land is also common. If the characters opened the pod and found the guns, they are likely suspicious, and with good reason. The “dock workers” are Gorchoff thugs here to seize the cargo pod from the characters. There are six thugs on the biocrete platform at the end of the dock, and two aquaforms in the water on either side of the dock. They are there to exit the water after the characters pass, or to climb the boat to find the cargo pod and handle crew still on board.

When the characters debark and walk up the dock to meet their client, she greets them via her remote. She explains she is very sorry, but the men here will be taking the cargo pod and she will be unable to pay them the remainder of the salvage fee. The men will move to take the pod from the characters or tell them to get it off the boat. Dodger stays underwater away from the dock and can't be seen from there.

What happens next is up to the players and depends on whether the characters opened the pod and reported it to the GEO Patrol.

If the characters have just themselves to rely on, they may acquiesce and turn the pod over without a

fight. The thugs will take the pod, load it on a nearby vehicle and leave. While they're doing this, Dodger's remote will fly off over the harbor as she swims away. Jump ahead to **Wrapping Things Up**.

If the characters put up a fight, they'll have to deal with the 6 thugs on the dock and the 2 aquaforms in the water. Dodger won't fight with her remote unless someone actually hits it. Then she'll get angry (dolphins consider remotes an extension of themselves) and attack just the person who hit it. If the remote is destroyed, she'll be angry, but won't risk herself on a direct attack. The sound of gunfire will eventually draw the GEO Patrol to the docks, after the characters have taken care of the thugs, or when half the characters are down. Jump ahead to **Wrapping Things Up**.

If the characters called the GEO before they got back and told them about the deal, the characters will be instructed to debark with the pod. As soon as the thugs take the pod, patrol cars and a patrol jumpcraft converge on the docks, while a patrolman calls over a loudspeaker for everyone to throw down weapons and hit the ground. The thugs begin a gunfight with the patrolmen, who outnumber them by 2 to 1. The characters can help, or just hit the deck and wait it out. Characters actively helping will be targeted by thugs. The aquaform thugs will jump in the harbor and swim away to avoid arrest, they won't stick around to help their fellow criminals. Dodger also swims away at the first sign of the patrol, taking her remote with her. In any case, the amount of patrolmen present will result in a quick clean-up of the Gorchoff thugs. Jump ahead to **Wrapping Things Up**.

Thugs (5)

Species: Pure-strain Human

Background: Colonial

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating (Motorized) d6, Fighting (Armed) d6, Notice d6, Shooting (Small Arms) d6, Swimming d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: Casual clothes, knife, small-caliber pistol, 2 have small-caliber PDWs

Gorchoff Lieutenant (Wild Card)

Species: Modified Human

Background: Colonial

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Boating (Motorized) d6, Fighting (Armed) d8, Notice d6, Shooting (Small Arms) d8, Swimming d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10 vs bullets (2/4 torso only)

Hindrances: Arrogant, Habit (Heavy Drinker)

Edges: Low-light Vision, Pain Inhibitors, Programmed Reflexes (Quick Draw)

Gear: Casual clothes, light vest diamond knife, large-caliber pistol, small-caliber PDW

Dodger's Remote

This is a small, disc-shaped aerial remote designed for light combat. It is quick and fast, but somewhat fragile.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d4, Vigor d4

Skills: Notice d8, Piloting d8, Shooting d6

Pace: - ; **Parry:** 2; **Toughness:** 2

Special Abilities

- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Controlled:** The remote's skills are only used when the remote is operating autonomously. When a character is operating the remote, the character's skills are used instead. The remote's attributes are used in both cases.
- **Fearless:** Remotes are immune to fear and intimidation.
- **Flight:** The remote has a Flying Pace of 15" with Climb 2.
- **Pistol:** Range 12/24/48, 2d6 damage, 35 shots, AP1, Semi-auto.
- **Sensors:** The remote is equipped with a video system the confers Low-light vision, and an audio system that can hear and record sounds.
- **Size -2:** This remote is quite small.
- **Small:** Attackers subtract 2 from their rolls to hit.

Turning in the Pod

If the characters opted to contact the GEO Patrol and turn in the cargo pod to them, they'll be instructed to come directly back to the company dock and meet the patrolmen there. However they will have to contend with a problem before that.

The natives watching them at the search site contacted more of their insurgent group in Second Try to let them know the cargo pod was on its way back. The natives in Second Try have assembled a small team at the head of the harbor, which is several kilometers from the docks. They are in the water, and will approach the boat as it comes in and release several bundles of pump weed in front of the boat. The weed will get sucked into the MHD intakes and clog the drives, shutting them down. This will show up on the pilot's console in the cabin. It isn't an unusual occurrence, as pump weed is fairly common, but the characters probably aren't very trusting of coincidence right now.

Someone, or several someones, will have to get in the water to clear the intakes. That's when the natives plan to grab whoever does and ransom them for the pod. If the characters stay on the boat, the natives assume they're calling for help and scale the sides to get to the pod. They come up on all sides, making it hard to stop them all. The fight will be over one way or another before any help arrives, as it will take a GEO Patrol boat at least 5 minutes to get there. Once the natives have taken half their number in wounded or dead, they jump into the ocean and vanish underwater. Go to **Wrapping Things Up**.

Native Insurgents (10)

Species: Aquaform (Squid/Diver)

Background: Native

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating (Sailing) d6, Fighting (Armed) d6, Notice d6, Shooting (Primitive) d6, Swimming d10

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: Swimming clothes, knife, speargun, 6 spears

Wrapping Things Up

When all is said and done, the characters will have gotten rid of the troublesome pod, although they might not have gotten the rest of the pay. The company certainly doesn't hold this against them, and they have earned themselves a week off work to rest.

If the Gorchoff thugs or insurgents got the weapons, the GEO is not happy and subjects the company to an investigation and other legal hassles, which the characters end up getting sucked into.

If the weapons were turned over, the GEO is grateful they didn't find end up in the hands of insurgents or other criminals, and award the characters and company a civilian citation for excellence in community responsibility. While not a monetary award, it gets the characters and company noticed, which means more clients.

New Gear

Diamond knife

Damage: Str+d4+1, Weight: 1, Notes: AP (2)

Small-caliber pistol

Range: 12/24/48, Damage: 2d6, RoF: 1, Shots: 35, Notes: AP 1, Semi-auto

Large-caliber pistol

Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 25, Notes: AP 1, Semi-auto

Small-caliber PDW

Range: 12/24/48, Damage: 2d6, RoF: 3, Shots: 100, Notes: AP 2, Auto, Three-round burst

Semi-automatic shotgun

Range: 12/24/48, Damage: 1-3d6, RoF: 1, Shots: 20, Notes: Semi-auto

Light rifle

Range: 24/48/96, Damage: 2d8, RoF: 1, Shots: 30, Notes: AP 2, Semi-auto

Light assault rifle

Range: 24/48/96, Damage: 2d8, RoF: 3, Shots: 100, Notes: AP 2, Auto, Three-round burst

Speargun

Range: 3/6/12, Damage: 2d6, RoF: 1, Shots: 1, Notes: One action to reload, double range underwater

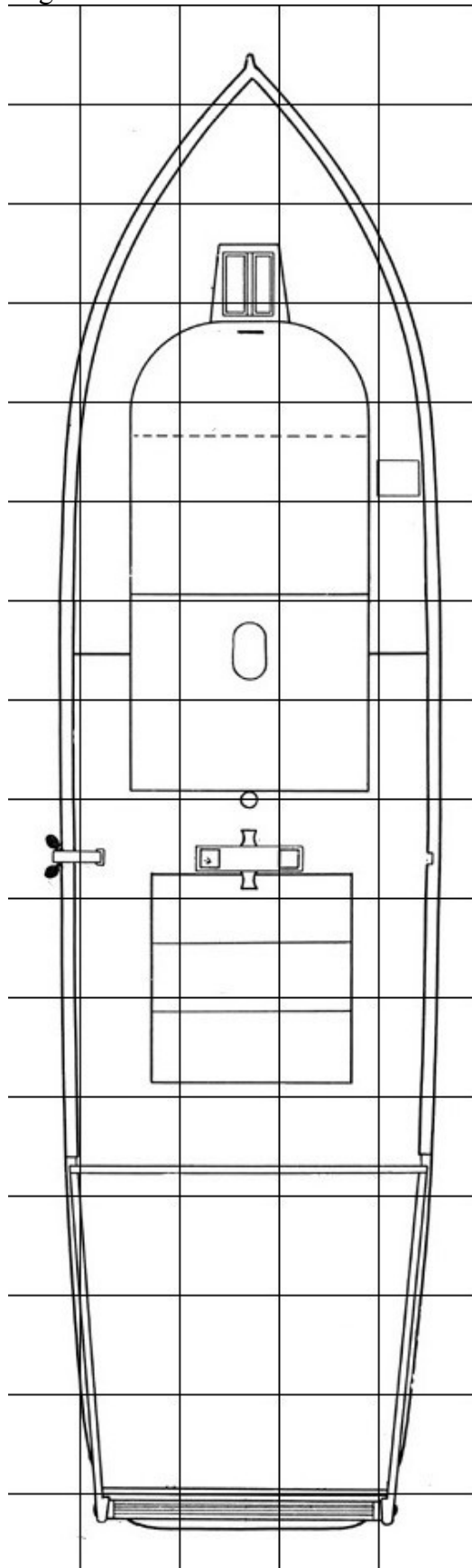
Mini-torpedo launcher

Range: 50/100/200, Damage: 4d6, RoF: 1, Shots: 4, Notes: AP 6, MBT, only usable underwater

Light vest

Armor +2, +4 vs. bullets, Covers torso only, Weight: 2

Boat Map: Salvage Cutter / Fishing Boat



Dock Map

