4003

STAR ACE

LIGHTSPEED RAID
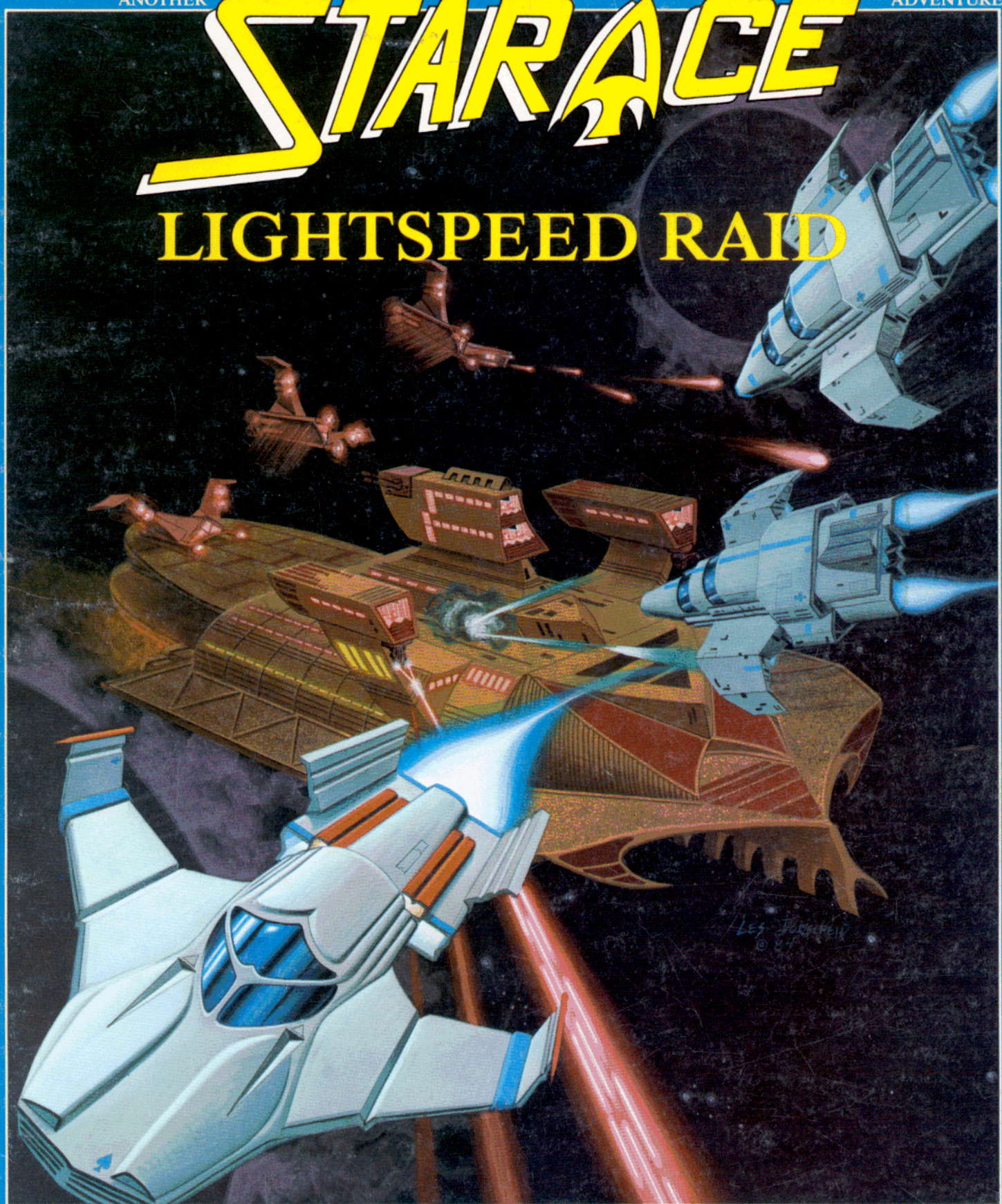
By Mark Acres

Pacesetter

NPCS

Eeyar

RACE: Crystal Folk

SR	60	DEX	60	AGL	60
WPR	60	PER	80*	PCN	60
STA	NA	UMS	60	WNDS	NA

*Use this score when PCs attempt to negotiate, persuade or otherwise deal with a Crystal Folk.

SKILLS: NA or unknown: can generate laser blast just like a laser pistol with a base chance to hit of 60%.

THE RAIDERS

FX-80 Phoenix Pilots

**Two Kleibors
(Ishal, FX-80 #1,
Kirli, FX-80 #2)**

STR	50	DEX	40	AGL	50
WPR	57	PER	57	WNDS	13
STA	50	UMS	50	WNDS	13

SKILLS: Spacecraft Piloting, Vet, 79; Sword, Vet, 80; Laser Rifle, Vet, 70; Laser Pistol, Vet, 70; Noetic Defense Mode, Vet, 87; Telekinesis, Vet, 84.

E/W/A: Laser rifle, Laser pistol, Monofilament sword, Star Team field armor.

**Two Trakans
(Uksus, FX-80 #3,
Bizabrazni, FX-80 #4)**

STR	50	DEX	57	AGL	50
WPR	50	PER	57	PCN	50
STA	40	UMS	50	WNDS	12

SKILLS: Spacecraft Piloting, Vet, 83; Laser Pistol, Vet, 87; Laser Rifle, Vet, 87; Automatic Rifle, Vet, 87.

E/W/A: Laser pistol, Laser Rifle, PPR

**Two Humans
(Carl Dreg, FX-80 #5,
Bart Ringer, FX-80 #6)**

STR	50	DEX	50	AGL	50
WPR	50	PER	50	PCN	50
STA	50	UMS	50	WNDS	13

SKILLS: Spacecraft Piloting, Vet, 80; Martial Arts, Vet, 80; Sword, Vet, 80; Laser Pistol, Vet, 80; Laser Rifle, Vet, 80; Grenade Launcher, Vet, 80; Demolitions, Vet, 80

E/W/A: Beam saber, Laser pistol, Laser rifle, Grenade launcher, Star Team field armor, Demolitions skill kit

Damage Record:

Current STA	Wounds
#1	0000000000000
#2	0000000000000
#3	00000000000000
#4	00000000000000
#5	0000000000000
#6	0000000000000

CREW OF GRIFFIN #1

Maron (Pilot)

RACE: Kleibor

STR	78	DEX	36	AGL	50
WPR	58	PER	56	PCN	60
STA	80	UMS	64	WNDS	15

**Current STA:
Wounds:** 000000000000000

SKILLS: Spacecraft Piloting, Ace, 104; Wrestling, Vet, 94; Sword, Ace, 119; Laser Pistol, Rookie, 51; Grenade Launcher, Vet, 66; Noetic Defense Mode, Vet, 89; Shock, Vet, 96

E/W/A: Beam saber, Laser pistol, Grenade launcher, Star Team field armor

Platit (Crewman #2)

RACE: Trakan

STR	52	DEX	68	AGL	58
WPR	50	PER	72	PCN	70
STA	40	UMS	55	WNDS	12

**Current STA:
Wounds:** 000000000000

SKILLS: Spacecraft Piloting, Vet, 96; Automatic Rifle, Ace, 123; Thrown Weapon, Sensory Knife, Vet, 90; Demolitions, Vet, 99; Security Devices, Ace, 118

E/W/A: PPR, four Sensory knives, Demolitions skill kit, Star Team field armor

Roger Costman (Crewman #3)

RACE: Human

STR	64	DEX	72	AGL	56
WPR	50	PER	58	PCN	70
STA	68	UMS	60	WNDS	14

**Current STA:
Wounds:** 00000000000000

LIGHTSPEED RAID

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PART 1: INTRODUCTION

The plains of Ruoka have always been one of the oddest sights in the galaxy, and they don't look any too friendly right now. As you survey the alien landscape, a shudder runs through you: already, unknown raiders have hit the precious Xantium mine here, leaving death and destruction in their wake. Now you have to figure out who did it—and make friends with these weird Crystal Folk as well. All that wouldn't be too bad, but add to it that the fate of the Alliance may well rest in your hands, and, well, looks like another STAR ACE day.

Lightspeed Raid is a STAR ACE™ game adventure for two to eight player characters and one CM. If you are going to be playing a character in this adventure, STOP READING NOW. The rest of the material in this booklet is intended for the CM's use only.

Note: This adventure scenario is an especially challenging one designed for characters who have reached Rank 6 or above in their Star Team Free Order.

USING THIS SCENARIO

Preparing to run a STAR ACE adventure is a little like preparing to direct a science fiction movie—one that's outlandish and has a lot of action. Like a director, the CM must be familiar with the cast, the story, and the setting. This section explains what you, the CM, should do before you sit down to play this adventure.

First of all, you should read the entire adventure. Become familiar with the story and, in the case of *Lightspeed Raid*, with the settings in which the adventure occurs (it's especially important that you have a grasp of the surroundings in the Alliance mine: that's where the hottest action takes place!). If you know the story, the setting, and the NPCs fairly well, the adventure will be more exciting. Furthermore, if you understand how and why things happen, you should be able to handle any of the surprising things your PCs will do.

As you read through the text, make a note of which sections involve rules

you don't understand. Then look up those rules before you play. Of course, this doesn't mean that you have to memorize the *Basic Training Manual*; however, you should know the adventure well enough to keep things running smoothly and at a fast pace.

Each encounter contains text that you should read aloud to your players: read them the text between the white stars (☆) and the black stars (★); the rest of the text is for your eyes only. Of course, this does not mean the player characters cannot find out some of the other information in the text; they'll just have to be clever—to look in the right places or ask the right questions—to do so.

As you might imagine from a title like *Lightspeed Raid*, fast pace is the key to this adventure. The object of the adventure is to make sure your players have fun, and fun in this case is rapid-fire, dazzling action. You may adjust any rule or scenario to make sure your players have fun: if the players are struggling miserably, you can help them along a bit; if they're coasting through encounters, you can make the situations a little more challenging. Don't be afraid to let things get a little crazy; that's the whole point of a STAR ACE adventure!

THE STORY

The Empire has conceived a devious scheme to enable it to gain control of Xantium-rich Ruoka without risking a full-scale war with the Alliance. There are two keys to this plan: maintaining division within the Alliance Senate between those who favor strong action against Imperial aggression and those who are fearful of sparking a full scale war, and covert actions.

The Alliance Senate is divided. For months, the Empire has been waging a propaganda campaign to convince key Senators that the Empire's intentions are geniunely peaceful, and that the Empire is actually fearful of aggression by the Alliance. As a result, these Senators have succeeded in putting a freeze on certain Alliance military activities. As a safeguard against war, the Alliance fleet is for-

bidden to engage Imperial forces directly without prior approval of the Senate. This, of course, is exactly the state of affairs the Empire wants. Senate approval for a military action would be bound to come too late to enable the Alliance fleet to be effective.

The second key to the Imperial plan is a series of covert actions. The first such action has already taken place when the adventure begins. A group of mercenaries, hired by Baron Gruy of Tamilla, have disguised themselves as Star Team members and conducted a devastating raid on the principal Alliance Xantium mine on Ruoka. As a result of this action, the Crystal Folk, stunned and angered, have all but withdrawn from the Alliance. All Alliance personnel have been ordered off the planet. Only by means of extremely delicate negotiations have the Crystal Folk been persuaded to accept a Star Team fact-finding team assigned to come to Ruoka, investigate the raid, and ferret out the culprits responsible.

The PCs are this fact-finding team. As the adventure opens, they will be briefed on their mission by Commander Malako at Marauders' Landing, then sent off to Ruoka. Of course, in addition to investigating the first raid, they are to protect the Alliance Xantium mine for as long as they are on the planet: destruction of the mine would be a serious blow to the entire Alliance military and economic system.

The Empire is following up its first raid with a second one, which takes place shortly after the PCs arrive on Ruoka. Again, the raiders are disguised as Star Team members. This time, the raiders intend to destroy the mine entirely. Again, the Empire assumes the Star Teams will be blamed, driving a further wedge between the Crystal Folk and the rest of the Alliance, and causing further division and confusion in the Alliance Senate.

If all goes according to plan, Baron Gruy will then send a small force to occupy Ruoka. The purpose of this force, he will say, is to defend the Crystal Folk from further attacks by the Star Teams. The Empire expects the Alliance Senate to be so divided

that the Alliance fleet will not respond to Baron Gruy's move. It also expects, however, both the Crystal Folk and the Alliance to lodge strong diplomatic protests about Gruy's forces being on the planet.

That's when the Empire will move in for the kill. Under the pretext of sending troops to "discipline" Baron Gruy and remove this "threat to interstellar peace," the Emperor himself will order a full Imperial occupation force sent to Ruoka. Once that force has landed, of course unopposed by Baron Gruy's forces, Ruoka will have fallen into the Empire's hands without so much as a single shot fired by the still politically paralyzed Alliance fleet.

The PCs on Ruoka know nothing of this devious Imperial scheme. The first they will learn of it is when the raiders again attack the Xantium mine.

The raid itself is to be played freeform, using the guidelines in Part 4. The raid is a major element of the adventure and may take an entire evening to play. If properly run by you, the CM, the raid will involve fighting both above ground and underground in the mine tunnels themselves. Assuming some of the raiders survive the raid and escape, the PCs will most probably follow clues which will lead them to the raiders' rendezvous with Baron Gruy in an exclusive resort hotel on the planet Shamba. Here, the PCs will be able to finish off the raiders and learn most of the important details of the overall Imperial plan.

Of course, by this time Baron Gruy's forces are en route to Ruoka. The Alliance Senate, divided as the Empire had hoped, has refused permission for the Alliance fleet to attack. It's up to the PCs to stop Baron Gruy and his occupation forces.

The climax of the adventure is a deep space battle between the PCs and Baron Gruy's forces. The PCs' success or failure will in large part decide the fate of Ruoka and have a major impact on the Alliance.

MAJOR NPCS

The major NPCs that the player characters encounter in *Lightspeed Raid* are the crack squadron of mer-

cenaries hired by Baron Gruy for the raids on Ruoka. Statistics for these NPCs are given at the points in the adventure where they appear. For the convenience of the CM, these stats also appear on the inside cover of the adventure booklet.

One special note about the character of Baron Gruy: this noble is very influential in dozens of plots and schemes in the Wilderness Region. For a brief moment on Shamba, the PCs will get a glimpse of him, although he is heavily guarded, and any assassination attempt would be suicidal. Still, some players might be incautious enough to try to kill Gruy, sacrificing themselves "for the glory of the Star Teams." If this happens, run the assassination attempt in the following manner.

The instant Gruy receives a wound, his bodyguards cover him, and fight relentlessly and ruthlessly against the would-be assassins, aided by almost everyone in the bar. If, by some chance, the wound is a fatal one—say, a "C" result with a sensory knife—you as CM have the following choices:

1. Gruy is dead. Another NPC, created by you, takes over his holdings. When you play future Pacesetter adventures that mention Gruy, substitute this new NPC for the baron.
2. Fudge a little. Gruy is rushed to his destroyer, where emergency medical treatment saves his life.

Whatever choice you make, it makes little difference to your player characters. They'll be facing certain death!

ABBREVIATIONS

The following abbreviations are used in this adventure scenario:

STR–Strength	AGL–Agility
DEX–Dexterity	PCN–Perception
PER–Personality	WPR–Willpower
STA–Stamina	WNDS–Wounds
UMS–Unskilled Melee Score	
E/W/A–Equipment/Weapons/Armor	
VCR–Vessel Combat Rating	

In this part of the adventure, the PCs are sent to Ruoka by Commander Malako to investigate the diplomatic crisis which has arisen. While making their investigation, they are accosted by an Imperial team, impersonating Star Team personnel, who have come back to get rid of important evidence left behind during the Imperial raid.

1. MORE MISCHIEF FROM MALAKO

☆ ☆ ☆

You've learned to react to orders to report to Commander Malako's office with a certain mixture of dread and anticipation. The "little assignments" he dreams up for you are generally profitable, but almost always deadly dangerous. From the grim look on the Trakan's face as you enter his office, it seems that today's assignment won't be any different.

"Please sit down, gentlemen. But don't get comfortable; you won't be staying long."

That's what Malako always says when he's about to send you right into the face of death; but you've heard the line before, and lived to remember it.

"Three weeks ago, a group of commandos, apparently Star Team personnel, raided an Alliance Xantium crystal mine on Ruoka. And they weren't satisfied to stop there: in the course of the raid, these commandos deliberately destroyed a designated Crystal Folk breeding field not far from the mine.

"Whoever they were, these guys did a number on Ruoka. They killed 22 Alliance civilians and shattered more than a thousand Crystal Folk breeder crystals. As if that wasn't bad enough, the action wasn't nearly over: soon after the mine transmitted a distress signal, the Alliance sent four fighters to its defense. A lot of good *that* did: as they escaped the Ruokan system, the raiders destroyed all four Alliance fighters as a parting shot.

"By now, you can bet those raiders are rolling in Chips. They managed to escape with 10 intact standard-cut

Xantium crystals, and that's a cool 42,000 C's in any market.

"Well, the Crystal Folk think we had something to do with this. The raiders wore Star Team gear, and came in Star Team ships: two Griffin FX-100's and four Phoenix FX-80's. Most of the raiders were Humans, but there were some Trakans and Kleibors. Of course, no Crystal Clones were involved, but if you ask the Crystal Folk, if it looks like a Star Team and fights like a Star Team, there's only one conclusion to draw.

"As a result of this raid, the Crystal Folk have closed down Alliance Xantium mining operations and ordered Alliance personnel off their planet. Star Team members are included in this order.

"I don't need to tell you what a fix this has put us in. Without the steady supply of Xantium crystals from the Ruokan mines, Alliance military technology is up the old creek without a paddle. Even worse, it throws a wrench into the entire economy of the Alliance worlds. Unless they can resume mining operations quickly, the Alliance will be forced to end its cash subsidies to the Star Teams: no chips, no ships. No bases, no Aces.

"So I had to step in, along with Executive Randall and Admiral Freze of the Alliance. The bargaining was tough, but the Crystal Folk agreed to receive a Star Team fact-finding commission whose job will be finding out who the raiders are, and seeing that they are brought back to Ruoka for some old-fashioned Crystal Folk justice.

"I suppose you've figured out that you are that fact-finding commmission. Higher ranking Star Team members were rejected by the Crystal Folk, who are fearful of anyone even approaching Ace status at this point. But you should do just fine.

"Your mission is as follows:

"First of all, you'll make a thorough investigation of the raid site, and, using any evidence you can gather there, determine as well as you can the identity of the raiders.

"During all of this, keep up the friendliest possible relations with your Crystal Folk hosts. Use every

opportunity to impress upon them that the Alliance and the Star Teams are as eager to find and punish the raiders as they are.

"Then, track down the raiders, capture them alive, and return them, along with the Xantium crystals, to Ruoka, where you will turn them over to the tender mercy of Crystal Folk justice. To do this, you may have to leave Ruoka on short notice, so be sure to keep your spacecraft in good repair.

"While on Ruoka, take all precautions to see that no damage is done to the main Alliance Mining Corporation Xantium mine at Alliance Mountain. This was the scene of the previous raid. Any internal damage to the mine by another raid would not only damage our relations with the Crystal Folk even more, but delay the resumption of mining operations, perhaps by months or years."

"Needless to say, this operation is top secret. Not even your fellow Star Team members know about it. You leave for Ruoka immediately. Are there any questions?"

★ ★ ★

Malako answers PC questions as best he can. In all, there were 12 in the raiding party. Details of the raid are still sketchy; several survivors at the mine are still undergoing extensive medical treatment, and other witnesses saw little of value because of the speed and efficiency of the raid.

If there are no Crystal Clone PCs in the party, Malako assigns either of the two pregenerated Crystal Clone characters to join the PCs' fact finding commission.

At the conclusion of this encounter, the PCs should take their ships directly to Ruoka. A Crystal Clone host meets them at the predesignated landing coordinates supplied by Commander Malako.

2. WELCOME TO RUOKA

☆ ☆ ☆

You come out of hyperspace into the Ruokan system and make your way toward the planet without incident.
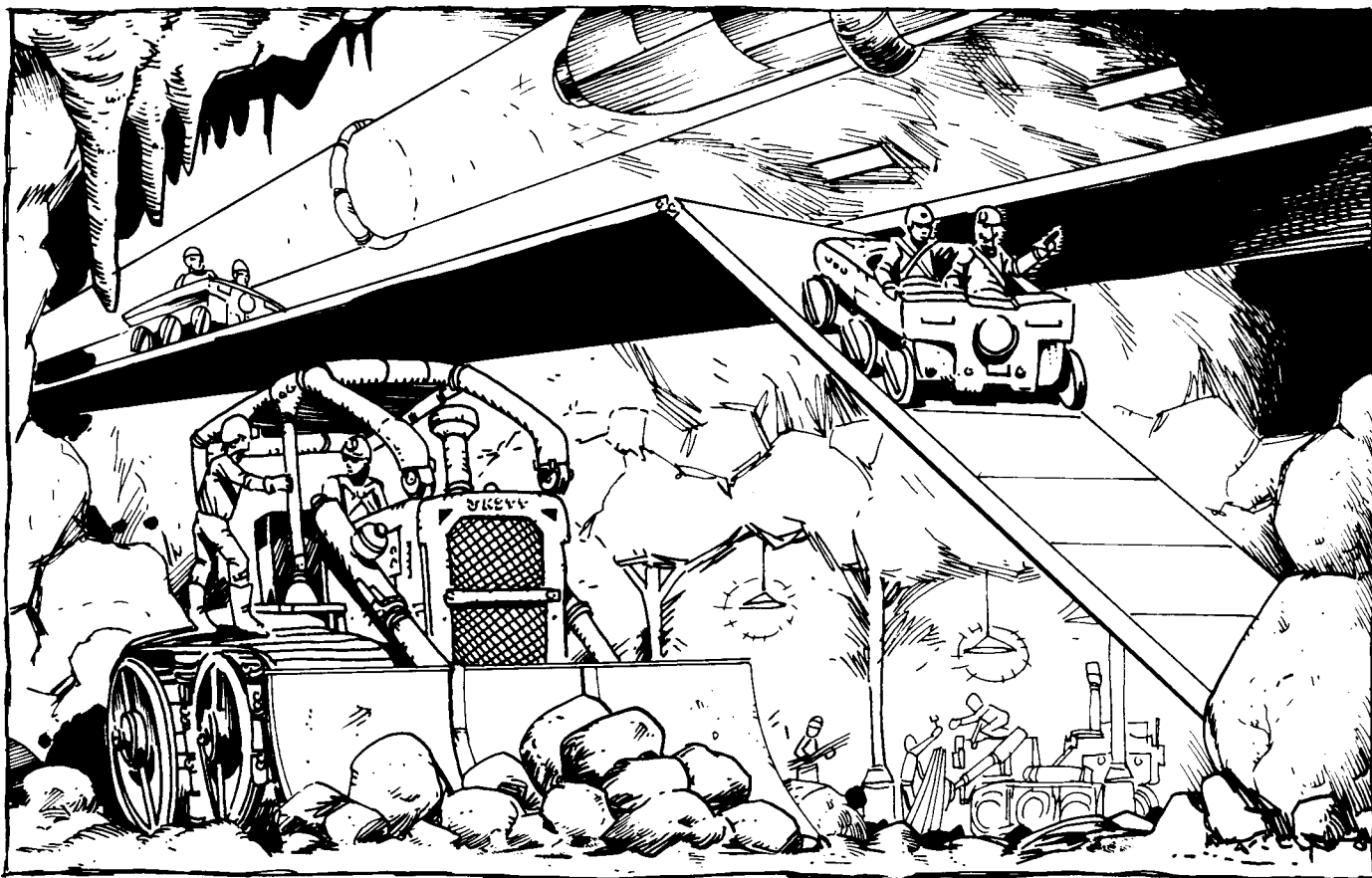
The Alliance fleet vessels in the system maintain a respectful distance both from you and from the planet itself. Now, landing on the coordinates given you by Malako, you find yourselves on the strange world of the Crystal Folk. As you step from your spacecraft, you can barely perceive a figure-eight shaped blur approaching your party across the dustswept, rubbled plain.

★ ★ ★

The Crystal Folk representative is a newly created member of his race, whose purpose is conduct the negotiations and serve as a guide for the fact-finding commission. The creature is also "programmed" to prevent the PCs from removing any Xantium from the planet or taking any action that might harm a Crystal Folk.

This Crystal Folk opens communications with any Crystal Clone in the party (CM's option). From then on, that Crystal Clone serves as official interpreter and translator for the group.

When the Crystal Folk approaches the party, read the following as the Crystal Folk's opening speech to the interpreter:

☆ ☆ ☆

"Greetings. May symmetery, harmony and order attend your purpose. Although what you would call "me" has no name, for your convenience you may consider my "name" to be Eeyar. Crystal Clone technicians have been created to attend to your spacecraft. Please come with me."

★ ★ ★

With these words, the energy creature glides across the plain, obviously expecting the PCs to follow without question. As Eeyar moves off, Crystal Clone technicians approach the PCs' craft, obviously with the intention of taking them to temporary hangars which the PCs can see nearby. The hangars appear to have been built for just this occasion. The technicians are under orders not to talk with the commission members; if approached, they simply explain these orders and go about their business.

Neither Eeyar nor the technicians seem to pay any attention to weapons carried by the PCs; they are free to bring with them any weapons they desire.

NPC STATISTICS

Eeyar

RACE: Crystal Folk

STR	60	DEX	60	AGL	60
WPR	60	PER	80*	PCN	60
STA	NA	UMS	60	WNDS	NA

*Use this score when PCs attempt to negotiate, persuade or otherwise deal with a Crystal Folk.

SKILLS: NA or unknown: can generate laser blast just like a laser pistol with a base chance to hit of 60%.

DESCRIPTION: Eeyar was created for the purpose of dealing with the Star Team fact finding commission. He (or it) is helpful in any way that furthers the goal of finding out who raided Ruoka, provided the action to

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be taken does not endanger any other Crystal Folk or involve removal of Xantium from Ruoka. Eeyar is otherwise completely closed-mouthed; he does not respond to requests for information about the Crystal Folk society, economy, technology, or any other aspects of Crystal Folk life.

3. CASING THE PLACE

☆ ☆ ☆

Eeyar leads you to living quarters which have obviously just been completed for your stay. These quarters contain private sleeping rooms for each of you, a decent supply of food and water, and some fairly comfortable furniture. Although it's no resort on Shamba, it'll do in a pinch.

After noting that you're probably tired after your hyperspace journey, Eeyar says he'll return after "your next sleep period" to help you begin your investigation. During this time, you may do as you please, but you are not to leave the general area of your quarters or try to board your spacecraft.

★ ★ ★

Let the PCs take what actions they want during the next 10 hours, including sleeping. There are no other characters sharing these quarters with them. Characters who have Mechanics skill can quickly determine that these quarters were indeed very recently constructed. There is nothing around the quarters' compound area except the open Ruokan plain and the temporary hangars constructed for the PCs' ships.

If the PCs try to enter the hangar area, they will be stopped outside by two armed Crystal Clone guards. If they try to force their way inside, they will find themselves confronting six additional armed Crystal Clones. These Crystal Clones have strict orders not to allow the PCs to take their ships, and will fight to the death to carry out those orders.

The CM should note that if the PCs become involved in a violent struggle with these guards, their mission automatically ends in failure. Thinking

this is simply another Star Team raid, the Crystal Folk simply withdraw from the Alliance.

NPC STATISTICS

Eight Standard Crystal Clones

STR	50	DEX	57	AGL	50
WPR	50	PER	40	PCN	57
STA	50	UMS	50	WNDS	13

Current STA	Wounds
#1	0000000000000
#2	0000000000000
#3	0000000000000
#4	0000000000000
#5	0000000000000
#6	0000000000000
#7	0000000000000
#8	0000000000000

SKILLS: Laser Rifle, Vet, 87; Sword, Vet, 80; Engineering, Vet, 85

E/W/A: All eight guards wear reflector plate armor and carry laser rifles and monofilament swords.
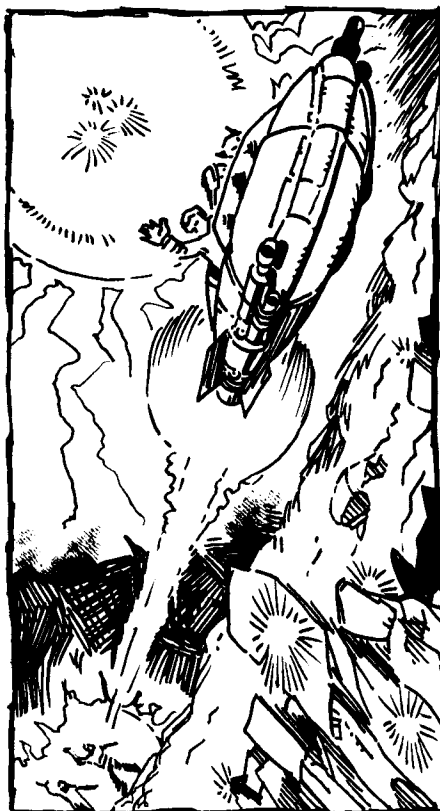
4. A TRIP TO THE MINE

☆ ☆ ☆

Eeyar calls for you after you have rested. Through your interpreter he tells you, "It is now time for you to begin this finding of facts. For your purpose you will be escorted to the Alliance Mining Corporation's Xantium mine at Alliance Mountain. Once there, you may remain as long as you desire. We ask that you not leave the property of the corporation without notifying us. Sufficient food, water and communications gear for all purposes are available at the mine site."

Your host ignores any questions, and shows the way to two waiting hover cars driven by Crystal Clone technicians.

★ ★ ★

The hover cars simply take the PCs to the mine site, which is only a few miles from their initial landing site. Neither Eeyar nor the Crystal Clones answer any questions, except those pertaining to the PCs' ships. The ships have been repaired of all stress damage, and transported to the hangars at the Alliance Mining Corporation spaceport by the mining facility. The PCs are free to use their craft in an emergency, but should contact the Crystal Folk first, using the communications gear in the administration offices.

This part of the adventure contains two sections. The first is a key to the Alliance Corporation Xantium mine at Alliance Mountain; the key explains the major sections of the mine and its operations, plus equipment available to the PCs in different areas of the mine. The second section contains regular encounters. In the first encounter, the PCs have a chance to obtain all the information in the key to the mine.

KEY TO THE MINE

The Alliance Corporation mine is now abandoned: all Alliance personnel have been ordered off Ruoka. In their first encounter at the mine, the PCs meet the one mine official who allowed to stay, pending the PCs' arrival. That official briefs them on the layout, operations and condition of the mine, and then departs immediately.

There are four maps pertaining to the mine. The Side View Map is for general reference during play, and shows how the mine works its way into the mountainside. The Above-Ground Installations Map shows the layout of mining facilities which are kept above ground. The two Underground Facilities Maps show the general layout of the mines, tunnels, and underground facilities.

ABOVE-GROUND FACILITIES

1. SECURITY PERIMETER

The entire property of the Alliance Mining Corporation is surrounded by a touch-sensitive alarm fence. This fence seems to be a plain wire mesh, standing fifteen feet high, although the metal is obviously of high quality. In fact, touching the fence at any point sets off a security alarm in the Administration offices.

The fence is in disrepair immediately to the left and right of the one gate, shown as number "2" on the map. It is obvious that the fence has been blasted by laser fire on either side of the gate.

2. THE MAIN GATE

The main gate to the property once contained electronic video cameras. Access to the property was controlled by the computer in the Administration offices. Anyone who wanted to enter the property had to present a special ID card for scanning by the camera, which also scanned his or her face. When the computer determined that both the card and the face belonged to a person allowed on the property, the gate automatically swung open.

Like the sections of fence on either side of it, the gate is now in shambles. It hangs open, clearly burned by intensive laser fire, its surface pockmarked and its cameras smashed.

As the PCs pass through this gate, roll a secret general Perception check for each of them. The first PC to pass this check notices shell casings in the dust outside the gate. The casings are expended shells from a PPR used by the raiders to blast at the gate.

3. DEFENSE TOWERS

There are six anti-spacecraft defense towers in the locations marked "3" on the above-ground installations map. Each tower stands 30 feet high atop a metal framework. Each contains an anti-spacecraft laser. Four of these are +20 lasers; two are +30 lasers. Each laser is mounted in a turret which can rotate 360 degrees, and the barrels can be raised to any desired elevation or depressed to fire at targets on the ground. Each gun contains targeting scanners identical to those found on a spacecraft. Each gun requires only one character to operate it. The guns can be rotated, raised or lowered, and fired all in the same round. No gun may be fired more than once in a round. Part 4 contains the procedure for firing at the guns.

4. LANDING STRIPS

There are two landing strips for spacecraft inside the mine complex. When the mine is in operation, these are routinely used to land cargo vessels, which carry the Xantium crystals from Ruoka to customers throughout the Alliance worlds. The landing strips are currently empty.

5. TAXI-WAYS

A paved taxi-way joins the landing strips to the hangar buildings. At location "5 A" any craft using the taxi-way must pass through a tunnel-like security checkpoint. Here, special scanners detect any large amounts of Xantium aboard the craft. The amount of Xantium detected is reported to the computer in the Administration area, which checks this report against the craft's cargo manifest in its files. If a departing craft is carrying more Xantium than shown on its manifest, a 12" thick reinforced concrete slab rises out of the ground to block the taxi-way completely, holding the ship at this checkpoint.

6. HANGARS

The spaceport facility has four hangars (labelled A, B, C, and D on the map). These are standard spacecraft hangars, and contain all necessary equipment for spacecraft repairs. During normal mining operations, cargo vessels are stored and repaired here. All the hangars are empty.

Should the PCs at any time carefully inspect hangar C, they find obvious signs of a fight. Laser fire has seared the inside walls of the hangar, and the floor, roof, and walls are greasy with collected black smoke that rose from burning metal. The tools and equipment in this hangar have been deliberately destroyed.

7. SECURITY DOOR

This security door is a solid, 12-foot high panel, similar to that at the main gate of the security perimeter. This door, however, is unharmed, and still functions. Beyond the door, a corridor to the right leads to the Administration and Computer control center for the entire complex. The same

ALLIANCE MOUNTAIN

ABOVE GROUND
FACILITIES
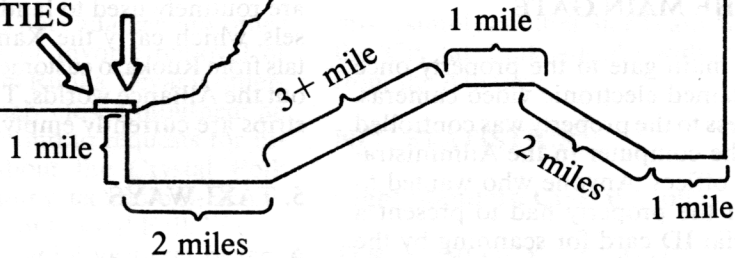
Vent Shaft
(approx. 5 Miles)

1 mile

3+ mile

1 mile

2 miles

2 miles

1 mile

1 mile

2 miles

ABOVE GROUND
FACILITIES

1

3 +20   +20 3

Vent Pipes

20   13

18   14

17   19

Danger
Area   16

15   12

11

21

N

6a

7

6b

1 3 +30   10   8 9   6c   5 3
                                                      +30 1

6d

5a

5

4

4

Water Tower

Underground
Tunnel

Security
Perimeter

Security
door

One Inch = 200 Feet

3 +20   1   2   +20 3
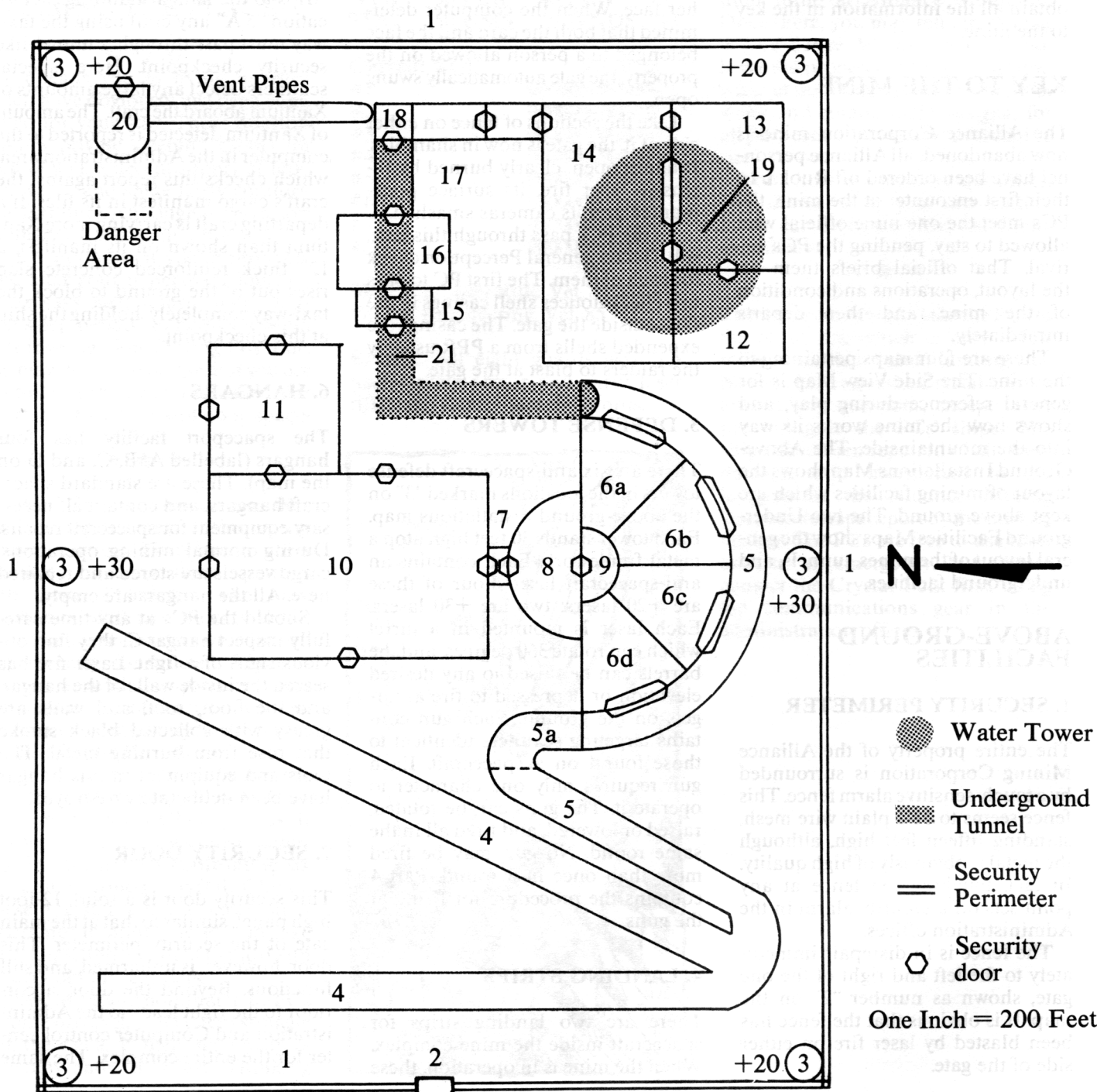
corridor taken to the left leads to the eating and living facilities for mine personnel.

8. COMPUTER CONTROL

This large, semicircular room houses the main computer, which controls many of the daily activities at the mine. Terminals for the main computer sit in semicircular rows about the room, their backs to the corridor leading from the door at location 7.

The PCs are given the access codes necessary to bypass computer security in their first encounter at the mine. Using this code, they can operate any of the programs in the computer, causing the program to perform its normal functions. Reprogramming the computer, however, requires a separate Computer skill roll for each program to be altered.

The separate programs in the computer, and their functions, are as follows:

1. Computer Security. This program simply controls access to the other programs in the computer. As noted already, the PCs are given the access codes to bypass computer security.

2. Installation Security. This program is tied into the power generator, and to security doors and checkpoints throughout the mine. When security is violated, the program automatically causes the computer to activate an alarm system in the Administration office at location 9 on the map.

3. Transportation. This program automatically controls the robot transportation system used underground to haul Xantium crystals and equipment. The program is set up to respond to "Stop" and "Go" commands, which may be given to each robot transportation unit by mine personnel. The units obey these commands automatically, and all other underground transportation adjusts to take into account units that have stopped or started to move. In essence, this program runs an enormous railroad yard, making sure that none of the robotic "trains" hit each other, while still responding to verbal commands from mine personnel. A character operating this program can control all the switches in the underground rail system, allowing a robot unit to leave one set of tracks for another.

4. Safety. This program controls the release of harmless but noxious smelling gases from storage tanks located throughout the underground mine. Because there is normally too much noise in a mine for workers to hear even a loud alarm, emergencies are signalled by smell. Any person in the mine can set off this alarm simply by hitting any of the numerous safety signal switches throughout the mine.

5. Ventilation. This program controls the intake and circulation of air throughout the underground portion of the mine. See the description of location 20 below.

6. Water Control. This program controls the flow of water into the underground mine. See the description of location 19 below.

7. Personnel. This program contains records of all mine employees and visitors. Information includes the work history of employees, and the status, reason for calling, time in, and time out of all visitors.

8. Inventory. This program contains a complete read-out of all mine equipment, its repair status, inventory of spare parts and equipment, and other information. It was updated daily until the mine ceased operation.

9. Business and Financial. These programs contain all the financial data about the mine's operation: who bought Xantium from the mine, when, and for how much, and so forth.

10. Base Defense. This program ties in with the standard planetary system scanners on Ruoka to give warning of approaching spacecraft.

9. CENTRAL ADMINISTRATION

This section of the building contains offices for the chief executives of the mine, including the Mine Manager and his subordinates—the Directors of Safety, Security, Repair, Energy, Transportation, Demolitions, Housing, Food Service, Spaceport Facilities, Base Defense, and Recreation. Each office is really a small cubicle containing a computer terminal, desk, files, and typical office supplies.

This area also contains communications equipment and a small CRP, enabling the base to communicate instantly with other star systems and ships in space.

10. BARRACKS AND FOOD FACILITIES

This entire building is a giant dormitory, used to house the hundreds of mine employees and occasional visitors. The building is five stories (60 feet) tall. It is made of plain brick and has a flat roof. One window stands about every 10 feet along the side of the building on each floor. The building is virtually fireproof.

Inside are more than ample living and dining quarters for the PCs, and an ample supply of food and water.

11. RECREATION FACILITIES

This area contains a small holographic theatre, a computerized casino, a swimming area, and complete gym, exercise and sauna facilities.

12. POWER GENERATOR

This small area houses a fusion reactor, which in turn generates all the electrical power needed for the above-ground mine facilities. The walls of this area contain radiation shielding. The only entrance is through the single door shown on the map. This door is a security door, just like the security gate in location 2, and it is functioning. Characters who have Mechanics skill could either shut down this reactor, thereby cutting off the above-ground power supply, or tamper with it in such as way as to cause a nuclear explosion, similar to that caused by firing a beta-red particle beam rifle.

13. STORAGE

This area is a huge warehouse where spare parts for equipment of all types are stored. Also stored here are one million grams of advanced plastic explosives and enough detonators to last the PCs a lifetime.

The ceiling is 30 feet high. All parts, equipment, explosives and detonators are stored in large racks, carefully labelled, and conveniently accessibly by means of fork lifts.

14. VEHICLE AND EQUIPMENT REPAIR

This area is a vast garage, containing tools and equipment for repairing all robots, vehicles and tools used in the mining operations. Currently "in for repair" are the following:
1. Three robot-train engine units.
2. Four tracked bulldozers.
3. Two hover cars.
All of this equipment has been repaired enough to be usable.

15. MINERS' ENTRANCE

This where miners and the rest of the below-ground staff report in for work each day. Each worker must present his security card, which is checked by a scanner tied into the Personnel program of the main computer. The computer records the miner's working hours automatically.

16. MINERS' LOCKERS

This area contains standard lockers for use by the miners. Anyone planning to enter the mine must change clothing here, putting on the following standard clothing and equipment:
1. "Diggers," or standard work clothes.
2. Asbestos coveralls, to withstand the extreme temperatures to which workers are exposed.
3. A hard hat with lamp.
4. Safety glasses.
5. "Ears", which look like stereo headphones, to protect the workers' ears from the constant din under-ground. Characters who do not wear "ears" may suffer permanent hearing loss in certain sections of the mine. These sections are indicated in the Underground Faciliites Key.
6. A respirator, which fits completely over the mouth and nose for protection for silica dust.
7. A large light, usually worn on a strap slung over the shoulder.
8. A large leather belt on which various items can be hung.
9. Steel-toed, knee-high rubber boots.
10. Asbestos gloves.
11. A "Self-rescuer." This is a device worn on the belt and used in the event of fire. Underground fires are especially dangerous, because toxic gases spread rapidly throughout the tunnels. This device is a breathing apparatus which uses a chemcial process to neutralize most toxic gases. Unfortunately, the chemical reaction generates a great deal of heat; characters using their self-rescuer sustain a light wound (just like a light wound armed combat result) to their mouth each round beginning 1d10 rounds after first using the device. After 2d10 rounds of use, the character must make a successful general Willpower check each round to keep using the device; the pain is so intense the character may remove the device and thus expose himself to the toxic gases.

As the mine is not currently in actual operation, there are hundreds of sets of equipment like this available in the locker room for the PCs to use.

17. SECURITY CORRIDOR

This lengthy corridor contains multiple scanners which check each passing worker for traces of Xantium dust or stolen equipment. These scanners are in good working order. They are tied into the Security program of the main computer.

18. MAIN SHAFT LIFT

This huge lift, 40 feet square, is used to lower masses of workers and/or heavy equipment down the main shaft into the mine itself. The lift has large sliding doors, and near the doors are the simple controls. These allow any character to cause the lift to go up or down. A separate prominent control is the emergency brake, which activates mechanical devices to stop the lift if the main cables break and the lift begins to fall down the shaft.

Several dangers are associated with riding on this lift. A breaking cable can whip through the lift like a buzz-saw. Any characters in the lift when a cable breaks should be treated as if they had been shot at by ranged weapon attack (strike number of 90%). Activating the emergency braking system causes the lift car to stop suddenly and almost immediately; treat all characters in the lift in such circumstances as if they suffer a fall from a height of 20 feet. Of course, if the lift car falls all the way down the shaft, all characters aboard are killed. Luck checks still apply in such circumstances.

The CM should note that there is only a 01% chance per use that the lift cable will break; the cable could, of course, be tampered with to increase this chance, or cut by a laser beam (on a "C" result) while the lift is in operation.

19. WATER STORAGE

Water for use both above and below ground is piped from a well near the large Repair and Storage building to a huge water tower, 120 feet high, which looms over that building. Water from this tower is then pumped as needed to the above-ground installations and gravity-fed through pipes down the main shaft to underground locations.

20. FAN HOUSING

This strange building contains the main fans which draw in air to be piped down the main shaft to ventilate the mine. Inside the fan housing are four huge fans with blades 10' long, rotating hundreds of times per second and drawing in enormous amounts of air. Any character spending more than 1d10 rounds within 100 feet of

the fan housing and not wearing his or her "ears" suffers permanent hearing loss. Any character who enters the "Danger Area" marked on the map and fails a general Agility check (which allows him or her to scramble out of the fans' suction) is dragged into the fans in 1d10 rounds and killed; no Luck check is allowed if this happens.

21. ROBOT CARRIER TUNNEL

This tunnel can be reached from the main lift. It runs beneath the above ground facilities and emerges directly onto the taxi-way at location 5 by the hangars. The only vehicles that ever use this tunnel are the robot-controlled trains which carry the Xantium crystals from the mine's finishing room to the cargo vessel hangars for shipment.

UNDERGROUND FACILITIES KEY

This key is for use with the two underground facilities maps. The first map shows the major underground facilities located at the base of the main shaft, one mile underground. The second shows a typical large underground room which serves as a work and storage area: these rooms occur throughout the mine at distances of 1 mile apart down the tunnels.

MAIN SHAFT FACILITIES

This huge underground area is used for equipment storage and repair, transportation of men, machines and material into the mine tunnels, finishing work on the Xantium crystals themselves, and a variety of other related operations.

Overhead, not shown on the map, air is filtered into this area through the ventilation pipes which connect to the fan housing above ground. Large pipes, carrying water from the main shaft, run into the mine walls above the exit tunnels. Huge cables run into the shafts from the power generator, and a complex pulley and

cable system connects to all the tunnels, except those marked "12" on the map.

1. MAIN SHAFT LIFT

This location shows the shaft itself and the point where the lift comes to rest in the huge main underground facility.

2. TOOL STORAGE

Miners stepping off the lift usually make their first stop here: this is where all hand-held mining tools are stored. At this time, there are literally hundreds of each type of tool stored here.

3. TRANSPORTATION CONTROL

This is the nerve center of the entire underground transportation system. Here two operators monitor all traffic in the mine, and can give override commands to the Transportation program in the main computer. This is the only underground location where there is a direct terminal link to the main computer above ground.

The complex tracks through this area serve to store robot train, cable cars and other rail equipment not in use. The tracks are currently full because the mine is shut down. There are switches at each location where tracks join.

4. POWER GENERATOR

Sealed off from the rest of the underground area is the underground power generator. It is identical in operation and possibilities to the reactor at location 12 on the Above-Ground Facilities map.

5. GUARD STATION

Five armed guards ordinarily stand watch here to guard the entrance to the power generator. Of course, there are no guards here now.

6. FIRST AID ROOM

This area contains a full stock of emergency medical supplies, and six beds for patients. A character who has Medical skill may find anything he or she needs to perform routine medical tasks. Complex tasks, such as major surgery, would have to take place above ground.

7. DUST CONTROL AREA

This area houses huge drums of a black, sticky, tarlike but nonflammable substance, and a variety of spraying devices which can be mounted on rail cars or vehicles. The mine tunnels are routinely sprayed with this substance to reduce the amount of dust constantly in the air.

Any character sprayed with this substance has his or her Agility score reduced by 20 until such time as the character can get the substance washed off. This reduction in Agility does affect the character's Unskilled Melee score, and any other Agility-based skills.

UNDERGROUND FACILITIES: TYPICAL ROOM

SEALED TUBING

DUST CONTROL

VEHICLE REPAIR

TRACKS

DETONATORS

EXPLOSIVES

*TOOL STORAGE
& REPAIR*
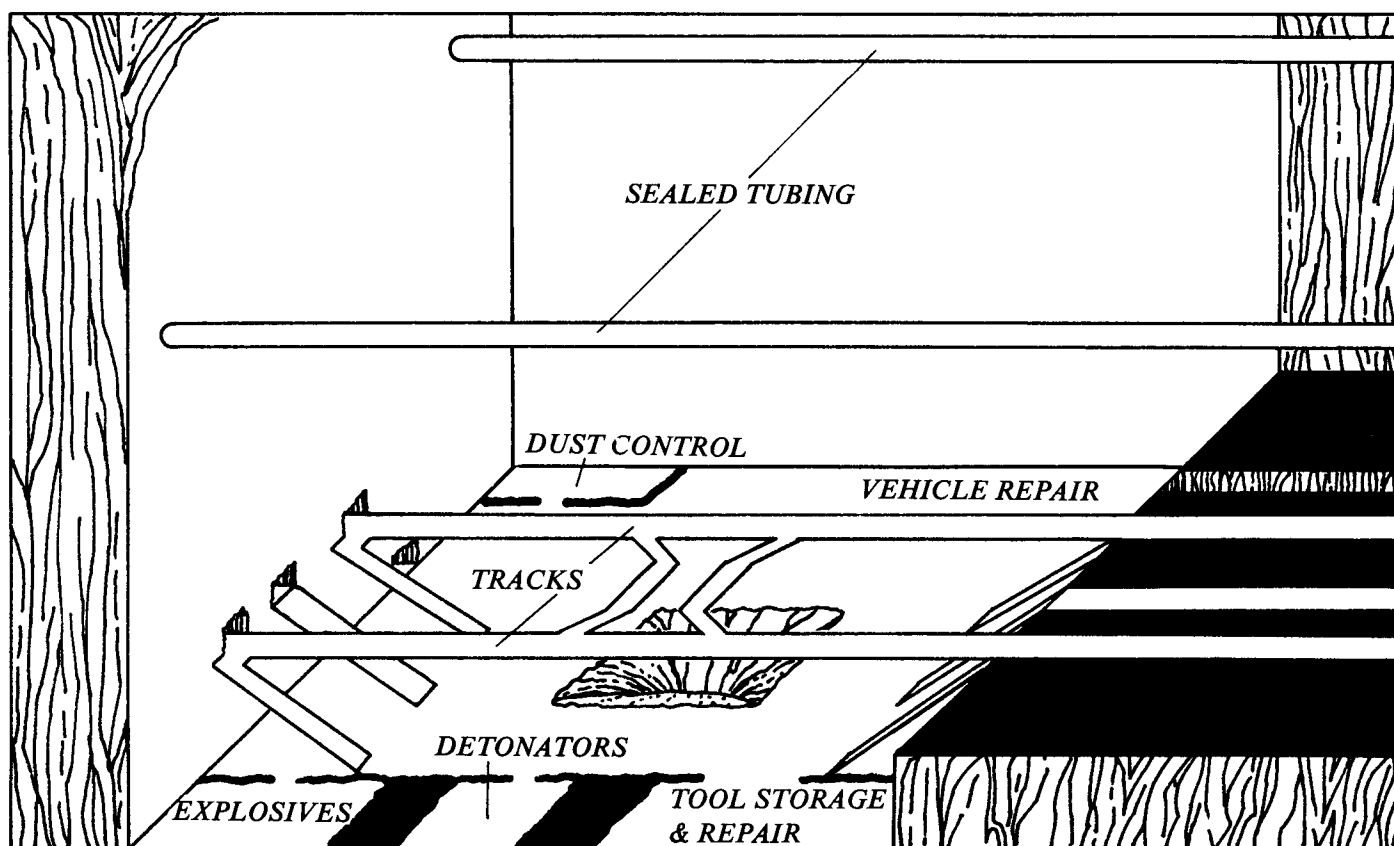
UNDERGROUND FACILITIES
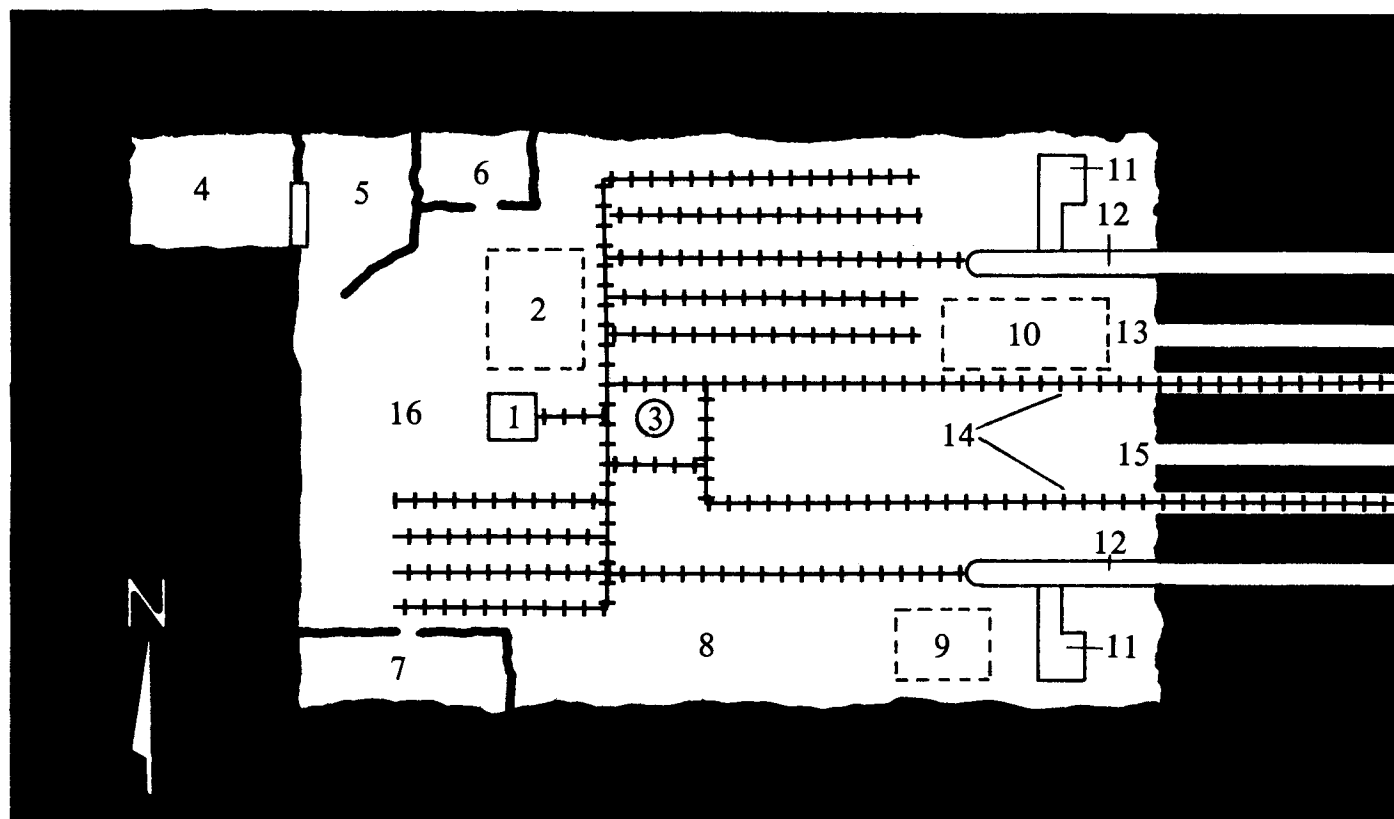
8. HEAVY EQUIPMENT AREA

This is actually a huge underground garage for repairing heavy equipment such as robot trains, bulldozers, and other types of vehicles. Complete tools and spare parts are stored here. At this time, a dozen bulldozers are parked here, as well as 10 robot mining machines.

9. WASTE DISPOSAL VEHICLES

This is a storage area for various wheeled vehicles used to haul waste out of the mine.

10. EMERGENCY VEHICLE AREA

Characters examining this area might well think they are in a big city fire department garage. Ten firetrucks are here, in excellent repair and ready to roll. All have diesel engines.

11. COMPRESSOR CONTROLS

This area houses the compressors used to run pneumatic robot trains which carry Xantium crystals from the depths of the mine to the finishing area. Any character not wearing his or her "ears" who remains closer than 40' to this area for 1d10 rounds suffers permanent hearing loss.

12. XANTIUM HAULAGE TUNNELS

These two tunnels contain a pneumatic system for driving the robot trains which carry the Xantium crystals. The system works like this: when miners at the front face of the mine remove a Xantium crystal from the earth, they load it onto a specially secured robot train. This robot train then enters the pneumatic tunnel system and carries the crystal to the finishing area. This system all but eliminates the possibility of theft or of tampering with the crystals. The pneumatic tunnels are circular and only 4' in diameter. Any character in such a tunnel when the system is activated is killed almost instantly by the rush of air through the system. Luck checks apply, but characters surviving the air pressure are still hit by the first robot train to come along.

Robot trains in the pneumatic tunnel system can travel the entire length of the mine (over nine miles) in under 10 minutes, averaging 60 miles per hour.

13. THE EMERGENCY TUNNEL

This tunnel is kept free of all traffic except fire engines and emergency medical or rescue vehicles. There are no tracks in this tunnel; all vehicles that use it are diesel-powered wheeled vehicles.

14. WORK TUNNELS

These two tunnels are the busiest in the mine. Through these most workers report to their duty stations, and most equipment runs. They run along either side of the main seam of Xantium currently being mined.

The work tunnels are nine miles long, and end at the current most forward point in the mine.

15. MAIN TUNNEL

This large tunnel follows the actual Xantium seam currently being mined. It is the third busiest tunnel in the mine—filled with men and equipment when the mine is in operation.

16. FINISHING AREA

In this area, workers perform final cleaning and inspection of the mined Xantium crystals before loading them onto the security robot trains for storage and eventual transportation to the hangars above ground. Workers here are watched carefully by armed guards, and the area is scanned by video cameras which are monitored in Computer Control above ground. Currently, there are twelve finished Xantium crystals awaiting transport to the above-ground hangars.

UNDERGROUND ROOM KEY

Use this key with the second underground facilities map, which shows a typical, large underground room. Rooms of this type occur once every mile down the six parallel tunnels of the mine. This map is fairly self-explanatory: the storage areas are simply smaller versions of those in the main shaft facility and the above-ground facilities. Overhead, the pneumatic tubes and rail tracks have switches that allow cars to transfer from one set of tracks to another. The explosives area contains 1,000 grams of advanced plastic explosive; detonators of all types are in the detonator storage area.

Few vehicles are left in this area; most were transported to the main facility by the lift when the mine closed. Each machinery and vehicle repair area, however, contains two bulldozer-type vehicles. There is a 10% chance per minute of operation that these vehicles break down: they have not been properly maintained since the mine closed.

PLAYING IN THE MINE ENVIRONMENT

There are several special factors which affect play when characters are in the mine itself. This section provides guidelines for handling those special features.

Visibility

Characters using their lights can see about 100 feet. Characters in the large underground rooms can see clearly about the room, if the lighting system is on. Lighting is controlled by the Safety program in the main computer.

Regardless of lighting, everything underground appears gray in color: any system of communication based on color is bound to fail down here.

Noise

Because the mine is not in operation, the underground area is deathly si-

lent until machinery is turned on. Once the machinery (such as the cable trains) starts up, the noise is so deafening that characters can communicate only by shouting. Characters are unable to tell from what direction a sound is coming, and those who do not wear their "ears" suffer permanent hearing loss in 2d10 rounds.

Movement

Movement on foot in underground rooms and in the main facility by the lift is normal. Movement in tunnels is at half the normal rate; movement upgrade is slowed to five feet per round.

Characters may use several types of transportation in the mine. Cable hauled rail cars are used in the two tunnels adjacent to the main tunnel. The huge cable arrangements from the main lift room haul these cars up grades; gravity takes over when they go down grades. These cars are controlled from either the main computer or the Transportation control center; characters riding in the cars cannot control them. If control is interrupted, the cars go straight until they are about halfway up the next upgrade, then slide back to the bottom of the grade, rocking to a stop.

Characters cannot use the robot trains in the pneumatic tubes for transporting themselves.

Characters can use heavy vehicles such as fire engines and bulldozers. These vehicles can reach speeds of 20 miles per hour down a grade, 10 miles per hour on level grades, and 5 miles per hour up a grade. These grades are shown on the side view map on page 8.

Combat Restrictions

Only Star Team Field Armor may be worn underground; other types of armor are incompatible with the other clothing necessary to enter the mine.

Fires and Explosions

Discharging laser weapons underground may start a fire, cause an explosion, or both. Whenever characters fire a laser weapon underground and hit a vehicle or other flammable object, or, when they fire a laser weapon at another character and miss, but *might* hit a flammable object, there is a 05% chance of a fire starting.

Fires spread toxic fumes that cover any one of the underground rooms in 2d10 rounds. After that, the fumes spread throughout the entire mine at a rate of one mile per 10 rounds.

Whenever characters fire any type of weapon underground, there is a 01% chance that the first shot in an area will cause an explosion because of gas leakage from underground pockets. Notice that only the *first* shot in each area need be checked; either there is gas in the area, or there isn't. Such an explosion causes 175% catastrophic damage throughout an entire underground room, and has a 50% chance of collapsing each tunnel entrance into the room. Tracks and pneumatic tubes in a room that suffers an explosionm are automatically destroyed.

ENCOUNTERS

The PCs have been dropped off at the mine's Administration office by the Crystal Clone technicians. These encounters cover their reception at the mine and the evidence they discover there.

1. ANOTHER FRIENDLY GREETING

☆ ☆ ☆
The Crystal Clones deliver you to the the Administration office of the Alliance Mining Corporation's main Xantium mine at Alliance Mountain. You are greeted by Scott Crandall, Mine Manager, the only mine employee who remains on Ruoka.

"Hello, I'm Scott Crandall. Until our Ruokan friends shut down the mine, I was the head man here. If you've got a while, I'll show you around."
★ ★ ★

Describe Crandall's personality to the PCs. Play him as an efficient manager who is distressed by the closedown of his workplace, proud of its facilities, and concerned about helping the PCs get to the bottom of this mess as quickly as possible. Unfortunately, the Crystal Folk have allowed Crandall only a day to show the PCs around the mine. He is scheduled to leave Ruoka tomorrow.

Crandall spends the day he has showing the PCs all around the mine facilities. He begins with the above-ground facilities, then takes the PCs below ground. He answers all PC questions as best he can.

As you role-play Crandall's tour for the PCs, allow them to see the maps of the mine and give them any information they request from the keys.

NPC STATISTICS

Scott Crandall
Mine Manager

RACE: Human

STR	56	DEX	62	AGL	58
WPR	50	PER	50	PCN	62
STA	54	UMS	57	WNDS	13

Current STA:
Wounds: 0000000000000

SKILLS: Boxing, Vet, 89; Laser Pistol, Rookie, 77; Computers, Vet, 86; Demolitions, Vet, 92; Engineering, Vet, 88; Mechanics, Vet, 92

DESCRIPTION: Crandall is blonde, stands 6'2", and weighs 190 pounds. He is trim and in good physical condition. The man is naturally friendly, but also brisk and businesslike. He will do all he can to aid the PCs.

2. SIGNIFICANT EVIDENCE

Use this encounter after Crandall has given the PCs the "grand tour" of the mine.

RACE: Trakan SEX: Female

PERSONAL DATA:

ORDER/RANK: Diamonds/6

Age: 19
Height: 6'1"
Weight: 118 pounds

RACIAL ABILITIES

Stealth
Night Vision

EQUIPMENT AND FUNDS

Star Team FX-80 Phoenix Starfighter
Star Team FX-100 Griffin Starfighter

Proton Projector Rifle	
Grenade Launcher	LSS Body Suit
Sensory Knife	LSS Helmet
	Star Team Field Armor
	480 Chips

Bicak is famous among the Star Teams as an undercover agent on several Imperial installations. Her skills with security devices and as a stunt driver, combined with her natural beauty, make her a natural for infiltrating among high level Imperial officials.

Bicak has done well as a member of the Star Teams. Her most recent mission involved a blackmail scheme directed against Viscount Amin of Earth, an operation which netted Bicak enough money to buy her new Griffin starfighter.

RACE: Human SEX: Male

PERSONAL DATA:

ORDER/RANK: Spade/6

Age: 25
Height: 6'2"
Weight: 210 pounds

RACIAL ABILITIES

No special abilities

EQUIPMENT AND FUNDS

Star Team FX-80 Phoenix Starfighter

Proton Projector Rifle	
Laser Rifle	LSS Body Suit
Laser Pistol	LSS Helmet
Monofilament Sword	Star Team Field Armor
Dagger	460 Chips

Josiah Ames is a steady, cool, calculating fighter. He often works with Helen O'Donahue, and the two combined are a deadly team indeed.

Ames has seen the workings of the Empire at first hand. His family made its home on Cairn until the family business was seized in an underhanded business deal. When Josiah's father protested, he was arrested and executed by the ICE. Josiah, age 15, stole an Imp fighter soon thereafter, came to Earth, and joined the resistance movement.

RACE: Crystal Clone SEX: Male

PERSONAL DATA:

ORDER/RANK: Hearts/6

Age: 22
Height: 5'3"
Weight: 110 pounds

RACIAL ABILITIES

Energy Beam from hands

EQUIPMENT AND FUNDS

Star Team FX-80 Phoenix Starfighter
Star Team FX-90 Saberfox Starfighter

Proton Projector Rifle	
Beam Saber	LSS Body Suit
Sensory Knife	LSS Helmet
	Star Team Field Armor
	580 Chips

Ruaha shares the purpose of all Crystal Clones: the defense of Ruoka. In battle against enemies of the homeworld or the Star Teams, he is cold, calculating, and absolutely without pity.

Ruaha's exploits are well known among the Star Team members at Marauder's Landing. Especially interesting was his successful investigation of a Gorlon smuggling ring, which he destroyed single-handedly by breaking security on their mini-base installation computer and shutting down the life support programs. The profits from that adventure paid for Ruaha's Saberfox starfighter.

RACE: Human SEX: Female

PERSONAL DATA:

ORDER/RANK: Spade/6

Age: 26
Height: 5'4"
Weight: 125 pounds

RACIAL ABILITIES

No special abilities

EQUIPMENT AND FUNDS

Star Team FX-80 Phoenix Starfighter

Proton Projector Rifle	
Beam Saber	LSS Body Suit
Shock Mace	LSS Helmet
Laser Pistol	Star Team Field Armor
	Four Sensory Knives
	580 Chips

Helen is a tough, tight-lipped beauty with a record as one of the most ruthless fighters in the Free Order of Spades. Her male comrades view her with a quiet awe.

Helen's exploits in the past include infiltrating aboard an Imperial destroyer, knocking out its bridge crew, and almost capturing the ship single handed. Unfortunately, this maneuver failed, and the next two years she spent as an Imperial mine slave did little to increase her love for the Empire.

RUAHA

BASIC ABILITIES

Strength	52	Perception	78
Dexterity	72	Stamina	54
Agility	56	Luck	66
Willpower	54	Wounds	13
Personality	38	UMS	54

Current Stamina:

Wounds: ☐☐☐☐☐☐☐☐☐☐☐

SKILLS

Name	Level	Score
Spacecraft Piloting	Vet	99
Noetic Defense Mode	Rookie	81
Computers	Vet	117
Deep Space Tracking	Vet	123
Emerg. Spacecraft Repair	Vet	113
Investigation	Vet	108
Automatic Rifle	Vet	102
Sword	Vet	84
Wrestling	Vet	84

BICAK

BASIC ABILITIES

Strength	48	Perception	64
Dexterity	76	Stamina	42
Agility	68	Luck	70
Willpower	50	Wounds	12
Personality	78	UMS	58

Current Stamina:

Wounds: ☐☐☐☐☐☐☐☐☐☐☐

SKILLS

Name	Level	Score
Spacecraft Piloting	Vet	100
Noetic Defense Mode	Rookie	72
Bargaining	Vet	109
Mirage Missiles	Vet	115
Security Devices	Vet	115
Stunt Driving	Vet	111
Emerg. Spacecraft Repair	Vet	94
Automatic Rifle	Vet	106
Grenade Launcher	Vet	106

HELEN O'DONAHUE

BASIC ABILITIES

Strength	54	Perception	52
Dexterity	60	Stamina	58
Agility	72	Luck	48
Willpower	56	Wounds	13
Personality	62	UMS	63

Current Stamina:

Wounds: ☐☐☐☐☐☐☐☐☐

SKILLS

Name	Level	Score
Spacecraft Piloting	Vet	107
Noetic Defense Mode	Rookie	69
Martial Arts	Vet	106
Sword	Vet	108
Short handled weapons	Vet	108
T. Weapon/Sensory Knife	Vet	102
Automatic Rifle	Vet	105
Laser Rifle	Vet	105
Emerg. Spacecraft Repair	Rookie	71

JOSIAH AMES

BASIC ABILITIES

Strength	68	Perception	50
Dexterity	56	Stamina	56
Agility	64	Luck	54
Willpower	46	Wounds	13
Personality	58	UMS	66

Current Stamina:

Wounds: ☐☐☐☐☐☐☐☐☐

SKILLS

Name	Level	Score
Spacecraft Piloting	Vet	102
Noetic Defense Mode	Rookie	63
Sword	Vet	111
Florentine Style	Vet	108
Automatic Rifle	Vet	101
Laser Pistol	Vet	101
Laser Rifle	Vet	101
Grenade Launcher	Vet	101
Emerg. Spacecraft Repair	Rookie	66

IGLA

BASIC ABILITIES

Strength	46	Perception	56
Dexterity	78	Stamina	50
Agility	66	Luck	68
Willpower	54	Wounds	13
Personality	70	UMS	56

Current Stamina:

Wounds: ☐☐☐☐☐☐☐☐☐☐☐☐☐

SKILLS

Name	Level	Score
Spacecraft Piloting	Vet	96
Noetic Defense Mode	Rookie	70
Bargaining	Vet	107
Forgery	Vet	119
Stunt Driving	Vet	106
Mirage Missiles	Vet	112
Martial Arts	Vet	91
Automatic Rifle	Vet	108
T. Weapon/Sensory Knife	Vet	92

GUMRUK

BASIC ABILITIES

Strength	60	Perception	72
Dexterity	36	Stamina	66
Agility	54	Luck	36
Willpower	68	Wounds	14
Personality	70	UMS	57

Current Stamina:

Wounds: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐

SKILLS

Name	Level	Score
Spacecraft Piloting	Vet	84
Noetic Defense Mode	Vet	115
Ignore Pain	Vet	114
Levitation	Vet	109
Shield Ship	Vet	109
Short Handled Weapons	Vet	87
Automatic Rifle	Vet	66
Shock	Vet	112
Emerg. Spacecraft Repair	Rookie	74

SALAMA

BASIC ABILITIES

Strength	48	Perception	74
Dexterity	60	Stamina	60
Agility	56	Luck	72
Willpower	58	Wounds	14
Personality	38	UMS	52

Current Stamina:

Wounds: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐

SKILLS

Name	Level	Score
Spacecraft Piloting	Vet	94
Noetic Defense Mode	Rookie	81
Deep Space Tracking	Vet	119
Demolitions	Vet	112
Mechanics	Vet	112
Medicine	Vet	106
Engineering	Vet	109
Automatic Rifle	Vet	90
Sword	Vet	82

YUMUSAK

BASIC ABILITIES

Strength	58	Perception	76
Dexterity	38	Stamina	60
Agility	54	Luck	62
Willpower	66	Wounds	14
Personality	70	UMS	56

Current Stamina:

Wounds: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐

SKILLS

Name	Level	Score
Spacecraft Piloting	Vet	86
Noetic Defense Mode	Vet	116
Noetic Detection	Vet	118
Thought Probe	Vet	116
Shield Ship	Vet	107
Martial Arts	Vet	84
Automatic Rifle	Vet	68
Laser Pistol	Vet	68
Short Handled Weapons	Rookie	71

RACE: Kleibor SEX: Male

ORDER/RANK: Clubs/6

PERSONAL DATA:

Age: 28
Height: 12'4"
Weight: 1275 pounds

RACIAL ABILITIES

Telepathy, 1 WPR/word
Learn Language, 1d10 rounds
Transfer Stamina, 1 point/round

EQUIPMENT AND FUNDS

Proton Projector Rifle	Star Team FX-80 Phoenix Starfighter
Shock Mace	LSS Body Suit
Laser Pistol	LSS Helmet
	Star Team Field Armor
	600 Chips

Gumruk is noted for his absolute loyalty to his friends. When a hard, dirty fight draws near, Star Team members can count on Gumruk to take any risk to save the lives of his comrades.

Like all true Kleibors, Gumruk is a party animal: on one occasion, he started such a wild party in a shared CRP station bar that other Star Team members were able to knock out the station's CRP and escape undetected. The entire Gorlon garrison was so sick the next day that the Star Team mission wasn't discovered until almost noon. Gumruk loves to hear his people tell about this mission; he, unfortunately, remembers very little about the whole affair.

RACE: Trakan SEX: Male

ORDER/RANK: Diamonds/6

PERSONAL DATA:

Age: 24
Height: 6'5"
Weight: 155 pounds

RACIAL ABILITIES

Stealth
Night Vision

EQUIPMENT AND FUNDS

Proton Projector Rifle	Star Team FX-80 Phoenix Starfighter
Six Mirage Missiles	LSS Body Suit
Laser Pistol	LSS Helmet
	Star Team Field Armor
	840 Chips

Igla discovered early in life that he had natural talent for business bargaining, coupled with a skill at forging business documents. Using these skills, he amassed a small fortune by the age of 20, working for a Crassie black market syndicate; he would steal for the Crassies, forge orders for Imperial troops to confiscate their black market goods, forge further orders for their storage, then steal them again and sell them back to the Crassies.

The Star Team thought Stalitsa too limited an environment for Igla's unique talents and recruited him. Now, Igla fights the Empire, although he still loves to fleece Crassites and Gorlons at every opportunity.

RACE: Kleibor SEX: Female

ORDER/RANK: Clubs/6

PERSONAL DATA:

Age: 22
Height: 11'6"
Weight: 1150 pounds

RACIAL ABILITIES

Telepathy, 1 WPR/word
Learn Language, 1d10 rounds
Transfer Stamina, 1 point/round

EQUIPMENT AND FUNDS

Proton Projector Rifle	Star Team FX-80 Phoenix Starfighter
Laser Pistol	LSS Body Suit
Shock Mace	LSS Helmet
	Star Team Field Armor
	1200 Chips

Yumusak is a deceptively deadly foe. Somewhat petite and demure (for a Kleibor), Yumusak gives an impression of sweetness and light to her enemies until it is too late.

Yumusak learned to hate the Empire after it nearly wiped out her bodrum on Enniyet. At 16, she used her personal charms to lure human Imperial troops to swimming parties, where they were quickly disposed of underwater by her allies in the resistance movement. Her major interests today are fighting the Empire, partying and flirting with Gumruk.

RACE: Crystal Clone SEX: Female

ORDER/RANK: Hearts/6

PERSONAL DATA:

Age: 24
Height: 5'2"
Weight: 105 pounds

RACIAL ABILITIES

Energy Beam from hands

EQUIPMENT AND FUNDS

Proton Projector Rifle	Star Team FX-80 Phoenix Starfighter
Beam Saber	LSS Body Suit
Monofilament Sword	LSS Helmet
Demolitions Kit	Star Team Field Armor
Medical Kit	580 Chips
Mechanics Kit	

Salama is more of an individualist than many Crystal Clones, and despite her typically low Personality score, she is more outgoing than most. Secretly, she feels the loneliness of her race.

A highly skilled technician, Salama is noted for her courage under fire. There is a Star Team story, which she will never discuss, about how she single-handedly took out three Imperial hovertanks with her PPR, then rescued and provided medical treatment to 22 Tarsan rebels on Shamba.

☆ ☆ ☆

Crandall takes you back to his office, and says, "Now, I have something for you which is highly confidential. I'm going to go over what happened during the recent raid, and then show you an interesting piece of evidence some of our people found.

"The raiding team approached the planet in Star Team vessels, so naturally they weren't challenged. They landed just outside our main security perimeter; we thought that was a little odd. We issued a challenge to them by radio to identify themselves and state their business. I doubt they ever heard it.

"As soon as they touched down, they jumped out of their craft and came in blasting. The security gate went down before their PPRs and lasers. A couple of them had grenade launchers; they were successful at keeping our own security people at bay. They went straight for the hangar area, cleaned out one of the hangars, and hijacked a ship which was being loaded with Xantium. The raider piloting that thing took it off the taxi-way around our security checkpoint and took off for deep space. The whole thing happened so fast our people were just beginning to man the laser towers.

"The rest of the raiders returned to their own ships. Once in the air, they blasted a nearby Crystal Folk breeding area, then headed out into space.

"There's not much to go on, but we did manage to find a little item one of the raiders dropped during the fight in the hangar—this."

Crandall hands you a cheap costume jewelry bracelet. Engraved on the inside of the bracelet are the words, "Souvenir of Shamba."

"Apparently," Crandall continues, "one of the Kleibors in the raiding party lost this little trinket during the fight."

★ ★ ★

The bracelet is indeed from Shamba, where Baron Gruy met and hired the mercenaries who impersonated Star Team members in the raid on Ruoka.

Lest the PCs decide to leave immediately for Shamba, remind them of their diplomatic mission: they still have some convincing to do with the Crystal Folk.

3. A DISTURBING MESSAGE

Immediately after Crandall has left the mine and is headed off-planet, tell the PCs that the computer indicates an incoming message for them in the Administration offices.

☆ ☆ ☆

"This is Alliance Task Force Command, Ruoka sector, to diplomatic fact finding commission on Ruoka. Be advised that your reinforcements are on the way, and should be touching down in about 15 minutes."

★ ★ ★

Further communication with the Alliance fleet task force in the sector reveals that the task force has given clearance for eight Star Team vessels, identifying themselves as "reinforcements for the diplomatic mission on Ruoka"! The approaching ships knew all the appropriate codes used by Star Teams for communicating with Alliance fleets, and claimed to acting under orders from Commander Malako himself.

If the PCs eventually decide to take their spacecraft up to meet the incoming craft, point out to them that they do not have time to launch and intercept; their only real chance to see who these people are and still protect the mine is to await them on the ground. Then allow the PCs to make whatever preparations they can in the remain-

19

This part of the adventure covers the second raid on Ruoka, intended to set the stage for Baron Gruy's intervention on the planet. This part is divided into two sections: the first gives an overview of the raiding force and its general plan of attack; the second gives specific encounters that happen during the raid. However, the CM may find it necessary to modify some of these encounters as the PCs respond to the raid, and the conclusion of the raid almost certainly depends upon PC responses. For this reason, the CM should study the raiders' plan of action carefully, so he or she can have them react logically to PC actions.

THE RAIDING FORCE

The raiding force consists of eight spacecraft and their crews. Full statistics for all craft and crew members are given here. These statistics are reprinted on the inside covers of this adventure scenario for your convenience.

Six Star Team FX-80 Phoenix Fighters

Stress Points: 80 Combat Speed: 10
VCR: 60   Crew: 1
DAMAGE:
Stress Points   Damage Boxes

#1   Front: Laser 0 Missile 0
       Rear: Laser 0
       Drive: 00 Control 00
#2   Front: Laser 0 Missile 0
       Rear: Laser 0
       Drive: 00 Control 00
#3   Front: Laser 0 Missile
       Rear: Laser 0
       Drive: 00 Control 00
#4   Front: Laser 0 Missile 0
       Rear: Laser 0
       Drive: 00 Control 00
#5   Front: Laser 0 Missile 0
       Rear: Laser 0
       Drive: 00 Control 00
#6   Front: Laser 0 Missile 0
       Rear: Laser 0
       Drive: 00 Control 00

Two Star Team FX-100 Griffins

Stress Points: 120 Combat Speed: 7
VCR: 60   Crew: 4

DAMAGE:
Stress Points   Damage Boxes

#1   Front: +10 laser 0 Missile 0
       Front and Sides: Laser 0
       Rear and Sides: Laser 0
       Rear: Laser 0 Missile 0
       Drive: 00 Control 00
#2   Front: +10 laser 0 Missile 0
       Front and Sides: Laser 0
       Rear and Sides: Laser 0
       Rear: Laser 0 Missile 0
       Drive: 00 Control: 00

NPC CREWMEMBERS

FX-80 Phoenix Pilots

Two Kleibors
(Ishal, FX-80 #1,
Kirli, FX-80 #2)

STR   50 DEX   40 AGL   50
WPR   57 PER   57 PCN   57
STA   50 UMS   50 WNDS   13

SKILLS: Spacecraft Piloting, Vet, 79; Sword, Vet, 80; Laser Rifle, Vet, 70; Laser Pistol, Vet, 70; Noetic Defense Mode, Vet, 87; Telekinesis, Vet, 84

E/W/A: Laser rifle, Laser pistol, Monofilament sword, Star Team field armor

Two Trakans
(Uksus, FX-80 #3,
Bizabrazni, FX-80 #4)

STR   50 DEX   57 AGL   50
WPR   50 PER   57 PCN   50
STA   40 UMS   50 WNDS   12

SKILLS: Spacecraft Piloting, Vet, 83; Laser Pistol, Vet, 87; Laser Rifle, Vet, 87; Automatic Rifle, Vet, 87.

E/W/A: Laser pistol, Laser Rifle, PPR

Two Humans
(Carl Dreg, FX-80 #5,
Bart Ringer, FX-80 #6)

STR   50 DEX   50 AGL   50
WPR   50 PER   50 PCN   50
STA   50 UMS   50 WNDS   13

SKILLS: Spacecraft Piloting, Vet, 80; Martial Arts, Vet, 80; Sword, Vet, 80; Laser Pistol, Vet, 80; Laser Rifle, Vet, 80; Grenade Launcher, Vet, 80; Demolitions, Vet, 80

E/W/A: Beam saber, Laser pistol, Laser rifle, Grenade launcher, Star Team field armor, Demolitions skill kit

Damage Record:

Current STA	Wounds
#1	0000000000000
#2	0000000000000
#3	000000000000
#4	000000000000
#5	0000000000000
#6	0000000000000

CREW OF GRIFFIN #1

Maron (Pilot)

RACE: Kleibor

STR   78 DEX   36 AGL   50
WPR   58 PER   56 PCN   60
STA   80 UMS   64 WNDS   15
Current STA:
Wounds: 000000000000000

SKILLS: Spacecraft Piloting, Ace, 104; Wrestling, Vet, 94; Sword, Ace, 119; Laser Pistol, Rookie, 51; Grenade Launcher, Vet, 66; Noetic Defense Mode, Vet, 89; Shock, Vet, 96

E/W/A: Beam saber, Laser pistol, Grenade launcher, Star Team field armor

Platit (Crewman #2)

RACE: Trakan

STR   52 DEX   68 AGL   58
WPR   50 PER   72 PCN   70
STA   40 UMS   55 WNDS   12

Current STA:
Wounds: 000000000000

SKILLS: Spacecraft Piloting, Vet, 96; Automatic Rifle, Ace, 123; Thrown Weapon, Sensory Knife, Vet, 90; Demolitions, Vet, 99; Security Devices, Ace, 118

E/W/A: PPR, four Sensory knives, Demolitions skill kit, Star Team field armor

Roger Costman (Crewman #3)

RACE: Human

STR	64	DEX	72	AGL	56
WPR	50	PER	58	PCN	70
STA	68	UMS	60	WNDS	14

Current STA:
Wounds: 00000000000000

SKILLS: Spacecraft Piloting, Rookie, 81; Martial Arts, Ace, 116; Laser Pistol, Vet, 102; Laser Rifle, Vet, 102; Thrown Weapon, Sensory Knife, Vet, 98; Mechanics, Vet, 101

E/W/A: Eight Shurikens, Laser pistol, Laser rifle, two Sensory knives, Mechanics skill kit, Star Team field armor

Harold Houseman (Crewman #4)

RACE: Human

STR	52	DEX	56	AGL	50
WPR	50	PER	46	PCN	60
STA	56	UMS	51	WNDS	13

Current STA:
Wounds: 0000000000000

SKILLS: Spacecraft Piloting, Rookie, 71; Sword, Vet, 81; Laser Pistol, Vet, 86; Laser Rifle, Vet, 86; Shock, Vet, 84

E/W/A/: Monofilament sword, Laser pistol, Laser rifle, Star Team field armor

CREW OF GRIFFIN #2

Kozha (Pilot)

RACE: Trakan

STR	48	DEX	60	AGL	52
WPR	54	PER	68	PCN	74
STA	40	UMS	50	WNDS	12

Current STA:
Wounds: 000000000000

SKILLS: Spacecraft Piloting, Vet, 92; Automatic Rifle, Vet, 90; Laser Pistol, Vet, 90; Computers, Vet, 92

E/W/A: PPR, Laser pistol, Star Team field armor

Kaza (Crewman #2)

RACE: Trakan

STR	46	DEX	72	AGL	68
WPR	54	PER	60	PCN	58
STA	40	UMS	57	WNDS	12

Current STA:
Wounds: 000000000000

SKILLS: Spacecraft Piloting, Rookie, 81; Blackjack, Vet, 87; Beam Saber, Vet, 87; Laser Pistol, Rookie, 87; Laser Rifle, Vet, 102; Security Devices, Vet, 90

E/W/A: Blackjack, Beam saber, Laser pistol, Laser rifle, Star Team field armor

Kan (Crewman #3)

RACE: Kleibor

STR	78	DEX	32	AGL	50
WPR	54	PER	46	PCN	72
STA	78	UMS	64	WNDS	15

Current STA:
Wounds: 000000000000000

SKILLS: Spacecraft Piloting, Vet, 82; Wrestling, Vet, 94; Beam Saber, Vet, 94; Laser Rifle, Vet, 62; Noetic Defense Mode, Vet, 93; Shield Ship, Vet, 96; Shock, 98

E/W/A: Beam saber, Laser rifle, Star Team field armor

Cirkin (Crewman #4)

RACE: Kleibor

STR	60	DEX	36	AGL	54
WPR	56	PER	48	PCN	68
STA	78	UMS	57	WNDS	15

Current STA:
Wounds: 000000000000000

SKILLS: Spacecraft Piloting, Vet, 83; Martial Arts, Vet, 82; Short handled weapons, Vet, 87; Automatic Rifle, Vet, 66; Ignore Pain, Vet, 82; Levitation, Vet, 88

E/W/A: Shock Mace, PPR, Star Team field armor

DESCRIPTIONS: All of these NPCs are hardened mercenaries with a reputation to protect: that means they do everything possible to do a good, thorough job. They hit hard and fast, and fight dirty. They care nothing for taking life.

Each of these raiders has been raised in the Empire and made his way up through the ranks, so all are skilled, cunning, ruthless fighters. Of course, for their appearance on Ruoka, they are all disguised as Star Team personnel.

# PLAN AND OBJECTIVES OF THE RAID

The raiders have two objectives:
1. To destroy the Alliance Mining Corporation Xantium mine.
2. To escape with as much Xantium as possible without jeopardizing their first objective or their own safety.

To accomplish these objectives, the raiders have a four-stage plan:

STAGE ONE: The approach. The raiders will come in over the mine property at an altitude of about 30,000 feet, attacking the base defenses. If the base defenses are not destroyed in the first pass, they will make a second pass before landing (see the Space/Ground Battles rules on page 43 of the *Star Team Basic Training Manual*).

STAGE TWO: Wipe Out. The raiding forces will divide after landing. The six Phoenix pilots, accompanied by Kozha, will make directly for the main shaft lift. Their mission is to bring up as much Xantium from the finishing area as they can, then wire the entire mine for demolition.
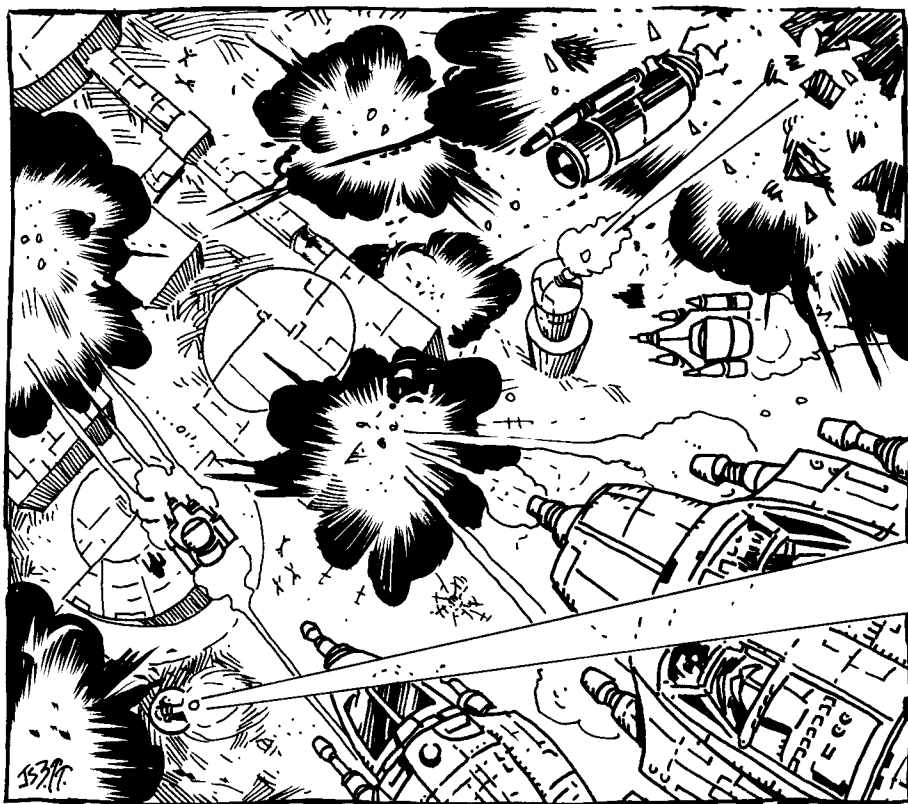
The rest of the raiding party will make for the Computer Control center and the Administration offices. They will kill anything that moves in the above ground facilities. Their initial objective, however, is to secure the computer, thereby gaining control over major aspects of the the operation of the mine. When their compatriots below ground are about ready to go, these raiders will also wire the above-ground installations for demolition.

STAGE THREE: Takeoff. The raiders will return to their craft and try to leave Ruoka as quickly as possible.

STAGE FOUR: As soon as they are safely into space above Ruoka, the raiders will use radio control devices to set off the demolition charges they have set.

The raiders are well prepared to carry out the plan. All are equipped with radios for above-ground communication. They have studied the layout of the mine's facilities thoroughly,

and have a general idea how to operate the main lift, robot trains, and cable cars underground. A major problem for the raiders will be to crack the security on the main computer; the time required to do this will in large part determine how long the raid will take, and how successful it will be.

ENCOUNTERS

1. GUESS WHO'S COMING FOR XANTIUM?

☆ ☆ ☆
Only five minutes after your conversation with the Alliance fleet in the Ruokan system's space, the computer begins to give you a new message: the planetary scanner system announces eight small craft approaching Ruoka. Estimated point of landing is Alliance Mining Corporation Xantium mine facility, at Alliance Mountain.
★ ★ ★

Give the PCs 10 minutes after this message comes in, then tell them they

have visual contact with six FX-80's and two FX-100's approaching at a range of one tactical sector in a ground attack formation. Immediately after this sighting, roll initiative and begin the space/ground combat.

Each laser tower can take 30 stress points of damage; each of the other buildings above ground can take 120 points, except the barracks/recreational facility builing, which can take 250 points. Each laser has one damage box.

Note that the raiders' primary targets are the laser towers; under no circumstances do they shoot at the Computer Control/Administration building, because they realize they need control of the computer to travel in the mine and seize its Xantium.

The raiders try to destroy all six laser towers in their first pass. Failing this, they make a second pass. Regardless of the outcome of the second pass, the raiders land 1d10 rounds after making the second pass. Landing takes place on the two landing strips; the raiders put down three FX-80's followed by an FX-100 on each strip.

2. RUNNING THE RAID

Read the following description as soon as the raiders have landed to any PCs who are in a position to observe their movements. Remind the PCs that part of their mission is to protect the mine at all costs.

☆ ☆ ☆
The hatches on the "visitors'" craft pop open the instant the ships roll to a stop on the landing strips. To your horror, you see Star Team personnel bounding out, armed to the teeth, and evidently set on dealing out as much death and destruction as possible!

Even as the fight begins, you can see them forming into two groups. One is clearly heading for the security door at location 7 on the above ground facilities map; the other group seems to be heading further into the complex.
★ ★ ★

At this point, run the raid depending upon how the PCs react. The raiders attempt to follow the four-stage plan outlined above; presumably, the PCs will try to stop them.

The PCs may attempt at any time to communicate with Marauders' Landing on Wilderness, routing their message through the chain of Star Team CRPs. Such communications result in the following information and orders from Commander Malako:

1. Whoever the raiders or incoming pilots are, they are *not* Star Team members.

2. The mine is to be protected at all costs.

3. The Alliance fleet vessels in the Ruoka system will not intervene in the situation: the Alliance Senate is politically paralyzed and fears to make any aggressive move.

4. No reinforcements are available in time to be of any help.

The raiders continue to fight and carry out their plan until one of two things happens: either all the PCs are killed, or eight or more members of the raiding force are killed or captured. If all the PCs are killed, the adventure is obviously over. If eight or more raiders are killed or captured, the remaining raiders decide to scrub the mission and escape in their spacecraft, doing as much damage as possible as they leave.

3. PURSUIT

In all likelihood, surviving PCs will want to take off in their spacecraft in hot pursuit of the surviving raiders. The PCs can overtake the raiders at some point in the Ruokan system if they get off the ground within one hour of the raiders' take-off (assuming the PCs are travelling at a combat speed of 10). It is assumed the raiders are travelling at combat speed 7 to stay in formation with their slower FX-100's. If the raiders are all in FX-80's, the PCs must take off no more than one minute behind them in order to catch them before they jump into hyperspace.

Run any space combat normally. The raiders fight intelligently, and try to escape if the battle is going against them. Escaping raiders will eventually make a hyperspace jump to the shared CRP station located two grand strategic sectors from Earth. There, they will have their ships repaired as quickly as possible, then jump to Shamba.

4. AFTERMATH ON RUOKA

PCs remaining on Ruoka after the raid, or returning to Ruoka after a space battle with the raiders, should be given a tally of the damage done to the mine by the raiders and a statement of the amount of Xantium the raiders made off with from the finishing area below ground. Once this is done, read the PCs the following:

☆ ☆ ☆
Soon, you can see in the distance two hover cars drawing near to the mine facility. As the cars approach the main gate, you see they each carry Crystal Clone technicians. These technicians are obviously armed, but they do not appear to be hostile.
★ ★ ★
The hover cars come directly to the Computer Control/Administration area. The Crystal Clones disembark and try to enter these areas, searching for the PCs.

The Crystal Clones are not hostile to the PCs, but they are suspicious; for all they know, the raiders who just hit the mine were Star Team members.

The Crystal Clones provide medical assistance to any wounded PCs and assist in repairing PC spacecraft. However, their main purpose is to carry a message from the Crystal Folk: the PCs are requested to leave Ruoka as soon as possible. The Crystal Folk have decided the fact-finding commission is a failure, and are officially closing their planet to all off-worlders, Alliance and Empire alike!

If attacked, the Crystal Clones fight to the death, neither asking nor giving mercy to their attackers. If the Crystal Clones are killed, the Crystal Folk

conclude that the PCs are definitely hostile, and mass in the hundreds around the mine with the sole intention of coming in and killing the PCs. Should this happen, give the PCs 2d10 rounds from the time they first spot the Crystal Folk to escape in their spacecraft. If they do not, explain the situation and run combats with groups of 10 Crystal Folk at a time until the PCs are all dead. PCs who pass Luck checks are left for dead by the Crystal Folk.

NPC STATISTICS

Four Crystal Clones

STR	50	DEX	57	AGL	50
WPR	50	PER	40	PCN	57
STA	50	UMS	50	WNDS	13

SKILLS: Laser Pistol, Vet, 87; Laser Rifle, Vet, 87; Sword, Vet, 80; Engineering, Vet, 85; Medicine, Vet, 80

E/W/A: Laser pistol, Laser rifle, Beam saber, Medical skill kit, reflector plate armor

Current STA	Wounds
#1	0000000000000
#2	0000000000000
#3	0000000000000
#4	0000000000000

PART 5: FIREFIGHT IN PARADISE

This part of the adventure covers the PCs' actions on Shamba. Eventually, the PCs should come to Shamba, either as a result of the evidence provided to them in Part 3, or by following the raiding force (using Deep Space Tracking skill).

1. LANDING ON PARADISE

☆ ☆ ☆

You make your way easily to the Shamba system, and your landing there goes smoothly. Hangar fees for spacecraft are only 1 Chip per day; repairs can be made while the ships are stored at the standard cost of 5 Chips per point of stress damage. All you have to do is clear customs and locate the Pink Sunset Hotel.

★ ★ ★

The customs officials on Shamba, mainly brown Gorlons, are fairly lax in their duties. Each PC must pass a customs officer who asks, "Are you carrying any weapons, contraband, or other illegal materials in your luggage?" As long as the PCs answer "No," they may enter Shamba without any difficulty. PCs are *not* allowed through customs with any weapons visible; such weapons are confiscated, but there are no further consequences. In short, the PCs should be allowed an easy time getting onto Shamba.

2. A SECRET FRIEND

☆ ☆ ☆

As you gather your gear and begin making plans after passing through customs, a tall Tarsan in the dress of a Shamban transportation worker approaches you.

"Excuse me, but you appear to be in need of transportation. May I drive you somewhere? Perhaps you would like to see some of the lovely sights here in Paradise City? In this I can be most helpful."

As the Tarsan speaks, always acting lowly and humble, he gestures to emphasize what he is saying. Suddenly, you recognize a pattern in those gestures: the secret hand signs that indicate that he is a member of the Tarsan resistance and a "Joker" in the Star Team organization!

★ ★ ★

The Tarsan introduces himself as "Nyota, your guide to Paradise, at your service." He refuses to say anything about the Star Teams or the resistance until the PCs have safely boarded his taxi—a large hover car—and are skimming through the traffic of Paradise City.

Nyota was contacted by Commander Malako some time ago, and told to be on the lookout for the PCs; Malako heard about the bracelet found at the Xantium mine, and figured the PCs might be headed for Shamba.

In any event, Nyota has important news for the PCs, which he relates in the safety of the hover car.

☆ ☆ ☆

"Not long ago, a group landed here at the spaceport. Their appearance was most unusual; they were openly dressed as Star Team members, but the Imperial guards and customs officials took no special notice of them.

"We in the resistance were curious, and, through some careful use of bribes, learned that their craft were being stored in Hangar 121 at the spaceport under heavy guard. The group checked into the Pink Sunset Hotel, one of the most expensive resorts here in the city. They are in suite 3201, which occupies the entire 32nd floor of the building.

"Commander Malako thought this information might be useful, yes?"

★ ★ ★

Add to Nyota's statement the number of men arriving and the time of their arrival. The exact number and time of arrival depends upon the number of raiders who survived Part 4, and the amount of time it has taken them to reach Shamba.

Nyota is helpful to the PCs, but can furnish no further information. He will, of course, agree to take them to the Pink Sunset Hotel.

NPC STATISTICS

Nyota

RACE: Tarsan

STR	74	DEX	78	AGL	60
WPR	40	PER	60	PCN	62
STA	74	UMS	67	WNDS	15

Current STA:
Wounds: 000000000000000

SKILLS: Martial Arts, Rookie, 78; Laser Pistol, Rookie, 93; Laser Rifle, Rookie, 93; Demolitions, Rookie, 85; Disguise, Rookie, 84; Stunt Driving, Rookie, 76

E/W/A: Laser pistol hidden in driver's storage compartment of hover car. Laser rifle and Demolitions skill kit hidden at home.

DESCRIPTION: Nyota is a leader of the resistance on Shamba and a Joker in the Star Team organization. He is a dedicated, vicious fighter who assumes the appearance of a bowing, fawning servant. For this reason, he has never come under Imperial suspicion.

3. CHECKING IN

☆ ☆ ☆

"Welcome, to the Pink Sunset. We shall do everything we can to make pleasant your stay here. Long live His Majesty Frederick Constantine II, who protects our life of joy on this paradise planet. You wish a suite or room?"

Nyota wasn't kidding: from the looks of this place, it's not only one of the most expensive resorts on Shamba; it's one of the most expensive in the Wilderness Region! The posh furnishings shout money at you, and in the grand lobby are advertisements for every conceivable type of pleasure, all available without leaving the hotel. At the moment, however, the desk clerk is waiting for your answer to his question.

★ ★ ★

A moderate suite at the Pink Sunset costs the PCs 2 Chips per person per night. Just living in the hotel, and partaking moderately of the various services available, costs the PCs 5 Chips per day.

Nyota accompanies the PCs to the desk, acting as though he were some sort of personal servant. He advises them to register, then seek further information in the hotel's main bar about the party in room 3201. Once the PCs are safely registered, Nyota gives them his telecom number, at which he can be reached any time.

If the PCs do register, they are given a small suite on the 42nd floor. The desk clerk has no information about the men in 3201. Attempts to bribe him fail automatically.

4. THE SUNSET BAR

☆ ☆ ☆

The Sunset Bar, the main bar in the hotel, is large, expensive, and crowded with wealthy clientele of all races. A quick glance, however, reveals that the Tarsans and most of the Kleibors in the place are waiters or servants; the real money seems to belong to the large numbers of green Gorlons, Crassites, and Humans around. Quite a few Trakan and Gorlon females act as escorts for the wealthy.

A perceptive waiter quickly notes that your pocketbooks aren't as large as some in the place, and shunts you to a side table.

★ ★ ★

Allow the PCs some time to interact as they desire in the bar. Most of the Gorlons present are Imperial officers. There are many wealthy Crassite merchants, Human Imperial officers, and, of course, dozens of escorts. If the PCs seem likely to start a fight, remind them that this is a *very* posh establishment, and that the odds are so overwhelming against them that they have no chance of success.

Roll a secret general Perception check for each PC after they have been in the bar for five to ten minutes. Any PC passing the check glimpses a familiar face; go to the next encounter.

5. A FAMILIAR FACE

☆ ☆ ☆

You can hardly believe your eyes! There, barely visible across the crowded bar, stands none other than Baron Gruy, the Human Imperial overlord of Tamilla. As you watch, he says a few quick words to a Trakan seated at a table, gulps down a quick toast, and, surrounded by his guards, breezes out of the bar. At the doorway he pauses, waving away a bevy of female escorts who had hoped for more of the Baron's company.

★ ★ ★

The Baron came to Shamba to get a report from his raiding party on the mission to Ruoka. Having received his report from the Trakan at the table (who acts as agent for the raiders), the Baron is leaving Shamba, going immediately back to Tamilla aboard one of his destroyers, which awaits him at the spaceport.

The PCs have two profitable courses of action: they may either approach the Trakan with whom the Baron was speaking, or they may ap-

proach one of the female escorts who have been left in the bar by the Baron. An attempt to assassinate the Baron would be suicidal; still, if a PC does this, sacrificing his or her party for the glory, do one of two things if the attempt succeeds:

1. Create a new Baron of Tamilla for later adventures in your campaign.

2. Fudge the situation: the Baron's guards cover him and *regardless of wounds*, he is saved by "emergency medical attention" aboard the destroyer.

Gruy's Trakan contact, a shifty fellow named Dyengi, provides the PCs with the following information, if he is offered at least a 5 Chip bribe and has a favorable reaction to the PC doing most of the talking:

1. His business is supplying crack mercenaries for especially dangerous or delicate missions.

2. He has recently provided Gruy with a highly trained mercenary force for a *very* important mission.

3. The PCs look "experienced"; perhaps they are mercenaries in need of an agent to represent them?

4. The mercenaries who worked for Baron Gruy are here in the hotel; they could give Dyengi a good reference. If the PCs would care to call on them, Dyengi could arrange a meeting in their suite.

5. The mission for the Baron was very delicate indeed; don't be surprised to hear very soon that Baron Gruy has added a new planet to his domains—thanks to the effectiveness of the Trakan's forces!

If the PCs agree to meet Dyengi's mercenaries, he asks a waiter for a telecom, calls up to the raiders' suite, and arranges a meeting to take place in one hour. He describes the PCs in general terms, so the raiders will know them when they come up, but not so specifically that the raiders recognize the Star Team members they fought so recently on Ruoka.

If the PCs talk to one of the Baron's "escorts," they learn the following for a 2 Chip bribe and favorable direct action check:

1. A group of really tough guys is in suite 3201. The Baron hired several escorts, including this lady, for these males.

2. The males in 3201 must be really rich; they talked a lot about Xantium and must be involved in its trade in some way.

3. The males in 3201 are mean and frightening: they keep weapons around all the time, even though that's supposed to be against the law.

4. This lady must have pleased the males; they provided her with a key to the front door of their suite.

For an additional 5 Chip bribe, the PCs can obtain the key from the female escort.
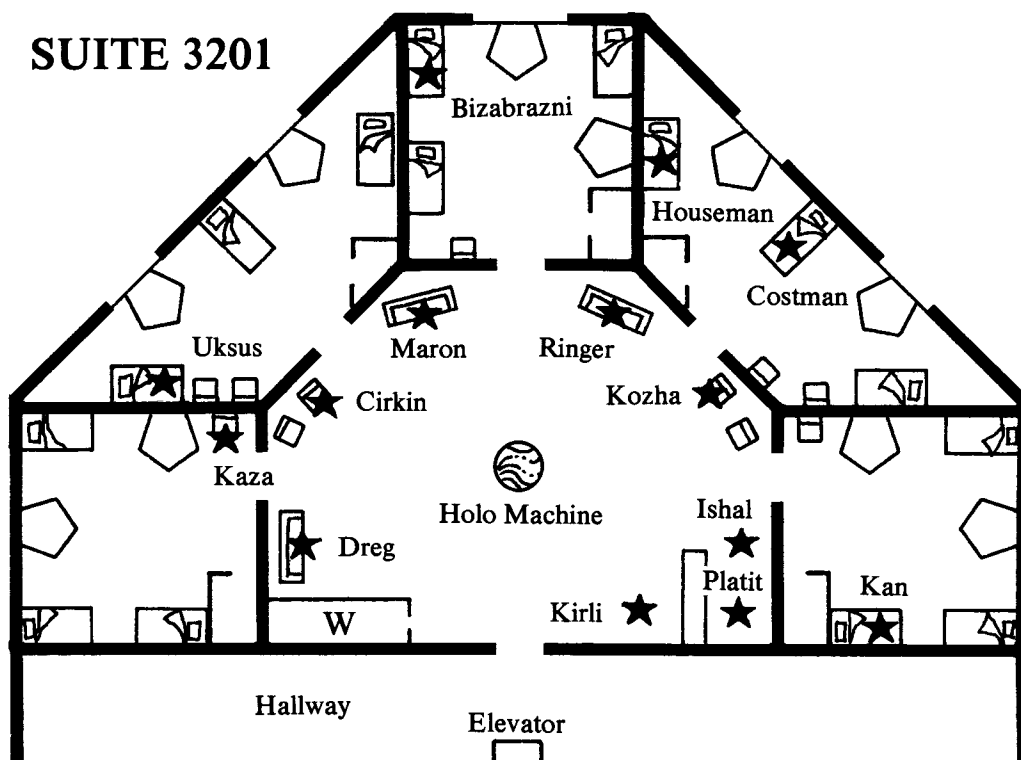
NPC STATISTICS

Baron Gruy

RACE: Human

STR	50	DEX	74	AGL	54
WPR	52	PER	56	PCN	60
STA	66	UMS	52	WNDS	13

SUITE 3201

Bizabrazni

Houseman

Costman

Uksus   Maron   Ringer

Cirkin   Kozha

Kaza

Holo Machine   Ishal

Dreg

W   Kirli   Platit   Kan

Hallway

Elevator

26

Current STA:
Wounds: 0000000000000

SKILLS: Sword, Ace, 107; Space-craft Piloting, Ace, 118; All beam weapons, Vet, 104; Emergency Space-craft Repair, Vet, 92; Bargaining, Rookie, 69; Mechanics, Rookie, 82

E/W/A: The Baron carries a beam saber and laser pistol. He wears re-flector plate armor, hidden beneath his luxurious robes.

20 Body Guards

RACE: Human

STR	56	DEX	62	AGL	54
WPR	50	PER	50	PCN	56
STA	62	UMS	55	WNDS	14

SKILLS: Martial Arts, Vet, 86; Sword, Vet, 85; Laser Pistol, Vet, 92; Laser Rifle, Vet, 92

E/W/A: Each carries a beam saber a laser pistol. Each wears reflector plate armor beneath his robes.

Dyengi (Mercenary Agent)

RACE: Trakan

STR	50	DEX	57	AGL	50
WPR	60	PER	70	PCN	68
STA	40	UMS	50	WNDS	12

Current STA:
Wounds: 000000000000

SKILLS: Martial Arts, Vet, 85; Laser Pistol, Vet, 87; Thrown Weapon, Sensory Knife, Vet, 84; Bargaining, Vet, 95

E/W/A: Concealed laser pistol, two concealed sensory knives

Zryeli (Escort)

RACE: Trakan

STR	46	DEX	62	AGL	72
WPR	50	PER	56	PCN	54
STA	40	UMS	59	WNDS	12

Current STA:
Wounds: 000000000000

SKILLS: Thrown Weapon, Sensory knife, Vet, 84; Thrown Weapon, Dagger/Knife, Vet, 84; Bargaining, Ace, 108

E/W/A: Carries a concealed sensory knife, for her own protection.

6. FIREFIGHT IN 3201

One way or another, the PCs are bound to wind up going to suite 3201 to confront the raiders. They may enter the suite in any number of ways; regardless of when or how they enter, the NPC raiders are scattered through-out the suite initially as shown on the Raiders' Suite Map. Note that the map shows a location for all 14 raiders; simply delete any who were killed in the raid.

The raiders immediately recognize the PCs unless the PCs have taken special precautions, such as use of Disguise skill. The raiders are sea-soned fighters, and react quickly and violently to any threat: as soon as they recognize the PCs, they attack and attempt to kill as many PCs as pos-sible. They don't mind committing murder in the hotel; after all, they are under Imperial protection.

Each raider carries the weapons listed in his NPC description; in ad-dition, the following weapons are in the closet marked "W" on the map: 10 laser rifles, 3 PPRs, and 2 grenade launchers.

The raiders fight until only one or two are left alive. These survivors try to offer a deal to the PCs: if the PCs let them live, they'll let the PCs in on the Baron's plans. If the PCs accept this deal, they learn the entire plan of the Baron and the Empire as given in the CM's Plot Summary in Part 1. They also learn that even as they speak, the Baron prepares to send his cruiser, the Baron Gruy (a secret weapon until now), to Ruoka at once. The cruiser will escort two standard passenger liner ships carrying a force of 400 crack troops to serve as an occupying force on Ruoka. Finally, the PCs

learn that all the Xantium stolen from Ruoka is aboard the vessels in Hangar 121 at the spaceport, guarded by 20 crack Gorlons with heavy weapons.

Two Kleibors
(Ishal and Kirli)

STR	50	DEX	40	AGL	50
WPR	57	PER	57	PCN	57
STA	50	UMS	50	WNDS	13

Current STA	Wounds
Ishal	0000000000000
Kirli	0000000000000

SKILLS: Spacecraft Piloting, Vet, 79; Sword, Vet, 80; Laser Rifle, Vet, 70; Laser Pistol, Vet, 70; Noetic Defense Mode, Vet, 87; Telekinesis, Vet, 84

E/W/A: Laser rifle, Monofilament sword

Two Trakans
(Uksus and Bizabrazni)

STR	50	DEX	57	AGL	50
WPR	50	PER	57	PCN	50
STA	40	UMS	50	WNDS	12

Current STA	Wounds
Uksus	000000000000
Bizabrazni	000000000000

SKILLS: Spacecraft Piloting, Vet, 83; Laser Pistol, Vet, 87; Laser Rifle, Vet, 87; Automatic Rifle, Vet, 87.

E/W/A: Laser pistol

Two Humans
(Carl Dreg and Bart Ringer)

STR	50	DEX	50	AGL	50
WPR	50	PER	50	PCN	50
STA	50	UMS	50	WNDS	13

Current STA	Wounds
Dreg	0000000000000
Ringer	0000000000000

SKILLS: Spacecraft Piloting, Vet, 80; Martial Arts, Vet, 80; Sword, Vet, 80; Laser Pistol, Vet, 80; Laser Rifle, Vet, 80; Grenade Launcher, Vet, 80; Demolitions, Vet, 80

E/W/A: Beam saber, laser pistol

Maron

RACE: Kleibor

STR	78	DEX	36	AGL	50
WPR	58	PER	56	PCN	60
STA	80	UMS	64	WNDS	15

Current STA:
Wounds: 000000000000000

SKILLS: Spacecraft Piloting, Ace, 104; Wrestling, Vet, 94; Sword, Ace, 119; Laser Pistol, Rookie, 51; Grenade Launcher, Vet, 66; Noetic Defense Mode, Vet, 89; Shock, Vet, 96

E/W/A: Beam saber, Laser pistol

Platit

RACE: Trakan

STR	52	DEX	68	AGL	58
WPR	50	PER	72	PCN	70
STA	40	UMS	55	WNDS	12

Current STA:
Wounds: 000000000000

SKILLS: Spacecraft Piloting, Vet, 96; Automatic Rifle, Ace, 123; Thrown Weapon, Sensory Knife, Vet, 90; Demolitions, Vet, 99; Security Devices, Ace, 118

E/W/A: Four Sensory knives

Roger Costman

RACE: Human

STR	64	DEX	72	AGL	56
WPR	50	PER	58	PCN	70
STA	68	UMS	60	WNDS	14

Current STA:
Wounds: 00000000000 000

SKILLS: Spacecraft Piloting, Rookie, 81; Martial Arts, Ace, 116; Laser Pistol, Vet, 102; Laser Rifle, Vet, 102; Thrown Weapon, Sensory Knife, Vet, 98; Mechanics, Vet, 101

E/W/A: Eight shurikens, laser pistol, two sensory knives

Harold Houseman

RACE: Human

STR	52	DEX	56	AGL	50
WPR	50	PER	46	PCN	60
STA	56	UMS	51	WNDS	13

Current STA:
Wounds: 0000000000000

SKILLS: Spacecraft Piloting, Rookie, 71; Sword, Vet, 81; Laser Pistol, Vet, 86; Laser Rifle, Vet, 86; Shock, Vet, 84

E/W/A/: Monofilament sword, laser pistol

Kozha

RACE: Trakan

STR	48	DEX	60	AGL	52
WPR	54	PER	68	PCN	74
STA	40	UMS	50	WNDS	12

Current STA:
Wounds: 000000000000

SKILLS: Spacecraft Piloting, Vet, 92; Automatic Rifle, Vet, 90; Laser Pistol, Vet, 90; Computers, Vet, 92

E/W/A: Laser pistol

Kaza

RACE: Trakan

STR	46	DEX	72	AGL	68
WPR	54	PER	60	PCN	58
STA	40	UMS	57	WNDS	12

Current STA:
Wounds: 000000000000

SKILLS: Spacecraft Piloting, Rookie, 81; Blackjack, Vet, 87; Beam Saber, Vet, 87; Laser Pistol, Rookie, 87; Laser Rifle, Vet, 102; Security Devices, Vet, 90

E/W/A: Blackjack, beam saber, laser pistol

Kan

RACE: Kleibor

STR	78	DEX	32	AGL	50
WPR	54	PER	46	PCN	72
STA	78	UMS	64	WNDS	15

Current STA:
Wounds: 000000000000000

SKILLS: Spacecraft Piloting, Vet, 82; Wrestling, Vet, 94; Beam Saber, Vet, 94; Laser Rifle, Vet, 62; Noetic Defense Mode, Vet, 93; Shield Ship, Vet, 96; Shock, 98

E/W/A: Beam saber, Laser rifle

Cirkin

RACE: Kleibor

STR	60	DEX	36	AGL	54
WPR	56	PER	48	PCN	68
STA	78	UMS	57	WNDS	15

Current STA:
Wounds: 000000000000 000

SKILLS: Spacecraft Piloting, Vet, 83; Martial Arts, Vet, 82; Short handled weapons, Vet, 87; Automatic Rifle, Vet, 66; Ignore Pain, Vet 82; Levitation, Vet, 88

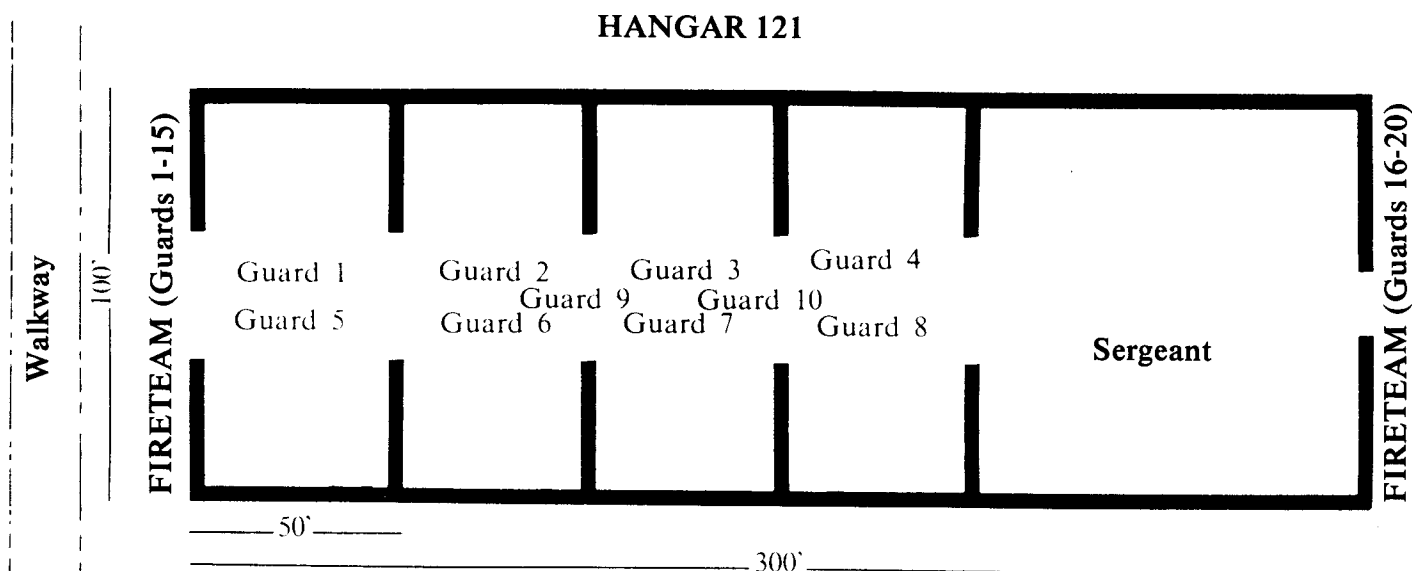E/W/A: Shock Mace

7. HANGAR 121

Use this encounter if and when the PCs try to recover the stolen Xantium.

☆ ☆ ☆

Surveying Hangar 121, you can see that both hangar doors are secured shut. Five Gorlon guards (one standard Imperial fireteam) stand outside both doors. Each fireteam is commanded by a Corporal, who carries a small radio in addition to his weapons.

★ ★ ★

If the PCs scout the area at all, describe the area shown on the map of Hangar 121. Do not show them this map, however, until they actually

HANGAR 121

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Walkway   |100'|   FIRETEAM (Guards 1-15)
```

FIRETEAM (Guards 1-15)

FIRETEAM (Guards 16-20)

Guard 1   Guard 2   Guard 3   Guard 4
                      Guard 9   Guard 10
Guard 5   Guard 6   Guard 7   Guard 8

Sergeant

— 50' —

— 300' —

fight their way inside the hangar, because the map shows the locations of the guards inside the hangar.

Allow the PCs to make any plan they want to get inside the hangar. Of course, guards both inside and outside the hangar resist to the death.

The guards inside are two more Gorlon Imperial fireteams, each commanded by a corporal with a radio, and a sergeant in overall command of the guard squad (as in the Military Organization Chart on p. 4 of the *Wilderness Briefing Manual*). Any corporal, or the sergeant, left alive after the first round of combat uses his radio at the first opportunity to call for help. This help is a full platoon of Gorlon Imperial soldiers, a captain in command. The reinforcements begin arriving in 2d10 rounds, at the rate of 1 squad per round. The Captain is with the last squad. All squads arrive from the north, along the walkway across from the hangar.

Inside the hangar are all the raiders' ships which survived the raid in Part 4. Also here is one cargo ship, which carries all the Xantium taken in both the raids on Ruoka.

Remember that the PCs' ships are stored in Hangar 119, very close to Hangar 121.

If the PCs reach their ships and get off the ground alive, they are pursued by 9 Imperial interceptors. The interceptors attack as soon as the PCs enter deep space; they have been patrolling in orbit around Shamba on an intercept course directed by the spaceport authorities.

The interceptors try to destroy the PC craft, but fight only until five interceptors have been destroyed. Then, they try to escape at the earliest possible moment.

NPC STATISTICS

Statistics are given only for the 20 Gorlons guarding the hangar, their Sergeant, and the Captain commanding the reinforcing platoon. Use standard Gorlon NPCs; keep track of wounds and damage to reinforcing Gorlons on a separate sheet of scratch paper.

20 GORLON Imperial Infantry

STR	58	DEX	50	AGL	76
WPR	50	PER	32	PCN	48
STA	76	UMS	67	WNDS	15

SKILLS: Each has Laser Rifle skill, Vet, 80. Those with Grenade Launchers also have Vet level skill with that weapon, score 80. The Captain

has Vet level skill with Laser Pistol, 80.

E/W/A: Laser rifle, reflector plate armor. Each Gorlon marked "(GL)" on the damage listing below has a Grenade Launcher with frag grenades instead of a Laser rifle. The Captain carries a Laser rifle and Laser pistol.

Current STA	Wounds
#1 (Corporal)	000000000000000
#2	000000000000000
#3	000000000000000
#4	000000000000000
#5 (GL)	000000000000000
#6 (Corporal)	000000000000000
#7	000000000000000
#8	000000000000000
#9	000000000000000
#10 (GL)	000000000000000
#11 (Corporal)	000000000000000
#12	000000000000000
#13	000000000000000
#14	000000000000000
#15 (GL)	000000000000000
#16 (Corporal)	000000000000000
#17	000000000000000
#18	000000000000000
#19	000000000000000
#20 (GL)	000000000000000
#21 (Sergeant)	000000000000000
#22 (Captain)	000000000000000

This is the climax of the adventure. In this part, the Star Team members must race to Ruoka in an attempt to stop Baron Gruy's forces from landing on the planet as the first step in Imperial occupation. To do this, the PCs must battle the cruiser *Baron Gruy* itself.

There are no separate encounters presented in this part of the adventure; instead, the CM is given all the information he or she needs to run the battle. Give descriptions to the PCs depending upon what their actions would allow them to see and know.

Baron Gruy's forces for the battle consist of the cruiser *Baron Gruy*, two standard passenger liners used as troop transports, and 12 Imp fighters. This force was assembled at the the shared CRP station located two grand strategic sectors from Earth. From there, it jumped to Ruoka. Before beginning the battle, the CM should roll for stress damage from the jump to each of the ships in the Baron's force.

As you stage this battle, assume that the Baron's forces have just arrived out of hyperspace at the same time that the PCs make their jump into the Ruoka sector. Roll stress damage normally for the PC ships, and for Gruy's forces as they make the jump from Tamilla. Sighting between the Imp fighters and the PCs takes place at the standard range of 20 tactical sectors.

Set up the Baron's Imp fighters on one of the short edges of the battle board; allow the PCs to set up their craft in any hexes 20 away from the Imps. Tell them their scanners detect three large craft approaching as well. The passenger liners and the *Baron Gruy* should enter the map during their side's movement step of the second round of combat.

If at any time the PCs communicate with Commander Malako and let him know what is happening, he readies and dispatches reinforcements to join the PCs. However, it takes 1d10 minutes to get these reinforcements launched. They jump directly from Wilderness to Ruoka, with all the usual navigational hazards.

Roll secretly to see how long it will take these reinforcements to arrive, and determine their damage. Depending upon when the PCs communicate with Malako and what they tell him, these reinforcements may not arrive in time for the battle. The reinforcements that Malako sends are listed below.

Malako also informs the PCs that the political situation in the Alliance Senate has handcuffed the Alliance fleet: they are still prohibited from engaging Baron Gruy's forces.

Boarding Actions

A boarding action in this battle is unlikely. In the event the PCs do begin a boarding action against either of the transports or the cruiser, the CM can improvise the ship interiors as play proceeds. The NPC troops or cruiser crew members should be encountered in groups of 10 to 20 after the initial boarding. These NPCs are all experienced fighters, and resist to the bitter end. Under no circumstances should the CM make the capture of any of these ships easy for the PCs.

After The Battle

To succeed in preventing Imperial occupation of Ruoka, the PCs must destroy at least both of the passenger liners carrying Baron Gruy's troops. If they do this, and then present what evidence they have gathered to Commander Malako for transmission to the Ruokans, there is a 50% chance the Crystal Folk reenter the Alliance as full partners, allowing mining operations to resume. If the PCs return all the Xantium that was stolen by the raiders, this chance is increased to 80%. If the PCs by some miracle actually capture the *Baron Gruy*, they can discover that its computer files contain information which fully reveals the Imperial plan for the seizure of Ruoka and clears the Star Teams of any connection with the raids. The Crystal Folk, if presented this evidence, automatically return to the Alliance as active members and allow mining operations to resume.

Capturing the *Baron Gruy*

As noted above, there is a possibility (although it is *extremely* slim) that the PCs will actually capture the cruiser *Baron Gruy* during the space battle. This event presents no real problem if this adventure scenario is being played without connection to other adventures. On the other hand, if the adventure scenario is being played as part of a campaign, such an event presents the CM with a very real problem: suddenly the PCs have a 500,000 Chip ship on their hands, which is probably a lot more money than the CM wants the PCs to have at this stage in their campaign.

There are several alternative ways the CM can handle this situation in campaign play, depending upon what the PCs choose to do with the ship.

1. If the PCs decide to keep the cruiser, the CM can point out that the cruiser requires a crew of at least 40 to function at full battle effectiveness with all weapons manned. Other Star Team members can be hired as mercenary crew members, but only on a mission by mission basis. The minimum cost for such crew members should be 20 Chips plus expenses per mission. If the mission involves any excessive dangers, the cost per crew member should escalate rapidly to 30, 40 or even 50 Chips per crew member.

In addition, Malako will (of course) want occasional use of the ship for other Star Team purposes. The PCs may or may not be involved in such missions, and there is always the chance, however slim, that the ship will be damaged severely in combat during such a mission.

2. The PCs may decide to sell the ship. In such a case, the CM may roleplay the usual sales procedures, but always with the same result: there are no buyers for such a property. An Imperial cruiser is just too hot an item for even desperate black marketeers to handle: it's too hard to conceal, and the penalty for illegal possession of such a ship is certain death.

The PCs could strip the ship of its weapons, computers, and other valu-

able and sell these individually, but the wise CM will string this procedure out over several months of game time so that the PCs are never given too great an amount of money at any one time.

3. The CM could reasonably decide that he or she simply doesn't want the PCs to have either the ship or the money such a ship could bring. In such a case, the CM could inform the PCs, through Malako, that the Alliance needs the cruiser for intelligence and security reasons. In fairness to the PCs, have the Alliance agree to pay a set sum each month to the PCs, up to about half the total value of the ship. If the payments are stretched over 20 years, this comes to about 1000 Chips per month. The CM should be able to accomodate this amount into his or her campaign easily.

NPC CRAFT

Note that in the statistics below, the two passenger liners have damage boxes for crew hits. These boxes reflect the troops the liners carry, not the liner crews themselves.

Twelve Imp Fighters

Stress Points: 60 Combat Speed 9
VCR: 60   Crew: 1

DAMAGE:

Stress Points	Boxes			
1	Front laser 0	Rear missile 0		
	Drive 0	Control 0		
2	Front laser 0	Rear missile 0		
	Drive 0	Control 0		
3	Front laser 0	Rear missile 0		
	Drive 0	Control 0		
4	Front laser 0	Rear missile 0		
	Drive 0	Control 0		
5	Front laser 0	Rear missile 0		
	Drive 0	Control 0		
6	Front laser 0	Rear missile 0		
	Drive 0	Control 0		
7	Front laser 0	Rear missile 0		
	Drive 0	Control 0		
8	Front laser 0	Rear missile 0		
	Drive 0	Control 0		
9	Front laser 0	Rear missile 0		
	Drive 0	Control 0		
10	Front laser 0	Rear missile 0		
	Drive 0	Control 0		
11	Front laser 0	Rear missile 0		
	Drive 0	Control 0		
12	Front laser 0	Rear missile 0		
	Drive 0	Control 0		

Two Standard passenger Liners
(Acting as troop carriers)

Stress Points: 150 Combat Speed: 4
VCR: 60   Crew: 4
Carrying: 200 Gorlon troops each

DAMAGE:

Stress Points	Damage Boxes	
#1	Drive:	000
	Control:	000
	Crew:	00000000
#2	Drive:	000
	Control	000
	Crew:	00000000

Cruiser *Baron Gruy*

Stress Points: 900 Combat Speed: 4
VCR: 80   Crew: 450

DAMAGE:
Stress Points:
Damage Boxes:
  Front: 4 +30 lasers 0000
  Front and side: + 50 plasma gun 00
                        +50 plasma gun 00
  Rear and side: +50 plasma gun 00
                        +50 plasma gun 00
  Left side: 4 +20 lasers 0000
            6 lasers 000000
            4 missile launchers 0000
  Right side: 4 +20 lasers 0000
            6 lasers 000000
            4 missile launchers 0000
  Rear: 4 +30 lasers 0000
  Drive: 0000000000
  Control: 0000000
  Crew: 000000000
        000000000

NPC STAR TEAM REINFORCEMENTS

Two PC-100 Hawks

Stress Points: 140 Combat Speed: 7
VCR: 60   Crew: 8

DAMAGE:
Stress Points:
#1
#2
Damage Boxes:

1 Front:	+20 laser 0	missile	0
	+20 laser 0	missile	0
Left side:	Laser 0	Laser	0
Right side:	Laser 0	Laser	0
2 Front:	+20 Laser 0	Missile	0
	+20 laser 0	Missile	0
Left side:	Laser 0	Laser	0
Right side:	Laser 0	Laser	0
Rear:	+10 laser 0	Missile	0
	+10 laser 0	Missile	0

Drive: 0000
Control: 000

Note: Assume all crewmen have Vet level Spacecraft Piloting skill score of 80.

Two FX-100 Griffins

Stress Points: 120 Combat Speed: 7
VCR: 60   Crew: 4

DAMAGE:
Stress Points:
#1
#2
Damage boxes:
#1 Front: +10 Laser 0 Missile 0
  Front and side: Laser 0
  Rear and side: Laser 0
  Rear: +10 laser 0 Missile 0
  Drive: 000
  Control: 000
#2 Front: +10 Laser 0 Missile 0
  Front and sides: Laser 0
  Rear and sides: Laser 0
  Rear: +10 laser 0 Missile 0
  Drive: 000
  Control: 000

Note: All crewmen have Vet level Spacecraft Piloting skill score of 80.

NPC STATISTICS

Troops being transported aboard the two liners are standard Gorlon Imperial infantry, organized into two standard platoons per liner. Crewmen on the *Baron Gruy* are standard humans armed with laser rifles and wearing body suits; one in five is also armed with either a beam saber, monofilament sword, or sensory knife. Determine additional armament by rolling percents: 01-33 = beam saber; 34-67 = monofilament sword; 68-00 = sensory knife.

SKILLS: Spacecraft Piloting, Rookie, 81; Martial Arts, Ace, 116; Laser Pistol, Vet, 102; Laser Rifle, Vet, 102; Thrown Weapon, Sensory Knife, Vet, 98; Mechanics, Vet, 101

E/W/A: Eight Shurikens, Laser pistol, Laser rifle, two Sensory knives, Mechanics skill kit, Star Team field armor

Harold Houseman (Crewman #4)

RACE: Human

STR	52	DEX	56	AGL	50
WPR	50	PER	46	PCN	60
STA	56	UMS	51	WNDS	13

Current STA:
Wounds: 000000000000

SKILLS: Spacecraft Piloting, Rookie, 71; Sword, Vet, 81; Laser Pistol, Vet, 86; Laser Rifle, Vet, 86; Shock, Vet, 84

E/W/A: Monofilament sword, Laser pistol, Laser rifle, Star Team field armor

CREW OF GRIFFIN #2

Kozha (Pilot)

RACE: Trakan

STR	48	DEX	60	AGL	52
WPR	54	PER	68	PCN	74
STA	40	UMS	50	WNDS	12

Current STA:
Wounds: 00000000000

SKILLS: Spacecraft Piloting, Vet, 92; Automatic Rifle, Vet, 90; Laser Pistol, Vet, 90; Computers, Vet, 92

E/W/A: PPR, Laser pistol, Star Team field armor

Kaza (Crewman #2)

RACE: Trakan

STR	46	DEX	72	AGL	68
WPR	54	PER	60	PCN	58
STA	40	UMS	57	WNDS	12

Current STA:
Wounds: 00000000000

SKILLS: Spacecraft Piloting, Rookie, 81; Blackjack, Vet, 87; Beam Saber, Vet, 87; Laser Pistol, Rookie, 87; Laser Rifle, Vet, 102; Security Devices, Vet, 90

E/W/A: Blackjack, Beam saber, laser pistol, laser rifle, Star Team field armor

Kan (Crewman #3)

RACE: Kleibor

STR	78	DEX	32	AGL	50
WPR	54	PER	46	PCN	72
STA	78	UMS	64	WNDS	15

Current STA:
Wounds: 000000000000000

SKILLS: Spacecraft Piloting, Vet, 82; Wrestling, Vet, 94; Beam Saber, Vet, 94; Laser Rifle, Vet, 62; Noetic Defense Mode, Vet, 93; Shield Ship, Vet, 96; Shock, 98

E/W/A: Beam saber, Laser rifle, Star Team field armor

Cirkin (Crewman #4)

RACE: Kleibor

STR	60	DEX	36	AGL	54
WPR	56	PER	48	PCN	68
STA	78	UMS	57	WNDS	15

Current STA:
Wounds: 000000000000000

SKILLS: Spacecraft Piloting, Vet, 83; Martial Arts, Vet, 82; Short handled weapons, Vet, 87; Automatic Rifle, Vet, 66; Ignore Pain, Vet, 82; Levitation, Vet, 88

E/W/A: Shock Mace, PPR, Star Team field armor

Baron Gruy

RACE: Human

STR	50	DEX	74	AGL	54
WPR	52	PER	56	PCN	60
STA	66	UMS	52	WNDS	13

Current STA:
Wounds: 000000000000

SKILLS: Sword, Ace, 107; Spacecraft Piloting, Ace, 118; All beam weapons, Vet, 104; Emergency Spacecraft Repair, Vet, 92; Bargaining, Rookie, 69; Mechanics, Rookie, 82

E/W/A: The Baron carries a beam saber and laser pistol. He wears reflector plate armor, hidden beneath his luxurious robes.
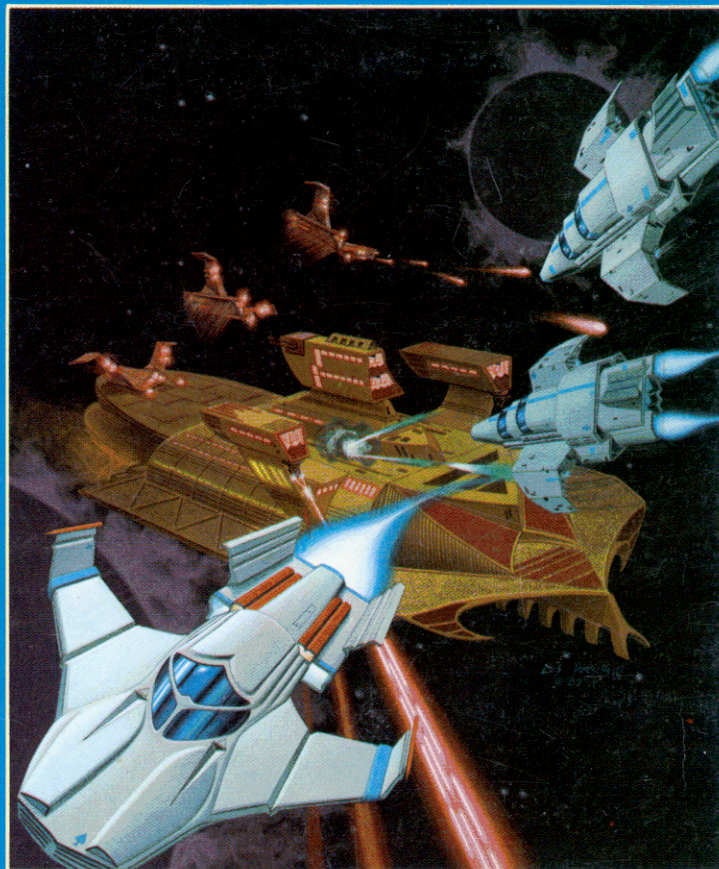
LIGHTSPEED RAID

By Mark Acres

The Trakan pilot at your wing sends out a brief, crackling message as your spacecraft skim the lifeless surface of the planet Ruoka:

"I know this is some kind of Crystal Clone hotspot, but I wouldn't want to live here. What's more, looks like a rotten place for a visit."

You can't really blame her: endless stretches of silicon desert don't add up to many folks' idea of paradise. However, beneath that wasteland is enough Xantium crystal to power every spacecraft in the galaxy; both the Star Teams and the Alliance have been lucky enough to keep a sweetheart arrangement going with the strange Ruokan Crystal Folk.

That is, until three weeks ago.

Why would a group of Star Team members get up a cut-and-run raid on a Ruokan Xantium mine? That is, if the raiders were Star Team members at all? And what about those Imperial hoodlums who are trying to snuggle up to the Crystal Folk, promising "protection from Star Team aggression"? For sure, a cool reception is waiting for you down there; problem is, there's no telling what else is brewing—all because somebody cooked up a heavy-duty LIGHTSPEED RAID.

LIGHTSPEED RAID is a STAR ACE™ adventure packed with enough action, intrigue, and suspense to challenge any Veteran Star Team member. Inside, you'll find a wild and dangerous adventure that takes you on a breakneck interplanetary chase. You'll also find character cards, maps, and hours of role-playing fun. Be sure to look for other fine products from Pacesetter.

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