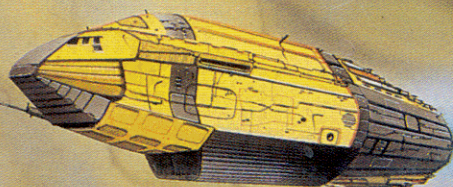
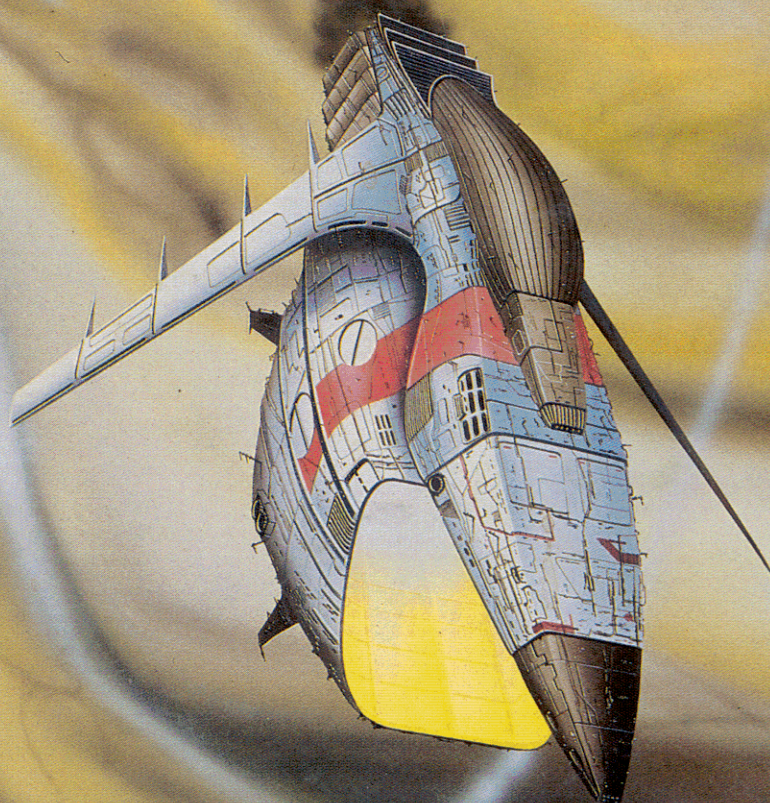


DISASTER ON ADANIS III™

#9107

A **Space
Master™**

Adventure Module



RESCUE ON A CONTESTED WORLD

DISASTER ON ADANIS III™

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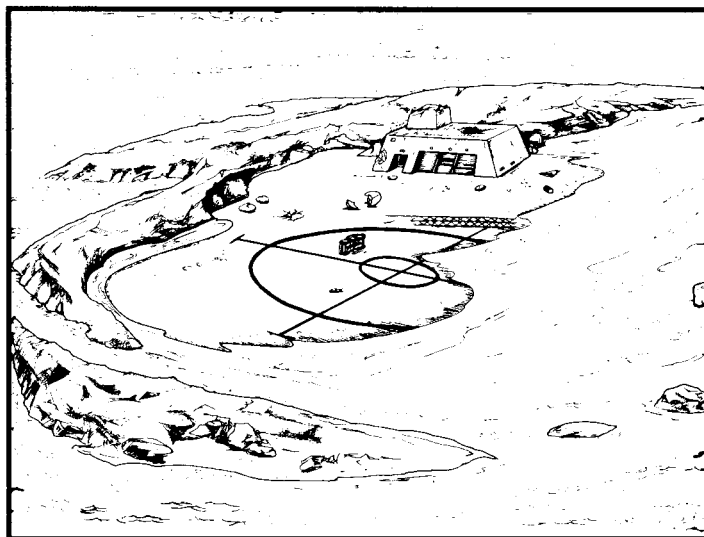
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1.0

GUIDELINES

The **Space Master** Adventure Series is designed for Gamesmasters who want to run adventures which can be set up in a few minutes and played in a few hours. The adventures require little or no preparation. Although set on the planet Adanis III in the Imperial time period Imp. 470-480, with some modification these adventures could take place anywhere in the Imperium.

Disaster on Adanis III has five parts. Section 1.0 deals with guidelines regarding the use of the module. Section 2.0 provides pre-generated characters for the players (which can also be used as non-player characters if so desired).

The third part, Section 3.0, provides a description of the cataclysm on Adanis III. The fourth part of the module (Sections 4.0 through 6.0) contains three adventures. Each adventure can stand on its own. The fifth part of *Disaster on Adanis III* (Section 7.0) is an encounter table for the Sea Bed Farm, Kavarn Mine, Orbital Station, and Colosian Base.

1.1

HANDLING PLAY

The adventures are divided into five standard parts: (1) The Tale, which describes the setting and covers the background and plot; (2) The NPCs, a person-by-person description of the prominent non-player characters, including their stats; (3) The Settings, a description of the adventure sites, complete with diagrams, floor plans, and illustrations; (4) The Task, a discussion of how to start the adventure, along with the aids, clues, obstacles, and rewards awaiting the adventurers, and (5) Encounters, which cover typical or probable meetings between the adventurers and the NPCs.

The GM should skim each section of an adventure before beginning play, making a few notes and roughing out the adventure possibilities. Then he can have the players pick pre-designed characters from those provided in Section 2.0, or he can permit the players to design their own PCs. (Of course, this module can serve as a continuation of a campaign, where PCs who have already adventured in **Space Master** find themselves on Adanis III.

1.2

ADAPTING THE MODULE TO YOUR GAME

Like the rest of the series, this module is designed for use with the **Space Master** (SM) Role Playing System, but is adaptable to most other major SFRP games. Statistics are expressed on a closed or open-ended scale, using a 1-100 base and percentile dice (D100). No other dice are required.

1.21 CONVERTING HITS AND BONUSES

Bonuses: When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.

Hits: The concussion hit numbers found in this module only represent general pain and system shock. They cover bruises, general pain, and small cuts rather than 'wounds'. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results (e.g., TSR Inc.'s **Star Frontiers**® or GDW's **Traveller**®), simply double the number of hits your characters take or halve the hit values found in this module.

1.22 CONVERSION CHART

If you use something other than **Space Master** and do not normally use a percentile scale, use the following chart to convert the 1-100 numbers to figures suitable for your game.

1-100 STAT	D100 BONUS	3-18 STAT	D20 BONUS	1-12 STAT	2D6 BONUS
102+	+35	20+	+7	17+	+4
101	+30	19	+6	15-16	+4
100	+25	18	+5	13-14	+3
98-99	+20	17	+4	12	+3
95-97	+15	16	+3	11	+2
90-94	+10	15	+2	11	+1
85-89	+5	14	+1	10	+1
75-84	+5	13	+1	9	+1
60-74	0	12	0	8	0
40-59	0	10-11	0	7	0
25-39	0	9	0	6	0
15-24	-5	8	-1	5	-1
10-14	-5	7	-1	4	-1
5-9	-10	6	-2	3	+1
3-4	-15	5	-3	3	-2
2	-20	4	-4	2	-3
1	-25	3	-5	2	-3

1.3

ABBREVIATIONS AND DEFINITIONS

A number of important game terms are defined here for easy reference.

1.31 ABBREVIATIONS

Abbreviations are listed alphabetically:

GAME SYSTEMS:

RM **Rolemaster**
SM **Space Master**

PROFESSIONS/CHARACTER CLASSES:

Adm Administrator
Arm Armsman
ArT Arms Technician
Cri Criminologist
EIT Electrical Technician
Eng Engineer
Ent Entertainer
Exp Explorer
Med Medic
Pil Pilot
Phy Physician
Pla Planetologist
Res Researcher
SyT Systems Technician
Tel True Telepath
Thl Theologist
T Semi-Telepath of Class

GAME AND TECHNOLOGICAL TERMS:

AT Armor Type (a range of 1-30; see "CAT")
AT(DB) Armor Type with Defensive Bonus given
CAT Construction Armor Type (AT 21-30)
cumet cubic meter
D10 A die randomizer for a range of 1-10
D100 A die randomizer for a range of 1-100

DB	Defensive Bonus
EI	Elmonits (Cost in Electric Monits)
FTL	Faster Than Light
GCH	The Galactic Court of Humanity
GEM	Ground Effect Movement; Hovercraft or Turbofan Type
Grav	Gravitic movement or control
GM	Gamesmaster (game referee)
K	1000 (a quantity of one thousand)
km	kilometers
LS	Light Second (300,000 km)
Lvl	Level (experience, attack, or Psion level)
LY	Light Year (the distance light travels in one year)
m	meters
M	Monits (hard currency denomination)
MA	Martial Arts
M/A	Matter/Antimatter
MERLOGH	MERCantile League of Greater Houses
Mk.#	Mark number (measures an item's size, strength or power)
Mod	Modifier or Modification
NPC	Non-Player Character
OB	Offensive Bonus
PC	Player Character
PP	Power Points (for Psions)
Rd	Round (10 seconds of game time)
RR	Resistance Roll
SFRP	Science Fiction Role Playing
Stat	Statistic or characteristic
TBD	Tachyon Beam Dictor

WEAPONS:

ASG	20mm Autoshotgun
AsBls	Assault Blaster
AsStrupt	Assault Struptor
BlsPl	Blast Pistol
BlsRl	Blast Rifle
FlmPl	Flamer Pistol
HyAR	Heavy Assault Rifle
LsrPl	Laser Pistol
LsrRl	Laser Rifle
LtAR	Light Assault Rifle
MLAPl	Magnetic Linear Accelerator Pistol
MLARl	Magnetic Linear Accelerator Rifle
SHG	15mm Shotgun
StnPl	Stun Pistol
StnRl	Stun Rifle

PRIMARY SKILLS:

AdrDf	Adrenal Defense
AdrSp	Adrenal Moves (speed)
AdrSt	Adrenal Moves (strength)
AE:UW	Alien Environments/Underwater
AE:ZG	Alien Environments/Zero Gravity
AFV	AFV Crewmember
Ambsh	Ambush
Anthr	Anthropology
ASrv	Arctic Survival
Astrn	Astronomy
AtmPt	Atmospheric Pilot
CbtPt	Combat Pilot
CompE	Computer Engineering
CompT	Computer Technics
CrimT	Crime Technics
Cyber	Cybernetics

Cybt	Cybernetic Technics
DSrv	Desert Survival
ElecT	Electronics Technics
Electro	Electronics
EW/C	Electronic Warfare/Communications
FAid	First Aid
Genet	Genetics
HAstr	H-Space Astrogation
HEP	Heavy Energy Projectors
Hist	History
HPt	H-Space Pilot
JSrv	Jungle Survival
Locks	Pick Locks
MA1St	Martial Arts Striking (Rank 1)
MA2Sw	Martial Arts Sweeps/Throws (Rank 2)
Math	Advanced Math
MdDia	Medical Diagnosis
MdPrc	Medical Practice
MdScn	Medscanner
MechE	Mechanical Engineering
MechT	Mechanical Technics
MedT	Medical Technics
Metal	Metallurgy
MtScn	Multiscanner
MsArt	Missile Artillery
NAstr	N-Space Astrogation
NPt	N-Space Pilot
OrbPt	Orbital Pilot
Percp	Perception
Phys	General Physics
Pltgy	Planetology
PowSThy	Power Systems Theory
PowT	Power Systems Technics
Psych	Psychology
RpScn	Repair Scanner
Sensr	Sensor Analysis
Traps	Disarm Traps
USrv	Urban Survival*
WpnD	Weapons Design
WpnT	Weapons Technics
Zoo	Zoology

* Governs attempts to scrounge for food, shelter or protection (while staying out of trouble) in a metropolitan environment. Usually rolled once per game day.

SECONDARY SKILLS:

Acrob	Acrobatics
Act	Acting
Admin	Administration
Apprs	Appraisal
Diplo	Diplomacy
DsArm	Disarming
Forag	Foraging
Frnzy	Frenzy
Gmblg	Gambling
Intrg	Interrogation
Medit	Meditation
Propg	Propaganda
PbSpk	Public Speaking
QDraw	Quick-draw
Seduc	Seduction
Signl	Signalling
Star-gz	Star-gazing
Subd	Subduing
Track	Tracking
Trade	Trading
Trick	Trickery
VArt	Visual Art
WthrW	Weatherwatch

1.32 DEFINITIONS

A few crucial concepts of the module are detailed below:

Colos: An Inner Provincial Major House (or "Royal Family"), the Colosians control several star systems near Devon Province, and the two families are frequently at odds. As of Imp.471 the ruler of House Colos is Lord Alexander Telax Colos IV; their Homeworld is Gamma Vulpeculae IV ("Orpheus").

Construct: Anything artificially produced. Most larger constructs have an Armor Type of 21-30 in the Space Master system.

Dia Khovaria: (or "The Church") That vast and immensely powerful quasi-religious organization which controls the majority of the Empire's TBD network through its component corporation, Access Tachyon Technology. Officially sanctioned by the Emperor, The Church wields a great deal of influence as well as the largest data archives in the Empire. Church Diocese Chapterhouses can be found on most Provincial Homeworlds, much to the consternation of many Planetary Governors.

Empire: An astropolitical jurisdiction encompassing every stellar system known to be inhabited or claimed to Terran Humans as well as those systems harboring indigenous sentients who have come into the Terran fold. the Empire consists of a central territory, known as the Imperium, and a multitude of Provincial territories governed by Families who pledge fealty to the Emperor, who keeps his seat of power on Terra (also known as Old Earth).

Family: Political connotation. An almost intangible representative cultural essence which denotes a society of people, practically separating them from the rest of humanity as a specific race. In practice, the administrators of a given Province take on the Family name, behind which the citizens of the Province can rally. Synonymous with "House", "Major Family", "Royal Family", "Greater Clan", etc.

Frontier: The vast region of unconquered space which surrounds the sphere of the Empire. There are over 100 Frontier Provinces (territorial possessions of Minor Clans or Inner Provincial colonies) within TBD range of the Imperium. Beyond that range lies the "Backnet"; the infinite sea of unexplored space. The Frontier is divided into twenty-four zones.

Galactic Court of Humanity: (or "GCH") Technically independent of Imperial control, it is the function of the GCH to hear all cases of diplomatic, economic and criminal dispute amongst the Imperial territories, as well as all Imperial Crimes (crimes against the Emperor). The Court's use of the impeccable female Telepaths called the Order of the Truthsibyls insures valid testimony - the Truthsibyls have never been found to have been wrong. The GCH is located on Vega IV ("Valhalla").

Hypershunt: The act of crossing the speed-of-light barrier and propelling one's craft into Hyperspace, protected by a Relative Inertial Field. Controlled Hypershunts have allowed Humans to colonize known space at a rate far exceeding predictions based on the limitations of "N-Space".

Hyperspace: (or “H-Space”) The vernacular term for the Tachyon Universe, where (it has been determined) the speed of light is the lower boundary of a radiative propagation spectrum quite unlike our own. Technological achievements have allowed travel through H-Space, but as of this time occupation, and action within, the Tachyon Universe is an impossibility.

Hyperspace Sickness: Despite the effects of the Relative Inertial Field generator, some hominoids react quite strongly when in H-Space, experiencing a diverse array of somatic symptoms such as nausea, shakiness, vertigo, hysteria or even (in very rare cases) hallucinations. Although “Hyperspace Sickness” affects one out of twenty Humans to some degree (usually minor disorientation), the physiological explanations for these reactions remain unknown. Most cases will quickly subside if Hyravol is administered.

Imperial Fleet of Starmadas: The largest fleet of starships in the known galaxy, armed and equipped with the most advanced hardware available in the Empire. The Imperial Marines are the Planetary Assault and General Defense Division of the Fleet, and set the standard which all Provincial Marine Corps struggle to approach. They are the largest, most well-equipped body of soldiers ever assembled.

Imperial Intelligence Directorate: Quite simply the most feared agency in the entire galaxy. The IID is the field arm of the Imperial Intelligence Ministry, whose job it is to spy on virtually everyone else in the Empire (including the other Ministries).

Imperial Science Institute: Officially in charge of monitoring and maintaining a smooth, steady rate of technological progress throughout the Empire, the ISI is not as harmless an agency as it may seem. A branch of the Imperial Technology Ministry, their primary objectives seem more along the lines of acquisition than dispensation. They are rumored to have arranged “accidents” for those who refused to permit their developments to be “managed” by ISI personnel.

Imperial Senate: Imperial Senators are the Noble or Upper class representatives of their Provinces in the Legislative branch of the Empire. They (with the Emperor’s cooperation) make the laws that the GCH and VegaPol enforce, and supervise the operation of these agencies (as well as MERLOGH). Each Greater House has a number of votes based on its size and power within the Imperium, and the Senate meets yearly for a twenty-day session on Sol II (“Venus”).

Imperium: The Imperium is that area of space which encompasses every stellar system colonized or claimed by humans, which is not governed by a Province or a Minor Clan. The leader/figurehead of the Imperium is the Emperor himself, who defers many of his responsibilities to Planetary Governors or lesser Nobles. These Governors are prevented from taking too many liberties with their assigned systems due to the omnipresent Imperial Fleet. Cosmographically, the Imperium is situated centrally in the Terran Empire with Old Earth maintained as the territorial Homeworld of all Humankind.

Inner Province: A major cosmographic territory, often containing upwards of ten stellar systems. The Inner Provinces are all located within, or border on, Imperial space, and are ruled by Royal Families (each of which can trace its roots back to the original leaders of the Province). As such, Inner Provinces maintain their own military forces and mint their own hard Monits.

League of Merchants: A loose, Empire-spanning association of “Free Traders”, pirates, crimelords and independent merchantmen. A few of The League’s reputed activities include drug smuggling, gunrunning and interProvincial espionage, and they supply a number of Greater Houses with vital intelligence findings (this last in exchange for the Province’s “looking the other way” as regards League business).

MERLOGH: (MERcantile League Of Greater Houses) The economic monitor, central board of trade and stock exchange of the Empire. MERLOGH sets the value of the Imperial and Provincial Monits. Local offices oversee all aspects of personal and corporate banking, including Provincial tax assessment and Imperial subsidies. MERLOGH’s headquarters is located in the Vega system.

Minor Clan: An extended familial society designated by the Emperor as Minor Royalty. Minor Clans often rule their own stellar systems (under Imperial and/or Provincial supervision), and may even possess colony systems (although this usually only occurs in the Frontier Zones). They are forbidden to mint their own currency or keep their own soldiery, and must rely on the Empire for both of these.

N-Space: (Normal space) The normal universe of human occupation; the Einsteinian space-time continuum.

Orbital Station: Large environmentally controlled constructs set into “lunar” orbits around most major planets in the Empire. Above Homeworlds, Orbital stations are used for the handling of communications and personnel, while above resource worlds, they usually serve as heavy cargo transport terminals. Depending on their function, they can often sustain 20 to 200 people. Their Orbital maneuverability is severely limited.

Sianetic Harbingers: That legendary spacefaring race which purportedly spread Hominids from Earth to many other worlds in this area of the Milky Way, giving rise to many of the known Humanoid and Xeno-human races. They are known by many other titles (the Forerunners, the Ancients, Old Ones, The Klattu, etc), and created many beautiful and powerful artifacts (which fetch quite a price in the scientific, telepathic, and collectors communities).

Spacefaring Port: (aka “Starport” or “Downport”) Planetside installations containing maintenance and repair facilities for military and/or civilian starships. Spacefaring Ports are staffed by customs officers and garrison troops who try to uphold the laws of the system. Larger Ports boast all varieties of secondary facilities, such as traders’ co-ops, recreational areas, shopping malls, living accommodations, hospitals, Dia Khovaria Chapterhouses, etc.

Tachyon Beam Dictor: (TBD) A nearly instantaneous communications system, crucial to the unity of the Empire. Data is transmitted in the form of pulsed tachyon streams, and often must be relayed through a number of stations (the maximum effective range for one transmit is about 50 light years). Although there is no “TBD monopoly”, the Dia Khovaria controls the largest and most complete network.

VegaPol: An interstellar police force which operates independently of Imperial or Provincial jurisdiction, and is linked to the GCH. Known to be terrifying efficient and sometimes brutal, VegaPol investigates cases of Elmonit fraud, interProvincial smuggling, and conspiracy. In addition, all evidence used in the GCH must be authenticated independently by VegaPol officers.

1.4 DIFFICULTY LEVELS

ROUTINE	(+30)
EASY	(+20)
LIGHT	(+10)
MEDIUM	(+0)
HARD	(-10)
VERY HARD	(-20)
EXTREMELY HARD	(-30)
SHEER FOLLY	(-50)
ABSURD	(-70)
INSANE	(-100)

2.0 PRE-DESIGNED CHARACTERS

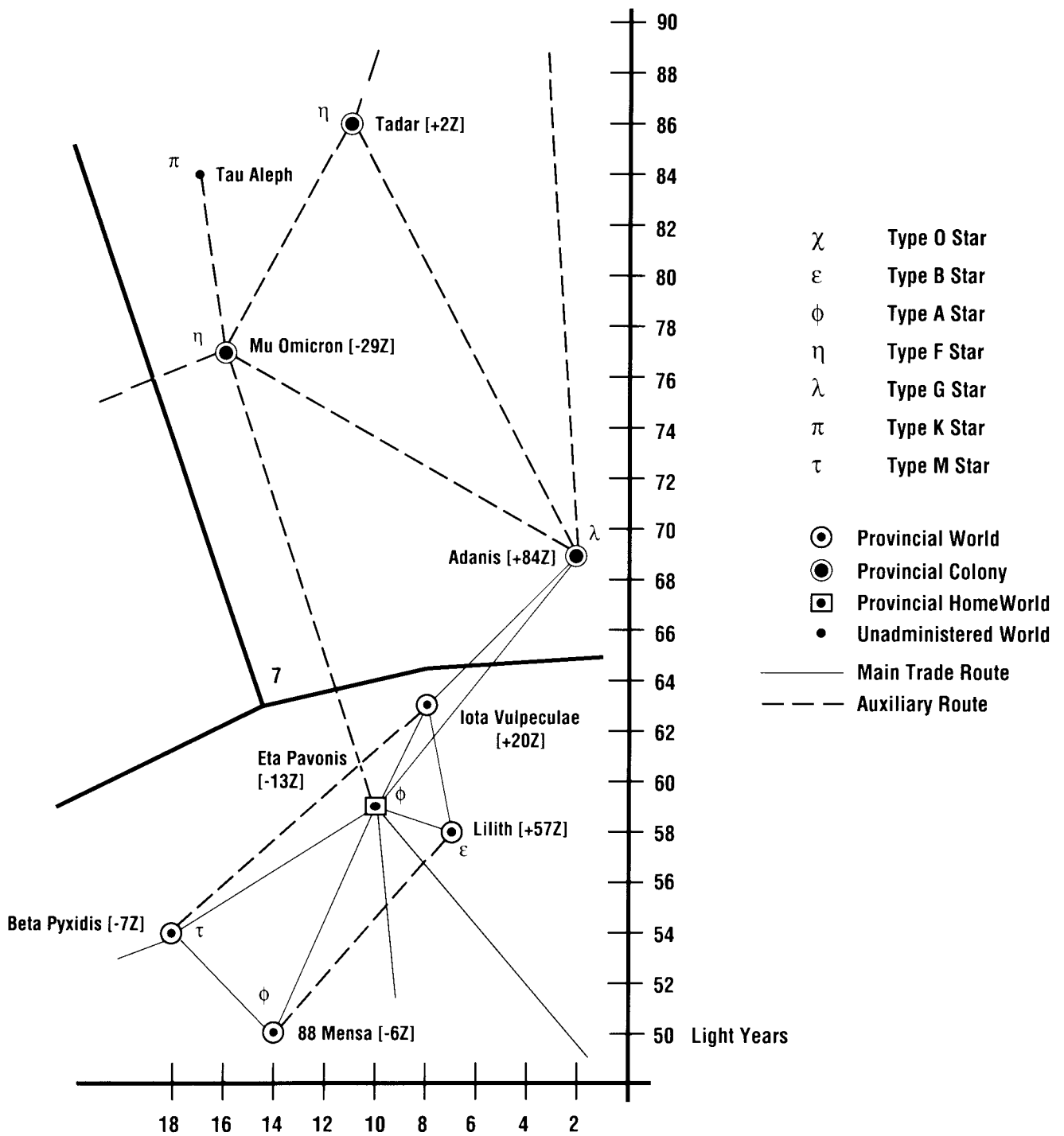
The following chart provides the GM with eleven characters of varying race, profession and experience level. All they need now is a little personalization. GMs should note that each Adventure in this module is geared toward characters of specified professions and experience level ranges.

If these characters are to be used as PCs, steps should be taken to personalize them. Origin, languages known, physical appearance and personality/motivations should be decided upon, and the player should make Background Picks (the # depends upon race).

NOTE: Characters with Psionic abilities have had their Prime Field of Telepathy selected, but not their Psion lists. The number which accompanies the abbreviated Psion Field (in the “Psi/L#” row) is the number of “Pick Sets” that the PC possesses. These Pick Sets should be allotted as the Player desires, before beginning play.

STAR MAP : KUBISCHEV-LLOYD HOLDINGS

FRONTIER ZONE 7



BACKGROUND INFORMATION

Adanis III is an isolated world located on the edge of the border between the inner provinces and Frontier Zone Seven. A relatively new colony, Adanis is the objective of a political struggle between House Kubischev-Lloyd and House Colos over the exploitation and mineral rights to the planet's crust. The planet was first settled eighty years ago by an expedition launched by the Kubischev-Lloyd monarchy. The dispute concerns the rightful claim to the territory, and therefore the right to exploit the planet's resources. However, a far more pressing problem has occurred recently; the mineral rich planet has been literally shaken by a horrifying disaster of global proportions.

3.1 TIMELINE

The following is a record of relevant historical events that pertain to the Adanis star system as seen by the Imperium.

PreImp. c. 1180 — A pre-Imperial exploration probe enters the Adanis system to gather data on a possible colonial settlement. The probe is sponsored by the Megacorporation that will one day be House Colos. The colonization proposal is initially shelved by the executives, with the possibility of future colonization.

PreImp. 256 — The Imperium-to-be issues a declaration to all inhabited worlds stating that it claims ownership rights of all systems colonized/ conquered by man to date.

PreImp. 200 — The Megacorporation that is to become the Province of Kubischev-Lloyd sends a mission to explore the Adanis system. The scouting team sets a claim beacon in orbit around the third planet.

PreImp. 20 — The claim beacon over Adanis stops functioning.

Imp. 0 — The consecration of the First Terran Star Empire and twenty-seven Provincial Territories. Among the Imperial Provinces are Houses Kubischev-Lloyd and Colos.

Imp. 301 — As a result of the War of Tarquinis (a.k.a. "The Rebellion of the Provinces"), Emperor Itzamna II allows major families to acquire additional systems directly from Imperium and Frontier holdings. House Kubischev-Lloyd explores the possibilities of expansions into the Frontier.

Imp. 370 — House Kubischev-Lloyd launches a formal exploration of the Adanis star system to study the feasibility of settlement. Explorers set up a small outpost and replace the old claim beacon. House Colos protests the move, claiming the resources of Adanis III for its own.

Imp. 379 — Kubischevian construction crews begin work upon mines and colonial settlement communities (known as CSCs). House Colos again protests the move, and sends a small task force to claim their rights on the planet. The Kubischev-Lloyds respond with their own force, and takes Colos to the Galactic Court of Humanity to dispute their claim. While the hearings are conducted, construction on Adanis III is halted.

Imp. 380 — The GCH rules in favor of House Kubischev-Lloyd, the Colosians appeal the ruling, but construction on Adanis III resumes.

Imp. 385 — The GCH once again rejects the Colosian claim to Adanis. The Colosians grudgingly honor the ruling.

Imp. 389 — The first permanent settlers arrive on Adanis III. The mining operations open up to an initial 80% operating capacity.

Imp. 471 — Lord Alexander Telax Colos IV rises to power in House Colos. He rekindles their claim to the Adanis star system and launches a propaganda campaign in his own province to gain popular support.

Imp. 475 — The Disaster on Adanis III (The Present).

3.2 ADANIS SYSTEM LISTING

Adanis III orbits a G2 star on the border of Frontier Zone Seven and the inner provinces. It is rich in minerals and is ideal for agricultural development. Baron Kevin Illianovich Skakis Kubischev-Lloyd himself has explored the possibility of a large tourism industry to be developed around and on the planet.

System: Adanis G2v

Planet: Adanis III

Province: Frontier Zone 7, Administered by House Kubischev-Lloyd.

Status: Provincial Colony World

Population: 1,395,900

Productivity: 0.1% of Kubischev-Lloyd's GPP

Production Emphasis: Mining,

Agriculture

Rating: Producing

Circumference: 41 000km

Gravity: 1.05g

Natural Satellites: 3

Day: 28 hrs

Year: 405 Terran standard days

Atmosphere: Oxygen/Nitrogen with few contaminants

Hydrosphere: Balanced

Climate: Hot

Mean Temperature: 30°C

Biosphere: Complex flora and non-sentient lower life forms.

Adanis III is a lush tropical world that supports myriad non-sentient life forms. Its upper crust is still highly active, with large occurrences of volcanoes on the continent and several volcanic islands in the ocean regions. It has small polar ice caps due to the planet's hot and humid climate.

3.3 THE ADANIS CONFLICT: KUBISCHEV-LLOYD AND COLOS

The claims to the Adanis system between the two houses can go back a thousand years before the consecration of the Imperium, when an exploration vessel owned by the Megacorporation that would later become house Colos entered the Adanis system and noted that the system was feasible for settlement. The system was left uninhabited and unexplored for another eight hundred years, as the Colosian Megacorporation did not see it necessary (or profitable) to colonize the planet at the time. The Adanis settlement was shelved. After the eight hundred year lull, another Megacorporation (Kubischev-Lloyd) explored the Adanis system and placed a claim beacon. The beacon functioned until PreImp. 20.

After the Rebellion of the Provinces (Imp. 301), the Emperor gave the Imperial Provinces permission to claim and settle new territories: the Adanis system became a tempting target. Kubischev-Lloyd reclaimed the system as its own provincial mandate and began making plans for settlement of the system. House Colos was appalled by this move and also laid claim to the Adanis system. However, they found themselves in a weaker position politically, and they eventually retracted their initial claim. Most Kubischev citizens were unaware of this claim.

It was just as the exploration on Adanis III began that the Colosian historians found the ancient flight log of the ship that explored the system in Prelmp. 1180. The Colosians restated their claim of ownership of the Adanis system, and the conflict heated up. Kubischev-Lloyd continued with their construction of the outpost on the planet despite the Colosian protests. The debate would continue for the next ten years.

The conflict between the two provinces intensified further in Imp. 379 when Kubischev-Lloyd started construction of facilities for colonial agriculture and mining operations. The Colosians sent a small task force to the system to try and prevent further construction and formalize their own claim. In response, Kubischev-Lloyd took House Colos and their case before the Galactic Court of Humanity. The construction on Adanis III was temporarily halted while the court ruled on the provinces' claims. Six months later, the court ruled in favor of Kubischev-Lloyd. Naturally, the Colosians appealed the decision. Construction continued on Adanis while the court reviewed the Colosian case, again the court ruled in favor of Kubischev-Lloyd. The Colosians reluctantly agreed to the terms of the ruling, they withdrew their task force, and tensions between the provinces subsided.

Some ninety years later, Lord Alexander Telax Colos IV rose to power in his province after the death of his uncle Kibakee Colos I. The Colosian political support was fragmented at best, and Lord Colos needed a focus to strengthen his own power and reunite his people. Alexander found the perfect target: Adanis; he initiated an internal propaganda campaign to gain the support he needed to launch another claim on the Adanis system. With this in motion, Lord Colos solidified his power and put down the political unrest in his province. Then came the disaster on Adanis III.

The devastation on Adanis was widespread, and the rescue operation would take a great deal of money, men, and equipment. In a "move of friendship", Lord Colos sent several rescue teams to the Adanis star system to help with the rescue effort. Lord Colos may have found the opportunity that he has been looking for...

3.4 DISASTER ON ADANIS III

Fifteen standard days ago, a stray asteroid travelling at an extraordinary speed passed within 150,000km of the planet's surface. Scientists are still only guessing at the reasons why the asteroid's

speed was unusually high, at nearly 0.01c (3000km/s). None of the collected data suggests an artificial cause, but researchers cannot determine why the asteroid was not detected and its course plotted until moments before the impact. The asteroid, about 1100 meters in diameter, collided with the planet's smallest moon (a body eight kilometers in diameter). Both were destroyed on impact, but several large fragments remained. Nine of these shards, each 500-1000 meters wide, plunged into the atmosphere and onto the planet's surface.

The unpredicted results of the asteroid/moon collision gave the citizens of Adanis III virtually no warning of the impending disaster. Three fragments impacted on the continents, while six others plunged into the oceans. The fragments struck the planet with a force equal to a 200-250 Megaton nuclear explosion each. A huge cloud of dust was thrown into the atmosphere, temporarily blocking out much of the planet's light. The fragments that hit

the oceans caused massive shock waves in the water which resulted in waves exceeding 40 meters in height. Finally, one of the fragments struck an unstable fault line on the continent's southern coast, triggering a devastating earthquake felt across the entire continent. Nearly all of the planet's communities were laid waste, and none escaped unscathed. By the time the last large fragment struck the planet, House Kubischev-Lloyd was already informed of the disaster and rescue preparations were under way.

An accurate account of casualties is still unknown, but the death toll is rising. Many experts estimate that about 45% of Adanis' inhabitants were killed or critically injured in the disaster (nearly 630 000 people). House Kubischev-Lloyd has asked for the help of anyone in the area who may be able to help with disaster relief and rescue operations. The shifted weather patterns have not been helping; rescue attempts will be difficult in the dim sunlight that pierces the dust clouds.

4.0 ADVENTURE: DISASTER AT SEA

The Adanis rescue operations have been underway for the past fifteen days. The rescue teams have been working twenty-five hours per day to free trapped survivors and tend to the wounded. The orbital station has been flooded with emergency distress calls from the planet's surface. Volunteers have set up medical emergency centers in the less damaged areas to help and house the survivors. The rescue operations have concentrated upon the land colonies and mines, as the bulk of the population dwells on the continent.

Yesterday, however, a faint but noticeable distress signal emanated from a locale in the mid ocean. The location of the signal matches the area of a sea bed farm. The rescue operations are desperately low on manpower, and will ask (read "draft") anyone in the area to help the survivors of the farm community. This could prove difficult at best.

4.1 THE SURVIVORS OF THE SEA BED FARM

The Zerich Sea Bed Farm was once a prosperous and efficient operation; that is until the ground shook, the sky went black, and a huge wave washed over the station. The farm's superstructure was heavily damaged, and several people were killed when the first wave hit. Despite the pounding that the station took, only thirty-two people were killed, leaving eighty-eight survivors amidst the twisted wreckage.

It took fourteen days for the crew to construct a makeshift communications center to call for help. Since then, there have been three more deaths, and there may be more. Some colonists are trapped in isolated areas, and the source of air is low. The situation is desperate, and the call for help needs to be answered soon. The survivors do not have much time.

4.2 THE NPCs

There are a great deal of non-player characters in this adventure; too many to be represented in detail. The most important NPCs are described below.

4.21 ASASTINE PEROSA, COMMUNICATIONSOFFICER

Asastine is a strong-willed woman, responsible for the successful distress call. She has assumed the role of leadership in the area in which she and fifty others are trapped. Confident that rescue will come, she will not let anyone in her area speak otherwise. Her exceptional optimism has helped her group a great deal. She is troubled, however, for she fears for the others in the station. Her husband is trapped in another area of the station; she fears that he is dead.

Asastine is a 23 year-old woman capable of functioning well under pressure. She has short, dark hair, blue eyes and stands 1.62m tall. She is dressed in a light blue jump suit.

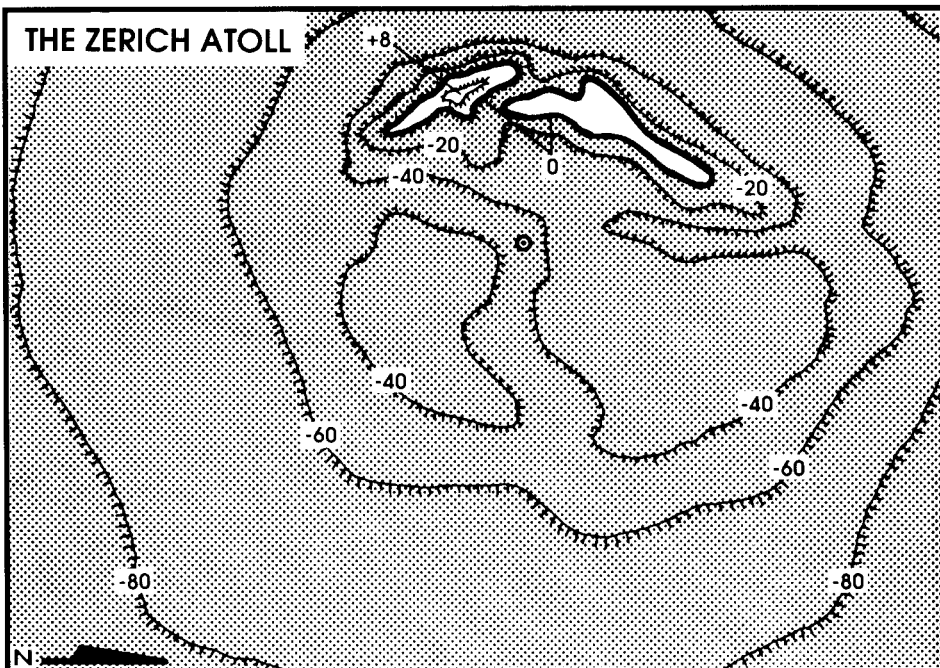
4.22 POUL SYDER, MARSHALL OF THE STATION

Raised in the Kubischev-Lloyd military, Poul is trying to make the best of a bad situation. He and the Engineering staff fled to the Harvest Control Module, only to be sealed in by a sudden aftershock and falling debris. He keeps the thirty-five survivors trapped in the same area as he is living, although two people died five days ago while attempting to clear an access tunnel.



ASASTINE PEROSA

THE ZERICH ATOLL



Poul is intent on rescue, but he lacks the necessary resources. He has managed to keep the people's spirits high by focusing their attention on clearing the passage to the station. Poul's own hopes are dwindling, especially after the loss of the two crewmembers five days ago. He is hopeful of rescue, but he has trouble containing his own pessimism.

Sandy brown hair, brown eyes, and a weathered face top the marshall's 185cm frame. He looks younger than his 54 years, but has begun to look quite weary from the strain. He wears the remains of his marshall uniform, and has a healing scar on his right arm from when he tried to rescue his companions after a bulkhead collapsed on them.

4.23 IRIS EBERTON, MEDICAL OFFICER

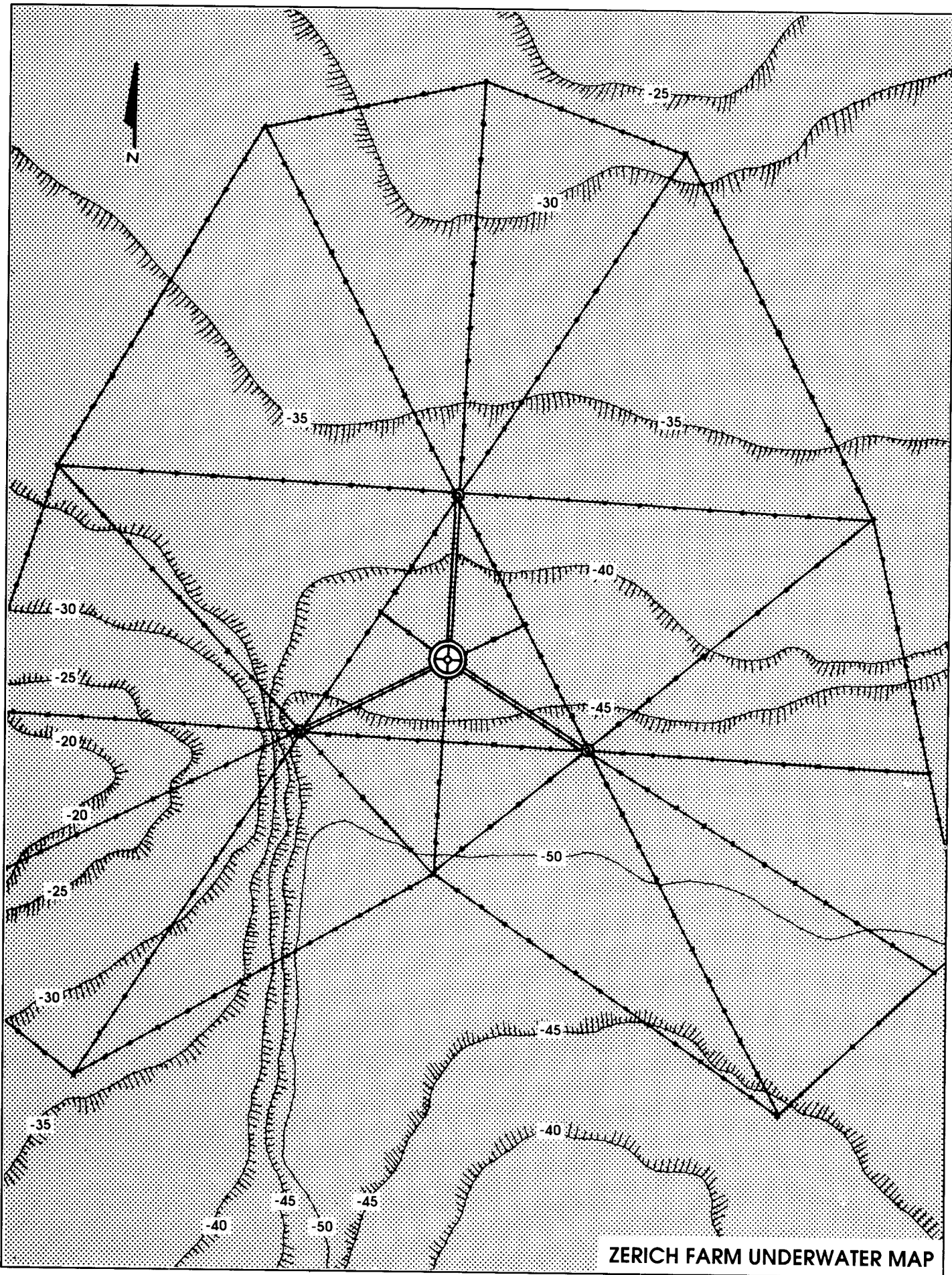
Iris is trapped alone with three other companions in the medical bay of the station. Unlike the others, she has trouble keeping her spirits up in the light of the disaster. Iris has helped those around her, but she feels helpless since she is sealed off from the rest of the crew. She doubts that a rescue operation will arrive before the air supply runs out.

Light brown hair, brown eyes, and a longish face are her most distinguishing features. She is 170cm tall, wears a tan jump suit and often carries portable medical equipment with her. Stress from the current situation makes the 32 year-old appear at least ten years older.

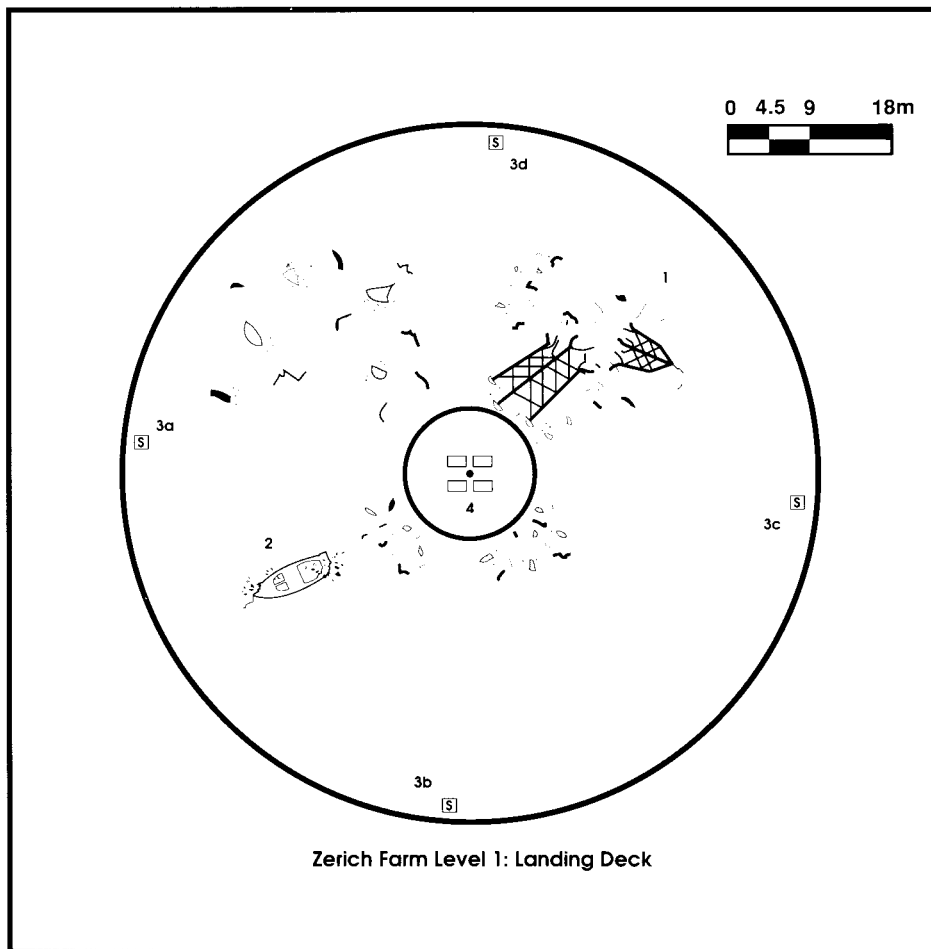
4.3 LAYOUTS OF THE ZERICH FARM

More than two thousand kilometers from the planet's main continent, the Zerich Farm was built in the tropics. The station was constructed on an atoll: the remains of a volcanically formed island which has been worn down by weather over a long period of time. This forms a large shallow area in the sea around a much smaller island. The Zerich atoll can be considered in the last stages of decay, for only a very small strip of land is present above water. The entire atoll is an average of about twenty meters under water, ranging from as little as eight meters above water at the island, to as deep as fifty meters or more at the southern tip.

The Zerich farm was built in the center of the atoll to gain as much protection from the sea as possible, and keep a central location to monitor the agricultural activities. The central tower was built in a level area that is (or rather was), thirty five meters under water. The central tower is seventy meters in diameter, and fifty meters in height, fifteen of which actually did remain above water. From the tower's base, three tunnels extended three hundred meters from the center of the station out to smaller monitoring posts, where the robotic maintenance work was controlled. From these, a web of metal posts for supporting the sea-crop extended out in a radius of seven hundred fifty meters. The sea-drones would monitor food levels and harvest each crop as it ripened.



ZERICH FARM UNDERWATER MAP



Zerich Farm Level 1: Landing Deck

Today, however, much of this has changed. Both the earthquake and the wave that hit the station have drastically altered the shape of the atoll. The earthquake caused the ground below the station to collapse, lowering the station four meters and tearing a gaping hole in the bottom of the structure itself. The quake weakened the station structurally as well, leaving it in a defenseless position when the wave struck. The station shifted five degrees, and the large communications tower toppled over. About fifty-five percent of the station has been flooded, and all the survivors are trapped under sea level.

4.31 LEVEL 1: LANDING DECK

The landing deck once stood five meters out of the water and could accommodate any aircraft or spacecraft under 2000 tons. Now, any craft that attempts to land on it must make a *Very Hard* (-20) AtmPt roll, and any craft over 600 tons cannot land on the damaged structure without causing further damage to the station. A third of the landing deck has collapsed and is submerged under water, and the rest of it is strewn with debris. Four crewmembers lost their lives here when the wave pounded the station and carried them overboard.

1. The Wreckage of the CommTower. This is the collapsed remains of the communications tower.

2. The Small Marine Craft. This is actually the remains of what was a marine craft that was tethered to the station. It is beyond repair, and lies upon the deck near the edge of the water.

3a-d. Stair. These stairs lead into the station itself. Due to the unusual slant of the station, climbing and descending these stairs is normally considered a *Medium* (+0) maneuver.

4. The Lifts. These lifts are now nonfunctional and flooded on the decks below the recreational center. Reactivating them requires a successful *Extremely Hard* (-30) CompE roll if using the station's computer; it is *Absurd* (-70) otherwise.

4.32 LEVEL 2: OBSERVATION AND CONTROL DECK

This part of the station suffered the worst punishment. The wave smashed through the glass in the central control room and wreaked havoc. The bulkhead doors managed to seal off the inrush of water; however, they also sealed five crewmembers in a watery grave. The main computer is still operational but functions at an automatic -10 for every computer roll.

1. Central Control. This area is completely filled with water. The earthquake weakened the windows, which were then unable to stand the pounding from the sea itself. Five unfortunate souls were trapped here when the bulkhead doors closed. This area is sealed off completely by 25cm thick doors made from reinforced steel. Even though these doors are of the keypad lock variety, they are *Absurd* (-70) to open by way of the computer request, and *Insane* (-100) by any other method. The computer safety is locked into keeping the doors closed at all costs; if a rash character manages to open one of these doors, two things will happen. First, a rush of water will hit anyone standing near the door (see Section 4.51). Second, the computer will then immediately close all doors that are closest to that area in an attempt to keep the base from being flooded. These doors will also have the same safeguards as the one above. Smart players should leave these doors alone. If they have multiscanners, they should be able to detect salt water beyond the doors.

2. Engineering Control. This area was heavily damaged in the disaster but is not filled with water. It is not without its hazards, however. In the area marked (A), a slow leak in the exterior bulkhead has filled these rooms partially with water. The water here is not terribly deep; only about 35cm at the far end. However, there is an additional problem: when the disaster struck, the computer control conduits to the engineering section were cut off, and it was unable to shut down the power to this area. The water is electrified. As a result, anyone who touches this water and is not insulated (ie. exposed hand/ foot, etc.) receives a B Electricity critical. The doors to these rooms are closed, but are a *Medium* (+0) maneuver to open. Pockets of chlorine gas have collected in pools on the water's surface. If exposed players must make a RR versus a 5th level poison. Those that fail by 01-50 suffer from irritated eyes and throat, and are at -20 for 20 minutes after being exposed. Failing by 51-100 results in the victim suffering a burning pain in their eyes, nose and throat; they take 1-10 concussion hits per round until removed from the gas, and are at -50 for the next 30 minutes. The unfortunate soul who fails by more than 101 experiences the slow disintegration of his lungs. He takes 10 hits per round until removed from the gas, after which they still take 2 hits per round for 10 rounds, and they will die in 1-10 hours if not treated.

3. Lifts. As above, the lifts do not function.

4. The Stairs. The stairs marked (b) and (c) are flooded with water and are unusable without the aid of artificial breathing gear. All doors to this area have been sealed with the same security as in #1. above. Stair (d) is blocked by debris in the upper stairwell itself, and will take six man-hours to clear. The door is unlocked, but has no power, and it is partially wedged open. Stair (a) is blocked on both sides by debris, it will also take six man-hours to clear the debris on the stairwell side of the door. The door is a standard keypad lock, which is still active, the door is currently uncoded, and therefore will open at the push of a button. There is a 40% chance that if the door is opened, the debris on the other side will fall into the room. Anyone standing within two meters of the door must make a *Very Hard* (-20) Moving Maneuver (modified by the average of Ag and Qu) to escape the falling metal. Those who fail to jump out of the way will be subject to a +40LCr attack.

5. Management and Offices. This area is in a shambles: broken desks, computer terminals, and twisted masses of metal litter these rooms which were once used as the Station's administration center. Asastine Perosa and some of her fellow survivors are usually within this area, monitoring the main computer and their jury-rigged communications equipment.

6. Main Computer Terminal. This is the least damaged room within the station. It has been cleaned up by the station's crew; the communications rig sits on a table opposite the terminal.

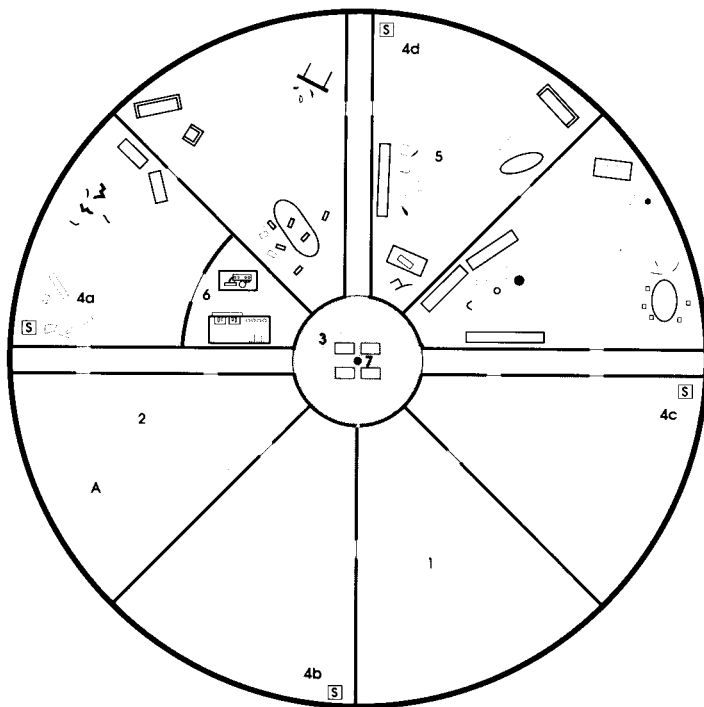
7. Engineering Trunk. This tube, 2 meters in diameter, runs vertically through the center of the station. It is connected to the reactor directly below the engineering section.

4.33 LEVEL THREE: CREW DECK

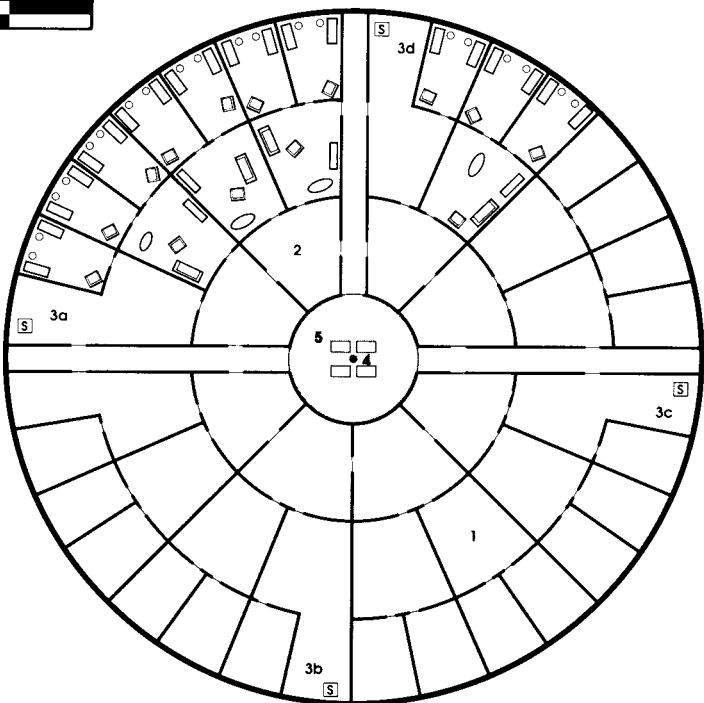
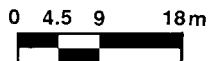
This entire deck is where the bulk of the Sea bed Farm's crew has taken refuge. They have cleared the stair at (d) to allow access to the Control Deck. Debris is commonplace throughout the area, although the survivors have been cleaning up as a way to pass time (and further ensure their safety).

1. Flooded Area. As with above (Section 4.32), this area is totally flooded from a damaged bulkhead. The bodies of two crewmembers can also be found here.

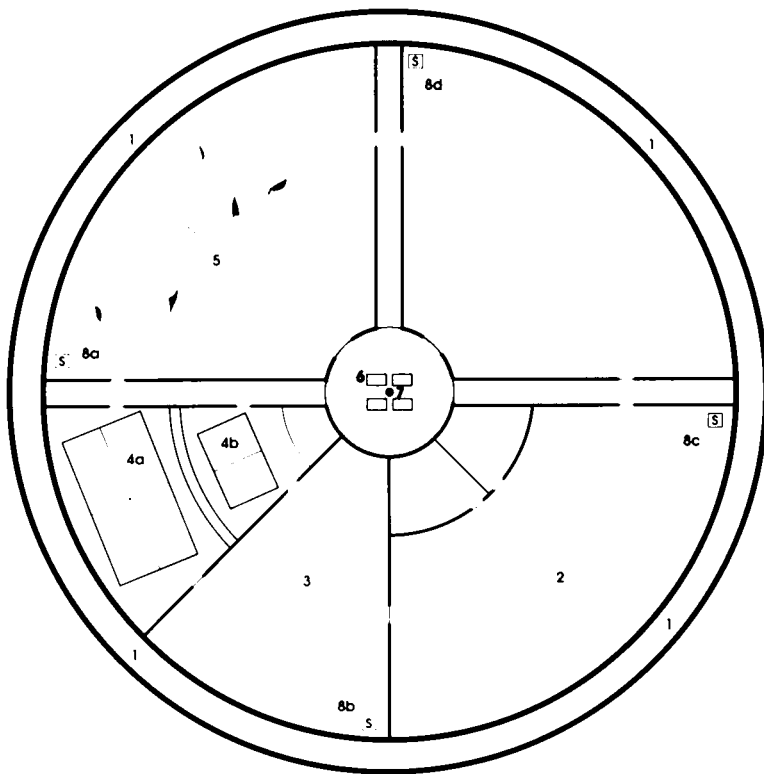
2. The Survivor's Quarters. There are fifty crewmembers in this area who lived through the disaster. The people here were either on the Control Deck, the Crew Deck, or the Recreation Center on the deck below when the disaster struck. They will be very eager to leave the station, and very relieved to see their rescuers.



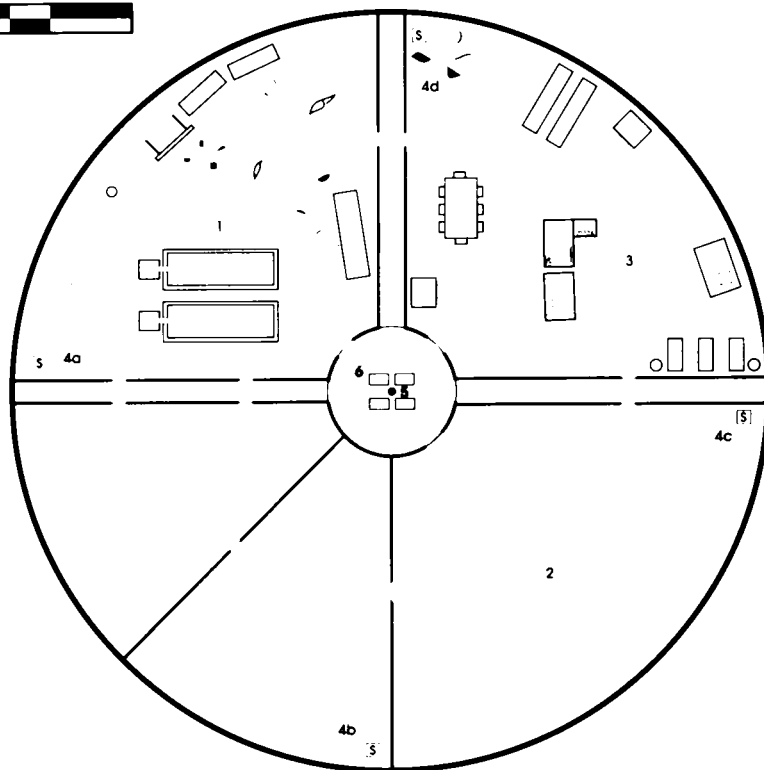
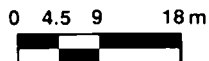
Zerich Farm Level 2: Observation and Control Deck



Zerich Farm Level 3: Crew Deck



Zerich Farm Level 4: Recreation Deck



Zerich Farm Level 5: Labs and Medical Center

3a-d. Stairs. As above, except that stairwell (d) has been cleared of debris to both the level above, and the deck below.

4. Engineering Trunk. As above.

5. Lifts. As above.

4.34 LEVEL 4: THE RECREATION DECK

When the disaster struck, the recreation deck was damaged differently than the other decks. The Station's restaurant and bar flooded, as the windows overlooking the running track shattered when water rushed in from a rupture in the external bulkhead and filled the running track. The pool area was flooded, although not in its entirety. The hazard of chlorine gas is also present in this room. Note that the ceiling in the recreation area is eight meters high rather than the standard three.

1. Running Track. The Running track is completely flooded with water with the exception of the northwest quarter of the deck. This room has a series of reinforced transparent glassteel windows around the perimeter. The sea smashed the windows on the southern side and flooded the perimeter area. The windows on the interior of the track were not nearly as strong and broke easily as the onrushing sea water impacted with the glass.

2. Pool Area. This area flooded when the water impacted with the glass and broke through. Fortunately, no one was here when the water exploded into the area. However, this water is electrified, and a large amount of chlorine gas has escaped into the men's changing room, where it has collected in a pool of gas along the south wall, half a meter deep. The doors are locked to this room, and are Hard (-10) to open. Anyone who breathes the chlorine gas in the concentrated pool will be subject to a 12th level attack, with the same effects as those outlined in the description of the Engineering Control area on the Observation and Control Deck. Otherwise, the attack level is still considered 5th level.

3. Weight Training Room. Since the weight training room had no windows to the outside, it was not flooded by the inrush of water that filled the running track beyond the south wall. However, the wall was ruptured slightly, and a pool of water has collected against the south wall. No electrical currents run through this area of water, which is 52cm at its deepest point.

4a-b. Anti-Grav Courts. The Grav courts are a dangerous place to be. The gravity generator has a *Severe* malfunction to the strength control, and anyone who enters these courts will be subjected to seven times normal gravity. Such a change in gravity will result in a C Impact critical to anyone who enters the chamber.

There is fair warning, however, as a red light is flashing outside each of the chambers, indicating dangerous gravity levels. The Grav Chamber marked (4b) has the same malfunction as the other chambers, except its pull of gravity is reversed. Anyone stepping into this chamber will be subject to a 7 meter fall upwards, at 7 times normal gravity. The attack is a +80HCr delivering Impact criticals.

5. Gymnasium. Debris is scattered across the simulated hardwood floor. Along the south wall, sea water has pooled from a slow leak in the north wall. The water runs from here to the weight training room.

6. Lifts. As above.

7. Engineering Trunk. As above.

8a-d. Stairs. As above, except that stairs (a) and (d) are filled with debris below this level. Each will take eight man-hours to clear and gain access to the lower levels.

4.35 LEVEL 5: LABS AND MEDICAL CENTER

The labs were heavily damaged in the disaster; fortunately, there were relatively few people in the labs that were flooded, and only one person was killed when the ceiling fell in. The lift areas on this deck were flooded because of a faulty door mechanism that left the door open. Of the twenty computer terminals that remained out of water, none are currently functional (The main computer cut off power to these terminals). The auxiliary medical computer in the MedCenter is operational, and is being used by Iris Eberton to diagnose and treat the wounds of her companions.

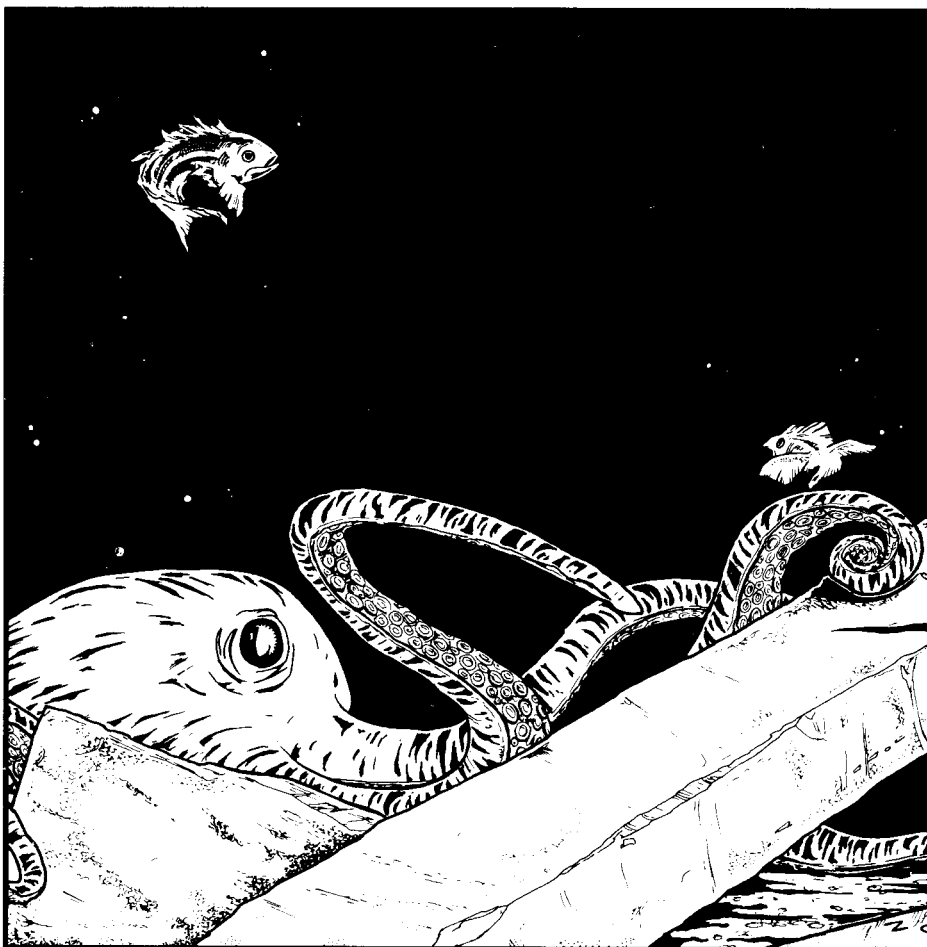
1. Genetics Lab. This lab's purpose is research into new variants of sea-plants that would be suitable for crop growing. Now it is filled with twisted metal and shards of glass. Fortunately, the genetics lab had recently disposed of a dangerous variant on a plant disease that could quickly and easily kill a human on contact. All lab notes were recorded onto computer file, and can be retrieved from the main computer above.

2. Flooded Labs. These labs were used for research into better fertilizers and artificial means to maximize growth on the Farm.

3. Medical Center. Iris Eberton and her three other companions are trapped here. The medical center is workable, but static maneuvers with any of the equipment suffer an automatic -5 modifier because of damage suffered in the disaster.

4a-d. Stair. As above, stair (a) and (d) are heavily blocked by fallen debris. It will take five man-hours to clear them. Part of the debris in stair (d) is the stair itself, leaving a 2m drop between the two steps.

5. Engineering Trunk. As above.



6. Lifts. As above, except this whole chamber is filled with water. A door on the southeast wall failed to close, allowing the incoming sea water to enter the chamber. However, the door has since closed. If opened, the water will simply flow out, but not explosively. It will deliver an A Unbalancing critical to anyone who is standing within 1.5 meters of the door.

4.36 LEVEL 6: STORAGE LEVEL

There are four large chambers on this level. Each holds materials and food supplies for the station. Two of the storage rooms are completely flooded. The ceilings in this deck have been severely damaged, and there is a higher chance of collapse.

1. Flooded Storage. These rooms hold cultivation and robotic supplies for the farm. Most of the boxes have been pushed against the north wall in the onrush of water.

2. Food Storage. Fortunately, the disaster left this chamber relatively unharmed by the disaster. Unfortunately, the damage to the station sealed off access to these food stores. The survivors are very hungry, and would appreciate access to the food. By using strict rationing, they have managed to survive on very little over the past fourteen days.

3. Spare Equipment. This is a collection of equipment to repair or replace almost any damaged or malfunctioning piece of equipment. However, with the damage done to this area, it is *Sheer Folly* (-50) to find any piece of equipment that is undamaged.

4a-d. Stair. As above, except the blockage in the stairwells below this level requires seven man-hours each to clear.

4.37 LEVEL 7: ENGINEERING AND SECURITY STATION

The farm power system is controlled on this level. Several stations, some of which are still in operation monitor the current levels of the fusion reactor located twenty meters directly below the Engineering Trunk in the sea bed floor. The reactor is operational, but it is functioning at fifty five percent of optimum due to the reduced demand from the station. The reactor is intact, unharmed by the shifting of the ground around it. The floor on the entire northeast quarter has been torn away. This area is only partially flooded due to the air pressure acting like a diving bell. However, this will change if a traceable path of air to the surface can be found (e.g. one of the staircase doors is opened here, as well as at the surface). If this happens, the water

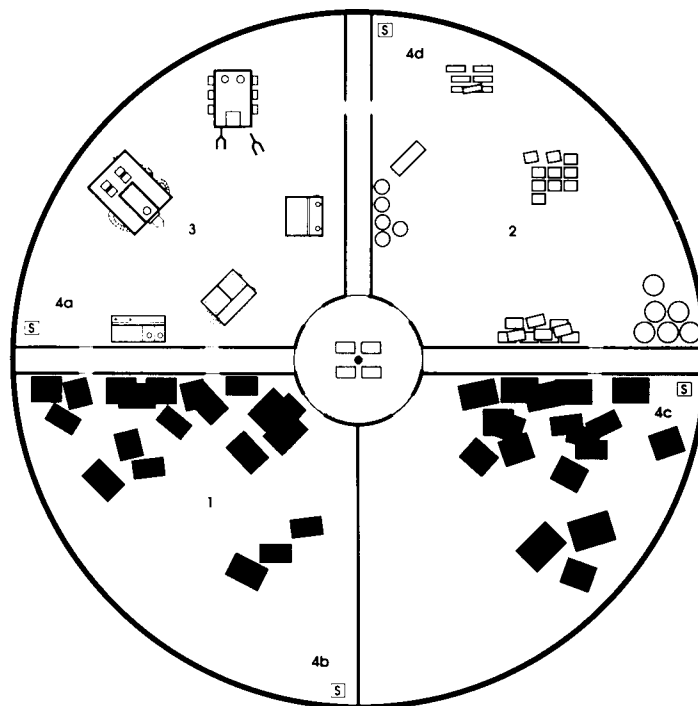
on the floor will begin to rise at a rate of ten centimeters per round. Of course this will stop if the source of the air escape is sealed off. This level is also where the Cephalopod, a large sea creature that resembles an octopus, has taken up residence.

1. Flooded Areas. The station's security station, run by Marshall Syder was among one of the areas flooded in the disaster. There were also several secondary engineering stations in here before the disaster struck.

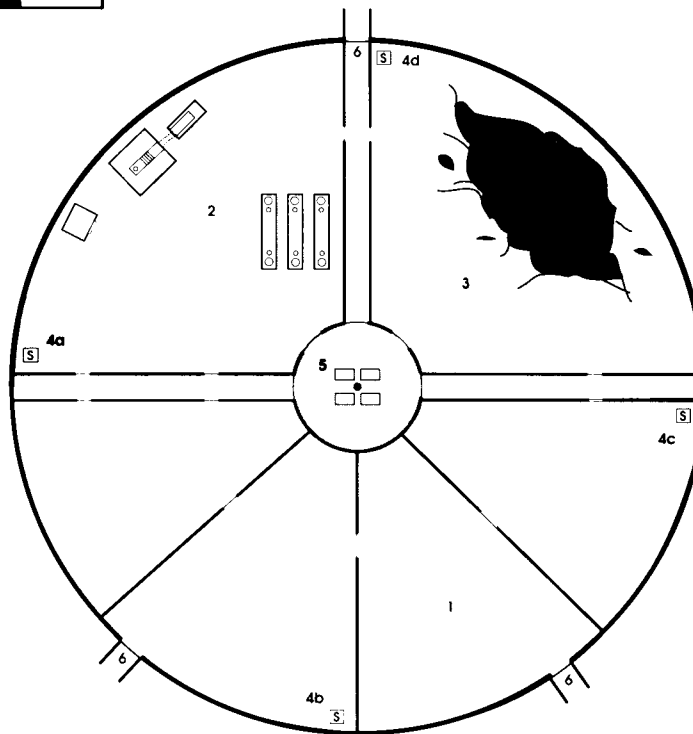
2. Engineering Control. The equipment in this area is virtually useless, as the hole in (3) below has allowed water to partially flood the entire area. The water covers the entire south wall, where it is more than three meters deep. The waterline comes to within three meters of the north wall. The water at this level allows the Cephalopod to roam freely only in depths greater than 1.5 meters, but its eight-meter tentacles allow the creature to attack targets at a distance, even while stranded in deep water.

3. Hole In Deck. This hole, as described above, was ripped in the floor when the entire station tilted to the south. The hole itself is three meters in height, and as a result, the floor at the northeast end of the deck is three meters below where it should be. This hole resembled a large, deep cave to a certain huge, sea dwelling creature. Related to the octopus of Old Earth, this creature possesses many long tentacles, a soft but tough body, and a large beak on its underside. It can swim easily in depths over 1.5 meters, but it can enter water as low as 1 meter. It is hungry and looking for a live meal and was responsible for the death of one of the crewmembers who did not escape to the harvest control module to the north. Surprisingly, the water in this area is not electrified, although some monitors still display power readings from the reactor.

4a-d. Stair. The only stair that allows access to this level is Stair (d), for the door to stair (a) on the deck side has been submerged in water. This door therefore possesses the same security level as the bulkhead doors above, if opened, a rushing torrent will greet the opener as described in Section 4.5. However, the computer will immediately close this door again, as the water level begins to rise. In the case of Stair (d), the players will see the water rise when the door is opened, and after two rounds, the water will reach the door. The computer will close the door to maintain the seal. The door will be equally hard to open as the others, but the water will stop rising. However, if the door is forced and kept open, the water level will rise until level with the rest of the ocean.



Zerich Farm Level 6: Storage Deck



Zerich Farm Level 7: Engineering Deck

5. **Lifts.** As above.

6. Access Doors to Harvest Control Modules.

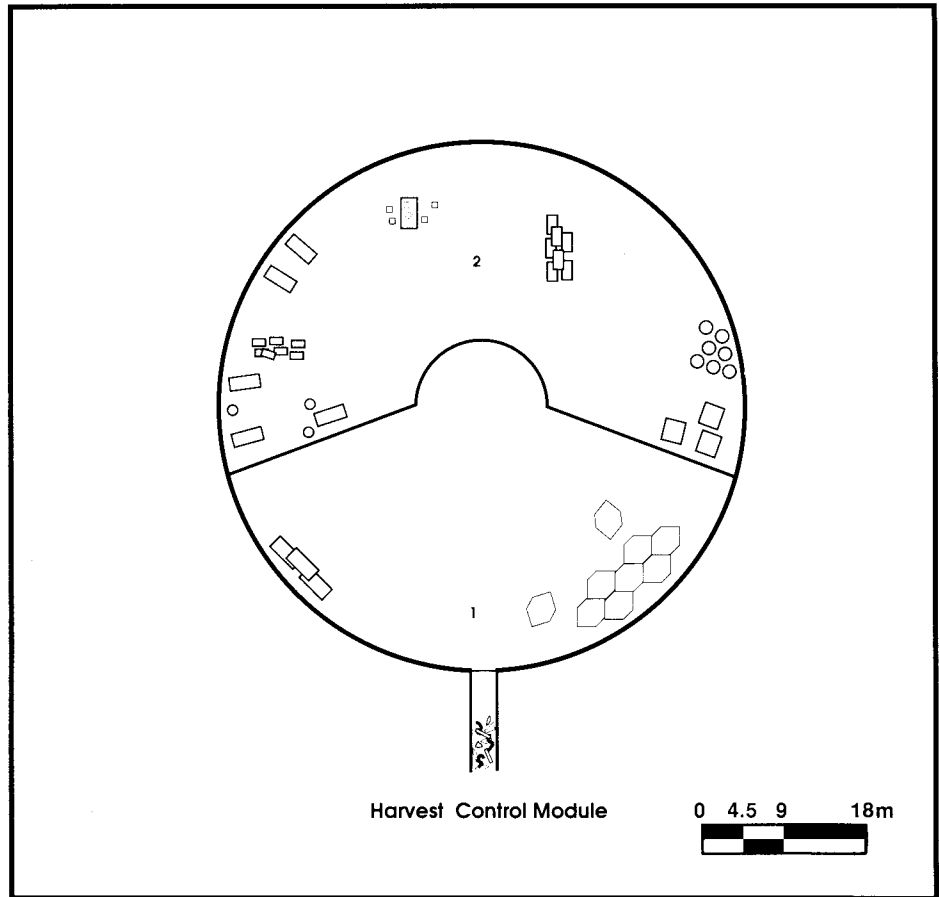
The doors on the southern portion of the station are in the water filled areas of the station. There were ten unfortunates trapped in each of the southern Harvest Control Modules when the disaster struck, and the modules were heavily damaged and flooded. The Module on the northern side of the station managed to survive the pounding. The door remains open to the passage that leads to the control module to the North. The passage itself has twisted and buckled but is surprisingly stable. However, the debris at the north end is blocked by some ten meters of twisted metal that collapsed into the corridor. Poul Syder and his companions have been in the process of clearing this rubble to escape, and are nearly through.

4.38 THE HARVEST CONTROL MODULE

A circular dome, twenty meters wide and ten meters high, this area once functioned as the center for control of the harvest, and the robots that would perform such operations. Now, the northern module is the refuge for Poul Syder and thirty-five other survivors. After the disaster struck, Syder and the Engineering staff sought refuge from the flooding station. They fled into the northern module in desperation. They were trapped there when the wave struck and falling debris blocked their escape route. The computer terminals are inoperative, and almost all of the agriculture maintenance robots remain dormant as well.

1. The Wreckage. This is the area that the survivors have been clearing for the past fourteen days. Of the forty meters of the debris blocked passage, the survivors have managed to clear all but five meters of it, in two hour shifts of two crewmembers each. The remaining wreckage is unstable, and a roll must be made every hour to see if the debris collapses onto the clearers. If the roll is 05 or lower, the ceiling collapses, and anyone within five meters of the debris must make a successful *Extremely Hard* (-30) Moving Maneuver (modified by the average of Ag and Qu) or receive a +40 LCR attack.

2. Sleeping Area. Set above the pools of water, in the upper deck, the survivors have made a makeshift dormitory where the weary survivors can sleep. Fortunately, because it is a harvest station, there is some food available for these survivors.



4.39 OUTSIDE THE STATION

The farmed portion of the atoll covers an area of roughly 135 hectares (1,350,000 sq. m). This network was once a series of nutrient-carrying cables that ran along the sea floor. From these pipes, a variety of sea crops would grow. They were maintained by thirty agricultural robots throughout the growing season. When each crop matured, that section of pipe was inflated with air and rose to the surface. Robots collected and harvested the crop there while still at sea, and then they loaded it onto the station for transport elsewhere on Adanis III. The islands over the atoll are nearly two kilometers west of the station, and are little more than a large sandbar. These islands once held various forms of tropical plant life; now this is all but destroyed. Most of the plant life was damaged when the huge wave broke over these two islands, and the skies have clouded with dust. Any plants that survived the wave perished from lack of sunlight.

Gamemaster's Note: Refer to the Master Encounter Table (Section 7.0) for additional encounters in and around the station. Pay close attention to the hazards of the station, as mentioned in Section 4.5. Players who are not careful while in this station could be in for a nasty surprise.

4.4 THE TASK

The command from the Central Rescue Control is to "Rescue all living survivors, and recover as many of the dead as possible." The players must enter the wreckage and find all of the survivors they can before their time runs out, and then transport the survivors to the medical emergency center on the continent.

4.41 STARTING THE PLAYERS

It is up to the Gamemaster exactly how the players arrive at Adanis III. Some possibilities include having the players answer the universal distress signal on their own or having the players hired by House Kubischev-Lloyd to assist with the rescue effort.

Once at Adanis III the players will find that rescue efforts are underway, and those directing the effort are hard pressed and need more manpower. The distress signal from the Zerich Farm needs to be dealt with quickly, but too many people are committed to other areas. Rescue officials will then approach the PCs and request their assistance in the operation to rescue the trapped survivors on the sea-based station.

STATS FOR NPCs: DISASTER AT SEA

NAME	Lvl	Hits	AT(DB)*	Weapon:OB	Weapon:OB	Notes
Asastine Perosa	3	32	1(10)	40StnPI	—	Neo-Human Electrical Tech St70,Qu84,Pr92,In76,Em84,Co68,Ag80,SD98,Me90,Re90 Ap86; Communications officer in the Zerich Farm; Percp 35, EW/ 20, ElecT 45, CompT 40, PowT 20, JSrv 20, MtScan 30, Swim 30
Poul Syder	4	55	1(10)A	75BlPI	45StnPI	Human Armsman St90,Qu90,Pr85,In64,Em55,Co76,Ag96,SD70,Me73,Re84 Ap68; Marshall of the Zerich Farm; Percp 25, Swim 47, MtScan 55, JSrv 57, AE:UW 40, FAid 52
Iris Eberton	3	30	1(23)	20LasPI	—	Human Physician St56,Qu95,Pr73,In75,Em95,Co62,Ag90,SD75,Me72,Re90 Ap73; Chief Medical Officer of the Farm; FAid 50, MdScn 50, MedT 63, Md Prc 53, MdDia 50
Veteran Crewmember	2	30	1(10)	25We	—	Human or Neo-Human; mixed Professions Have worked on the farm for 1 year or more. There are 45 Veteran Crewmembers.
Rookie Crewmember	1	20	1(5)	20We	—	Mixed Professions There are 40 Rookie Crewmembers.
The Cephalopod	10	210	12(20)	70LGrx3	40LBI	Huge octopus-like beast Treat as a large creature: reduce crit severity by two levels. May attack 3 opponents at once (using the Entangle/Envelop Attack Table), only 1 tentacle per opponent. The bite is used on the round following a successful grapple attack and should be resolved as a Mk.III melee weapon with no -30 OB subtraction.
* — A = Absorption Shield						

4.42 AIDS

The operation headquarters will supply the players with a craft and pilot (if needed) to evacuate the surviving personnel, and is capable of carrying up to 60 people safely. The ship's memory banks have also been programmed with plans and layouts of the Zerich Farm (although the new layouts are considerably different). Beyond that, the players must rely on their own ingenuity and skill to overcome the dangers that exist at the station.

4.43 OBSTACLES

The station's twisted mass will be an obstacle in itself, but several other hazards exist in or near the station. The station's fusion power generator is still functional and relatively undamaged (those things are designed to take a pounding), and as a result, many water-filled passages are electrically charged. Loose wreckage can fall, pinning the unwary character (or NPC) under a mass of twisted metal or glassteel (or even worse, pinning him/ her underwater). There is an additional hazard in that a large ocean-dwelling creature has taken up residence the lower sections of the base. Related to terran cephalopods (octopi, squid, and the like), this "guest" is responsible for one of the deaths since the station's collapse. Other sea life in the area can also be potentially dangerous. This should give the players quite a challenge in rescuing the survivors.

4.44 REWARDS

The survivors' gratitude will be the primary reward, although House Kubishev-Lloyd will pay the players for their help in the rescue effort: roughly 120 Kubischevian Elmonits each per day of service plus a bonus of 500 Elmonits each if they are very successful. If needed, the players will also receive free medical aid from the emergency medical center.

4.5 ENCOUNTERS

The primary encounter the players will face is the twisted mass of the station itself. There are some organic encounters, as the cephalopod may make things a little rougher while players are exploring the station.

HAZARDS OF THE SEA BED FARM

There are three main hazards that exist in the station: falling debris, electrified water, and a sudden inrush of water. Each potentially dangerous situation will be dealt with in the layout of the station itself, but these are some general guidelines on how to handle each situation.

Falling debris should be treated as a Fall/ Crush attack (most often, a +40LCr, unless otherwise stated in the text), criticals should be treated as primary Crush

with a secondary Grapple at one less severity level. Electrified water is dangerous in that anyone who touches the water receives a B Electricity critical. The players may have to contend with another dangerous offshoot of this hazard: chlorine gas. Due to the electrical current passing through the water, one form of salt in the water (Sodium Chloride) will separate into its elements, leaving small pockets of chlorine gas within the base. However, these occurrences of gas are limited and will be dealt with individually. The final hazard occurs when either a door collapses (a possible encounter) or someone opens the wrong door or shoots out a thick window allowing millions of liters of seawater to rush into a small area. Anyone in the area of the initial inrush of water suffers a Mk. 1 Grenade/ Explosive attack with a first blast radius of two meters. Criticals delivered are Impact. The characters must seek escape or close off the source of water quickly, a *Sheer Folly* (-50) maneuver. Otherwise the area will fill rapidly with water and pose an even more pressing problem.

Listed in the Master Encounter Table (Section 7.0) is a set of random encounters/ natural events that will give the players some more challenges while in the station.

ADVENTURE: THE RETRIEVAL

Adanis III has been a point of political struggle between House Colos and House Kubischev-Lloyd for over one hundred years. Over the past ninety years, no blood has been spilled over this seemingly insignificant Frontier world, but all that is about to change. The game of espionage between the houses does not stop with mere occurrences of disaster; rather, it is intensified by such a natural incident. Recently the Colosians have offered to aid in the disaster rescue effort. So far, their intentions appear rather sincere, although the Kubischev-Lloyd administrator does not trust the Colosians' intent.

Before the disaster struck, the Kubischev-Lloyd Intelligence Agency was well aware that the Colosians were looking for some form of evidence to restate their claim on Adanis. The Lloyds decided to give the Colosians exactly what they were looking for...

5.1 THE LIST AND THE COLOSIAN CLAIMS

Ten standard days ago, a traitor to the Kubischev-Lloyd administration found a document that could give the Colosians some pull in their claims for the Adanis system. It included an ancient flight log and some records of a Colosian-sponsored geological survey performed in Prelmp 430. It also described an in-depth claim to the system for geological and agricultural exploitation. The claim was never filed because of an accident that left the survey ship lost in space for one hundred years. The claim document was removed by a Kubischev-Lloyd salvage team in Imp 278. The traitor realized that the papers could reverse House Kubischev-Lloyd's right to control Adanis, so he contacted his connections and told them that he would deliver them the document on Adanis III. He met with a Colosian agent in an abandoned mine on Adanis five days after the disaster struck. While in the mine, he delivered the document to the agent. The agent thanked him for his fine work, and then removed a blaster from his holster and ended the mole's life. While escaping from the mine, the Colosian agent was killed when he unwittingly climbed over some unstable debris and caused another collapse of the ceiling.

The document is, of course, a fabrication. The Kubischev-Lloyds wished the record to fall into Colosian hands so they could accuse them of forgery and embarrass them in the Galactic Court, thereby eliminating the Colosians' constant protests over Adanis. In addition, they could use the document to find and eliminate one of the moles that has been plaguing the Kubischev-Lloyd Intelligence Agency at the same time.

The plan had been working perfectly until the Colosian agent was killed in the mine. Since the document has not been seen in Colosian hands, the Kubischev-Lloyds are suspicious and wish to investigate, but they do not want to interfere with the mine in an official capacity. They fear that their plot will be revealed to the Colosians. Yarran Sagidas, one of the people responsible for the rescue operation, is a KLIA agent and is looking for some unsuspecting and expendable mercenaries to enter the mine, recover the document, and get shot at by Colosian agents. This way, the Colosians will believe that the documents are authentic, because someone appears to be trying to retrieve it.

5.2 THE NPCs

The NPCs for this adventure are all involved in interprovincial espionage in some form. The players will find that the following NPCs are the most important to this adventure.

5.21 YARRAN SAGIDAS

This Administrator once served at the Kubischev-Lloyd embassy at Gamma Vulpeculae IV, the HomeWorld of House Colos. He has been a member of the Kubischev-Lloyd Intelligence Agency for fifteen years and is very proud of his service. After word of the disaster struck, he was stationed on Adanis III to help coordinate the rescue effort. However, he was also told to keep an eye on Colosian activities at the same time. Although not the mastermind behind the false document, Yarran knows about it, and he hopes that the scheme will succeed. He is worried, however, that the document will be discovered as a forgery by the Colosians, and the Kubischevs will lose face. His solution is somewhat rash, but it will prove effective in convincing the Colosians of the document's validity.

Sagidas' idea is to send in a team of mercenaries that have been recruited recently to help in the rescue effort. He will ask this group to perform a small salvage operation and recover an employees list from the abandoned mine "so that the workers may receive adequate compensation". The players are not told that a group of Colosian "rescue" agents are nearby and looking for the document as well. He does not care if the PCs perish in their attempt, but he will pay them for their trouble if they return. Yarran is a tall, pale man, standing nearly 195cm. His blue eyes sparkle with intensity when he speaks of politics. He has curly black hair with some streaks of gray. He is currently dressed in a fine grey tunic with blue edges, blue trousers, and he carries a gnarled wood cane.



5.22 OLAS 2U1A: COLOSIAN RETRIEVAL AGENT

Olas 2U1A has been in the service of the Colosian intelligence service since his activation four years ago. He, like his companions, is an Alterant Replicant, a genetically designed and fabricated human. The Colosians have found that replicants are cheaper than normal covert operatives, and they are considered expendable. Nevertheless, Olas is a loyal and efficient operative in the Colosian Intelligence Service and has performed many successful retrieval operations in the past. He has committed himself to the retrieval of the document, and he is completely unaware that he is playing into the Kubischev-Lloyds' plans. He has a locator device to find the agent that was killed in the collapse in the mine. Olas and his companions will arrive in a small, armed planetary shuttle launched from one of the Colosian-controlled rescue sites on the planet.

Olas is immensely strong; he stands 2.0m tall and masses 110 kilograms. He is dressed in a light beige overcoat (with the Colosian rescue squad crest on it), green pants, and he wears an extended flak vest (AT6). He has steel gray eyes and reddish brown hair, and he bears his identification number on his right shoulder (the Colosians mark their Operative Replicants in an inconspicuous area). He is armed with a blaster rifle and is a little trigger happy.

5.23 KARG 2S4C: COLOSIAN RETRIEVAL AGENT

Like Olas, Karg is committed to retrieving the document for the Colosian authorities. He is short tempered, impatient, but efficient in his work. He is younger than Olas, as he was only activated last year. Karg is a technician by profession, but he is by no means unable to fend for himself. His instructions are to provide support for Olas and assist with any difficulties he might have while retrieving the document. He is wearing a beige overcoat — identical to the one that Olas wears, a large flak vest, green trousers, and black boots. He has very short and spiky blond hair, green eyes, and an identification mark on his left shoulder. He is not nearly as large as Olas, standing 1.72m tall and massing 75 kilograms. He carries a blaster pistol.

5.24 BIAR 3GT2: COLOSIAN RETRIEVAL AGENT

Biar is the pilot for this search and retrieve mission, and he also serves as a backup for his companions. He has a very light and nimble skeleton, which aids him in his piloting endeavors, but it cannot take the hard pounding that results from



physical combat. Biar has also been instructed not to allow the Colosian ship to fall into Kubischev-Lloyd's hands at all costs. He will self-destruct the ship if it will prevent his capture.

Biar stands a tall but thin 1.87m; he has gray-blue hair, hazel eyes, and wears a blue jump suit. On his right shoulder he bears the insignia of House Colos.

5.3 THE KAVARN TITANIUM MINE AND AREA

The Kavarn mine is situated on the western edge of the mountain range that runs along the southwest portion of the continent. It was in this region that high quantities of gold, silver, platinum, titanium, and a small quantity of the raw components of Ordium II were found. The Kavarn mine was founded for the mining of titanium five years ago. A very small operation, the mine had been producing for four years before the disaster struck. Fortunately, the mine was quickly evacuated during the first quake, and no one was seriously injured. It was in this mine that the Kubischev mole met with his Colosian contact to deliver the record of the expedition to Adanis (falsified by Kubischev-Lloyd). The mole wished to deliver the record on controversial planet and he randomly selected the abandoned Kavarn Titanium Mine as a meeting site. The Colosian agent ended the mole's life, only to subsequently meet his end when a heavy support beam collapsed on top of him.

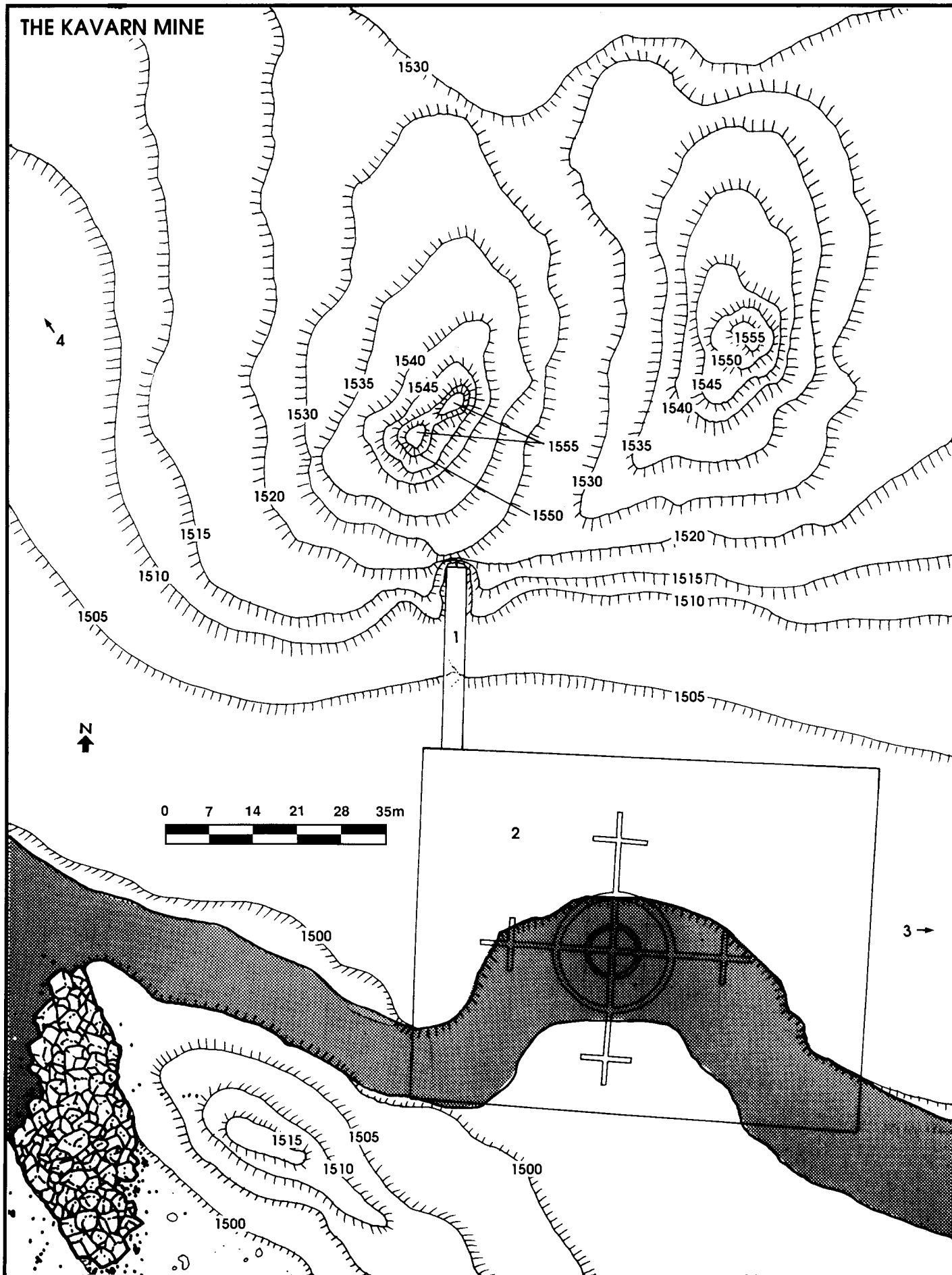
5.31 THE SURROUNDING AREA

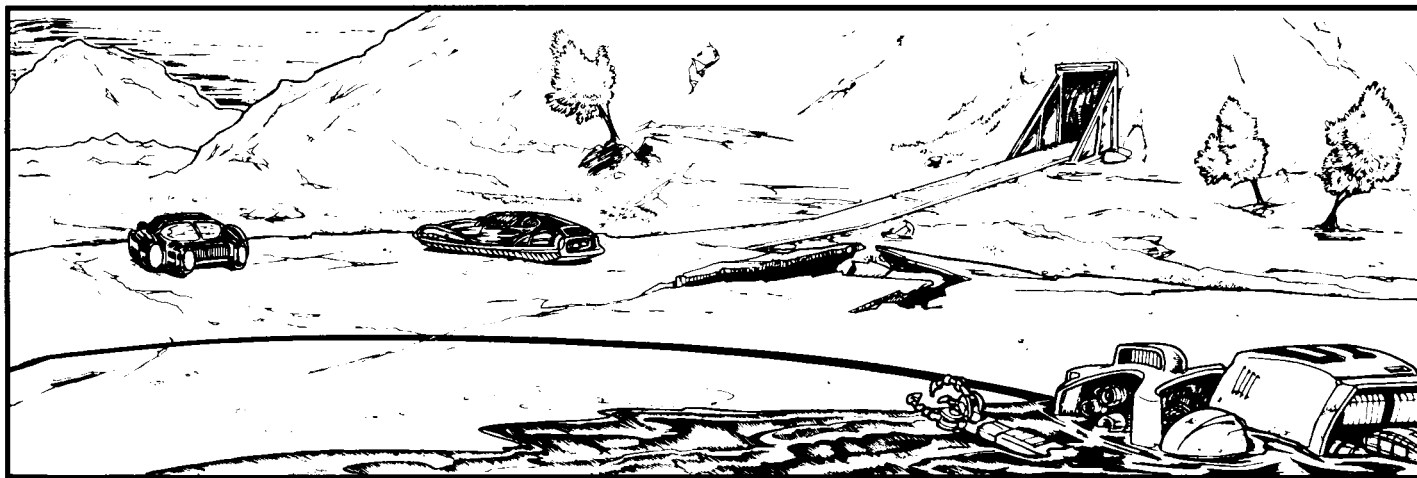
The mine is nestled neatly in a low mountain pass 30 kilometers from the nearest settlement. The mine workers commuted from their homes in the town of Tarshan to the site by way of Grav Bus. The region is forested with various forms of subtropical coniferous trees (a rare combination). The mountains consist of sedimentary rock similar to slate, sandstone, and shale, while some older mixes of igneous and metamorphic rock (quartz, marble) can be found deep within the mountains. Unfortunately, sedimentary rock does not stand up well to earthquakes; following several major tremors, a huge rockslide swept down the mountainside opposite to the mine and redirected the river. This river now flows over part of what used to be the main landing site for ore carriers to transport the unprocessed titanium/ rock mixed to the processor plants.

1. The Mine Entrance. The mine doors, constructed of reinforced steel, stand open. They are five meters wide, and are seven meters in height. The path leading up to the entrance is a form of plasphalt that remains remarkably undamaged from the disaster. This straight path descends down towards the parking lot and landing site, where the ore is usually loaded onto awaiting aircraft.

2. The Landing Pad. Unlike the path, the plasphalt landing pad sustained some substantial damage during the quake. The southern portion of the pad sunk when the ground below it collapsed. The pad is partially submerged under the newly diverted river.

THE KAVARN MINE





Landing on the flooded landing pad requires a successful *Hard (-10)* AtmPt roll, unless the craft landing on it is under 500 tons; then it is considered a *Medium (+0)* maneuver. The maneuver is required for the pilot to bring the craft down on the pad without entering the water itself. Three deactivated mine robots lie face down on the tarmac; they shut down where they floated when the central computer system was destroyed. Reactivating one of these robots requires a *Very Hard (-20)* Elect roll if a repair scanner is available; otherwise, the roll is *Absurd (-70)*. If activated, the robot will ignore the players, and continue with its last operation (waiting for the ore carrier), as the computer directing it has been destroyed. It will continue to await a new command until its power unit is depleted.

3. Parking Lot. Connected to a minor paved highway, the parking lot sits adjacent to the landing site. It is essentially a continuation of the landing pad and is constructed of the same material. Parked at the north end of the pad are two Grav Cars. Players who are familiar with Kubischev-Lloyd and Colosian vehicles may notice that one of the Grav Cars is not a Kubischev make, but rather a Colosian design (by this time the players should be aware of the Colosian rescue effort). Both bear the symbols of rescue units: one Colosian, one Kubischev. These are the vehicles that the mole and the Colosian agent used to arrive at the mine. If the cars are searched, the Colosian vehicle has an Assault Blaster hidden under the passenger seat and an audiodisc of a famous Colosian band in the sound system. The Kubischev-Lloyd car only has a pair of Light Filter Lenses in a plexiglass case on the dashboard. Both cars are operational and have the same statistics as the Gravitic Sedan on page 42 of the *Tech Book*.

4. Colos Landing Site. About fifteen minutes after the players arrive, the Colosian Orbital Shuttle will arrive one kilometer upriver from the mine. The Colosians were warned beforehand that there might be others at the site, so they approached it with caution. A successful *Very Hard (-20)* MtScan roll will reveal that an aircraft has passed at low altitude in the area. This may give the players some warning that something is amiss.

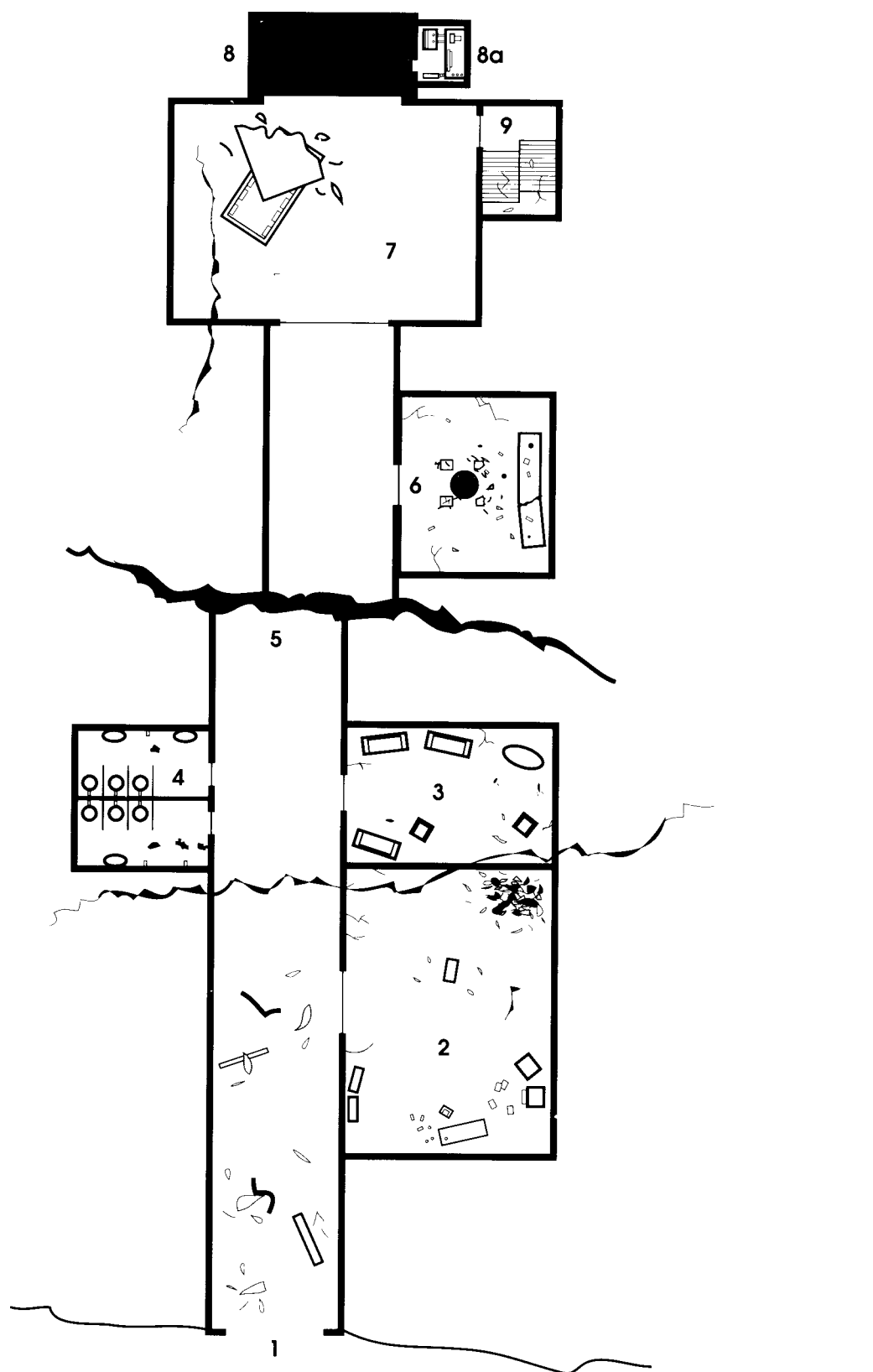
5.32 THE KAVARN TITANIUM MINE: LEVEL ONE

Still a relatively new mine, the Kavarn operation is rather small. It once employed some fifty workers and used twenty robots before the disaster. With the fusion reactor shut down (and buried) and the operation's batteries running low, the mine is lifeless, cold, and dark. The quakes have inflicted heavy structural damage to the mine, and as a result, cave-ins can be expected. Successful MtScan rolls with a *Medium (+0)* modifier can reveal a structurally dangerous area before it is entered.

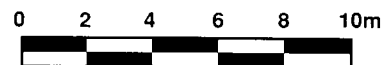
1. Entrance Hall. Like the doors, this hall is five meters wide and seven meters high. The floor and walls are made of a compound similar to concrete, except that it is stronger, more resilient, and less likely to crack from excessive use. However, the strains of the earthquake proved to be much more than the hall could take. Debris litters the hallway, making walking difficult. A small fissure runs through the floor roughly 17 meters from the door. It is about 50cm at the widest, and the cracks extend to just below the ceiling. A *Light (+10)* MtScan roll will reveal that this fissure extends nearly 150 meters below the floor of the entrance hall.

2. Supervision and Control. This area once supported the administration aspect of the mining operation, and it is where all the files were kept. Several desks and computer terminals are smashed and scattered throughout the room, and a large mound of rock and dirt lies on the floor in the Northeast corner. Most of the hard copy was removed from the premises when the first quake struck, although some invoices and records of shipments have been left behind and can be found in the remains of the desks. The pile of rock in the corner is a sign of the weakened structure of the mine. If anyone approaches the pile, the must ceiling make a Resistance Roll against a 3rd level attack, as the rock is highly unstable, and almost any vibration could send it down. If the RR fails, the ceiling in the northeast corner collapses, subjecting anyone within 3 meters of the corner to make a *Very Hard (-20)* Moving Maneuver roll (modified by the average of Ag and Qu mods) or be subject to a +40 LCr. Anyone who is actually climbing on the 1 meter-high pile of rock must make an *Extremely Hard (-30)* Maneuver (adding Ag mod) or be subject to a +50 LCr. Some players may be curious as to why the employees list is not to be found in this room. Again, this may tip off the players that something is not right about their mission.

3. Staff Room. Employees while on their break would use this room frequently. Like the other rooms, this one is unlit and heavily damaged. A successful *Light (+10)* MtScan roll will reveal that the ceiling in this room is very unstable and could collapse at any moment. A large part of the ceiling, roughly three meters by two meters, is held in place by friction alone and is nearly ready to fall on its own.



Kavarn Mine: Level 1



Any kind of disturbance will send this massive 2-ton slab of concrete crashing down. If anyone is under the slab, he or she must succeed in a *Hard (-10) Maneuver* roll (adding Ag/Qu mod average) to escape being crushed. Failure results in a +120HCr that inflicts two criticals of the same severity. Other than a few lockers, this room contains but a few tables, a smashed computer terminal, and the same small fissure that runs through the hall (see above).

4. Restrooms. Littered with debris, these restrooms are nonfunctional and heavily damaged. A pool of water lies on the floor of both of the men and women's room near the sinks. This is a result of the pipes breaking just before the water pump was shut down.

5. Large Fissure. The most obvious heavy damage to this station, this fissure is about 1.5 meters wide, 60 meters deep, and it reaches 30 meters above the ceiling. The area beyond the entrance corridor has been shifted to the right by two meters and raised by 1.5m. If anyone stands within 20cm of the edge on either side, the rock will begin to give way, and that section of floor will fall into the fissure; a *Hard (-10) Maneuver* (adding Ag mod) is required to avoid falling into the fissure. If one does fail, he or she will fall 30-35 meters rather than the full 60 since the edges of the fissure will be too thin for the character to fall any further. The victim will be wedged between the rocks (after taking a +100 LCr). To jump across the fissure, one must succeed in a *Medium (+0) Maneuver* (add Ag mod).

6. Computer Room. Against the back wall a smashed shelf of repair and storage parts is covered in debris, and all the contents are strewn about the room. There are four computer terminals situated around a central pillar that is 3 meters high and 1 meter thick. Only one terminal has not been smashed by debris, and there are several panels hanging open on the computer. The computer itself is inoperative, as it has no power, and it is *Extremely Severely* damaged. The memory banks are virtually destroyed. The ceiling in this room is stable, but some cracks that run through the room may worry the players.

7. Elevator Lobby. This room has a large crack running through the floor and ceiling of the west side. Near the elevator, a gravitic ore cart lies underneath the fallen elevator door. A door hangs on one hinge that leads to a stairway. A red light dimly illuminates the room from the east wall, giving everything an eerie glow. It is powered by its own cell.

8. Elevator Shaft. This shaft extends some 80 meters below the floor to where the remains of the elevator lie. The elevator was operated by gravitics, and when the earthquake struck, the power was cut, and the safety mechanism failed. This sent the elevator plunging into the bottom of the shaft where it now lies. The door to the elevator hangs open to the lobby above. A steel ladder extends down into the shaft below; it is sturdy, and climbing down it requires a *Medium (+0) Climbing* roll. However, roughly fifty meters down, three rungs have been loosened by the quake, and a pressure of more than 40 kilograms will send the rung into the blackness below. An *Extremely Hard (-30) Ag Maneuver* is required to avoid falling another 30 meters into the bottom of the shaft (a +100 HCr). Beside the ladder is a steel panel that leads to (8a) below.

8a. Gravitic Generator. The generator is half buried in debris and heavily damaged (consider it *Extremely Severe*). It is protected by an access panel that holds a keypad lock which now has no power. It is *Hard (-10)* to open.

9. Stair. Though twisted and scattered with debris, these stairs are a much safer route than the ladder in the elevator shaft. However, because of the damage, descending them requires a *Light (+10) Climbing* roll.

5.33 THE KAVARN TITANIUM MINE: LEVEL TWO

This level has suffered the most damage from the disaster; debris is present throughout. It is also very cold this far down in the mine, with no operational ventilation system. The temperature is currently just below -5 Celsius, and (warm-blooded) characters can quite easily see their own breath. No lights are functioning.

1. Stair. As above, except that this is the bottom of the stairway. A *Medium (+0) Percp* roll or a *Routine (+30) MtScan* roll will reveal a 1m by 1m panel in the floor; it is *Sheer Folly (-50)* to open because the quake has shifted the ground and wedged the panel in place. Below the panel is a ladder that leads down eight meters to the tons of collapsed rock which cover the fusion reactor.

2. Lower Lobby. As the elevator lobby above, except that a crack (about 75cm at the widest) extends across the connection to the work center at the south end of the room. There is no red light on this level.

3. Elevator Shaft. As on Level One, except the ruins of the elevator can be more easily seen five meters below the floor of the lobby.

4. Equipment Center. A smashed computer terminal lies on its face against the east wall of the room, and several gravitic ore carts line this wall as well. The PCs will be in for a shock when they see a floating figure loom out of the darkness. This is the only functional robot in the mine. Since its control was disconnected from the computer, this robot is malfunctioning and functions in an endless loop: it silently moves to the elevator, turns around, moves to the back of the room, and then returns to the elevator again. It is currently travelling at 20km/h, (5.6 m/s or 56 meters a round). It will not stop for unwary players that might be standing in its way. Anyone in its way as it passes by will receive a +30 MCr attack. The robot is treated as AT12(30 DB) and has 140 hits.

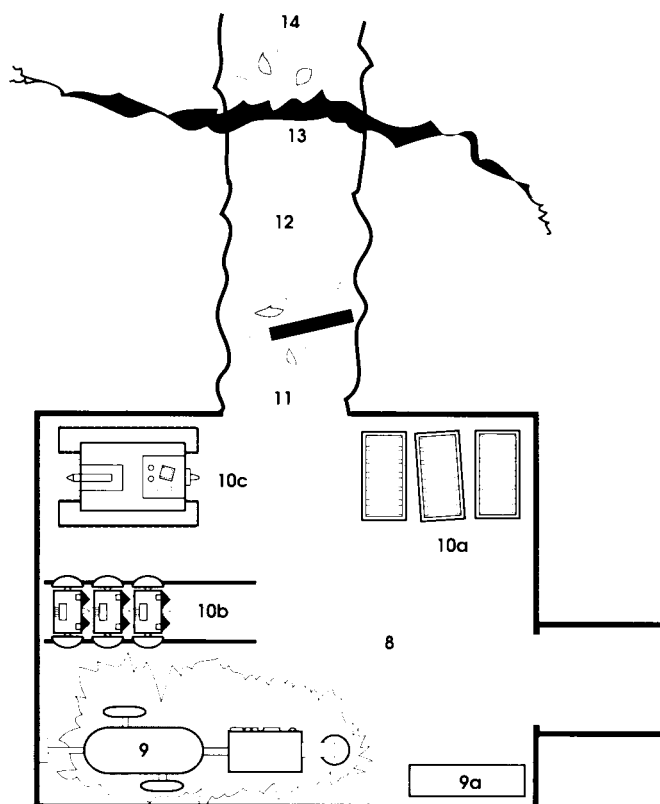
5. Fissure. This is the same small fissure that cuts through the Hall and Staff Room on the level above. It is 1 meter across and extends 75 meters both above and below the Equipment Center. South of the fissure, the room has shifted about 60cm below the rest of the chamber.

6. Robot Remains. The remains of a worker robot lie burned on the floor. Like the others, this robot lost its gravitics when the computer was destroyed, and it crashed to the floor and partially exploded. A *Very Hard (-20) Percp* roll reveals the presence of two sets of boot prints in the carbon leading down the connecting passage. These prints belong to the Colosian agent and the Kubischev mole. There are no prints leading back out.

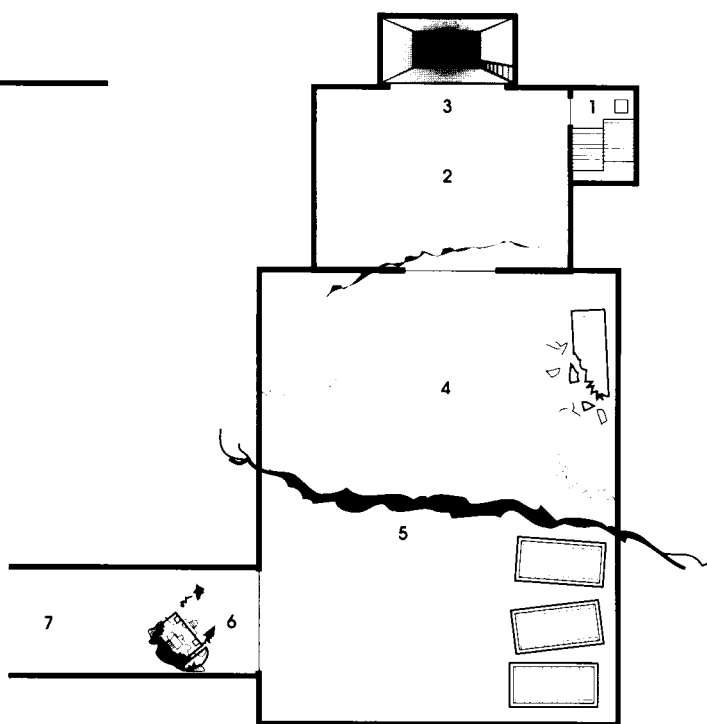
7. Passage. This passage leads to the mining operation; its ceiling is 7 meters high, and the corridor is 5 meters wide and 50 meters in length. Debris and fallen rock litter the area. A demolished ore cart lies on its side halfway down the passage.

8. Pumping Chamber. This chamber is the entrance to the actual excavation site and is littered with debris from the quake. This is the room where the raw ore is transported from the mine to ore carts which remove the material from the mine for processing. Several gravitic ore carts lie in one corner, a mining rig sits in another, and the entire water pumping unit covers the south wall.

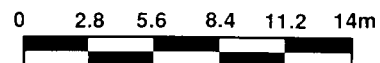
9. The Water Pumping Unit. This device was the backbone of the entire mining operation. Before the earthquakes ruined it, the machine would pump water in from the river and then put the water under extreme pressure. From here the water surged through high-strength kevlar-lined hose into the mining rig and through a tiny opening in the nozzle constructed from a very hard titanium alloy. The intense stream of water travels at a speed fast enough to tear through the hardest stone.



Kavarn Level 2 Map 2



Kavarn Mine Level 2 Map 1



This method was highly efficient. The water could cut stone as easily as a high-intensity cutting laser without heating the rock and metal appreciably. A *Very Hard* (-20) Percp roll will reveal that several pipes extend into the floor (these are now buried and travel north along the main corridor. A smooth sheet of ice covers the floor where water spilled during the first quake. This ice is *Hard* (-10) to walk on.

9a. Hose Storage. This room contains twenty-seven 50-meter-long sections of kevlar-lined hose.

10. Mining Equipment. This chamber holds some of the equipment that was not being used when the disaster hit. Since the chamber did not suffer heavy damage, these pieces of equipment would be completely functional if they had working power cells.

10a. Gravitic Ore Carts. These carts, when activated, hover 50cm above the ground. They are four meters long, two meters wide, and one meter deep. They have a carrying capacity of up to 3 metric tons of ore or other materials.

10b. Deactivated Worker Robots. These robots are resting on top of a rack designed to hold them when they are deactivated. The rack can hold two more robots. Reactivating them requires a charged power supply and a command from the main computer. They will not function without the power supply, but overriding the computer activation command requires a *Hard* (-10) CompT roll. After this, the gravitics will activate, but the robot will remain immobile (no main computer).

10c. Mining Rig. This large, tracked machine holds several openings to pipes on its back end. A thick kevlar hose runs from under the front of the vehicle to a long, thin nozzle mounted on a reinforced steel tripod. The chair has a small control panel beside it. This unit directs blasts of water into the rock walls of the mine. The power unit (battery pack) in this rig is depleted.

11. The Mining Passage. All reinforced plasticrete ends here, although several reinforced steel girders support the ceiling. This is the tunnel where the Colosian agent and the Kubischev mole met. This is also where both of them died. The Colosian agent lies with his torso pinned under the collapsed beam. There are no signs of life. Beside his body is a small cylinder, 10cm long and 1cm wide. Upon it is the identification mark of the Kubischev-Lloyd Governmental Records Department. Inside is the computer data linking Colos to an ancient Adanis expedition. It is a forgery, but the Colosians are supposed to believe it

is real. This is the employee's list that the players are to recover. The document is a near-perfect falsification and is virtually impossible to trace as such (Use an *Insane* (-100) modifier for all applicable rolls). The Kubischevs have a method that can prove that document is a clever forgery; this would discredit House Colos.

The mining passage is extremely unstable; loud noises or sudden vibrations could bring the ceiling down on top of anyone below. If a player shouts within this area, the rock must make a Resistance Roll versus a first level attack. If the RR fails, the rock will fall near the noise's point of origin. For louder noises, such as projectile and blaster fire, the RR is against a third level attack (it was the sound of the Colosian's blaster that brought the ceiling down upon him. Finally, the silent weapons that work on strong electromagnetic vibrations are fired (stunners and disruptors) the RR faces a fifth level attack. If the ceiling collapses, all underneath must make an *Extremely Hard* (-30) Maneuver roll (adding Ag/Qu mod average) or suffer a +70HCr from falling rubble.

Note: due to the danger present in this passage, GMs may want to give the players a subtle warning. One suggestion is to have dust and dirt fall from the ceiling any time one of the players makes a fairly loud noise, or hits the wall.

12. The Body. This is the remains of the Kubischev mole who delivered the record to the Colosian agents. Examination of the body will reveal two blaster-induced wounds (thanks to the Colosian agent); one on his upper right chest, and the other across his forehead. Aside from normal clothing, he has nothing but a faded ident disk, elmonit card (now rendered useless), and an electronic key for the Kubischev Rescue Unit car in the parking lot. The body has been here for more than twenty-four hours, however, due to the very cold air of the mine, it has not begun to decompose.

13. Crevasse. Larger than any other fissure in the area, this deep crack is more than two meters wide. The passage beyond has been shifted two meters right and one meter down. An *Easy* (+20) Percp roll will reveal the ends of broken pipes under the floor of the passage. A cascade of ice descends from each.

14. Buried passage. Beyond here, the mine lies under several thousand tons of rock. The next pocket of air is nearly 200 meters past this point (A *Medium* (+0) MtScan roll will locate it).

5.4 THE TASK

The initial task of this adventure, as far as the players are concerned, is to find and retrieve a list of colonists and employees that were involved with the now-abandoned Kavarn mine on the planet's surface. However, the players in this adventure are considered expendable, as the document is not an employees's list, but a falsified document that is intended to fall into Colosian hands. Yarran Sagidas does not expect the players to return, so the characters' additional task is to escape with their lives. They face trained professionals.

5.41 STARTING THE PLAYERS

As with the previous adventure, the players will be hired by Kubischev-Lloyd officials (specifically, Yarran Sagidas). Most likely the players will have been hired to help in the rescue effort, especially if they have played in the previous adventure. Administrator Sagidas will offer to hire the players for a relatively simple mission to retrieve an employees list from an abandoned mine that had been evacuated shortly after the disaster struck. He offers to pay them a minimum of 750 Kubischevian Monits upon their return. Yarran is a very good liar, and if the players are not expecting anything underhanded, it requires an *Insane* (-100) In roll to guess that all is not as it seems.

5.42 AIDS

Since this scenario will be most interesting if the PCs fail to complete their primary task, this adventure does not provide many aids. However, Yarran Sagidas will provide the players with an orbital shuttle to transport them from the orbital station to the surface of the planet. He will also give the players an electronic blueprint of the station. The Kubischev-Lloyds will not provide support to the players after they have landed on the surface of the planet. However, if the players do manage to return, Administrator Sagidas will pay the players for their trouble. Sagidas does have a contingency plan in case the players do return with the document. He will use the characters' testimony against the Colosians and accuse them of state terrorism.

5.43 OBSTACLES

The players' main obstacle is Olas 2U1A and his companions. This Colosian agent is brutally effective and very dangerous. The PCs must overcome this obstacle and simultaneously deal with the hazards in the condemned mine. The characters also face an invisible obstacle in the form of the Kubischev-Lloyd Intelligence Agency.

STATS FOR NPCs: THE RETRIEVAL

NAME	Lvl	Hits	AT(DB)*	Weapon:OB	Weapon:OB	Notes
Yarran Sagidas	9	58	2(15)A	70LsrPI	40BIPI	Neo-Human Administrator St70,Qu89,Pr90,In72,Em90,Co54,Ag87,SD99,Me67,Re75 Ap62; member of the KLIS; Coordinator for the rescue mission over Adanis; Percp 85, Admin 65, PbSpk 60, Psych 35, Trick 80, Act 65, MtScan 25.
Olas 2U1A	8	108	6(25)A	116BIsRI	80StruptPI	Colosian Replicant Armsman, St101,Qu85,Pr60,In54,Em30,Co98,Ag95,SD45,Me65,Re50 Ap90: Retrieval Agent: Percp 30, MtScan 45, AE:ZG 60.
Karg 2S4C	7	87	6(30)A	78BIPI	60MA3St	Colosian Replicant Criminologist St80,Qu96,Pr70,In90,Em50,Co70,Ag90,SD60,Me74,Re74 Ap84; Retrieval Agent; Percp60, MtScan 60, Traps 36, Subd 47, CrimT 91.
Biar 3GT2	7	90	6(20)A	75LasPI	50AsStrupt	Colosian Replicant Pilot St67,Qu98,Pr72,In90,Em60,Co86,Ag101,SD43,Me63,Re80 Ap78; Retrieval Agent; NPt 85, CbtPt 60, MtScan 40, Percp 54.

* — A = Absorption Shield

The KLIA has labeled the players expendable and will therefore leave the players to fend for themselves regardless of how bad the situation gets. It is unlikely that the players will discover the attitude of their employers unless they read the document, figure out the Kubischev plot, and then confront Sagidas with it.

5.44 REWARDS

If the PCs return, they will be paid as promised by Yarran Sagidas. If the characters perform unusually well (e.g., capturing the Colosian replicants), the KLIA will pay them an extra 1000 monits each. If they are Kubischev-Lloyd citizens, they will receive job offers in the future. However, this does not change the players' status; they are still expendable (that's life in the Intelligence Community).

5.5 ENCOUNTERS

Several natural hazards will challenge the characters. Falling debris is the most common menace, and the station has limited power, so some live wires exist within the mine. There is also an earthquake-induced crevasse within this mine, and the loose earth around it can prove treacherous. Random events and encounters are detailed in Section 7.0.

THE COLOSIAN AGENTS

The Colosian agents are not aware of the Kubischev-Lloyd plot and will therefore do anything in their power to retrieve the document for their superiors. Olas is concerned with gaining the document, and not the players, so they will leave once they possess it. However, Olas and his men are not adverse to shooting without warning to eliminate the players and gain possession of the document. If the players leave the area with the document, and at least one of the Colosian agents is still living, the players will be pursued and fired upon by the armed Colosian shuttle.

6.0

ADVENTURE: WAR?

Since the disaster struck the planet, aid has been pouring in from all over the Imperium. Major Houses have offered their support by sending small rescue teams and medical units to help the survivors. Surprisingly, House Colos is one of the major houses that has extended its hand in aid. Due to the desperate situation, the Colosian assistance was accepted, and an armada of rescue vehicles arrived. The Colosian support seems sincere enough, but some unusual developments in the Imperial Court have left many Kubischev officials confused and worried. Recently, the Colosians claimed that the success of the rescue effort on Adanis is a result of the large quantity of Colosian rescue teams on the planet. The Colosians are claiming that the Kubischev-Lloyds have been negligent in their efforts to help the people of Adanis, and that the Colosians should have rightful rule to the planet. The political wrangling in the Imperial Senate over Adanis is not new; however, military officials are worried that something else is brewing. The Colosians are getting ready for something, but the Kubischevs are not sure what, or when it will happen.

6.1

THE UNUSUAL READING

Yesterday, a sensor operator aboard the orbital station detected an strange anomaly on the surface of the planet near the northern pole. He could not determine the cause of the anomaly, only that one existed. He informed the station's officials about the reading, concerned that the station's sensors may have been malfunctioning. As a precaution, the station officials have ordered a complete examination of the station's sensor array. They are also going to ask one of the rescue teams to investigate the area to see if the anomaly is actually caused by a phenomenon on the surface itself.

What the station officials do not know is that the anomaly is caused by a Colosian portable electronic warfare base. The base has been in operation for two days now and is hiding an important secret. This base is feeding false information to the sensors aboard the orbital station to hide the arrival of a Colosian Navy Task Force.

It is the Colosian Navy's intent to surprise the orbital station, and secure the planet for themselves. The Colosians have been somewhat successful in laying their claims in the Imperial Senate, and so Lord Colos is taking advantage of the situation. The Navy wishes to control the station before the Kubischev-Lloyds can send out a distress signal by Tachyon Beam Dictor. Since the only Kubischev-Lloyd military vessel in the area is the Orlon, a Brightfield Class frigate, the Colosian task force will have no difficulty in forcing the surrender of the orbital station.

6.2

THE NPCs

The NPCs in this adventure deal specifically with the orbital station and the Colosians operating the EW base. The Colosian characters should provide the PCs with a formidable challenge, and the Kubischev-Lloyds could become a valuable aid.

TAVAR KAVISAD



6.21 TAVAR KAVISAD: COLOSIAN COMMANDER

Tavar is a shrewd man who is currently in charge of the Colosian EW base on the surface of the planet. He is convinced that his operation has gone unnoticed, and that the Colosian Task Force will arrive in secrecy. He does maintain an efficient camp, and the ten people under his command have worked well. However, he does not suspect that a Kubischev-Lloyd sponsored investigation will arrive and discover his base.

Tavar stands 1.64m tall, and masses 75 kilograms. He is a captain in the Colosian infantry division and almost always wears his uniform. He has short, dark brown hair, deep brown eyes, and has a scar on his left cheek. He is a trained professional; one of House Colos' finest.

6.22 PILESTER BARR: ORBITAL STATION SUPERVISOR

Pilester has been the supervisor of the station for five years now, but he is not holding up well in the wake of the disaster.

He is concerned about the strange sensor reading and wishes to have the sensor array repaired in case another in-bound asteroid is on its way. He is suspicious of the Colosians, but he does not think that they will try anything rash. He will hire the PCs on without a thorough background check, as they are free from current operations and are available to investigate the anomaly on the surface. Dressed in long flowing grey robes with a crest that denotes his position, he appears to be very distinguished man. He is sixty-nine years old, balding, and stands 1.78m tall. He wears a blue sash on his left shoulder, with a crest of House Kubischev-Lloyd embroidered upon it.

6.23 HARRAG LEOSTAN: COMMUNICATIONS OFFICER

Second in command to Tavar, Harrag is responsible for the technical operation of the Colosian base. As a soldier, Harrag lacks in skill, but he makes up for it with his technical knowledge. There are several backup systems that will keep the Electronic Warfare field operational. He has been an officer in the Colosian infantry since his promotion last year. The twenty-eight year old stands 1.73 meters tall, masses 69kg, and wears the standard Colosian green infantry uniform. He has sea-blue eyes and neatly kept black hair.

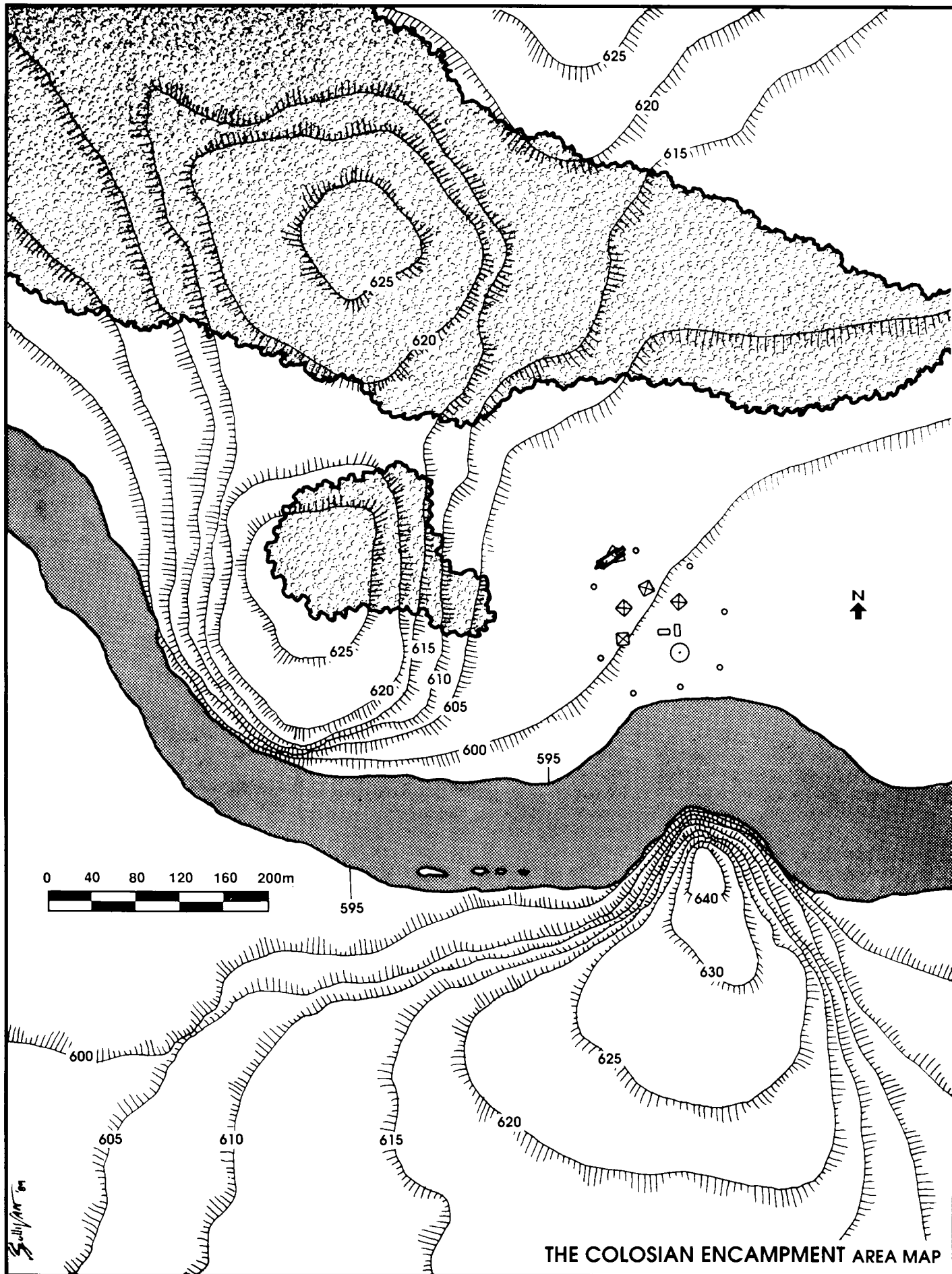
6.24 JARRET ISSISTAL: COLOSIAN EW OPERATOR

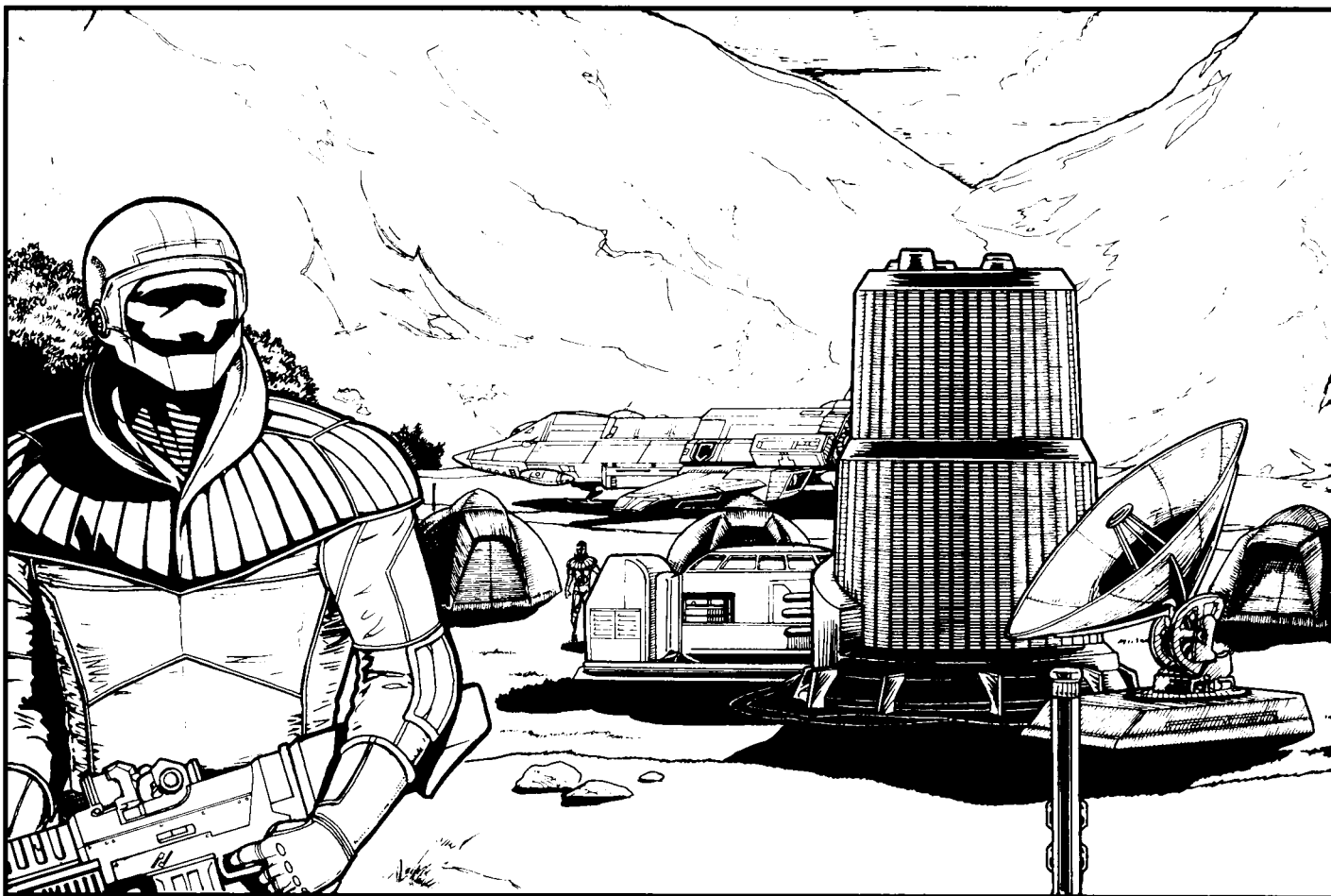
Probably the person most responsible for the success of the Colosian operation, Jarret is a highly-trained EW specialist who has been assigned to the mission to disrupt the sensors of the orbital station and other large craft in the area. He has even surprised himself with his success, and this has made him overconfident. He failed to notice that the orbital station discovered the anomaly, and he knows nothing of the Kubischevs' intent to investigate the area of the base.

Issistal is not a skilled combatant, for that job is left to the other Colosian infantry. He is very protective of the delicate electronic warfare equipment with which his unit is equipped, and he gets annoyed at anyone else who touches it. He stands a stocky 1.7m tall, has a thick brown beard, light brown hair and dark eyes. Like the other infantrymen, he wears a Colosian light combat uniform (AT11).



JARRET ISSISTAL





6.3 LAYOUTS OF THE COLOSIAN ENCAMPMENT

The Colosians constructed their EW base five standard days ago after its components were unloaded from a Colosian Hydrachi Transport vehicle (which is still present at the site). Set in a shallow but steep river valley, the base has been effective in fooling the Orbital Station's SENSR unit, and has already succeeded in covering the arrival of most of the Colosian task force. The Colosians were careful not to attract any attention to themselves when they set up the camp. They have also placed several scanner units around the perimeter of the site to warn them of anyone approaching. However, the wildlife of the area has been constantly tripping the alarms, so the Colosians have become dangerously relaxed when the alarm is tripped. Each of the perimeter scanners is marked on the map. Each of them can scan 200m for life forms. Anything that passes within five meters of one of these,

or crosses a direct line between two points relays this information back to the unit control in tent #2. Scattered coniferous forests cover the area, and the air temperature is a cool 2° Celsius. The scanner is monitored by Harrag Leostan.

THE ENCAMPMENT

Set directly along the river's edge, the Colosian campsite is encircled by a set of eight two-meter posts which house electronic eye alarm mechanisms. Each member of the Colosian team wears a specially coded dogtag that allows undetected passage between the posts. If anyone crosses the line, an alarm sounds, and all the lights in the camp come on. Unfortunately for the PCs, the soldiers of this special unit have been instructed to shoot to kill any unauthorized person who enters the perimeter.

1. The Tents. There are four tents within this compound, the two center ones hold four soldiers each. The tent on the western edge of the row is the sleeping quarters for Tavar Kavisad and Harrag Leostan. The fourth tent contains the communications and scanner equipment, all of standard Colosian military design.

2. The EW Generator. This huge device is powered by a portable fusion reactor, and is capable of achieving an EW Rating of 100 (all of which has been devoted to jamming the orbital station's SENSR field. It masses well over three metric tons and is transported by a gravitic lift. The Colosians hope that this item will disguise the arrival of the Colosian fleet in the Adanis system. The fusion reactor is located on the eastern end of the generator. Several large cables run ten meters to a large but portable antenna.

This equipment is delicate; a careful shot could damage it enough to shut it down. To hit the more vulnerable areas, it can be considered as AT12 (60 DB) and has 180 hits. Treat criticals as Equipment Damage, which is discussed on page 77 of the *Player Book*. Because of its size, the device is unaffected by A and B criticals.

3. The Hydrachi Transport. The Colosian Special Unit used this transport to reach the encampment site. It bears the marks of a Colosian rescue vessel and therefore was not suspect when it arrived on the planet.

4. The River. The river that runs by the encampment is bitterly cold, as it is fed by a mountain glacier sixty kilometers west of the region.

6.4 THE TASK

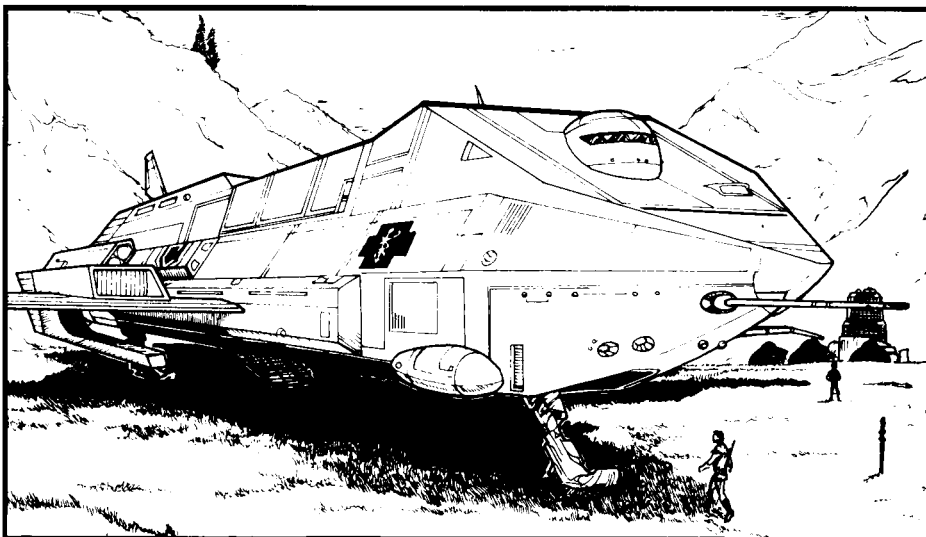
The task appears to be a simple investigation mission in which the PCs must travel to the surface of the planet and discover the cause of the anomaly. Once there, they will find an operational EW base, with professional armed Colosian soldiers. Hopefully they will realize this base for what it is and try and contact the station. The second part of the task is for the players to eliminate the EW generator, whether by their own initiative or by order of the base. Doing so will reveal the incoming Colosian Task Force, and a distress signal can be sent to the Kubischev-Lloyd homeworld.

6.41 STARTING THE PLAYERS

Pilester Barr will ask the characters to investigate a sensor anomaly on the planet's surface. If the players feel reluctant after being betrayed (if they played the last adventure), Pilester will offer the players cash immediately. The station supervisor is worried about the sensor reading, and he does not wish to barter. He does not know what this anomaly is, but he does not suspect a Colosian threat.

6.42 AIDS

If necessary, Pilester Barr will provide the characters with an orbital shuttle and a computerized map of the anomaly's area of origin. While on the PCs are on the planet, the Kubischev Frigate in orbit around the station can provide an air strike if the characters request it. Barr will not inform the PCs of this until they actually transmit a distress call while they are on Adanis III.



Otherwise the players are left to eliminate the EW base themselves, as the Kubischev Administrators do not realize the significance of the base. In addition, the delicacy of the EW equipment can provide the players with a different kind of aid. A well placed shot could destroy the entire EW field and expose the Colosian Fleet.

6.43 OBSTACLES

The biggest obstacle to the players are the ten Colosian infantrymen at the base itself. They are probably better armed than the players and are ready for conflict. They will defend the EW generator at all costs, for the EW generator is directed with a large antenna towards the orbital station, and if this antenna is destroyed, the EW signal will be temporarily eliminated, revealing the Colosian Fleet.

6.44 REWARDS

The rewards in this adventure are unusual in that regardless of whether or not the base sends the distress signal, it will still be captured by the Colosian Task Force. The players may find that their reward will be delayed. It will take one week for a Kubischev-Lloyd military force to arrive at the base if the signal was sent; two weeks if not. The Colosians will withdraw their military forces six weeks later. However, this will occur after Kubischev and Colosian forces clash in space to try and regain control of the planet. After all this, the players will be rewarded 1500 monits each, and if they were successful in destroying the EW generator, an additional 2000 each will be paid. They will also receive the Leonid Kubischev award for Valor for their help in the operation.

STATS FOR NPCS: WAR?

NAME	Lvl	Hits	AT(DB)*	Weapon:OB	Weapon:OB	Notes
Pilester Barr	12	68	1(10)B	68LasPI	—	Human Administrator St62,Qu90,Pr95,In71,Em90,Co59,Ag85,SD88,Me87,Re84,Ap73; Supervisor of the Adanis Orbital Station; Admin 120, Public Spk 96, Percp 80, MtScan 40.
Tavar Kavisad	9	110	9(10)A	110AsBls	70LasPI	Human Armsman St90,Qu90,Pr64,In72,Em60,Co86,Ag90,SD74,Me76,Re60,Ap57; Captain in the Infantry; EW Team Leader; MtScan 70, Percp 58, Leadership 40, Cold Srv40.
Harrag Leostan	6	78	9(5)D	57AsBls	80StruptPI	Human Electrical Tech St67,Qu75,Pr85,In60,Em74,Co68,Ag92,SD77,Me90,Re95,Ap78; Sergeant in the Colosian Infantry; Second in command to Tavar; Percp 56, ElecT 88.
Jarreg Issistal	4	39	9(10)V	67AsBls	407API	Human Pilot St67,Qu64,Pr78,In95,Em86,Co65,Ag96,SD65,Me66,Re72,Ap83; Member of the Colosian Navy; EW specialist; EW/C 77, Percp 40, MtScan 38.
Infantryman 1	4	40	9(10)	65AsBls	46SHG	
Infantryman 2	3	38	9(5)	55BlsRI	40StnPI	
Infantryman 3	3	36	9(10)A	45LtAR	45LasPI	
Infantryman 4	3	37	9(0)	75PlasRI	307APL	
Infantryman 5	2	34	9(10)	40HyAR	20asPI	
Infantryman 6	2	35	9(15)	45LasRI	20BlsPI	
Infantryman 7	2	28	9(10)	40BlsRI	30MLAPI	
Infantryman 8	2	25	9(5)	35MLARI	30FlmPI	
Infantryman 8	2	25	9(5)	35MLARI	30FlmPI	

* — A = Absorption Shield D = Deflection Shield V = Velocity Shield B = Barrier Shield

7.0 MASTER ENCOUNTER TABLE

This table allows the GM to generate random encounters for the adventures in this module. Across the top of the table are locations, and survivors, rescue teams and hazards are listed down the left side.

One roll should be made as soon as the PCs enter an environment, and followup rolls at specific intervals (thirty minutes is the suggested standard) while the PC's remain in a given spot, or whenever they enter a new one. The GM should also keep in mind the logistics of the situation: in any area two or more rolls could be made, as several groups could be present at once. Also, an encounter as indicated on this table does not necessarily mean combat, or even interaction. Each party must roll to perceive the other, even if they are in the same place. The GM should modify perception rolls accordingly.

Chance (%) is an indication of whether there is an encounter at all; Distance is an additional factor to indicate the need for a roll, used when the PCs are travelling; Time is the time interval between rolls for encounters.

Encounter	Seabed Farm	Orbital Station	Kavarn Mine	The Rescue Sites
Chance (%)	30%	20%	30%	50%
Distance	—	—	—	—
Time	1 hr	15 min	2 hrs	30 min
Nothing	01-75	01-85	01-80	01-60
Survivors	76-79	86-87	—	61-69
Rescue Teams				
Native	—	88-98	—	70-89
Kubischev	—	88-92	—	70-78
Colosian	—	93	—	79-84
Jadist	—	93-93	—	85-86
Devonian	—	94	—	87
Other	—	95-98	—	88-89
Hazards				
Falling Debris	80-85	—	81-86	—
Flooding	86	—	—	90
Severe Weather	87-89	—	87	91-94
Animal/Sea Life	90-95	99-00	88-95	95-96
Earthquake	96-00	—	96-00	97-00

Notes:

Survivors: refers to people who need medical attention or are trapped and need help. Roll 1d10 for number.

Rescue Teams: variable in size, but usually 10 in number with a single group leader.

Falling Debris: roll for size of attack, 01-45 Small, 46-70 Medium, 71-89 Large, 90-00 Huge. For Offensive Bonus, use the attack size roll. (e.g., Roll=56, Attack is a +56MCr). These may be avoided; the difficulty is as follows: Small: *Easy* (+20), Medium: *Medium* (+0), Large: *Hard* (-10), Huge: *Very Hard* (-20).

Flooding: See Section 4.5.

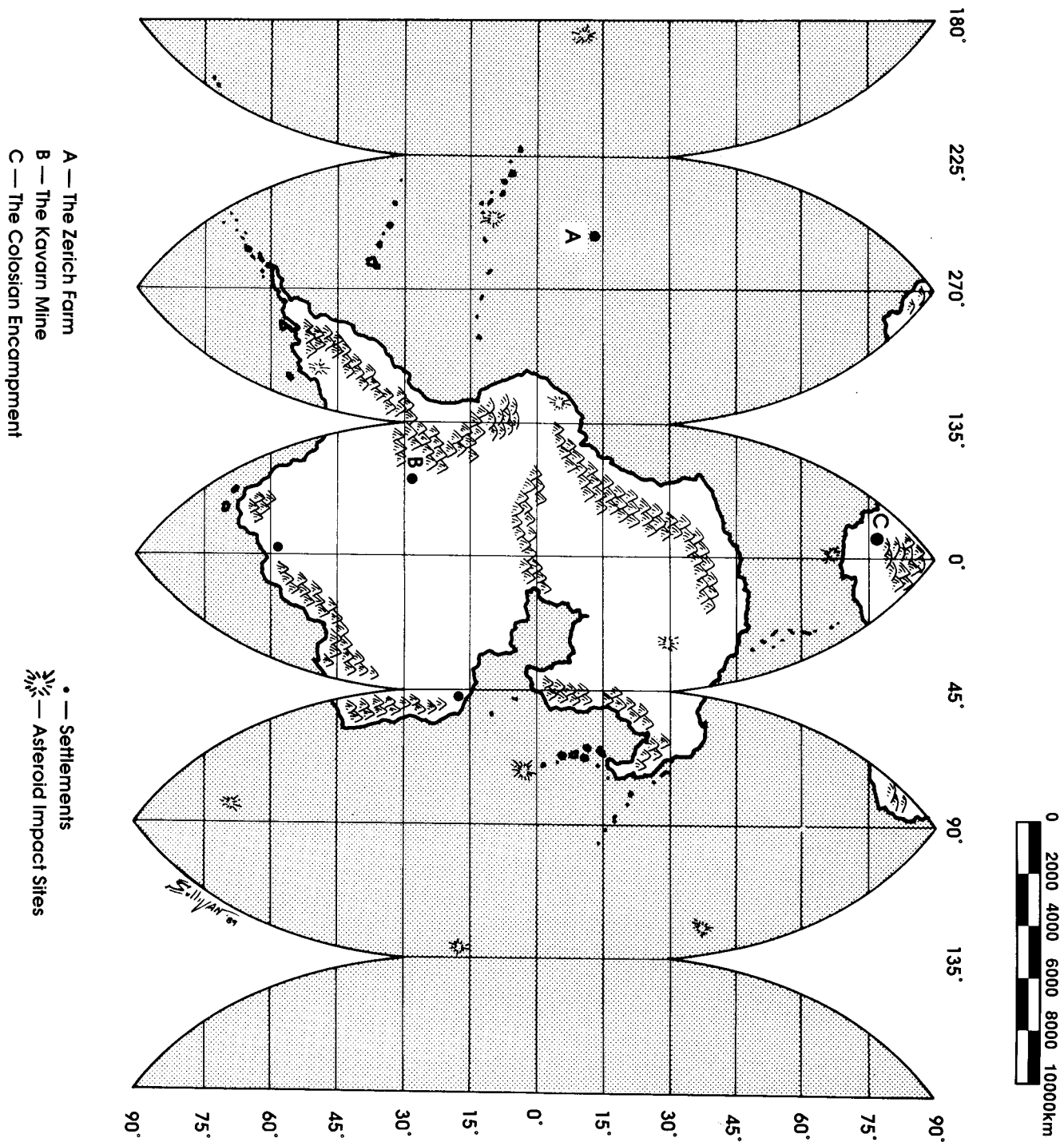
Severe Weather: variable, consult Wind and Weather Table in the *GM Book*, pg 11. -50 Modifier.

Animal/Sea Life: local Fauna. GM's discretion.

Earthquake: roll (high open-ended) for severity:

Roll	Size (Richter Scale)	Notes
01-50	3-5	Not especially dangerous, 40% chance of debris fall if indoors (see above).
51-65	5.5	Readily felt, ground sways; <i>Medium</i> (+0) Maneuver to remain standing. 45% debris fall
66-85	5.8	More Severe. <i>Hard</i> (-10) Maneuver to maintain balance. 60% debris Fall.
86-90	6.0	Dangerous, <i>Very Hard</i> (-20) to maintain balance. 80% debris fall. Causes <i>Severe</i> Damage to all structures within 100km of epicenter.
91-95	6.5	Very Severe, <i>Extremely Hard</i> (-30) to remain standing. Causes widespread <i>Extremely Severe</i> Damage. 100% debris Fall.
96-100	7.0	<i>Extremely Hard</i> (-30) to remain standing.
101-150	8.0	Buildings reduced to rubble. <i>Sheer Folly</i> (-50) Maneuver to continue standing.
151-175	8.3	
176-200	8.5	
201-250	8.8	
251-300	9.0	Rarely Experienced.
301-350	9.2	
351-400	9.5	
401-450	9.8	
451+	10.0	Unmatched destruction.

GEOSPHERE MAP

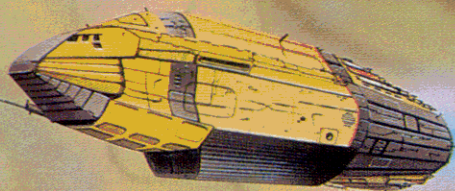


As the Vostok approaches Adanis III with a cargo of food and medical supplies, crew members cluster around viewscreens and portals to gaze in silent awe at the devastation surrounding them. Where Adanis' smallest moon once orbited, only dust clouds remain. After a long moment, the ship's captain barks an order. "Back to your stations! There's work to be done below."

Houses Kubischev-Lloyd and Colos respond over the rights to a ~~new~~ ~~new~~ world, while Adanis faces a disaster of cataclysmic proportions. A stray asteroid collides with the smallest moon, wreaking global havoc on the planet below. Urgent distress calls issue from Adanis, and both House Kubischev-Lloyd and House Colos respond.



A **Space Master**™ Adventure Module



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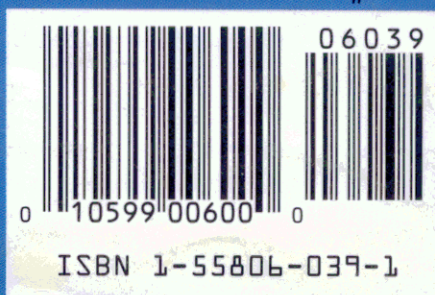
- Deep under the waves of one of Adanis' tropical seas, survivors of an earthquake and a huge tidal wave are trapped in a damaged Sea Bed Farm. Will help arrive before provisions and air run out?
- Kubischev-Lloyd officials hire you to retrieve a list of colonists and employees involved with a titanium mine. Can you survive attacks by Colosian agents and the hazards of the mine to complete your mission?
- While investigating a sensor anomaly on Adanis' surface, you may find an unpleasant surprise. Are you prepared for unforeseen danger?

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