



Premium Non Nocere

by Jason Watson

*A distress call. An abandoned medical freighter. A conspiracy.
Will the PCs choose the right side?*

This adventure can be used as stand-alone one-shot or as part of a larger campaign. It can be used for players of any level and experience and is designed to give players agency and blend a mixture of intrigue and combat.

The crew receives a signal requesting help finding and investigating a medical freighter stranded in deep space.

InterstellarMedical is a corporation which provides medical aid for multiple systems across the galaxy. The company facilitates the transfer of medical supplies and personnel and is capable of managing mass scale disease recognition and management, as well as disaster response, particularly during times of interplanetary war. The various freighters and ships it has at its disposal are deployed depending on the type of incident; the '1B' freighters are built with a self contained hospital wing, and although not capable of transporting patients on a planet-scale level, they are ideal for isolating high-risk patients during communicable disease incidents. The 1B freighters were highly valuable during the Rigellian Fever crisis in the Tarvak systems years ago.

A Rescue Mission

The Comms officer sits at her station working through various dials and channels, splitting her focus between the multiple screens and flashing lights in front of her; trying to detect the subtle changes in frequencies through her headset. Out of the corner of the officer's eye a red light begins blinking, her eyes take a moment to focus before she turns towards the commander.

"We have an incoming comms request Commander?"

The commander turns towards her, his face a mixture of confusion and intrigue.

"Science it on screen"

The space filled screen in front of the command deck was bordered by various readouts from engine status and hull integrity, the display then illuminates with the face of a dark skinned human woman, black hair carefully pulled back and wearing thick glasses and a lab coat that reads Interstellar Medical.

The Clinical Director of Interstellar Medical, Nima Malorin, alerts the PCs to an incident that she would like their help with. The ship computer aboard *Medical Freighter 2571B* has activated a distress beacon; this only happens when there has been a critical systems failure or the crew has become incapacitated. The

Kerrin

A small red planet plagued by sand storms and scorching temperatures. A once prosperous and affluent planet, situated in a system full of gas giants supported by an O6IV star called Caeruleus, for years the planet enjoyed the benefits of mining and extracting helium for fuel. Now the helium filled atmospheres of these giants lies depleted and too dangerous and unstable to mine. Kerrin sought out other systems to sustain its growth, but a war with another planet over an uninhabited system left Kerrin a shell of its former self. Its large cities now stand in disrepair and most of the populations are forced to live in cavernous underground tunnel networks to hide from the perilous weather systems.

Gythos

The Empire of Gythos is a system-wide collection of colonies and space stations named after the G1III star that supports the Empire's homeworld of Ballaria. Its power reaches far beyond its own system, with several outer colonies settling in various regions of the galaxy. The Empire of Gythos is a bureaucratic and highly functioning society with a particularly effective armed forces group, and the Empire believes that wherever the light of Gythos travels so should they.

The Gythosians of past generations acquired most of their constituents through warfare, and focused most of their efforts on aggressive expansion and development of weapons technology. Of recent years, however, the Empire's main objectives has been to aid troubled systems and support dying civilizations.

ship's beacon originates from a location in charted space less than 5 parsecs away and Nima would like the players and their crew to investigate.

Nima wants the safe return of the crew and medical staff and the securing of medical supplies destined for Kerrin. She seeks to avoid large scale publicity, and fears the loss of her old friend Captain Marcus Drissdon who is in command of the vessel.

Nima offers payment of 5000cr for the rescue mission.

A noble figure, Nima is prone to selfless acts of heroism, and despises greed in all its forms.

She reveals that more than 900 medical staff, 450 crew, 100 patients, and an ambassador are aboard the vessel. Preliminary reports make it difficult to ascertain the exact cause of the distress beacon. It was activated by the ship's backup systems, which she finds most concerning. Nima is worried that known activist groups in the area may have attacked the ship.

The ambassador, Brax Felton, represents the government of Gythos, a system which was once at war with Kerrin. The government of Gythos funded this mission to Kerrin. Nima is concerned that any harm that comes to him will result in public embarrassment for the company and potential blame to fall on Kerrin., risking escalation and war.

Nima supplies the PCs with the ID code and access to the distress beacon frequency.

If the players probe further, a *Demanding* [21] CHA check will reveal that the ship was also carrying a laboratory for the purposes of developing a vaccine for the people of Kerrin, but Nima will not disclose why.

Finding the Freighter

The Medical Freighter sits silently in space, the blue light of the nearby star falls on its identification markings clearly noted along the side of its dark grey hull.

'2571b'

The sharp and blocky appearance of the vessel suggests the freighter was built for purpose and not style. Any commander worth his bolts could see this ship had no weapons capacity, nor should it need too. These 'Mercy Ships' were considered "out of bounds", even for the most vile rebel groups and bounty hunters. If it was believed to be true, that an activist group had attacked this vessel, it would be an act that would shock every colony and group; no matter their code or creed.

The ship in front of you lies dormant, its engines long since deactivated, the only signs of life sat with the flickering lights from the hole in the cargo section of the ship.

The PCs have been given the co-ordinates of *Medical Freighter 2571B's* distress beacon by Nima, and so the PCs may make haste their in whatever vessel they have available.

A navigations officer may input the co-ordinates and make a *Routine [10]* LOG check. Double fuel is spent on a fail.

An engineering officer makes a *Routine [10]* LOG check. There is a one-day delay on a fail.

A sensors technician makes a *Challenging [13]* INT check. The vessel runs into debris from the freighter on a fail, causing 1d6 damage to the ship.

Once they find *Medical Freighter*

2571B, Routine [10] LOG scans of the ship reveal the following information:

1. Significant hull damage with floating debris can be detected around the ship.
2. The main docking bay has been destroyed, meaning that a spacewalk will be required to board.
3. The cargo bay has been destroyed.
4. Two escape pods have been jettisoned.
5. There is a large portion of the freighter missing. Comparing a scan with archived blueprints suggest that the vessel's entire medical facility is missing.



CONTROL PANELS ON THE 2571B

Lighting (offline). Switching the lighting online turns off emergency lighting and bright lights will illuminate most areas of the ship.

Security systems (damaged). The security systems have been damaged, crew are unable to access information regarding security systems, past or present from anywhere apart from the Control Centre

Tactical security systems (offline). If tactical security systems are activated, two **sentry droids** will activate and move out of panels in the corridor and attack the party, unless accompanied by a member of the freighter's crew. Once activated the TSS cannot be switched to offline until the droids in the area have been destroyed.

System analysis (online). Systems analysis reveals little information apart from critical hull damage, and a cargo hull breach.

Engines (offline). Switching engines online causes the entire ship to jolt, and a large explosion can be heard from deep within the ship. The PC's main ship will see a large explosion with further debris sent out from the ship. If this happens the navigation system will be switched offline, and a further warning will be displayed on the access panel:

<systems shutdown protocol accelerated>

Life support (online). Life support systems relates to the oxygen mixture in the ship's atmosphere. Switching this offline will mean the crew will need to wear respirators to explore the ship. This will not affect the life support systems in the laboratory.

Defense systems (online). The external defensive shields remain online. This would suggest to the PCs that the damage was not an external attack.

Communications (offline). Switching comms online will reveal errors unless in control center or command center.

Navigation systems (online). Switching these systems off will deactivate the navigation systems in the Navigations Deck and Command Deck.

Lifeboat systems (malfunction). The lifeboat systems are offline, it will require a *Demanding* [21] LOG check to switch these systems online. Doing so will allow the crew access to the lifeboats.

Lifeboat tracking (malfunction). Lifeboat tracking has malfunctioned. Information about the whereabouts of the lifeboats can only be obtained from the Control Center on Deck 3.

Command override (online). These systems primarily ensure the safety of the crew in the event they become incapacitated. This system is redundant.

Command Deck systems (offline). These systems provide power and readouts to the displays on the Command Deck. While offline every screen and HUD display on the Command Deck will be blank.

Graviton generator (online). Switching these systems offline will remove simulated gravity. All areas of the ship will require zero-g movement.

Thermoregulation (online). These systems affect the temperature aboard the vessel. If switched offline, the ship gains the Cold environmental status. This does not affect the Laboratory.

Environmental analysis (malfunction). This requires activation from the Control Centre on Deck 3. When activated, the system will reveal a humanoid lifeform the Command Deck and four larger lifeforms in the laboratory.

Laboratory support systems (online)
[ACCESSED DENIED].

Laboratory Security Systems (online)
[ACCESSED DENIED].

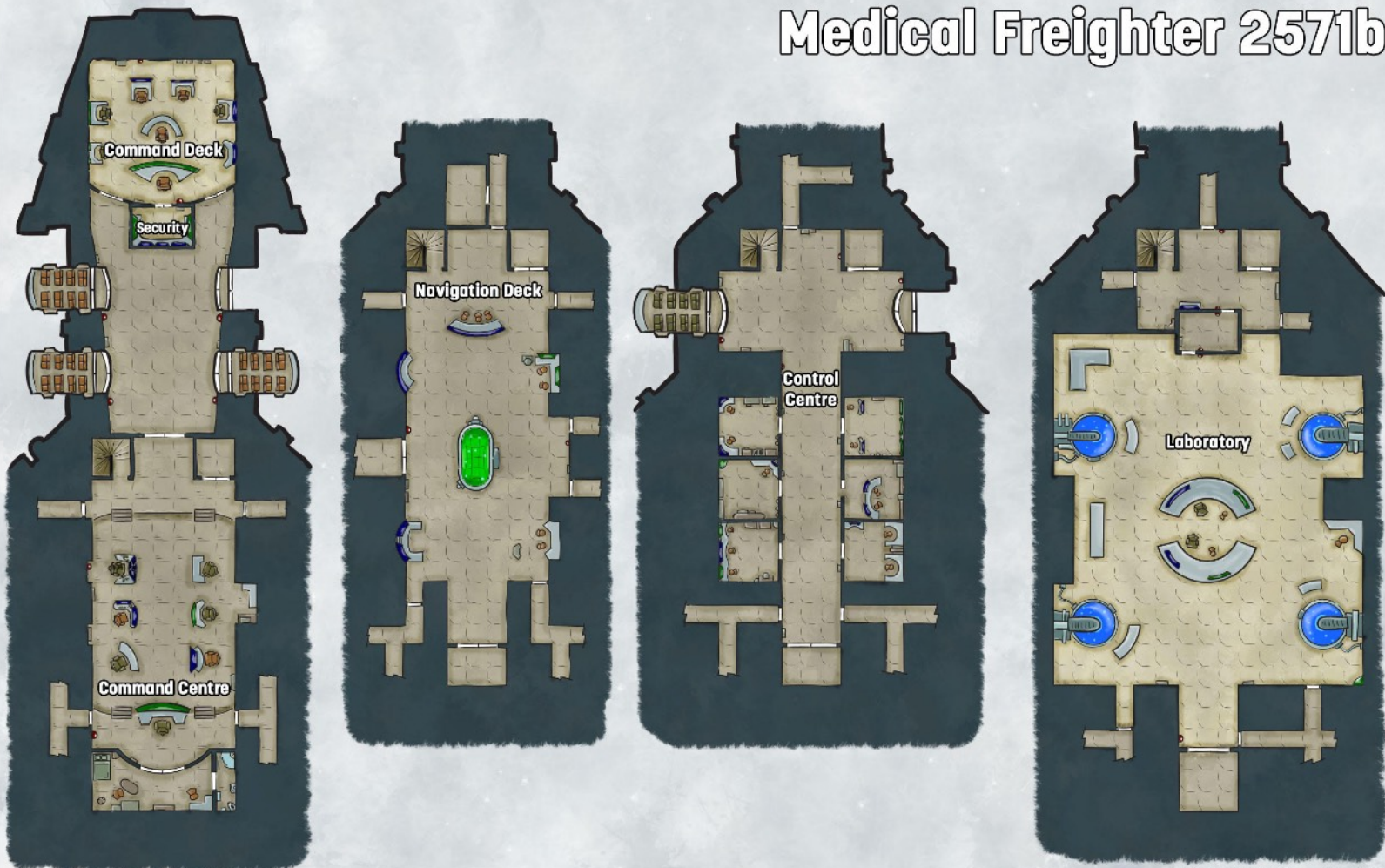
Challenging [16] LOG scans reveal the additional information below:

1. There are no signs of external damage.
2. The damage was caused by an internal explosion.
3. About 25 bodies can be identified in space around main explosion site

The PCs may enter at either of the two open lifeboat airlocks. The descriptions which follow assume that they enter the ship on Deck 1 just aft of the Command Deck; you may need to adjust descriptions slightly if they enter elsewhere. The spacewalk is a *Challenging* [13] AGI check.

```
<Systems Reboot:Restore Successful>
.
<Activate distress beacon>
<Engage systems analysis>
?feedback malfunction=GlobalSystem malfunction.
.
Info.INT *REPORT*
<Critical Hull Damage Detected>
.
?Unable to assess all systems=?MALWARE detected.
.
<Access Control Centre>
...?#{DENIED}
.
?Lifeforms remain
<Activate Protective Protocols>
.
<Power failure detected across multiple systems>
<Cargo hull breach>
<Cargo bay lockdown initiated>
<Med bay not located= med bay isolation protocol
activated>
#activate locator beacon.EXE#
.
DIR.>Maintain core systems, initiate systematic
shutdown of nonessential systems<
```

Medical Freighter 2571b



COMMAND DECK STATIONS (if online)

Life Support. The readout shows that the life support systems are failing. Oxygen drops from 97% to 96% as the PCs look at the screen; it looks to be a slow and steady fall in pressure. A *Difficult* [16] LOG check displays a malfunction in feedback from life support systems in the Control Centre. The dead crewmember at the station is wearing an Interstellar Medical uniform. The fall in oxygen systems should suggest to the PCs that their time is limited aboard this vessel; however, they are not in immediate danger.

Defense systems. The body at this station lies on the station panel and just be moved in order to read the panel. The panel reads: 'Internal hull breach detected. Deck 17. Divert power to systems analysis, isolate and minimize spread of fire. External shield integrity remains 100%' (unless defense systems have been switched to 'offline').

Comms. This station reads, 'Send Message?' The message can be accessed with a *Routine* [10] LOG check. It is a video message:

Blaster fire ... *explosions/crackles*
"All personnel evacuate we are under
atta..."

Engineering. This station shows that the FTL engines are offline, with irreparable damage detected. A *Challenging* [13] LOG check will reveal that bringing the engines back online will result in a massive explosion. Various failsafe and warning messages will intercede should the PCs attempt this.

Pilot. The pilot is slumped in her chair, the controls fizzing and crackling. The screen has malfunctioned, and the PCs are unable to read anything.

Co-pilot. The co-pilot is on the floor with a blaster pistol in hand.

Command chair. This chair is empty. One of the side panels in the arm of the chair is open, revealing a hidden blaster pistol. A screen in the other arm reads:

<No command feedback= Command override
initiated>

A *Demanding* [21] INT check will allow a player to find the hidden captain's keycard in the blaster compartment.

Systems analysis station. This curved screen looks out over the Command Deck. The screen displays the status of multiple systems and various warnings and information.

>Hull breach, life support systems
malfunction, medical facility secured and
emergency protocol activated. Systematic
shutdown activated. Laboratory secured,
activate stasis of test subjects> *malfunction*

Main viewscreen. The screen displays what can be seen out the front of the ship - the blackness of space, with debris floating across the field of view. The screen flashes red with the word "EVACUATE".

At any station the crew may attempt to bring up data logs from the events leading to the demise of the crew. This is not possible from this deck, if attempted a <PATHWAY NOT FOUND> message will appear.

Deck 1

The red flashing emergency lighting and dim conditions will make it difficult for the crew to perceive their new environment. The crew can see various access panels set next to each of the escape pods.

Any further insight into the environment will require a *Challenging* [13] INT check until the crew rectify the lighting situation.

Accessing the panel requires a *Routine* [10] LOG check to access and change most settings related to the ships core functions. Players can use LOGIC and *computers* skills to divert power to bring one aspect online as long as another is switched to offline. Some systems require additional attribute checks.

The display is shown to the right. The various controls are shown in the box on page 4.

To the left of the entry point, further down the hallway, two more untouched escape pods sit across the corridor. At the end of the hallway, a set of double blast doors stand below a sign that reads, 'Command Centre'. The doors can be opened by any crewmember's keycard or a hacked with a *Demanding* [21] LOG check.

To the right the PCs see a similar set of blast doors but with glass panels set in solid grey metal. The sign above the door reads, 'Command Deck'. A cold blue light can be seen to the left and right of the windows. The light on the door panel is green.

Lifeboats

The Lifeboats are designed to keep crewmembers safe in the event of critical systems failure requiring evacuation of the ship. If opened they contain survival kits including 2 doses of medigel and 4 phaser pistols.

The Command Deck

The large doors of the Command Deck slide silently open, and cold blue light washes over the PCs from either side of the dark wall in front of them. The walls of the command deck curve round to the left and right of the entrance. The air smells odd, a strange mixture of burnt flesh and static discharge cloying at the air. The atmosphere is heavy and silent, unlike the usual noise and humdrum of the crews' ship.

Searching the Command Deck should be relatively easy unless the emergency lighting (see above) has not been rectified.

Unless the Command Deck systems have been switched online, none of the stations will have power, but access panels can be located at various points in the command deck including the command chair.

The main command chair sits in the center of the room, and is surrounded by six stations which form a 'U' shape, for various operations of the ship. Behind the command chair, situated on a platform, is a curved screen and several panels which belong to the systems analysis station. This can be accessed by a set of four steps on either side of the command deck behind the Command Chair. To the very back of the Command Deck is a single grey door with a flashing red light on the door panel.

If the Command Deck systems are online, the main viewscreen shows a view that stretches out from the front of the ship, a vast expanse of space with no discernable points of interest. Several pieces of debris float past. The HUD is flashing with red warning signs displaying '*critical systems failure*'.

The bodies of dead crew members can be found at each of the six stations. A *Routine* [10] INT check reveals that the burn marks on their uniforms and the black marks on their stations are suggestive of blaster fire. One of the pilots managed to reach for a pistol and

stand to face his killer. He lies face up next to his station with his blaster in hand. Neither the body of the commander nor the systems analyst can be found.

The security room at the back of command deck can be opened with the crewmember's keycard or hacked with a *Difficult* [16] LOG check.

As the door slides open it reveals a dark room illuminated by several monitors. Huddled in the corner of the room on the floor wearing an Interstellar Medical uniform is a **cadet** called Rylan Partose. He immediately fires at the PC closest to the door when it opens (4d6 attack, doing 2d6 heat damage on a hit). He is only hostile until the crew announces their intent and he can see he is outnumbered and outgunned. Once reassured, Rylan is willing to talk.

1. The 18 year old cadet called Rylan is from Kerrin.
2. He was returning on 2571B, along with with second officer Timus (the systems analyst).
3. Rylan is towards the end of his training, but was excited to be chosen to embark on a mission to his home planet.
4. As the Command Deck was ambushed he was pushed into the security room by Timus at first the sound of blaster fire and sealed in the room.
5. There was no warning prior to the attackers' entrance to the Command Deck.
6. Rylan is capable of accessing the footage in the security control room. Upon investigation of the systems in this room he can tell the players that there is a subroutine installed in the security system that is preventing them from seeing historical footage.
7. Rylan can help the players' access current security footage on the ship.

8. Rylan has a crewmembers keycard and can also command **sentry droids** if necessary.

The security room contains 2 blaster pistols and 2 electro grenades, and display screens of several areas on the ship. There are only six screens still working out of numerous cameras.

Note that if the PCs entered via Deck 3 the images on the security feeds may differ depending on what the PCs have accomplished. Below is the view as if the players entered via Deck 1 and headed straight for the Command Deck.

Panel	View
1	Command Center
2	Deck 2 (Navigation)
3	Deck 3 (Control Center)
4	Laboratory Hallway
5	Cargo Deck
6	Crew Quarters

Screen 1. Shows the view from the back of the Command Center looking out from above the door of the captains quarters. There are six desks arranged facing the center of the room. Some of the computers on the desk have been destroyed. The lights are flickering, and blaster damage can be seen throughout the room.

Screen 2. A flickering screen looking out from the front corner of the room over various stations situated around a circular holo-projector. The view through the camera in this room is mostly dependent on the navigations systems being online/offline. At the back of the room sits an elevator with fizzing doors.

Screen 3. Looks down the middle of a narrow corridor with six doors (three on each side). The middle-left door is ajar, and the door opposite is displaying a green panel. Blood is spattered on the wall, and there is a body at the end of corridor by a control panel.

Screen 4. Entrance to the laboratory. Blast doors are sealed with yellow and black caution tape. A yellow siren light flashes around the area.

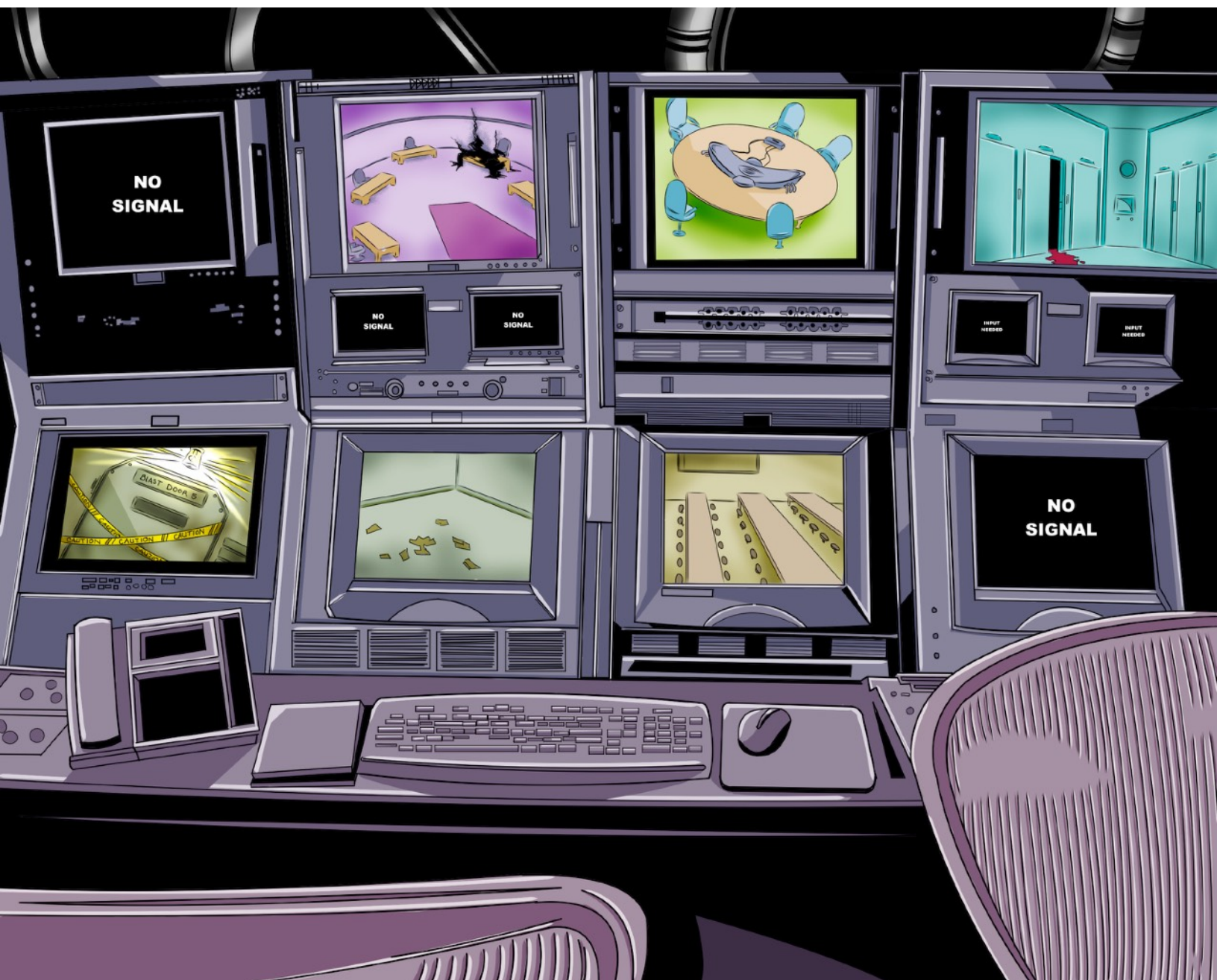
Screen 5. A large open expanse that was once the hold for all the supplies. The

supplies are floating around the cargo deck, and a *Routine [10]* INT check allows the players to see that the cargo deck was the origin of the explosion which crippled the ship.

Screen 6. Crew's quarters, with bunk beds and a mess area. There are no signs of life. All escape pods in this area have been jettisoned.

The Command Center

This room is entered through a double door airlock which can be opened by any



crewmember's keycard or hacked with a *Demanding* [21] LOG check.

Upon entering the Command Center, the PCs can see three desks on either side of the room facing the center, and one at the far end. Each end of the command center is raised on a small platform with steps either side.

On the platform at the far end is another set of double-blast doors; the sign to the right of the door reads '*Captains Quarters*'. The light on the door panel is red and requires the captain's keycard to enter or a *Strenuous* [25] LOG check to hack. Immediately to the left of the entrance to the Command Center is an elevator (out of action), and to the right is a stairwell.

The PCs may attempt to open the elevator doors with a *Difficult* [16] STR check, but the elevator is not at this floor - it is stuck on Deck 3. The PCs may attempt to climb down to Deck 2 (Navigation Deck) with a *Demanding* [21] AGI check (unless they are navigating the ship in zero-g). The PCs can find an emergency medigel kit in a panel in the elevator. It will require two *Demanding* [21] STR checks (one for the internal and one for external elevator doors) to open the elevator onto Deck 3 (Control Center).

Life Support Command. This desk is blackened by blaster fire, and the computer is destroyed. The desk contains an access card to the Life Support Control Centre on Deck 3. Next to the desk is a patch of blood against the wall. A laser rifle can be found next to it that doesn't seem to match the weapons found on board. A *Difficult* [16] LOG check reveals it is a weapon popular with an activist groups and bounty hunters; PCs may use the *history* or *local knowledge* skill to attempt a *Demanding* [21] LOG check to reveal this to be specifically associated with a group called Vaxis.

Systems Analysis and Environmental scanning. The desk has been hit by blasters but the screen remains intact. It reads:

Systems analysis: critical damage, abandon ship and activate emergency protocol 1396-Alpha (consult *Interstellar Medical Handbook*)

Number of deceased crew members: 127
2 lifeboats deployed on Command Decks

If players have not discovered Rylan the cadet, the panel will inform the players of movement in the Command Deck.

Environmental Scanning. This system is offline.

Engineering. A blinking message reads '*Critical systems failure: 1396-Alpha Activated*'. A datapad in the desk contains schematics of the freighter. The schematics suggest that the only accessible areas of the ship at this time are decks 1-4. Due to

Interstellar Medical Handbook

This handbook contains the policies and procedures associated with working for Interstellar medical. Players can look for further information regarding the emergency protocols.

1396-Alpha activates a protocol that preserves the lives of medical staff and patients by detaching the medical facility from the freighter and activating emergency landing protocols on the nearest habitable planet or moon. All life boats will follow same co-ordinates. It will initiate the lockdown of hazardous areas, and the ship's computer will be given full control to allow the escape of all crew. Systematic shutdown of all non-essential systems begins once the crew has escaped, in order to protect cargo and await collection.

inadequate systems structure and hull integrity, all other decks are deemed unsafe and have been evacuated. The desk is empty of useful items, although some personal effects of the crew member stationed here can be found.

Communications. This screen reads ‘[Activate Distress Beacon?](#)’ There is nothing in the desk.

Defense and Security Systems. This display reads:

Hull breach: Deck 17.
Lockdown initiated of all critical areas.
Activate 1396-Alpha.
Irreparable damage to essential internal defense systems.
Lifeboat systems malfunction.
Power diverted to systems analysis.
Security backup files sent to Control Centre.
Activate tactical security systems?

If tactical secure systems are activated, four **sentry droids** will appear from access panels at the corners of the room and attack the PCs. If they are accompanied by Rylan, he can order them to stand down.

Structural integrity. This readout shows:

Internal Hull breach detected in cargo bay.
Activate fire extinguishers.
Cargo deck environmental scans: no life forms detected.
Vent oxygen in cargo bay.
Seal cargo bay.
Laboratory systems critical .
Initiate contingency systems.

Command desk. This computer has been destroyed. The desk contains the Interstellar

Platus

Platus is one of the five moons of Kerrin. During the war with the Gythosians, Platus was used as a communications and advanced warnings outpost. The moon is now barren and most of the buildings and structures have been left to decay.

Medical Handbook (see sidebar) and a crewmember’s keycard.

Captain's Quarters

The captain’s quarters can only be opened with the captain’s keycard or hacked with a *Demanding* [21] LOG check.

Within, the PCs find a bed, a desk, a bathroom, a viewing window (the moon Platus can be seen in the window). The room emanates functionality and minimalism. The captain’s personality is captured perfectly by this room, he is direct and morally black and white. The only grey areas associated with the captain can be found in the color of the walls in his quarters.

The desk contains a datapad with mission instructions and journey logs. His desk also contains 270 credits and a bottle of whisky. The data logs may be explored in more detail but it will take several hours to read through the masses of entries.

Deck 2

Deck 2 can be accessed by either the stairwell or by the lift shaft.

Navigation Deck

The stairwell leads into a large room with several stations (online or offline depending on previous PC choices) which are centered on a circular holo-display. To the front of the room is a desk with a large semi-circular piece of glass, similar to Systems Analysis on the Command Deck, which acts as a control center for the navigation deck.

If the tactical security systems remain online, four more **sentry droids** will attack the group unless asked to stand down by Rylan the cadet.

If the navigation systems are activated, the holo-projector powers up and displays the freighter's destination in relation to Kerrin and its moons. The various stations display different information and can tell the players about Kerrin and its moons, as well as the original plotted course for the freighter.

The various stations can provide information on Kerrin and Platus, and will also inform the players upon a *Demanding* [21] LOG check that the first lifeboat that jettisoned from Deck 3 did not head for the nearest planet as per emergency protocols, but instead docked with a ship orbiting Platus.

If the PCs ask about the nearest habitable planet or moon, the navigation computers inform them that Kerrin's moon, Platus, is the closest celestial body capable of maintaining life, but is reportedly barren.

As well as the elevator across from the stairwell there is also an elevator at the far end of the room. It does not respond but the door can be opened with a *Difficult* [16] STR check. The PCs can climb down to the next floor with a *Difficult* [16] AGI check. The elevator itself blocks them from getting to the

floor below that, but the elevator can be accessed by a panel in the roof (see Lab Elevator).

The rooms on either side of the elevator at the end of the room house databanks for the navigation system and require a crewmember's keycard or a *Demanding* [21] LOG check to access. They can provide information on the local sector.

Deck 3

The players may also enter the ship from this deck. Below is the description for players entering the ship from this deck, as well as a description should they enter from elsewhere.

Control Center

If entering the vessel via Deck 3. The hallway the players enter into is dark, lit only by small, glowing screens. These are access panels, accessible throughout most of the ship, and may allow players access to some of the ship's emergency functions (see page 4). After accessing the panel, regardless of whether the tactical security systems are offline, the group is engaged by four **sentry droids** which move out of panels in the walls.

If entering Deck 3 from another deck. Upon heading down the stairwell or elevator to the next level, the PCs find a narrow corridor with six rooms coming off it. The door panels to Defense and Security and Systems Analysis are showing green. At the front of the room between the stairwell and elevator is the body of a crewmember.

Regardless of whether the tactical security systems are offline, the group is attacked by 4 **sentry droids** which *cannot* be stood down by any means. If Rylan is with the group, he may fight or hide. The rooms below are described in a clockwise arrangement.

Life Support. This can be accessed if the players searched the desk in the Command Centre and found the **access keycard** or succeed a *Difficult [16]* LOG check to hack the lock. The room contains servers and databanks. The screens report several breaches affecting atmospheric pressure in main command decks. The cargo deck's atmosphere has been vented by structural Integrity systems. The oxygen systems drop another 1% as the players look at the screen

(this will mean a total decrease of 2% if the players have been to the command deck, if not, this will drop 1% from 97%)

Systems Analysis and Environmental Scanning. The door panel is green (unlocked). Environmental scans will report four large heat signatures in laboratory (and one humanoid figure in the command deck if Rylan not found). When accessing the databanks for previous events, fragmented pieces of data can be recovered with a *Challenging [13]* LOG check:

1. Explosion detected in cargo bay
2. Escape pod on Deck 3 jettisoned. 1 life-form aboard. Tracking procedure activated. Pod course manually adjusted by occupant.
3. Escape pod remotely jettisoned on Deck 1. No life-forms aboard.
4. Explosion in engineering detected.
5. Critical systems failure, alert command: <unable to alert command>
6. Conclusion: Comms failure.
7. Initiate Command Deck lockdown: Lockdown failed.
8. Conclusion: invasive and malicious subroutine in affect.
9. Override Comms. Activate 1396-Alpha. Shutdown and restore systems.

Engineering. Engineering requires a *Difficult [16]* LOG check to enter, or a crewmembers' keycard. Here the PCs can fine schematics of the engine and its current status. A systems review suggests critical shut down all non-essential and malfunctioned systems in engineering. A data pad on the desk reads 'Set course for nearest orbit: Unable to adjust or meet course requirements: Suggest Activation of 1396-Alpha'.

Communications. This room requires a *Difficult* [16] LOG check to enter, or crewmember's keycard. A display reads:

Transmit system wide distress beacon under code MV2571B-1396A. Transmit co-ordinates and relay the following:

1. Engineering failure
2. Critical systems failure
3. Alert command center
4. > unable to alert command
5. Send co-ordinates via emergency protocols adjusting for gravitational distortion and current projected course.

Defense Systems and Security. The door is ajar. The security control panel shows all monitoring screens displaying the vessel as normal - all decks have people working and no signs of damage. It then flickers momentarily to how it is now, a barren empty vessel with no obvious signs of life.

A *Strenuous* [25] LOG check reveals installation of a subroutine displaying this pre-recorded loop. If Rylan is with the PCs, he can disable the subroutine to access the full video feed.

Watching the looping footage and succeeding a *Challenging* [13] INT check they spot somebody planting and activating a remote explosive device in the cargo bay where the explosion originated from, and then again minutes later entering the Control Centre. He shoots a crewmember at the end of the corridor and then steals something from his body (an access card). He then accesses the defense control room for a few moments before moving into the security room.

The feed is jumpy and distorted. If the players meet a *Demanding* [21] INT check they notice the man they are looking at is wearing an Interstellar Medical uniform.

If the subroutine is disabled, the video continues below. Otherwise, it loops back to the beginning at this point.

The suspicious looking man leaves the security room and seems to talk to someone on a communications device. He nervously checks around before moving quickly to the back of the room by the elevator and towards the escape pod.

The external hull cameras pick up the escape pod leaving the ship. A few moments pass, then the escape pod on Deck 1 jettisons. The crewmembers in the command decks seem to be unaware of the escape pods activating.

Rylan fast-forwards the feed until two ships come into view on a docking vector with the freighter. A *Challenging* [16] INT check reveals the ships to be of Vaxis origin, although Rylan will also know these ships well as he grew up on Kerrin where this group of activist bounty hunters originates.

Once docked, the heavily armed humanoid figures breach the ship and expertly clear each of the command decks of Interstellar Medical personnel.

The captain and systems analyst are captured, bound and escorted onto a Vaxis ship. Several other crewmembers and medical staff, along with Ambassador Brax Felton, are also seen being escorted to the Vaxis ships.

A *Demanding* [21] INT check reveals that one of the Vaxis intruders activated the ship-wide evacuation order on the Command Deck prior to leaving. He is standing with a number of his crewmates who are encouraging him to hurry. This should suggest to the players that the Vaxis were intending to minimize harm to the remaining crew of the medical vessel.

As the Vaxis ships begin to leave the freighter, an explosion occurs in the cargo

bay. The feed ends as the lights switch to emergency lighting.

If the PCs are accompanied by Rylan he can show them a secret panel containing a master keycard. The master keycard can open ANY door but can only be found if Rylan is with the group or a *Strenuous* [25] INT check is made.

Structural integrity. This room requires a *Demanding* [21] LOG check or a crewmember's keycard to enter. The room displays multiple failures across the ship. It also reports the docking of ships on Deck 1 and Deck 3. Multiple areas of damage are detected across Deck 1. Lifeboat systems are offline. The last record shows the system detecting an invasive and destructive coding sequence, and initiating emergency shutdown protocols.

Laboratory Elevator

This elevator can be accessed from Deck 2 and climbing down through the access panel, or by succeeding two *Demanding* [21] STR checks in the laboratory (two because of internal and external doors).

Inside the elevator a crewmember can be found dead. It appears as though the explosion caused the lift to malfunction and stop abruptly sending the crewmember into the ceiling, killing him instantly.

The crewmember possess a datapad that is encrypted. A *Strenuous* [25] LOG check will allow access to the information on the pad.

The pad reveals that the disease they are researching in the laboratory is not known and not present on the world of Kerrin. It also reveals that the disease appears to have been manufactured.

Deck 4

This deck contains the ship's laboratory.

Laboratory

The stairwell ends with a security door leading to the entrance of the laboratory. It requires a *Demanding* [21] LOG check or a crewmember's keycard.

The entrance to the laboratory is small and contains multiple black and yellow hazard warnings with yellow flashing lights above the doors. There are two sets of doors to the lab, for decontamination purposes. The primary set of doors is solid metal and can be opened by a *Challenging* [13] LOG check or the captain's keycard. The second set of doors contains small windows which allow the PCs to see into the lab. A *Routine* [10] INT check will allow the PCs to see four tanks, each holding a large creature slumped to the floor. The doors can be opened by the captain's keycard, the master keycard or a *Strenuous* [25] LOG check.

The room is large, with a large tank in each corner of the room and a central station in the middle. Each tank is surrounded by a workstation littered with scientific equipment.

One of the four creatures is barely breathing, and another appears to have just died. The other two will stir at the PCs' arrival into the room.

Start a slow 3d6 countdown pool. Three of the large **kremlin beasts** break the glass and attack the players when it hits zero. Roll the countdown pool each time a player makes a check in the following skill task.

The PCs must complete an extended skill task with increasing benchmarks.

First check. A *Routine* [10] INT check of the room will allow the players to find data which suggests that these creatures are infected with an unknown disease with possible links to a disease on Kerrin.

Research points towards the development of a vaccine. The warnings on each of the tanks stations suggests a failure in the sedation systems for the creatures.

Second Check. A *Difficult* [16] INT check will reveal to the PCs that a vaccine has not yet been successfully developed. The creatures cannot be sedated but appear weaker than normal.

Third check. A *Demanding* [21] INT check indicates the work was commissioned by Brax Felton.

If the PCs complete the task before the creatures escape they can leave before they get out of their containers.

Overall

The players will investigate the ship to find that some of the crew have been taken by a Vaxis activist group and the main command deck crew left for dead.

Clues will lead them to a moon of Kerrin called Platus. The medical facility and escape pods were programmed to set down on the nearest habitable body.

Although the planet is apparently barren, the Vaxis have set up a temporary base there in an abandoned outpost.

Depending on how the players have rolled in the laboratory they might be considering why the creatures were on board and why Brax Felton commissioned the work in the first place.

The Outpost on Platus

The cold and dusty moon of Platus sits in silent orbit around the red planet Kerrin. Platus was once used as a surveillance and warning outpost during the Alphosian war.

The PCs must succeed a *Challenging* [16] LOG check to scan for and locate the outpost and the medical facility. Rylan can inform the players that the facility will be in complete lockdown and cannot be accessed unless recovered by an Interstellar Medical ship.

If Rylan is not with the party, the PCs will be unable to access the facility. A datapad by the entrance to the medical wing will relay the information above, and also show the

Alphos

Alphos is a small, uninhabited system in between the systems that Kerrin and Gythos orbit in. The war centered on the ownership of the resources found within the planets that orbited Alphos. Ultimately Gythos won and prospered, while Kerrin was left desolate and in ruin. Kerrin has clawed its way back to where it is now and maintains a civil relationship with Gythos, though recently, a pandemic virus has put the whole planet in a fragile state.

environmental systems sit at 100%. None of the keycards will open the door.

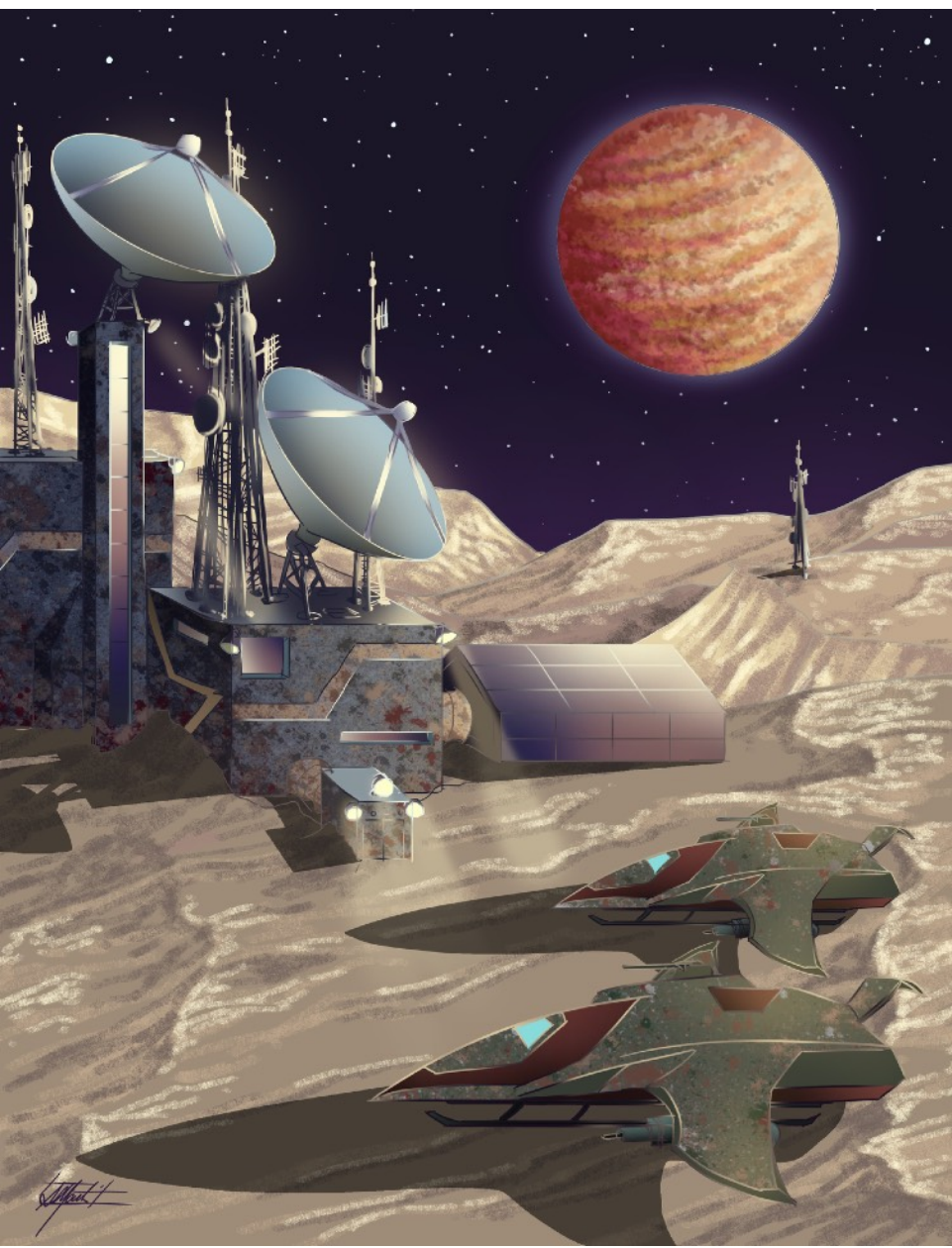
The outpost itself is difficult to distinguish

from the surrounding terrain. The slightest wind picks up dust, creating a blanket of obscurity. The outpost was clearly used for the purposes of detection and communication, not for combat. The large detection relays sitting atop the structure are used to pick up a number of frequencies, including the radiation footprints left behind or preceding FTL drive activation.

A *Routine* [10] INT check of the structure reveals no windows, but does reveal two landing ships that appear to be of Vaxis origin. They are dark green and appear to be retrofitted governmental transport ships. The hulls have been poorly painted and fitted with weaponry. There is only one entrance to the facility.

Outpost Entrance

The entrance to the outpost is a long corridor. Weapon crates and defunct communications equipment are scattered



everywhere throughout this facility. The dust from the moon seems to form a blanket over everything, and recent footprints can be seen on the floor. Evidence of a battle long ago can also be seen in the blaster burns on the ground and the walls.

The door panel at the end of the corridor is red. As the PCs enter the facility, the doors behind them close and seal tightly.

The voice of **Raknar Bolguik**, the Vaxis leader, booms loudly over the speaker system. He informs the PCs that they may enter his facility, and that his crew will not harm them. He just wishes to talk.

After relaying this message the door panel at the end of the corridor will turn green.

Main Hall

The main area of this outpost is a large room with four smaller rooms set into each corner of the facility. Multiple dust-covered stations lay around the room with broken equipment.

This hall has been set out like a throne room. The PCs walk in to see the leader of the Vaxis sitting on a chair placed on the top of the communication officers station. The station is situated at the back of the room with a control bank of screens and dials on the wall behind it. In front of the 'king' is a desk which also has various panels and solid metal work.

Between the stations on the main floor stand 12 **bounty hunters**.

In each corner of the main hall is another room. A *Challenging [16] INT* check reveals the two rooms in the left corners are full of the crew captured from the medical freighter. The other two

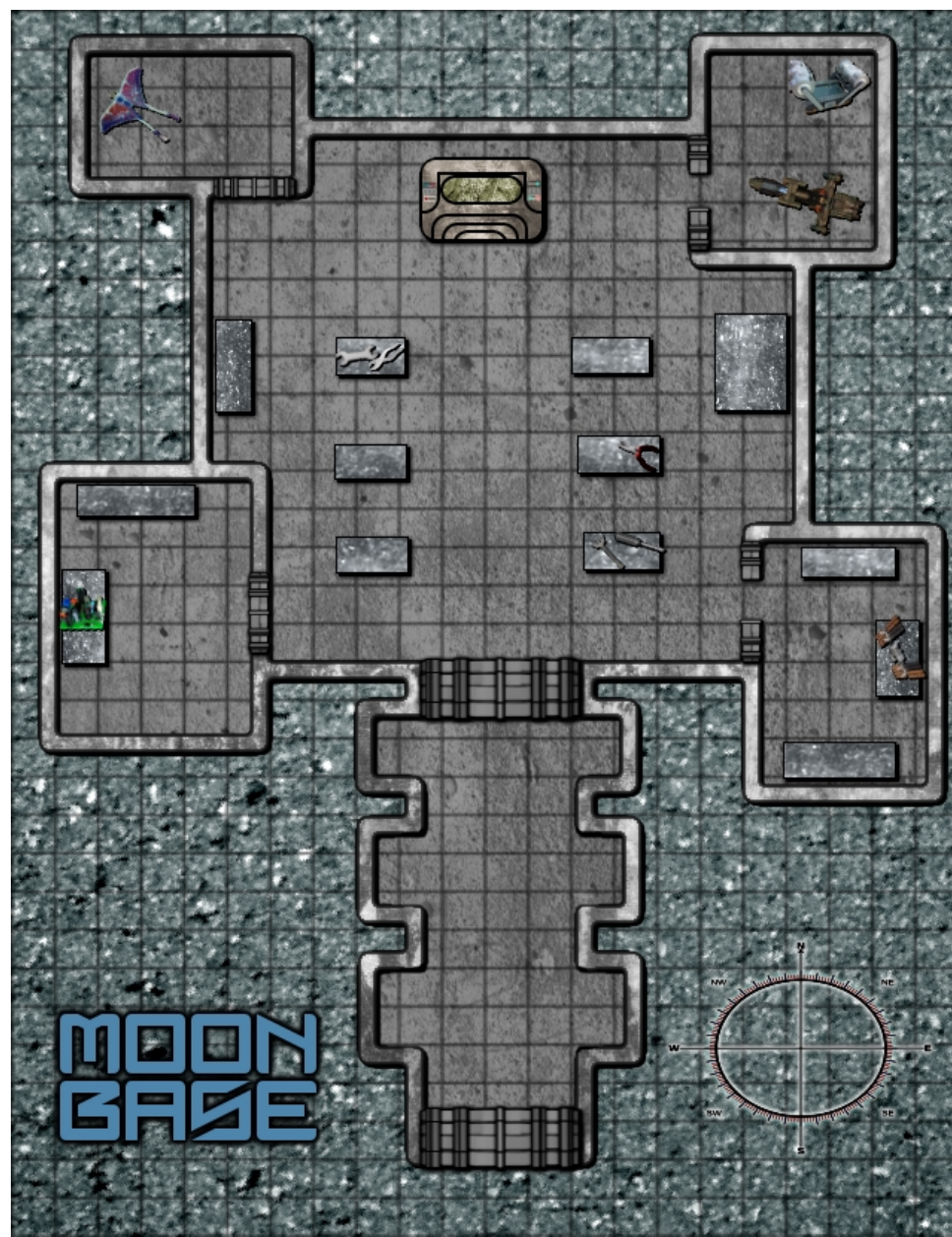
are open and contain more equipment.

Raknar Bolguik

The leader of the activist group known as Vaxis is an Ogron who wears an inordinate amount of ammunition and weaponry about his person.

Raknar wants to protect Kerrin, and offers an aggressive resolution for anyone that means harm to the planet. He also wants the truth of the medical freighter's mission to be revealed. The Ogron fears another war involving his home planet.

A proud creature, Raknar responds badly to mockery.



Raknar announces to the group that he means them no harm. They may take the crew of 2571B and leave, but they must leave Brax and a few others behind.

Raknar will signal for three bounty hunters to usher Brax, Captain Marcus and 10 other crewmembers out of one of the adjoining rooms. They are unarmed, and Brax has his hands bound in front of him. He announces that this group must stay with him.

An Important Choice

Raknar and Brax have competing version of the truth.

Raknar declares that Brax and these ten 'crewmembers' are actually terrorists from the Gythosian government sent to infect Kerrin with a deadly disease.

Brax responds that these activists are trying to stop them from getting aid to Kerrin.

Both points of view sound plausible, but ultimately the group will need to make a decision. Captain Marcus will (truthfully) maintain that he knows nothing of this plot.

The PCs must decide whether to fight the Vaxis and rescue the prisoners, or help the Vaxis and hold the prisoners captive.

If the group decides to help the Vaxis, Brax (a **spy**) will pull a blaster from the holster of one of the guards and pull Marcus in front of him as a shield. He will then shoot the Vaxis guards and a fight will ensue. The rest of his crew, **bandits** dressed as Interstellar Medical crew and medical officers, will grab weaponry from either the dead Vaxis guards or the surrounding weapons crates. Once his crew has grabbed weapons he will push Captain Marcus towards the middle of the room and run for cover.

Either way there is a battle. It ends either with the defeat of the Vaxis or the defeat of Brax and his crew. At any point if Brax or Raknar is killed, the remaining hostiles surrender.

If the PCs fight the Vaxis, once defeated, and when approached bleeding on the ground, Raknar will admit that he 'only meant to protect....' before Brax shoots him dead and gives the players his thanks and promises rewards from the Gythosian government.

If they choose to fight Brax, then he may be interrogated or killed.

Captain Marcus (a **captain**) will fight on whichever side the GM chooses. He has no part in any plot, but can be led to believe either story. The PCs may get him on their side with a *Difficult* [16] CHA check.

Brax Felton

Brax wants the destruction of Kerrin and its people. To this end, he is trying to deliver a powerful lab-developed disease to the planet. He imagines he will then become a feared and revered leader.

He fears a meaningless existence, becoming one of the nameless masses. He demands respect, and reacts poorly when he feels he is not offered the respect he deserves.

If Brax survives, he can be interrogated using the interrogation rules in the NEW core rulebook. The following information can be discovered if the PCs ask the right questions. Remember, the PCs can ask one question for each successful opposed check (CHA vs. WIL), and the task complexity increases with each failed check.

1. Brax was aboard to bring a deadly virus to the people of Kerrin.
2. He disguised it as a vaccine research project.
3. He claims that the Gythosian government loved that idea but the Gythosian government had nothing to do with the attack. Nor did Interstellar Medical.

4. Brax works for something else, something much bigger. They wanted him to start another war!
5. Brax was placed years ago in the Gythosian government and left there as a sleeper agent until his time came to shine.
6. The group he works for has endless resources, which allowed him to hire his undercover crew and the creatures he brought on board, along with the research to develop this new disease.
7. He refers to the people on the ship's labs as fools for trying to develop a cure.

Wrapping up the Adventure

There are two possible outcomes to this adventure. The PCs hopefully sided with the Vaxis, and uncovered Brax's hidden agenda. However, it is possible that they believed Brax and fought the Vaxis instead. The following threads may be left hanging for future adventures:

1. Did the players uncover the hidden intent of the Medical aid mission and reveal Brax to be a terrorist? If so was Brax killed or taken into custody?
2. Interstellar Medical will step in to rescue the Medical facility and continue its mission to Kerrin but what will happen to the disease laboratory aboard 2571B?
3. What happened to the Systems Analyst Timus? Was he with the rest of the crew? Was he helping Brax with his evil plan?
4. Did any of the players contract the virus if they fought the creatures?
5. If they interfered in the delivery of this virus to Kerrin thereby thwarting a potentially devastating biological attack,

NPC	Stat Block
Brax Felton	Spy
Captain Marcus	Captain
Brax's "crew"	Bandits
Raknar's guards	Bounty Hunters
Rylan	Cadet

will the group Brax was working for now look for revenge?

6. If the players helped Brax deliver the disease, what consequences does that have moving forward? What will happen to Interstellar Medical? And will this mysterious organization try to manipulate the group again?

Kremlin Beast (Diseased)

Large semi-sentient beast (9d6)

A hulking mass of muscle and hide adapted to hunt and survive in the toughest conditions. Its rapidly evolving immune system makes it the perfect guinea pig for laboratory study.

STR 10 (4d6), **AGI** 4 (2d6), **END** 26 (6d6),
INT 10 (4d6), **LOG** 2 (1d6), **WIL** 2 (1d6),
CHA 1 (1d6), **LUC** 0 (0d6), **REP** 0 (0d6)

Health 29 (currently 19 points remaining)
MELEE DEFENSE 24; **RANGED DEFENSE**
14; **MENTAL DEFENSE** 10
SOAK 10 (leathery hide); **VULN** 1d6
(poison)

INITIATIVE 4d6
PERCEPTION 5d6 (*scent* 8d6)
SPEED 6; **CLIMB** 1; **JUMP** -
CARRY 350lbs

Actions 2
Natural Damage 2d6 +4
Reach 5'

Bite 9d6 (2d6+4 piercing damage)
Claws 9d6 (2d6+4 slashing damage)

Skills *reactions* 8 (3d6), *scent* 8 (3d6), *hardy* 6
(3d6), *combat* 12 (4d6)
Gear -

Bearhug. The creature grabs its target with both arms, squeezing it. It can only bearhug a target of its size category or smaller. Once established, it causes its natural damage each round for free, and can move at half speed,

moving the victim with it. It takes a STR or AGI attack action to escape the bearhug.

Charge. When making a melee attack, the creature moves its speed in a straight line and then attacks at the end of it. This costs 2d6 and grants +1d6 damage to the attack.

Berserker. The creature can enter a berserker rage by tasting its own blood when they are below half HEALTH. This grants it a +1d6 bonus to all attack rolls. The rage only ends when all foes are dead, or the creature is rendered unconscious or restored to above half HEALTH.

Raknar Bolguik

Large sentient humanoid (8d6)

Leader of the bounty hunter group known as Vaxis.

STR 10 (4d6), **AGI** 8 (3d6), **END** 10 (4d6),
INT 10 (4d6), **LOG** 8 (3d6), **WIL** 4 (2d6),
CHA 4 (2d6), **LUC** 4 (2d6), **REP** 4 (2d6)

HEALTH 30

MELEE DEFENSE 21, **RANGED DEFENSE** 14, **MENTAL DEFENSE** 10

SOAK 6 (long kevlar coat); **VULN** –

INITIATIVE 6d6

PERCEPTION 7d6

SPEED 7; **CLIMB** 4; **JUMP** 16' / 10'

CARRY 270lbs

Actions 2

Natural Damage 2d6+4

Reach 5'

Brawling 5d6 (2d6+4 blunt damage)

Laser Rifle 7d6 (2d6+4 heat damage; range 10)

Skills *rifles* 6 (3d6), *tracking* 3 (2d6), *law* 3 (2d6), *stealth* 3 (2d6), *computers* 3 (2d6), *perception* 6 (3d6), *piloting* 3 (2d6), *tactics* 3 (2d6), *brawling* 4 (2d6)

Gear laser rifle, long kevlar coat, hand scanner

Aim (1). Raknar gains +1d6 bonus to a ranged attack roll taken in the same turn that they spend an action aiming.

Achilles heel (m). Identifying a weakness in their target, Raknar pays 2d6 and bypass its



SOAK score. This exploit can only be performed once per target.

Crippling strike (m). By paying 1d6 a leg wound renders t Raknar's target slowed [21].

Stunning attack (m). When a target is reduced to 0 HEALTH, Raknar can elect to merely disable it, allowing him to bring his prey in alive for a bounty.

Smelly. No matter what they do, Ogrons smell bad. They take a permanent -1d6 penalty to any attempts at stealth