TSUGA ORBITAL

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BACKGROUND

This adventure is set up for PCs to be exploring the nearby star systems and includes aquiring them a ship (in the form of a relic). The Joydel system is specifically left undefined to fit in any campaign or area, but the details of the adventure as written place it near Vargr space.

The PCs begin on Giettacin, in the Joydel System. Giettacin is only beginning to regain the capability of interstellar travel - and the PCs are involved in that juncture. (`Giettacin E556535-9 Ag 430 G5 V`)

The PC's begin as a group from 1-5 players who have been gathered together at an Orbital Spaceport for a business proposal. The PCs should have a variety of skills among them - Belter or Space Navy as careers work very well. Any skills that are lacking can be made up by NPCs.

"Ms. Caroline Tsuga is the owner and CEO of Tsuga Orbital - a transit company that has grown a great deal over the past years in tourism of nearby planets - and has a interesting business proposal."

REFEREE NOTES

Ms. Caroline Tsuga is an exceptional businesswoman who has expanded her mother's freight hauling company into a full fledged space travel industry and holds the virtual monopoly on the tourism of other nearby planets in this system. The primary focus of tourism has been the planet Ruigth, recently opened to public travel.

Ruigth was kept interdicted by the planetary government in order to allow them to thoroughly scavenge the destroyed Scout Base for relic technology. By the time the planetary government actually got to the Base, it was already thoroughly picked over by iternerant Merchant ships - appearing only briefly between the years to trade industrial goods for the agricultural goods common on Giettacin. The remains of the Scout Base have allowed Giettacin scientists to recover the technology required to produce working Jump Drives.

The advance in jump technology is now filtering to the general (commercial) population. The technology recovered is Jump 1, and if Tsuga could find a Jump 2 drive in working order, they would get a lead on their competition, Ricaro Systems. Part of Tsuga Orbital's research and development money has been spent scouring the system for remaining jump technology not controlled by the government, and the expenditure has finally paid off. All Tsuga Orbital needs is a carefully picked crew willing to do some deep space recovery.

What isn't an open secret is the government of Giettacin has established preliminary contact with a nearby system, and in order to develop trade between a set of close planets is constructing a deep space refueling station. Ricaro Systems are the primary contractors for the governmental starships, and have the contract for creating the refueling station. The tanker ships to carry the fuel have been in construction for the past 18 months, and will be finished in another 6. When they are finished, the Ricaro will have a strangle-hold on trade between a number of worlds and re-establishing interstellar contact.

THE OFFER (SETTING UP)

Referee Details

The PCs are invited to join Caroline Tsuga at Spaceport 1, courtesy of Tsuga Orbital, for a weekend visit. Spaceport 1, like Giettacin, orbits the small gas giant Ashua. Spaceport 1 is at the forward trojan point on the Giettacin orbit around it's gas giant. After a tour of the facility, the PCs join Ms. Tsuga in a confrence room. She is very frank and to the point.

The job as it stands is for the PCs to recover a starship entering the system in a highly elliptical orbit. She has some basic information on the starship, but has been unable to identify it. It is undoubtably a relic, and the possibility exists of an active virus infection on the starship. To complicate matters, the relic - although undetected up till now, will not remain so. Due to the media blitz against the government and Ricaro Systems, any ship launched in an uncommon vector will be tracked and the relic located. Assuming the PCs take the job, they will have a lead time of only hours to recover the ship and claim it - as publicly as possible (transmitting live video) - in front of the public. The offered compensation for this job is Cr100,000 per person, on success. Some guests that have joined the PCs as possible 'adventurers' politely decline and are offered the station's hospitality - with little room for denial.

LAUNCH AND RACE

Referee Details

The PCs are provided with an unarmed, 95ton shuttle. The shuttle has been retrofitted fitted with internal fuel bladders in the place of the cargo space and some of the seating to allow extended thrust times. Using the full thrust capabilities of the ship, the PCs will get 174 Ghours worth of fuel.
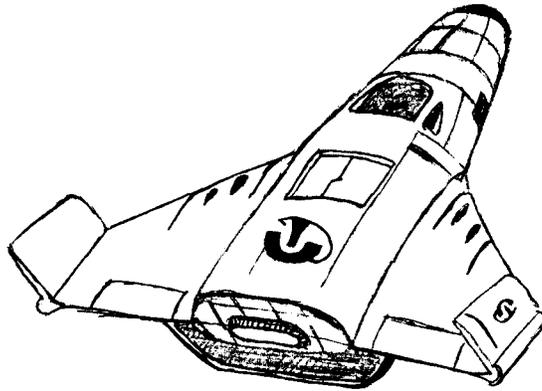
The PCs are given leave to launch, and final telemetry on the ship, giving a distance of 1400 light-seconds. One hour after launch, Caroline Tsuga opens a communications channel to inform them that another ship is accelerating behind them. Although authorities are denying anything, spaceport 1 has tentatively identified the craft as a Ricaro Jumpship and estimates their fuel will give them 120 G-hours of acceleration. The 95 Ton shuttle has a 3G acceleration, providing an ample on the Ricaro ship.

Corrected Travel times for Traveller: TNE

G-Hours	Time (min)	G-Hours	Time (min)
1	142	6	24
2	71	7	20
3	47	8	18
4	35	9	16
5	28	10	14

To calculate flight times, choose a divisor of the number of G-hours (i.e. a divisor for 120 G-hours is 6) and determine the amount of time to traverse 1 light-sec. Multiply by the distance in light-seconds, and divide by the number needed to match the G-hours.

6 G-hours = 24 min/light-sec   120 / 6 = 20

24 min/light-sec * 1400 light-sec / 20 = 1680 minutes = 28 hours.

DERELICT

When the PCs arrive near the ship, they will find the derelict tumbling slowly in it's highly elliptical orbit. While matching vectors shouldn't be difficult, stopping the tumble might be. Any belter will know it's possible to "bleed" off the tumble by brushing against the derelict with the shuttle. It is quite possible to cross to the derelict and attempt to enter it, but the tumble will need to be stopped eventually, and the derelict has no fuel or power.

Sometime before the PCs enter the ship, they'll need to begin broadcasting. The time difference is a little over 23 minutes at this range using a Maser communicator, so it will take roughly 45 minutes to set up successful communications with Tsuga Orbital. Once they are transmitting, the PCs will need to find a way into the ship...

The PCs will need to first get an active lock on the derelict before they can match vectors with it, and then match vectors before than can attempt to "bleed" off the derelict's tumble.

• Getting an active lock on the derelict while closing is required to "find" the derelict. (Difficult: Sensors, 15 minutes)
• To stop the tumbling, two successes are required (Difficult: Pilot (Interface/Grav) or Ship's Tactics). Any catastrophic failure adds an additional success needed, as well as possibly damaging any surface mounted features (roll for one minor surface hit on the shuttle). This could conceivably damage the maser antenna, requiring more time to repair the damage before any transmission could begin.
• To set up communications with Tsuga Orbital using the shuttle's MaserComm: (Average: communications, 45 minutes; each unsucessful attempt adds 15 minutes to the time).

BOARDING

Referee Details

When the PCs start the broadcast, it's time to go in... The viewports are 28cm thick reinforced shatterproof polymer (toughness = 0.5), giving an armor value of 14 (same as ship's hull). This requires a little over 1kg of tamped plastic explosive to breach. Once the port is breached (however so small), the rest of it will shatter and explode into space.

• On the belly of the ship is a single iris valve. To enter the ship through the iris valve (Difficult: Mechanic, 15 minutes).

• A single turret is accessible on the back of the ship. To cut open the turret using tools on the shuttle (Formidable: Mechanic or Machinist, 60 minutes).

• The bridge of the ship (on the belly) has three viewports which might be smashed. If the PCs take this route, the bridge (Room 2) will explosively decompress, spraying the contents of the bridge into space.

RECOVERY

Referee Details

Once the PCs enter the ship, they will need to explore the ship. At this point, the PCs have probably claimed the ship for Tsuga Orbital. If they are checking the monitors, the will notice that the Ricaro ship is still coming in full blast, and the PCs may have to find a way to deal with an armed ship. Remember if they cut in through the turret, they probably damaged it too...

This section primarily deals with the ship's layout, and notes concerning the fate of the original crew. Once the PCs are aboard, they should quickly realize that the ship was Vargr. The rooms are coded to the ship's deckplans. Details are given for each area below.

Due to the timed nature of this section of the adventure, the referee might wish to keep track of PCs and what they are doing and for how long. PCs will need to work together and quickly before the Ricaro Jumpship arrives.

General Details:

General Conditions:

If the PCs enter the ship without vacating the atmosphere, the ship will have a foul stench. The temperature is all well below zero, making the vacc suits nessecary for at least warmth. The air is breathable, although highly poluted, and the life support system will need to be completely flushed. When power is activated on the ship, life support will begin to function, but it will take at least 4 hours to bring the ship back to a decent temperature and purge the worst of the pollution from the internal atmosphere.

Lighting for the ship is in the form of indirect overhead lighting, when the ship's power is on. All Iris valves have emergency lighting as well in the form of red glowing panels over the hatches (or beside them in some cases). If the ship is on emergency power, the Iris valve lighting will be lit, but not the overhead. With all systems active, the lighting is controled by the central computer.

Power and Fuel:

Power for the ship was provided by the fusion plant in Room 7 (Engineering - Port). The Virus ran the ship's power at minimal levels to try and maintain itself, but it did eventually run out of fuel, and that was 70 years ago on a highly eliptical orbit heading out of the system. There is no fuel left in the bulkheads, and some will need to be transfered to the power system before it can be started. The power system, jump drives, and manuever drives all have their own fuel tanks. They are inter-connected though, so transfering fuel from tank to tank is not difficult (of course, it requires power to pump it from one place to the other).

Power can also be connected externally through standard (or what was once standard) inductance feeds. There is an access panel on the hull at the aft end of the ship for this port. The PCs don't have the "male" end of the connection on their ship, but the type of connection is still being used in the Joydel System, so it might be possible to create something (Difficult: Mechanical, Electronics, 10 minutes).

Ship's Computers and The Virus:

The ship had three computers, one of which was destroyed (it was in the electronics access room in the nose of the ship), one ripped off line before it was infected (on the bridge) and one (infected) in the engineering starboard room. If the PCs do not take the TL12 infected computer off line before re-powering the ship, the computer will do it's utmost to destroy the ship and PCs, but not before trying to infect the shuttle they came in.

Active infections on the starship are actually quite limited - just powerful in scope. The TL12 computer is the most obvious, but the avionics on the air/raft is also infected - and it has an active transponder when powered. Since the virus is silicon based, it didn't make it much past the fiber optic backbone, although it infected the other pieces with various software control viruses. The hardware tampering was limited to the avionics and transponders - having TL12 computer being the only thing advanced enough to re-write it's hardware based on outside instructions.

Iris Valves:

The air-tight portals are 1.75 meter tall rounded rectangles, made of 5cm thick composite laminates. The valves themselves have an armor value of 30, and would require a 50cm breach to break the internal locks in the center of the door.

Next to each portal is a small box covered in green and red stripes, and detailed with strange lettering in an unknown alphabet. Inside the box is an E shaped object, chequered in yellow and blue diamonds. The PCs might recognize the object as an electric winch for emergency access to the iris valves. Upon careful inspection of the iris valves, the PCs may spot the area to insert the tool, twist slightly, and power open the valve. Each tool has battery power for approximately 10 uses.

The iris valves only have the emergency access ports on the inside of the ship. There is also a small panel somewhere on the wall, unmarked and unlabeled, to allow the PCs to crank open an iris valve by hand.

• To spot the ports for the emergency winch on the iris valves (Difficult: Ship's Architecture, Mechanic, or Formidable: Machinist, 5 minutes).

• To enter the determine the use of the E shaped object (Difficult: Ship's Architecture, or Formidable: Mechanic or Machinist, 5 minutes). Raise the difficulty one level for Mechanic or Machinist. Opening or closing an iris valve with the emergency winch takes 30 seconds.

• To spot the panel for the hand crank to open the iris valves by hand (Difficult: Ship's Architecture, Mechanic, or Observation, 1 minute). Cranking open an iris valve by hand takes approximately 5 minutes.

Sliding Doors:

The doors are simple rectangles that slide along a track inside the walls. They are not air-tight, and any sudden decompression from one side will blow the door off it's track. There are simple privacy locks, but forcing them is as easy as using a crowbar.

• To force open a sliding door with a crowbar (Average: Strength or Mechanic). If the PC is using strength alone, increase the difficulty one level.

1   Air/Lock: If the players succeed in entering through the air/lock, the Iris valves will all be sealed to other areas of the ship. There is a ladder against the wall leading up to an Iris valve in the ceiling. A small box covered in green and red stripes is mounted on the wall, detailed with strange lettering in an unknown alphabet. A clear panel shows an E shaped object inside the box, chequered in yellow and blue diamonds.

2   Main Bridge: The only access to the bridge is from the Air/Lock, and stepping up the short stairs into the bridge is a scene of carnage. Two humanoid figures with canine features are slumped in their seats facing the viewports, frozen. A third floats upside down near the middle of the room. Burn marks are very obvious on the creature's clothing near what remains of it's hands, and the body curled in an obvious spasm of pain. The creatures all exhibit high degrees of decomposition, but the PCs can determine they had canine skulls, tails, and short fur on their bodies.

The central command chair sits on a small dias and has a perfect view out the three viewports. Just behind the command console is a closed cabinet with some sort of wood finishing. Beneath the dias is a variety of electronics, some of which is ripped out and apparently shreded. The controls are all very alien, and marked in an unfamiliar language and alphabet. PCs using the controls will have a +3 to difficulty until they figure them out.

- To recognize the creatures as Vargr, (Simple: History, Instant).
- To recognize the Vargr alphabet/text, (Difficult: History, Instant).
- To determine cause of death, (Average: Medical, 5 minutes). Xeno-biology or biology might be able to be used as a substitute - up to the referee. The two Vargr in the chairs died of gunshot wounds to the head.
- To determine the functions of the control panels (Difficult: Sensors, Communications, Pilot, and Astrogation for the four stations, and Computer for the command console, each console will take 2d6-1 x 30 minutes to work through).

The cabinet behind the command console is the ship's locker, and contains 4 10mm TL12 snub pistols, 6 cases of ammunition (100 10mm rounds each), and a TL13 laser pistol, fully charged.

The dias contains control systems and a TL12 standard computer system which was taken off line before the virus could invade it. It is the only TL12 computer system on the ship not infected.
- To notice the computer is under the Dias (Average, Observation & Computer, Instant).
- To reconnect the computer system (Difficult: Computer and Electronics, 2 hours). "Taking their time" will drop the difficulty by one and double the time required.

3   Captain's Quarters: The stateroom is garishly adorned with bright yellow, red, and violet paint. A wooden desk is bolted to the wall and floor, it's surface bare. Two ship's chairs are still attached to the floor near the desk, but a cushioned chair on casters, as well as various bits of clothing and paper float in a swarm of debris somewhere near the ceiling. If gravity was restored before PCs entered the room, the debris is littered about the floor.

Searching the desk will reveal some electronics unfamiliar to the PCs and a number of small, cubic plastic cartridges.

Referee Details
- The electronics in the desk is a holorecorder, and the cartridges are optical storage media for the holorecorder. To recognize them as such (Average: Electronics or Communications or Difficult: History, Instant). To determine their use through experimentation (Formidable: Electronics, 30 minutes).

The papers scattered about the floor are written in the Vargr language and alphabet, essentially useless to the PCs.

4   Converted Cargo Bay: This room is very large and can be accessed from the Air/Lock or the cargo hatch. The room currently contains a table floating near a wall and shards of glass scatttered throughout. Against the wall is a control panel, with a sign in unknown script taped clearly over it. An odd model of an Air/Raft is moored against the floor with short chains. The Air/Raft seems to be heavily modified, and sports shiny fins as well as deep seats with holes cut into the backs. Several dents along the right and left sides, as well as numerous scars over it's black and white zebra-stripe paint job prove the vehicle to be heavily worn. The operator's seat is covered in a shiny metalic fur.

Referee Details

The sign over the controls on the wall is simply a "Do Not Use" in the vargr language. The controls are operational once power is restored, although safety interlocks won't allow it to be opened into vacuum (unless circumvented, of course).

The Air/Raft is quite operational, although very dangerous, once refueled. It's internal avionics system has been infected with the Virus, and the entire computer system will need to be scrapped.

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5   Central Corridor: The aft end of the corridor has iris valves to engineering and the decks above and below. Five sliding doors open to crew staterooms on the port side, and 9 vacc suit lockers line the starboard side. Scattered through out the corridor is a fine, dark brown, pebbly dust. At the fore end of the corridor is an access panel is open to a crawlspace. A large green symbol is painted on the iris valve leading aft, and nearby it on the walls, floor, and ceiling are dark brown to black stains.

The crawlspace is 1 meter in diameter and 6 meters long with rungs sectioned every 30cm. At the end of the crawlspace, a tangle of wires and electronics is littered about, spilling from an access room for the electronics and avionics of the ship.

The vacc suit lockers contain a total of 6 vacc suits of strange design. They might fit a human of small stature, but are obviously of alien manufacture. The domes are oblong and the lower half of the suit is designed for the alien leg structure and has space for their tails.

• To fit into one of the vacc suits, a PC would need a combined strength &
endurance of less than 10, and a roll of 10+ on 2d6. The Vacc suits are TL12, and so
weigh considerably less than the TL8 Vacc suits the PCs are using.
• To determine that the pebbly dust and stains are blood (Average: Biology or
Medical, 1 minute).

6   Engineering (Jump Drives): The iris valve from the central corridor opens
into a room filled with high-tech machinery that looks like it's been patched
repeatedly with baling wire and bubble gum. There are two distinct sets of
equipment and a control panel with an acceleration couch. The body of a canine
alien floats behind the acceleration couch. A sliding door, partially open, leads into
another nearby room.

     The alien is in a vacc suit with it's oblong helmet tethered at it's hip. Brown
stains cover the vacc suit and the aft end of the room. It obviously died due to
massive trauma - as the middle section of his body looks to be crushed to the point
of shearing through the vacc suit.

     Close investigation will reveal the brown pebbly dust to obviously be blood, as
the suit was half sheared through. The alien was killed by being crushed in the iris
valve. Normally safety interlocks usually prevent this from happening...

     The machinery consists of a high yield fusion power plant and the jump
drives themselves - consisting primarily of power sinks and feeds. This is the goal
for which Caroline Tsuga is striving. The drives are in perfect working order, even
if they seem to be in poor repair, although there is no fuel in the jump tanks for
operation. The careful inspection of the machinery will also discover a set of
electronics sealed in a corner of the room behind the high yield fusion plant - the
remaining TL12 standard computer that is online. It is infected with the virus.
• To determine the machinery's purpose: Fusion Plant - (Average: Ship's
Engineering, 15 minutes); Jump Drive - (Difficult: Ship's Engineering or
Formidable: Physics, 30 minutes).

7   Engineering (Power Plant & Manuever Drive): Forcing the door open, the first thing that meets PCs is an alien body, tumbling slightly in the open space of the room. Shards of ice and snowflakes are scattered about the room, floating in random directions and bouncing off walls. In addition, almost all the surfaces of this room are coated in a fine film of ice, making this room extremely treacherous. The alien is little more than a skeleton - obviously more decayed than the others. No flesh remains on the skull or hands, and the vacc suit is burned away in front. A blob of plastic and metal is melted onto the right hand. The machinery behind the alien is a fusion power plant with ties into the wall. Fuel lines lead to and from various parts of the plant, and one of them is obviously severed.

A control console is against the back side of the room, again with an acceleration couch. Behind the console, bolted against the wall, is a steel cabinet with alien writing across it.

Referee Details

The power line was severed by the Vargr with a laser welder, opening the room to high pressure, super-heated fluid. The steam ruptured into the room and killed the alien immediately. The fluid stayed mostly within the engineering room, although the pressure build up in the room popped the sliding door off it's track. The fusion drive is inoperable until the line is repaired and fluid replaced.

The cabinet on the wall contains tools used to general maintenance of the ship. Wrenches and standard sorts of mechanical tools are in abundance, as well as some higher tech equipment.

- To repair fusion plant: Fusion Plant - (Difficult: Ship's Engineering, 2d6-1 x 30 minutes)

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8   Crew Stateroom: Entering from the hallway, the room is fairly spartan in furnishings, although garish in decoration. Yellow and blue tinsel is strung across the ceiling of the room, and a poster of an alien landscape graces the wall. Furnishings include two chairs, one stuck to a wall and the other floating near the bed. A small cabinet against the wall seems to be made of wood grained plastic, grey showing through the edges and heavy wear spots. A desk with a computer terminal is mounted against one wall.

The chairs will prove to have magnetic clamps on the feet, keeping them in place with the exception of a decent tug. The cabinet contains clothes - mostly ship's jumpsuits formed around the alien physiology, but with a couple pairs of outrageous shirts in wide horizontal stripes and plaids.

The computer terminal is connected to the main computer, and is functional with power.

9 Crew Stateroom: Entering from the hallway, the room is plain and nearly unfurnished. The bed is folded into the wall, and clothes are all stuffed behind a web webbing neatly tacked in front of the cabinet. Two chairs are in the room, one stuck to the floor and one to the ceiling. A desk with a computer terminal is mounted against one wall.

Referee Details

The chairs will prove to have magnetic clamps on the feet, keeping them in place with the exception of a decent tug. The cabinet and webbing contain clothes - all folded quiet neatly, but displaying a multitude of geometric black and white designs on almost all of it, in no particular order. The computer terminal is connected to the main computer, and is functional with power.

10 Crew Stateroom: Entering from the hallway, the room is filled with furniture. Various pieces of wooden furniture float about the room, tethered to their respective places by rope. The ship's bed has been folded back into the wall, unused in favor of the larger bed with a thick matress. Cloth swims through the room in the form of clothes, sheets, blankets and pillows. Boxes of various forms and sizes litter the web of cloth.

Referee Details

The chairs will prove to have magnetic clamps on the feet, keeping them in place with the exception of a decent tug. The computer terminal is connected to the main computer, and is functional with power.

Aside from being nearly in-navigable, the room is also a wealth of culture. The boxes contain recordings from various worlds - on a multitude of media. magnetic cassettes, optical cartridges, plain photographs, and holo-pendants are all bundled throughout the room.

11   Crew Stateroom: Entering from the hallway, PCs find another alien body, or what remains of it. The chairs in the room are broken, shards of plastic litter the room, the feet of the chairs having magnetically clamped themselves to various places. The body of the alien is thoroughly crushed, and blood stains are spattered on floor and ceiling thickly, and thinly everywhere else.

Referee Details

     There is little of value in this room, and even the computer console has been smashed by floating objects. The alien was killed brutally by varying the grav plates in the room to ±3G and crushing it (and everything in the room) between ceiling and floor.

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12   Crew Stateroom: Entering from the hallway, the room is filled with floating dirt and the frozen remains of plants. Shards of ceramic pots are littered about the room, brown leaves and bodies of various kinds of plants scattered. There are still two chairs in the room, both clamped against the floor, and a computer terminal is in a desk mounted against the wall. The cabinet contains clothes not unlike those found in other staterooms, and the desk contains some unknown electronics.

Referee Details

     The room is hard to navigate due to the floating dirt and dust, but fairly plain otherwise. The electronics in the desk is a pocket medical scanner, in working condition. The computer terminal will need it's keyboard cleaned before it can be used. The cabinet in the wall contains a brown leather satchel decorated with metalic fur. Inside the satchel are shattered vials and frozen fluids.
• To determine the function of the pocket med scanner (Formidable: Electronics or Medical, 10 minutes).

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13   Electronics & Sensor accessroom: The end of the crawlspace opens into a tangle of wires and electronics. Various pieces are smashed and littered about the room. The various components all look to be irrepairable. An open tool box has spilled various tools through-out the room.

The vargr managed to destroy part of their killer before it killed them. Included in the remains of electronics are a TL12 standard computer, the transponder, two sets of avionics, and the main trunk of sensor wiring. Although it looks very bad, parts of the system can be brought back into something of a working order. The EMS active and passive array are still completely functional and unaffected by the virus. None of the sensors can be used, however, until the connection is re-established.
• To repair the sensor wiring and connection to the ship's electronic trunk line (Difficult: Electronics, 1 hour).

14   Turret Access and upper corridor: This corridor is extremely short and has a dual manual hatches against the aft wall. Both hatch is currently open, showing access to a control room inside the turret. If the PCs cut in through the turret, the entire deck will be rendered airless and various bits of clothing and personal furnishing will be littering the hallway and the turret - scattered in the rush of air to vacuum.

15   Crew Stateroom: Entering from the hallway, the room is completely barren, having only token furnishings. Two chairs and a computer console are in the room, the chairs stacked and stowed against the wall. The bed is folded into the wall and has no linens.

Referee Details
The stateroom was not occupied at the time of the virus' infection. The terminal is completely functional when powered.

16   Crew Stateroom: Entering from the hallway, the room is filled with electronics. The room smells (if it hasn't been vacated of atmosphere) of something dead, but no body is in obvious site. Electrical tools float alongside bits of wiring and the electronics. Two chairs sit against the wall, pushed up against where the bed folds into the wall. A computer console is on the desk mounted against the wall.

Referee Details

The electronics floating about the room are pieces of communications equipment. A full electrical tool set is floating in the room, as well as three functioning TL12 communicators (3000km range radio), two laser communications relays, and a TL12 hand computer. The computer in the desk has been cut from the central computer line.

The TL12 hand computer is functional, and when turned on contains a message for whomever has activated it. Unfortunately, it's in the vargr language, but it includes 2D video on a small screen and the PCs will get a look at the features of the now long dead alien in the room.

The body of the alien is in the fresher. Dark stains cover the fresher and the alien's body, and the decayed remains of the left hand hold a straight razor.

If the PCs cut in through the hatchway, each of the electronics will be destroyed on a roll of 1-3 on a 1d6.

17   Turret: The room is little more than a command console built into an acceleration couch. The whole turret slides around on a bearing track, dual hatches sealing from the rest of the ship. Two prominent access panels are situated above the console.

Referee Details

If the PCs cut in through the hatch, the deck will lose pressure. The first burst of atmosphere will slam shut one of the dual hatches, but it won't seal and the air will continue to vacate, albiet slower.

Investigation of the turret reveals that there is still a missle unactivated in one of the launch tubes. It is a TL12 semi-indepdent missle, and fully functional, although launching it will require power to the turret.

ENDGAME

Referee Details

The PCs can re-activate the ship, having the Virus try to kill them, and the Ricaro Jumpship following the PCs has orders to destroy both space vessels if the relic can not be recovered. Three effective means of stopping them is the single remaining TL-12 missle, suiciding the shuttle into the Jumpship, or waiting for the Jumpship to dock and attempt to board them. The remains of the adventure are completely left to the players and what they make of the situation.

As the Ricaro Jumpship comes closer to the PCs and the ships, it will attempt to make a sensor lock. When it has a sensor lock, it can launch one of it's TL8 missles. The players may also be attempting to gain a sensor lock on the Ricaro Jumpship. Since the Ricaro is coming in full acceleration and it's stern end on, it's very easy to get a lock on it, especially using the Vargr's sensors.

Sensor Locks

	30min	1 hour	1:30 hours	2 hours	2:30 hours	3 hours
Shuttle Pass	auto	auto	Avg	Avg	Avg	Diff
Vargr Act	auto	auto	auto	auto	Simple	Simple
Vargr Pass	auto	auto	auto	Simple	Simple	Avg
Ricaro Pass	Avg	Avg	Diff	Form	Form	Imp

If the PCs haven't fired their engines, increase the Ricaro's diff by 1. If the PCs are "powered down", increase the Ricaro's diff by 2. If the PCs use any form of active Sensors, decrease the Ricaro's diff by 1.
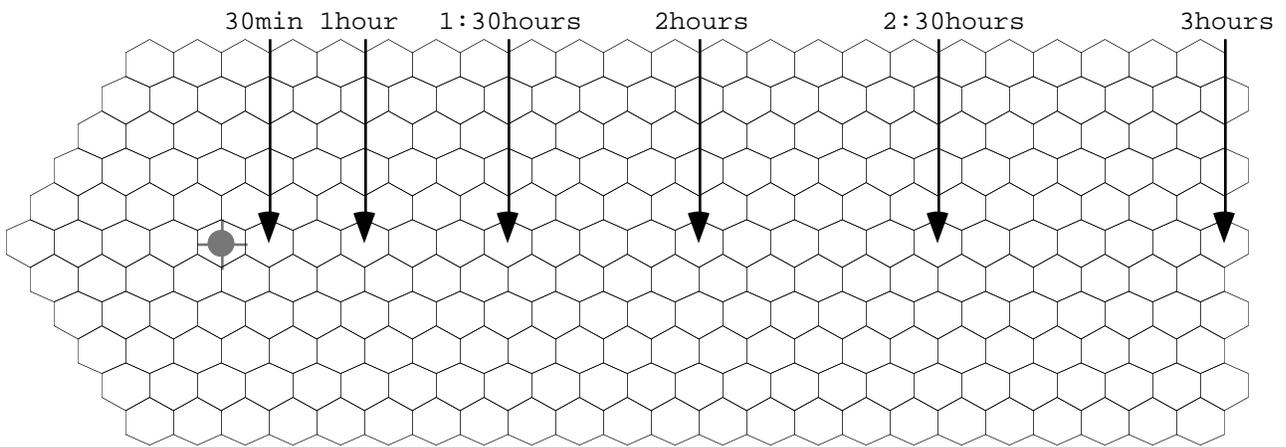
THE MESSAGE

Static blares briefly, quickly refining itself to the form and face of the alien. The alien has a canine face, and speaks quietly from the computer. The backround is dark behind her. "I am Gharkhed, of the IIS Tourist. I hope that at some time this message will be found, as the rest of this crew is dead, and I will be shortly. Kahkee managed to foul it's plan - but the computer now knows we're aware of it's sentience. Something has invaded two of our computer systems and brought them up to a sentient level - with sociopathic tendencies. The invasion does not seem to have infected lesser devices. The command computer is offline in the bridge, and only emergency power is now available. Kahkee severely damaged the power plant, but that doesn't seem to be enough to keep the alien from working. There is no way to know how long the power will last, and I'm not sure why it's running at."

The alien snorts quietly, turning away momentarily, and then faces the screen again. "When you find this, I hope this thing is dead and drained of power. It is not unbeatable! I have attempted three more times to contact the Starport, but it is not responding anymore. I think this system wasn't advanced enough to be destroyed, but I am dead. Before I go, know that the name Kahkee should be scribed into permanent media and passed to all who smell, hear and see for his courage."

NPC

Ms. Caroline Tsuga, Elite NPC

Combat Assets: *Unarmed Martial Arts, Slug Weapon*

Other Assets: Leadership 16, Willpower 9, Persuasion 12

Motivations:

Diamonds 6: Tsuga Orbital has been her life, and the government is standing in the way of it's future development, citing unacceptable reasons for restricting technology.

Spades Ace: Her ability to work with people has pushed her further and faster than she every imagined. Her employees are extremely loyal, and her personal contact with them keeps it that way.

RELIC EQUIPMENT

Battery Powered Emergency Hatch Crank:

The emergency hatch cranks are located near the Iris valves on the ship, each if chequered blue and yellow in a diamond pattern and kept in a box covered with green and red stripes. The cranks are generally E shaped, and the ends of the object fit into an access panel near each Iris valve. The cranks are battery operated, and each has enough power to open an Iris valve 10 times. It takes 30 seconds to open or close a valve.

TL12 Semi-Independent Missle

Vol: 7kl   Mass: 7 tonnes

Weapon	ROF	Dam	Pen	Blk	Mag	Rng
TL12 Snub Pistol						
(10mm Std)	DAR	2	Nil	0	6R	4
(10mm HE)	DAR	2	Nil	0	6R	4
(10mm HEAP)	DAR	2	1C	0	6R	4
TL13 Laser pistol	SA3	5	Nil	2	15	120

TL13 Holorecorder: Vol 6 liters, Weight 4kg

(optical recorder cartridges) Vol 0.1 liter, Weight ~kg

TL12 Pocket Medical Scanner: Vol 0.2 liters, Weight 0.1kg

TL12 Vargr Vacc Suit

Armor=1   Vol=0.9kl   Weight=2kg Agl Mod=-1

TL12 PLSS-B

Vol=16kl   Weight=11kg   24 hours duration   1High Pressure Tank

TL12 Hand Computer (equivilant to TL7/8 STD)

Vol=0.2kl   Weight=0.5kg

SHIP'S LOCKER - 95TON SHUTTLE

6 x TL-9 Vacc Suits: Armor 0(1), Vol 3.6kl, Weight 8kg, AGL mod -3

6 x TL-9 Type B PLSS: Vol 20kl, Weight 14.5kg

4 x extra Oxygen tanks: Vol 5kl, Weight 2.5kg

2 x Medical Kits (personal): Vol 0.5 liters, Weight 0.2kg

4 x Heavy Magnetic Grapples & 300 meters steel cable

2 x Light Magnetic Grapples & 100 meters of polymer cable

2 x TL-9 6mm Accelerator Rifle

ROF	Dam	Pen	Blk	Mag	Recoil	Rng
3	2	1-Nil	4	15	1/2	50

4 x clip of 15 rnds each for Accelerator Rifles

2 x 1kg block of Plastic Explosives: Vol 1 liter, Weight 1kg

1 x Mechanics tool set: Vol 30 liters, Weight 20kg

1 x Eletronics tool set: Vol 10 liters, Weight 5kg

RECENT HEADLINES

- 173-1197   A spokesman from Tsuga Orbital today announced that he had definitive proof that the government has found the secret to Jump Technology, and is purposefully keeping it from commercial interests. He repeatedly pointed out the dangers of single-minded use of technology, and re-iterated the benefits of Interstellar trade. Ricaro Systems, primary contractor of spaceships for the Giettacin government, refused to comment.

- 200-1198   Tsuga Orbital announced the laying down of the first jump capable ship in commercial hands in over 70 years. The ship, Cartoga Rich, is the going to be built based off old plans refitted to current technology.

- 245-1198   Tsuga Orbital announced the opening of Winter World Exploration. Ruigth, recently opened to public tourism, is now accessable via an interplanetary shuttle. Flight times range from 9 to 50 hours, averaging on 25 hours, depending on time of year. The flight itself boasts a scenic view of Ricaro, the largest Gas Giant in the system with it's silvered ice ring and 6 moons. Ruigth itself is covered with extended polar caps, and the equatoral region has the central facility for Winter World Exploration, with an average temperature of 9°C.

- 250-1198   In an impressive demonstration, image enhanced data from Tsuga Orbital Spaceport 2 was displayed over public video lines. The image began with the flare of a fusion drive, cutting off to show a flat disc coasting away from Giettacin. A number of seconds later, the starship lit up with an indistinct blue glare and disappeared from sensor readings. Active scan Ladar also confirmed the ship's disappearance. Recorded speeches accompanying the video made repeated comments about Interstellar contact with nearby planets. The display has sparked a number of civil protests in the government arcologies.

- 252-1198   Civil protests finally died down after a three day surge of violence in the government arcology. Damage is estimated at nearly 1.5 Million credits. The protests were only relieved when scientists from Ricaro Systems and the Secretaries of Industry and Technology presented themselves to the public

over video. In a five minute speech, they admitted to having contacted nearby worlds and confirmed that the details would not be released "until all apparent dangers have been verified". Secretary Goodrum alluded to possibilities of the Holocaust affecting Giettacin again, and stated "at this time, the technology should be maintained for governmental vehicles only due to the risk to Giettacin." Protestors argued loudly with the Secretaries and scientists, although many seemed stunned by the thought of another holocaust.
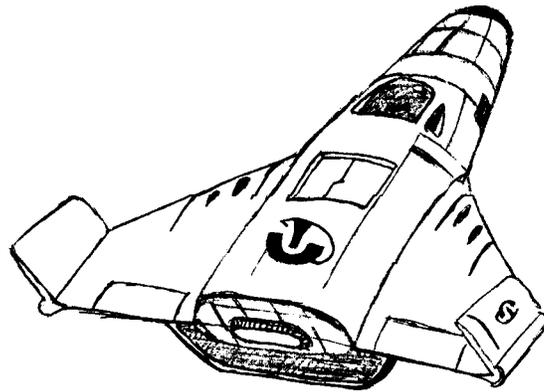
General Data

Displacement: 100tons
Length: 42 meters
Price:
Configuration: Needle AF
Mass (Loaded/Empty): 1190.93/1123.15 tonnes
Hull Armor: 14
Volume: 1400 m³
Target Size: Small
Tech Level: 12

Engineering Data

Power Plant: 150 MW Fusion Plant (50MW/Hit), 1 year duration
Jump Performance: 2 (210 m³ fuel)
G-Rating: 2G (50MW/G) Contra-Grav Lifters (10MW)
G-Turns: 38 (54.8 using jump fuel), 12.5m³ each
Maint: 19

Electronics

Computer: 3 x TL-12 Mod St Computers (0.4 MW each)
Commo: 30,000km Radio (1 hex, 1 MW), 1000 AU Maser (∞, 0.6 MW), 300,000km Active EMS (10 hex, 27.5MW), 120,000km Passive EMS (4 hex, .15 MW), Neutrino (0.1 MW)
Avionics: TL-8 Flight Avionics, TL-12 NOE Avionics (NOE: 160kph)
ECM/ECCM: EMM
Controls: TL-12 Dynamic Linked Controls, 2 Engineering Workstations, 5 Bridge Workstations.

Armament

Offensive: 1 TL-12 missle turret fitted (Loc:10, Arcs: All) with integral 300,000km Laser Comm (10 hexs, 0.15MW)
Master Fire Director: None
Deffensive: None

Accommodations

Life Support: Extended (0.28 MW), Grav Compensators (3G; 7MW)
Crew: 7 (2xManuever, 2xElectronics, 2xEngineering, 1xGunnery, 1xCommand)
Crew Accommodations: 7xSmall Staterooms (0.0005 MW each)
Passenger Accommodations: 1xSmall Stateroom (0.0005 MW)
Other Facilities: 70m³ utility space (additional electronics, cargo, etc)
Cargo: 18.26 m³
Small Craft & Launch Facilities: None

Air Locks: 1, 1xSmall Cargo Hatch

Notes

Area (1D20)	Surface Hits	Internal Explosions
1	ANT	Elec
2-3		Hold
4-5		Hold
6-7		1-10: Qtrs, 11-20: Hold
8-9	1-2: EMM	1-10: Qtrs, 11-20: Hold
10	1: ANT	1-10: Turret, 11-20: Qtrs
11		Qtrs
12-13		1-10: Qtrs, 11-20: Hold
14-15	1-2: EMM	Hold
16		1-5: Turret, 6-14: ENGR, 15-20: Hold
17		1-5:Turret, 6-20: Hold
18		ENGR (Power Plant)
19		ENGR (Jump Drive)
20		1-8: ENGR (M-Drive), 9-20: Hold

Systems	
JD-2H	
PP-3H	
CG-(4h)	
ELS-2H	
MD-(2h)	
All Others-(1h)	

| Systems	
AG-1H	
SSR-8x(2h)	
LS-3H	
EMS Act-(2h)	
Neutrino-(2h)	
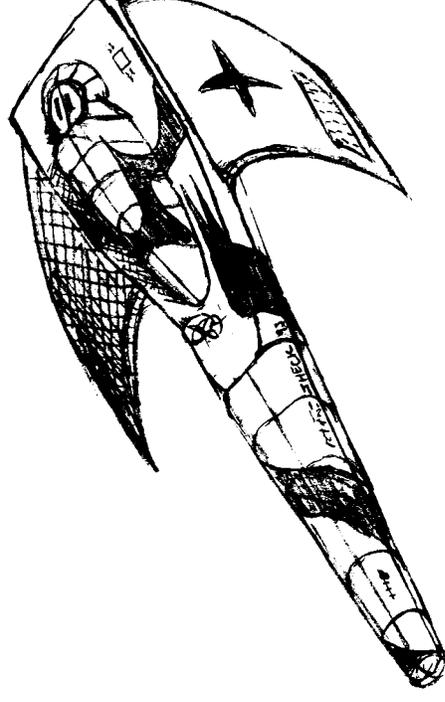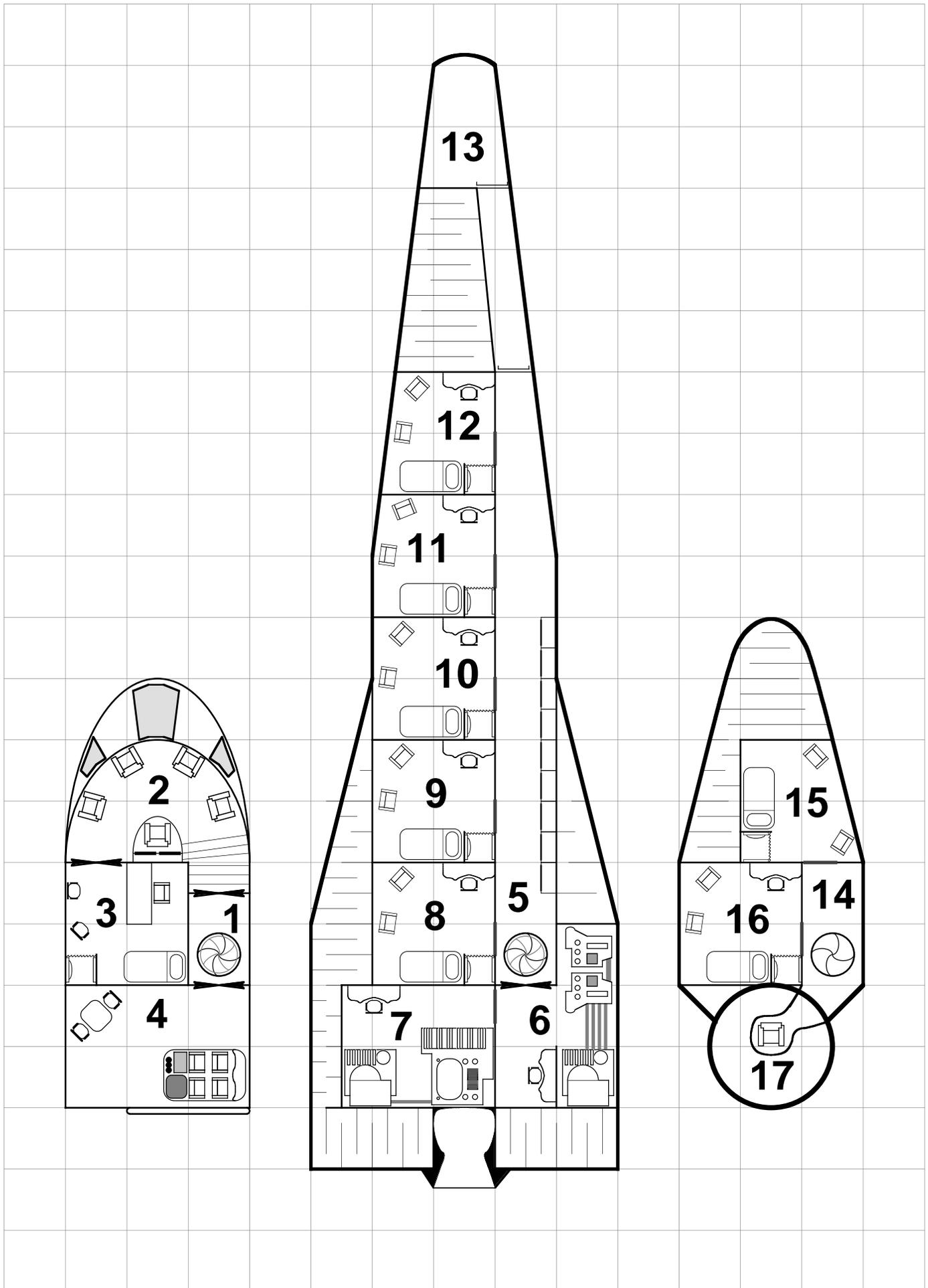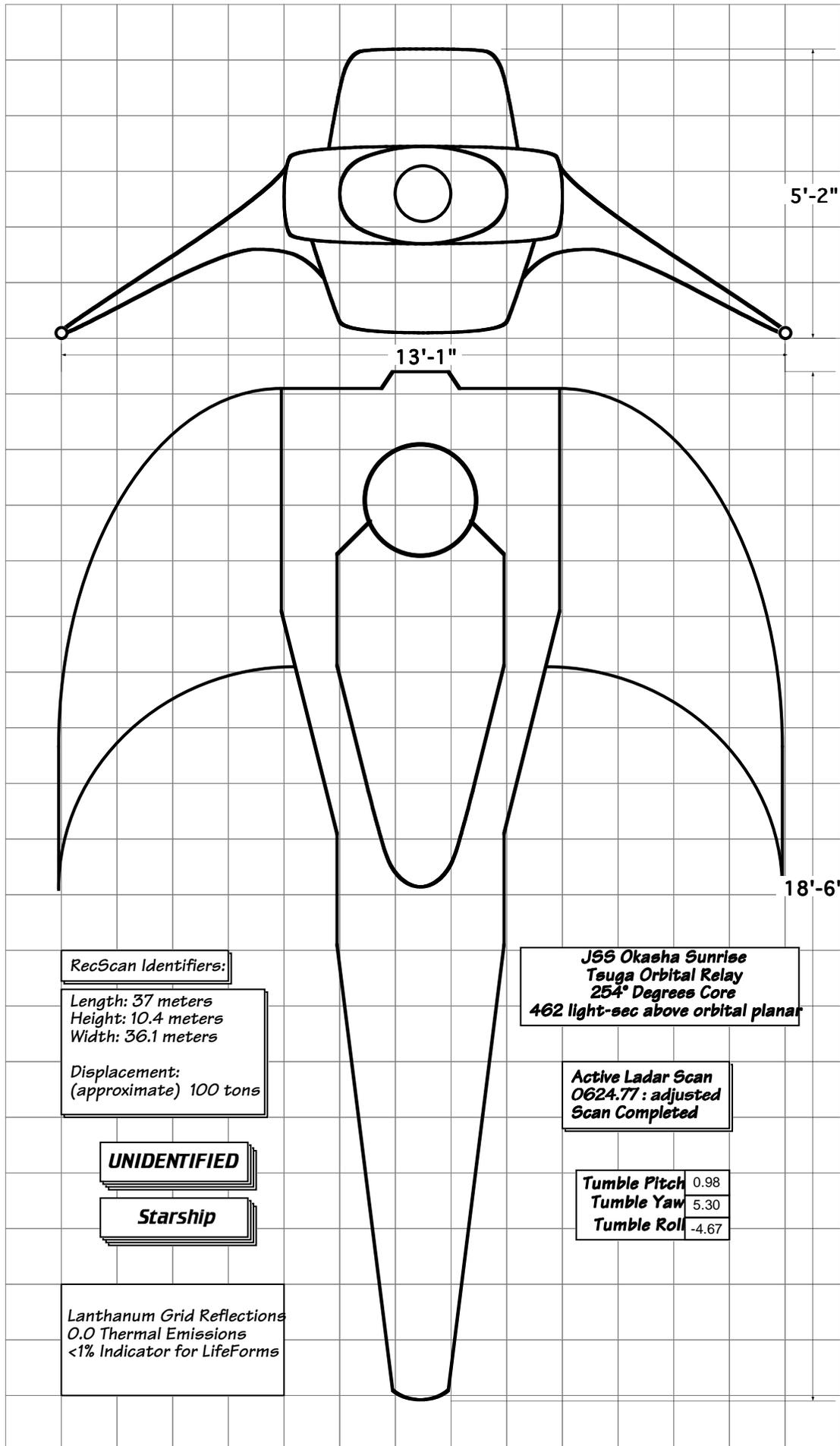
5'-2"

13'-1"

18'-6"

RecScan Identifiers:

Length: 37 meters
Height: 10.4 meters
Width: 36.1 meters

Displacement:
(approximate) 100 tons

UNIDENTIFIED

Starship

Lanthanum Grid Reflections
0.0 Thermal Emissions
<1% Indicator for LifeForms

JSS Okasha Sunrise
Tsuga Orbital Relay
254° Degrees Core
462 light-sec above orbital planar

Active Ladar Scan
0624.77 : adjusted
Scan Completed

Tumble Pitch	0.98
Tumble Yaw	5.30
Tumble Roll	-4.67
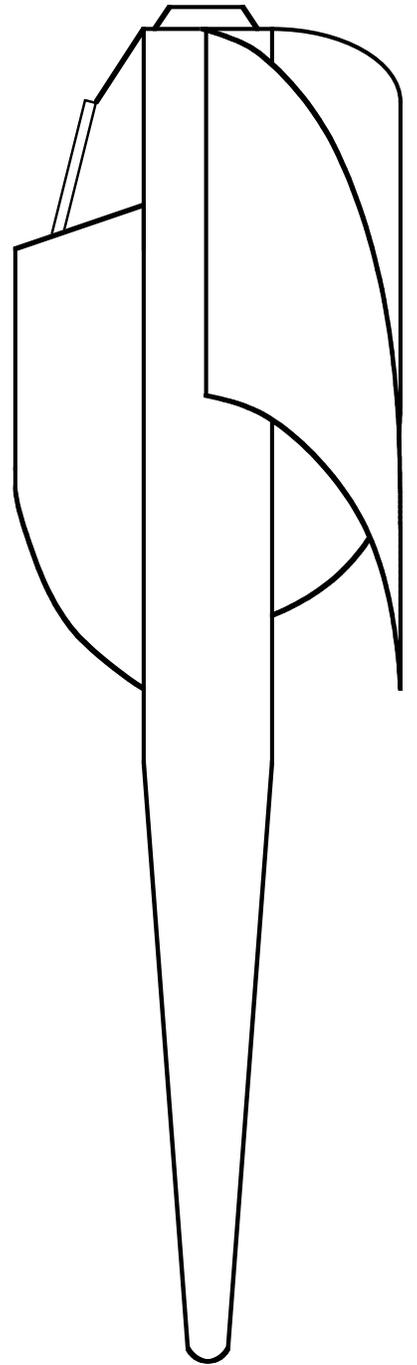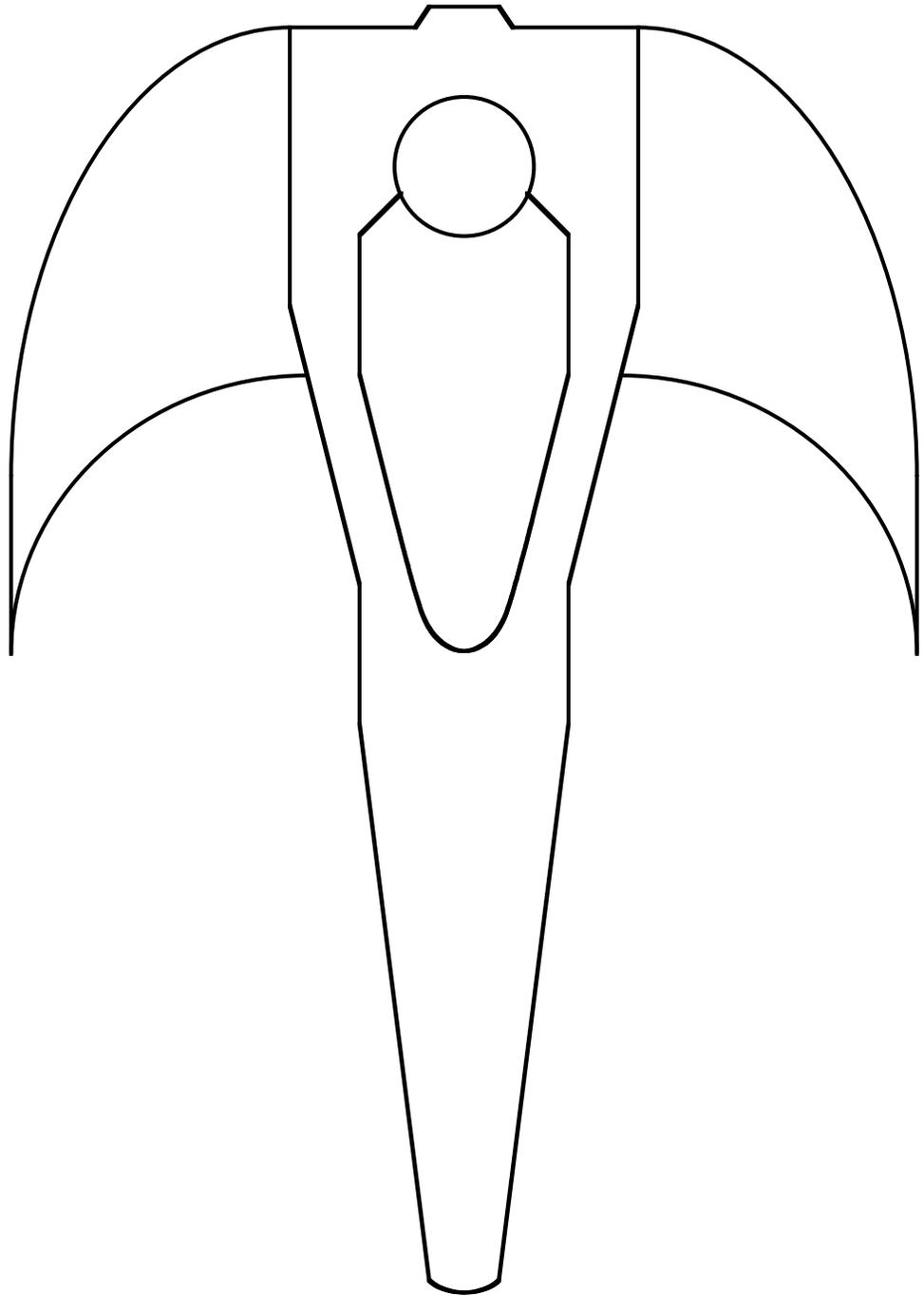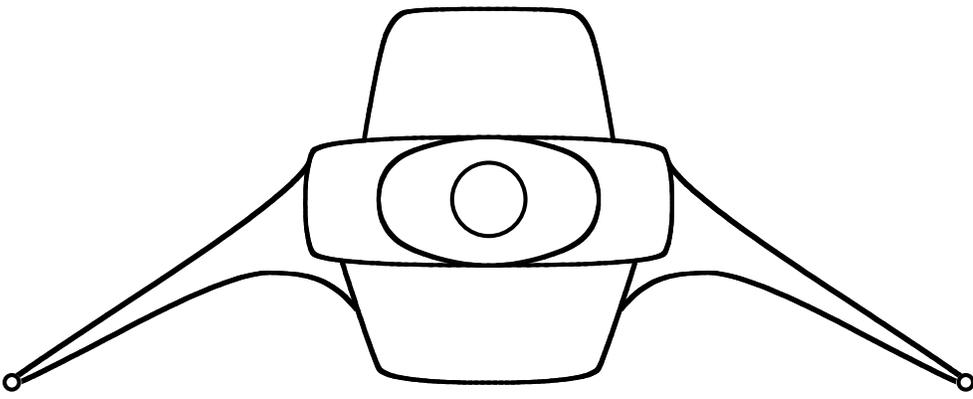
General Data

Displacement: 200tons
Hull Armor: 12
Length: 25.5 meter diameter
Volume: 2800 m³
Price: 375.7024MCr
Target Size: Small
Configuration: Dome/Disk AF
Tech Level: 9
Mass (Loaded/Empty): 2563.46/1977.67 tonnes

Engineering Data

Power Plant: 200 MW Fusion Plant (50MW/Hit), 1 year duration, 15 m³ fuel

Jump Performance: 1 (280 m³ fuel)
G-Rating: 1G (100MW/G) TL-9 STD ContraGrav Lifters, TL-9 Fusion Rocket (1hr reaction mass, 13.2)
G-Turns: 2 Plasma (24.4. using jump fuel), 25m³ each
44 Fusion (212 using jump fuel), 1.6675m³ each

Maint: 63

Electronics

Computer: 3 x TL-9 Mod Std Computers (0.25 MW each)
Commo: 30,000km Radio (1 hex, 10 MW), 1000 AU Maser (∞, 1 MW), 60,000km Radar (6 MW), 120,000km HRT (folding array, 0.25MW)
Avionics: TL-8+ Flight Avionics
ECM/ECCM: None
Controls: TL-9 Computer Linked Controls, 3 Engineering Workstations, 6 Bridge Workstations.

Armament

Offensive: 1 TL-8 Missile Barbette (Loc:10, Arcs: All) with integral 300,000km Laser Comm (10 hexs, 0.15MW), 1 empty turret socket fitted.
Master Fire Director: None
Deffensive: None

Accommodations

Life Support: Extended (0.28 MW)
Crew: 11 (2xManuever, 2xElectronics, 3xEngineering, 1xGunnery, 1xMaintenance, 2xCommand)
Crew Accommodations: 8xSmall Staterooms
Passenger Accommodations: 10xSmall Stateroom
Cargo: 535 m³
Small Craft & Launch Facilities: None
Air Locks: 2, 1xLarge Cargo Hatch

Notes

The Ricaro Jumpship uses a fusion rocket for it's primary thrust. There is also a reaction chamber for the Fusion Reactor, but it only produces 1G Thrust for 1 hour - enough to simply move away from the planet to light up the big torch.

Variations include a fuel bladder in the cargo hold - another 280kl would allow another Jump1. Fuel purification machinery might also be installed in the hold. A 60kl fuel processing plant would process 320kl in 19.2 hours, or 600kl fuel in 36 hours.

The 200MW power plant will easily drive a laser, sandcaster, or missle launcher in the extra turret, and the fusion rocket itself is a weapon at shorter ranges. In addition, the hold could be converted to carry any number of small vehicles - up to approx 23 displacement tons (giving a 1.6x leeway for being in a cargo hold)

Area (1D20)	Surface Hits	Internal Explosions
1	1-3: Hatch	1-3: Qtrs, 4-20: Hold
2-3		Qtrs
4-5		Hold
6-7	ANT (HRT)	Qtrs
8		Hold
9	1: A/L	Hold
10	1-3:ANT (Radar)	
	4: ANT (Maser)	1-10: Elec
	5: ANT (Radio)	11-20: Hold
	11-15: ANT (HRT)	
11		Engr
12-13	ANT (HRT)	1-10: Elec, 11-20: Hold
14	1: A/L	1-7: Engr, 8-20: Hold
15		1-8: Engr, 9-20: Hold
16-17		Engr
18-19		Engr
20	1-2: Missle	Engr

Systems		Systems	
JD-2H		Fusion Rocket (7H)	
PP-4H		SSR-18x(2h)	
CG-1H		LS-3H	
ELS-2H		HRT Ant-1H	
MD-(2h)		Radar Ant-1H	
All Others-(1h)		Missle Barbette-1H	

Bridge

Air Lock

Cargo Hatch

Fuel Bladder

Fuel Bladder

Fuel Bladder

Fuel Bladder