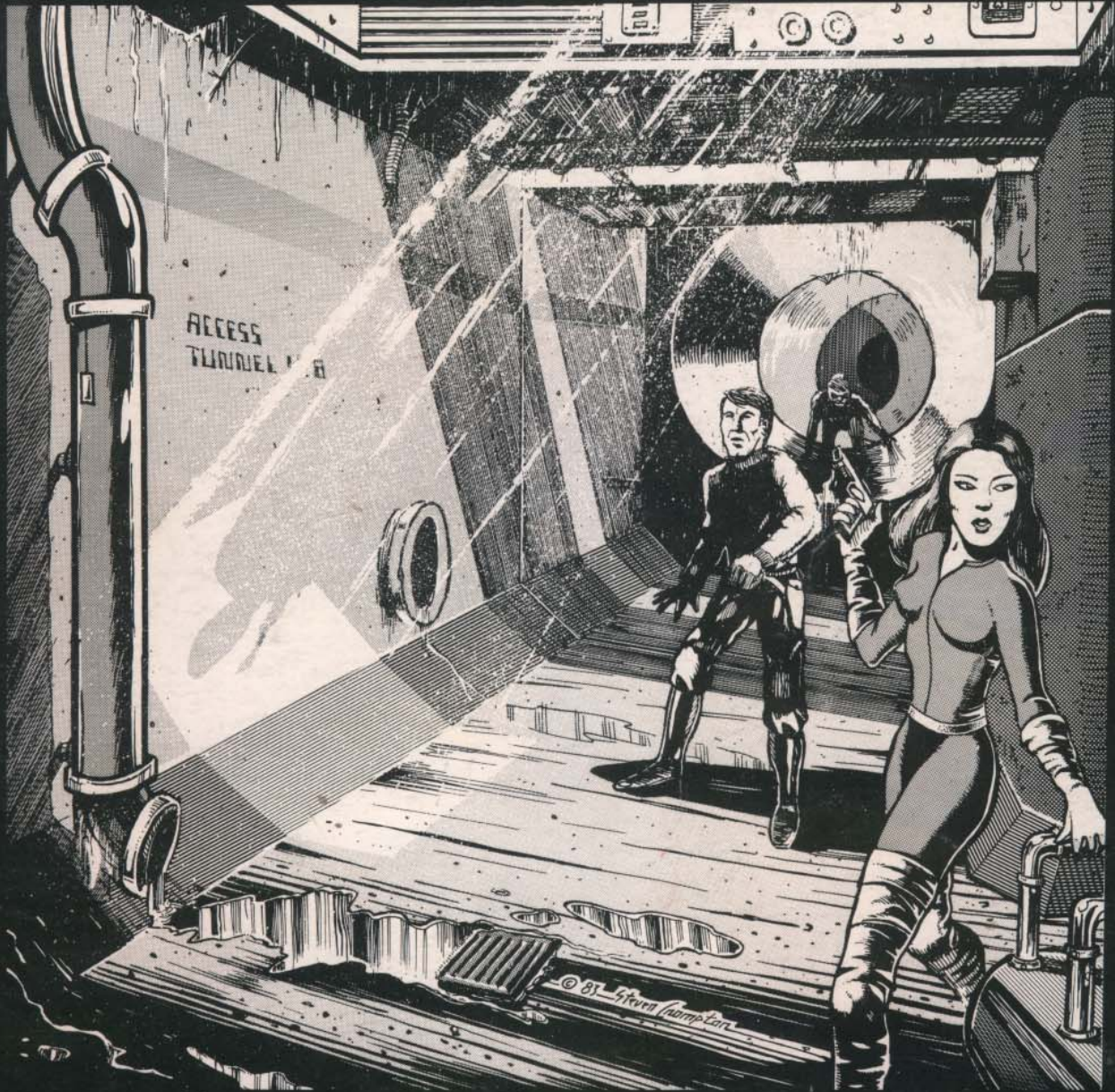


SPACE OPERA™

AGENTS OF REBELLION



C.S.A. ESPIONAGE MISSIONS



Phil McGregor

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AGENTS of REBELLION

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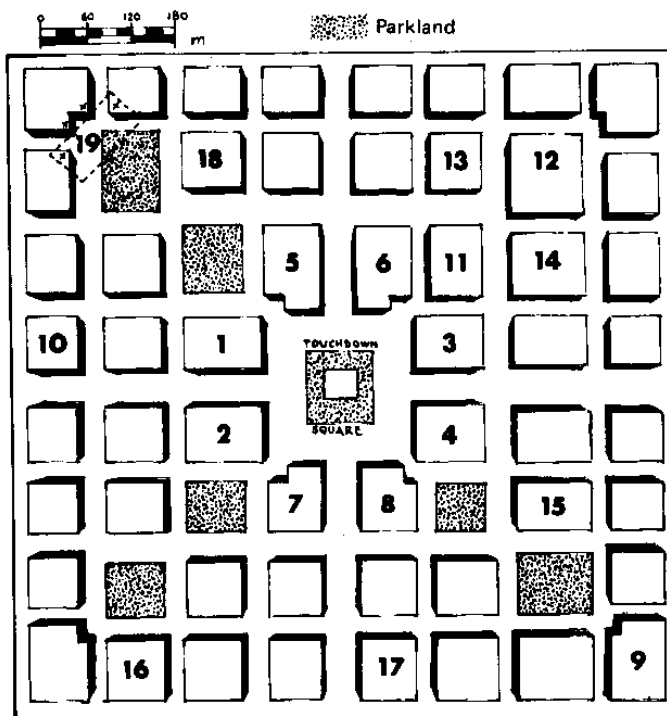
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CSA Sector Adventure Scenario Pack

The purpose of this adventure pack is to provide the SM with a series of connected adventures set in the CSA Sector and is meant as a lead-up to the outbreak of the rebellion against the Korellian Imperium there. Though it may seem that the adventures are unnecessarily prescriptive as to the course of action the PCs involved should take, it should be remembered that the SM is the prime mover in any campaign, and there is absolutely no reason why he cannot change details of the adventure to suit the needs of his campaign and his PCs. Remember, these scenarios are only intended as guide-lines, and once you have purchased them, they're yours to modify as you see fit. So, don't let anything about them that doesn't suit you be a problem, change it to suit yourself.

GOVERNMENT CENTER - OLDTOWN



- 1. Chamber of Deputies
- 2. Senate
- 3. Presidential Palace
- 4. Department of the President
- 5. Ministry of Justice
- 6. Ministry of Defense
- 7. Ministry of the Treasury
- 8. Prefecture of Police
- 9. Sky Harbour Hotel
- 10. Interplanet Spacelines Building
- 11. Kla'Ryllon'Ona (Colonial Police)
- 12. Alon'Ka'Ryllon'Hir'Taka (Imperial Secret Police)
- 13. Ryllon'N'T'Ran'Ona (Ministry of the Armed Forces)
- 14. Ryllon'N'Toryu'Pnar (Ministry of Foreign Affairs)
- 15. Ryllon'N'Elik'Al (Ministry of Civil Affairs)
- 16. Sears, Roebuck - Interstellar Provisioners
- 17. David Jones & Sons Stores
- 18. Plutocrat Arms Apartments
- 19. Capitol Underground Station

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Rescue

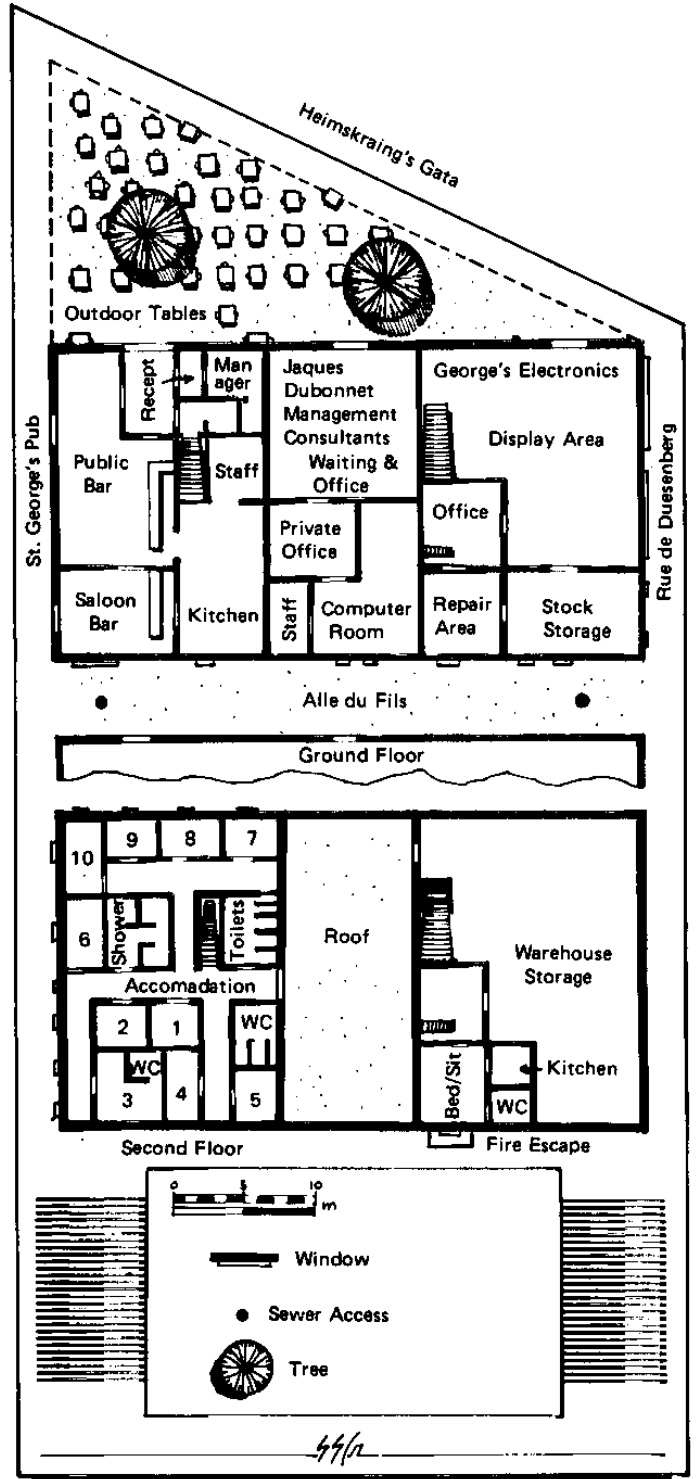
BACKGROUND

Your group of adventurers has mustered out on Mephistopheles hoping that, on such a large and (relatively) well off world, that they will be able to find suitable employment. Having a fair amount of money left from their severance and retirement benefits, they have chosen to stay in the prestigious (and correspondingly expensive) Sky Harbour Hotel in the capital Outpost (rates are 50-250cr. per day for a room; 500-2500cr. per day for a suite). Unfortunately, their decision does not seem to have been a wise one or, perhaps, their expectations are too high as the majority of the work offered in the News Printers is of an almost uniform level of drudgery with low pay and even lower potential for job satisfaction. Of the few jobs that do seem interesting and well-paid, almost all require skills not possessed (or not possessed at a high enough level) by any member of the party, while the rest are for only one or two applicants. For personal reasons, the party members do not wish to split up and they have so far resisted the individual temptations that have come their way. Even so, after several weeks of fruitless job hunting, their financial reserves are becoming quite strained and they realize that they must find work soon. (SM Note: The individual SM may wish to, and should, embroider the above process by detailing events on a week-by-week or even a day-by-day basis – but it must be remembered that, at the time of the adventures' beginning they must not be wanted, hospitalized, or in steady employment – and the normal day-to-day costs of lodging at the hotel and meals, transportation etc. should have eaten heavily into their capital reserves).

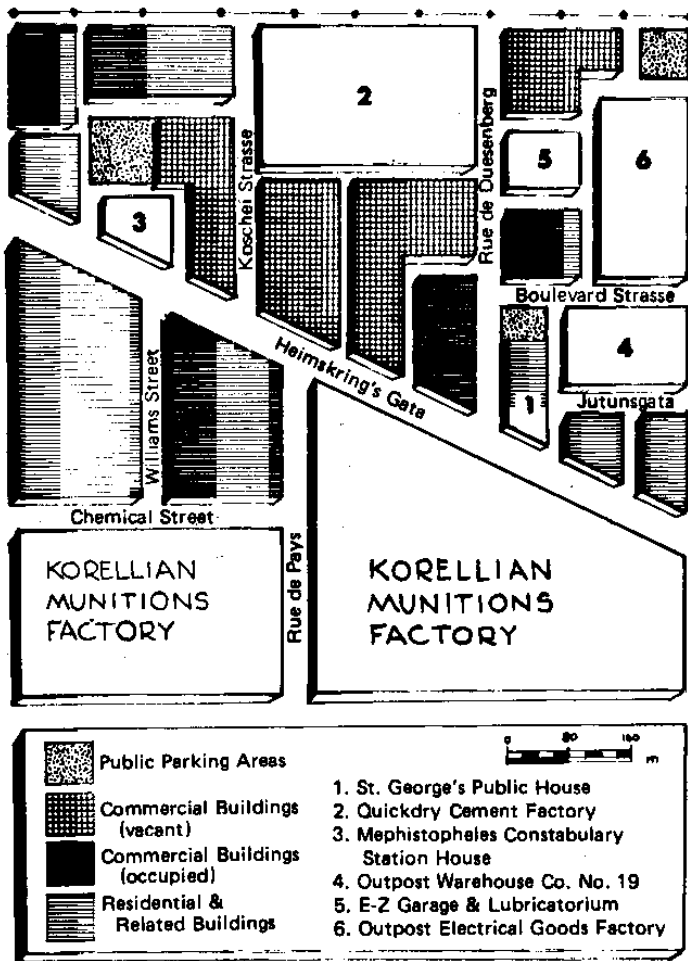
Today is the morning of the 15th of December, and you have a series of interviews with various potential employers both this morning and this afternoon. The morning interviews all turn out to be of the 'don't call us, we'll call you' variety. You decide to lunch in the New Town before going on to the interviews you have scheduled for the afternoon. One of the party (an NPC, presumably) tells you of a great little restaurant down near the docks that he knows, and you all decide that it sounds better than eating in the local SetanBurger or Stellar Chicken takeaway franchise. (SM Note: You should, if you feel it adds color, personalize the interviews etc. so that the suspense is maintained and the PCs still don't suspect what is in store for them).

The restaurant turns out to be an English style pub called the St. George and does serve really great counter lunches (cost is about 5cr. a head for food, drinks are extra). While you are eating, you note that the St. George is really on the fringe of the warehouse and factory belt surrounding the Killie Bay waterfront area and is immediately across the road from a rather large compound guarded by Korellian Imperial troops (if a member of the party reads Korellian, or if you ask at the pub, you will be told that the compound is actually an Imperial munitions factory). As you are almost ready to leave, you are suddenly blown out of your chairs by a violent explosion. Those with Military/Paramilitary experience will manage to hit the deck split seconds before the actual explosion, having heard, and subconsciously understood, the warning siren that went off. Those who don't get to the floor in time will suffer from 1d.3 Light Wounds plus 2d.10 points of stun damage (recovering from the latter at the rate of 1 point per turn) both from the shattered pub windows and the shockwave from the explosion.

As you pick yourselves up from the floor, and begin to tend your unconscious (?) companions, you see that the munitions factory across the road (the interior of it at least) is burning fiercely, punctuated by smaller explosions. Sirens and alarm bells continue to add to the general noise level, and one can hear the distant hee-haw wail of vehicle sirens. Within minutes, firefighting appliances of both the MFB (Mephistopheles Fire Board) and the Imperial Forces have arrived and are pouring water, foam, and fire-fighting chemicals onto the seat of the blaze, though from a long distance off to avoid the flying debris from the secondary explosions. As you are watching the show, you may notice (Streetwise roll) that an increasing number of bystanders are moving into the area, despite the danger of the situation. As the minutes pass, you note that these bystanders are becoming increasingly agitated.



ST. GEORGE'S PUBLIC HOUSE AND SURROUNDINGS



If anyone in the group thinks to pull up one of these people, they will be informed that the whole area has been sealed off by the Imperial Colonial and Secret Police and that they are conducting a house-to-house sweep in which all suspects are being carted away in paddy wagons. No-one, your source tells you, in their right mind would wish to be caught in such a sweep, as even the innocent often disappear forever. He goes on to say that anyone with a justifiable reason to be in the area, such as a job, a regular appointment of some sort or anything

verifiable, may be let go eventually. This should make your PCs realize that they are obviously in a bad position (the Korellians will quite obviously suspect sabotage) and most of you have had recent military training, and, furthermore, you have no logical reason for being in the area! You may well be the prime suspects and don't want to even think about your chances of proving your innocence before Korellian interrogation procedures permanently impair you. Even assuming that they eventually let you go, and the chances of this are not good, you would sensibly want to avoid this.

Once you have realized the predicament you are in, a quick look down Heimskring's Gata and Rue de Duesenberg shows that they're blocked off at the ends of this block (see map of Loc. 3); the sidestreet next to the pub seems unblocked, but a check of Jotunsgata and Boulevardstrasse reveal that they are blocked also. In fact, all exits by road to the whole 1 km. square block are cut off.

There are, however, three possible escape routes that the players might consider:

- Over the rooftops — keeping in mind the wide (20-40m.) roadways that intersect the area.
- Through the still burning (and still exploding) munitions factory grounds — which are not cordoned off on the other side.
- Through the sewer network.

Any player who suggests that you try to fight your way out of the area should be allowed to attempt this, but will find that a company (S'te) of Colonial Police and a platoon (J'Apu) of El'Korell troops (with light armored vehicles) block each of the seven major road exits (Heimskring's Gata, Rue de Pays, Chemical Street, Koschei Strasse, Rue de Duesenberg, Jotunsgata, and Boulevardstrasse), while the minor exits are blocked by a platoon (J'Apu) of Colonial Police and a squad (Ule) of El'Korell troops. If, by some miracle, the players are not killed outright in any firefight they start, there is a full battalion (Ilar'S'te) of Colonial Police and a company (S'te) of El'Korell troops in reserve to deal with just such an eventuality. It would be simpler just to tell any fool who tries to do something this stupid that he/she is dead the moment they seriously embark on it; or, if you prefer, you may decide they are merely critically wounded and captured by the Imperials.

The Rooftops

Of the three buildings in this block, only two have easy access to their roofs, the St. George and George's Discount Electronics, while the third has none (Dubonnet Management Consultants) except through crawlspaces in the ceiling. Both the St. George and the Electronic Store have stairs leading to their upper floors, and from there to their flat roofs,



4. 4. Lupton

though this latter information is not detectable from the outside. Of course, once the roof is reached, the PCs still have to find some way of crossing over the 4 m. gap between the roof of either building mentioned above, and the apartment buildings opposite. On the roof of the pub is a small maintenance shack (padlocked) which contains several aluminum extension ladders, and several coils of rope (1d.6x5m. each), and, hidden under piles of miscellaneous gear, a grappling hook. If the PCs use the Electronics Store to gain access to the roof, or if they pass it at any time, they will notice (on an Intuition CR if they only passed by) that it advertises jump belts for sale in the display window. Only illustrations of them are in the window, however. Inside the shop, in the main display area, there is one demonstration unit (with 6d.10% of its charge left) in amongst the gear for sale. There is only the one in the display area and no weapons at all!

A search of the stock room on the ground floor will turn up 5+2d.5 jump belt batteries (fully charged), but no more belts, while the repair area contains a further 3d.5 fully charged batteries for such devices. In the desks of the store's office are a body pistol and an autoloading pistol plus a box of ammunition for each. On the upper floor, in the warehouse area are several boxes of jump belt units (5+2d.6, in fact), stacked next to the entrance to George's Bedsit. However, the batteries packed with them are uncharged. If anyone thinks to search the Bedsit itself, they will find the following possibly useful items: 2 further boxes of ammunition for each the body pistol and the AutoMag, 4 empty BP mags, 6 empty AutoMag mags, a laser pistol (fully charged, with two spare fully charged powerpacks), a Hi-Power (TL/7) rifle with 100 rounds of 10mm ammunition, a forceknife (also fully charged), 2 vibroknives, 3 daggers, a 9m. length of wire ladder, a pair of ElectroBinoculars (Type 1), 3 Com/PC-Z's, a silencer for the AutoMag, a scopesight for the rifle, plus standard household goods. Remember, however, that the Imperials are moving quickly and the PCs should feel pressed for time so that not all the above will necessarily be found, as it's not all laying around in plain view.

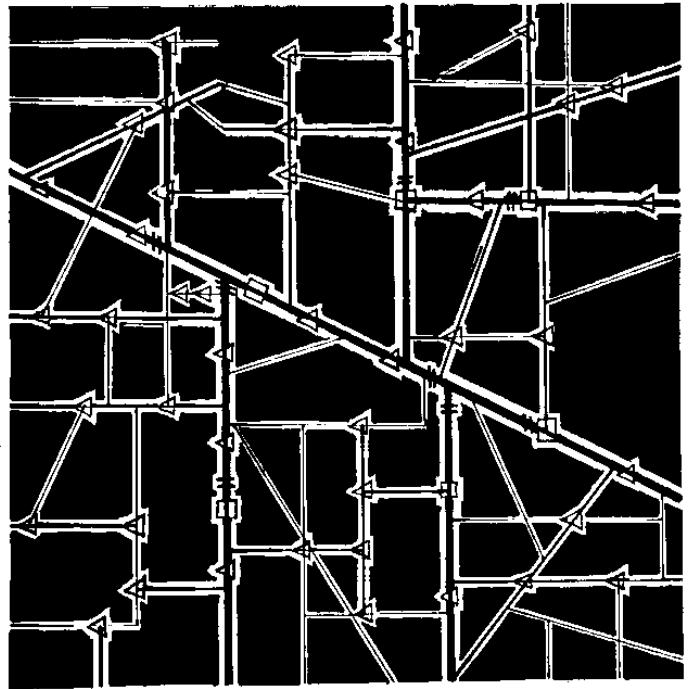
Either by using the ropes and ladders to avoid the search, or by using the jump belts for the same purpose, the PCs should be informed that, though the Korellian police and security forces are making a thorough search of the buildings in the area, they are only searching those roofs that have easy access and they have no air cover assisting them. Thus, as long as any PCs who decide to use this route are circumspect about their escape attempt, and as long as they aren't spotted or heard by the Imperials in the streets below, they will be able to move with relative freedom to a point where they will be outside the Imperial security cordon.

The Sewers

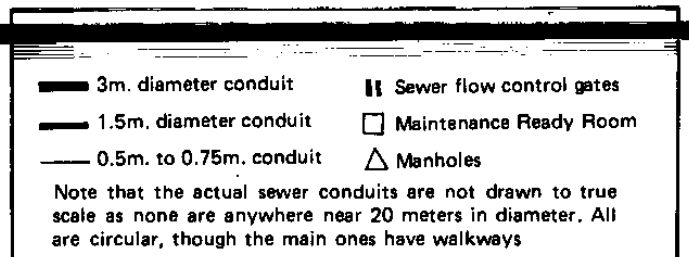
The only safe access to the sewers is in the back street behind the pub. There are other manholes, but they are all too public, and would attract too much unwanted attention if they were used. As far as the PCs can tell, the Korellians don't seem to be searching the sewers at all, but this is simply because (though the PCs will not know this) they are simply pumping them full of a narcotic gas, and intend to search them later. For details of the sewer system, consult the sewer map of the area.

All the flow control gates are closed, though they can be opened manually on the spot. However, doing this will alert the Korellians to the presence of the PCs in the system, and they will respond by sending patrols into the sewers to apprehend the suspects. As far as the narcotic gas is concerned, because of the large volume to be filled, PCs will only need to check for ill effects every 10 minutes by simply rolling a Constitution CR. If the PC in question fails, his CON will temporarily be reduced (till he leaves the sewers) by 1d.6 (this effect is cumulative). When CON is reduced to zero, the PC will collapse into unconsciousness, and will not be able to be revived until he/she is moved out of the sewers and into the open air.

Of course, sewers are not very savory places. The main sewer conduits have footways built into their circular sides and, in normal circumstances, these will be above the level of the sewage; secondary conduits have no such facilities available and will be (normally) 1/3 full of waste (mostly, but not entirely, liquid). For this reason, the municipal sewer technicians have subsurface depots at various points where they may rest and clean up while still on duty. These ready rooms are set into the sides of the sewer conduits and are entered through air-locks (for those occasions when they are rapidly filling with stormwater etc.). All of these locations contain fresher facilities, as well as certain supplies appropriate to the technicians' tasks. These include (but are not limited to) protective suits, respirators (sewer gas is sometimes a problem), torches (sewers are dark), rope, hand tools, protective helmets, shock



SEWER MAP



darts) for use against hive rats (and other sewer denizens). (Note: The sewer conduits in the immediate vicinity of the munitions factory have either already collapsed, or have been badly damaged by the explosions, putting them in imminent danger of doing so).

Munitions Factory

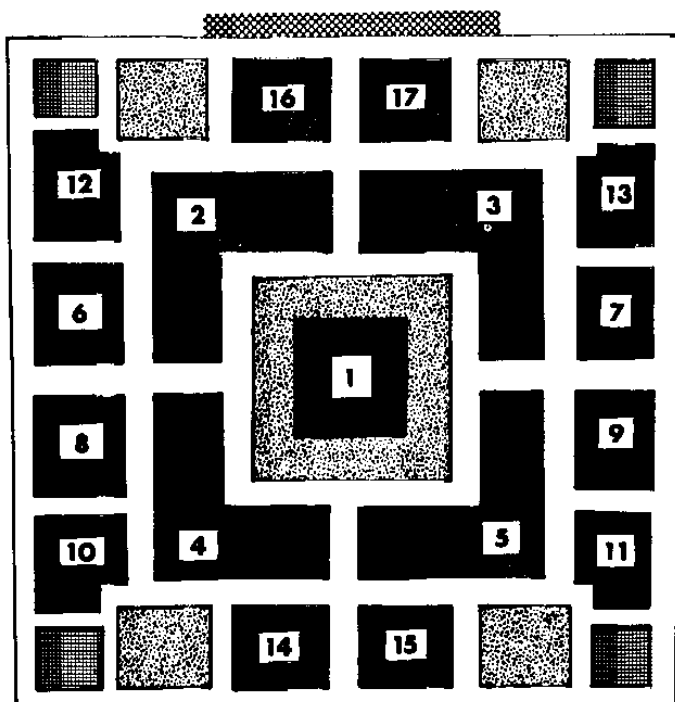
This is a viable route, as only fire-fighting personnel are anywhere near the area. However, it is also very dangerous, as the explosives stored here are still going off at random intervals. There is also the possibility of some of the guards having survived, and these may attempt to block your way or apprehend you. Exactly what explosions and guards the PCs may encounter if they traverse this area must be left to the SM, as it is of too random a nature to be dealt with effectively here. It should be remembered, however, that the aim of this whole series of adventures is not to kill off the players, but to provide them with as great an amount of enjoyment as is possible. Of course, if the players really work at it, then they should by all means be allowed to kill themselves — stupidity is, after all, the only universal capital crime!

ESCAPE

Once the PCs have eluded the Korellian net (and there is no reason why one or two shouldn't be captured if they've been stupid enough) they will find little difficulty in getting back to their hotel. When they arrive, they will find that there is a great deal of coverage being given to the fire/explosion and the detention of all the suspects, some several hundred people. According to the news releases from the Korellian Colonial Police, these suspects are being interviewed. No further details will be available till the next morning (the 16th of December) when, while eating breakfast in the hotel restaurant, the news on the video services announces that all these suspects, though presumably innocent, have been chosen as representatives of the citizens of Mephistopheles for the Kne'shin'wa festival this year! Since you have been away from home for an extended period, you are quite perplexed at the prolonged and deathly quiet hush that results from this announcement, followed by sobbing from several of the women present. Discreet enquiries will elicit the fact that representatives is a euphemism for sacrifices, and that,

normally, convicted criminals are chosen for these ceremonies, but the crime rate has been significantly down over the last few years and this is evidently the Korellian solution. Kne'shin'wa occurs on the 22nd of December this year.

While reading the newscomp printouts, you note that Alliance Starlines have placed an ad offering employment to a small number (otherwise unspecified) of troubleshooters who should, preferably, have Military/Paramilitary/Police experience with either the various Colonial or Imperial forces. The base rate of pay mentioned is 25,000cr. p.a., with higher salaries by negotiation for the right men. (NOTE - The SM should not make this too obviously the ad for which the PCs have been waiting; he may wish to include several other false leads for them as well). When Alliance Starlines are contacted, they are quite happy to give you an appointment for the next day (17th December), and the secretary takes down your names and addresses. The rest of the 16th you spend (presumably) resting or following up other ads from the newsfax printouts (the SM should make this as interesting as possible to



MAP KEY

1. Alliance Tower - Corporate HQ of Alliance Star Lines
2. Alliance Ground Transport Lines HQ and Depot
3. Alliance Cargo Transport Depot and HQ
4. Alliance Corporation Catering Depot
5. Alliance Aerospace Lines HQ and Depot
6. Alliance Warehouse & Storage - No. 1
7. Alliance Warehouse & Storage - No. 2
8. Alliance Warehouse & Storage - No. 3
9. Alliance Warehouse & Storage - No. 4
10. Alliance Corporation Vehicle Pool & Garage
11. Alliance Parking Company - Public Parking Station
12. Alliance Corporation Security Services
13. Alliance Corporation Maintenance Services
14. Napoleon Towers Apartments
15. Josephine Towers Apartments
16. Flensburg Towers Apartments
17. Holger Danske Towers Apartments

ALLIANCE STARLINES HEAD OFFICES

avoid, as has been mentioned before, giving the game away). When the PCs return to the hotel at the end of the day, the SM should allow each of them an INTUITION CR on entering their rooms (this should be made secretly by the SM) to note that they get the feeling that something is wrong. If this feeling prompts them to search their rooms, they will realize that their belongings have been professionally looked through. Though nothing has been taken, there has been an obvious attempt to conceal the fact that any search has been made! If the police or hotel security are called in, they will be singularly unhelpful and will suggest that you have been imagining it all.

THE JOB INTERVIEW

Your appointment at Alliance Starlines is for 10:30am at the Personnel Section in the Alliance Towers Building, on the 86th floor. When you enter the elevator to take you up, you will notice (if a PC has had experience as an Astronaut) he/they will get the feeling that something is wrong. If they make an INT CR, they will be able to put their finger on exactly what is wrong - the gravity generators in the mechanism seem to be slightly out of phase - and gives the tell-tale feeling of inertia as the elevator moves. If you mention this to the Personnel Director who interviews you, then he will check with Maintenance, and will receive an answer towards the end of the interview (which goes quite well). He will tell you that you are correct, and that the maintenance crew has found a minor imbalance in the grav compensators which the Director says (graciously) is a common problem with the elevator model used in this building (yes, SM, all this is significant, and will be explained soon). While all this is going on, the interview is proceeding, and you are being extensively questioned on all aspects of your career and qualifications - even more detailed questioning than you faced when you joined up! Any crimetechns may notice (another INT CR) that there is an almost inaudible hum, similar to that given out by a polygraph when in use, and it is coming from the chairs you are sitting in. If you question the Director about this, he will deny it immediately, and the hum will cease at about the same time. Psionically endowed PCs will also note (if they make an INT CR) some highly skillful psionic probing, which will be laughingly brushed off, and will abruptly cease.

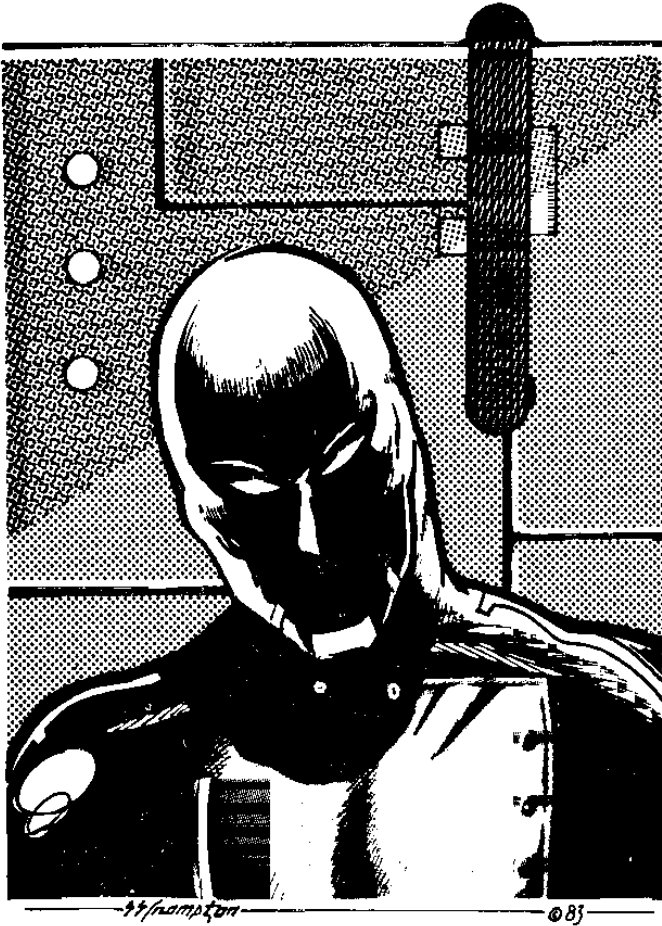
Once your interviews are complete, you will be told that the results of your interview will be collated with those of the other applicant groups. The final decision will be made soon and you will be contacted in a day or two. The SM should make this seem like a 'don't call us, we'll call you' situation. The only bright spot is that Alliance Starlines pays you 25cr. each to cover transportation costs incurred in attending the interview. By this time it will be late afternoon, and there is no time to attend further interviews. When the PCs return to the hotel for dinner, they will receive a message during the meal from the Maitre'de that there is a phone call for you (all of you) and you may take it here at your table or in private. Wherever you take it, you find it is from the Personnel Manager at Alliance and he informs you that you have all been hired. You are asked to report for work on the 22nd of December. He also informs you that a complimentary bottle of champagne (a magnum) is to be delivered to your table/room.

Of course, though the SM should give no hint of this, the champagne is not drugged, though the gas in the bubbles is narcotic! The gas will be enough to KO anyone drinking the champagne (unless it has been previously determined otherwise, assume that the PCs have the same drinking habits of the people running them), after only one or two sips. If anyone amongst the group is a non-drinker, when his friends have collapsed, a waiter will rush to assist and use a mini-dartgun with the same narcotic tipping the darts on him!

When you regain consciousness, you will all find yourselves laying on camp-style beds in a large, but windowless room. The room is quite featureless apart from the bunks, and a desk and door at the opposite end. After a few minutes, the door behind the desk opens and a masked man, dressed all in black, walks in. He sits down behind the desk and motions you to sit as well (anyone stupid enough to attack him will find that he is really a very sophisticated holographic projection). Once you are all seated, he begins to speak.

THE MISSION

He informs you that he is a member of the Underground Alliance - a resistance group all of you have heard mentioned - and he has a mission he wishes you to perform! According to him, all the necessary equipment will be supplied by his group, as well as much information as is possible about the target. In return for completion of the mission, you will be paid 25,000cr. plus a further 25,000cr. if you complete it within the scope of certain specified parameters which will be detailed below. If you are interested, he requires an indication of this fact now,



at this point. Crimetechs and psis will have the same chance as they did earlier of detecting psi/truth detector probes.

The PCs should accept the mission at this point, if they do not do so, the masked figure will increase the success bonus in 1d.6x1000cr. steps to a maximum of 50,000cr. (that is, a total of 25,000cr. plus 50,000cr. success bonus each). He will also offer partial payment of the success bonus for partial fulfillment of the conditions attached to it, and will further offer the certainty of future missions for the group if they perform satisfactorily, at similar rates to those being offered now.

If the PCs immediately accepted, they will be offered the same fringe benefits during the briefing period. In any case, once the PCs have accepted, the holographic projection disappears (remember, the PCs may not have recognized that it is a hologram), and a hatch in the ceiling appears, from which stairs extend to the floor. A voice from above invites the PCs to ascend.

When they do, they find themselves in the lounge they had waited in during their interview that morning at Alliance Starlines and the people present are the same staff as before. The lounge has been set up for a briefing session, and this is exactly what ensues.

MISSION BRIEFING

During the raid yesterday (remember, the one you were involved in) an important Underground Alliance scientist, one Jacques, Marquis de Villemont, was detained by the Imperial Police in their raid yesterday on the area around the munitions factory. There is no reason to suspect that they have discovered his importance as he was quite innocently visiting friends and is not a known rebel. Despite attempts to bribe de Villemont out of Imperial custody by relatives, the Imperial decree sentencing all the detainees to effective death in the Kne'shin'wa festival has made this impossible.

As far as can be determined (99% certainty) he, and the other detainees, are currently being held at the Outpost HQ of the Kla'Ryllon'Ona (Colonial Police) — Loc. 11, Location One map. They are, however, expected to be moved to the Imperial base on St. Gervase Island within the next few days to be held in readiness for the ceremony — which is being held there.

The UA can provide relatively up-to-date floorplans of the Colonial

Police buildings, and of the government area around it. They can (and do) also provide you with holophotos of the Marquis for ease of identification. The conditions which must be fulfilled if you are to receive the bonus payment are as follows:

(1) If the attempted rescue is made before the transfer to St. Gervase Island, then as many prisoners as possible must be rescued to give the operation the look of a mass breakout, and avoid the awkward asking of questions regarding the Marquis.

(2) The Marquis must be taken either alive or dead if the former is not possible. However, if the Marquis has to be terminated, only half the agreed bonus will be paid.

(3) Minimal Imperial casualties are preferred if at all possible to minimize Imperial retaliation. PCs will lose 1000cr. (each) from their bonus for each Korell killed.

(4) Any PCs taking part in the rescue attempt must agree to undergo psycho-conditioning such that they will be unable to reveal any information damaging to the UA if they are captured and interrogated by the Imperials. This protection will be in the form of causing the PC to die in a seemingly normal fashion while under interrogation.

(5) If the rescue attempt cannot be undertaken before the Marquis is transferred to St. Gervase, then only the Marquis is to be rescued (or killed), really being replaced by a specially programmed clone, and no discoverable casualties (either CSA or Imperial) must remain. In other words, the penetration of the Imperial base must be unobtrusive.

Once the PCs have all this information, they should be presented with the relevant maps and notes about the Colonial Police HQ Building, the relevant areas of St. Gervase Island, and the budget limitations the PCs will have to operate under. The PCs should have plenty of time to plan their mission — and, they should make a list of the equipment they require. The UA will provide certain items, such as specialized EW/ECM units etc. but all other items will have to be tallied up against the budget. The UA can provide equipment to the value of 150,000cr. per man. Any equipment in excess of this will have to be provided by the PCs out of their own funds (if the items are legally available).

The actual flow of events that occurs once the attempt is under way is up to the SM and the players within the framework of the information provided here, the PCs plans for circumventing the Imperial security measures, and the success of those plans, allowing for such random events as the SM may decide as being appropriate.

KLA'RYLLON'ONA (Colonial Police) HQ BUILDING Ground Floor

The Colonial Police HQ was originally the Ministry of Police Building before the Imperial conquest, and was taken over for their use soon thereafter. The building is in a neo-classical style, constructed of native rock, faced with grey, polished basalt and is some five stories in height. The UA has the original architects' drawings of the building, plus the plans of the changes made by the rebel governments in the last two rebellions. To supplement this, extensive interrogation of various sources who have had access to the building in more recent times have been used to build up what is generally an extremely accurate plan of this floor, being some 90% accurate in general terms (though the actual uses of some of the offices is uncertain as far as specifics are concerned). It is known, however, that little, if anything, of a vital or top-security nature occurs on this floor as all the occupants are involved with civil crime, where they may contravene Imperial law (even the SWAT team).

The building itself is set back 10 meters, on all sides, from the surrounding streets and has entrances on all four sides. The major entrance, with a neo-classical facade, is the west entrance, while the east side has access to the basement cells and garage. The main western entrance leads into the large entrance hall with reception area (just outside the Duty Officers' office). The floor is of mosaic — a black & white geometric pattern with a multicolored rendition of the (pre-Imperial) Planetary Police coat-of-arms. The two flights of steps and a bank of three elevators provide access to the Second Floor.

The Duty Officers' Station is on the right hand side of the entrance, and also includes the Operation/Dispatch Room for the general police functions of the CoPos. Because of this, it contains extensive commo gear and 6+ ComTechs to man it (the specialist squads stationed elsewhere in the building have their own Commo centers as well). To the rear of the DOs office is the ready-use armory which contains heavy

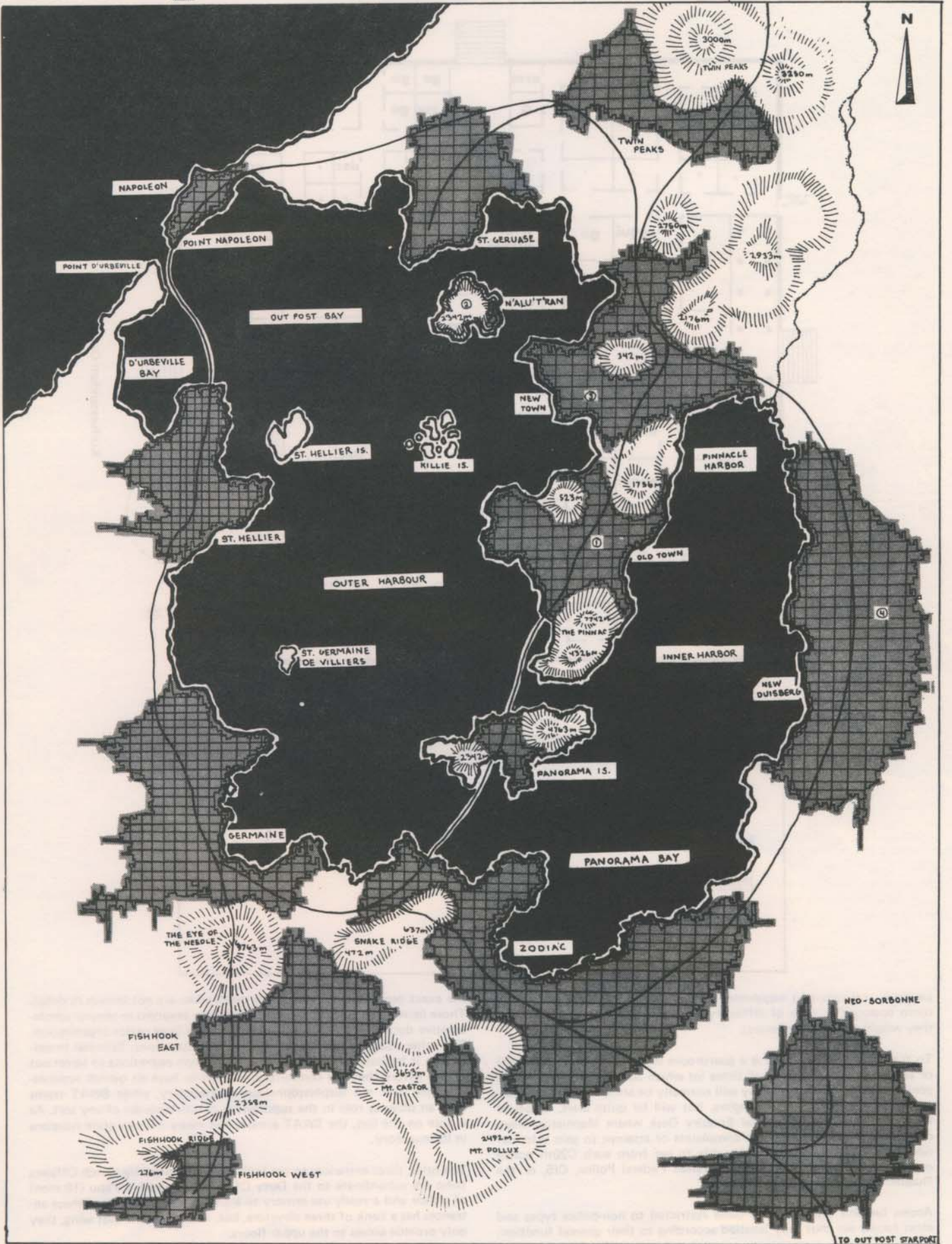


Urban Areas

Water

Subways

OUTPOST - Capital of Mephistopheles

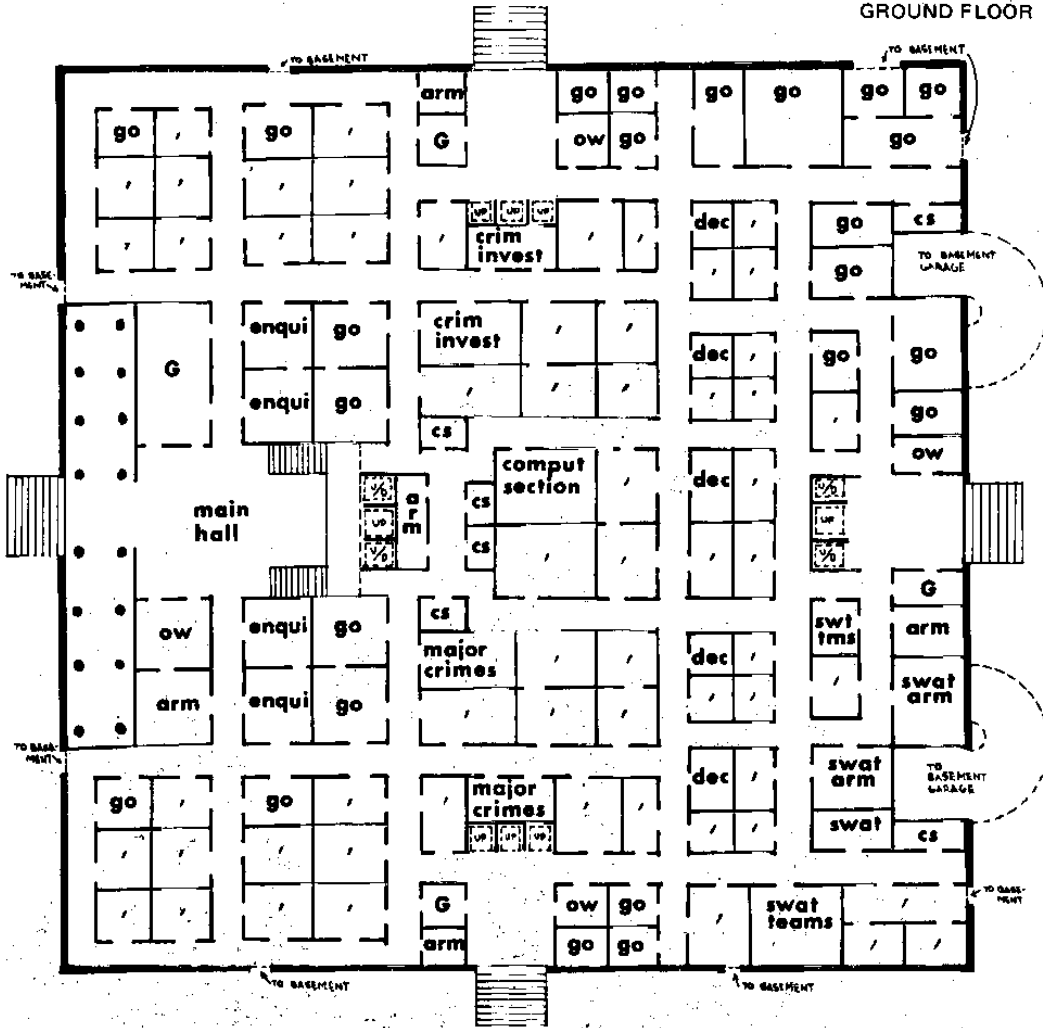


TO OUT POST STARPORT

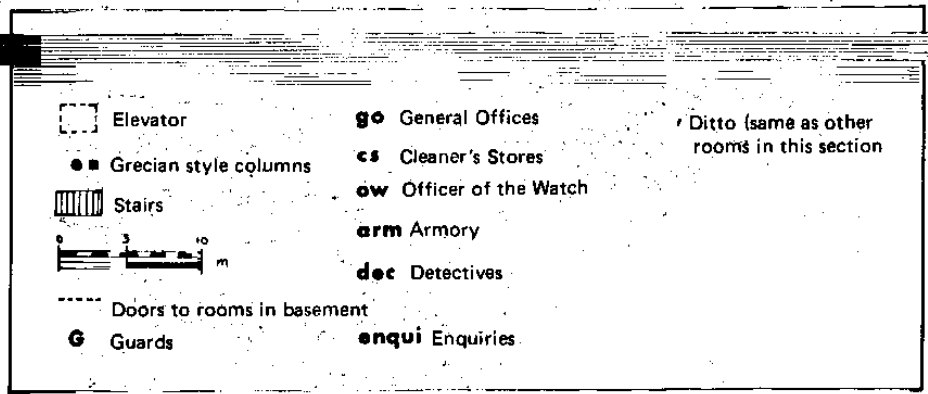
Via Appia

KLA'RYLLON'ONA HQ (COLONIAL POLICE)

GROUND FLOOR



Kurfurstendam Ost



weapons and specialist equipment to issue to the police in the guardroom opposite in time of difficulty (heavier weapons and armor than they would normally be issued).

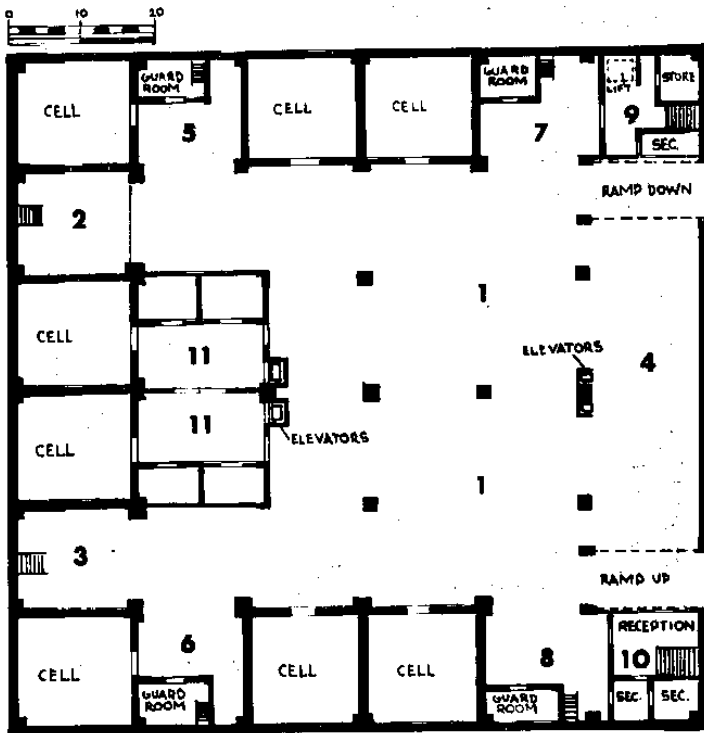
To the left of the entrance is a guardroom where a full S'Te (64 men) of police will be on duty at all times (of which 30+6d.6 will actually be present at any one time). They will normally be armed only with paralysis rods, stunners and/or tangles, but will be quite alert. Opposite these two areas is the General Enquiry Desk where Mephistophelean citizens and police may make complaints or attempt to gain information as one would expect to be able to get from such C20th police organizations as the FBI, the Australian Federal Police, CI5, or the Russian State Police.

Access beyond these areas is quite restricted to non-police types and most rooms are thus only labelled according to their general function,

the exact occupants and functions undertaken are not known in detail. Those listed as general office seem to be only involved in general administrative duties involved in the running of any large police organization. The other squads/departments have varying functions: Criminal Investigation is basically involved in intelligence style operations to ferret out crimes before they are committed; Detectives have an overall supervisory role over the Mephistophelean constabulary, while SWAT teams have an obvious role in the suppression of civil disorder of any sort. As a note on the last, the SWAT armory has many military style weapons in its inventory.

The other three entrances to the building are manned by Watch Officers (who are subordinate to the Duty Officer), each with a J'apu (16 men) of police and a ready use armory to equip those men. Each of these entrances has a bank of three elevators, but, except for the east wing, they only provide access to the upper floors.

BASEMENT – Garage & Holding Cells



Basement (Garage & Holding Cells)

The basement was, in pre-Imperial days, given over entirely to garage facilities, but the Imperials have walled off parts of it to convert them to holding cells prior to shipping off prisoners to St. Gervase Island, or to other prison facilities. The two entry/exit ramps are monitored 24 hours a day from the Duty Officers' station on the ground floor, as well as from the main security area on this level – they are normally sealed off by a 10cm thick macrosteel 'roll a door', and are only operated when police vehicles require entry or egress. The basement area will be described according to the keyed locations on the map.

(1) Garage Facilities (i.e. Parking): There will be 4d.10 patrol cars in this large area. There will also be 2d.3 Police Officers entering/leaving their cars at any given time. The vehicles are standard TL/7 groundcars – in Imperial black with a white trim. The officers will be armed with either tangle pistols or stun pistols as sidearms, while each patrol car will also contain two StunRifles (alongside each of the front bucket seats, and two gyrojet rifles (with four C20's each) in the boot (as well as respirators and 4 narcotic grenades).

(2) Garage Facilities (Parking): Paddy wagons (Lt. Trucks – 2 Crew, 12 passengers). There will be 3d.6 here at any given time, normally without any crew.

(3) Garage Facilities (Parking): Riot Control Vehicles – Lt. Trucks (with Light Armor) and armed with watercannons and cone LMGs. There are 2d.6.

(4) Workshop Facilities: full garage workshop. There will be 2d.3 vehicles here at all times, as well as 6+3d.6 mechanics during the day and 2d.3 mechanics during the night. While the mechanics are issued with sidearms (stun/tangle pistols), they will rarely be carrying them, though they will be fairly close to hand.

(5-6) These two Guardrooms are virtually identical, and each is responsible for the adjacent holding cells. The guards here have standard sidearms, as well as the following emergency equipment available in the guard-room – 4 tangle rifles, 4 gyrojet pistols, 2 gyrojet carbines, 100 rounds of ammunition for the above, 5 KMC sprycans (tanglestrand anti-catalyst), 20 Drug/2 sleepgas grenades, 8 respirators, and 8 paralysis rods. At least four of the guards will be in this room at any given time. Of the others, 1d.4 will also be present. The remainder will be checking the cells visually. The guards also have extensive videomonitoring facilities to cover the cells as well. The doors to the guardrooms are not airtight, but are fairly close fitting, and will thus allow any occupants to don respirators before any significant amount of gas from

outside can seep in. The stairs in the room lead to the outside (ground level) via 10cm thick macrosteel doors which may only be opened from inside the guardroom.

The adjacent cells are used only to hold prisoners on a temporary basis, during questioning or before being shipped to Re-Education Camps. The cell doors are of solid macrosteel, but the opening mechanisms are located adjacent to them, not in the guardrooms. The mechanism is simply a button which opens and closes the doors.

(7-8) These Guardrooms are almost the same as the ones above, except that the stairs to the surface located inside the former are located outside the latter.

(9) Lift Area – Deliveries: The lift here provides delivery reception facilities for non-Korellian traders who are otherwise prohibited from entering the garage security area. Large, bulky, items are delivered by the lift, while less bulky items are brought in by the stairway. The security post here is manned by 8 men and is identical in equipment to the guardrooms above.

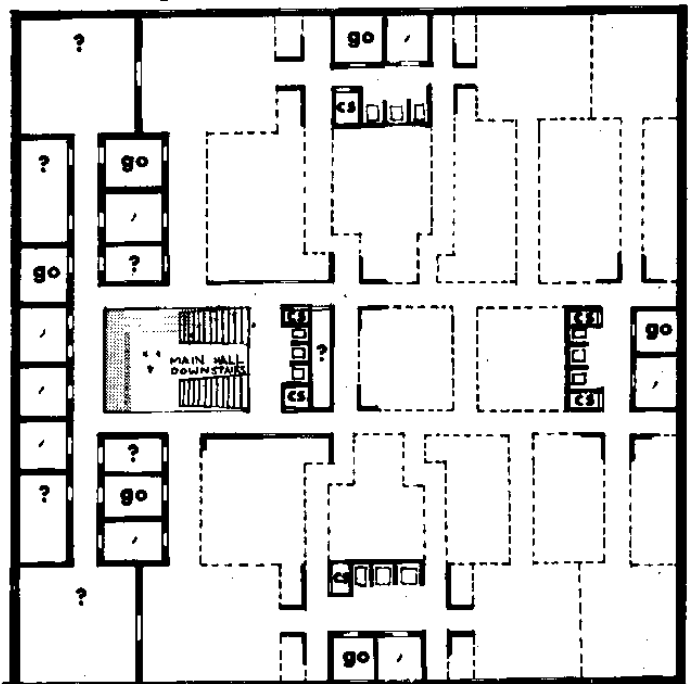
(10) Personnel Reception: For use by returning police who were on foot patrol. The two security posts each have monitoring equipment and are manned by 8 police, equipped identically as Locs. 5/6.

(11) Main Security Area – Desks, Computer Terminals, etc. The main information/data processing functions involved with the holding cells are performed here. There will be 3d.6+6 police here at all times, as well as 1d.6 detainees.

(12 & 14) Guardrooms as per LOCs. 5/6.

(13 & 15) Interrogation Cells: Soundproofed, with Korellian interrogation equipment.

SECOND FLOOR



Second Floor

Since this area is completely off-limits to CSA personnel, little is known of its layout beyond what can be seen from the Main Entrance Hall. The rest is conjectural, based on century-old colonial records, from the last rebellion period.

Fourth & Fifth Floors

Nothing is really known about these floors, except the bald fact that they have been remodelled as barracks for the Imperial police after the last rebellion. Also note that the roof is used as a landing area for fliers (Grav-vehicles).

There are several possible ways to attempt the rescue of the Marquis from the holding cells – these being:

A) Diversionary Riot etc.: If the characters ask for UA assistance to stage manage a riot, such assistance will be forthcoming and, if the SM decides that it has been handled successfully this will strip most of the possible reinforcements available to the basement security area from the upper building level. Most of the vehicles will be absent, and the actual parking area will be deserted.

B) Trojan Horse: The UA can, if requested, provide Korellian Police uniforms, equipment, and even vehicles (patrol car or paddy wagon) to disguise the initial entry of the rescue group.

C) Assault: Surface: The UA can provide explosive charges to blow through any of the doors entering the basement from outside, though someone with Demolitions Skill will be needed to emplace them. NOTE: Charges will be required to blow the doors open to gain exit, in any case, as all of them can be closed by remote control from the Duty Officers' Station on the ground floor.

D) Assault: Subsurface: If any of the PCs think of it, old maps of the sewers in the area show that a sealed off main sewer conduit (2.5m diameter) runs directly under the basement. Of course, it will be necessary to tunnel about 2m. through rock and earth to the actual basement. To avoid cramping the style of the SM, the actual plan of the sewers, and where they undercut the basement is up to them.

The exact outcome of the above possible methods of gaining access (and any other ones ingenious PCs may come with), and the overall success of the rescue are all up to the SM and, of course, the role playing abilities of the PCs involved.

FAILURE

Much to the dismay of the PCs and the UA, the Marquis is not present. He, and a batch of other detainees were transferred to St. Gervase Island only minutes before the raid! The UA will still pay the 25,000cr. base rate, and will offer a further 25,000cr., plus the original bonus if the PCs will attempt to rescue the Marquis from St. Gervase. The amount of planning that is possible, and the amount of equipment that is brought in, is limited by the time remaining — remembering that Kne'shin'wa is on the 22nd! You may have days or only hours left! The SM should underline in every possible way the sense of urgency that the UA regards the rescue attempt with.

ST. GERVAISE ISLAND

St. Gervase Island is the HQ of the Imperial Ground Forces on Meph-istophales and boasts extensive airfield, barracks, command, and other facilities. As far as the PCs are concerned, this means that if they are foolish enough to try a direct assault, they will be met by extensive fortifications, alert guards, and they'll almost certainly be caught (or, more likely, killed). Not only that, but they'll lose the bonus offered by the UA (if you don't remember the conditions which went with it, check, they still apply), not that they'll be worried about it — being dead or imprisoned — before torture and execution.

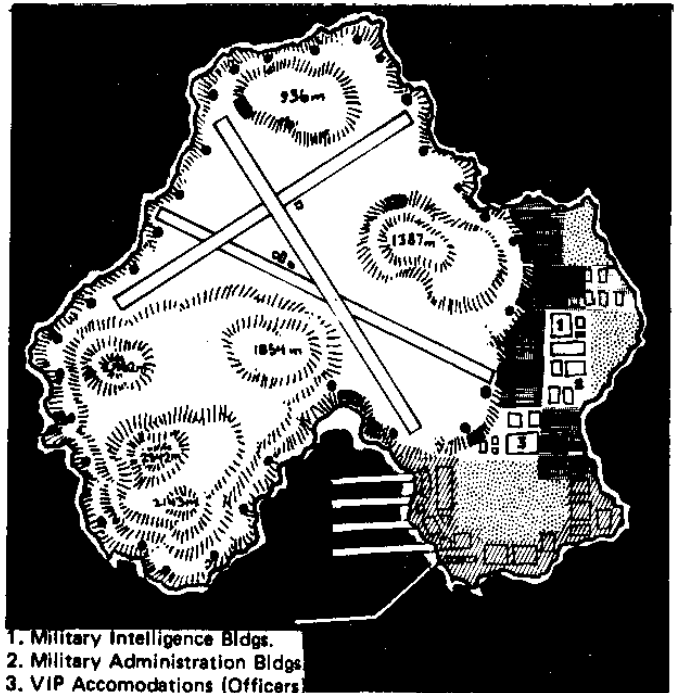
The keynote here is infiltration, and, strictly speaking, the only real chance the PCs have of success is if they manage to follow this idea. This will be easiest to achieve/carry out at night, but, might be possible during the daylight hours.

Attempting to assault/infiltrate via the airfield area and the cliffs surrounding it is not advisable, as you will note (from the map the UA can provide) that there are a large number of forts spread around the edges of the plateau, both to protect the airfield and the extensive underground facilities at the base (the UA can provide information about this facility — as far as is known, they are capable of housing at least 500,000 men and their equipment). Which is where the massive blast doors spread around the various areas of the base all lead to. The ECM/EW defenses of the base is no better than Imperial ECM/EW usually is, but it is extensive, and is backed up by large scale ground surveillance.

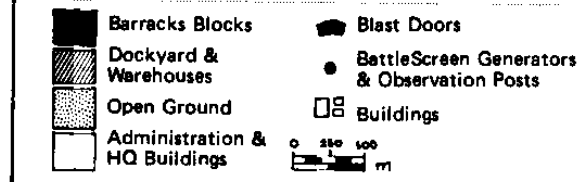
The only realistic way of gaining access to the Island is via a night infiltration mission aimed at the Imperial docks, or the above ground section of the military facilities there. These are mainly protected by Imperial foot patrols which, after 114 years of peace, have become rather lax!

The sacrifices will almost certainly (based on previous experience) be being held in the holding Re-Education Camp near the Imperial Secret Service Building. The security in this whole area is especially lax at night as no-one really expects anything to happen in the midst of half

ST. GERVAISE ISLAND



1. Military Intelligence Bldgs.
2. Military Administration Bldgs
3. VIP Accomodations (Officers)



a million troops, and certainly not anywhere the ISP HQ! The security measures consist of random foot and vehicle patrols throughout the area (foot patrols normally consist of only one trooper, while vehicle patrols consist of only two). The prison camp itself is protected only by an electrified fence (man-killing voltage) combined with videomonitors and other EW/ECM devices as well as guard towers with visible light spotlights, the latter being aimed inwards to prevent escapes, not outward.

Inside the camp, the detainees are quartered in prefab hutments, and are locked in there at night. On the door of each hutment is a list, in Korell script, of the names of the detainees being held inside (so finding the Marquis will not be too difficult!).

There are, basically, two ways of entering the security area of the Imperial base: by swimming in (presumably underwater), or by a parachute jump using flying belts, ECM to defeat Imperial sensors being provided by the UA in both instances. How successful the mode of entry chosen by the PCs actually turns out to be is up to the SM and the role play of the situation.

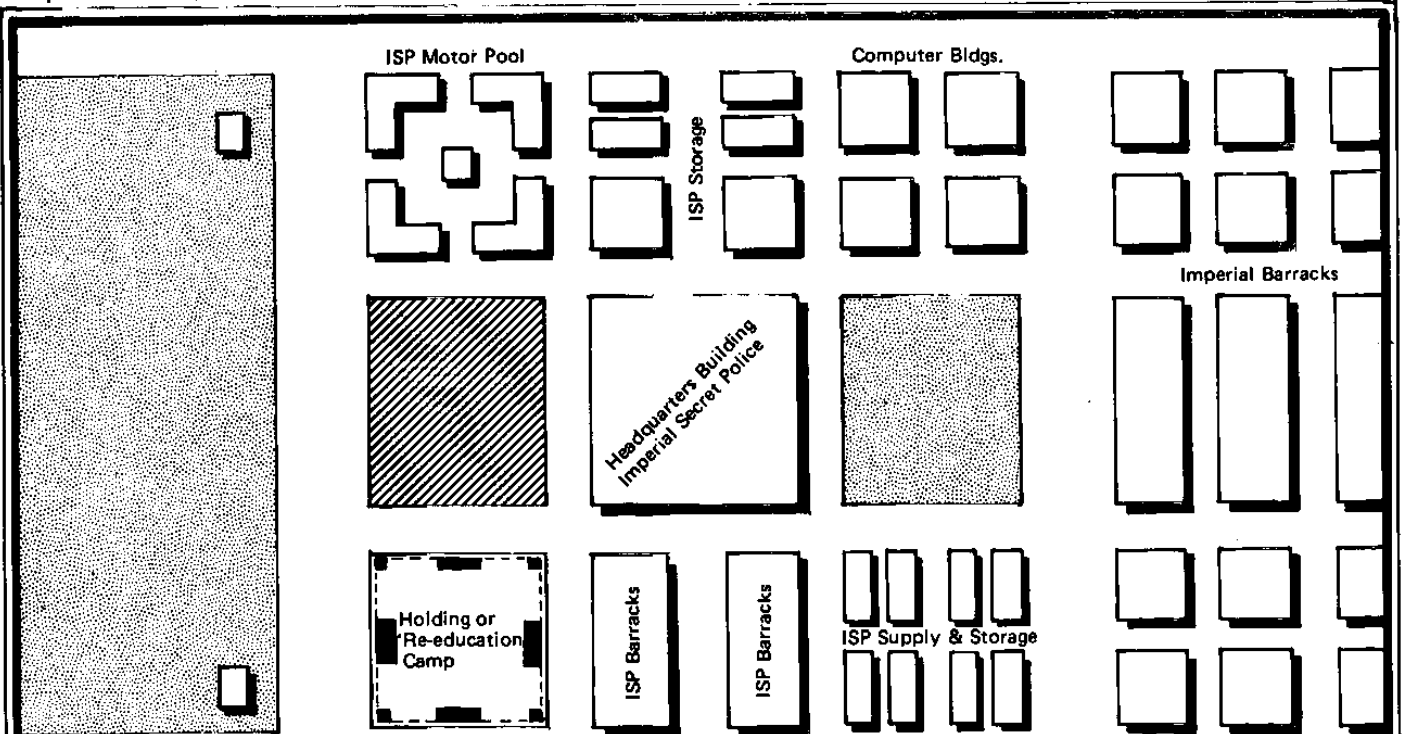
As far as the above ground patrols are concerned, they are fairly extensive, taking place every 2d.6 minutes, though this will generally mean only that the patrol will pass through the general area in which the PCs are concealed. This frequency is applicable both day and night. During the day, of course, there will also be a large number of other personnel around as there are about 100,000 Imperial troops stationed here at present. Lights out is at 10pm and very few non-MP personnel move around after it.

All MP/Security personnel will be armed with blaster sidearms and NCOs and enlisted men carry blast rifles as well, while the officers have neuronc whips and LaserSwords. All will normally be unarmored. Any other troops encountered will be unarmed, except for officers, who will be wearing a blast pistol, neuronc whip or LaserSword. Only the MPs will wear all of them while not on alert.

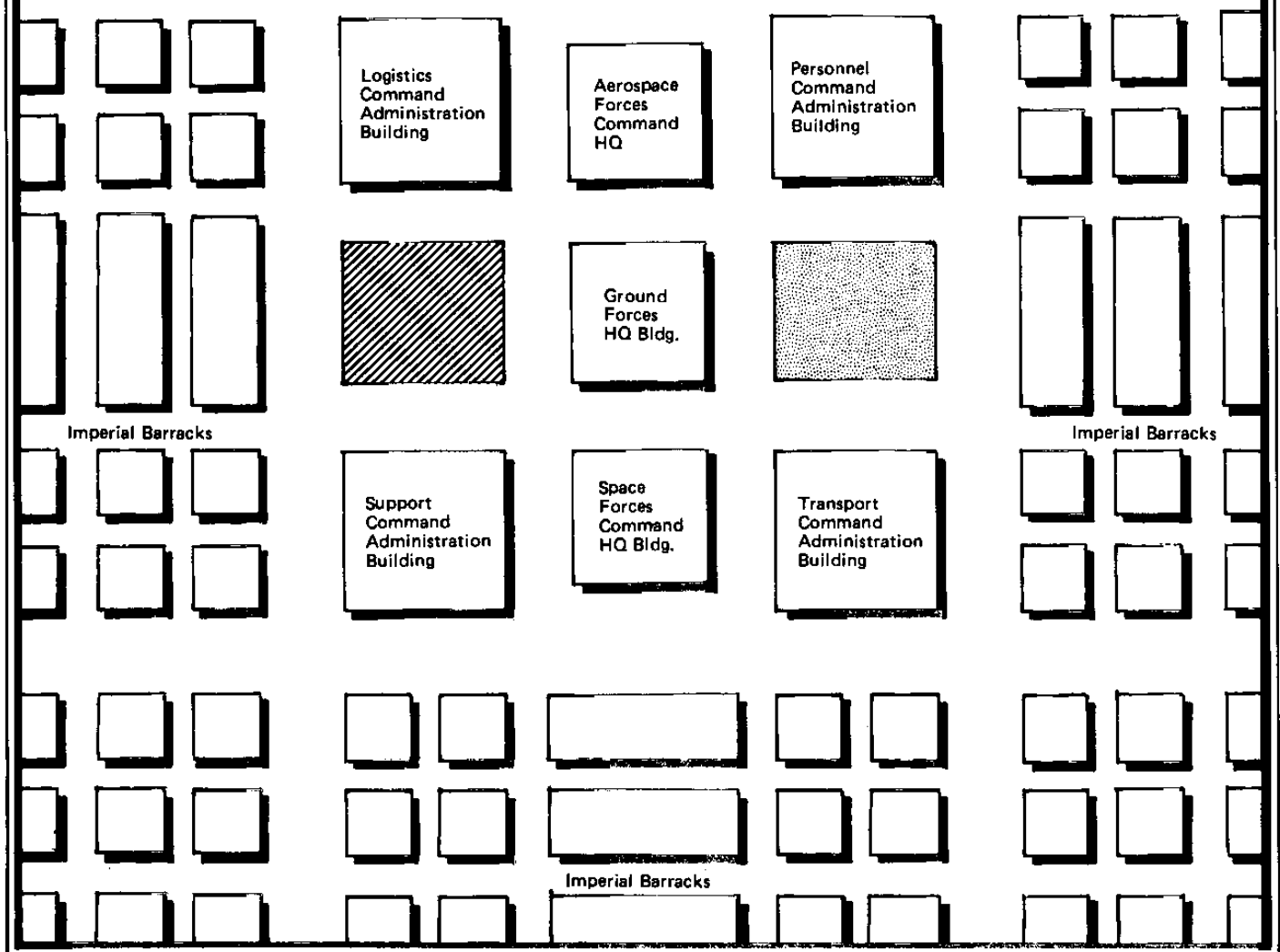


Open Ground
Smallarms Range &
Parade Areas

VTOL Landing Area



ST. GERVAISE ISLAND – MILITARY INTELLIGENCE & MILITARY ADMINISTRATION BUILDINGS





Now, the news that you've been waiting for — the Marquis is in the holding camp! So, no more waiting if you get to him successfully! Since the Imperials are not expecting an attack/raid, and have no reason to suspect that the Marquis is of any importance, they will not be overly prepared. Remember, the UA wants no discoverable traces of this penetration.

To help the PCs to attain this desired aim, they are able to provide two items which will prove of some use. Firstly, they have a specially programmed clone which has been altered to resemble the Professor and will thus make the escape less likely to be detected. Secondly, they can provide you with one of their latest developments of Q Section — the Immolator Button, a small device of negligible weight (100 to the kilo) which, when placed on a dead body and activated, causes an exothermic reaction which converts the whole body into a greyish carbon dust and various gases. The dust may be easily brushed into the ground so that it does not even resemble the outline of a human body, and the gases, of course, leave no trace.

ESCAPE!

Once the Marquis has either been rescued or killed, the PCs will be obliged to exit from the Island and, hopefully, remain undetected while doing so! No matter how successful their penetration was, and no matter how it was achieved, there is only one way for them to escape: by swimming out to an awaiting UA surface vessel about 1km off the shores of the island. Unfortunately, as the group nears the boat (a large cabin cruiser about 100 ft. in length), all hell will break loose on the base (either the missing patrols the PCs have eliminated have been noticed as having gone missing, or there is some other reason for the alert). In any case, the boat is far too close to the Island for safety during such an alert and starts off at a high speed without you, either with the intention to pick you up later or to draw attention away from you. Whatever the reason, they draw fire from the blaster batteries on the Island which soon score a direct hit, totally destroying it. This is not the first time innocent bystanders have been killed by accident in Imperial alerts.

So, here you all are in the middle of the bay and with nowhere to go! You have several options as to where you swim to shore, but your only objective once you get there is to reach the Alliance Starlines Building as it is the **only** UA base that any of you know the location of. The professor knows of several, but none are in Outpost. Also remember that Civil Police will have stepped up their activity due to your recent raid on their HQ.

In any case, it would be unwise to go back to either your hotel or approach the UA Building openly, especially armed and armored as you are. It will not, however, be difficult to find somewhere to hide until the next evening, using the cover of a deserted building or the sewers, to name only two possibilities.

Even approaching the Alliance Starlines Building at night could be a problem, as not all its employees know of its concealed importance. Not only that, but the building security guards will have no reason to admit the PCs — so they will be forced to break in and run the risk of being discovered by the said guards. When you reach the 86th floor (presumably having taken the elevator), you find that it is deserted and there are absolutely no traces of the UA facilities you know should be here. Also, unfortunately, your presence has been detected and the guards are well on the way to cornering you. They will, of course, eventually do so, and the PCs should be reminded that it is a definite no-no to kill possible fellow UA members, and they are only armed with stunners in any case.

In fact, the guards will eventually capture or stun all of the group. Fortunately the guard CO, to whom you will be taken, is a UA member and will know of you. He will arrange your escape and you will be conducted to the real UA facility, which is actually underground, hence the strange feeling your Astronaut PCs may have felt back at the beginning of the adventure. At this point, the UA controller will make payment for the completion of the mission and will suggest that things are getting too hot for you onplanet. In any case, he mentions that the UA have a mission waiting for them on Marduk (transport will be provided — First Class — as befits your new status as Senior Investigators with the Alliance Starlines.

Intelligence Raid

On arrival at Westernport StarPort on Marduk, you are met by the local Alliance StarLines representative (who is also, of course, the local UA rep as well), and he will convey you to the lodgings the StarLines have arranged for you at the very exclusive ANZAC Society Clubhouse (opposite Hyde Park in the city center) where you are to stay until, as your guide states 'a mission is arranged for you'.

BACKGROUND

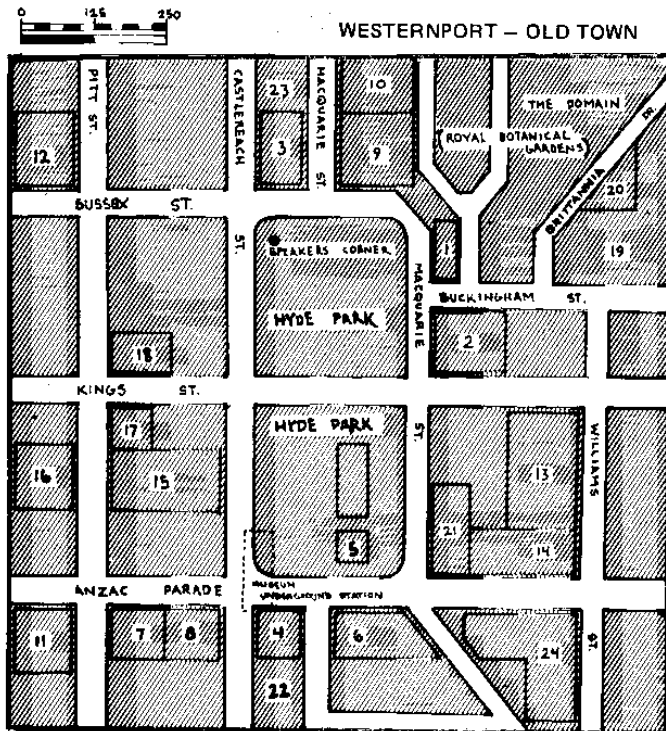
Marduk is the only colony of Abigor to have gained its independence, which it has had virtually since the moment it was discovered. It was

settled by the Royalist Party from Abigor and was settled so that they could restore the Monarchy (the King of Australia and the UK). The early colonists poured millions (hundreds of millions, in fact) of credits into the colony over a period of some decades to ensure its success and many, if not most, of the royalists were wealthy. This is probably the reason for its current solid economic position, despite the depredations of the occupying Korellians. Partly for this reason, the Mardukans had a large military StarPort under construction when the Korellians invaded some centuries ago, and they took it over for their own purposes. It is currently one of the most important Military StarPorts in the

whole sector, being the HQ of the 103rd (Monitor) Fleet. Recent security leaks have made the local UA branch aware that the base currently holds copies of the basic Imperial ECM and EW computer codes and the Imperial EW/ECM hardware blueprints for all their electronics (also, unknown to the UA, they also contain copies of the complete list of Imperial control override codes for all naval vessels in the sector!

If the EW/ECM codes and hardware blueprints are accessed by the UA – by the penetration team they use – then the CSA/UA EW/ECM versus Imperial units will be dramatically improved.

After several days at leisure in Westernport, which the SM may wish to personalize (though nothing major should happen that might interfere with the completion of this mission – even though the PCs do not know they're on it yet), the PCs will receive a summons from the UA to be available for the following evening. The implication being that there is a mission in the works for them, and that they are going to be briefed at this meeting. The instructions are to eat their evening meal in the Gallipoli Room at the Club, and await further instructions.



GOVERNMENT & BUSINESS CENTER

LOCATION KEY

1. St. Andrew's Cathedral
2. Royal Historical Society of Marduk
3. David Jones - Interstellar Provisioners
4. David Jones - 'Piazza' - Interstellar Provisioners
5. ANZAC Memorial
6. Caledonian Cybernetics (Computers)
7. Woolworth's Department Store
8. Royal Bank of Markuk
9. Royal Westernport Hospital
10. Parliament Building - Commonwealth of Marduk
11. Alliance StarLines Building
12. Grace Brothers Department Store
13. Imperial Defense Ministry
14. Imperial Colonial Police Ministry
15. Telecom Marduk (Incorporated) Building
16. Napoleon's Simulation Society
17. Wales Banking Corporation
18. Galaxy Trading Company
19. New Buckingham Palace
20. Royal Guard HQ (Horse Guards)
21. ANZAC Society Clubhouse
22. Multi-Story Carpark with Helipad on Roof
23. Multi-Level Underground Carpark
24. Planetary Government Offices

The Gallipoli Room is a very expensively appointed dining room and the meal there will cost about 50cr. per head (excluding wines), though the food and service are superb. Formal dress is required, the very minimum being a suit and tie (it should be noted that the accommodation at the Club has been paid for by the UA, but meals etc. have not and are the responsibility of the PCs, though, remember that they're being paid regularly by Alliance Starlines now). When the bill is brought at the end of the meal, a note is folded inside it. On the notepaper are the following instructions: 'Move to the entrance to the kitchens and exit through those doors. Move through the kitchen area to the fire exit, and use this to move to the roof. Then take the external fire escape to the rear service area and move down to the ground level, where you will be contacted. Any application of moisture to this message will cause it to decompose to a fine ash within 30 seconds – please dispose of it'.

If the instructions are followed, the players will find themselves momentarily alone in the alley at the rear of the Clubhouse but, soon, a large black limousine will silently pull into the area from the street. The PCs will be hailed by the driver, whose face is hidden by the glare of the headlights from the front, and by the tinted windows from the side. On entering the passenger compartment, the PCs will find that the driver's compartment is sealed off from the passenger area by a pane of tinted glass as well. There is seating for about 12 people inside and, once they have entered, they will notice that there are no internal door or window controls in the passenger compartment and the windows are themselves tinted to reduce visibility from inside to practically nil (especially at night). Also obvious is the fact that the passenger compartment has its own sealed cycle airconditioning unit. However, despite all this, and despite the (normal?) paranoia of the PCs, they will not be gassed, nor will they be harmed in any way, though you might well play the trip for all it is worth.

The trip will take about an hour and will, needless to say, be quite indirect. The limo is well fitted out with ECM devices specifically intended to confuse any direction finding devices the PCs may be carrying. It is, in fact, a larger version of the Q Section triphib car and there is no chance of damaging it with the light personal weapons the PCs will (at best) have brought with them. Those PCs with skill in flying will notice that there is something funny about part of the trip. Allow them an Intuition CR (with their Flying Skill as a positive modifier) at -5 to determine that the car is flying.

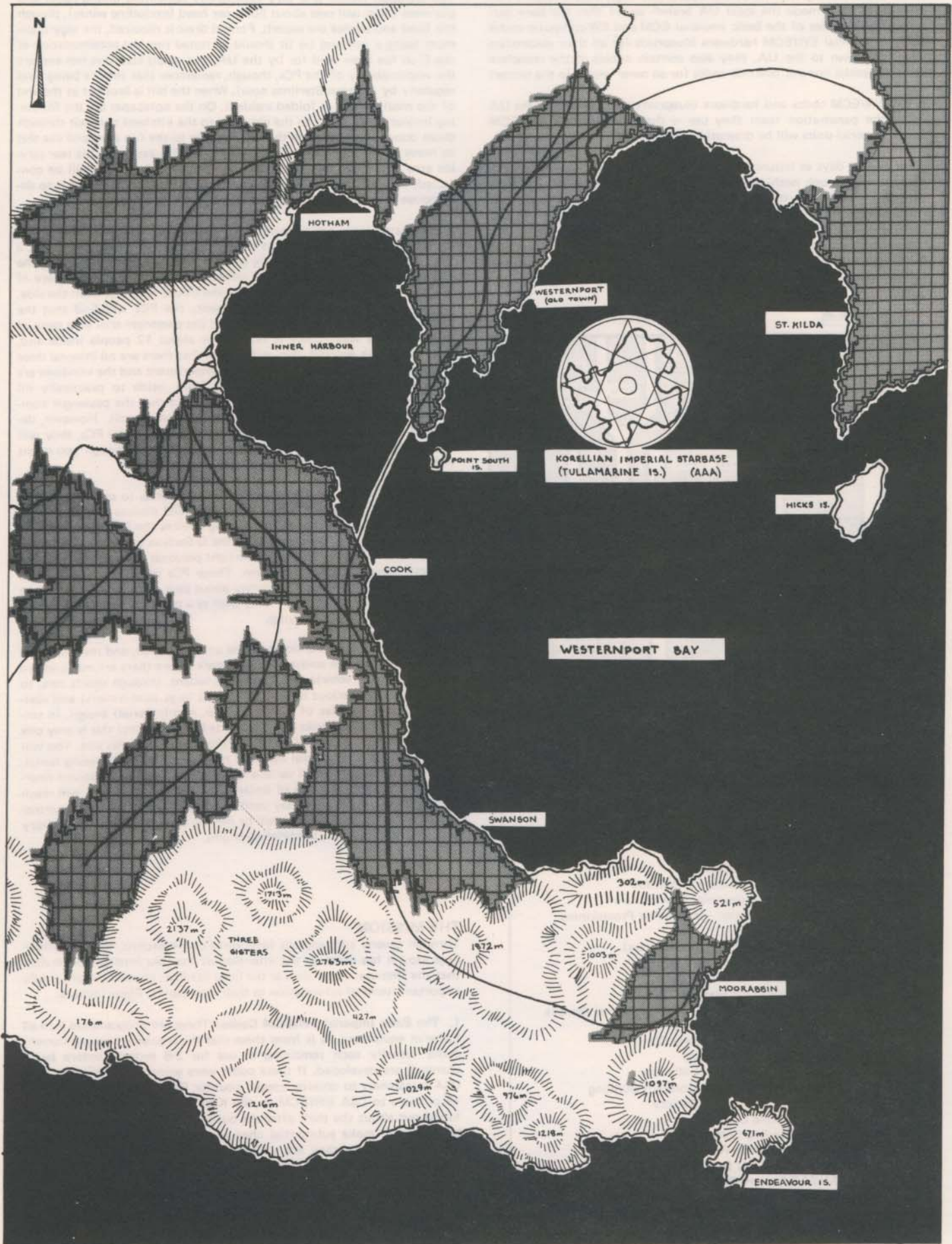
When the PCs arrive, the doors of the limo will open, and they will find themselves in a large underground carpark where there are many varied types of civilian vehicles (ranging from sedans, through sports cars, to delivery vans in various liveries, as well as large semi-trailers) and scattered military vehicles of unfamiliar (i.e. non-Imperial) design. In several places there are banks of vehicle lifts indicating that this is only one of an unknown number of levels for this purpose at this site. You will be ushered through several hundred meters of corridors, seeing tantalizing glimpses of offices of various types, all manned by personnel wearing military style uniforms of unfamiliar design. Finally you will reach your briefing room, obviously used as a large auditorium under normal circumstances, and there you will be met by several civilian and military officials. At this point, the briefing begins.

THE MISSION

Through several soft sources (overheard conversations, drunken rambles etc.) it has come to the attention of the UAs Intelligence services that the Imperial computers at the local StarPort contain certain vitally important items of information in their data banks. These include:

1. **The Basic Imperial EW/ECM Codes:** These are programmed into all Imperial equipment. It is from these that the regularly changed current codes (usually each remaining in use for 3-6 months before being changed) are developed. If these codes were gained, they would enable CSA researchers to develop special counter EW/ECM programs, adding +5 or more to CSA EW/ECM vs. the Korellians. Even if the Imperium found out about the theft after the outbreak of the rebellion, they will be unable to make substantial changes for a number of years at the best, both because they are so basic, as well as due to the fact that Korellian R&D is so pitifully slow.

2. **Wiring Diagrams for Imperial EW/ECM Devices:** These will enable CSA researchers to further develop their own EW/ECM devices which will be built around the Imperial hardware parameters, making CSA electronics even more undetectable to Korellian equipment.



3. Override Codes: The UA does not know of these, but, since they are associated with the files containing the above data, they will be gained along with them quite by accident. The Override Codes for all Imperial starships in the sector will be made available. These codes are held by the Imperial High Command in case of rebellion or mutiny and they allow a ship's controls to be overridden in such vital areas as gunnery, battlescreen control, EW/ECM etc. The effect of such control is obviously quite devastating, but once the Imperials know what is happening, they will be able to change the codes. This will take several days and will be of little use to the ships destroyed as the result of this in the first encounters of the Rebellion!

All of this information is vital to the Confederate war effort, and must, if possible, be accessed and the data returned without this being discovered. Access to the StarBase is, of course, restricted to Imperial troops and auxiliaries and, theoretically, no Colonial is allowed on the base, with the exception of colonial troops being shipped offplanet, or being returned home.

Since the StarBase was originally constructed by the Mardukan government, before being taken over by Korellians, and has since twice been taken over in previous rebellions, the UA has at least some maps of the internal arrangements available, and these have been updated when and where possible. The relevant maps will be supplied such that you will be able to carry out any planning you may desire to undertake for your attempt to gain access to the computer levels. In connection with this, it must be noted that the base has certain areas where there are the equivalent to secret passages, leftovers from the original construction days which have never been discovered by the Imperium. It must be stressed that you must leave no trace of your penetration of the base and especially of the computer levels. Again, because of these requirements, immolation buttons will be provided for your use on both your own and all Imperial casualties. The next section details the relevant areas of the StarBase and the Central HQ Complex.

Payment for the mission will be the standard 25,000cr., with a 25,000cr. success bonus. From this 1000cr. will be deducted for each Korell casualty caused and only the base 25,000cr. will be received if the penetration of the StarBase is discovered. If, however, the penetration of the computer level is discovered, then no payment at all will be received.

THE STARBASE

The StarBase was originally under construction for the planetary government of Mephistopheles when the Korellians took over. On the map provided, the original outline of Tullamarine Island is given, over which the StarBase was constructed (the areas of water being filled in to provide the footing needed). The main features of the base or, at least, those of interest to the PCs, are:

Outer Defense Perimeter

This is the boundary of the outer battlescreen field, when this is in operation. On the large StarBase map, this is indicated, along with the fort/NovaGun turret complexes emplaced at the points of the base within. While the battlescreens are normally turned off, the whole perimeter is sealed off by triple lines of electrified wire, minefields, and infantry/artillery bunkers and pillboxes and other prepared defense works are on the inner side of this. The weak points of this system are at the starpoints, which is why they are strengthened by being the sites of the NovaGun/fort complexes. There are normally only random human guard patrols of this area, as it is mainly monitored by remote EW devices from sites along the perimeter.

Starpoint Forts

The eight starpoint areas are divided into two groups: those which defend ship repair/construction areas (ships larger than 250,000 tons are normally constructed in space) and those which defend warehouse/naval stores/barracks areas. The major parts of each type of facility are underground. Even so, because the defenses here cannot be defended in depth as elsewhere, they will be much inferior in overall strength than elsewhere.

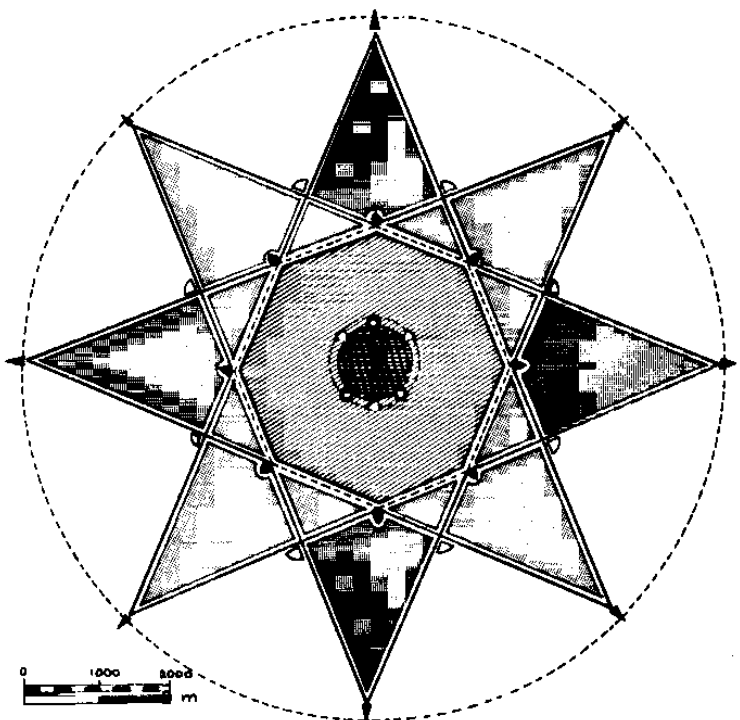
StarFighter Bays

These are hardened launch/retrieval bays for Korellian StarFighters (really equivalent to corvettes at 2500 tons each). They do not have above ground defenses, though they are monitored by the adjacent fort/NovaGun complexes and by EW devices on a remote basis.

Inner Defense Screen

This perimeter divides the main landing area of the StarBase from the

KORELLIAN IMPERIAL STARBASE



- Ship Repair & Construction Berths
- Main Landing Bays
- Defense Command HQ, Landing Central HQ, Main StarBase Command
- Warehousing, Naval Stores, Manufacturies, Barracks
- Subway & Monorail Lines
- Security Boundaries & BattleScreens
- Hardened StarFighter Bays
- 2 x N*500 and 4 x N*75 NovaCannons
- 2 x N*75 NovaCannons
- 2 x 6 ST*775 StarTorp Launchers
- 2 x MB*1000 and 4 x N*75

STARBASE FACILITIES

- Repair Capacity: 30,000 points per day
- Main Landing Area: 6 million square meters
- Repair Berths: 6 million cubic meters
- Hardened Launch Bays: For 4 Ilar.Ne'Sha of Fighters - 256 total
- 16 x 2 N*500 turrets
- 18 x 4 N*75 turrets
- 11 x 2 N*75 turrets
- 6 x 6 ST*775 turrets/launchers
- 2 x MB*1000 MegaBolt launchers
- Triple BattleScreen rings

TECHNICAL DATA

- StarPort Personnel: 14,000 (3500 Command, 10,500 Technical)
- StarBase Defense Force: 3 Naval Ilar'N'Kya
- 2 AMC Generators (10,000t each)
- Fuel Storage: 1200 days for generators
- EW/ECM: 15/5000 LS Range
- Damage Capacity: 300,000 (outer) 600,000 (Defense HQ)
- BattleScreens: 3 x 75,000 (+15)
- Armor: +40
- Orbital Facilities: Half size of ground base; +20 Screens, +50 Armor

above three areas. It is delineated by a triple line of defense similar to those of the Outer Defense Perimeter (described above). Again, the inner battlescreen is normally off. The defenses here are much less strong than for the outer defenses. Again, there are a small number of human patrols, supplemented by EW devices.

Main Landing Area

This area is of thick ferroconcrete, and is rated to take ships of up to 750,000dwt, few defense, but always heavily trafficked by technicians, ships' crews etc.

Inner-HQ Defense Perimeter

This is also the line of the final battlescreen defenses, which, unlike the outer two, is always switched on. The whole hatched in area on the map is heavily fortified and defended against ground, air, and spatial attack, surrounding, as it does, the main HQ of the StarBase. Security consists of both random and relatively infrequent human patrols as well as EW scanning.

HQ Complex

This is heavily armored and protected, and is at the very center of the StarBase. Security consists of electronic ID measures backed up by human security personnel. Most personnel entry is via the StarBases' subway system, though entry from the surface elevators (inside and outside the indicated structures), though it is, relatively uncommon.

PENETRATING THE STARBASE

There is, obviously, no one suitable method for penetrating the various levels of StarBase security and successful completion of this mission will require the utilization of a combination of several different approaches at different stages of the mission. The PC should be presented with the options below as part of their briefing, though the conclusions and estimates that go with them are purely for the SM's guidance. Success or failure, after all, should depend on PC ingenuity, or lack of same!

1. Airborne Insertion: The StarBase utilizes extensive radar and sensor-scanning equipment to detect any flying or above surface penetration of the security area around the base. The UA can provide EW/ECM devices which will provide limited duration invisibility to Korellian scanners (2d.6+6 minutes total, though the devices may be used in spurts rather than non-stop to extend their usefulness). **SM Notes:** Obviously, due to the limited duration of the protection offered, this method cannot be used to cover the whole distance from the outskirts of the area to the Central HQ area. It will, however, allow the PCs to jump over the defense rings and associated minefields.

2. Surface Penetration: This will suffer the same problems as above as far as penetration by a surface ship is concerned, but will offer a much improved chance of penetration once actually inside the Outer Perimeter, especially if the group is equipped with Scoutsuits/Sneaksuits etc. to fool even visual sightings by Korellian foot patrols of the area. **SM Notes:** If combined with the above (Airborne Penetration), this should ensure at least a reasonable chance of success.

3. Subway: The subway indicated on the StarBase map consists of both a personnel transit system which is obviously out as far as the mission is concerned, as well as a cargo transit system. The subway runs underneath the monorail routes indicated on the map, but is much more extensive, having many spur lines, as well as connections to the Central HQ Complex. Entry to the personnel tunnel is via stations spaced every 100 meters or so; entry to the cargo system is only possible at special cargo handling areas or through access panels spaced between each personnel station. Even the cargo transports are crewed by a driver and assistant, making an attempt to board them quite risky. However, the 2.5m diameter tunnel has a flat, false, bottom 0.5m above the actual bottom of the tube, and on which the trains run. The space beneath is partially filled with power cables etc., but also contains a crawlspace for technicians which extends, unobstructed, for the whole distance to the HQ bunker subway terminal. **SM Notes:** This is, obviously (or it should be!), the safest method of moving around inside the StarBase. It should be noted that the distance from the perimeter to the HQ Complex is 3.5km. So, crawling this distance would be quite slow. If the players mention this, the UA briefers will be able to provide them with battery powered trolleys for the journey. (Of course, the PCs still have to think of this requirement themselves, the UA staff will not think of this unless suggested to them).

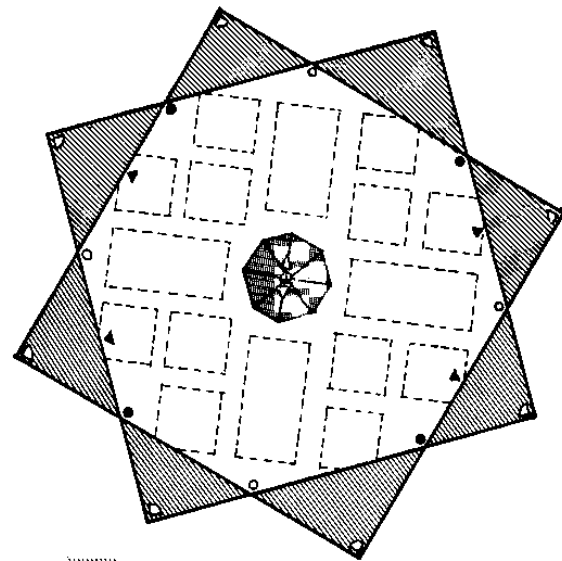
Summation









Obviously, the only way to penetrate the base with a relative degree of safety is by jumping the outer defenses, walking to the subway entrances, and then travelling through them to the HQ Complex.

HQ COMPLEX

The HQ complex is, of course, almost entirely underground and consists of a large number of levels, of which only a few are relevant to this mission. It is only these levels that are actually mapped and keyed below.

STARBASE HQ COMPLEX



-  Defense Bunkers (Ground Troops)
-  Cargo Lifts
-  1 x N*75 Anti-SpaceCraft Mounted Turret
-  2 x B*250 Anti-Ground Mounted Turret
-  2 x B*200 Anti-Ground Mounted Turret
-  2 x N*75 plus 2 x 6 ST*775 Launchers
-  1 x 6 ST*775 Anti-Space Mounted Launcher
-  2 x MB*1000 Turrets, Anti-Space Mounted

NOTES

- Cargo Lifts are tested to 5000t
- Personnel Lifts are situated in the central building containing the Megabolt Turrets
- Other personnel access is via the subway system

SUBWAY ENTRY LEVEL

(1) Subway Intersection.

(2) Offices: 2a/c are general offices, 2d is security (responsible for this section of the system).

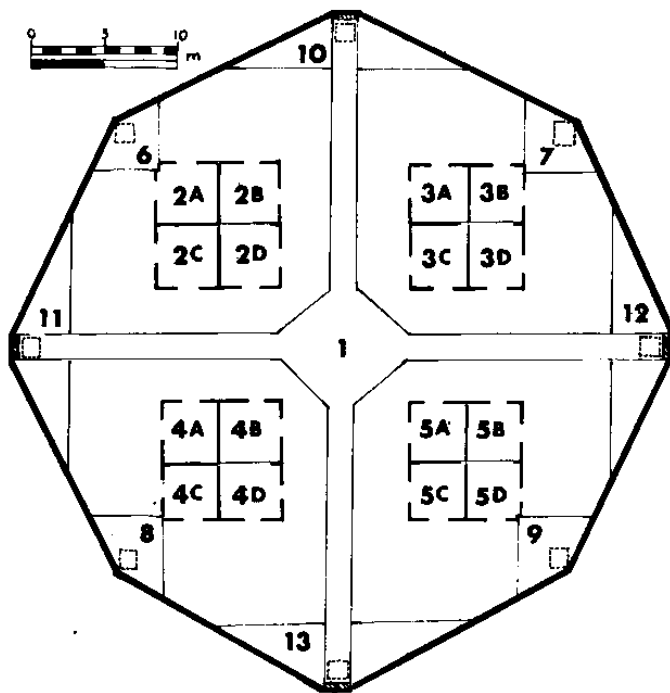
(3-5) Offices: as above.

(6-9) Lift Lounges: stairs down from the platform lead to these lifts, which provide connections to all levels of the complex. These lounges are actually beneath the cargo dock sections of the actual platform level.

(10-13) Lift Lounge: these are similar to the above locations, but differ in that behind the lifts here are (hopefully) undiscovered panels leading to a ventilation shaft which will provide access to all levels of the base. This was intended to be part of the pre-Imperial base, but was sealed off by some far-sighted patriot before the actual occupation. As far as it can be determined, the Imperials have never discovered it. It will thus offer access to the computer level. Ladder rungs lead downwards (for the PCs can use their grav belts).

SM Notes: Obviously, crossing from the cargo bays to the elevator lounges is going to be one of the most dangerous parts of the mission as, even at night, there is a good chance that a number of StarBase personnel will be on the platforms awaiting transport modules. The PCs will obviously have to await one of the few moments when the platforms are clear. The SM should play this situation for the maximum in suspense possible, though he should not allow the PCs to be discovered unless they make absolute assess of themselves. At worst, he might let them be surprised by a small group of Imperials who will have to be disposed of quietly, and whose bodies will have to be concealed.

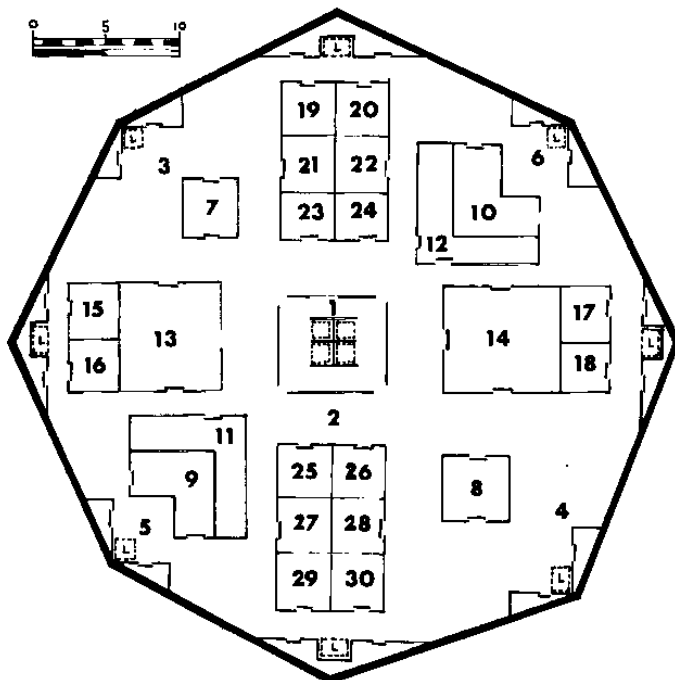
Once they have climbed into the ventilation shaft, they have a climb (only unless they did not bring grav belts) of several hundred meters



down to the computer levels. There are access panels to all levels, concealed from the other side, but numbered on the inside.

COMPUTER LEVEL

- (1) Personnel Elevators and Elevator Lounge.
- (2) Open Area.
- (3-4) Open Plan Offices: Data Processing Terminals (input only). Normally deserted at night.
- (5-6) Lift Lounges and Lifts.
- (7-8) Data Processing/Shift Supervisors' Offices: There will always be a few people in these rooms, even at night.
- (9-10) Data Input/Output Terminals: Access to databanks is possible from here.
- (11-12) Programming Offices: for use by programming staff. Normally deserted at night.



(13-14) Main Programming/Access Terminals: in use day and night. Access to the databanks is quite easy from here.

(15-18) Programming Supervisors' Offices: At least one of these will be occupied at all times, day and night. Access to the databanks is quite easy from these points.

(19-30) General Administrative Offices: Normally deserted at night.

SMs Notes: Only certain locations, as noted above, will allow access to the main data banks, and even these terminals will require a security access code for the special security data banks where the data you require is being held. The UA can provide a special defeater which has been programmed specially to run through all possible combinations of the right size and trigger the anti-tampering devices until the correct code is hit. For it to be used, it must be attached to a data terminal or to the attached coax cable. Unfortunately, such a program will take 8760 hours to run all the way through. However, a Computer Scientist operating it will be able to reduce the time the program will take by his SL (i.e. — divide 8760 by the SL and multiply this by the computer speed); a Computer Tech will only be able to do half as well (i.e. — divide the time by half his SL). If more than one Scientist/Tech is present, the first uses his full SL, but all the others have their SLs halved before they are added. Obviously, it will take some time to access the required data. For this reason it would be unwise to leave the defeater in the open for too long and this will cause a definite conflict of interest: leave it out where it can be detected or do the cracking in dribs and drabs over a period of several days, increasing the risk of detection. The UA has provided special storage chips which will record the information, once found, in a matter of seconds.

Any PC successfully penetrating to the ventilation shaft should be allowed to make an INT CR to notice that some of the cables running down the side of the shaft run off into the computer level. The INT CR is not to notice the conduits but, actually, to realize that the one running off is a computer cable. It will thus allow safe access to the computers for the defeater! Also, since the complink provides direct access to the security banks, time required to access the data will be reduced by half.

Escape: Once the PCs have accessed the information they require, they must exit the StarBase and proceed to a safe house at No. 23 Albanus St. Of course, there is absolutely no reason why the escape should be uneventful. Remember the time limit on the UA provided ECM device — let it run out just a tad earlier than the PCs would like.

NO. 23 ALBANUS STREET — UA SAFE HOUSE

No. 23 is a two story brick townhouse converted from what was once a single large home into eight self-contained flats. In reality, all the flats belong to and are used by the Underground Alliance. For this reason, access is possible to all of them via secret doors from the sewers and from the roof as well, all to enable unobserved exits and entries if required. Below is a general key for the building map provided.

Flat 1

(1a) Lounge room: carpeted floor, laser pistols hidden under coffee table and inside the Tri-D set.

(1b) Bedroom/Study: carpeted floor, library access computer terminal, and bookcases with real books, laser pistols hidden in the bedside table and in the computer terminal.

(1c) Kitchen/Dinette: Linoleum floor, laser pistols hidden under table and in microwave oven.

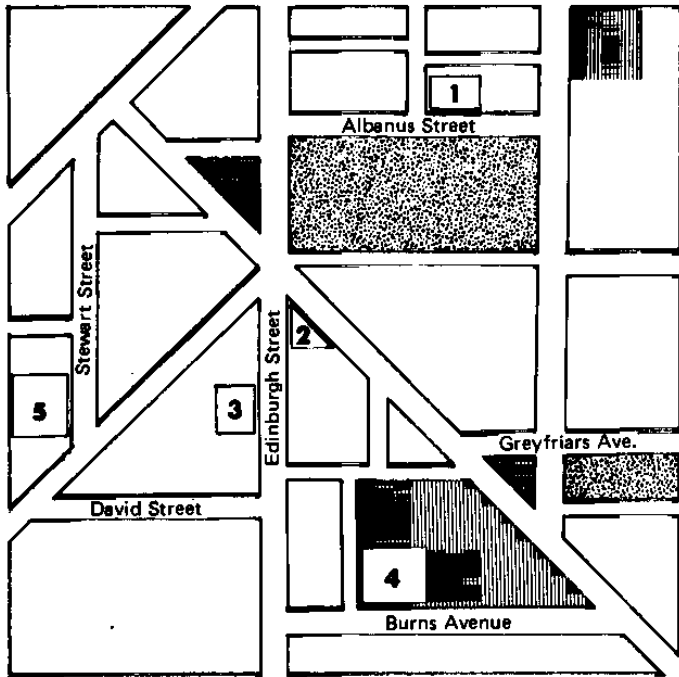
(1d) Utilities: door to 1c is seemingly wood veneer, but is actually equal to A/A/A armor.

Flat 2

(2a) Entry is through what used to be the main hallway of the old house. Stairs lead up to the second floor. Closets under the stairways contain cleaning equipment as well as (each) 2 concealed laser rifles, a box of sleepgas grenades, and 4 laser pistols.

(2b) Entry Hall to Flat No. 2: Coat racks on both walls and carpeted floor. There is a small fountain in the center of the room.

(2c) Living Room: two laser pistols under the central table, one behind a grandfather clock (in front of the secret door to 4b).



- (2d) Dining Room: carpeted floor, laser pistols under each chair.
- (2e) Kitchen and Utilities: Linoleum floor covering. Laser pistols concealed in the fridge and washing machine.
- (2f) Bedroom/Study: carpeted floor, door is A/A/A armor. Laser pistols in bedside tables.

Flat 3

- (a) Entry Hall/Day Room
- (b) Lounge/Study
- (c) Bedroom
- (d) Dining Room
- (e) Kitchen
- (f) Utilities

Flat 4

- (a) Entry Hall
- (b) Bedroom/Study
- (c) Dining Room
- (d) Kitchen/Utilities

Flats 5-6 (Second Floor)

- (a) Entry Hall
- (b) Loungeroom
- (c) Kitchen
- (d) Utilities
- (e) Bedroom/Study

Flats 7-8 (Second Floor)

- (a) Entry Hall
- (b) Loungeroom
- (c) Kitchen
- (d) Utilities
- (e) Bedroom/Study

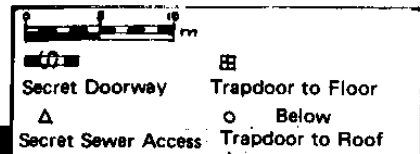
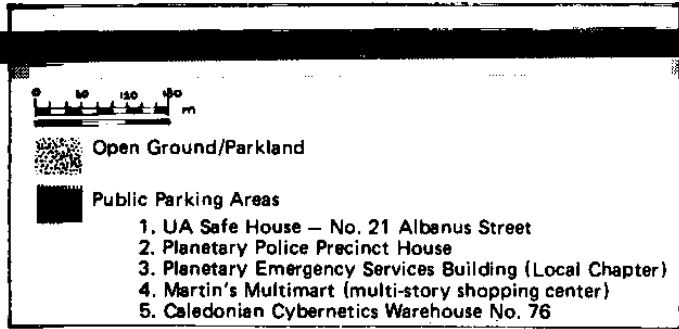
ESCAPE DEEPLANET

Now that you have successfully (?) managed to steal copies of the Imperial ECM/EW/Override codes, your next mission is to get them safely offplanet so they can be studied by the UA at its leisure.

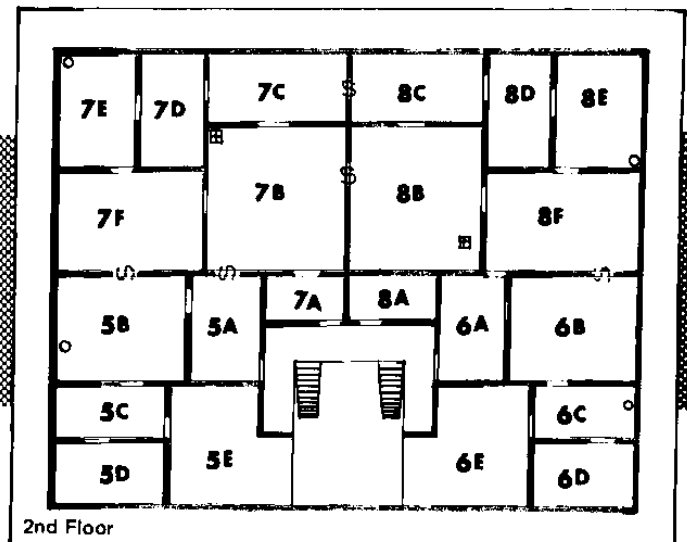
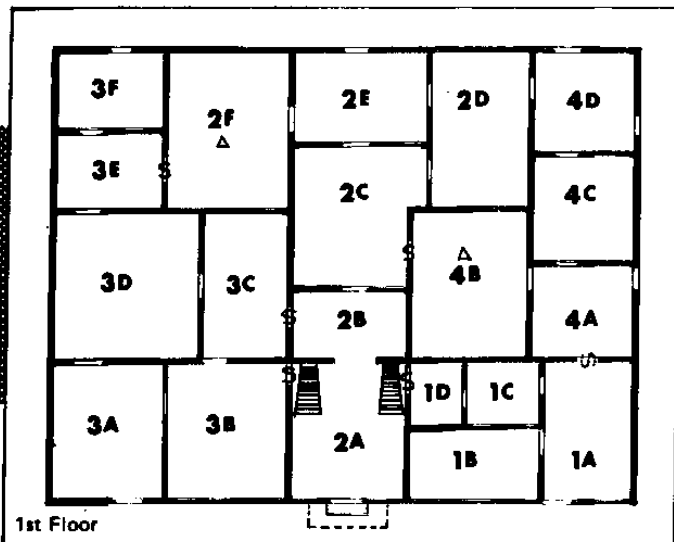
Background

The UA has, of course, a number of concealed landing sites at various points around the planet capable of handling at least the smaller classes of interstellar craft and with the facilities necessary to conceal such operations from both ground and aerospace search undertaken by the Imperial forces. It is at one of these sites that the UA has arranged for a starship to pick you up and transfer you to a transfer point where final arrangements for your transfer to the secret baseworld of Anacreon.

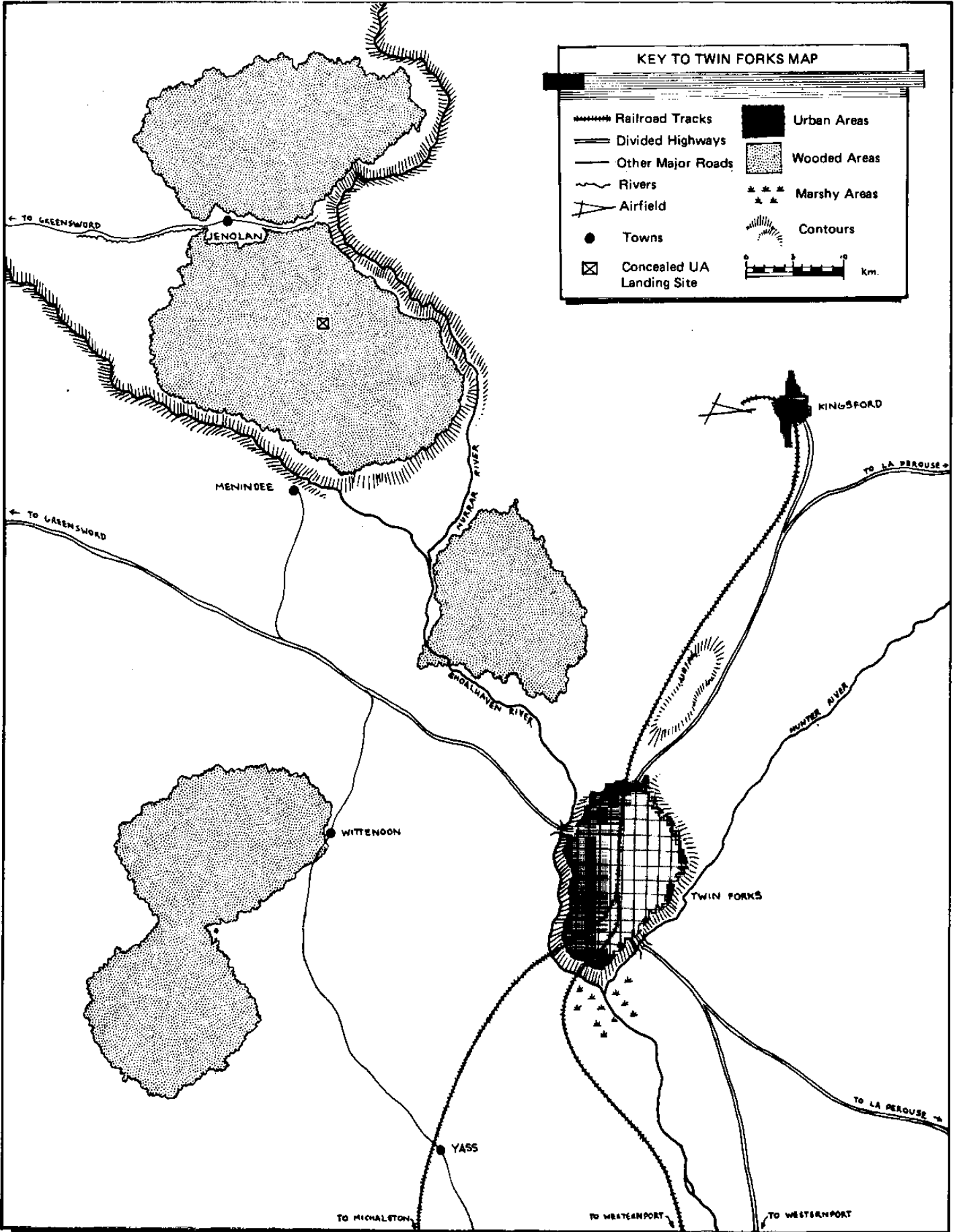
Of course, if everything was as simple and straightforward as all that, there would be no need of your services. Obviously, your spectacular escape from the StarBase will have had an effect on Imperial security and this will mean that the relatively simple task of travelling from Westernport to the secret landing port will become difficult. The Imperial security services will be staging random searches all over the planet. They have no idea what you did inside the base or even that you successfully penetrated it, but they are after you. This means that the mere transportation of the data chips is now a major mission. While all precautions for the safe passage of your party and the data chips will be made by the local UA operatives, there is always the chance of things going wrong.



UNDERGROUND ALLIANCE SAFE HOUSE – No. 21 ALBANUS STREET



AREA OF TWIN FORKS – MARDUK



KEY TO TWIN FORKS MAP

	Railroad Tracks		Urban Areas
	Divided Highways		Wooded Areas
	Other Major Roads		Marshy Areas
	Rivers		Contours
	Airfield		0 5 10 Km.
	Towns		
	Concealed UA Landing Site		

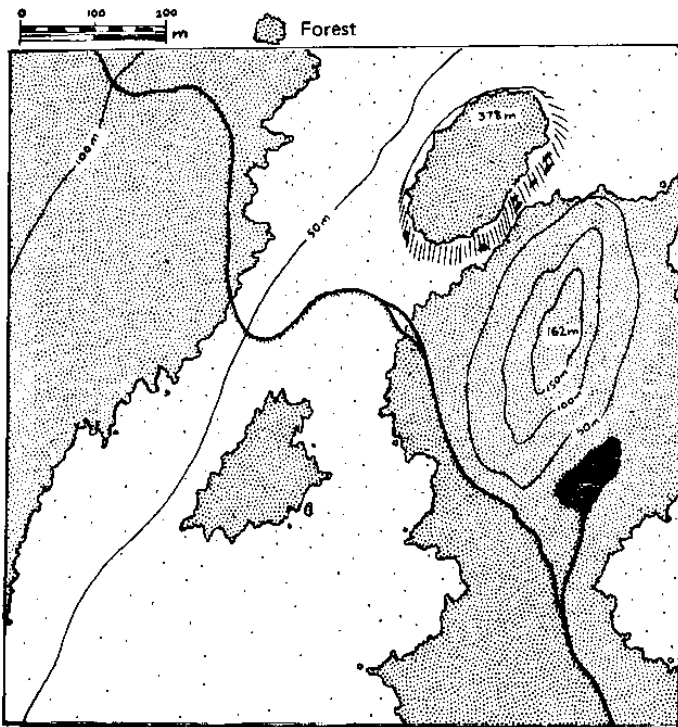
The particular secret landing port you will be using is near the small town of Jenolan (famous for the extensive limestone caves in the area; Pop. - c. 20,000). This is near to the much larger metropolis of Twin Forks, and its airport suburb, Kingsford (Pop. c. 2,000,000). This is a distance of about 1200km. from Westernport as the crow flies or 1375km. by road, and Jenolan is some 60km to the NW. Both the roads and the airport will be under Imperial surveillance, though, perhaps, the back roads will be less heavily watched than the main highways.

THE JOURNEY

The UA will provide transport, but, unbeknownst to either the UA or the PCs, the driver (or one of the other bus crew) has had his cover blown to Imperial Security. If (when) their vehicle is stopped by Imperial security forces, he will be recognized. This will mean that the PCs will be implicated as well, though there should be just enough bungling on the part of the Imperials to give smart PCs a chance to escape with the Imperials in hot pursuit. If the roadblock was relatively near their destination or the PCs have been identified (they will be sooner or later), then a planetwide APB will be put out by them. This will make it effectively impossible for them to carry on with overt operations using their own IDs. They will, in future, have to confine themselves to covert operations, a much more dangerous way of life.

In any case, the chase should be played for all it is worth. The PCs should have enough of a head start to get to the forested area around Jenolan and near to their actual destination. They will find the concealed ops center from which their transportation will be called in easily enough and will elude the Imperial units searching for them. The landing of the spaceship that is to transport them to the rendezvous will, however, force them to run the gauntlet again (the actual landing site is several kilometers away from the concealed control Center for security reasons). The actual starship will be either a CSA military model or a civilian one from **Seldon's StarCraft**. Whatever the type, it will touch down just long enough to pick the PCs up.

LOCATION OF CONCEALED BASE NEAR JENOLAN, MARDUK



The base is concealed within the caves in the NE section of the map.

OPERATIONS BASE KEY

- (1) At the end of the cave in the side of the cliff face is a deep pond of clear water, seemingly bottomless. Actually, about 2.5m beneath the surface, and invisible from above, is a 'U' loop tunnel leading to Loc. 2.
- (2) Entry Airlock: there are always two guards (armed with blast rifles and blast pistols) who control the entry to the base from Loc. 1. There are no lift controls on this level (see Loc. 3).

(3) Security Control: similar facilities to Loc. 2 (i.e. two guards equipped with blast weapons), but also containing video monitoring equipment covering Loc. 2, and controls for the lift from Loc. 2. This room is, in fact, some 50 ft. above Loc. 2.

(4) Mess Hall/Cafeteria.

(5-6) Accommodation (quad occupancy): at least one in each area will be unoccupied, reserved for visitors.

(7-8) Recreation/Lounge Areas.

(9-12) Single/Twin Occupancy Accommodation Modules: at least one will be unoccupied, reserved for visitors.

(13) Operations Center: looks like a NASA ops center. There are always about 5-10 operators on duty.

(14) Operational Commander's Office: in emergencies, the functions of the Ops Center can be over-ridden from here. Otherwise, it is only used by the commander to monitor the running of the Ops Center.

(15) Computer Room: this allows access to the more easily accessed parts of the base computer and to the master controls for it.

(16) Vehicle Barn: contains the various vehicles used by the garrison (mostly civilian models, but with a few military ones).

(17) Camouflaged Vehicle Lift: to the surface of the mesa, and to the lower levels (Power, Maintenance, and Storage).

(18-19) Barracks Accommodation: for use in emergencies. Each has facilities for 40 men. They are not currently in use.

(20-21) Light Weapons Armory: each contains enough man-portable weaponry (inc. LBA/7 and ammo/powerpacks) for 100 men.

(22-23) Heavy Weapons Armory: contains various weapons of a non-man-portable nature (inc. powerpacks/ammunition) for 100 men, plus 100 suits of CBA/7C.

(24-25) Armorers' Workshops: fairly extensive light maintenance facility - each also is used to store 16 suits of PAPA 'C' armor.

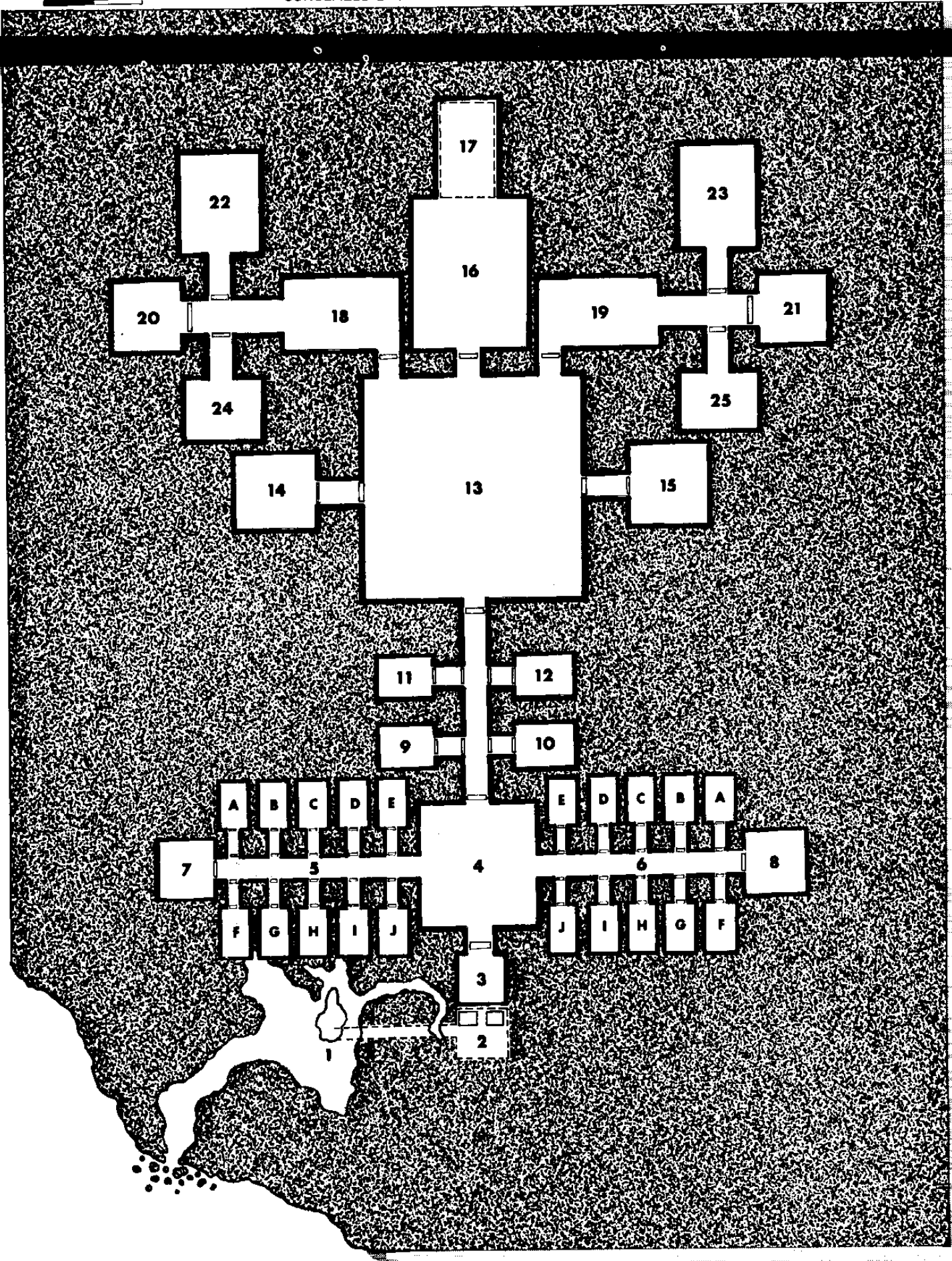
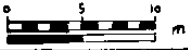
LIFTOFF

Once the vessel, no matter what sort, lifts off, then the PCs will think themselves safe at last. Unfortunately, due to the presence of Imperial troops in the area, the CSA ship is visually sighted - so superior CSA EW/ECM will be less than its normal superb state, as the Imperial stations and ships in orbit will be putting on extra scans in the sector you are reported in.

Fortunately, the Imperial ground-based anti-spacecraft defenses will not have time to bear on you and of all the orbital defenses, only one will be able to fire on your launch window. Even this base, being totally unprepared for your escape, will have only enough time to load and fire her N*75s and one 1x6 ST*775 (the orbital base is the equivalent of the StarBase you penetrated in armament) before your ship has accelerated beyond the maximum range.



CONCEALED LAUNCH OPERATIONS BASE



On top of this unwelcome attention, a unit of Korellian naval vessels are close enough to attempt interception. These include four Fiend class Fighters and one Sheol class "Destroyer". They are initially moving at a uniform speed of 100 LS, and will be within 200+3d.100 LS of your ship (which will be moving at its maximum speed). Your ship will be within 10d.100 LS of the FTL transition point.

Whatever happens in this chase, the SM should ensure that whatever the damage the CSA ship takes it still manages to make it into hyperspace and that at least one of the Fiends and the Sheol manage to follow. Thus, the dogfight will continue into the Kalahari system. The players' ship should be getting by far the worst of this, being outgunned and outnumbered, and the rendezvous is not for another 24 hours! However, according to your pilot/captain, there is always some CSA presence in this system, normally 3-6 Starburst StarFighters and a similar number of Supernova class StarRaiders (all of which are carrying ST*375 launcher modules). All these will be close to your emergence point (say about 5d.100 LS) and will immediately come to your assistance. Since they are undetected by the Imperials, their first salvo of torpedoes will get through unhindered. This should take out the Fiend, and at the least severely damage the Sheol and a second attack run should cause a destructive detonation aboard. Unfortunately, the Korellian ships will have managed to damage your ship also, to the point where it will only be able to crash land on Kalahari Beta (the rendezvous planet). The StarFighters will be too far away to see where the crash takes place (and many of them will be destroyed, quite probably).

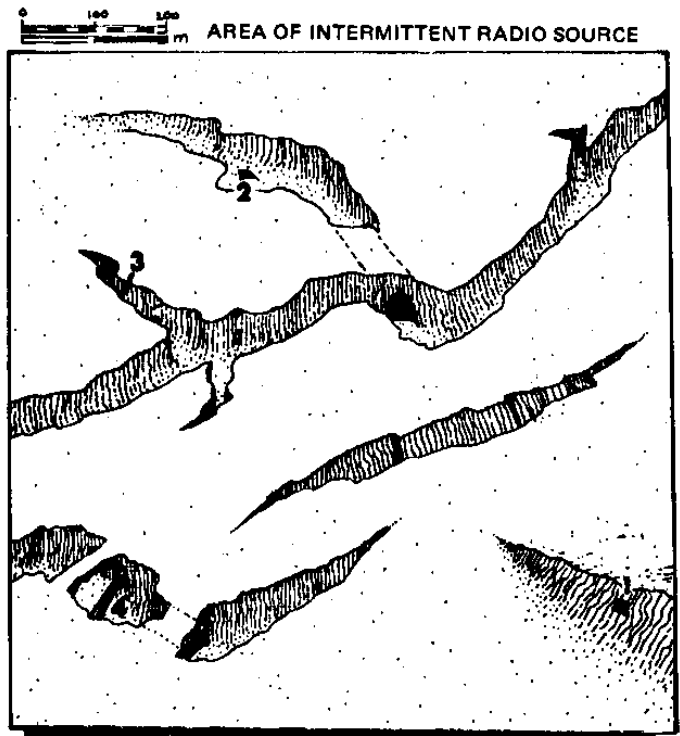
Thus, you will find yourself on Kalahari Beta at the crash landing site indicated on the map provided, and will have just managed to eject in the pinnace before the ship crashed and exploded. Unfortunately, the pinnace is too badly damaged to do anything but provide a soft landing. On board the craft are the following items of equipment.

- 10 Survival Kits: each containing 90m duralion rope, backpack (60kg. capacity), 100 food lozenges, personal medipak, extra drugs (6 AB, 5 XAB, 8 PKO, 1 BSO, 5 ARD, 5 QRD, 10 Tempo, 2 Expeditor), an IRU/2, a glowbulb, a COM/PC-2, a repair kit (basic Mech and Electronic tools).
- Salvageable equipment from the pinnace: Mini-C/7, field medikit, Electro-B/1, 2 electronic torches (six spare batteries), 12 magnesium flares, COM/TV video camera (TL/8+) with one 360 minute holotape, ECM/RDF (7.5kg), IML/V (with the planetary map provided), geiger counter, Mech toolkit, Electronic toolkit, Lt. gravsled (with fuel for 500km — but, it has a leak and will use 2d.20 kms worth of fuel per km travelled), 1 AGF/2 (with 2 fully charged powercells).
- Pinnace Weapons Locker: 2 blast pistols (2 powerpacks each), 1 blast carbine (2 powerpacks), 2 energy stunner pistols (2 powerpacks each).
- Cargo: 2 pressure tents (with 3 powercells), 500m synthelon A, 24x10 liter insulated/vaccsealed jerrycans of water, 60x100 pack crates of field rations, mobile workshop (no fuel), 176 oxygen tanks (2.5kg each), ATV light truck (dismantled — no fuel anyhow), 2 gauss rifles (200 APDSV rounds), 24 blast pistol powerpacks, 24 blast carbine powerpacks, 48 blast rifle powerpacks, 4 blast rifles, 6 blast pistols, 2 fusion rifles (4 powerpacks), 2x24 boxes of G grenades, 2x24 crates of flare 'G' grenades (none of the above are easily accessible).

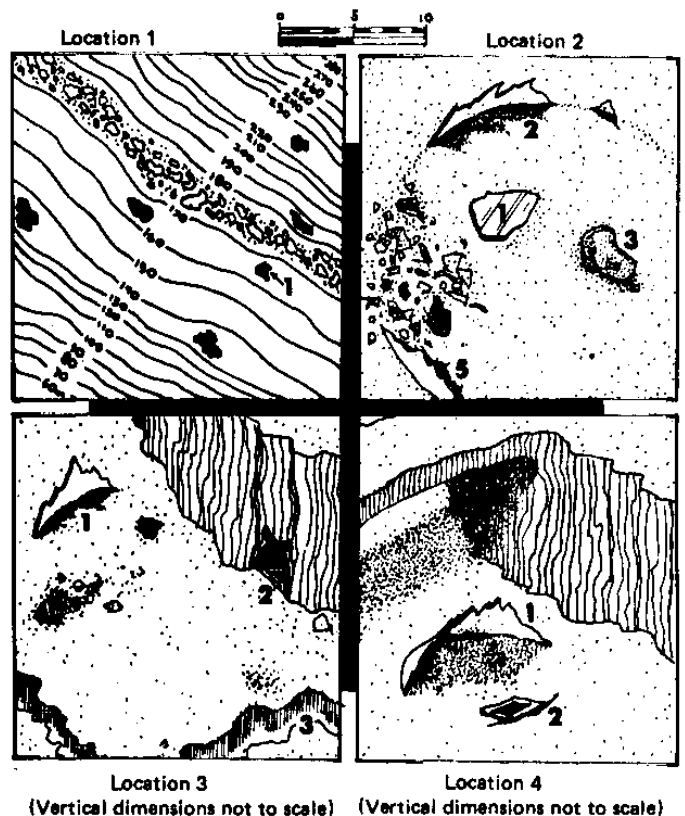
THE TREK

The players have previously been informed by the crew of the ship carrying them that the secret transfer point is near the abandoned mining camp and this seems to be, according to your map, some 90km from where you have landed. With the gravsled, it seems like an easy trek, but remember the fuel leak (which the PCs will not discover in time). The PCs should run out of fuel before they reach the edge of the large crater, the walls of which are unclimbable without the gravsled (any PC foolish enough to ignore the vertical walls will be given a few subtle hints — before something regrettably final if he persists).

In any case, for some time before their fuel runs out, the PCs will have been picking up weak radio signals from elsewhere, specifically the radio source site on the map. They should figure out that this is their only realistic hope of survival. Subtly encourage them to investigate if they don't show overt eagerness to investigate.

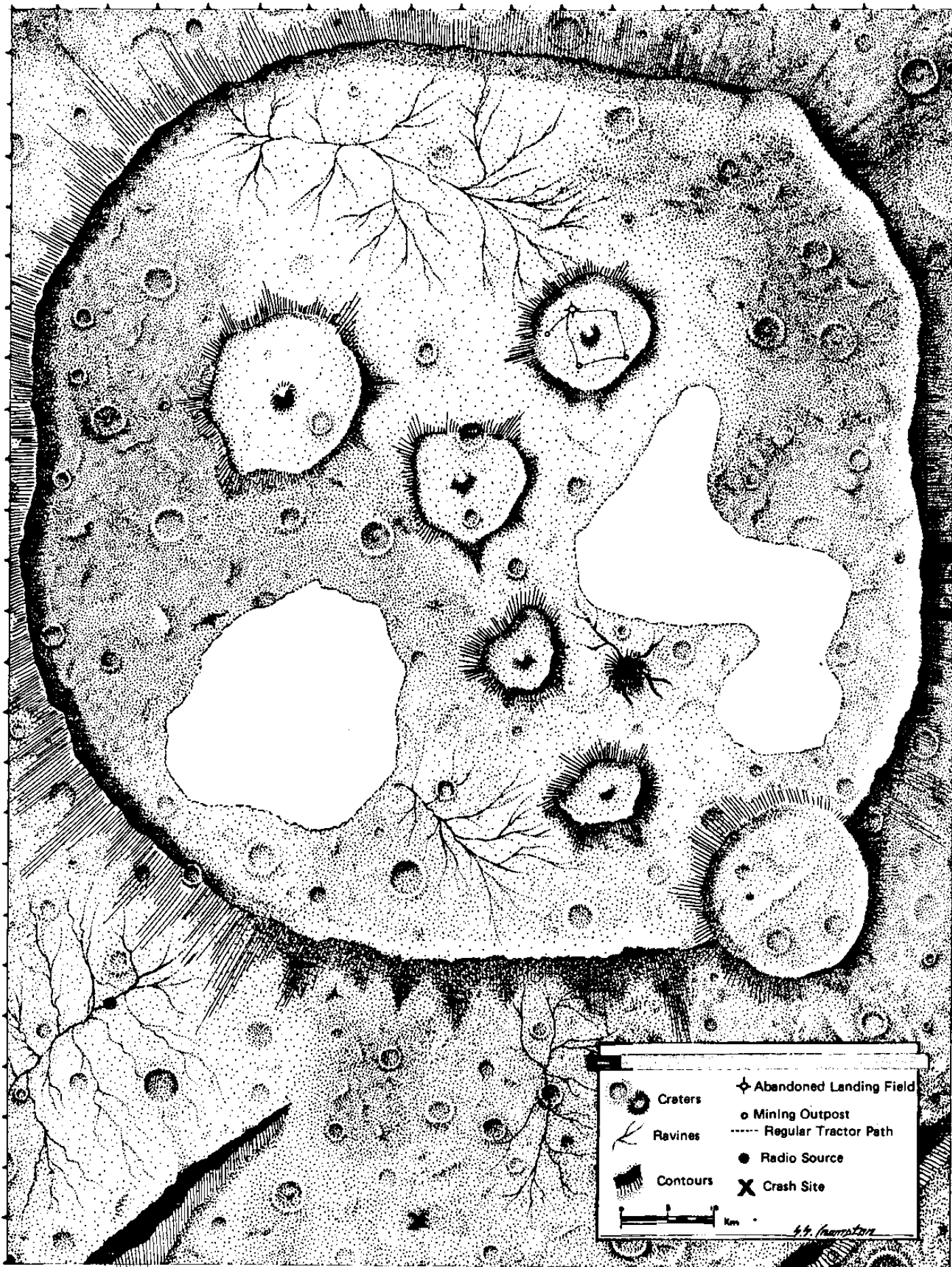


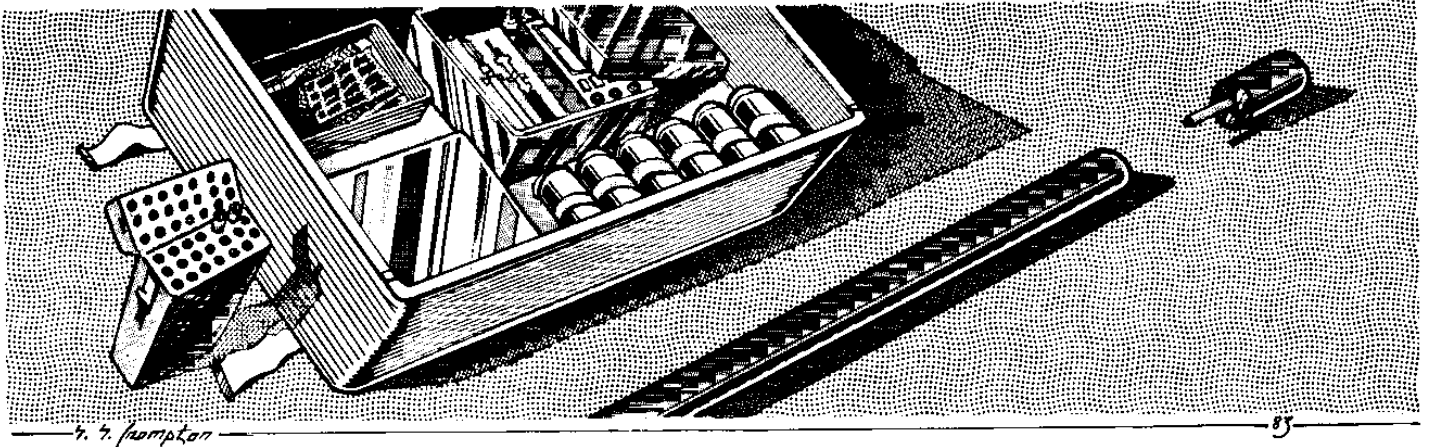
The trip will be relatively easy, especially if you brought plenty of supplies with you from the ship. On the way they will pass the site of Loc. 1 (see the large scale blowup of the area of the radio source and a particularly alert PC will note the inscription on the cliff-face (weathered, but still visible; see the detailed Loc. 1 area map). PCs should make either a video record of it, or copy it down by hand, otherwise they've just blown the Intro to the next adventure in the series. Anyone who climbs the cliff to examine the marks more closely will note that they were cleanly cut (as with a laser rather than a chisel). If they then decide to check the small caves in the face of the cliff around the lettering, they will find the indicated one (1 on the map) contains some rather strange and interesting items.



(Vertical dimensions not to scale) (Vertical dimensions not to scale)

KALAHARI BETA (MOON OF KALAHARI ALPHA) – TRANSFER SYSTEM 076





- A small dull-greyish rod, about 5 ft. long and $\frac{1}{4}$ inches in diameter, with a mass of about 2.2lb. (1000g.). One end is solid grey material, while the other has a silvery sheen, giving a mirrorlike effect. About 2 inches from the solid end is a small slide control. Moving this forward will cause the seemingly solid rear end to pop out leaving a hollow tube at that end. The thing that has popped out is about 2 inches long and is a whitish-cream color, except for the ends; one is grey, and the other is whitish-cream, but with a tinge of yellow at the center, spreading outward and becoming lighter and lighter as it does so (over continued use, this tinge will become more and more pronounced — spreading to cover the whole of the surface in question, though this will take many years). A small amount of thought will result in the conclusion that this is probably the power-source. If, however, the slide control is moved backwards, a bright bolt of light will shoot out of the silvered end, the bolt being equivalent to a 3mm laser pistol (+1 to penetrate at all ranges, and with an extreme range of double normal. The beam will be continuous until the slide control is slid forward again. The focus may be changed by sliding the control to the left/right. To the left this will increase the power and range (to laser carbine, then to laser rifle), while to the right the power will be decreased to that of a cutting torch.

- A small greenish pack, rather like a cigarette pack in general size and shape with a slide catch at one end. Sliding this up will cause the top end to flip open, revealing 20 small cylindrical slots in the interior. Eighteen of these are empty, and two contain batteries identical to those in the above cutter, though completely unused.

- A larger greenish pack about the size of a briefcase with hastily improvised straps for use as a backpack. The interior is completely hollow, and contains a red/brown box the size of a pack of cigarettes (this one contains several pieces of crumpled plastic with various colored designs on them), a light green box the size of a book (paperback), six plastic cylinders (open at one end and with designs similar to those in the box mentioned above), and a small case of yellowish cream color which contains an assortment of electronic and mechanical tools (TL/20).

The light greenish box (the one inside the larger pack) contains a pen-size medijector, a laser scalpel with an adjustable cutting head (from super-fine to ultra-coarse), a pocket X-Ray viewer the size of a pack of cigarettes, and two ampules of something. The equipment is all powered by batteries like those in the laser cutter and the ampules contain, respectively, a dose of Immortality Beta, and a dose of Immortality Alpha.

THE RADIO SOURCES

As the PCs move closer to the evident origin of the radio signals, they find that it actually begins to split into three sources at each of Locs. 2, 3, and 4. Getting to these presents some difficulty, as they are all at the bottom of crevasses. However, climbing down the walls (about 30-90m on average) is possible with the aid of ropes, and Locs. 2 and 3 are accessible by arches from other, seemingly unconnected, crevasses.

LOCATION 2 KEY

When the PCs near the source of radio signals that is Loc. 2, they will begin to note that some of the rocks are too regularly shaped to be natural, or so the PCs will think (no CR necessary, though they won't be sure unless they check up close). As they get even closer they will begin to notice that even the ground seems to be getting flatter and

more regular (if they think to check, they will find that, scraping away the rubble will reveal a badly pitted, but obviously plastic and relatively smooth surface with obvious heat scars and projectile scarring).

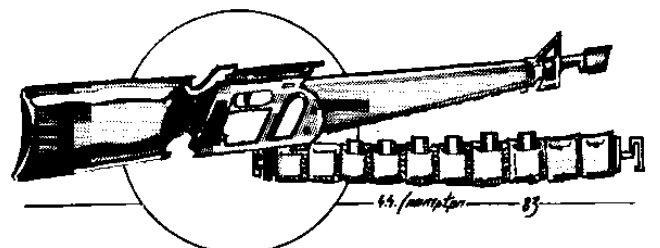
By the time they finally find they're within 10-20m. of the radio source, they should be shown the map of the immediate vicinity of Loc. 2. They will be allowed one Intuition CR (by the party leader) to notice, from a distance, that the extant ruins/flat surface combine to form a circular area here. This circular area will become obviously such on a close examination, in any case. The problem is that there is no obvious source of the radio transmissions, though a search will turn up the following areas of interest will be found:

- (1) This flat slab is quite obviously worked, and looks very heavy, but it is, in fact, relatively light (only about 125kg, despite its large size) and could be lifted without undue difficulty. If this is what the players decide to do, they will find a half collapsed room beneath (3m drop with no ladder) which contains much rubble, a great deal of (obviously trashed) electronic equipment of alien design. In one relatively undamaged corner is a flat plastic pallet (with a foam rubber like top) on which rests a humanoid figure. Next to it is a solid greyish/metallic plastic box which is obviously the source of the radio signals (the noise can be heard at a much higher level near it). It is, in fact, an SSC/7 equivalent (but merely to discover this is a single science problem, learning how to use it is a second SSP). The figure on the pallet is actually the preserved remains (deep frozen in the vacuum of space) of a ForeRunner (though unless they take a video record of him or take him along with them, this will not be known). The spacesuit worn by the body is a very advanced design and the nuclear powercell powering it is solid lead (careful measurement will give an age of about 4 million years — around about the accepted date of the ForeRunner Final War period).

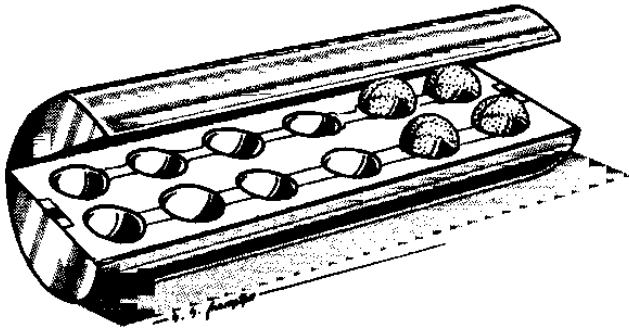
- (2) In the shadow of the shattered dome is a small greyish metallic/plastic case containing a ForeRunner bookscroll, lightly damaged, and still mostly legible. If the PCs (or whoever they give it to) succeed in deciphering it (there are enough mathematical references in it to allow this) — a five science problem (General Socl. Sciences, Linguistics, Historical Science, Comp. Cultures and Xenology, and Xeno-Psychology) — they will find that it is the ForeRunner equivalent of an unabridged dictionary. This will be vital in later adventures in this series.

- (3) A close examination of this wreckage will reveal that it seems to be a vehicle (or part of one). At the back is a sliding section which reveals a cylinder 12 inches x 2 inches (greyish at one end, whitish in the body, and whitish with a yellowish tinge at the other end — a larger duplicate of the SEC already discovered at Loc. 1).

- (4) Hidden amongst the dust and rubble here is a nova rifle (power-beamer) with a full clip and a bandolier of 10 pouches, six of which hold more full clips.



(5) Concealed amongst the shadows and rubble of this section of the dome is a carton with 12 spherical holes — 8 empty, the rest containing ForeRunner glowglobes.



LOCATION 3 KEY

As the PCs approach this radio source, they will similarly note that the rocks here are similar to those at Loc. 1, obviously artificial. There is also another destroyed dome segment and the following items of interest.

(1) Hidden in the lee of this segment is a battered metal foot-locker of ForeRunner date, which is quite intact inside. It contains the following items: a ForeRunner sensor visor (powered by a ForeRunner SEC for 100,000 hours), 2 glowbulbs, and a COM/FC-X (ForeRunner Com — Type X — 125g, but characteristics as a VC/8).

(2) Doorway set into the crevasse wall made of AFV +10 armor. On the righthand side of the arch is a keypad with a central button surrounded by seven others in a circle. The key is quite simple; if the PCs are able to figure it out. Unless the central button is pressed, nothing will happen; once it has been depressed, the surrounding buttons light up in multi-colors — orange, green, blue, red, indigo, yellow, and violet. All that has to be done is to depress them in their order of appearance in the spectrum (ROYGBIV) and the door will slide open. Inside are the remnants of a large hangar, about 75% collapsed and containing the crushed shapes of what were obviously once vehicles scattered amongst the rubble. However, just near the doorway is an undamaged vehicle. Unfortunately, as the PCs will find out, when they attempt to use it, its power source is dead. A search will reveal a sliding panel similar to the one in the destroyed vehicle from Loc. 2, and it will accept the powercell from that vehicle (and this will provide power for approximately 1 million kilometers). The controls are very simple, and take only the appropriate driving skill to master. The vehicle itself is equivalent to a light grenade, except as follows: Speed = Gravsledx2; D. Cap = 20; Rad Shield = -5; Armor = AFV/A; Breakdown = 1/5.

(3) Frozen body in spacesuit as per Loc. 1 from Loc. 2.

LOCATION 4 KEY

The surrounding terrain is similar to that from the above two locations. The following areas/items will be of interest.

(1) In the shadow of the dome the PCs will find the following items if they carry out a careful search: a ForeRunner microchip general reference library (equivalent to the Encyclopedia Britannica in length; and, unfortunately, a seven science problem to figure out how to get the data out of the chip — as it's not designed for modern computers, also, the PCs ability to translate it will depend on the translation of the PC bookscroll from Loc. 2, Loc. 2).

(2) If this is turned over, then the black centerpiece turns out to be a niche, and containing a duplicate of the ForeRunner SSC/7 discovered (hopefully) elsewhere.

SM's Notes: If the PCs successfully find both the gravsled and the powercell, and also figure out the connection, they will have no trouble getting to the mining camp. If they miss the obvious, then they will need a modification of the following section (and lots of luck) to get them there.



IMPERIAL AMBUSH

Despite the destructive detonation of the Sheol DD, a cutter load of Korellian Marines managed to launch just before it. The cutter carries a full S'Te of Imperial Drop/Jump Infantry:

S'Te = 4 x J'Apu

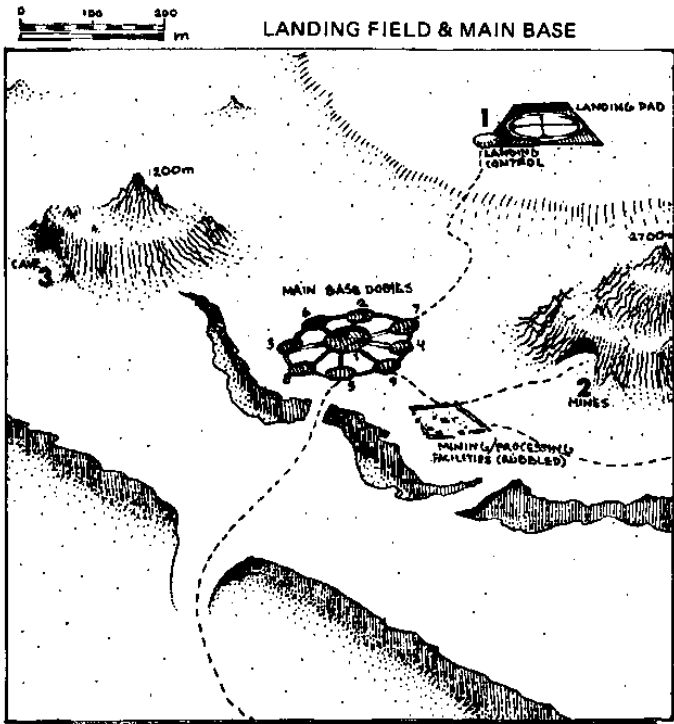
1st & 3rd J'Apu (1st Ule — 8 men, 8 CBA/7E, 8 Flying Belt A, 8 Laser Rifles, 8 Laser Pistols, 1 Light PML).
(2nd Ule — as above, but with a Laser LMG instead of the PML).

2nd J'Apu (1st Ule — as above, but with a Mdm. PML instead of a Lt. PML).
(2nd Ule — as above, but with a Mdm. Laser MG instead of Lt. PML).

4th J'Apu (1st Ule — as above, but Hvy. PML instead of Lt. PML).
(2nd Ule — as above, but with Laser HMG instead of Lt. PML).

These troops were intended to board your ship when it was dead in space and were thus not only able to escape the destruction of their mother ship, but are also fully equipped. However, they were not prepared for a long drawn out battle and carry only five loads for their personal weapons, ten reloads for their PMLs, and 5 reloads for their MGs. Not only that, but their cutter was also damaged by the explosion and has crash landed on the planet as has yours.

With less than 2 days worth of consumables aboard the cutter for the marine force, they are making a forced march on to the mining camp,



which they picked up on their screens from orbit. They have no idea anyone got off the CSA ship.

Depending on how well the PCs have been doing, the SM can throw in these guys at any time he feels appropriate, especially if they haven't found their way over the crater rim yet. The flying belts used by the Imperial troops will be just the perfect, though getting a hold of them is going to be quite difficult, to say the least.

For the sake of the party, they should not meet the whole unit at once. They should start off with a scouting unit of a few men who will proceed to call in reinforcements. If the going gets too tough for them, they will be rescued by the cavalry in the form of an appropriate number of CSA troops (wearing SS-VC/7's and armed with blaster weapons). This, then, will be the real end of the adventure.

AGENTS of REBELLION

As the Underground Alliance readies itself for rebellion against the repressive Korellian rulers of the CSA Sector, the Player-Characters find themselves recruited as agents by the Underground. **AGENTS OF REBELLION** is actually a connected series of independent adventures in the service of the rebel cause.

Missions lead the adventurers to rescue an important scientist from the Colonial Police, raid a Korellian StarBase in search of secret codes, escape from a planet-wide search for them, deliver their captured information safely off-planet and deal with Imperial ambush.

AGENTS OF REBELLION is an adventure pack for use with the **SPACE OPERA** game system. **STAR SECTOR ATLAS 11** (The Confederate Systems Alliance) is a helpful, but not necessary, playing aid for these adventures. This is not a complete game as **SPACE OPERA** is required for use of this adventure pack.