

W1

ASTRO ADVENTURES

PERIL AT THE POD AUCTION

by Matthew E Kline

A MINI-ADVENTURE FOR CHARACTER LEVELS 1-3



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Peril at the Pod Auction is part of a series of mini-adventures designed to drop into existing adventures or campaigns. Use them as side missions or a way of getting in a quick adventure when you're short on time.



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About This Product

Peril at the Pod Auction is designed for 4-6 adventurers of level 1-3, although it can be scaled by the Referee for groups of other sizes. Peril at the Pod-Auction is part of a line of mini-adventures designed as quick, drop-in scenarios. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini adventure campaign.

Referees should feel free to adjust this adventure as they see fit to suit their group's style of game-play or level of difficulty.

It's recommended that the Referee read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new creatures or equipment listed at the end of the document.

This product requires the use of the *White Star: White Box Science Fiction Roleplaying* rulebook, copyright 2015 Barrel Rider Games, written by James M. Spahn.

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the areas that can be read out loud to the players.

After most of the area descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a creature of creatures present.



This symbol indicates that there's something of value nearby.



This symbol indicates that there's an obstacle to be overcome.

A description of the creature, valuable, or obstacle encountered follows after each symbol.

About Astro Adventures

A few years after my introduction to D&D I remember seeing a sci-fi RPG for the first time and thinking *Wow, you can adventure in space too!?* This was back around the time that Star Wars came out, the first one (which of course turned out to be the 4th one.) So, as you could imagine, the neighborhood kids latched onto this new setting like a giant space leech. Our *Astro Adventures* pay tribute to that time, a time when a whole galaxy of adventure opened up to us. A time when we were all still blissfully unaware of what a whiny little punk Darth Vader was as a kid. Those were good times. Good times...

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Referee's Eyes Only:

Every now and then Transcorp Warp Gate 177539D goes on the fritz; maybe a comet passes too close, or the wrong planets are in the right alignment, or there's an uptick in solar flare activity, or maybe the universe just hates Transcorp. Point is, a transport captain will suddenly find themselves in the Jaroo system, light years away from the nearest warp gate. And there's only one thing a transport captain can do when they find themselves in the Jaroo system, light years away from the nearest warp gate; dump some cargo, cross their fingers, and hope they have enough fuel to make it to the warp gate.

This warp gate malfunction, and the subsequent method of dealing with it, created a financial opportunity for the people of Jaroo Prime, or at least those few possessing an entrepreneurial spirit and the means to salvage space debris. The jettisoned cargo pods are retrieved and sold at auction to the highest bidder, their contents revealed only after the winner takes possession. It may just contain the crew's dirty underwear, or it could contain something fantastic, like exotic spices, bolts of space-worm silk, expensive cyberware, or even *clean* underwear. Soon bidders were rocketing in from all over the galaxy to try their luck at the Jaroo Pod Auction.

All pods are scanned by Jaroo authorities prior to auction for weapons, illegal drugs, toxins, or other potentially harmful types of contraband. However Jaroo authorities aren't exactly the best and the brightest, half of them couldn't ticket a moon for orbiting. Sometimes bad things get past the scan. And sometimes very bad things get past the scan...

Set Up

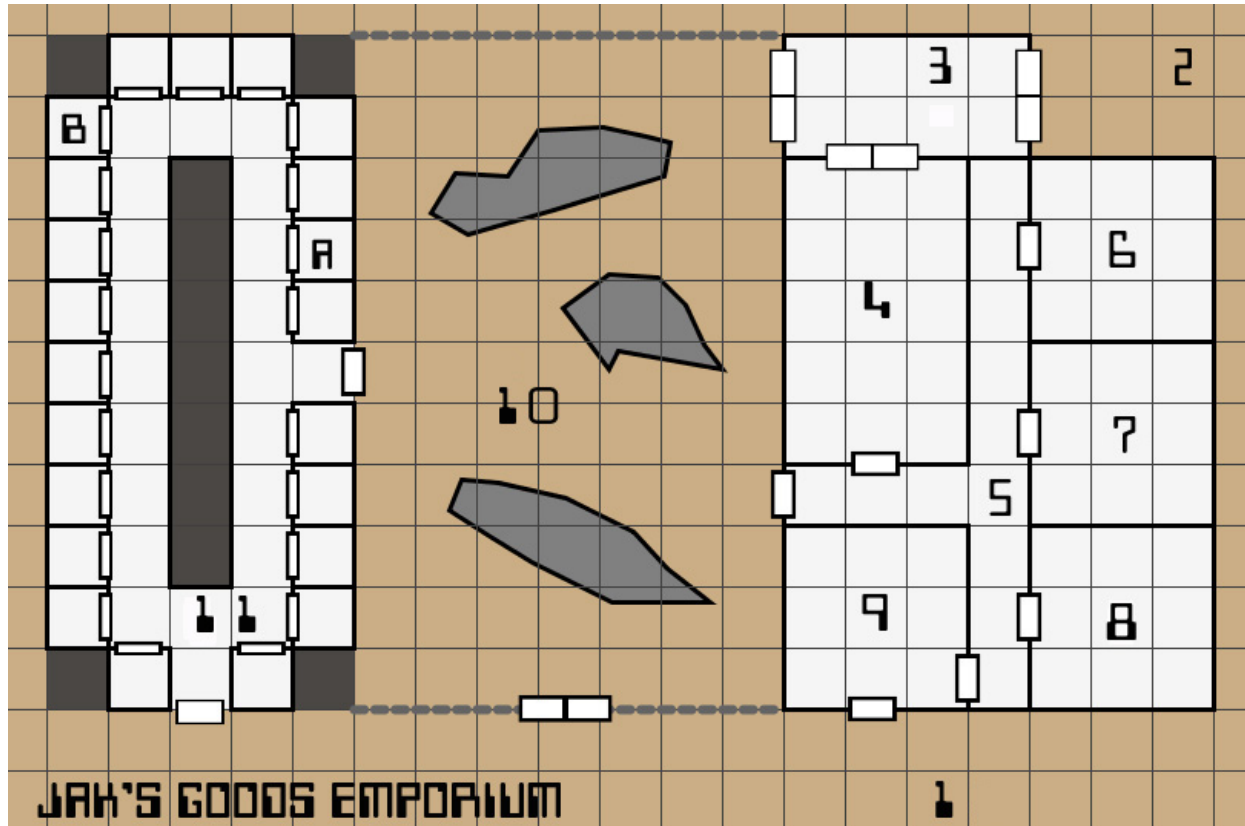
The daughter of well known spice merchant (and possible interplanetary crime lord) Oddo Fink was promised a trip to the pod auction on her sixteenth birthday. Now the day has arrived and unfortunately Oddo has pressing business elsewhere. His daughter Academy (or "Caddy") threw a fit, the level at which only spoiled rich kids can attain. Oddo had no choice but to find someone to escort her to the auction. He offers to pay the crew 500 credits for Caddy's safe passage to and from the auction. He emphasizes the word "safe" in a way that makes the crew believe the rumors of him being an interplanetary crime lord were true...

A Note to the Referee

This set up is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

Perhaps the crew crossed Oddo in some way and is offered the job of escorting his daughter to Jaroo as a way of making amends and avoiding a very very nasty alternative...





Key to Jak's Goods Emporium

The pod auction is held at Jak's Goods Emporium, a sort of junk yard/flea market a short walk from the spaceport.

1. Flea Market/Auction

Making your way through the crowded streets around the spaceport you head for a structure comprised of two plasta-steel buildings with a fenced-in area between them. The first building is labeled "Storage Bays", the second "Office", while the fenced in area looks like it contains several piles of junk. Slightly more valuable junk is available for sale beneath a covered section just in front of the office. A small crowd has gathered before a podium and a viewscreen standing before a gate to the fenced-in area.

There are a number of tables standing before the entrance to **Area 9** beneath a section covered by a small roof. The tables hold a variety of trinkets and knick-knacks one would find at a futuristic flea market, which hasn't changed much over the years; old music-sticks and holovids, plasta-glass kitchenware and cutlery, outdated chip-phones and cyberware, "antique" containers and tacky objets d'art, used household goods and holiday decorations, etc. It's possible the players may be able to find some usable weapons or equipment here at a cheaper than normal price, however the items will have a tendency to malfunction or break sooner than their more expensive counterparts. A simple registerbot stands ready to ring up purchases. Just to the west of this area is where the real action is.

Shortly after the players arrive Jak walks from the office to the podium which

stands before the gate to the junkyard, accompanied by his receptionist, Tawndri. After a brief description of how the auction works (1- A pod or "lot" is displayed on the screen. 2- Those in attendance bid on the pod. 3- The winner of each lot receives a key to the storage bay their pod's contained in and a Transcorp Codeburner [see New Equipment] they can use to open their pod. 4- The winner must remove their pod and its contents from the grounds by the close of business day. 5- No refunds.) and a brief disclaimer (Participants in the pod auction agree not to hold Jak's responsible. For anything. Ever. Period.), the first lot is displayed on the viewscreen and the bidding begins.

Bidders examine each pod as it's displayed, trying to divine their contents by interpreting colors, serial numbers, and other random markings as providing some clue. After the first few lots have been won Caddy sees a pod she likes, called as "Lot 6 – Bay 10" and starts bidding.

Immediately after winning she excitedly dashes forward, tosses her cred-stick at the receptionist, grabs the bay key and codeburner, and runs for **Area 11**. Players attempting to follow her will have a harder time moving through the crowd. By the time they get to the entrance to **Area 11** security alarms will have started sounding and they'll find it sealed tight. The words "security breach" flash on a nearby panel.

Jak's and his receptionist seem confused by the alarm and the crowd will start to panic. Players who were keeping an eye on the entrance to the storage bays will have noted that five winners had gone in but only four had come out (removing their pods with borrowed hover-carts) before Caddy entered.

Then there's the sound of laser fire and the crowd scatters. A lone security guard along with Jak and his receptionist now lie dead near the podium. Two robots, seemingly cobbled together from assorted junk, stand near the eastern corner of the building firing laser pistols into the crowd. They're joined by a third who steps around the corner. Players that would have knowledge or experience in galactic history or warfare as well as robot characters may have a chance of recognizing the robots as revengeoids (see New Creatures)

The entrances to **Area 9**, **Area 10**, and **Area 11** are currently in "lockdown" mode and are protected by high-security locks. If the players hang around in front of **Area 11** long enough they'll discern the fact that something's welding the door shut from the other side, ensuring that it can't be opened from this side.



Revengeoid x3 (hp 9,7,7): **AC:** 6 [13] **HD:** 1+1, **ATK:** 1d6+2 (laser pistol) or 1d6-1 (slam), **Sp:** mounted laser pistol instead of hand, **Sv:** 17, **Mv:** 12, **HDE/XP:** 2/30



The fence is electrified and deals 2d4 damage each round to creatures that come in contact with in. The fence bears two warning signs: "Danger: Shockfence Active" and "Beware of Watchbugs"

2. Dock Entrance

The ground here forms a slight incline, descending towards a delivery dock where hover-rigs can back in to drop off junk, slightly more valuable junk, or salvaged Transcorp pods.

The doors to the receiving dock are open and currently the only way into the building. A revengeoid looks to find some way of closing the doors while another stands guard just outside on the dirt incline. The body of a man dressed in stained work overalls lies dead in the doorway, a leg and arm hanging off the side of the dock.

The entrance to the dock is four feet off the ground. Players will have to pull themselves up to get into the building.



Revengeoid x2 (hp 9,7): **AC:** 6 [13] **HD:** 1+1, **ATK:** 1d6+2 (laser pistol) or 1d6-1 (slam), **Sp:** mounted laser pistol instead of hand, **Sv:** 17, **Mv:** 12, **HDE/XP:** 2/30

3. Receiving

This is the delivery dock for Jak's. Three large wheeled sorting bins line the north wall. A workbench stands in the southeast corner loaded down with what looks like robot parts. Wide bay doors lead south and west. A red light is lit next to the western door.

A player who has experience with moving freight may recognize the parts on the workbench as belonging to an Exofreight Liftsuit 3000, a powered exoskeleton used by dockworkers. They'll realize that a number of parts are missing. They'll also realize that those parts were incorporated into the structure of the revengeoids.

The entrance to **Area 11** is currently in lockdown mode and protected by a high-security lock. The red light beside it is an indicator to this fact. The entrance to **Area 4** is currently shut but not locked.

The receiver here is the one who put Jak's on lockdown by pressed the panic button hidden beneath his workbench when the revengeoids and the last of the nanotech assembler swarms entered his area through the door to the south.

4. Storage

This room has a number of circular marks on the floor, roughly Transcorp cargo-pod size. Apparently the pods were stored here prior to being sorted into the storage bays. Two crates of assorted tech are here. They've been opened and their contents scattered across the floor.

These crates contained some of the items the nanotech assemblers used to create the five revengeoids here. Several small cases removed from the crates have empty foam inserts in them which indicate they were home to laser pistols. One case contained a malfunctioning *energy disruptor* which has been incorporated into one of the robots. As a result attacks from laser weapons or Star Swords within 60' of the revengeoid with 9 HP only deal half damage to their targets.



Revengeoid x5 (hp 9,7,6,6,5): **AC:** 6 [13] **HD:** 1+1, **ATK:** 1d6+2 (laser pistol) or 1d6-1 (slam), **Sp:** mounted laser pistol instead of hand, one has *energy disruptor*, **Sv:** 17, **Mv:** 12, **HDE/XP:** 2/30



As noted above, one revengeoid is equipped with an *energy disruptor*. If an attempt is made to retrieve it players will find that it no longer functions due to damage incurred during combat and the process of removing it. It can however be fixed, if a player possesses the

right skills and tools, either to its “damage reducing” or possibly even fully functioning state.

5. Corridor

A clean white corridor runs through the center of the building, cleaner and whiter than one would expect to find in a junkyard/flea market office.

The entrance to **Area 10** is currently in lockdown mode and protected by a high-security lock.

A lone revengeoid patrols this corridor. It's wearing plate armor, literally. The robot is covered in a layer of plates liberated from the breakroom. It's also armed with bits of the breakroom's coffee unit.



Revengeoid (hp 9): **AC:** 4 [15] **HD:** 1+1, **ATK:** 1d6-1 (slam), or special, **Sp:** “plate armor”, scalding spray*, **Sv:** 17, **Mv:** 12, **HDE/XP:** 2/30

*Spray attacks all targets in a 15' line from revengeoid. Deals 1d8 damage. A successful saving throw halves the damage. A reservoir mounted on the revengeoid's back holds enough coffee to make 3 scalding, extra bold, black, no sugar, spray attacks.

6. Breakroom

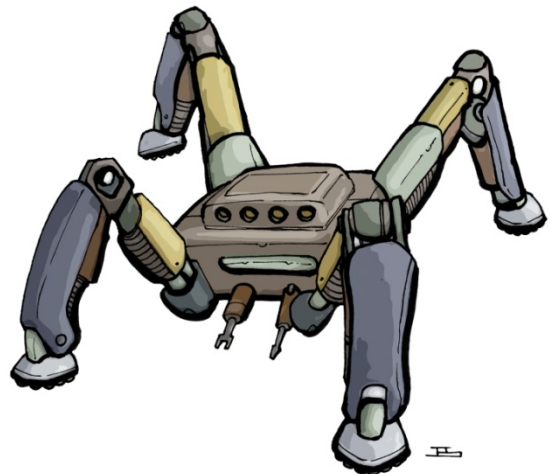
This is a simple breakroom. There's a small table, a couple of chairs, and a fridge-unit in the corner. Unfortunately it looks like someone's dismantled the coffee-unit.

Parts of the coffee unit were scavenged to arm the revengeoid patrolling the hall with its coffee attack. A few plates are scattered about as well, leftover after outfitting the same revengeoid with its armor.

The body of another employee is slumped against the wall near the door. Their overalls are stained with coffee and their face is badly burned.



Hidden in the fridge among a couple of bag lunches and a case of fizzberry zip cola are two *med kits*.



7. Locker Room

This tiled room contains work lockers, showers, and bathroom facilities for emporium workers. A collection of weird robot spider-things scurry around the floor as if frantically searching for something.

The spider-things are nanotech assemblers frantically searching for tech and parts they can use to finish a half assembled revengeoid hidden in one of the bathroom stalls. Once assembly has been completed the nanotechs normally

merge with the robot, serving as the creature's joints, and power source and ultimately activating the revengeoid by uploading the software they carry which contain its programming.

The spider-things can be stomped on or collected with relative ease and once located the half assembled, still inert, revengeoid can be easily dealt with as well. The nanotech assemblers tried cobbling it together out of items taken from the storage lockers here, mostly spare (low quality) cybernetic limbs and exoskeletal safety power-braces.



If the players search the lockers here they'll find a flashlight, a tool kit and a total of 60 credits.

8. Office

This room is Jak's office. His entire desk and every other available surface are covered with items he deemed worthy enough to rescue from his flea market and junk piles. Apparently he's a bit of a hoarder...

There's something flashing beneath the pile of junk on the corner of Jak's desk. Clearing away some of the debris will reveal a flashing button mounted on a panel which bears the word "Lockdown." Pressing it will unlock the security doors at **Area 9**, **Area 10**, and **Area 11** (even though it's unlocked the door to **Area 11** has now been welded shut.) The red light or flashing panels beside these doors will now display solid green indicating that they are no longer in lockdown mode.



A frame mounted on one wall holds an aero-disc signed by a once famous Arena Aero-Disc player. It could be worth 100 credits to the

right buyer (oh, and Oddo Fink is a big Arena Aero-Disc fan.)

9. Reception

This is the reception area. A tidy desk sits near the northwest corner, this room however is not immune to clutter. There's junk piled in the northeast and southwest corners, but they're relatively neat piles of junk...

Two revengeoids are here guarding the front entrance. If the lockdown has been deactivated they will be attempting to barricade the door with junk from the corners and therefore easily surprised.



Revengeoid x2 (hp 7,6): **AC:** 6 [13] **HD:** 1+1, **ATK:** 1d6+2 (laser pistol) or 1d6-1 (slam), **Sp:** mounted laser pistol instead of hand, **Sv:** 17, **Mv:** 12, **HDE/XP:** 2/30

10. Junk Yard

The doors leading to this area are on security lock down unless it's been deactivated by pressing the button in **Area 8**.

The door opens up into a wide fenced-in courtyard that lies between the two buildings. There are several impressive and unstable looking piles of junk here.

The majority of parts used to make the revengeoids came from this area. As a result players will notice sections of robots and equipment that's been pulled from the piles and seemingly disassemble. An Exofreight Salvagesuit 6000 lies on the ground in pieces. Someone familiar with

the gear would realize that it's missing its lasertorch module (among other things.)

Near the center of the yard a collection of large caterpillar-like bugs are feeding on something lying on the ground hidden by their mass. One of the bugs keeps watch while the others feed so it won't be long before the players are spotted. There's a chance that the group could sneak around the yard's perimeter and make it to the other side before being spotted, however they'd need to be cautious around the electrified fence and the unstable piles of junk or else they'll make their presence known.

The caterpillar-like bugs are vargix (see New Creatures.) Jak trained them as "watchbugs" for his junkyard. They help keep the muckrat population down as well as curious trespassers out.

The bugs are feeding on one of the "winners" from the auction, the one that didn't come back out the storage bay doors (at least not the same way he went in.) Opening his pod released the nanotech swarms which created the revengeoids. He followed the spider-like assemblers as they left the pod, bypassed the door sensors to **Area 10** and scurried into the junkyard to start assembling

revengeoids. He was so engrossed in watching the assemblers do their work that he didn't notice the vargix until they pounced on him. He didn't even have time to scream.



Vargix x5 (hp 12, 12, 10, 9, 9):
AC: 5 [14] **HD:** 2, **ATK:** Bite (1d6),
Sp: Acid slime, **Sv:** 17, **Mv:** 14,
HDE/XP: 2/30



The fence is electrified and deals 2d4 damage each round to creatures that come in contact with in. There's a touchscreen by the gate. Players could attempt to deactivate the fence and/or unlock the gate from here (even if the gate's off lockdown mode it has a separate additional lock which is usually engaged.)



The "winner" that the vargix were feeding on is laying face down on the ground. Rolling him over the players discover he's still holding the lid from a cargo pod. Searching him the players will find 75 credits, a silver cred-stick (good for 600 credits if its id chip can be hacked), and his still unused (?) *Transcorp codeburner*.



11. Storage Bays

A cool blast of air hits you as you step through the door, bringing with it the smell of burning metal. The door opens into the middle of a north-south corridor. The east wall is lined with metal roll doors. It looks as if the hall wraps around to the north and south. To the north an open cargo pod lays on its side before an open storage bay door.

If the players head north to point "A" to inspect the open bay door and cargo pod they'll find that the pod doesn't contain a standard passcode number pad (which is the reason why the winner didn't have to use his burner.) Instead the lid to the pod was designed to pop off if tampered with. The interior of the pod is lined with 18 honeycomb-like compartments. A total of 17 hexagonal lids lie in the bottom of the pod. One lid appears to be jammed. It's still in place sealing off the last of the compartments. If the lid is pried loose the remaining nanotech assembler swarm will be released. Unless they're quickly dealt with (more stomping) they'll head out into the junk yard and start assembling another revengeoid. "Dealing" with the nanotechs could alert the revengeoids at the door to the south of the group's presence.

The exit to the south is guarded by three revengeoids. The one with 8 HP is armed with a lasertorch module taken from **Area 10**. The revengeoid used this to wield the security door shut.

Point "B" indicates the storage bay in which Caddy is hiding. She scrambled inside next to her pod and shut the roll down door when the alarm sounded. She assumed the players would come find her after whatever danger had passed (daddy would kill them if they didn't.) Alert players could recall her winning the pod in bay 10 (which is what the roll door at point "B" is labeled) and head there to "rescue" her. Otherwise it's a process of elimination; there are only six unlocked bay doors in the storage bay area and one's still open. It's only a matter of finding the other five. One of them has Caddy and her cargo pod inside it.

And of course there's the revengeoids to deal with...



Revengeoid x2 (hp 6,6): **AC:** 6 [13] **HD:** 1+1, **ATK:** 1d6-1 (slam), **Sp:** none, **Sv:** 17, **Mv:** 12, **HDE/XP:** 2/30

Revengeoid (hp 8): **AC:** 6 [13] **HD:** 1+1, **ATK:** 1d6-1 (slam) or special, **Sp:** lasertorch*, **Sv:** 17, **Mv:** 12, **HDE/XP:** 2/30

*Attack adjacent target. Successful hit deals 2d6 damage. The robot's lasertorch only has enough energy remaining for 2 attacks.

Mission Accomplished

Opening the roll door to storage bay 10 the players will find Caddy sitting on top her pod sobbing, face buried in her hands. "Spice!" she screeches "It's full off spice! I can have all the glomin' spice I want! It's not fair!" Eventually she'll calm down enough to snap "Take me home!"

She'll let the players take the spice if they want it (It's worth 100 credits, which is less than what she won it for.) Leaving the building means exiting through a door other than the one to the south (which means the players may still have to deal with the vargix if they haven't already.

All that remains is getting "princess" back to her daddy, and collecting the promised payment...



Continuing the Mission

Here are some suggestions for further missions:

★ The players uncover a plot perpetrated by the Transcorp Company to get back at the people of Jaroo for capitalizing on the misfortunes caused by warp gate 177539D. Turns out they intentionally jettisoned the revengeoid pod near the planet for the sole purpose of wreaking havoc on the auction. So now the players know, but does Transcorp know the players know? And what, if anything, is anyone going to do about it?

★ The crew returns Caddy to her father and requests their payment. Oddo Fink offers them a chance to double their money by pulling one little "job" for him. He adds that he wishes the crew will "live long and prosper" and that they'll be more prosperous if they accept his offer. If they still need convincing he'll add that they'll also live longer...

★ The players uncover a plot perpetrated by a group of salvagers on Jaroo. They've been intentionally sabotaging warp gate 177539D, causing it to throw Transcorp transports way off course. Now the players know but does the group of salvagers know the players know? And what about the Transcorp Company? Do they know? And what, if anything, is anyone going to do about it?

★ The players manage to get the malfunctioning *energy disruptor* they salvaged from **Area 4** working again. Unfortunately this particular unit was stolen. Its original owner planted a homing beacon on it and decides to come looking for it, after hiring a crew of their own to help deal with the "thieves."

★ Academy suddenly and inexplicably dies shortly after the crew brings her home. Daddy isn't happy. Suddenly the players have a price on their heads...



★ A swarm of nanotech assemblers somehow gets loose onboard the crew's ship. They start looking for spare parts to assemble into a revengeoid. And when they can't find enough spare parts they start stealing them from important systems, like propulsion, and life support...

★ The crew decides to try their hand at the pod auction themselves once they find out that its back up and running. Their luck has to be better than the first time around. When they arrive they find Jak running the show again, which is odd since they all saw Jak die...

★ A rival crime lord planted the pod with the revengeoids at the emporium knowing Oddo's daughter would be at the auction. In the commotion they kidnapped the real Academy Fink and replaced her with a shape-changing assassin. The players either discover this enroute to Oddo's estate or after they arrive and "Caddy" tries to kill daddy. Either way it's a good chance that the players will be involved in rescuing the real Academy Fink...

NEW CREATURES

Revengeoid

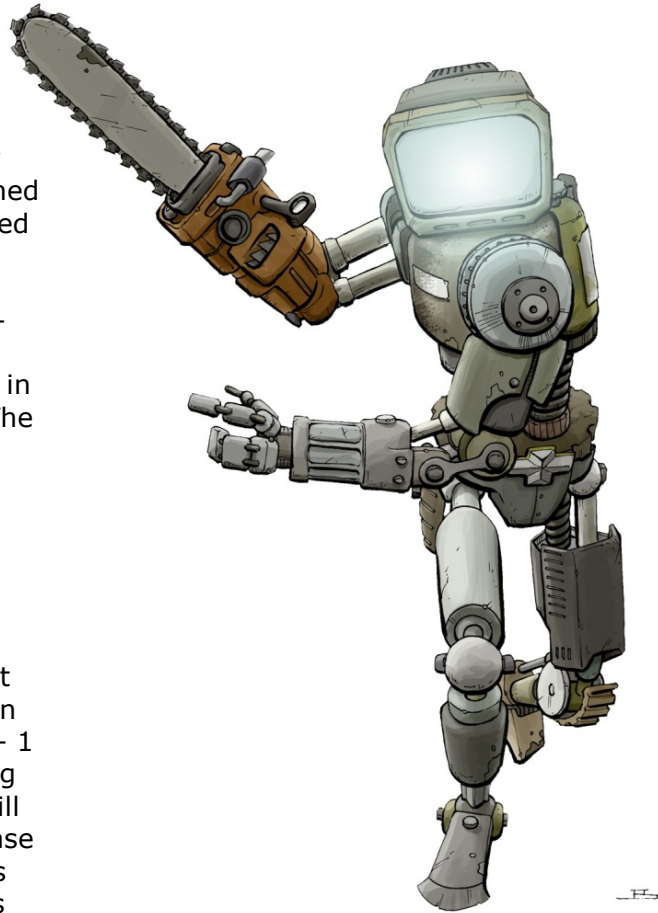
A revengeoid starts off as a swarm of spider-like nanotech assemblers usually stored in a pod, capsule, or crate designed to burst open upon impact. Once released the swarms create human sized robot soldiers out of any tech they can find. They were first utilized during the Edge-Runner Wars where their pods were mounted on Wave Fighters and stocked in the cargo holds Dreadwing Destroyer. The idea was that even if these ships were shot down over the enemy planet, the nanobot swarms would assemble robot soldiers out of the wreckage and they would continue the fight, ultimately gaining revenge against their foes.

Once constructed revengeoids, carry out certain survival/combat actions based on the number of units they sense present- 1 revengeoid will go into hiding attempting to contact other units, a group of 2-4 will attempt to find a location to use as a base and carry out occasional guerilla attacks against the enemy (which in most cases would be anything not revengeoid), 5 or more they'll attempt to secure their current location. In the case of being inside a structure this would mean securing entrances, posting guards at key locations, and patrolling interior corridors as well as the exterior perimeter.

Since revengeoids can be comprised of a wide variety of scavenged parts their attacks and special abilities vary. Any unique abilities possessed should be listed as part of their encounter descriptions.

REVENGEOID

AC	6 [13]
HIT DICE	1+2
THB	+1
ATTACKS	1d6-1 (slam) or by weapon
SAVE	17
SPECIAL	None
Movement	12
HDE/XP	2/30



Vargix

Also known as "vulture worms" vargix feed on carrion and rotted flesh although unlike their namesake they don't always wait until their food is dead. And they're neither bird nor worm, resembling more a cross between a beetle and a caterpillar, so whoever came up with their alternate name was a bit balmy.

They're roughly the size of a large dog and have a nasty bite which leaves behind an acidic slime. The slime deals 1d2 damage for 4 rounds unless it's rinsed away with water. Getting bit in the face by a vargix is not fun. In addition to being quite painful it can cause permanent blindness.

Since they're mostly scavengers with a taste for flesh they tend to ignore robots and rarely attack one unless provoked.

Vargix have an almost canine intelligence and in some cases have even been trained as "watchbugs." Mugogul ranchers at one time attempted to train them to herd cattle. They ate the cattle.

VARGIX	
AC	5 [14]
HIT DICE	2
THB	+2
ATTACKS	Bite (1d6)
SAVE	17
SPECIAL	Acid Slime
Movement	14
HDE/XP	2/30

NEW EQUIPMENT

Transcorp Codeburner

These devices were originally issued solely to Transcorp Security as a way of quickly circumventing passcode security on company property. They're comprised of a credit card size piece of circuit board with a short ribbon cable lead running off of it, terminating in a plug.

Codeburners were created in order to prevent disgruntle employees from locking out important assets or planting bombs in inaccessible cargo pods. They also prevent forgetful members of upper management from locking themselves out of secured systems. A codeburner plugs in just below a standard Transcorp passcode number pad and does two things, it tries every single number combination possible until the right one is found. It also prevents the number pad from locking up due to the wrong passcode being entered over and over again. It does this in a considerably

short amount of time. The speed in which the device generates passcodes creates a great deal of heat. This causes the circuit board to fry during the process, which is how the device got its name. Codeburners are one-use items and only work on Transcorp passcode locks.

All Codeburners are considered property of the Transcorp Company. Transcorp security and other agents employed by the company are quick to confiscate and destroy these devices when found in the possession of non-Transcorp personnel.

Art Credits

We'd like to thank the following companies, people, and resources for providing great spot art at low cost. It's due to their efforts that we can afford to keep the price of our products relatively cheap.

Shaman Stock Art provided the "Sci-Fi Flea Market" for our cover and inside cover.

The Creature, Valuable, and Obstacle icons as well as Jak's Sign (modified Rocket icon) on page 2 were made by Lorc. These icons are available for download on game-icons.net

The Nanotech on page 6 and Revengeoid on page 11 were created by Jeshields. You can find more artwork at jestockart.com

The Vargix on page 8 was provided by Le Forge Studios.

The Rocket on page 9 was provided by Cerberus Stock Art.

The "Hot Shot" pilot on page 10 is ©Jeremy Mohler 2003 and provided courtesy of Outland Entertainment.

The map for our "old school" Goods Emporium was created using dungeonographer mapping software from Inkwell Ideas.

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