



Shadows Over Sol

Eviction Notice



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Introduction

Eviction Notice is a complete action horror scenario for *Shadows Over Sol*. Contained in this adventure is enough material to cover between one and three sessions of play, depending on the interests of the players and the pacing set by the GM.

This scenario will immerse the team in the seedy Martian underworld, introducing them to the feared Rakhimov Syndicate. It will send the players on a journey across the Martian outback, isolating them and pitting them against some of the most fearsome beasts that have ever been bioengineered. In the process, the team will face off against a deadly gang and stumble upon a buried secret.

Synopsis

This section contains spoilers and plot details for *Eviction Notice*. It should only be read by the GM.

The scenario picks up with the player characters in the Martian colony of Chi Chen. They have been put in contact with a potential employer going by the pseudonym “Operator One.” Meeting Operator One at a dive bar named the Asteroid Belt, the team soon learns the details of the offered job.

The job is to travel to the ruins of the old Vidhi Colony, which is less than a day’s travel from Chi Chen by rover. There an outlaw gang has taken up residence. This gang has been making minor repairs to the abandoned colony—enough to let certain sections of the ruined colony hold atmosphere—but mostly they have

been using it as a base of operations to raid outlying installations, agriculture domes and terraforming operations. Operator One wants this gang “dealt with for good,” meaning either ran out of Vidhi Colony permanently, or simply killed. If possible, he tries to paint this in a positive light. (“Getting rid of these thugs is good for everyone...”)

Although the team does not yet know it, Operator One is a representative of the criminal Rakhimov Syndicate. Some months ago the Syndicate raided a Jensei-tech facility and stole several drums of experimental chemicals, planning to sell these proprietary chemicals to another corp for a lot of money. Unfortunately for the Rakhimov Syndicate, the heat they drew from Jensei-tech was more than they expected, and they were forced to stash the chemicals in an out of the way location until things cooled down.

They stashed the chemicals in the ruins of Vidhi Colony. Unfortunately, a cell of the Red Sands gang moved in shortly afterward and set up camp right on top of where the Rakhimov Syndicate’s stash is hidden.

The Rakhimov Syndicate nether wants to start a gang war with the Red Sands, nor face the scrutiny of Jensei-tech. They also don’t want the Chi Chen authorities involved. They do, however, want their stash back. Towards this end, they are looking to hire an outside group to run the Red Sands gang off. Then they can quietly come and collect the stashed chemicals.

Once the player characters have been hired, they will have the opportunity to investigate the situation, thereby learning more about the Rakhimov Syndicate, the Red Sands and Vidhi Colony. Over the course of this investigation, the team has the opportunity to get involved in an arms deal, will be signaled for help from a nearby terraforming platform, will be offered some friendly advice from others in Chi Chen and will encounter Jenseitech troops combing the Martian outback for the missing chemicals.

Meanwhile, unknown to either party, the Red Sands gang's efforts to fix up the colony has resulted in one of the chemical drums being breached. It is now leaking experimental fluids into the Martian regolith. As these fluids have seeped out, they are beginning to attract dangerous beasts called jangors (see the *Shadows Over Sol* core rulebook, page 217). These jangors are being lured closer to the colony and driven into a hyper-aggressive state by the chemicals.

When the team finally arrives at Vidhi Colony, they will face not a fully armed gang, as they might be expecting, but rather the aftermath of a bloodbath. This is the result of a jangor attack. As the team makes its way into the ruined colony, they will discover the surviving gang members, before coming under attack by the agitated jangors themselves.

Can the scrappers both survive the attack and complete the job? And will they make enemies of either the Rakhimov Syndicate or the Red Sands gang in the process?

Modes of Horror

Eviction Notice is written with the Action Horror mode of horror in mind (see the *Shadows Over Sol* core rulebook, page 164). During this scenario the team will repeatedly be put in dangerous situations, pitted against both gang members and deadly beasts. The final confrontation against the rampaging jangors in the darkened tunnels of a ruined colony is meant to be both climactic and terrifying.

This adventure could work as an investigative or survival horror scenario, but at the beginning of the session player characters are going to need to feel that they are able to reliably take on an outlaw gang, otherwise accepting the job is tantamount to suicide. After all, why would the scrappers accept a job that they're dangerously not qualified for?

Ready-Made Heroes

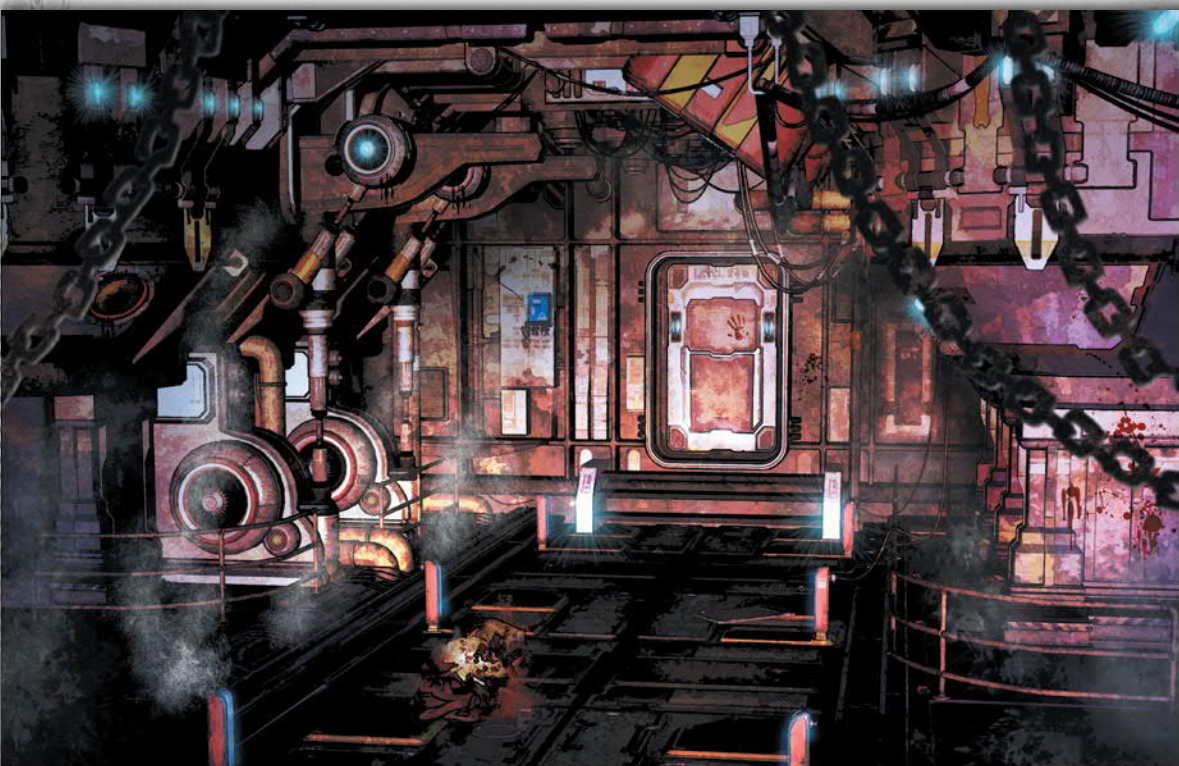
The nine player characters presented in *Shadows Over Sol: Ready-Made Heroes* are ideal for use with Eviction Notice. Simply print out the character sheets and they are good to go!

Aleksander Gugenheim may have heard about the Rakhimov Syndicate's raid on Jenseitech through the net. The chemical in the drums may match the chemical that poisoned Alex Pryce's family. Out of all the team, Francisco DeLorenzo operates best in a gravity well. Finally, Sam Wong is both from Chi Chen and has past connections to the Rakhimov Syndicate.

Other Adventures

Eviction Notice can be used alone or in conjunction with other published *Shadows Over Sol* adventures. Below are some notes on how to combine this adventure with others.

- **Ghost Ship:** Found in the *Shadows Over Sol* core rulebook, the entire *Ghost Ship* adventure could be set during the team's trip to Mars to pick up the plot hook for *Eviction Notice*. Alternatively, the success of the team in *Ghost Ship* could be what earns them the reputation needed to get the job offer in the first place.
- **Memories:** Found in the *Shadows Over Sol: Quick-Start*, "Memories" is written for very specific pregenerated characters. As such it is difficult to directly integrate with this adventure. Nevertheless, both adventures feature experimental Jenseitech projects. "Memories" might be used as a flashback or side story, giving the players more insight into the machinations of the corp. The chemical drums might even have "Theta Project" written on the side.
- **Small Mercy:** If the GM decides to set *Eviction Notice* well before the events of *Small Mercy*, it's possible that the PCs might encounter Jim Segall alive and well in the Asteroid Belt bar. This would be shortly before his recruitment into the Harbingers of the Divine Form cult. Alternatively, the chemical stolen by the Rakhimov Syndicate could have been en route to the secret lab near Fururi Station.





Chi Chen

This scenario picks up with the team either arriving or staying in the Martian colony of Chi Chen. Here they will be contacted by a potential employer going by the alias Operator One. They will meet this this employer, possibly do some investigation into the nature of the job. The team might even find themselves involved in an arms deal.

Chi Chen

For more on the Martian colony of Chi Chen, see page 83 of the *Shadows Over Sol* core rulebook.

About the Colony

The second largest colony on Mars and the third largest colony outside of Earth's gravity well, Chi Chen has a justifiably shady reputation. The colony itself is largely carved into the Martian regolith, with numerous structures and domes that jut out above the surface of the planet like some form of mechanical cancer.

In theory, Chi Chen colony is owned and operated the Chi Chen Administrative Corporation, but this organization is little more than a shell designed to collect bribes and kickbacks, funneled up by the colony's many gangs and criminal enterprises. Currently the most powerful crime ring in Chi Chen is the Rakhimov Syndicate, but the Tunnel Rats and the Red Sands also have significant holdings.

Rakhimov Syndicate

The Rakhimov Syndicate has been the dominant criminal organization in Chi Chen for the past sixteen years. In 2195 the Syndicate—then a secondary criminal enterprise—successfully gained effective control of the mag-train platform connecting Chi Chen to Oras Colony. This gave the organization the finances it needed to wrestle away most of the territory belonging to the Sanguine Gang, then the top criminal organization. Over the next five years Sanguine Gang withered away, while the Rakhimov Syndicate ascended to its current state of power.

The Rakhimov Syndicate is headed up by Andrei Rakhimov, the founder of the organization. These days getting to be quite elderly, Andrei has in recent years delegated an increasing amount of authority to the Syndicate's lieutenants. Although Andrei's control of the Syndicate has yet to be tested, those involved in the organization can see that it is just a matter of time until the crime lord has outlived his grasp.

Andrei himself was once part of the Morb subculture. When that subculture broke apart in the early 2190's, he drifted into the Ghostman subculture and most of the Syndicate went with him. These days the Rakhimov Syndicate is solidly a Ghostman organization, although there remain a few high-ranking Expret members.

The Hook

It is presumed that the team is in Chi Chen and looking for work. Perhaps one of the scrappers has an old contact here that puts them in touch with Operator One. Maybe the hacker in the group makes the acquaintance of Operator One over the net. Regardless of how the characters picked up the hook, their potential employer is going by the alias Operator One. He both wishes to remain anonymous and has agreed to meet them at a seedy dive bar called the Asteroid Belt.

The initial approach should probably be tailored to the characters. If all else fails, the GM can run the short scene below.

Contact

The hand terminal for one of the team members chimes. She has a new message waiting for her: "From: Operator One. Message: Team needed to 'gently' persuade armed gang to leave the area. Heard you were in the colony, are looking for work and have the skill set required. If you are interested in hearing the job pitch, or if you have questions, please meet me at the Asteroid Belt bar."

It is presumed that the team will at least hear Operator One out. If not, the GM has her work cut out for her. Good luck!

Asteroid Belt

The Asteroid Belt is located in Chi Chen along the edge of a small market dome. Outside the bar is a marketplace packed with vendors hawking their wares, shoppers and workers going about their business, as well as the destitute pressed up against the walls, trying to avoid being crushed by the crowds of people. Outside the bar hangs a sign with the words "Asteroid Belt" written in neon red. The "A" in asteroid flickers occasionally from years of neglect.

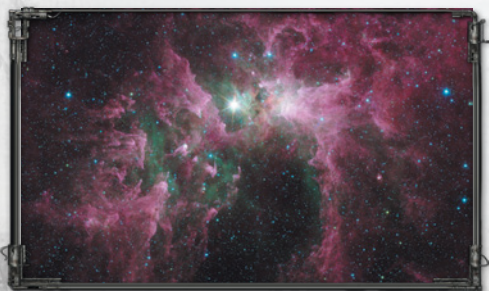
Followed

As the team approaches the bar, have one of the PCs make a Per/awareness-10 flip. On a success, she notices a scruffy young man watching the group from a rooftop on the far side of the marketplace. This is a lookout for the Rakhimov Syndicate. His job is simply to alert Operator One when the team is about to arrive.

If the team starts to head in the direction of the man, they'll lose sight of him as they slowly push through the crowds of people. Meanwhile, he will descend down from the roof. By the time they finally make it over there, he will be long gone with no real way to track him.

Entering the Bar

The inside of the Asteroid Belt bar has a cool gloom and relative quiet that is a welcome relief from the heat and crowds of the bustling market dome. The bar itself, however, has clearly seen better days. The floor is filthy and parts of the wall are blackened with what looks



suspiciously like scarring from laser fire. Perhaps unnerving to cautious PCs is the fact that nearly everyone in the bar appears to be armed, and the few who aren't openly carrying likely have some form of concealed weapon on them.

Operator One is waiting in a booth in the far back corner of the bar, though the dim lighting makes it hard to tell anything beyond the fact that he appears to be of a tall, lean build. He will wave them over if the team stands around too long. After all, his lookout has just informed him via hand terminal that the team is coming. Otherwise, give the players a moment to orient themselves in this new environment.

Next One's On Me

If one or more of the PCs decides to order a drink, consider this part of their Lifestyle for anyone with Lifestyle 2 or greater. While they are waiting for their liquor, a local drunk will approach the character and ask if she can spare the cost of a beer for him. If the player refuses, he walks out the door muttering under his breath. If she buys him a drink, the man thanks her and heads back to his seat at the bar, telling her that he owes her one.

- The rules for the effects of alcohol can be found on page 154 of the *Shadows Over Sol* core rulebook.
- The drunk's name is Alois Grover. He uses the Thug stat block found on page 213 of the *Shadows Over Sol* core rulebook, except with Wealth 1 and Lifestyle 3.

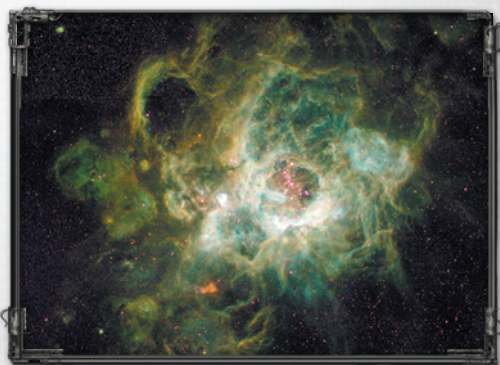
The Offer

When the team approaches the back booth, they get a clearer view of the man sitting there. He could hardly look more out of place if he tried. He is wearing a suit that looks as if it costs more than the bar itself, with salt and pepper hair that is neatly trimmed. He introduces himself simply as Operator One.

Operator One explains, "I am sure you are familiar with the ruined Vidhi Colony, the first colony established on Mars. What you may not be aware of is the fact that a few weeks ago a small-time gang took up residence in the colony. They are using it as a staging ground to raid outlying agriculture domes, terraforming platforms and other important installations near Chi Chen. I want these thugs permanently removed. How you choose to do that is entirely up to you. In exchange, you will be granted the rights to keep any salvage you find as well as a substantial reward upon completion of this task."

Vidhi Colony

For more on the ruined Vidhi Colony, see page 86 of the *Shadows Over Sol* core rulebook.



Negotiations

Give the players a few moments to discuss the job amongst themselves.

- The reward Operator One is offering amounts to an Income 9 payment for each player. The salvage likely amounts to anything the gang brought with them to the colony, the rest of the ruins already having been picked over for generations.
- Attempting to negotiate is a Chr/persuade vs. Det/persuade flip. On a success, Operator One will agree to cover the rental fee for a rover—necessary to get to the colony ruins—and a couple clips or batt-packs of ammunition per character.

Once the players agree to the job, Operator One will shake the hand of each of the team. He will then send them a code which can be used to get in touch with him once the job is complete. Finally, if they don't already have a rover, he will recommend that they rent one nearby, as that will be necessary to reach the ruins of Vidhi Colony.

Questions & Answers

Here's a good spot to give the PCs a chance to introduce themselves, as well as to ask for more details about the job. Some possible questions and answers are as follows:

- **How many gang members are there?** "The exact number isn't known, but it's a small group. No more than ten or so."
- **How well armed are they?** "They have basic small arms—a few pistols and

Hostile Action

If the players start violence at this point, the scenario will have already jumped the rails. Operator One is not alone in the bar, despite sitting by himself. In fact, a dozen armed members of the Rakhimov Syndicate are positioned throughout the bar. These gangsters use the Thug stats found on page 213 of the *Shadows Over Sol* core rulebook.

knives. They may even have a rifle or two, but nothing out of the ordinary."

- **Why do you want them gone?** "They are interfering with business and disrupting the local economy. Surely, everyone would benefit if these thugs were removed."
- **What do you mean by "permanently removed?"** "I want them gone from the colony, and I don't want them coming back. Whether that means killed or driven off for good is up to you."
- **How long do we have?** "It should take you less than a day to get there by rover, but there's no need to leave unprepared. Try to have the job finished within the week."
- **Who are you?** "You may call me Operator One. Anything more than that is irrelevant."
- **Who do you work for?** "I work for a local trade organization that wishes to see the local economy unburdened by these thugs." Operator One blows them off if they ask for any more information along this line.



Operator One

Geneline Spacer Standard, **Subculture** Ghostman

Str 5, **Dex** 7, **Spd** 5, **End** 5, **Int** 7, **Per** 6, **Chr** 7, **Det** 6

Defense 9/18, **DR** 2, **Shock** 13, **Wound** 5, **Wealth** 8, **Lifestyle** 8

Skills: Awareness 1, Awareness 2, Comp-Ops 2, Conspiracy 2, Deception 3, Empathy 3, Guns 3, Lib-Arts 2, Melee 3, Persuade 3, Socialize 3, Stealth 3, Thievery 1

Light Pistol: +6 (♠12M/♥8M/♦4M/♣2M), Range 10, Shots 10

Gear: AR Implant, Biomonitor, Coverjack (DR 2, Conceal 2), Hand Terminal, Personal Assistant, Workstation

Operator One's real name is Claude Jelani. He is a high-ranking lieutenant in the Rakhimov Syndicate, having worked his way up the criminal hierarchy from the initial rank of foot soldier. Claude can be charismatic when he wants to be, but mostly he is a calm sort of ruthless. In this scene he is attempting to appear altruistic, but his callous nature may still shine through in his replies.

Investigation

After accepting the job from Operator One, the PCs have a number of options. They may ask around the bar to see if they can learn anything else about the situation, or they may simply head out to rent a rover.

If the PCs bought the local drunk, Alois Grover, a drink, proceed to the “Drinking Buddies” section below. Otherwise, use the next few sections as the team pursues their various courses of action.

Drinking Buddies

Alois, the local drunk from before, approaches the player who bought him a drink earlier. Clearly unsteady on his feet, but with speech that is surprisingly normal, he says, “You did me a favor so I’m going to do you one. Whatever job that fella’s offered you: careful how you deal with it. His employers don’t take kindly to being ripped off, so if you’ve already taken him up on his offer, you better either see it through to the bitter end, or get the hell off of Mars.”

Give the characters a chance to react to the man’s words. If they press for more details the man hesitates, but might be persuaded to give some more details.

- Have the character make a Chr/persuade-8 flip. On a success, Alois is willing to shed some light on Operator One’s employers. He looks around nervously and says, “I suppose it couldn’t hurt to tell you. You’ll probably find out on your own, anyhow. That man is a ranking member of the Rakhimov Syndicate. They’re one of the top dog criminal gangs around here.”

- If necessary, Alois Grover uses the Pilot stat block found on page 212 of the *Shadows Over Sol* core rulebook, except with Wealth 1 and Lifestyle 3.

Asking Around

If the team decides to ask around either the bar or the local marketplace, they can potentially turn up some useful information on their employer or on the gang in the Vidhi Colony ruins.

- The bar’s patrons are not interested in getting involved with the team’s problems, but Jack, the bartender, might be convinced to say a bit about Operator One. Have one of the PCs make a Chr/persuade-10 flip. Regardless of the success or failure of the flip, Jack will say, “Yeah, I know the man. He’s part of the Rakhimov Syndicate. They run most of the criminal underworld in Chi Chen. You want my advice? Don’t make them mad at you. That’s my advice. Take it or leave it; I don’t care which.” If the characters failed the flip, however, he will also pass word along to Operator One that the team was inquiring about him.
- Asking around about the gang in the ruins of Vidhi Colony is a Chr/socialize-10 flip. On a success, the character will meet a vendor in the marketplace who tells her that the rumor is that there are some thugs out at the Vidhi ruins who report to the Red Sands gang. On a failure, the vendor will pass along this information only if the character first coughs up a Cost 4 bribe.

- In the process of asking around, the team may stumble upon either of the hooks for the side encounters described in the “Rumor Mill” section (described to the right).

The Net

If any of the characters check the net for relevant information they may turn up the following:

- Searches for “Operator One” come up with nothing useful, but with a successful Int/conspiracy-10 flip, a PC can discern that “Operator One” is a throwaway alias meant for use on this one job and then ditched. It has no previous uses to uncover.
- Searching for raids or attacks near the ruins of Vidhi Colony will confirm that half a dozen raids have occurred near there in the past few weeks. These raids mostly seem to be targeting construction equipment and foodstuffs.
- If the team knows that Operator One is part of the Rakhimov Syndicate, they can turn up any of the information in the Syndicate’s description (see page 7). With a successful Int/comp-ops-10 flip, the character also turns up the fact that the Rakhimov Syndicate is suspected of engaging in a major raid on Jensei-tech some months ago.
- A character might turn up the hooks for either of the side encounters in “Rumor Mill” section below.

Rumor Mill

Regardless of whether the team is asking around the bar, poking around the marketplace or searching the net, they may come across some events that are transpiring nearby. These amount to optional side encounters, either of which might help shed some light on the main scenario or help by providing material assistance to the team.

- **Arms Deal:** The team overhears or sees a post by a local thug bragging to his buddies that his sister, Lisa, is a lieutenant in a gang associated with the Red Sands. She apparently has set up a major weapons deal to arm the gang. With any luck, these weapons will allow the Red Sands expand their territory, putting them in competition with the Rakhimov Syndicate. If the PCs pursue this line of inquiry, see “Arms Deal” on page 14 for more details.
- **Missing Boyfriend:** A character overhears or sees a post by a young man talking to a few of his friends about his missing boyfriend. It turns out that he’s an engineer on one of the terraforming platforms near the ruins of Vidhi Colony. The man mentions that he hasn’t heard from his boyfriend in over a week. If the PCs pursue this line of inquiry, see “Infestation” on page 22 for more details.



Arms Deal

This section constitutes an optional side encounter that ties into the Arms Deal rumor (see “Rumor Mill” on page 13). Player characters pursuing this encounter have the opportunity to gain insight into the Red Sands gang—the same gang whose members currently occupy the ruins of Vidhi Colony. They also have the opportunity to acquire arms that may prove useful in the rest of the scenario.

Getting the Info

The team first becomes aware of an arms deal going on when they overhear a thug talking about it, or come across a similar brag on the net. If they're going to interfere in the arms deal, they need to first learn where and when it's going to occur.

- This information can be obtained by successfully intimidating the bragging thug. This is a Str/persuade-12 flip. On a success, the team manages to cow him into spilling the beans. On a failure, the thugs will try to fight the team and will only let this information slip once beaten down to half their Wound thresholds. There are three thugs. Use the Thug stat block found on page 213 of the *Shadows Over Sol* core rulebook.
- Alternatively, a character may try to trick the thug into letting this information slip, either by pretending to be a Red Sands member or through some other ploy. This requires a successful Chr/deception-10 flip. A character who is not familiar with the Entro subculture will take a -4 penalty for lack of appropriate tools. On a

success, she gets the information. On a failure, the thugs will either attack (as above) or block the character's messages (if this ploy is happening over the net).

- Finally, a character might try to gain this information by hacking the thug's hand terminal or the net node where this was posted. This is easier than might be expected, as the thugs are certainly not computer security experts. Obtaining the necessary information is an Int/program-10 flip. On a success, the information is acquired. On a failure, the information is still acquired, but the gang blocks the character and gets a trace on her hand terminal or other computer she is using to hack.

Regardless of how the team acquires the information, they will learn that the arms deal is happening at midnight in a warehouse located in a neighboring dome.

The Warehouse

Finding the right warehouse isn't difficult once the characters know where to look. It is located off of an out-of-the-way tunnel, jutting out from a neighboring dome. As the team approaches the warehouse they will notice that a man is standing guard in the tunnel, just outside the entrance.

- Sneaking up to the guard requires a successful Dex/stealth-10 flip. Sneaking into the warehouse itself, however, is impossible without a significant distraction—opening the door simply makes too much noise. If the PCs come up with a good distract-

tion, just roll with it, but whatever the distraction is, it will have to be noisy.

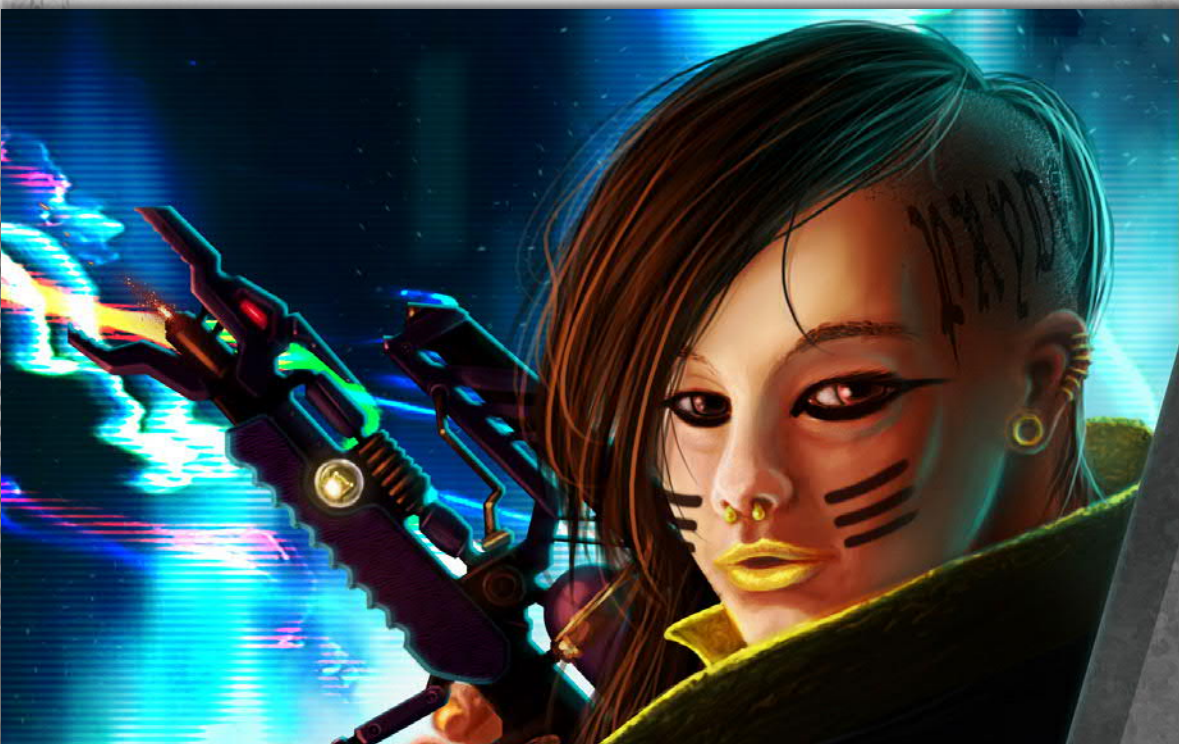
- The team might try to silently take down the guard with a surprise attack. This will require a successful Dex/stealth-10 flip, as above, to establish surprise. Afterward, the team will need to take the guard out before he can act and alert the gang members inside. Needless to say, using ballistic firearms will be loud and give the team away regardless of whether they take the guard down in time. Use the Thug stat block found on page 213 of the *Shadows Over Sol* core rulebook.
- The PCs may also bluff and say that Lisa's brother sent them. If so, have one of them make a Chr/deception-12 flip. If the character succeeds, the guard lets them pass. Otherwise, he tells them to get lost and will attack if they try to enter the warehouse.

- The thug isn't immune to bribery. For a Cost 9 payment he will simply cut and run.
- Finally, the team might go in guns blazing. In this case, the thug will react defensively, retreating into the warehouse, using the doorway as cover and summoning the other Red Sands gang members inside (see "Guns Blazing" on page 16).

The Diplomatic Approach

If the team makes it into the warehouse without overt violence, they may be able to take a diplomatic approach. Inside are a group of four heavily armed gang members, lead by Lisa Valenta, the gang's lieutenant. These are members of the Red Sands—the same extended gang network as the group occupying the Vidhi Colony ruins (although this may not be known).

The gang here has just finished receiving a shipment of three crates of



assorted small arms. These weapons are due to be distributed among Red Sands gang cells—part of an initiative to give them a leg up on other competing criminal interests in the area. At the point when the player characters arrive, the crates have recently been delivered and paid for. The gang members are now discussing how best to transport the guns without arousing suspicion. They will be on edge when the characters show up, as they aren't expecting company.

- Some well thought out words and a successful Chr/persuade-12 flip can diffuse the situation long enough for the team to try to strike a deal with the gang or get the jump on them. If this flip is a failure, the gang attacks (see Guns Blazing below).
- Alternatively, the PCs might try to intimidate the gang with threats. The

gang's leader, Lisa, isn't looking for a fight at the moment. With some intimidation and a successful Det/persuade-14 flip, she says, "I'm not going to ask how you got in here, and from the looks of you, you'd be a lot of trouble to kill. So how about we make a deal instead?" She points to a crate beside her. "We've got what gear need, so how about we leave this one crate here and forgot we ever met?" If the players agree, she'll do exactly as she says, but from this point on they've made an enemy. Lisa will try to kill them should they ever meet her again.

Guns Blazing

Should the players head in guns blazing, the thugs will put up a fight. They'll fight defensively, taking cover and aiming with every shot. There are

Lisa Valenta

Geneline Budget Upgrade, **Subculture** Entro

Str 5, **Dex** 7, **Spd** 5, **End** 5, **Int** 6, **Per** 6, **Chr** 4, **Det** 5

Defense 9/18, **DR** 2, **Shock** 12, **Wound** 5, **Wealth** 5, **Lifestyle** 5

Skills: Athletics 2, Awareness 2, Comp-Ops 1, Guns 3, Melee 3, Persuade 1, Socialize 2, Stealth 2, Thievery 2

Light Pistol: +6 (♠12M/♥8M/♦4M/♣2M), Range 10, Shots 10

Knife: +6 (♠15M/♥10M/♦5M/♣2M), Thrown

Gear: AR Implant, Coverjack (DR 2, Conceal 2), Hand Terminal, Medikit

Lisa Valenta grew up in Chi Chen, immersed in gang culture. She saw how the strong preyed on the weak, and vowed at a young age to be a predator rather than the prey. Through years of street life in the Red Sands gang, she has risen to be one of the gang's lieutenants. This is something she will protect at all costs.

Lisa is here to bring arms as an offering to the gang leaders, thereby elevating her position. Losing men under her command in a senseless fight would lose her more respect than she would gain. That said, she does have a reputation to maintain. She sees disrespect or undue loss of face as leaving her no choice but to fight.

three gang members in the warehouse, plus their leader Lisa. If the thug keeping look-out is still alive, he will make five.

- Lisa uses the stat block found above.
- Each of the other gang members use the Thug stat block found on page 213 of the *Shadows Over Sol* core rulebook.

Inside the Crates

Inside the crate that Lisa might offer to leave the team are 32 clips of ballistic pistol ammunition compatible with USD-383 “Wasp” light pistols, 16 clips of ballistic rifle ammunition compatible with USD-1200 “Amazon” light rifles and four USD-9300 frag grenades. Padding and covering these arms are several kilograms of small, gummy candies, each individually packaged. These serve to help hide the purpose of the package to casual inspectors.

The other two crates contain in total: eight USD-383 “Wasp” light pistols, two USD-720 “Widowmaker” heavy pistols, one USD-1200 “Amazon” light rifle and one Sinoex Monowhip XT, as well as several more kilograms of gummy candies.

What the Gang Knows

The gangers know that these arms are to be distributed among different gangs affiliated with the Red Sands, and that this will help position the gang against criminal competitors, including the Rakhimov Syndicate. The plan is for other Red Sands affiliated gangs to come to them for their arms, to make sure that Lisa’s gang gets the credit it deserves.

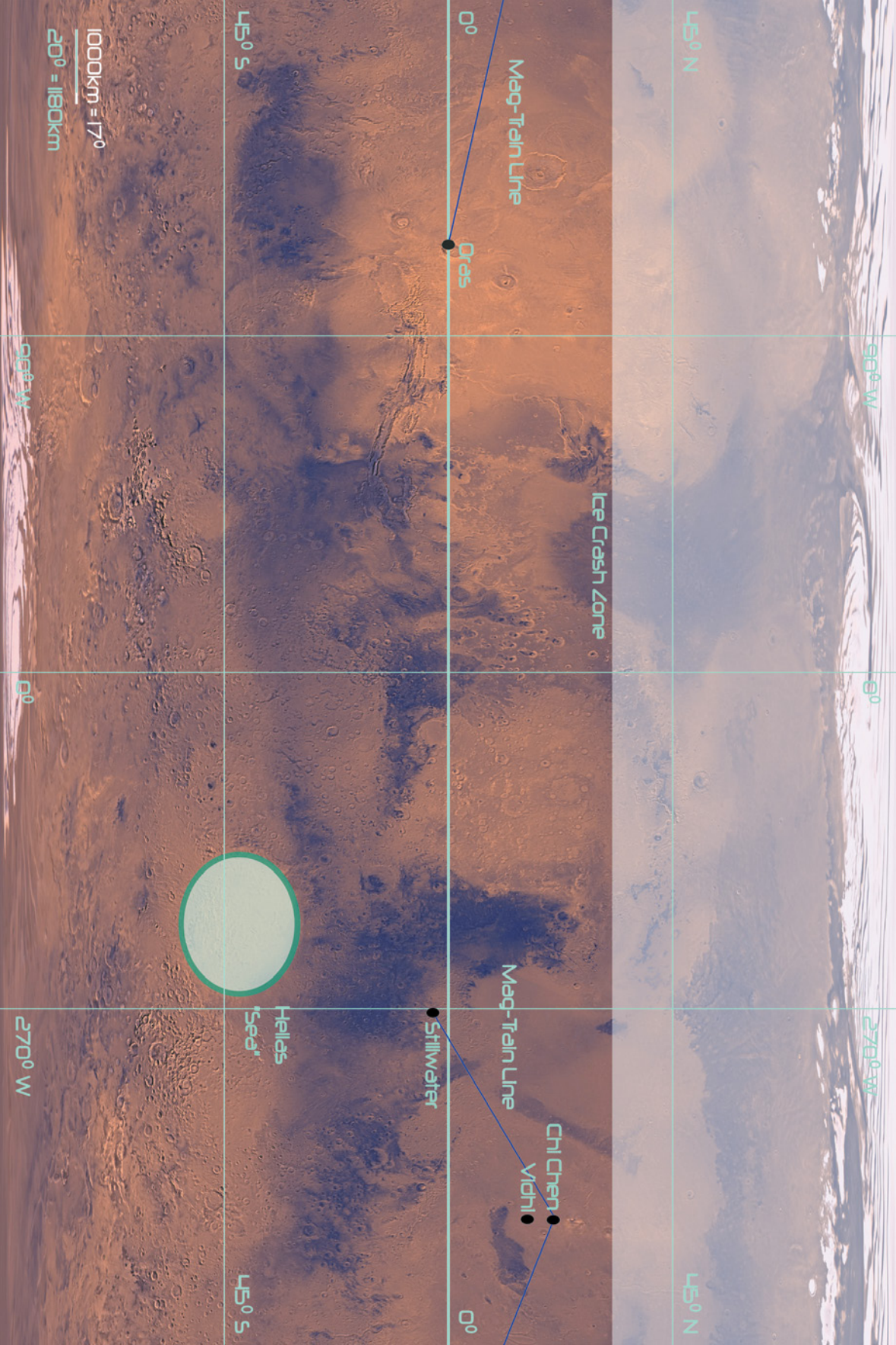
They also know that a Red Sands affiliated gang has moved out to the Vidhi Colony ruins. That particular gang is a bunch of newbies who are hoping to cement their position with the Red Sands by establishing a foothold out there. They believe that this gang consists of ten members.

Leaving Chi Chen

Before the team can leave Chi Chen and head to the Vidhi Colony ruins, they will need to rent or otherwise acquire a rover. Obtaining a rover in this way will be a basic lifestyle expense to anyone with Lifestyle 6 or better, although—as with any rental—the character will be charged if the rover is not returned in good shape. If none of the characters have Lifestyle 6 or better, a rental can be had for a Cost 6 payment.

- If a PC attempts to examine the computers on the rover, have her make an Int/comp-ops-12 flip. On a success, she notices that the rover has been installed with tracking and monitoring software. She may attempt to deactivate the software with an Int/program-16 flip.

After this, leaving Chi Chen simply involves driving through a security checkpoint and out into the Martian outback. The security at the checkpoint isn’t very thorough, but the agents working there may try to shake the team down for a small—Cost 4—bribe. This is fairly common corruption in Chi Chen.



The Outback

After the team leaves Chi Chen, they will probably head across the Martian outback towards the ruins of Vidhi Colony. Having already made it through the traffic jams of Chi Chen, this is about a three hour's trip by rover, with a total distance of roughly 300 km.

Crossing the Martian outback is not particularly difficult as long as the driver keeps her wits about her. She will have to veer around piles of rocks, fissures, craters and other miscellaneous geologic features. Other than for these, the trip is more-or-less a straight line. Similarly, she will have to make sure not to top ridges at too fast a velocity, otherwise she may inadvertently launch the rover into the air, given the low Martian gravity. Martian rovers are designed to take a beating, but still cannot maneuver when air-bound. Flying the rover head-first into a rocky outcrop is likely to significantly damage the vehicle.

- Successfully driving across the Martian outback is a Per/vehicles-8 flip. A failure results in a minor accident which damages the vehicle, but still gets the team there.

Life in the Outback

- The atmospheric pressure on Mars is less than 1% that of Earth. This is well below the level at which humans can survive unaided.
- The average temperature on Mars is about -60 degrees. Vac suits provide some heat, but it will still feel cold out there.
- Mars also does not possess a significant magnetosphere. This means that an unhealthy amount of radiation reaches the surface. Vac suits and the rover will provide some shielding, but not as much as the shielding provided in a colony.

Alternate Transport

It's possible that the team will have some other means of transport at their disposal. If this is the case, the GM will need to improvise. Here are some things to keep in mind:

- **Schlepping it:** This is dangerous and not recommended. The trip there will take 9 days and will require lugging enormous amounts of life support gear.
- **Aerial Transport:** The thin atmosphere makes Mars less than ideal for aerial transport. Instead, people and freight are usually moved between colonies by mag-train.
- **Orbital Transport:** Leaving the Martian gravity well most likely means catching a mag-train to Oras Colony, then queueing for a trip up the space elevator. From there the team can use a ship or other space transport to make an orbital drop to the ruins of Vidhi Colony or anywhere else they want to go. Of course, getting back is another matter.

Search Team

As the team crosses the Martian outback, about halfway to Vidhi Colony, they will encounter a Jenseitech search team. This team consists of ten Jenseitech troops in two rovers. For the last week they have had the tedious job of combing the Martian outback, looking for evidence of what happened to the stolen Jenseitech chemicals.

These troops are tired, bored and looking for some excitement. Avoiding them is also one of the primary reasons that the Rakhimov Syndicate hired the player characters rather than undertaking the job themselves.

This encounter serves to help foreshadow the existence of the Jenseitech chemicals, as well Jenseitech's involvement in the affairs of this scenario.

Jenseitech

For more on the biotech megacorp Jenseitech, see page 55 of the *Shadows Over Sol* core rulebook.

Possible Accident

As the team rounds the top of one of the many ridges between Chi Chen and Vidhi Colony, they will literally almost drive into two Jenseitech rovers that have parked just beyond the ridge.

The Jenseitech troops here have exited their vehicles and are chatting through their vac suit comms while one of them uses a chem-sniff to try to detect trace signs of the missing chemicals. These troops have been out here every day for the last couple weeks as part of their punishment for not stopping the theft of the chemicals in the first place.

- Have the driver make a Spd/vehicles-10 flip to avoid ramming one of the Jenseitech rovers. On a success, she veers away in time and barely misses them. On a failure, she slams the brakes, but not in time to avoid an accident. Both rovers take a light wound and anyone inside needs to succeed at an End-10 flip or take a light wound themselves.

Xenocom R6 Martian Rover

- **Cost Rating:** 9
- **Handling** 0, **Defense** 7/15, **DR** 3, **Shock** 12, **Structure** 4, **Cruise** 2
- **Properties:** Vehicle

This rugged groundcar is designed to transverse the rough Martian outback. It holds enough compressed air for 24-hours of continuous operation, and has a battery capable of operating for a week without recharge. Needless to say, the vehicle is airtight and comes complete with canisters of sealing goo that can be used to patch any holes that may appear in the frame until a proper repair can be effected.

Note: The stats here use the vehicles system found in the *Shiny New Toys* supplement. If not using that supplement, the GM can simply handwave the rover's capabilities.

Dealing with the Troops

Regardless of whether an accident occurs or not, the Jenseitech troops are going to want to question the team, trying to discern if they have anything to do with the chemicals that went missing. Quite frankly, the troops are also bored, and questioning the team is a welcome break from searching the outback.

A trooper will try to wave at the player characters to get them to stop. If the team fails to stop, however, the squad will give pursuit.

Questions

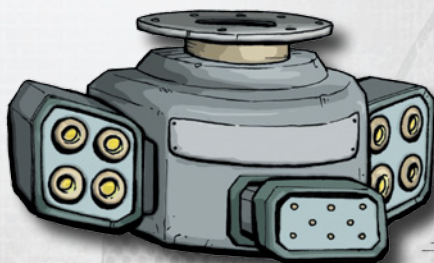
If the player characters stop, they'll be approached by one of the soldiers, who demands to know what their business is this far out in the Martian outback. In truth the soldier doesn't really care what the teams says, unless the answer has something to do with Jenseitech or stolen chemicals. Rather, the soldier is trying to look for obvious lies or signs of suspicious behavior. Even telling the truth will be acceptable, unless the characters mention the Rakhimov Syndicate.

- Telling a convincing lie to the soldier is a Chr/deception-10 flip. Increase the difficulty to TN 12 if there was a vehicular accident earlier, as this makes the soldier pissed off and prone to being suspicious. On a failure, the soldier is suspicious of the team and will want to search the rover.
- Regardless of what the team says, the soldiers will ask them if they are in possession of any chemical drums and if they have seen anyone else during their time traveling in the outback today.

Rover Chase

Should the players refuse to stop, the Jenseitech troops will hop in their rovers and begin to give chase. The troops know that they have no real authority out here, but with the might of a megacorp behind them, no one is likely to stop them either.

- Treat the chase as an extended action Dex/vehicles vs. Dex/vehicles (Tally 10, 1 minute) between the drivers. Other characters can act as secondaries to make it a group action if the player can come up with some idea of how to help. The first side to reach Tally 10 either gets away or runs the other into a boxed in canyon where they cannot drive away to escape.
- The troopers use the Soldier stats (see page 213 of the *Shadows Over Sol* core rulebook), except all the troops are wearing vac suits. They will not fire the first shot unless the players draw weapons or otherwise begin to act hostile.
- If one of the Jenseitech drivers or two other troopers are injured, the soldiers will stop pursuit. Instead they will call in a Jenseitech satellite to track the team's rover, planning to set an ambush should it return in the direction of Chi Chen. This may come back to haunt the player characters on their return trip.



Infestation

This section constitutes an optional side encounter that ties into the Missing Boyfriend rumor (see Rumor Mill on page 13). Players that pursue this encounter have the opportunity to make a bit of money and gain some insight into the Rakhimov Syndicate's activities at Vidhi Colony.

Detection

About three quarters of the way to Vidhi Colony, the rover's sensors pick up a faint distress call coming from a nearby terraforming platform. The message is playing on loop and keeps repeating the call for help along with an emergency code to open the hangar doors: "This is terraforming platform X31A9. Please help us. Power is failing, life support will soon be offline. The following code will open the platform's hangar doors..." what follows is a long series of numbers.

Sensors show that the terraforming platform is only slightly out of their way on the path to Vidhi Colony. Give the PCs a few minutes to decide if they want to get involved or not. Attempts to radio the platform will receive no response other than the same emergency signal on loop.

Approaching the Platform

If the team decides head to the platform, they will soon notice that it is a rather small example of its kind, being about the size of a small passenger ship. From the outside of the platform every-

thing appears to be normal. However, as the team gives the code to enter the sealed hangar, they will quickly notice that the hangar door is slow to respond, and stop about three-quarters ajar. There are no vehicles parked inside and there doesn't appear to be anything in the hangar, aside from a single exit that leads down a narrow hallway.

Investigating the Platform

As the team leaves the hangar, they will make their way down a hallway lit by a single, flickering light.

- Have each PC make a Per/awareness-10 flip. On a success, they hear a faint scratching sound coming from the vents in the ceiling above them. It's so faint that they're not sure if they heard anything at all.

Control Room

If the team continues onward, a few minutes later they will emerge into a large room lined with computers. It is clearly the control room for the platform.

- Have the lead PC make a Dex/athletics-8 flip. On a failure, she stumbles over a body lying on the ground. If she succeeds, she manages to catch herself. The body before her is twisted at an odd angle, as if he thrashed about before his death. His uniform is covered in dry vomit.
- Have the PCs make a Per/medic-10 flip. Regardless of the flip, they realize the man appears to have several bite marks on him and seems to have died of poisoning. On a success, they

realize that the man was likely killed by creatures called Krills, whose bite causes symptoms very similar to arsenic poisoning.

- Let the PCs explore the room. If they wish, they may make an Int/comps-12 flip. If they do so, they find that all of the data has been wiped from the computers and transferred to a server in Chi Chen.

A Sudden Attack

As the PCs are getting ready to leave the control room they hear a hissing noise, as several small, reptilian creatures leap from the rafters and land on the floor in front of them.

- The PCs have encountered a small group of krills (see page 218 of the *Shadows Over Sol* core rulebook). There is one for each party member. The krills will immediately attack, but are likely no match for the characters.

Dormitories

On the far side of the control room is another door, which leads to dormitories for the platform's staff. Inside there are several bunk beds lined up along the wall. As the team enters the room, a bright light shines in their faces and a high-pitched voice shouts, "Who's there?" Give the PCs a chance to respond.

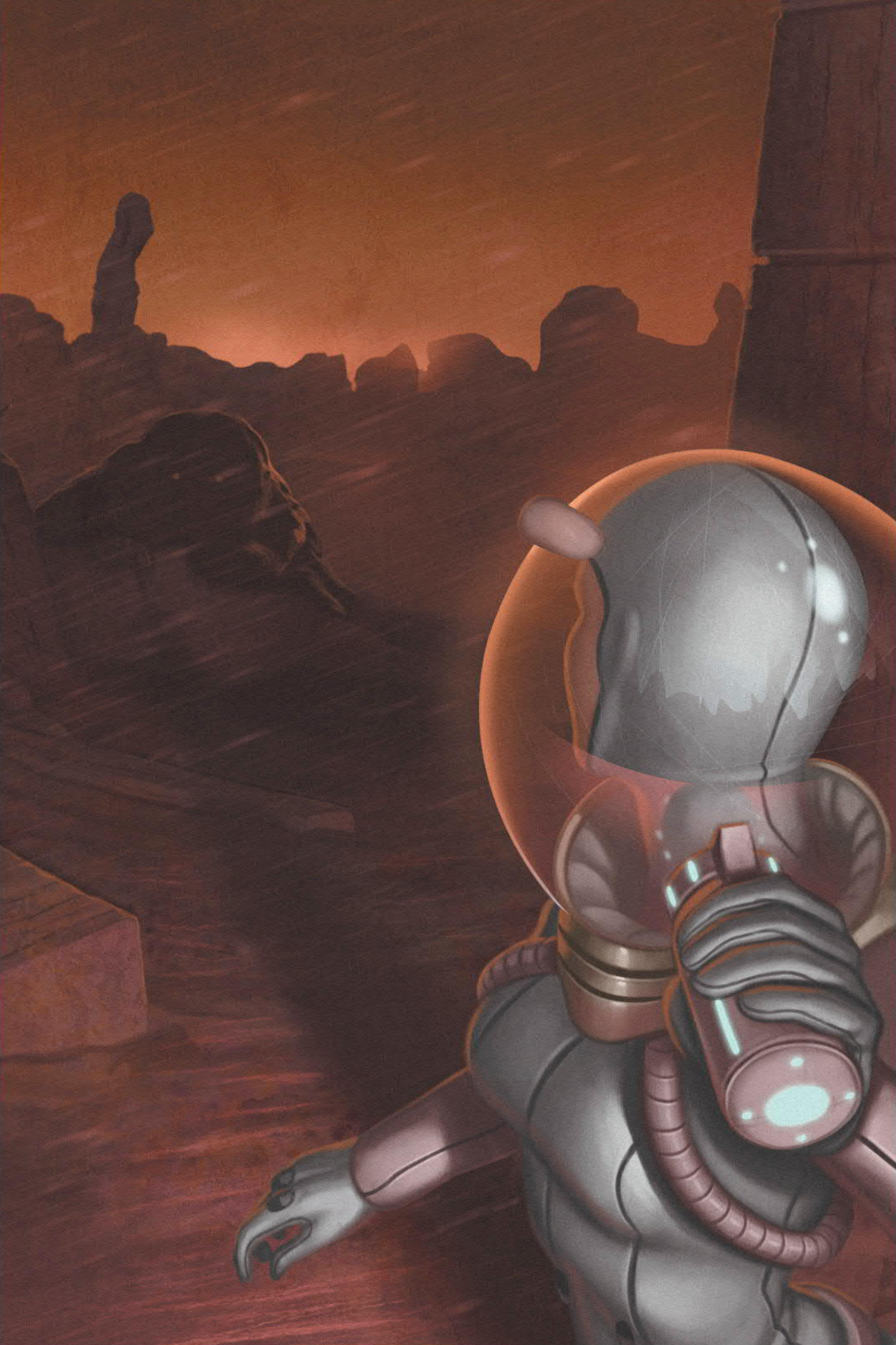
After a few seconds, they will see a man stand up from behind one of the beds. He is shaking and his voice is unsteady, but otherwise does he not look to be hurt. "Thank

you. I'm Gary. I've been stuck here for a week," he says. "Somehow those things managed to get inside the platform, and they've been causing no end of trouble. Do you mind if I use the comm systems on your rover? I should be safe in the garage until a rescue transport gets here. I just wasn't able to make it to the control room because of those things... They already killed Mark. I just want to make it back to my boyfriend."

Once the PCs have escorted him to the garage and let him call for help, he tells them to meet up with him at his apartment when they get back to Chi Chen. He'll transfer some microcredits to their account as a way of thanking them. This will amount to an Income 4 payment for each PC.

If asked, Gary also knows that the Rihkimov Syndicate used to occasionally come and go from the ruins of Vidhi Colony before the Red Sands gang showed up.





Ruined Colony

As the team nears the ruins of Vidhi Colony, the rover's onboard computer beeps, alerting them to the fact that they are arriving at their destination. A few moments later the colony itself comes into view. It appears to be little more than a few shattered habs and a control center, all connected by underground service tunnels. The rovers aren't equipped with sophisticated scanners, but one of the larger structures is reading as being significantly above ambient temperature, meaning that something—likely life support of some kind—is heating up the interior.

Exploring

Vidhi Colony

From here the team can explore at will. There are five surface buildings in various states of ruin. Each has access to the network of underground tunnels that make up the heart of the old colony, although in some cases accessing the entrance to the underground means moving rubble and other debris that has accumulated in the doorway.

- Moving the rubble in the low gravity of Mars is a comparatively easy Str-8 flip.

Surface Buildings

The player characters may search the surface buildings, but with one exception there is little of value to find. These ruins are over a century old, and have been picked over repeatedly by scrappers,

gangs and occasional tourists. None of these structures have breathable atmosphere, so vac suits will be required.

Inside one of the structures, however, hidden from general view, is a single beat-up rover. This rover was stolen by the gang, and they have been using it in their raids of the nearby terraforming platforms.

- Opening or starting the rover will require either gaining electronic access or hot-wiring it. This requires either an Int/mechanic-12 or Int/thievery-12 flip, respectively.

Heated Structure

As the players approach the heated structure, they will see clear signs of recent repairs on the building. These repairs are sealed cracks and other life support maintenance on what would otherwise be one of the most intact structures. In fact, the airlock of the building appears both functional and powered.

As the team cycles into the airlock, they may note that the interior has survivable, if uncomfortable, pressure and breathable air.

Once cycled in, the players are suddenly in a large circular room, which appears to have at one time been a communications center of some sort. None of the equipment is powered on or even remotely functional—and all of it is a century out of date. In the back of the room is an open access hatch with a ladder leading down into the tunnels. Just



in front of this hatch a mangled corpse is sprawled across the floor, a damaged rifle still in its hands.

- Its body has several long gashes across it that look to be made by claws of some sort. Some sharp instrument, such as mandibles or a chisel, has been used to scrape away the face.
- A successful Int/medic-10 flip reveals that the victim died fairly recently, within the last 24 hours or so.
- A successful Per/investigate-10 flip reveals that the rifle butt looks like it was used as a makeshift club.

Into the Tunnels

As the players descend into the tunnels below the ruined colony, they will come across a long, narrow hallway. The flickering lights reveal several more dead bodies lying on the floor, each killed in a similar fashion. About halfway down the hallway, there are two doors facing across from each other. Signs written in Hindi, Punjabi and Bengali point to each door, labeling them as “Dormitories” and “Storage Area.” At the far end of the hall is a single doorway with “Control” written across it in the same three languages.

Dormitory

Inside the right door is an old dormitory for the colony’s staff. It has recently been taken over by the gang, who have moved their own meager possession in on top. There are several figures here, slumped against the walls, and the bed sheets look as if they have been torn. In the corner can be seen a box of rations, but it looks like something has managed to get inside and drag the food away.

- If the players choose to examine the bodies they will find an encrypted hand terminal. A successful Int/program-12 flip will allow them to decrypt the terminal and realize that it’s a journal of one of the gang members. The most recent entry, dated yesterday, is as follows: “In the last week I’ve slept maybe 24 hours. I don’t know what it is about this place, but I can’t shake the feeling that there’s something here besides us. The rest of the crew think I’m crazy—and maybe I am—but I could have sworn I heard something scratching at the walls last night.”



Storage Area

Inside the left door is the storage area. This room is filled with piles of debris from where the Martian regolith has started to cave in the ceiling and crumble down into the room. Also in this room are some corroded old crates and rebar that looks to be from the time of the colony's demise.

- If a character is not wearing a vac suit, she will immediately realize that the storage area has a terrible caustic smell. Characters in vac suits will get none of this, as the suits filter away air pollutants.
- A successful Per/investigate-10 flip will reveal that the debris looks like it has been disturbed in the recent past. A successful Str-8 flip will clear away the debris and uncover four large chemical drums with the Jenseitech logo on them. These are the stolen chemicals. One of the chemical drums has been punctured by a piece of metal rebar that fell from the ceiling above. It is leaking a foul-smelling liquid into the nearby debris.
- Other than the terrible smell, nothing about the chemical is immediately apparent unless the characters have sophisticated chemical

analysis gear with them. Even with this, an Int/phy-sci-12 flip will only determine that the chemical is of an unknown organic compound, caustic and poisonous.

Approaching the Control Room

When the players head to the door at the far end of the hall, they will pass a small alcove on the right. The flickering lights here reveal yet another body, torn apart in a manner similar to the others. As they either examine the body or push onward, a voice will yell from behind the far door, "Who's there?!? We'll shoot if you don't answer!"

Inside the far room are the two surviving members of the gang that took up residence here. They locked themselves inside to survive the jangor attack while their fellow gangers were slaughtered. Let the PCs respond as they wish.

- The door is locked. Getting through it will require either a successful Dex/thievery-10 flip to open the lock or a Str-12 flip to beat down the corroded hinges. If the team forces their way in, it will result in a short and bloody fight.

Red Sands Gang

Inside the control room are the two surviving members of the Red Sands gang. Their names are Callin "Killer" LaBrok and Rebexa Zhun. They're young, inexperienced, from broken homes and in over their heads. Already jumpy and violent to begin with, the situation has driven them to their wit's end. They're not in a trusting mood.

- Both Callin and Rebexa use the Thug stats found on page 213 of the *Shadows Over Sol* core rulebook.

- Talking the gang down is an extended Chr/persuade-10 (Tally 10, 1 minute) action. Every interval have the character doing the negotiating roleplay what she is saying to the gang members, then have her make the flip, liberally awarding a bonus or penalty based on what is said. Have the gang members respond as appropriate. The team only has three intervals before the gangers lose their patience, open the doors and attack.

Gang Knowledge

If the players manage to avoid slaughtering Callin and Rebexa, they can learn a few key facts:

- “It all started last night. We had just finished up our repairs for the day and were unloading supplies from a raid when we heard Sully start screaming. Me and a few others ran to see what was going on, and he was being eviscerated, swarmed by these... things. They were like huge insects. We held them off as best we could, but the damn things just kept coming. Eventually we were overwhelmed. Killer and I were the only ones who made it.”
- “We knew you were coming because we have two cams working: One near where you parked your rover, and one in the hall outside.” At this point they will show the camera feed on a terminal to demonstrate (see Fight or Flight below).

Jangors

For more on jangors, the bioengineered beasts of Mars, see page 215 of the *Shadows Over Sol* core rulebook.

Fight or Flight

Regardless of whether the remaining gangers live or die, inside the control room a terminal will be visible. On the screen it displays a security feed of the surface near the ruined colony. The display is grainy and the resolution isn't very good, but the team's rover can clearly be seen in one corner of the display. Meanwhile, several human-sized insectoid creatures are in the process of attacking the rover's body, tearing up metal with their mandibles. One of the creatures raises its head and lets out a hiss before leading several back towards the colony. One remains and continues attacking the rover.

The team needs to act. If they wait too long, their rover and the gang's rover will both be torn apart and they will be stranded. These creatures are capable of operating the motion-sensitive airlocks and cycling into the heated structure and tunnels. After all, they've already killed several gangers there. If the team waits too long, the jangors will find them.

Fight

There are a number of jangors equal to the number of PCs + 2. Two of these are actively engaged in attacking the vehicles, the others are headed toward the heated structure where they will make their way into the colony, down into the tunnels and toward the storage room. The jangors will attack on sight and fight until their Wound threshold has been reached.

If they reach the storage room, the chemical leaking there will drive them into a killing frenzy, and each of the

exposed jangors will gain the following trait for the duration of the encounter:

Chemical Frenzy: Anytime the jangor misses with an attack, as a reaction it may spend an AP to attack the same target again. If this subsequent attack hits, treat its damage as one suit lower than normal.

Flight

Fleeing the colony on foot is a poor idea, as it leaves the players in the Martian outback, hundreds of kilometers from civilization, with limited air supplies and limited water. Fleeing in one of the rovers is a more sensible idea. Doing this, however, requires both making it to a rover and then distracting the attacking jangor long enough to get inside, start the vehicle and drive away.

- Outrunning a jangor is a Spd/athletics vs. the jangor's Spd/athletics (total +6)

The Surviving Gang

If the two surviving members of the gang are still alive, the players can decide what to do with them when the jangors attack. If left to their own devices, the two gangers will make a run for their rover. There they will confront the jangor pulling it apart. The PCs may hear the sound of their gunfire in the ensuing fight.

flip. Remember to apply the player's vac suit's Bulky property to this action.

- Any gunfire will be clearly audible and may send other jangors running in that direction, eager to join the fight.
- The damage the rover has received will give a -2 penalty to all vehicles flips until the damage can be repaired.



Aftermath

After the players survive or escape, there is little to do in this scenario other than to return to Chi Chen and report back to Operator One. Still, depending on player actions, there may be a few loose ends that need to be addressed.

Looting the Colony

There is not a ton in the colony to loot, aside from some rifles on the dead gang members, ration bars and a lot of stolen construction equipment. Selling off this entire lot will generate a single Income 9 payment. If the PCs managed to salvage the gang's banged-up rover, it will be worth an additional Income 8 payment.

Jenseitech Troops

If the team provoked a fight with the Jenseitech troops, these troops may be lying in wait to ambush the team on their return trip. Alternatively, the troops may have tracked the team to the ruins of Vidhi Colony, and will either attack as the team leaves the ruins or will simply search the ruins afterward, locating the chemicals.

Terraforming Platform

If the team didn't respond to the distress call from the terraforming platform, they may do so on the return trip (see Infestation on page 22). If they have waited this long, however, Gary will be dead when the players arrive.

Surviving Gang

The Rakhimov Syndicate want to be rid of the gang for good. Leaving two surviving members camped out at the colony isn't good enough. If the PCs don't run them out or kill them, the Syndicate will be very upset when they come to reclaim the chemicals.

Stolen Chemicals

If the players took, ruined or damaged the Jenseitech chemicals, the Rakhimov Syndicate will be pissed. Operator One may offer to buy the chemicals off the players for an Income 8 payment. If this fails, however, it will put the team on the top of Operator One's hit list. They have made a powerful enemy.



Operator One

When the players contact Operator One to notify him that the job is complete, they will quickly get a response telling them that a time and place for the payment will be forthcoming, as the results of the job are verified. Meanwhile, the Rakhimov Syndicate will use leased time on a civilian satellite to observe Vidhi Colony for gang activity. If they don't see any after a few days, Operator One will meet the team in Chi Chen to hand over a chip with the promised payment.

To Be

Continued...?

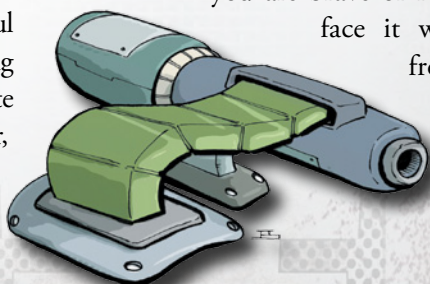
Although the scenario concludes at this point, there are several potential avenues for the players to follow, which might open up new adventures or lead into a broader campaign.

- If the players successfully navigated the scenario without angering the Rakhimov Syndicate, Operator One may be impressed with their performance. He might become a regular patron of the group, hiring them to undertake any number of missions. They may even be asked to join the Syndicate itself.
- Alternatively, Operator One might see the team as a useful outside tool in orchestrating a takeover of the Syndicate from its current leader, Andrei Rakhimov (see

page 7). The players might find themselves as unwitting pawns in a gang war.

- Should the player characters have intervened in the arms deal and Lisa survived, she may want to make a hit on the team in order to save face. This is especially the case if the team's association with the Rakhimov Syndicate becomes known.
- If the players successfully saved Gary from the terraforming platform, he will feel that he owes them a major favor. He might provide them a place to lay low in the Martian outback when things get rough, or maybe he has access to restricted supplies used in the terraforming process, which the PCs need.
- Jenseitech can be very secretive about its research projects, and the project that developed the stolen chemicals is one such initiative. The corp doesn't want outsiders knowing about the potential capabilities of the chemical. This includes both the Rakhimov goons that stole the chemical, and the players who may have retrieved it. When the Rakhimov goons are found dead, it may only be a matter of time before Jenseitech comes for the team!

The Sol system is filled with horror, darkness and adventure—just make sure you are brave or foolish enough to face it when it emerges from the shadows!





Shadows Over Sol

On Mars, a small-time gang has taken up residence in the ruins of Vidhi Colony. The team has been called in to rid the ruins of this menace, but gangers won't be the only threat awaiting them on the Red Planet.

This scenario will immerse the players in the seedy Martian underworld, introducing them to the feared Rakhimov Syndicate. It will send the team on a journey across the Martian outback, isolating them and pitting them against some of the most fearsome beasts that have ever been bioengineered. In the process, the scrappers will face off against a deadly gang and stumble upon a buried secret.

Shadows Over Sol: Eviction Notice is an adventure supplement for ***Shadows Over Sol***. It features an exciting action horror scenario, and is designed to run anywhere between one and three gaming sessions.



Tab Creations

