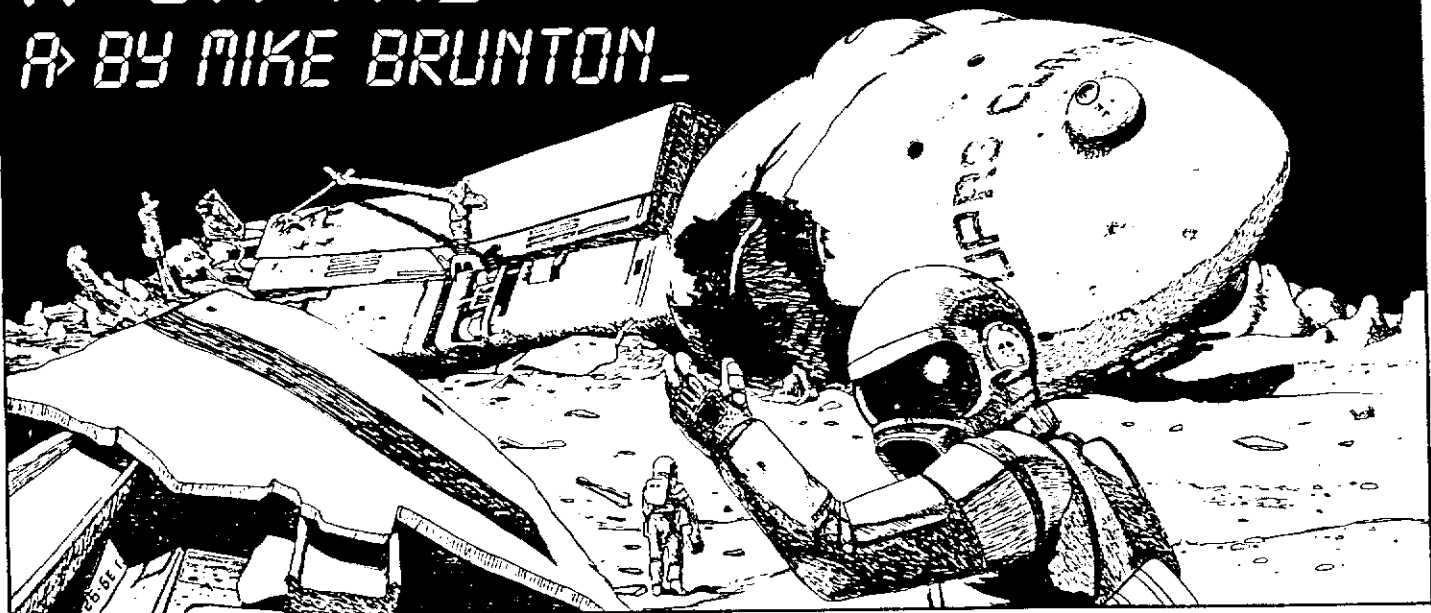


# A> ON THE ROCKS

## A> BY MIKE BRUNTON



### INTRODUCTION

**On the Rocks** is an adventure for the **STAR FRONTIERS®** game, and the referee will need copies of the **Alpha Dawn** and **Knight Hawks** rules to run it. The referee should also be familiar with the East Indiaman Class Freighter on p27-30 of this issue of **IMAGINE™** magazine.

If you intend running a character in this adventure, please stop reading here.

The mini-module is designed for groups of 3-5 player characters, who will need a good variety of skills from the Alpha Dawn rules. They will find it difficult to succeed without Technician, Computer and Military skills. Spaceship skills could prove useful, but are not essential to success — unless the players are very careless of the lives of Non-Player Characters (NPCs) during the course of the adventure.

### Background

The East Indiaman UPRS (UP Registered Ship) **Clan Chattan** spent the last three years on the fairly profitable, but undramatic, **Truane-Dixon's** Star haulage run. The cargoes never made vast profits, but the bank payments and crew wages were always paid on time. One month ago, the last voyage of the **Clan Chattan** began as had all the others, with **Jasmine Cumae**, the owner, ship's master and pilot, filing her flight plans at the **Pale**, **Truane** starport control. The **Clan Chattan** accelerated away from **Truane** and jumped into the Void. The ship did not arrive at **Laco**, **Dixon's** Star. The **Clan Chattan** had been late in the past, so nobody worried. However, after a week without any evidence of the ship's fate, the **Laco Development Corporation (LDC)**, as the owners of the ship's cargo, declared the **Clan Chattan** missing, blaming pirate action and/or the crew of the **Clan Chattan** for the loss.

Two days later, the robot prospector ship **Romero-4** quietly made its first rendezvous with the asteroid **Plutarch**, **Dixon's** Star. **Plutarch's** orbit had changed slightly, and **Romero-4** found the cause — the **Clan Chattan**, by a billion-to-one chance, had collided with the asteroid. Maintaining radio silence for commercial security reasons, **Romero-4** completed its survey, and then turned for home.

**Auric Mining & Construction (AuriCon)**, the owners of **Romero-4**, did not want the crash of the **Clan Chattan** to become public knowledge. Ownership of **Plutarch** was at stake. Under UPF law, anyone who had survived the crash (however briefly) could claim ownership, and **Plutarch** was important to the company — millions of tonnes of orbital construction material in a star system without an asteroid belt. Within days, a company police scout was diverted to **Plutarch** and landed a small team of **Regulators** to establish the company's mining rights.

The **Clan Chattan's** fate did not stay a secret for long. By chance, **Nathaniel Cumae** — **Jasmine's** half cousin — worked for **AuriCon** and saw the **Plutarch** scanning reports. Risking his future (and his life), he anonymously sent copies to the **LDC** factor at **Pale**, **Truane**. The **Clan Chattan** and its cargo had been found. Recovery was another matter...

One week ago, another East Indiaman, the **Paltsa Ryby**, arrived at **Pale**, **Truane**. The **LDC** factor immediately approached the ship's master, **Captain Glaz Ptitsy** (a **Vrusk**), and offered him **Cr30,000** and 5% of the cargo's value for its recovery, but only if this was done quickly. **Glaz Ptitsy** accepted on the spot, despite the fact that the crew of the **Paltsa Ryby** consisted of two people: himself and **Milo Hansen** — his engineer and co-owner.

### Starting the Adventure

**Glaz Ptitsy** (see **The Paltsa Ryby** for more details) needs a salvage crew. He will advertise for crew members through the starport databank — and actively seek employees in the various bars and spacer flophouses on the starport space station. Unfortunately for him, **AuriCon** know what he has been hired to do, and the company has persuaded potential crewbeings to take up other offers of employment.

By the time **Glaz Ptitsy** approaches the adventurers, they should have heard of him — and his lack of success in hiring people. He will offer the group standard rates, depending upon their skill levels. If necessary he will add a further clause to the contract: 1% of the value of any salvaged cargo, to be divided amongst the group. This is a potentially vast sum, but he is now desperate — time is running out.

### The Paltsa Ryby

The **Paltsa Ryby** is a rather battered, standard ion-driven East Indiaman — see the class description for further details. It carries sufficient armour, space suits, rocket packs and fuel to outfit the adventurers for work on **Plutarch**. The arms locker contains ten laser pistols, five laser rifles, a single heavy laser that needs repairing (**Milo Hansen** has never found the time), and a single dozen grenade. The arms locker is also well stocked with power packs and clips.

The **Paltsa Ryby** has only two permanent crew: **Captain Glaz Ptitsy**, who owns 70% of the vessel, and co-owner and engineer, **Milo Hansen**. The two are good friends — despite the fact that they argue all the time.

#### Paltsa Ryby Crew

Name	STR/STA	DEX/RS	INT/LOG	PER/LDR	IM	RW*	M*	Comp
Glaz	50/60	40/60	75/50	50/70	6	80	25	30
Skills: Technician 6, Computer 6, Beam Weapons 6, Pilot 3, Astrogation 3, Gunnery (Energy Weapons) 2 (Vrusk Male)								
Milo	65/90	20/15	50/75	10/05	2	30	43	
Skills: Technician 5, Robotics 4, Engineering 6, Beam Weapons 2, Melee Weapons 1. (Human Male)								

\* RW — The chance to hit with best Ranged Weapon.  
\* M — The chance to hit with best melee weapon

Captain Glaz Ptitsy is a competent business being — he will offer the adventurers the minimum wages he thinks he can get away with. On the other hand, he will not abandon them should a situation deteriorate. Glaz takes care of Milo, keeping him out of jail and as sober as possible — and will not hear a word said against him.

Glaz knows that AuriCon has an interest in Plutarch, and understands the UPF space law on ownership. He also has a cargo manifest for the Clan Chattan in his possession. In addition to the surviving cargo listed below, the Clan Chattan was also carrying computers (valued at Cr120,000) and a second transposant pod with 2000 occupied storage class berths (indentured labour valued at Cr7 million). The cargo manifest does not give the surviving cargo, only what was carried when the Clan Chattan left Pale, Truane.

Milo Hansen crawled inside a whiskey bottle years ago — and never came out. His low intellectual and social abilities reflect this, while his melee weapons skill is based solely on his proficiency with broken bottles and chair legs. Drunk or sober, Milo is fully capable of carrying out his duties, and he is devoted to Glaz, his only real friend.

## GENERAL COURSE OF PLAY

### Pale Station, Truane & the Flight to Plutarch

Once the adventurers have agreed to work for Glaz Ptitsy, he will give them two hours to finish any other business they have, collect their possessions, and report to the Paltsa Ryby in the station docks. AuriCon will learn of Glaz Ptitsy's doings through one of their agents in the Port Authority and will send a team of Regulators to intercept the adventurers.

The Regulators — identical statistics to those on Plutarch — will ambush the adventurers in one of the commercial zones attached to the docks. The referee should use the Commercial Deck Section of the station floor plans provided in the Knight Hawks game to represent this area. The Regulators, equipped with needler pistols, stunsticks and military skeinsuits, will be waiting in the Spacer Club for the adventurers to appear, and will attempt to capture them. If they succeed in doing so, the characters will wake up as part of the indentured labour force of AuriCon. The course of play from this point is up to the referee.

To avoid this, the adventurers need to reach the elevator, which will take them to the Paltsa Ryby's dock. Any NPCs on the station who witness the fight — Port Authority personnel, off-duty spacers, etc (the referee should feel free to invent bystanders) — will not interfere in what appears to be a commercial vendetta.

Once on board the Paltsa Ryby, the adventurers will be introduced to Milo Hansen. The ship will leave the dock, and head for Dixon's Star. The flight to Plutarch will take five days, during which time the referee should feel free to invent events of interest. The adventurers will be given crew status as far as the ship's security systems are concerned.

### Plutarch

Plutarch is an interstellar rogue caught in the gravity well of Dixon's Star. Deep black in colour, it is made up mostly of carbon, nitrogen and hydrogen compounds with small amounts of water ice and nickel-iron ore. Plutarch is potentially very valuable, containing many of the raw materials needed to build and maintain starships and space stations. From Plutarch's constituents, plastics can be synthesized, hydrogen for fuel and oxygen for air can be extracted; the water is valuable in itself, and the metal content is simply a bonus. While Plutarch is quite large when compared to a ship — a roughly oblong boulder some 2.5km long, 1km wide and 500m deep — its mass is very low. For game purposes assume that the gravitational pull of Plutarch is minimal, ie zero gravity conditions. The referee should note the effect that this will have during the game — eg objects (and people) will tend to float away unless tethered.

The crash site of the Clan Chattan stands out as a streak of silver-white debris against the deep black of the rest of Plutarch — a colour due to the gradual accumulation of aeons of interstellar dust.

### The AuriCon Regulators

The Auric Mining & Construction Police, known as 'Regulators', are in charge of security throughout AuriCon's business empire. They also fight the company's wars. Landed on Plutarch to establish ownership, the Regulator detachment has orders to allow no-one else to land, no matter what the reason. If necessary, they will use force.

When the Paltsa Ryby arrives at Plutarch, the Regulators will make contact and tell Glaz Ptitsy to move away immediately 'or face the consequences....' However, Brett will exceed his authority and allow a landing if — and only if — Glaz Ptitsy and the adventurers agree that they have no claim to Plutarch whatsoever. Under these conditions a supervised landing will be allowed, but no help will be offered.

Brett can be bribed if offered a sum of Cr250 or more. He will allow the spare generator to be used to supply power for repairs to the Clan Chattan. He will not allow the generator to be used if he has been threatened or if any of his men have been harmed.

In point of fact, AuriCon have no right to Plutarch — it belongs to the late Jasmine Cumae. If her body is found (see **Repairs**), and Brett gets to hear of it, he will order the Paltsa Ryby to leave at once. He and his men will remove all traces of Jasmine's presence after the crash, up to, and including, setting explosive charges on the wreckage of the Clan Chattan.

#### The Regulators (All Human)

Name	STR/STA	DEX/RS	INT/LOG	PER/LDR	IM	RW	M
Brett	50/60	45/45	40/50	30/45	5	53	35
Reg.1-6	60/70	50/45	25/30	15/10	5	45	60

#### Skills:

Brett: Beam Weapons 3, Melee Weapons 1, Computer 1.  
Regulators: Projectile or Beam Weapons 2, Melee Weapons 3, Medical 1 (Regulator 1 only), Demolitions 1, Technician 2 (Regulator 2 only)

The Regulators are all equipped with space suits, space suit armour, military skeinsuits, albedo screens and rocket packs. Brett is armed with a laser pistol (connected to a 50 SEU power belt-pack). His squad is armed with two shotguns (see **New Equipment**), 5 laser rifles and vibroknives.

The Regulators are housed in a survival unit — basically three linked plastic domes with an airlock. The plastic is capable of taking 30 points of structural damage. The entire unit is capable of providing life support for up to 12 people for a period of 1 week, and is equipped with a simple videocom, an entertainment computer, a weapons and spacesuit storage/maintenance area, an automatic galley, and bunks for the occupants. The unit is powered by a type 2 generator (this particular unit has a spare). The Regulators have supplies for two months, as well as 100 rounds of shotgun ammunition and 2kg of Tornadium D-19. Re-charges for the laser weapons are effectively unlimited.

## New Equipment

**Shotguns:** These weapons are often included in spaceship arms lockers — their effects on spacesuits can be dramatic.

#### Shotgun

Projectile Weapons							
	Damage	Rate	Defence	PB	Short	Med	Long
Shotgun	8/3/2/1§	1	Inertia	0-2	3-8	9-18	19-40
Sawn-off	8/2§	1	Inertia	0-2	3-4	—	—

§ Damage in d10s — the decrease occurs at each range, and is applied to all the targets within the spread of shot (2m wide at point blank and short range, 4m wide at medium and long range). A shotgun blast only causes 3 points of structural damage, but they are very dangerous weapons to use against spacesuits. A shotgun blast will cause 1d10 2cm holes in a spacesuit, each of which has a 60% chance of self-sealing. Spacesuit armour has a 55% protection rating against a shotgun blast (see **Knight Hawks Campaign Book** p28).

A standard shotgun has a mass of 4kg, costs Cr450 and takes a 5 shot clip costing Cr15. Sawn-off shotguns have a mass of 3kg (the barrel is much shorter), cost Cr600, and are either single shot models or take a three round clip (Cr10).

When a character uses a shotgun in zero gravity, he or she should make a Dexterity ability check. Failure indicates that the character has been thrown off balance by the recoil, and must spend the next turn recovering or suffer a -50 penalty on the chance of hitting a target.

**Emergency suits:** These are little more than person-shaped airtight plastic bags with an cartridge that provides 10 minutes of air. An emergency suit has no value as armour, nor is it self-sealing. It can, however, be put on in 3 turns (a vrusk emergency suit takes 4 turns to put on), and a normal spacesuit may be worn on top.

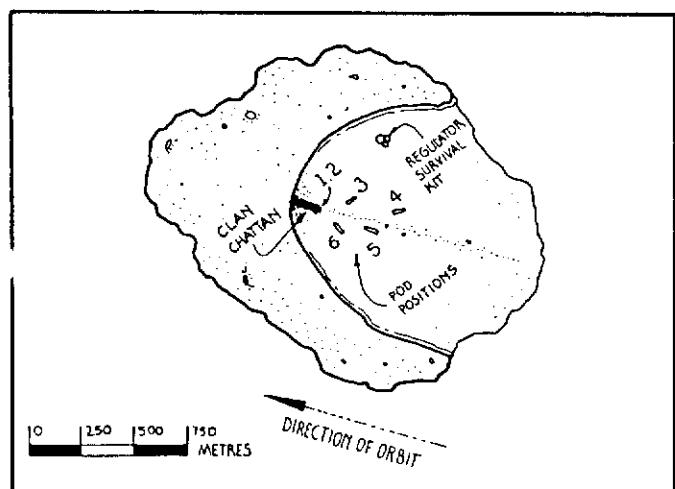
Emergency suits cost Cr400 and replacement air cartridges cost Cr25. Both are freely available at all starports. Being a predominantly human company, Tallyman Associates provide a free human emergency suit for each cabin on any new ship launched from their airdocks.

## The UPRS Clan Chattan

The Clan Chattan collided with Plutarch after leaving the Void and was flying stern first with the drives on to decelerate from jump speed. As a result, Plutarch was in the Clan Chattan's radar 'blind spot', and the asteroid wasn't even seen before the collision took place.

Fortunately — although the majority of the crew didn't live to appreciate the fact — the Clan Chattan did not strike Plutarch squarely, but at an angle along the asteroid's longest axis. The damage to the asteroid was minimal — one more impact crater made little difference. Most of the Clan Chattan eventually came to rest against a fracture line caused in a collision with another asteroid centuries earlier. The rest of the ship was spread in a thin layer along the line of the crash.

The diagram shows the position of the various parts of the wreck, and also gives the location of the Regulators' survival unit — the wreckage provides a convenient marker for resupply vessels.



Although the Clan Chattan is no longer spaceworthy, and will never be so again, the ship has not been totally destroyed. The angle of the crash, and the ship's attitude at impact, meant that much of the momentum of the ship was absorbed by the ship's drive nacelles and the parabattery housing. The aft engineering deck and the keel mounted cargo pods also cushioned much of the force of the impact.

The condition of the ship is listed below (the numbers and letters in brackets refer to the East Indiaman deck plans). The referee will find it useful to mark the damaged and destroyed locations on a copy of the plans, and **IMAGINE** magazine grants permission to photocopy the deck plans for this purpose. References to areas on board the Paltsa Ryby will be distinguished by a 'P' prefix, eg P48 the cargo arm.

The recreation lounge (16), the guard cabins (17, 18, 25 & 26), the lifeboats (22 & 23), the toilets (24), the crew mess area (31), the emergency bridge (34), the luggage space (38), the three keel mounted cargo pods (see 39), aft engineering and maintenance ('G' Deck), the drive access tunnels and engine struts (46), parabatteries (47), and the drives, have all been totally destroyed. The ship is simply a mass of wreckage, open to space at these points.

The hull on 'B' deck is severely cracked and warped and will no longer hold an atmosphere, but apart from superficial damage caused by flying debris, the deck is still in one piece. The Bridge ('A' Deck), and escape pod (9) have survived virtually unscathed, although the Astrogation bubble (1) porthole has a crack in it which has let the ship's air out of this deck.

The body of Jasmine Cumae, the ship's master, will be found in the escape pod. Jasmine survived the crash, only to die of suffocation when the pod's life support ran out. The pod was damaged in the crash and could not be launched. Technically, Plutarch is part of Jasmine Cumae's estate.

## The Cargo

The Clan Chattan was carrying a mixed cargo on her last voyage — as might be expected on a ship carrying goods to a frontier colony. Of the six pods that survived the crash, two are still attached to the spine of the ship. The others broke free when the ship crashed, and are scattered along the crash line. All the pod hulls, except one, have cracked.

Glaz Pitsy's cargo manifest for the Clan Chattan only lists what was on board, not what has survived, so unless the adventurers physically inspect the cargo pods or manage to get the Clan Chattan's computer working (see **Repairs**), they should not be told what is salvageable. For convenience, the surviving cargo pods are designated 1 to 6. Pods 1 & 2 (the port forward and middle cargo pods) are still attached to the Clan Chattan, the others lie in the positions indicated on the diagram. Listed below are the contents of the various pods, their value and other relevant details.

**Pod 1. Agricultural Chemicals** — granulated fertilizers, pesticides and fungicides — valued at Cr40,000. Recovery will take 45 labour-hours.

Several of the chemical containers have split, spilling their contents into the pod. Anyone who enters the pod will automatically pick up chemical dust on his or her spacesuit. Unless this is washed off under the spacesuit shower in the forward airlock (P32) the Paltsa Ryby will be contaminated by the various pesticides.

This contamination is handled as though it is a -5/2d10 infection. A character with medical skill can use the Diagnosis and Neutralize Toxins subskills as normal — even though these chemicals are rated as an infection rather than a poison. The chemicals will result in a permanent loss of 1d10 of a random ability even when 'cured'.

**Pod 2. Transposant Pod** — 1800 colonial draftees and commercial dissidents, all indentured labour for LDC — contracts valued at an average of Cr3500, total value Cr6.3 million. Transposant pods are built to withstand a good deal of rough treatment — the cargo is, after all, relatively delicate. The transposants are still alive, making this the most valuable salvage on the wreck.

The pod cannot be unloaded and the storage berths transferred as this would kill the transposants. The entire pod must be released from the wreck and moved to the Paltsa Ryby. (The replaced pod will have to be abandoned on Plutarch — possibly for later collection). Removal of the pod is impossible without the aid of the Clan Chattan's cargo arm (48), and the pod release mechanism has also been damaged. Once the pod release and arm are working (see **Repairs** below), removing the pod and connecting it to the Paltsa Ryby will take at least 4 hours for three people (one person on each cargo arm, and one supervising).

There is a 30% chance (-5% per level of technician skill) that the transposant pod will slip during the transfer, causing 1d10 points of hull damage to the Paltsa Ryby.

**Pod 3. Agricultural machinery** — robot ploughs, harvesters and fruit pickers — value Cr35,000. This pod has split open on impact and much of the machinery is damaged — only 35% is recoverable (value Cr12,550). Collecting the various items of machinery and loading them into one of the Paltsa Ryby's pods will take 30 labour-hours.

**Pod 4. Mixed cargo** — luxury goods and foodstuffs, computer parts, jetcopter spares, three crates of UPF SpaceMail parcels, industrial laboratory equipment — total value Cr130,000.

15% of the cargo in this pod has been destroyed, but the most valuable items — the SpaceMail and a case of rare wine — are still intact, although the sediment in the wine has been disturbed. The SpaceMail and wine are valued at Cr30,000 (for insurance purposes) and Cr12,500 respectively. Extracting the parcels and the wine from the wreckage will take 4 labour-hours, while recovering the rest of the cargo will take a further 16 labour-hours.

**Pod 5. UPF chartered pod** — weapons and other equipment for the Laco militia battalion — value Cr120,000. The entire contents of this pod have survived intact, and can be recovered in 30 labour-hours. The exact contents are left to the referee's discretion, but should include most of the lighter weapons and defensive armour listed in the Alpha Dawn rules.

If the adventurers decide to use any of the weaponry from this pod, it should be remembered that it is all still in its original packing, and none of the power or ammunition clips are charged or loaded. Readyng any of these weapons will take a character with military skill one hour to clean and check the weapon — in addition to the time that must be spent charging or loading clips.

Pod 6. Medical supplies — drugs, surgical consumables and a diagnostic computer — value Cr75,000. The contents of this pod were carefully packed against violent acceleration, and have survived remarkably well. Only 10% of the cargo — mostly drugs — has been damaged beyond salvage. Recovery will take 35 labour-hours.

## Repairs

Major repairs to the Clan Chattan are out of the question, but it is possible to effect some minor repairs to one or two of the ship's systems, in particular the pod release mechanism and the cargo arm (48). However, all the repairs are pointless without a power source. The Clan Chattan's parabatteries are gone, and taking power from the Paltsa Ryby would require the facilities of a dockyard. There is another solution — the Auricon Regulators possess a backup type 2 generator for their survival unit. This is capable of producing enough power for the computer or the cargo arm — but not both at the same time.

Assuming that the Regulators can be persuaded — by whatever means — to part with their generator, repairs can be carried out using the appropriate subskills. A character using the Repairing Computers subskill suffers a -30% penalty, and can roll once per hour for success. Once the computer is repaired, the Displaying Information subskill suffers a -15% penalty. These are the only two subskills that can be used on the Clan Chattan's computer.

A character using the Repairing Machinery subskill to mend the cargo arm (48) and the pod release mechanism suffers a -10% penalty, and a roll for success may only be made every two hours. Once repaired, a dexterity of 60 or more or Technician skill level 2, is required to avoid causing a breakdown (-20% to repair). The use of the Clan Chattan's cargo arm is required to move the transposants (pod 2) and will reduce the time that need be spent unloading pod 1 to six hours work for the arm operator.

## The Wreckers

Sixty hours after the adventurers begin their salvage operation, another ship will arrive at Plutarch. This is the Lizzie Borden — a flying junkyard if there ever was one. The Lizzie Borden has been built from the wreckage of nearly as many space ships as it has parts — it was once a merchant ship, but has, over the years, grown into its current ugly self, absolutely unrecognisable as a definable class of vessel.

The Lizzie Borden has the following statistics:

Lizzie Borden (freighter/hulk)	
Hull Points	30
Weaponry:	Laser Cannon
	Assault Rocket Launcher, 2 Rockets
Defences:	Reflective Hull*
Damage Control Rating (DCR)	20**
Acceleration/Deceleration Factor (ADF)	1/4***
Manoeuvre Rating (MR)	1

\* The reflective hull only covers part of the ship. There is a 60% chance that a shot on the Lizzie Borden will hit an area without defences.

\*\* The low DCR reflects the fact that the ship is built from salvaged parts — and that the computer cannot cope with the complexity of the problem this presents.

\*\*\* The Lizzie Borden normally uses ion drives (ADF 1), but at some point in the crew salvaged a C type atomic drive which is now attached to one of the ship's drive struts. In emergencies this drive is used to give the improved ADF.

The referee should note that no deck plans are provided for the Lizzie Borden — the crew will not allow anybody on board the vessel in any circumstances. If the adventurers try to take it by force the referee should use the small freighter plans supplied in the Knight Hawks set.

Gosht-e-nan, a Yazirian, is the leader of the Lizzie Borden's crew, a group of acquisitive souls who live by one motto: 'If it's not nailed down, it's ours; if we can prise it free — it's not nailed down!' Gosht-e-nan wants to strip the wreck of the Clan Chattan for spare parts to improve the Lizzie Borden. He will agree to Lt Brett's landing conditions, confining his larcenous intentions to the Clan Chattan.

There will never be more than two members of the Lizzie Borden's crew working away from the ship at any one time (Steinman will never leave the ship). They will remove all the useful components of the Clan Chattan that are relatively intact — the computer, the escape pod, the electronics on the ship bridge. They will then turn their attention to the cargo pods, and if not watched will load the contents of pods 4, 5 & 6 into the Lizzie Borden's hold.

If they are stopped, they will become hostile. They will retreat to the Lizzie Borden, and after 1d10 hours will attack the adventurers, though again, never more than two of the wreckers will leave their ship.

If they are defeated, they will once again retreat to their ship. Gosht-e-nan will attack the Paltsa Ryby using the laser cannon. The instant that the Lizzie Borden suffers damage, they will accelerate away from Plutarch using the atomic drive.

The referee should play these NPCs as thoroughly shifty, disreputable types — who will (and have) slit throats for the price of a drink.

### The Wreckers

Name	STR/STA	DEX/RS	INT/LOG	PER/LDR	IM	RWt	M+
Gosht-e-	30/50	60/65	40/30	35/60	7	90	50
Steinman	40/60	45/45	40/50	30/45	5	33	25
Tyler	60/40	70/65	35/50	75/25	7	55	35
Todd	5/15	80/90	60/75	50/45	9	60	40
Angel	95/40	20/20	05/05	01/01	2	10	43

#### Skills:

Gosht-e-: Beam Weapons 6, Gunnery (Energy Weapons) 3, Melee Weapons 2

(Yazirian Male) Battle Rage 35.

Steinman: Beam Weapons 1, Computer 6, Technician 6, Pilot 2, Astrogation 3.

(Human Male)

Tyler: Martial Arts 3, Projectile Weapons 2, Technician 4, Robotics 3, Engineering 3.

(Human Female)

Todd: Beam Weapons 1, Projectile Weapons 2, Martial Arts 1, Medical 1, Psycho-Social 2. (Human Male)

Angel: none.

(Yazirian Male) Battle Rage 50.

Base chance to hit does not take into account Yazirian Battle Rage or Martial Arts skill

All have space suits and armour. Gosht-e-nan and Steinman are armed with laser pistols and vibroknives, while Todd has a laser rifle. Tyler uses a pair of matched sawn-off shotguns with three-round clips (see **New Equipment**). If a fight breaks out Angel will be allowed to use an axe — as a special treat.

## Ending the Adventure and Experience

Effectively, the adventure ends when the Paltsa Ryby arrives at Laco starport and offloads the cargo. Glaz Ptitsy will be paid by LDC, and will then pay the adventurers. This will take about a week or so while the LDC management argue with Glaz over the state of the recovered cargo and its value.

The referee should award 5 experience points to those characters who performed well, 3 to those whose performance was adequate, and 1 to those 'along for the ride'. A bonus of 10 experience points (divided in any way the referee sees fit) can be awarded to the adventurers as a group for an exceptional performance (eg for dealing with the potential opposition in a diplomatic manner without the use of guns etc).

## Credits

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