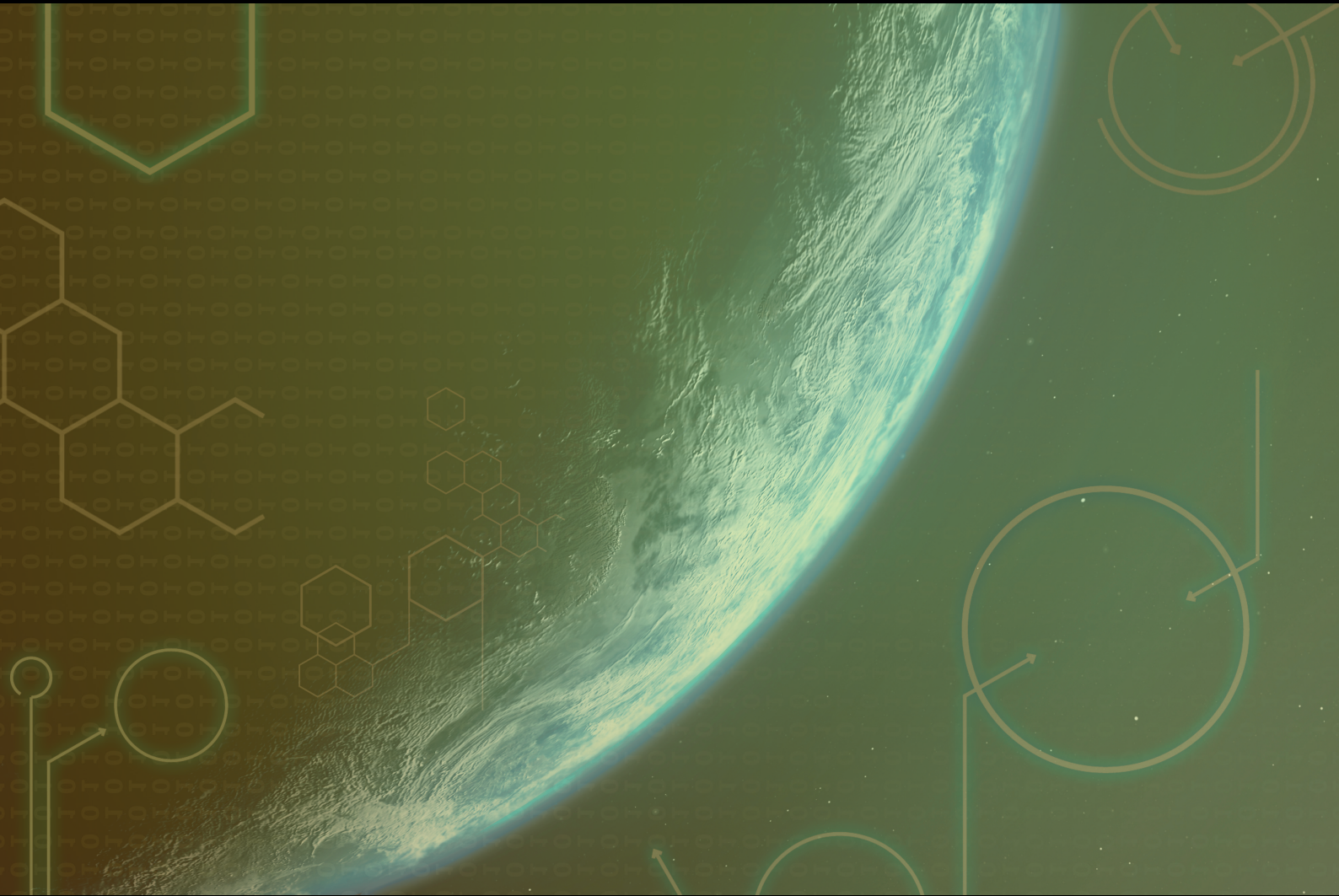


THE EXPANSE

ROLEPLAYING GAME

FAN COMMUNITY



ONE PAGE ADVENTURE COLLECTION

VOL 3:

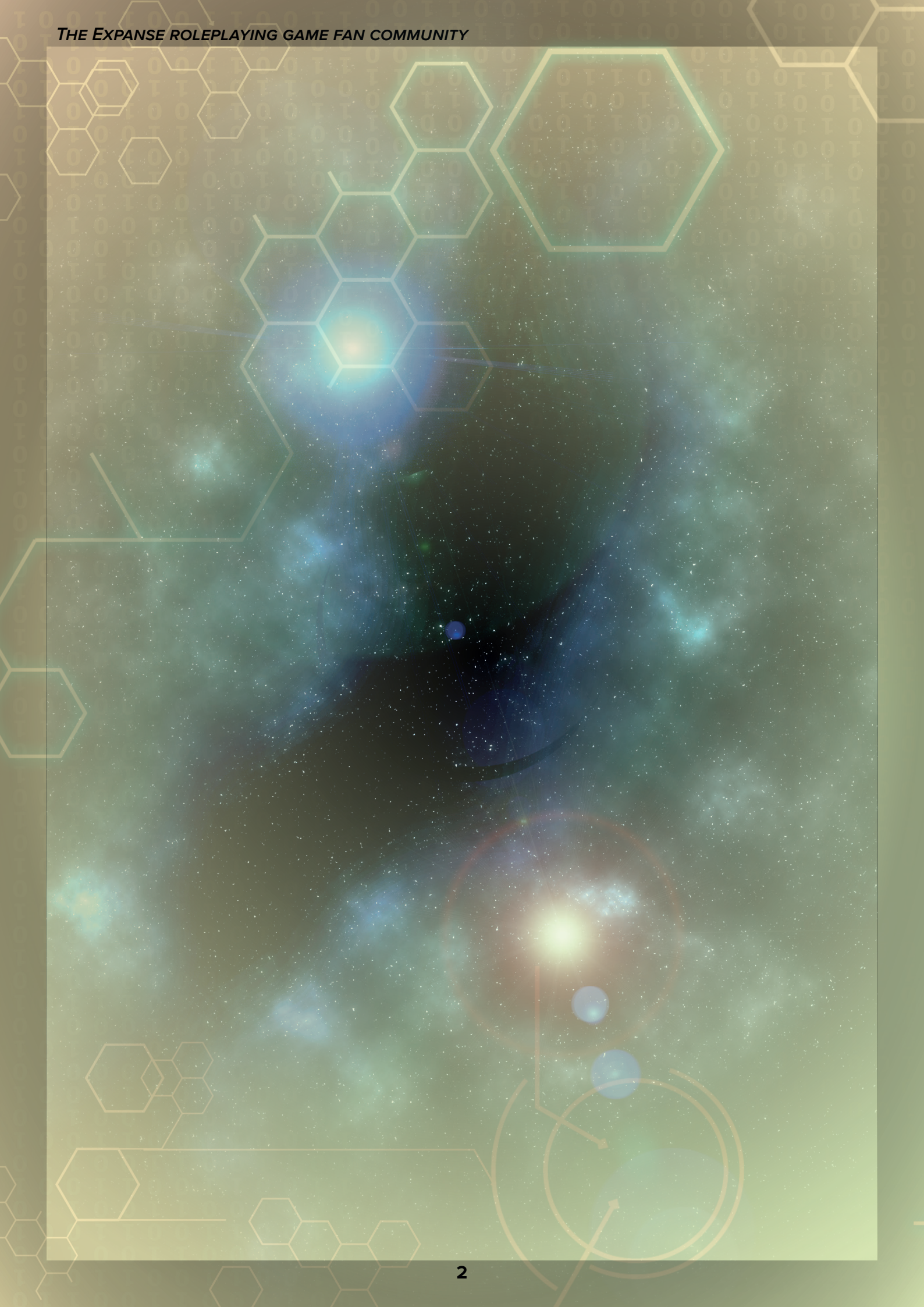
LIFE IN THE BLACK

FOR USE WITH THE EXPANSE RPG



FAN MADE





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Thanks to all participants of the 2023 *One-page Adventure Jam "Life In The Black"*. This collection would not exist without the creativity and amazing contributions of you, members of the community.

Audun, Darren, and Richard (June 2024)

The content in this PDF contains the one-page adventures submitted to the third jam organised by our community. Participants submitted their one-page adventures by uploading them to the [Expanse RPG GM group on Facebook](#) or via [e-mail](#).

Editor's note

The adventures have gone through some spelling correction and editing to reduce space, clarify, conform to the core rules, or refer to rules expansions. Page numbers in the texts refer to the Expanse Roleplaying Game core rule book unless otherwise noted; Ships of the Expanse (SoTE).

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A ROCK AND A HOT PLACE

WRITTEN BY JESSE AKINS

Introduction

2179AL "Pinball"-Classified as an exceedingly rare, precious metal rich asteroid-is a fast-moving treasure chest for those willing to risk the dangers of intercepting it and staying on station long enough to reap the rewards. A recent collision with a larger body deflected Pinball's orbit sunward and is now rapidly decaying. The clock is ticking on a prize destined for the nuclear forges of Sol itself. Seizing the opportunity, **Hogan Heavy Elements and Materials Alliance (HHEMA)** has contracted *The Dream of Saint Claire* and its crew to intercept Pinball and mine the hell out of it before it combusts in Sol's coronasphere 72 hours later...but that's not you. You are the egg-crackin pashangwalas that got hot dropped onto this rock days beforehand knowing that the only two ways off was a ship that you don't own, or to click your heels and jump real high.

Outfitting The Team

The crew has only the most essential gear. Each character has a **medium armored vacsuit**, one **SMG** or **pistol**, and a **light melee weapon**. The crew has an **unreliable** vacuum shelter, a basic tool kit, food and water rations for 4 days, and 5 days (120 hours) of air supply. Each character may also bring one piece of equipment they think is necessary to complete this brazen act of piracy. (*Encourage outside of the box thinking here, and to make choices that maximize, or endanger, the longevity of their supplies.*)

-SCENES 1 AND 2 SHOULD NOT BE GLOSSED OVER. BREATHE. BUILD TENSION. MAKE THE DENSITY OF TIME PALPABLE. VISCERAL.-

Scene 1: The Rock

The *Time Dragon* cuts thrust and intercepts **Pinball**, avoiding notice by their unsuspecting prey. Boarding grapples tethers the ship to **Pinball**, the characters leap from the airlock, landing on **Pinball** at high speed as the *Dragon* silently disappears into the dark. This is an **arduous hazard** with consequences that will set the tone for the rest of the adventure. Once any injuries are treated and damaged equipment repaired, the characters can set up their **shelter** and any other equipment they brought along. Then they can break the seals of their helmets, eat, and feel the anticipation. (Repaired equipment with low margins of success gain the **unreliable** trait.)

Scene 2: The Night

The star of *The Dream of Saint Claire*'s braking burn grows brighter as **Pinball** speeds another day closer to its solar doom. The characters should use this time to treat persisting wounds, maintain damaged equipment, and manage any vices as they wait in the endless night. (*Use failed or marginally successful rolls to create drama between the characters.*)

Scene 3: The Captain

The characters are "enjoying" a meal of rations during another shift of maintenance and finding ways to stay occupied when the *Saint Claire* suddenly cuts thrust. The captain, **Tobani Pohl (f)**, a former UNN Marine who saw extensive combat during the *Free Navy War*, has little issue with a few nosebleeds in order to gain valuable time. After a brief teakettle maneuver, Pilot **Ami Wafaa Masih (i)** fires the Epstein, launches mooring cables, and winches the *Claire* in tight to the surface of **Pinball**, arriving a full day earlier than expected!

- The crew has a small window to camouflaging their equipment and shelter, and to hide evidence of their presence. The limited time increases the difficulty of tests where failures could result in injuries, or easy to find equipment.
- **Captain Pohl** is first on the ground and armed. Her first task is to inspect the tethers and anchors while the unarmed crew members ferry **mining rovers** and equipment onto the surface and get to work. The characters might have an opportunity to

capture or kill her, removing a major obstacle at the risk of tipping off the crew too early if they fail.

- **Pohl** will investigate any signs of the characters. She could decide the equipment was left behind by a previous attempt to mine **Pinball** but if she is given reasons to see the true danger, she will order the crew back aboard and **Ami** to lock down ship systems. Then she will do everything she can to cover their escape. *She knows what pirates do to prisoners.*

Scene 4: The Crew

The crew of the *Claire* has ten shifts to collect as much precious ore from **Pinball** as possible. Resting in pairs, six of the eight crewmembers rotate through operating the mining rovers and stowing ore in the external holds with mechs until time has elapsed, or they have reached the *Claire*'s cargo capacity of 1000 metric tons.

- A **challenging advanced test** made every shift with at least six crew members working determines the success of the operation. Raise the **TN** if fewer than four rovers are used during a shift. Multiply the Drama die of successful tests by 10 to determine the raw tonnage of ore collected and stored on the ship. If the crew surrenders, fighting breaks out, or they are ordered to return to the ship, the work does not progress until the following shift.
- The characters can approach the miners in multiple ways. Direct violence or armed intimidation are the most obvious, but other options are available to a creative band of would-be pirates.

Scene 5: The Saint Claire

Accessing the *Claire* should not be a challenge if the characters can remain undetected as the cargo bay is open and the ship is depressurized below the galley. The standard access hatches are unguarded and unlocked. Four high-tension cables, each secured to a three meter tungsten harpoon, keep the ship close to **Pinball**'s surface.

- Once aboard, the character's first priority should be gaining control of the flight deck and operations. If **Tobani Pohl** or **Ami Masih** are on board and they realize the threat, their priority will be to lock the ship systems down from this location. Whomever controls it controls the fates of both crews. Once the characters have taken control of the *Claire*, they will need to **convince the crew** to continue mining operations. If **Tobani Pohl** survives the takeover, she orders the crew to comply for their safety and to create opportunities to regain control of the ship - *She is not above sabotage* to delay departure and give her the upper hand when time has run out. An especially perceptive character might deduce this, or find evidence of it later.
- If the ship systems are locked down, the characters can attempt to "negotiate" cooperation from **Ami** or **Captain Pohl**; or one of the characters can focus their time hacking the ship's **robust security systems**. Depending on when they boarded, less than ten shifts remain to achieve the **formidable threshold** of success required.

Scene 6: The Hot Place

Pinball crosses the red line of *Mercury*'s orbital track, the *Sun* is mere hours away. Acoustic and visual alarms throughout the ship and inside helmets ensure everyone knows; it is time to get the hell out of dodge before the point of no return. If the characters have not gained total control of the *Claire* systems by now, it is time to make hard choices. Regardless of who is in control, the heavily laden *Claire* faces an imposing burn to reach escape velocity, testing the **piloting** skill of whoever is flying, and the **stamina** of everyone on board. *Time to test unreliable systems or rushed repairs made to any sabotaged parts of the ship as well.*

- Whoever controls the *Claire* once it reaches safety, will be free to return to their patrons with treasure and prisoners in hand. For those not in control of the ship, this should be seen as a final, desperate chance to ensure their freedom.

Optional considerations

- Any damage taken while wearing a vacsuit that penetrates the suits armor rating risks a suit failure and air loss. Each round that a leak goes without being repaired results in 1d6 hours of air loss from the character's supply.
- Bleeding wounds don't heal the same without gravity, and could be a greater hindrance than normal.
- The high-tension cables holding the **Claire** close to the surface of the asteroid can be detached manually on either end using a plasma torch, a **heavy wrench**, or by the pilot activating explosive bolts on the hull. If the pilot is willing to risk damaging the ship they can also use the Epstein drive to break away. A cable that breaks or is released while under tension is a murderous hazard for any

character within a **ten meter radius** from the **center of the cable's length**, or the **remaining anchor point**. Avoiding a whiplashing cable is more about luck or divinity than skill, and a character struck is violently propelled away from the point of impact. Suit rupture is all but a guarantee, traumatic injury or death should be expected.

The Dream of Saint Claire

The Dream of Saint Claire is a modified Grendel-type freighter (SoTE p. 122) with a shorter serial number than most. Inexplicably, four of its external cargo pods have been modified to store a mining rover instead of cargo.. The reduced cargo capacity makes the Claire ill suited for most mining contracts, but perfect for this one.

Crew Roster**CAPTAIN TOBANI POHL (SHE/HER, EARTH)**

Use Saboteur profile, p. 213

Modification: Accuracy 3 (Rifles); Communications 4 (Leadership, Disguise); Constitution 3 (Stamina); (Intuition); Willpower 3; Fortune 23; Favored Stunts: Covering Fire, Take Cover

PILOT AMI WAFAA MASI (HER/THON, BELT)

Use Saboteur profile, p. 212

Modification: Accuracy 1; (Security)

MEDIC RIGWEDITHA "BRIDGER" LETHBRIDGER (SHE/HER, EARTH)

Use Thug profile, p. 214

Modification: Intelligence 2 (Medicine, Technology)

MECHANICS x2

Use Hooligan profile, p. 211

Modification: (Driving); Intelligence 2 (Engineering)

1. Roberts, Tram (He/Him, Earth)
2. Crichton, Sam (She/Her, Belt)

EQUIPMENT OPERATIONS x3

Use Hooligan profile, p. 211

Modification: (Driving); (Demolitions)

1. Blackfeather, Alex (They/Them, Earth)
2. Lopa, Cosmo (He/Him, Belt)
3. Morozov, Susan (She/Her, MCR)

Special Equipment

Kentsugaite Heavy Machineries Mk. IX "Apollo"- Mining Rover
A venerable design, Sturdy, efficient, old. This crew has named theirs, "Red", "Jimmy", "Toga", and "Nancy".

Handling: -2

Capacity: 1

Velocity: Standard/-1

Hull: 2

Damage: Ram 2d6, Grinders 5d6

(Ref.: SoTE p. 14)

Aphelion Hydraulics Star-lift 252- Construction Mech

A pair of squat machines with little protection beyond a roll cage and leaky seals. "Edgar and Beatrice".

Handling: 0

Capacity: 1

Velocity: Standard/-1

Hull: 1

Damage: Ram 4d6

(Ref.: SoTE p. 14)



BAD LUCK

WRITTEN BY MICHAEL "BEAU" BAYLISS

Introduction

This adventure is aimed at a group of characters of about level 3.

While on **Pallas Station** the crew contracts to transfer a convicted pirate to prison on **Luna**, **Jonna McCullom**, (captain of the *Maelstrom*). To deliver the prisoner on time requires a 1G burn and **leaving within 2 hours**. A port backlog of about 24 hours, however, would require a 3.5G burn to catch up and increases operating cost by 2 for the next cycle.

To avoid this delay the dock master, **Garth Martinez**, offers to let the crew depart on time if they take on a consignment of bananas for an additional +1 permanent income. **Amalthea Ambrosals** has commissioned the shipment.

Setting the Tone

On departure the station passes through a cloud of interstellar gas which ionizes red. According to **ancient maritime traditions** this is an *omen of bad luck*. Having a *crusty dock hand rant about ill omens* and **Jonna** emphasize the points is recommended to inform the crew and set the mood.

Complicating Chain of Events

To facilitate **Jonna's** rescue by *Maelstrom*, **Jonna's** pirate crew arranged for the shipment of bananas to be delayed until **Jonna** was to be shipped off station, hiding a transmitter powered by a banana battery, to avoid security scans, in the shipment. The transmitter easily hacks the players' ship and infects it with dangerous malware, *causing progressively lethal malfunctions to ship systems*. The following loose chain of events highlights the crew's dependence on their ship and the dangers of space.

1) Lights blink (thirteen times), signaling **Jonna** to expect rescue.

2) The food becomes polluted by heavy metals from the malfunctioning recycler. Anyone eating it suffers a -1 penalty to Constitution. A **TN 11 Intelligence (technology)** will initiate system restart to filter out the metals, this takes 48 hours.

• Due to hunger players not eating the tainted food receive -1 to all ability tests.

3) A toilet malfunction splatters a random crew member and cabin with excrement. If a *"Deep Cleaning"* task is not conducted in the next **Interlude** the ship acquires the **"Smells Bad"** flaw giving -1 Willpower to anyone on board.

4) A power arc injures a random crew member for **3d6 penetrating damage**, potentially placing the crew member in sick bay during the coming troubles. *At this point the crew may start to suspect something is wrong beyond bad luck.*

5) True bad luck strikes as micro-meteors damage a thruster and leaking reaction mass causes -2 to maneuverability. Not repairing the damage results in the loss of all reaction mass, leaving the ship adrift. Being left adrift means not getting paid. They would have to hope and wait on rescue. *There is a navy patrol in range.*

6) Crew members headed out to fix the micro-meteor damage are locked out. The airlock jams when the external doors are half open. All doors on the ship are then stuck in their current position and need to be cut open to allow passage. This may isolate crew members outside and on different decks. A **TN 11 Intelligence (engineering)** test repairs the thruster leak from outside, and will cut through bulkheads, provided they have the right tools. This requires 30 min with a welder in each instance. *Where are the vacsuits and welding rigs stored?*

7) Anyone on the operations deck making A **TN 11 Perception (Seeing)** or **Intelligence (Technology)** will notice a LIDAR contact closing in. It is the approaching *Maelstrom* on its rescue mission.

8) Before the contact above can be investigated, *the ship's core is dumped* (see *SoTE* p. 44) turning off life-support, weapons, sensors, lights, and main engines (*resulting in a free-fall condition*).

• Each character outside the ship must make a **TN 13 Constitution (Tolerance)** test to avoid radiation poisoning as the core dissipates. Failure causes 1d6 penetrating damage and the **Fatigued** condition.

• Each character inside the ship must make a **TN 9 Constitution (Tolerance)** test every 3 hours to avoid radiation poisoning as the ship is soaked in radiation. First failure causes 1d3 penetrating damage and the **Fatigued** condition. Subsequent failures further harms and debilitates the characters (see pg. 205-206). *Are there anti-radiation meds on board? Can the crew can get to them?*

• 4d6 hours of air remaining for internal crew; 2d6 hours air for external crew; *Mealstrom* interception in 4d6 hours.

• Extra air can be extracted from converting water, **TN 13 Intelligence (Engineering)**, or accessing the air storage tank, **TN 11 Intelligence (Technology)**.

• To regain control of the ship the crew needs to find the banana transmitter, **TN 13 Perception (Searching)**, purge the ship's system, **TN 13 Intelligence (Technology)**, followed by a **TN 9 Intelligence (engineering)** to initiate the startup sequence. If successful the ship powers up in 3d6 hours. This may allow ship-to-ship combat with the approaching *Maelstrom*.

9) While these events are unfolding a tight beam message appears on an otherwise dead display **"Critical system fault detected. Please enter command codes for remote assistance."** If the crew does this their ship is taken over by the approaching pirates that use command control to easily rescue **Jonna** and maybe stealing the players' ship. If they enter anything else into the CPU the following message appears, *"Support ship is inbound. Expect assistance within 24 hours."* **This is clearly a trap.** No support ship would be that close and on an intercept course. Most likely the players will have to prepare for boarders in a powered down ship. *How will they prepare with the limited time and, more important, limited backup power remaining? Drifting remotely launched torpedoes? Booby traps? Determined and fortified last stand?* With communications down there is no way to signal surrender.

If the players' ship is disabled *Maelstrom* will easily grapple it and board. The pirate **Gunter** wears a custom made *'franken armor'*, a poor man's power armor, he is joined by a small escort of pirates (depending on crew strength), their goal is to reach **Jonna** with an emergency vacsuite, and then leave the players' ship adrift and disabled. The crew should find **Gunter** very difficult to deal with unless they have heavy weapons, and if the ship's weapons are still offline. *They could use the micro-meteor hit to vent a thruster out through the damage hole and vaporize Gunter, if they can get him to move onto the right spot.* This will exhaust remaining backup power. Maybe the players can counter board and take *Maelstrom*? It is only **Dwight**, the pilot, left on board.

Do not forget the wild card **Jonna**. He is warned about the rescue (the blinking lights) and has spent his time preparing. He has codes to disable the malware and take control of all ship systems. *Jonna should strike at the worst possible time.* He could take the bridge while the crew is fighting off boarders, or flank the crew during their fortified last stand. Does he negotiate a truce and withdrawal because of a nearby navy patrol? Maybe he takes the player's ship and escapes, leaving the *Maelstrom* to deal with the incoming navy patrol.

JONNA McCULLOM

ABILITIES (FOCUSES)

ACCURACY 3 (Pistols, Rifles, Throwing),
 COMMUNICATION 1 (Leadership), CONSTITUTION
 3 (Stamina), DEXTERITY 3 (Initiative), FIGHTING
 3 (Brawling, Light Weapons), INTELLIGENCE
 1 (Tactics), PERCEPTION 2 (Seeing, Tracking),
 STRENGTH 3, WILLPOWER 1 (Moral)

SPEED	FORTUNE	DEFENSE	AR + TOU
13	28	13	3

WEAPON	ATTACK ROLL	DAMAGE
IMPROVISED LIGHT WEAPON	+5	1D6+2
STOLEN WEAPONS	BY TYPE	BY TYPE

SPECIAL FEATURES

FAVORED STUNTS: Group tactics, Long burst

TALENTS: Command (expert), Improvisation
 (expert)

EQUIPMENT: Improvised light melee weapon,
 paper jumpsuit, false eye.

THREAT: MODERATE

GUNTER (IN ARMOR)

ABILITIES (FOCUSES)

ACCURACY 2 (Rifles), COMMUNICATION 0,
 CONSTITUTION 1, DEXTERITY 2, FIGHTING 2,
 INTELLIGENCE 2 (Engineering), PERCEPTION 3
 (Seeing), STRENGTH 3 (Intimidation), WILLPOWER 0

SPEED	FORTUNE	DEFENSE	AR + TOU
12	22	13	8

WEAPON	ATTACK ROLL	DAMAGE
RIFLE (INTEGRATED)	+4	3D6+3
HEAVY TORCH (INTEGRATED)	+4	4D6

SPECIAL FEATURES

FAVORED STUNTS: Knock prone, Lightning attack

TALENTS: Fringer (novice), Quick reflexes (novice)

EQUIPMENT: Franken armor: integrated rifle and
 heavy torch (short range, cuts through bulkheads
 in 2 minutes); extra vacsuit.

THREAT: MAJOR

MAELSTROM

FACTION	Pirate	CATEGORY	Large
DRIVES	Epstein, Thrusters	LENGTH	49m
CREW (MINIMUM)	4	HULL	2d6+2
CREW (STANDARD)	10	SENSORS	0
COMPETENCE	Capable	FAVORED RANGE	Boarding

Armaments

WEAPON TYPE	RANGE	DAMAGE	ARC
Grapplers	Close	-	Fore
External Torpedo Tubes (4)	Long	4d6	2 Fore and 2 Aft
Point Defense Network	Close	2d6	Aft

Favored command stunts

Blinking Maneuver, Evasive Action, Scrambling Defenses.

Qualities

Hidden Compartments, Improved Acceleration II, Improved Hull
 Plating II, Improved Storage, Dronw Bay (2 repair drones).

Flaws

None.

MAELSTROM

DESCRIPTION

Maelstrom is the ship of Jonna McCullom
 and his small band of pirates.

Loss Conditions

NORMAL LOSS	1	2	3	4	5	6
COLLATERAL						
HULL						
MANEUVERABILITY						
SENSORS						
WEAPONS						
SERIOUS LOSS	1	2	3	4	5	6
REACTOR OFFLINE						
WEAPONS OFFLINE						

CENTER OF GRAVITY

WRITTEN BY MARK STOUT

Introduction

This adventure is aimed at a group of characters of at least level 3.

The characters are hired to check in on a colony ship that is late on a check in. They pass through a ring gate to discover that the center of the system is a black hole. The colony ship is stuck in a gravity null point between a gas giant and the singularity. They cannot escape on their drives alone, but could with the help of the characters. The rescue would be extremely risky so the group faces the moral quandary of attempting a rescue or reporting the colony ship as lost.

Scene 1: Job Offer (Social, Medina Station)

- The characters are offered a job by **Evita Kovac**, an official on **Medina Station**. A Belter colony ship, the **Maridoba**, passed through ring gate 486 thirty days ago and has not checked in. **Kovac** hires the crew to travel through the gate and check on the ship and/or colony. *They are to render aid if needed and report back.*
- **Kovac** offers each crew member a payment of +1 temporary income. A **TN 13 Communication (Bargaining)** test will increase the offer to +2 temporary income and throw in free refuelling upon their return.
- Any character that pays strict attention to **Kovac** during the talks may notice she is a preoccupied on a **TN 13 Perception (Empathy or Intuition)** test. If pressed, she admits that she is worried about a personal friend of hers that is on the **Maridoba**. *Bringing back proof her friend is safe will earn the characters an additional +1 temporary income from her personally.*

Scene 2: What's Hawking Radiation? (Exploration)

- Passing through the ring gate is a strange experience followed by a sudden increase in gravity. The pilot must make a **TN 13 Dexterity (Piloting)** test to flip the ship and counter the pull. *Failure* means the crew is thrown around for 1d6 penetrating damage if they are strapped in, or 2d6 if they are not. *The ship will come to a rest with the drive at 0.6 G.*
- A character on ship sensors will automatically get a detection Hawking radiation. A **TN 11 Intelligence (Astronomy or Physics)** test will let them know Hawking radiation is emitted by black holes. *A visual of the system behind will show the bright accretion disk surrounding the singularity.*
- A **TN 13 Intelligence (Technology)** plus the ship's sensor rating test will let the characters locate the **Maridoba**. The ship sits close to a gas giant. *The gravity pulls the atmosphere of the giant off in long streamers. The **Maridoba** sits still without her Epstein drive or thrusters running.*
- A heat signature indicates the reactor is operating and interior lights are visible through a few ports.

- A **TN 11 Intelligence (Astronomy or Physics)** test will let a character know the gravity of the gas giant has created a temporary Lagrange-like point where the gravity of the black hole is cancelled. The character will also know that the atmosphere being pulled off the gas giant will reduce the gravity causing the pocket to shift location and eventually disappear completely.

Scene 3: You're Our Only Hope (Social)

- The characters are hailed by the **Maridoba's** captain, **Akila Rossi**. She tells them how they got caught by the gravity on entering the system. They lost several systems including drive control. By the time it was repaired the ship was deep in system. Quick thinking by the pilot got them to the gas giant where they found a mostly stable point. The ship can generate the thrust to escape but the amount of G-force would kill everyone on the ship. They have been stuck here subsisting off the supplies intended to establish a colony. *She is desperate for a solution as the null gravity pocket won't last longer than a week, according to their best estimates.*
- **Rossi** proposes tethering the ships together to combine their drive power in some way. Carbon fiber tethers could be used or, a more dangerous option, the characters could bring their ship to the **Maridoba** and connect the ships together. They have supplies on board to connect the ships.

Scene 4: Decisions (Action/Social)

- The characters are faced with the decision of helping the **Maridoba** or abandoning the ship to its fate.
- Tethering the ships with carbon fiber cable requires getting within two kilometers of the **Maridoba** and attaching them. *(This is a Challenge test detailed on page 9)*
- Flying the ship into the **Maridoba's** gravity pocket is a Challenge test as well (see page 9).
- Flying both ships out of the gravity well to the gate is a Challenge test (see page 9).
- Abandoning the **Maridoba** means condemning over 300 people to death. If the characters start to head to the gate, **Captain Rossi** will hail them, pleading for their help. A **TN 15 Communication (Deception)** test will convince her they are going for help, but this is a heartless act.

Conclusion

- Escorting the **Maridoba** back to **Medina Station** will result in the characters earning respect, if grudgingly for Inners, among Belters who hear the story of their deed, perhaps even a reputations as saviours; in addition to the material rewards.

CABLE TETHERING THE SHIP TO THE MARIDوبا - CHALLENGE TEST

Success threshold: 15**Ability focuses:** Dexterity (Free-fall) TN 13, Dexterity (Piloting) TN 13, Intelligence (Engineering) TN 15.**Time interval:** Thirty minutes per test.

Consequences

Minor The gravity makes it difficult to work outside on the tethers. Increase the TN of Intelligence (Engineering and Technology) by +2. If a character makes a TN 15 Intelligence (Technology) test, they figure out increasing the strength of their mag boots solve that problem and makes work easier (removing the TN modifier).

Moderate A tether is damaged and rendered unusable. This removes half of accumulated successes, rounding down.

Major An unexpected gravity surge tears the tether off the hull and away from the ship before anyone can react. All successes are removed; the characters must start over from the beginning.

FLYING TO THE MARIDوبا AND CONNECTING THE SHIPS - CHALLENGE TEST

Success threshold: 20**Ability focuses:** Dexterity (Piloting) TN 15, Intelligence (Engineering) TN 13, Intelligence (Technology) TN 13.**Time interval:** Ten minutes per test.

Consequences

Minor Gravity turbulence shakes the ship. Everyone must make a TN 11 Constitution (Stamina) test or take 2d6 penetrating damage. On a success they still take 1d6 penetrating damage.

Moderate A connection isn't secure and twists off the hull. This removes half of accumulated successes, rounding down.

Major A surge of gravity pushes the ships together. A TN 17 Dexterity (Piloting) test is needed to avoid a collision with the Maridوبا. The collision inflicts 3d6 damage on both ships.

FLYING BOTH SHIPS TO THE GATE - CHALLENGE TEST

Success threshold: 15**Ability focuses:** Dexterity (Piloting) TN 15, Intelligence (Navigation) TN 15, Perception (Intuition) TN 15.**Time interval:** One hour per test.

Consequences

Minor Gravity turbulence shakes the ship. Everyone must make a TN 11 Constitution (Stamina) test or take 2d6 penetrating damage. On a success they still take 1d6 penetrating damage.

Moderate The connections to the Maridوبا weaken and extra care needs to be taken. Increase all TNs by +2 for the remainder of the test.

Major The connections snap and the Maridوبا breaks free. The only way to save her is for the characters to ram their ship into the Mari and push. This causes both ships to take 3d6 damage.

CRUSHING DEBT

WRITTEN BY MARK PARKIN

Introduction

The ring gates have opened and countless new worlds are out there, ready for the taking. If your body can handle it. However harsh gravity on these worlds is far too much for most belters, so another prize is taken by the inners. Perhaps with some expensive drugs it's possible? A cooperative on **Pallas station** has clubbed everything they have together, and more, to buy these drugs and arrange passage. However, pirates have stolen the drugs off the **Oté**, a ship owned by **Apollo Thrust**, and are trying to sell them on again.

Scene 1: Lay of the Land

There are in total about 200 members of the **Gut Serata** cooperative, led by **Lars Zemke** (navigator and quartermaster) and the siblings **Yvves Mattix** (infrastructure engineer) and **Zanye Mattix** (agribotanist). They are desperate (ex-Ganymede inhabitants); but don't have a lot to offer the PCs. They will say **Apollo Thrust** do have a sizable bounty on the pirates (+1 income and +2 temp income, increased to +4 temp if drugs recovered).

- Pirates (**Proud Blue**) have taken an extremely large quantity of anti-low-g drugs bound for **Pallas**.
- The unarmed **Apollo Thrust** ship **Oté** was threatened, boarded, stripped and left to limp to a small station.
- **Proud Blue** has offered to sell the drugs back to **Gut Serata** but they have no way to pay.
- *They need the drugs NOW, sasa.*
- [Persuasion/Investigation TN 15 or similar] The drugs are needed to get colonists ready for high-g living while en-route through the ring. **Gut Serata** ship **The Druid** is ready and only waiting on the drugs to set off. They know this is a massive gamble.
- [Persuasion/Investigation TN 17 or similar] To buy all this stuff **Lars** is in huge debt to local mobsters **Pallas Ghosts**. His plan was to skip the solar system to avoid the debt.
- While on **Pallas** perhaps use **Churn** to have PCs shaken down by the **Ghosts**.
- Can find the pirate drive signature and other relevant information from **Apollo** with an Investigation TN 13.

Scene 2: Pirate Trap

Give the PCs some chance to come up with plans to recover the drugs. If they need help have **Yvves**

suggest setting up a meet with **Proud Blue** to buy the drugs back; and/or **Zanye** to fly the area looking like an easy mark and lure in the pirates. Other options probably exist but **Lars** stresses the time pressure.

Scene 3: Recover the Drugs

Proud Blue is led by **Finlay Barrik**, educated and acting like it's all just business.

Setting up a meeting requires a successful **Intelligence (Business) TN 13 test**, or similar. The pirates will not go to **Pallas**, and prefer to meet on the float or a small mining asteroid **TX-253** (Texas 25) if a sale can be arranged. Actually buying the drugs is an **Income TN 19 test**, and **Barrik** will try and take the money, the drugs, and the PCs goods/ship if they think they can get away with it - no witnesses.

Luring the Pirates - PCs on a ship in the right area can make an advanced test TN 13, threshold 15, using Navigation, Deception or Engineering and anything else the PCs can use.

The **Proud Blue** ship **Quick Rock** will approach, lock missiles and demand surrender. If the players give over control of the ship, the **Quick Rock** will dock and boarding will begin. If they refuse, a fight will break out. **Proud Blue** will fight to the last - knowing that they'll be executed if apprehended.

The drugs are in 4 sizable crates 1m x 1m x 2.5m each.

Optional: Scene 3.5: Deal with the Mob

Returning to the station with the drugs finds the **Pallas Ghosts** (**Ivan Toten** and 5 goons) aboard **The Druid** holding **Lars** and several others at gunpoint having learned of **Lars'** plan to not pay his debt. The **Ghosts** are working out what to take, who to kill, and so on. The PCs can try and negotiate (TN 21 unless the PCs have something to offer) or try and fight the mob. This will likely lead to several colonists' deaths and making enemies of the mob on **Pallas**.

Scene 4: Goodbye

Once **Gut Serata** have the drugs and control of **The Druid**, they will leave profusely thanking the PCs. They will get a +2 Supportive Reputation with Ganymede refugees and (if it works) a friendly colony beyond the rings.

Gut Serata - Belter Cooperative

Lars Zemke - Belter pilot, Ganymede refugee, has a contract with *The Druid* to transport soil to Medina Station, but intends to run once through the ring.

Yvves Mattix - Belter engineer, Ganymede refugee, stuck around after the mirrors fell trying to rebuild, but gave up and shipped out with Lars.

Zanye Mattix - Belter scientist, Ganymede refugee, administered one of the domes. Loaded a few tons of soil from Ganymede on *The Druid* and has enough microbes grown to reactivate it when (if) they land.

The Druid - Medium Freighter (page 128); in scene 3.5 about 100 crew have been locked in non-essential areas. Three thugs (page 215) are holding guns on about 10 belter colonists in the galley.

LARS ZEMKE**ABILITIES (FOCUSES)**

ACCURACY 0, COMMUNICATION 3, CONSTITUTION 2 (Stamina), DEXTERITY 3 (Initiative, Piloting), FIGHTING 0, INTELLIGENCE 2 (Astronomy, Engineering, Navigation), PERCEPTION 2 (Seeing), STRENGTH 1, WILLPOWER 1

SPEED	FORTUNE	DEFENSE	AR + TOU
13	12	13	2

WEAPON	ATTACK ROLL	DAMAGE
PISTOL	+0	2D6+2

SPECIAL FEATURES

FAVORED STUNTS: Jury rig, Punch it, Speed demon

TALENTS: Pilot (Expert)

EQUIPMENT: Pistol, hand terminal, vacsuit

THREAT: MINOR**Proud Blue - Pirates**

Finlay Barrik - Belter pirate boss, enjoys power over weaker enemies and cares little if they live or die. Three Pirates (page 212) around at all times.

Quick Rock - Frigate (page 126); Crew 10/Capable, Qualities: Hidden compartments, Hull plating; Flaws: Poor amenities.

FINLAY BARRIK**ABILITIES (FOCUSES)**

ACCURACY 2 (Pistols), COMMUNICATION 3 (Bargaining, Deception, Leadership), CONSTITUTION 1, DEXTERITY 2 (Piloting, Stealth), FIGHTING 2, INTELLIGENCE 3 (Engineering, Law, Evaluation), PERCEPTION 1 (Seeing), STRENGTH 1 (Intimidation), WILLPOWER 1

SPEED	FORTUNE	DEFENSE	AR + TOU
13	22	13	4

WEAPON	ATTACK ROLL	DAMAGE
PISTOL	+4	2D6+1
KNIFE	+2	1D6+2

SPECIAL FEATURES

FAVORED STUNTS: Knock prone, Lightning attack

TALENTS: Fringer (Novice), Quick Reflexes (Novice), Pin Point Accuracy (Expert), Pistol Style (Expert)

EQUIPMENT: Flight coveralls, utility knife, pistol, hand terminal

THREAT: MODERATE**YVVES MATTIX****ABILITIES (FOCUSES)**

ACCURACY 0 (Pistols), COMMUNICATION 0 (Bargaining, Deception), CONSTITUTION 2, DEXTERITY 1, FIGHTING 2, INTELLIGENCE 3 (Engineering, Demolitions, Technology), PERCEPTION 1, STRENGTH 2, WILLPOWER 0

SPEED	FORTUNE	DEFENSE	AR + TOU
11	17	11	2

WEAPON	ATTACK ROLL	DAMAGE
PISTOL	+2	2D6+1

SPECIAL FEATURES

FAVORED STUNTS: Adrenaline rush, Benefit of the doubt, Taunt

TALENTS: Contacts (Novice), Intrigue (Novice)

EQUIPMENT: Pistol, hand terminal

THREAT: MINOR**ZANYE MATTIX****ABILITIES (FOCUSES)**

ACCURACY 0, COMMUNICATION 0, CONSTITUTION 2, DEXTERITY 2, FIGHTING 0, INTELLIGENCE 3 (Biology, Medicine, Technology), PERCEPTION 2, STRENGTH 0, WILLPOWER 1 (Courage)

SPEED	FORTUNE	DEFENSE	AR + TOU
12	15	12	0

WEAPON	ATTACK ROLL	DAMAGE
UNARMED	+0	1D3

SPECIAL FEATURES

TALENTS: Expertise (choose one Intelligence focus, Expert)

EQUIPMENT: Hand terminal

THREAT: MINOR**Pallas Ghosts - Mobsters**

Ivan Toten - Belter, Gang Boss (page 211). A mid-level member of the Pallas Ghosts, sent to collect the debt and send a message. Very much following orders - no personal stake in this. Will not throw their life away, but happy to resort to violence. Accompanied on *The Druid* by 5 thugs (page 214).

FOR A FIST FULL OF CHEDDAR

WRITTEN BY FLORENT COUDENE

GM tips: Chances of success for the PC is increased if they 'play' the various antagonist factions against one another, so any cunning plan to that end should be encouraged!

PC Motivation: Acquire high value contraband and get rich!

Introduction

Saint-Germain Station is a UN-chartered Refuelling Outpost on *21 Lutetia* whose main backer and client is **Saturnalia Cruises**, a Luna-based Yacht operator ferrying rich Innies to the holiday domes of *Titan*. For years, it was under the 'protection' of the **Loca Griega** gang, that regularly skimmed supplies from the station; which was tolerated by **Saturnalia** as an acceptable "cost of doing business".

Recently, the **Golden Bough** started a turf war and took over the arrangement, brutally chasing the **Loca Griega** off-station in a battle that saw the **Griega's** frigate, **Maraguena**, wrecked, shaking the nerves of the **Station Administrator Silvanito**. The last **Loca Griega** survivor, **Soraya Rojo**, is hiding on station and knows the secret location of her gang's stash on the asteroid. She is desperate to find a crew to extract it from under the nose of the **Golden Bough's** gunship **Yojimbo** (hoping to keep it all for herself!). Most prized amongst the supplies is 200kg of high-grade cheese 'relieved' from a luxury yacht's cargo – worth a fortune on the black market.

Scene 1 – Cruisin' for a Bruisin' – Social encounter Saint Germain Station – microgravity, pressurized

In need of a resupply in The Belt, the PCs dock on **Saint Germain Station**. Despite the presence of the **Yojimbo** in low orbit, and the cold wreck of the **Maraguena** slowly drifting off *Lutetia*, they dock unchallenged, and are free to resupply without interruption. Later, while the PCs peruse the relatively well stocked recreational facilities, they are approached by **Administrator Silvanito**, who tries to covertly establish whether they are **Griegas** about to restart hostilities. He is *Standoffish* initially, but if placated to *Friendly* he will share with the PCs what he knows of the turf war and how he is caught between hammer and anvil with next to no security to intervene. He does not ask the PCs can help, but politely warns them against upsetting the balance, lest he calls off their resupply.

As the PCs return to their ship, they are approached discretely on the docks by **Soraya Rojo**. **Perception (Seeing) TN 13** test to spot her telltale gang tattoos. **Intelligence (Security) TN 9** to link it to the **Loca Griega** crime syndicate. **Soraya** introduces herself as **Jane Nyamang**, a fixer trying discretely to 'exit' one ton of cargo from **St. Germain**. She offers to pay for the ship's resupply, adding a substantial sum for a ride out of station and safe delivery of the goods. No questions asked. The catch? Retrieving the goods involves a discrete spacewalk, on the surface of the asteroid. If the PCs agree, she wants them ready to space walk by local nighttime. She warns that going with the ship will raise suspicion. 4-5 people should be able to handle a vault. If the PCs follow Soraya's plan, go to **Scene 2a**. If the PCs decide to go with their ship, go to **2b**.

Scene 2 – Lutetia by Night - Infiltration Encounter 21 Lutetia, microgravity, hard vacuum.

2a **Soraya/Jane** meets the PCs at a service airlock, she is fully vac-suited and armed. She quickly explains that the cargo to retrieve is in a cache a 'short' walk away; there it is to be loaded onto a pressurised vault, and the vault guided back to the PCs' ship, undetected.

The **spacewalk** is arduous and takes the PCs into a deep canyon and a series of crevices. It is resolved as a **Challenge Test**:

Ability Focuses: Dexterity (Stealth, Free-fall), or Perception

(Seeing) **TN 12**; **Success Threshold: 15**; **Time Per Test: 3** minutes.

Consequences:

- Minor (Free-fall, Seeing): Delayed. See 'Gas Jets'
- Moderate (Stealth); Attracts the attention of **Baxter**; go to **2d**.
- Major (Stealth); Attracts the attention of the **Yojimbo**; go to **2c**. This can be used for **Major Churn** too.

Gas Jets:

If the PCs get **3** minor 'Delayed' results, they lose their 'nighttime' window. As daylight heats the walls of the canyon, hazardous gas jets start to vent, decreasing **TN** for **Stealth** by **1** but increasing **Seeing** and **Free Fall TN** by **2**. Any further 'Minor' results lead to a **2D6** damage from the jet blasts. This can be used for a **Minor Churn** result too.

Loading the vault

This takes 15 minutes, equalling one 'Delayed' result. The cache contains many rifles and pistols, 200kg of cheese, and various other contraband worth 0.5 Temporary Increase per 100kg. The vault can be loaded up to a tonne, but becomes very unwieldy if fully loaded, as the worn stabilisers on it fail to compensate fully for the mass. To return to the ship with the loaded vault, the crew must do the walk again, but **TNs** are increased by 1 for every 200kg of cargo in the vault.

2b The crew travels without risk to the cache but attracts the attention of the **Yojimbo** – go to **2c**.

2c The **Yojimbo** closes stealthily to Short Range and sends 4 armed **Loca Griegas** to investigate. When they realise what is going on, they immediately attack the PCs, aiming to retrieve the cargo by force. If the 4 gangsters are subdued, The **Yojimbo** attacks the PCs. If the PCs try to cut and run, **Soraya** suggests a hideout nearby. Run a Chase, and go to **Scene 3**. The **Volontè** (see below) will immediately engage the **Yojimbo** if the PCs do not distance it during the chase!

2d **Baxter** comes and investigates alone. Once he realises what is going on, if the **Yojimbo** is not involved yet, he will try to extort a bribe from the PCs to let them go unnoticed. If **Soraya's** dead, or if both **Soraya** and the **Yojimbo** crew are dead, he will attack the PCs to keep all the cargo to himself.

Scene 3 – Moonlit Rendezvous – Ship Combat Encounter Deep Space, microgravity, hard vacuum.

Once the cargo is successfully retrieved, and any antagonists dealt with, **Soraya** gives the PCs delivery coordinates on a nearby high-albedo desolate asteroid where a **Loca Griega** crew she contacted is waiting, concealed, on the **Volontè**. Upon arrival, **Soraya** requests docking with the **Volontè**. If the PCs accepts, the **Loca Griegas** attempt to board their ship, taking all valuable cargo and consumables, leaving just enough reaction mass and air/water to reach the next station, as 'payment' for their service. If the PCs run, use the Chase rules, with **Soraya** attempting to disrupt them; If the PCs negotiate, a **Communication (Bargaining) TN 11** test, holding **Soraya** hostage for example, the **Volontè** accepts to split the cargo 50-50 in exchange for her safe release.

In any other scenario the **Volontè** attacks the ship for its cargo, and gives no quarter.

Conclusion

If the PCs succeed in acquiring the cheese cargo and escape the station or rendezvous, they will gain a +3 temporary income per 100kg of cheese when they offload it, and make an enemy of the gang(s) they crossed. If they rid the station of both gangs, they earn the 'Friend of Saint Germain' reputation with **Silvanito**. The adventure continues in the follow-up adventure: **For a few cheddars more.**

CASPER SILVANITO

ABILITIES (FOCUSES)

ACCURACY 0, COMMUNICATION 3, CONSTITUTION 2 (Stamina), DEXTERITY 3 (Initiative, Piloting), FIGHTING 0, INTELLIGENCE 2 (Astronomy, Engineering, Navigation), PERCEPTION 2 (Seeing), STRENGTH 1, WILLPOWER 1

SPEED	FORTUNE	DEFENSE	AR + TOU
13	12	13	2

WEAPON	ATTACK ROLL	DAMAGE
PISTOL	+0	2D6+2

SPECIAL FEATURES

FAVORED STUNTS: Jury rig, Punch it, Speed demon

TALENTS: Pilot (Expert)

EQUIPMENT: Pistol, hand terminal, vacsuit

THREAT: MINOR

SORAYA ROJO

ABILITIES (FOCUSES)

ACCURACY 0 (Pistols), COMMUNICATION 0 (Bargaining, Deception), CONSTITUTION 2, DEXTERITY 1, FIGHTING 2, INTELLIGENCE 3 (Engineering, Demolitions, Technology), PERCEPTION 1, STRENGTH 2, WILLPOWER 0

SPEED	FORTUNE	DEFENSE	AR + TOU
11	17	11	2

WEAPON	ATTACK ROLL	DAMAGE
PISTOL	+2	2D6+1

SPECIAL FEATURES

FAVORED STUNTS: Adrenaline rush, Benefit of the doubt, Taunt

TALENTS: Contacts (Novice), Intrigue (Novice)

EQUIPMENT: Pistol, hand terminal

THREAT: MINOR

Dewaine Baxter

A former UN Marine Sergeant, Dewaine knows of the existence of the *Loca Griega* cache and its riches, as he got kickbacks from the *Griega* for selecting the highest-value cargo and fibbing the cargo manifests. He does not know where it is, but suspects Soraya does, and so has been keeping tabs on her in the hope that he can acquire the hidden cargo for his own retirement plan. He knows the *Yojimbo's* crew outguns him, so will not seek direct confrontation - unless he believes he can get away with it undetected, or can frame someone else for it.

DEWAINE BAXTER

ABILITIES (FOCUSES)

ACCURACY 2 (Pistols), COMMUNICATION 3 (Bargaining, Deception, Leadership), CONSTITUTION 1, DEXTERITY 2 (Piloting, Stealth), FIGHTING 2, INTELLIGENCE 3 (Engineering, Law, Evaluation), PERCEPTION 1 (Seeing), STRENGTH 1 (Intimidation), WILLPOWER 1

SPEED	FORTUNE	DEFENSE	AR + TOU
13	22	13	4

WEAPON	ATTACK ROLL	DAMAGE
PISTOL	+4	2D6+1
KNIFE	+2	1D6+2

SPECIAL FEATURES

FAVORED STUNTS: Knock prone, Lightning attack

TALENTS: Fringer (Novice), Quick Reflexes

(Novice), Pin Point Accuracy (Expert), Pistol Style (Expert)

EQUIPMENT: Flight coveralls, utility knife, pistol, hand terminal

THREAT: MODERATE

ST. GERMAIN STATION SECURITY GUARDS

x2

Use security guard profile, p. 213

YOJIMBO CREW, GOLDEN BOUGH

x12

Use pirate profile, p. 212

Equipment: Vac Suit, Light Amor, Pistol

YOJIMBO, MODIFIED GRENDL CLASS

Use Anne Bonny profile, Ships of the Expanse p. 138

Weapons: swap Torpedoes for a Grappler.

VOLONTE CREW, LOCA GREGA

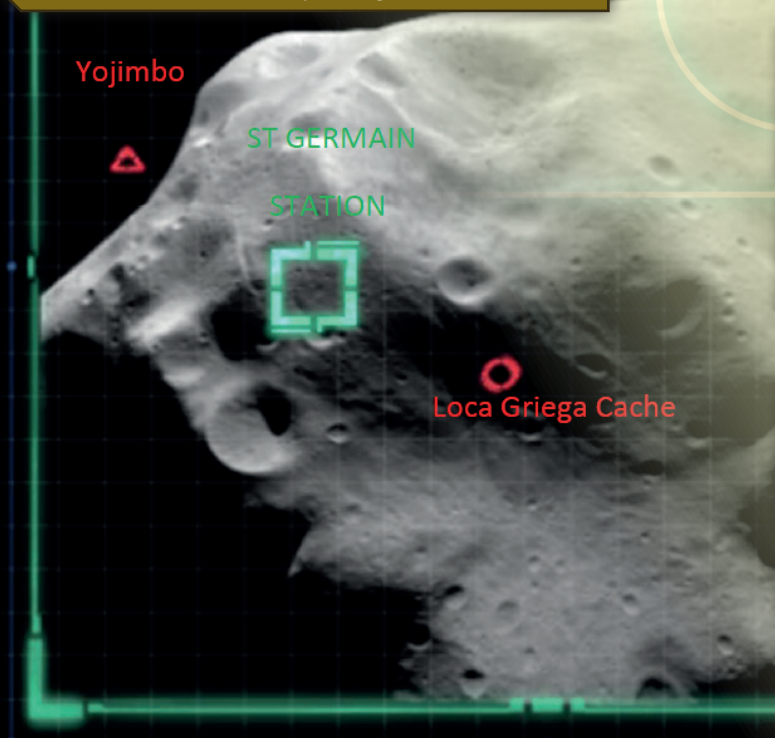
x12

Use pirate profile, p. 212

Equipment: Vac Suit, Light Amor, Pistol

VOLONTE, MODIFIED GRENDL CLASS

Use Anne Bonny profile, Ships of the Expanse p. 138



HEPIIAESTUS' LANGOUR

WRITTEN BY LLOYD RITCHEY

Overview

On the float in the cold expanse of space, the crew of the aging Chaucer-Class Water Hauler (SoTE, page 114) *Nereid's Promise* finds themselves in need of major repairs.

Objective

The PCs are hired to overhaul the *Nereid's Promise* and ensure it can continue its vital water hauling duties. The PCs must navigate a series of challenges while tackling various hazards during the overhaul.

Scene 1 - Introductions - Social

The player characters meet the crew of the *Nereid's Promise*. The ship's captain, **Pestov Leonovich**, begins as **hostile**, but disguises this as friendly, a **Perception (Intuition) or Willpower TN 13 test** to see through deception. He resents having to call for help, as well as the expense and increased debt. All other NPCs begin as **standoffish** (good for Churn events) which affects the investigation as leads require an attitude of at least **neutral**.

Scene 2 - The Work - Social/Investigation

The PCs must complete a number of routine procedures before they can give the ship a clean bill of health and collect their pay.

Hull Inspection

The PCs are tasked with walking the ship's hull, inspecting and repairing the skin of the ship directly as problems cannot always be easily detected or understood remotely. Repair damage from micro-meteorites is an **Intelligence (Engineering) TN 12 test**; Get to the end of a long yardarm that juts far out from the hull to replace a broken waldo is a **Dexterity (Free-Fall) TN 12 test**; Identifying spalling damage in the

airlock for repair is a **Perception (Seeing) TN 12 test**; Keeping your cool when you accidentally lose contact with the ship is a **basic Willpower (Courage) TN 12 test**.

Plumbing

The water filtration system must be overhauled. The manual is precise, but lacks explanations and is hard to follow. You must rely on your skills to decipher the complex instructions and carry out the overhaul (see **Plumbing Challenge Test** overleaf).

Contamination

During the inspection of the water tanks, the PCs discover a bacterial contamination. Concern about the water quality urges the PCs to find a quick solution (see **Advanced Test** overleaf).

Conspiracy of Sabotage

The crew suspects a rival water hauler ship, the *Lord Baruna*, might be behind some recent malfunctions as some of the *Promise's* current crew have served on both ships. The PCs must investigate, they find no evidence of sabotage, only technical glitches (see **Unraveling a Conspiracy Theory Challenge Test** overleaf).

Final Inspection

After successfully completing the overhaul, the crew of the *Nereid's Promise* conducts a thorough final inspection. **AquaLink** acknowledges the PC's professionalism and assures them that their reputation for quality work will spread throughout the expanse.

Scene 3 - Departure - Social/Investigation

With the *Nereid's Promise* now in good condition, the PCs bid farewell to the crew, and head back into the depths of the expanse, leaving behind a ship ready to slake the thirst of countless billions.

Captain Pestov Leonovich

A reformed Martian playboy turned freighter captain. He is still a bit of a scoundrel. He's determined to get his crew paid and stay afloat despite razor-thin margins and setbacks, and to do it he is willing to cut corners, deceive others, and much worse. He is easily flattered and boasts few scruples beyond loyalty to his crew.

Use the **Veteran** profile on page 214.

PLUMBING - CHALLENGE TEST

Success threshold: 15

Ability focuses: Dexterity (Crafting), Intelligence (Engineering, Research), Perception (Searching), Strength (Might) TN 13.

Time interval: 10 minutes per test. Work must be completed within 60 minutes to stay on schedule. Failure to stay on schedule will result in +1 TN to all tests for the remainder of the scene.

Consequences

Minor Similarly named units of measurement stymie repair efforts. +2 to the TN of future tests.

Moderate Hot weld repairs on a "black water" pipe end disastrously. The PC conducting the repairs suffers 2d6 damage from high pressureheated black water bursting from the pipe.

Major Decompression! Pressure builds to an explosive degree in a pressurized air line. One or more characters working in the affected space must avoid being blowin in to space, succumbing to exposure. See rules for exposure to vacuum on page 207.

CONTAMINATION - ADVANCED TEST

Success threshold: 15

Ability focuses: Intelligence (Medicine, Research, Science) TN 15.

Time interval: 15 minutes per test. Work must be completed within 60 minutes to stay on schedule. Failure to stay on schedule will result in +1 TN to all tests for the remainder of the scene.

UNRAVELING A CONSPIRACY THEORY - CHALLENGE TEST

Success threshold: 20

Ability focuses: Communication (Investigation, Persuasion) TN 13, Perception (Empathy) TN 11, Strength (Intimidation) TN 13, Willpower (Self-Discipline) TN 13.

Time interval: 1 hour per test.

Consequences

Minor A PC wrongs one or two crew members, exposing them to extra scrutiny. Increase Communication TN by +2 until the PC can win over the suspicious members.

Moderate A slip-up damages a PC's credibility, wipin out half of the accumulated successes.

Major Decompression! One of the crew is offended by wrongful insinuations of criminal conspiratorial conduct and resigns from the Nereid's Promise. Captain Leonovich is justifiably enraged and will be filing for damages via Tycho Station. Dealing with this mess will be expensive and incur legal fees. Income Test TN 16 or lose 1 temporary income.

IN SPACE, IT'S COMPLICATED

WRITTEN BY ERIC CARBON

Pitch: the PCs are on the *Goliath* (use Anne Bonny stats, SoTE, page 138), transporting stolen martian weapons to some fuzzy individual, **Wence Reid**, a corporate arms dealer operating on Ganymede.

They are on the UNN Secrets Services' payroll to discover who is buying stolen stealth tech. They have been hunted by the martian ship *Diademe*, and forced out of the ecliptic plane. The *Diademe* gave up the chase following a distress call. Unfortunately, the PCs had planned a stop at the **New Istanbul** red market, which is no longer possible. They are running out of reaction mass, air, water, and food (see Shipboard Complications, SoTE page 61, if available), while far from the ecliptic, for all intents and purpose, they are outside of the solar system. Their only way back is by going to **Pallas**, whose orbital incline makes it just within reach of the ship.

On Pallas

Hitomi Camara, a belter popstar, just had a breakup with her boyfriend, extremist OPA leader **Django Weber**. She ran away with a 3-man crew on the *Chonburi*. But maintenance was not completed when she took off the station and the *Chonburi* suffered an electrical malfunction which provoked a core leak and depressurization, leading to reflex reactor ejection just before the crew was killed by the vacuum. **Camara**, wearing her vac-suit to make a vlog outside, survived. She activated her distress beacon and began to lascom-vlog her last words to **Pallas**, making a huge buzz. **Weber** left **Pallas** immediately to get her back on the *Viva Beltalowda*.

1 - Distress call

The PC are handling a new problem: repair an antenna on the ship's hull, while passing through an area relatively dense with meteoroids and asteroids, the repair team needs hold on during the manoeuvre. Once repaired, the PCs receive the distress call of **Camara** and should conclude that a salvage operation of the lost ship is their best bet to not die of thirst or suffocation.

Getting **Camara** onboard requires a rescue team to jump to get her in. **Camara** is unconscious, her shipwreck can be found by interrogating her, or hacking her terminal or suit computer for logs. **Camara** eventually wakes up and tries to negotiate her passage. The PCs cannot afford another crew member and she soon understands this, remarking on the high temperature in the ship. She can help them get to her ship.

2 - Salvage

[Churn: minor]

Approaching the *Chonburi* should not be a problem. Once inside, they find the pilot, **Rosy Qing** who is still alive. While they are working to get water, air, spare parts (6 hours), a meteor shower hits both the *Goliath* and *Chonburi*. It will induce a booster malfunction, triggering a short and unwanted ignition of the engines, risking collision with the *Chonburi*'s expelled reactor. The PCs may suffer from radiation, while the *Goliath*'s hull could suffer some damage that will have consequences in next scenes.

During the salvage from the *Chonburi*, the *Viva Beltalowda* approaches and see them salvaging the remains of the *Chonburi*.

3 - Combat

[Churn: major]

One strategy to get some time would be to put a vac-suited **Camara** through an airlock to have the *Viva Beltalowda* get her and flee.

Another option is to have a discussion with **Weber** but **Camara** will makes it very hard because she is pissed to have been saved by an inner ship and wants to get back to **Weber**. She will try to have him kill the PCs with some credible lies or half-truths.

Problem is, *Diademe* finally decided to send a corvette-class ship to investigate. In the middle of the showdown, the MCRN ship sends a tight beam to have them boarded. PCs cannot let that happen and the Belters basically hate this type of martian pirate-hunter ships.



ORBITAL

WRITTEN BY ASA BALLIET

INTRODUCTION

Orbital debris poses a threat to all ships operating in Earth's orbit. You are the crew of the **ODS-3**, a station in low Earth orbit tasked with the monitoring and handling of such debris.

1. GROUNDED

The PCs are tasked with deorbiting a decommissioned orbital station. This would be a relatively routine job, if it were not for the sudden no-fly order issued from the UN. The news feeds are playing a story about some kind of undefined terrorist threat. By the time the no-fly order is lifted, half the character's shift has gone by and hope for their on-time bonus for the job is growing thin.

After the job is finished (+2 temporary income bonus if completed on time, +1 otherwise; see **Deorbiting the Station Challenge Test**, overleaf), an alert comes in from the UN Security Bureau (UNSB). A hijacked transport ship, the *Shenandoah*, will be pass close by **ODS-3's** orbit. It is on a direct collision course for the **Bush Naval Shipyards** (this is the terror threat from earlier). The characters, the only UN assets close enough to intercept, are being tasked with turning the ship off its course before the UNN is forced to destroy it, dooming any hostages on board.

2. GIVING CHASE

The characters have to intercept the *Shenandoah* before any attempt at boarding can be made (use chase rules, pages 92-94). The *Shenandoah* uses the stats of the Grendel-class light freighter (SoTE page 122), and the PC's shuttle uses the Schmidt-type rockhopper stats (SoTE page 130).

3. BOARDING THE SHENANDOAH

Note: make sure to drive home how the players are racing against the time here. Every action they take pushes the clock forward. - The characters must find a way onto the *Shenandoah*, either through the front door or by an alternate route.

3a. THROUGH THE AIRLOCK: If docking at the airlock, a **TN 11 Perception (Seeing)** test reveals that the airlock controls have been tampered with. A further **TN 9 Intelligence (Demolitions or Engineering)** test reveals that the airlock has been rigged to explode if cycled. The trap can be disarmed with a **TN 11 Intelligence (Demolitions or Engineering)** advanced test (success threshold 10). Failure sets off the explosives, dealing 3d6 damage and rupturing the docking tube.

Note: If the players have breezed through everything so far, consider upping the ante by

having the hijackers increase their burn. This destroys the docking tube and deals 4d6 damage to all characters in the tube (reduced by half with a **TN 15 Dexterity (Acrobatics)** test). Any characters who find themselves on the wrong side of the severed docking tube will have to find another way onto the ship. Waiting for them are three hijackers (Saboteur, page 213) who have taken up concealed positions in the cargo bay (see Surprise, page 191).

3b. THROUGH THE HULL: If breaching through the hull, the shuttle's pilot must make a **TN 15 Dexterity (Piloting)** test to get close enough for the characters to cross. Remember, these ships are at least burning at 1g. Tethers on magnetic anchors will need to be thrown across with a **TN 11 Accuracy (Throwing)** test, and to actually cross over will be a **TN 13 Strength (Climbing)** advanced test (success threshold 5).

Note: TNs for Strength and Dexterity tests in this scene should be modified based on any changes in acceleration the *Shenandoah* has made. If the characters use a shaped breaching charge without utilizing the emergency blister airlock (see crew loadout, overleaf), the resulting outward expulsion of atmosphere and debris will deal 2d6 (reduced by half with a **TN 13 Dexterity (Acrobatics)** test). If any character fails the Dexterity (Acrobatics) test with a 1 on the drama die, their tether is severed by debris.

4. DOWN TO THE WIRE

Aside from the three hijackers in the cargo bay, there is one guarding the hostages in the crew quarters, two guarding engineering, and two guarding the ops deck. Ops has been sealed off, requiring a **TN 15 Intelligence (Security)** test to override the lock. Alternatively, any remaining breaching charges could come in handy here.

Unless the characters clear engineering first, the hijackers in ops will instruct those in engineering to overload the reactor as soon as the characters force their way onto the ops deck. Reversing the overload requires a **TN 17 Intelligence (Engineering)** advanced test (success threshold 15). The characters have 10 rounds to accomplish this, starting the moment the reactor is overloaded.

5. CONCLUSION

If the characters are able to successfully retake the ship and divert it from its collision course, they receive a payout from the UN large enough for them to start a new life back on Earth, or anywhere else in the system.

Crew Loadout

Cutting Tool: Good for making clean, precise cuts in a bulkhead.

Emergency Blister Airlock: Makes a temporary seal against a surface to hold in air.

Magnetic Anchor: Used to attach a tether to any surface.

Shaped Charge: Useful in controlled demolition, will breach a ship's hull in a pinch. Requires a TN 9 Intelligence (Demolitions) test to set up.

Pistol: While not part of a cleanup team's standard loadout, ODS-3 does have a small arsenal in case of some catastrophic security breach.

DEORBITING THE STATION - CHALLENGE TEST

Success threshold: 10 x the number of player characters.

Ability focuses: Intelligence (Demolition) TN 13, Intelligence (Engineering) TN 13, Perception (Seeing) TN 13 (does not add to success threshold, but adds +1 temporary income to shift's pay per success, every time a PC attempt this TN increases by +2), Strength (Might) TN 13.

Time interval: One round per test.

Time limit: Five rounds.

Consequences

Minor Your vac suit snags on a piece of twisted metal, requiring a TN 11 Dexterity (Free-Fall) test to free yourself without tearing your suit.

Moderate Your botched action increases your next test's TN by 2.

Major An unexpected shift in the structure snaps your tether and sends you hurtling away in a nauseating tumble. Another character will have to make a TN 15 Dexterity (Free-Fall) test to rescue you..



SEEDS OF OPPORTUNITY

WRITTEN BY NICHOLE RITCHEY

*Life isn't always easy in the black, but the worlds beyond the **Sol Gate** offer countless opportunities to those willing to brave the journey. Like the old days of exploration and land rushes, there has always been someone willing to stay home and make money from the hopeful pioneers.*

Ignuz Seed Vault is somewhat isolated from the rest of civilization on *Europa*, and not easily reached.

Much like its counterpart on *Svalbard*, a small airlock entrance pokes out from the icy surface of the jovian moon. The door is locked with an electronic keypad. Inside, a long passageway leads several meters below the surface to a series of frozen storage areas, protected from radiation. Seeds of all types can be found preserved within; a treasure trove for someone hoping to start life anew.

Simon and **Maaïke van der Aart** have called the seed vault their home for nearly two years. **Ignuz Biotech** hired these two Earther botanists to act as custodians of the vault, tasked with keeping the conditions just right to preserve the seeds. The vault facility includes **Simon** and **Maaïke's** living quarters, as well as a small hydroponics lab. The job is easy. Break into the **Ignuz Seed Vault**, grab the valuable seeds, and get out. This task is likely suitable for a crew of any size or level, but best for a new group of about three to five players.

Perhaps this job was handed down from a black market boss, looking to make money from

supplying folks wanting a new life beyond the **Gate**. Or maybe the group is a band of desperate brothers hoping to steal the means for their family to start over. One of the political factions might want the seeds to prevent them from being distributed to a rival.

Ignuz Seed Vault is not without defenses. **Simon** and **Maaïke** can lock themselves away in their quarters and activate a number of combat drones (use the stat block on page 210) to protect the vaults. They also have the ability to remove breathable air from a vault and lock them down.

Players will find themselves fighting drones while grabbing as many seeds as they can. As the **Churn** ticks up, more drones and locked spaces ought to be added as obstacles. A silent alarm can be used to alert authorities to the heist.

Should the players break into **Simon** and **Maaïke's** living quarters, they will discover that the pair of botanists have a four year old daughter, **Sanne**. **Maaïke** will do everything in her power to keep her child safe, even if it means bargaining with the players. The GM can use the Scientists stat block on page 250 for the **Van der Aart** family.

What happens next? Did the Van der Aarts survive the heist? If not, what consequences do the players face? Do the players get caught trying to fence their stolen goods? Do they make it through the Gate to start a new life? Does the heist renew tensions between political factions? The adventure can mean new opportunities for the players!



SLING BLADES

WRITTEN BY NATE ROBBINS

You are hired to represent the *Anubis Corporation*; one of several key sponsors of a new type of race that has been developed to showcase the skills of our new spacefaring society.

Sling Blade ships and crews compete in races made up of a series of gravitational slingshots around planets or even the Sun. These races are run as a series of time trials with the leader of each round setting off first and then subsequent competitors setting off later.

All Sling Blades are built using the same engine and size specifications. Corporate sponsors will be using ships for advertising, so sling blades cost the crew nothing to buy. Crews do, however, run great risks competing in these very dangerous races.

The race is designed to slingshot around all 8 planets of the solar system. Random space encounters will need to be dealt with as this race has teams slinging through areas of space that will force them to make decisions on the fly.

With corporate sponsors and large amounts of money gambled on sling blade racing, legitimately or otherwise, there is a great deal riding on these races.

Each race is made up of three stages, starting and finishing at space stations to allow repairs and, perhaps more importantly to the sponsors, media commitments and social interaction with fans.

Neo Cairo is the home base of the *Anubis Corporation* who are showcasing the new ship engines being used. The PCs will start there and end there each leg of the race.

Things to watch out for:

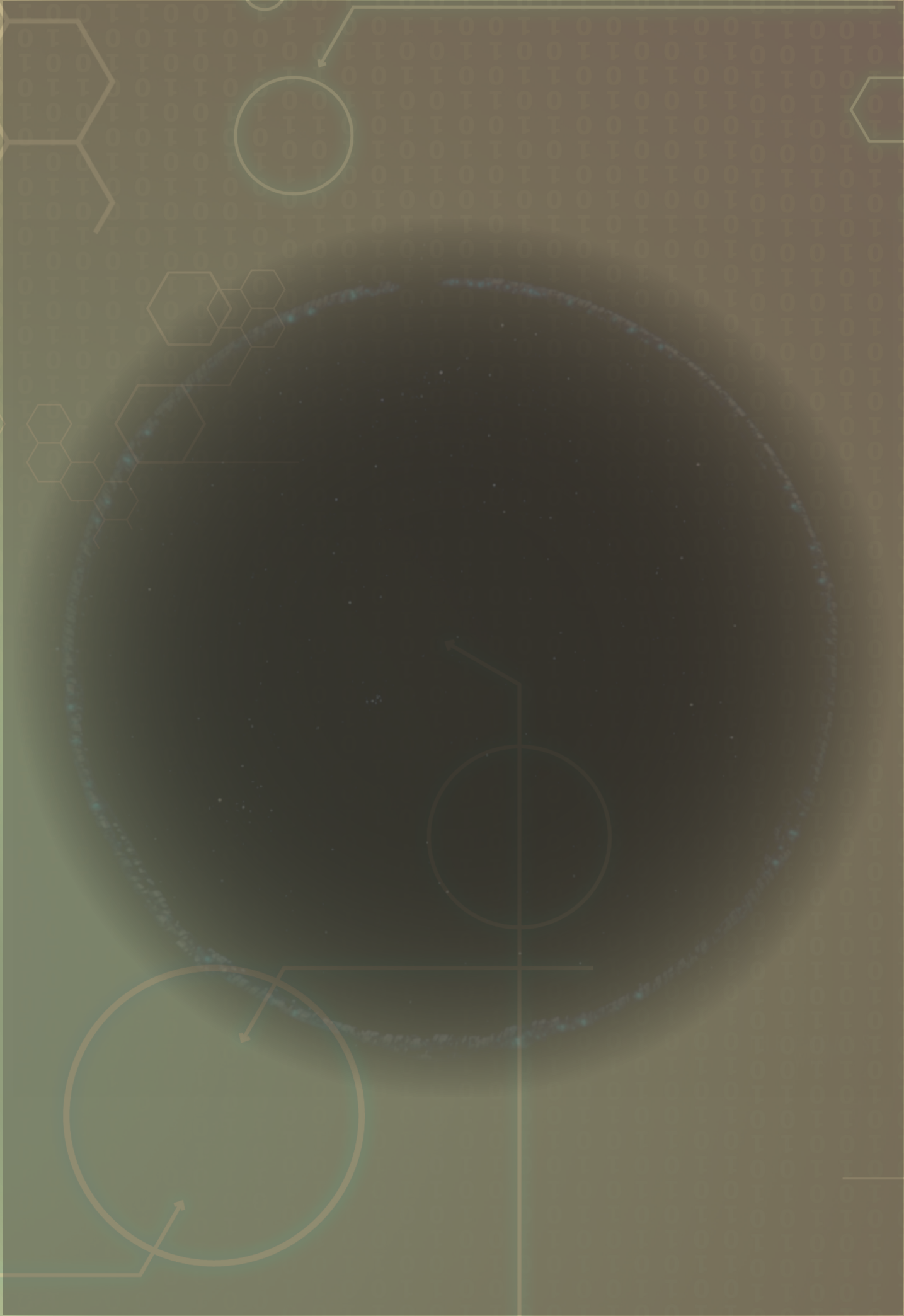
- Military defense as you try to skirt the gray lines of who controls that area in space.
- Pirates or mercenaries sent to interfere.
- The dangers of space.

As this race is fun and all there is something else that is stowed on the ship. The dark sponsored items could be weapons, illegal drugs, contraband foods or even trafficked people.

The GM can have a lot of fun assembling their race, introducing variations and differences each time. New locations, items, ship's complements, treats and the sky or Expanse is the limit.

Build your race through the stars as you like.

Instead of the planets use constellations or space stations. Bigger or even smaller ships. Maybe even use the portals if the ring gate has been opened at the time of this adventure.



THE PRICE OF FREEDOM

WRITTEN BY JOSH ROMIG

Introduction

In the early 2330s, Terryon Lock was a modular space station designed by and for Belters to be a city of their own. Its construction was tragically halted by UN security forces out of *Ganymede*. The legacy of Terryon Lock has largely been eclipsed by the senseless destruction of the *Augustin Gamarra*, an OPA response to the incident. This is the true story of Terryon Lock, of the people who lived it, pieced together from found footage uncovered from the ruins decades later. Join us on this adventure, as we discover:

The Price of Freedom: Inside The Terryon Lock Incident

This is an adventure for a crew of up to 5 characters, levels 1-3.

Mia Thorne, a journalist, is accompanying the crew. Use the Police Detective statblock (p. 212).

Style points if the GM can work in roleplay moments with the PCs that mimic cutaways to one-on-one interviews with *Mia* for the documentary throughout the adventure.

Scene 1: Settling in

The PCs arrive at Terryon Lock, greeted by the station's leader, a charismatic Belter named *Boshi Gonzalez-Smith*. *Boshi* introduces the crew to several NPCs (a young Marco Innaros among them) and gives a tour of the facility and work. *Boshi* seems to ham it up for the camera. "We spend 90% of da time in da EVA fixin wus already built, an 10% buildin' new. Is hard wowk, but da beauty eyre not in wut im now, but wut im gonya be wen da wowk im done". *Boshi* is genuinely enthusiastic about the prospect of Terryon Lock and what it means for the Belters as a people. After the tour, the PCs must find suitable living quarters in the partially constructed station, which involves minor repairs and improvisation. This can be handled with an Intelligence (Engineering or Technology) TN 11 test. This differs from PC to PC based on what the GM and PCs decide needs fixing and how they choose to go about it.

Scene 2: All in a Day's Work

Ask the PCs to montage the events of next few weeks, each player taking a turn describing what part of the Terryon Lock project they are focusing on, making relevant tests to see if they make progress. Feel free to use information from *Shipboard Life* (Chapter 3 SoTE). Reward successes with +1 bonuses to future rolls related to that task/part of the station. After every PC has gone, the GM rolls a d4 and select one of the following crises (roll 2+ for a longer game):

1: Food Crisis: The hydroponics system is failing and the PCs must find a way to repair it or secure an alternative source of food.

2: Water Scarcity: The water recycling systems are malfunctioning and the PCs need to either fix them or find ice from nearby asteroids.

3: Power Struggles: The PCs must address frequent power outages, potentially caused by a saboteur among the station's residents.

4: Space Walk: Debris has impacted the comms array. The PCs must EVA and address the issue. The spacewalk itself is a Dexterity TN 14 test, a failure with a 1 on the Drama Die will result in a mag boot malfunction and the affected player must make a Dexterity (Free-fall) test to avoid floating off into space. If no one fails their roll, drive the danger home by having an NPC float off/nearly float off.

Scene 3: The Threat

Rumors circulate that a ship is coming to shut down the Lock. *Boshi* calls a meeting and confirms that a ship is headed there from *Ganymede*, and they hold court in a traditional Belter circle, to decide what to do about it. The people of the Lock are divided. Some think they should stay and fight, while another camp thinks they should try and negotiate. A third camp proposes evacuation and detonate it when UN forces enter. This idea is proposed by a brash kid in his late teens, *Marco Inaros*. He is charismatic and many NPCs are convinced his idea is best. There is no consensus; the PCs' votes will break any ties and they must decide which plan to use, if any, or come up with their own solution in the moment and convince the citizens to follow suit, a Communication (Persuasion or Leadership) TN 15 test.

Scene 4: The Showdown

The security forces show up on a UNN Phantom Class (SoTE p. 82) called *The Harold Prince*. The conflict plays out based on the choices made in Scene 3, with bonuses from successful tests in Scene 2. On board *The Prince* is a group of Veteran Security Officers (use Veteran statblock, p. 214). *The Prince's* goal is to destroy the station. They will try to clear the station first with a boarding party. *The boarding party is twice the party's size, with 1 additional officer for every level of Churn reached.* This is largely an intimidation tactic, in hopes people will flee.

If boarding does not clear the station, the ship fires its rail gun: 3d6 damage to the hull of the station (2d6) each time it is fired. Each shot exceeding the Hull score takes out one of the station's vital systems (1-Thrusters, 2-Life Support, 3-Reactor).

Once the reactor goes, the station begins a countdown to explosion and the PCs must attempt to escape: Group Advanced test TN 12; success threshold: 10. If PCs use Marco's plan, the same test will be needed to avoid dying in the explosion.

If the PCs do not use Marco's plan, but the group has hit at least a Major Churn: Marco decided on his own to go through with it, and the PCs become aware of the looming detonation with just barely enough time to escape (same Advanced test).

In general, there are 3 ways this can end:

1: Run! PCs successfully flee and maybe steal a ship?

2: Blaze of Glory: Let each PC narrate their last stand/deaths.

3: Terryon Lives: PCs can rewrite this history if the dice deem it possible.

Scene 5: The Epilogue (Optional)

After the adventure proper comes to a close, have *Mia Thorne* take a moment with each PC to have them tell her how the experience at Terryon Lock has changed them, and what the future holds for their characters. If they all die in Scene 4, this will have been recorded before the final battle. This can be done in character or out, depending on the comfort level of the player. If you have altered the timeline and saved Terryon Lock, have them describe how this changes the Sol System for this setting and what roles their players have in those changes. *The Price of Freedom* can be run as a self-contained one shot or as a starter session of a larger campaign.



THE GRIEF OF TROS

WRITTEN BY TYLER BOYCE

Story Hook

Though this adventure can be set at any point after the Ganymede Incident, GMs are recommended to set it before the Free Navy War. If part of a larger or ongoing campaign, you can make this adventure an epic Churn event. A Belter named **Joshua “Joshy” Garces** needs help salvaging from a derelict ship orbiting the ruined

Ganymede Station: The *MCRN Aetos Dios* was hit by a nuclear weapon and is extremely radioactive. Unless the crew intervenes, the *Aetos* will damage and irradiate Ganymede Station.

Encounters

Scene 1 [Social]

The crew is docked at **Tycho Station** when they are greeted by a Belter pilot named **Joshua “Joshy” Garces**. **Garces** may be known as a diplomat for the **Johnson OPA**. He wishes to hire the crew for a salvage op at **Ganymede**. The crew can haggle for a higher pay, but **Garces** assures it is legitimate salvage in orbit and the crew will be nowhere near combat.

Scene 2 [Interlude]

It is about 4-5 days from Tycho to Ganymede, so encourage the crew to fit in some downtime. It is highly recommended to introduce the crew to common shipboard responsibilities, especially those concerning the controls and repair of piloting and thrusters. The crew should at least be familiar with these systems, their appearance, and their locations (even if direct operation or maintenance is not required).

Scene 3 [Exploration/Investigation/Social]

Arriving at **Jupiter**, sensors reveal that the *MCRN Aetos Dios* (Morgaina-class, SoTE page 105) is seemingly derelict and heavily irradiated from a nuclear warhead. The Martian crew is likely dead from the nuke’s radiation. The *Aetos* is a **Murderous Hazard** with radiation poisoning for any individual not wearing power armor. Worse, the orbit of the *Aetos* is decaying and it will crash into Ganymede within hours, where effort to rebuild are struggling as it is. The *Aetos* is less than 200 km in altitude,

so shooting it down will rain radioactive debris on the colony. **Joshy** volunteers to pilot the *Aetos*, knowing it could be a suicide mission, but requires the aid of at least one other crew member. While the task heavily favors an engineer or mechanic, encourage players to discuss why each should or should not go.

Scene 4 [Chase/Investigation/Combat]

The team has 10 rounds after boarding to stop the *Aetos*. They will need to decide between aiding Joshy/pilot with the helm, repairing the thrusters, etc. in the engine room, or splitting the party to attempt both. It is likely the team will split up (see Morgaina-class deck plan, SoTE p. 105). When entering the cargo hold, one of the many combat drones that Joshy planned to salvage is now malfunctioning and will target the team (see Combat Drone stats p. 210). Any crew not aboard the *Aetos* could try remotely hacking the drone. Once the drone is destroyed or incapacitated, the crew can proceed. If Joshy and/or the crew does not make successful checks in both **Piloting** and **Engineering** tests (GM-determined), then a crash is unavoidable.

Ending 1

Ganymede Rescued! If **Joshy** and his team survive, they will likely require immediate medical aid to treat their radiation sickness. Like Holden and Miller on Eros (“Leviathan Wakes”), they will likely require anti-radiation meds for life. However, the crew can be satisfied in the knowledge that Ganymede Station, which has already been through so much damage and disaster, can now continue to rebuild.

Ending 2

Ganymede Irradiated! Even with the *Aetos* crashing, the reconstruction of Ganymede is not insurmountable, but the timetable for the full restoration of Ganymede Station is now pushed back even further. GMs should encourage players to reflect on their actions. Maybe a future story hook will involve the crew making amends by helping acquire materials and/or personnel for the reconstruction?

Joshua “Joshy” Garces

A male Belter pilot with mixed Latin, South Asian, and Caucasian ethnicities.

Speaks with a Belter-accented British accent. A Tycho OPA member often serving as a diplomat for Fred Johnson.

Assigned to recover the cargo of the MCRN Aetos Dios, which contains multiple combat drones. Paradoxically for a diplomat, Joshy just wants to be left alone. He has dyed cyan hair and amber eyes, wears a white jumpsuit, and carries a gun.

JOSHUA “JOSHY” GARCES**ABILITIES (FOCUSES)**

ACCURACY 1, COMMUNICATION 0 (Performing),
CONSTITUTION 2 (Tolerance), DEXTERITY 1,
FIGHTING 2, INTELLIGENCE 0 (Navigation),
PERCEPTION 1, STRENGTH 3, WILLPOWER 2

SPEED	FORTUNE	DEFENSE	AR + TOU
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11	20	11	2
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WEAPON	ATTACK ROLL	DAMAGE
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PISTOL	+1	2D6+1
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SPECIAL FEATURES

TALENTS: Inspire (Expert), Pilot (Expert)

EQUIPMENT: Pistol, hand terminal.

INCOME: 6

THREAT: MINOR



TYCHO TRIX

WRITTEN BY VICKI LALONDE

Story Hook: PCs are players in a Fantasy AGE 20E TTRPG group that meet weekly every 5th cycle to play at the **Blauwe Blome Bar** on **Tycho Station**. But their Game Runner (GR), *Trix* (NPC), is a no-show... but they/she/he are never late! Where are they?!

Summary: GR *Trix* is a level 3 welder with a high capacity welder kit. The adversaries are pulling a heist of **X-ELON CORP's** cutting edge electronic components stored at its warehouse on **Tycho**. Their intel on the warehouse was wrong about the thickness of the floors, its a military-grade reinforced ceramic steel compound, so they are ad libbing by forcing *Trix* to help them cut through the floor, placing the components in a cargo container that they intend to covertly hide among the thousands of containers in the port, until they can smuggle it off Tycho Station.

Adversaries: Top choices are a competitor Corporate Espionage unit, or a rival OPA faction.

Trix the Game Runner's Quarters

PCs who investigate *Trix's* quarters must gain access through the locked door, requiring a **basic TN 13 Intelligence (Engineering, Security, or Technology)** test, or a **basic TN 11 Communication (Persuasion or Deception)** test with a NPC contact in Tycho Security to override and open the door.

Clues: **Gamer Bag** dumped on floor (dice, minis, maps, a terminal with the AGE RPG System core books), and **signs of a struggle**. TN 11 Perception test reveals based on level of success (low to high): **Picture of "Jonesy"**, *Trix's* orange tabby robot cat; **Welder Union Community Service Award** on the wall; **coveralls barcode for Dock 42B** assignment (most workers have 2-3 coverall sets); **pixie dust inhaler** hidden inside coffee brewer; **corn crap chunks** in toilet.

Following the Leads

Toilet Corn, only **Spicy Amigos Kiosk** serves corn. A **TN 9 Communication** or **TN 11 Intelligence (Technology)** test gives access to surveillance footage: 3 'adversaries' eating sweet corn enchiladas while casing the **X-ELON CORP** storefront and warehouse, adversary's terminal screen shows warehouse plans and Dock-42B on the level directly underneath it.

Pixie dust dealer, hook up with the local pixie dust dealer, *Blexi*. A **TN 11 Communication (Persuasion or Seduction)** or **Strength (Intimidation)** test reveals that *Blexi* sold *Trix's* info to 'adversaries', blackmail evidence of pixie dust purchases, enough to get *Trix* fired and black listed from union. *If Station Security gets involved they will likely find this and Trix is screwed!*

Dock 42B Dockmaster is sealing off the entrance for a hazard material clean up by drones. A **TN 13 Communication (Persuasion or Seduction)** or **Strength (Intimidation)** test: "Chemical spill; dock closed for clean up so piss off you!" *Trix* not seen since yesterday shift. He took a bribe to give the level 3 welder info and shut down the dock for a 2 hour duration, starting now!

Tick Tock for time pressure.

The bribe is specific to the adversary type: **CORPO** strictly credits; the Dockmaster is a sympathizer or member of opposing OPA faction.

Rescue

The Dock is in vacuum and the PC's need vac-suits. Gear is available in the locker room outside the dock airlock, roll for suit upgrades, weapons, tools, drones and mech access.

Run Challenge Finders Keepers (see overleaf) to find the correct heist container being used by the 'adversaries'. Access container and find *Trix* the welder, and 3-4 adversaries ready to fight in Zero-G! One adversary has *Jonesy* in their arms as a hostage! Options include fast talking and/or action packed Zero G combat! Risks: collateral damage to *Trix* and *Jonesy* (who can be repaired), if *Trix* is killed then your Fantasy Age campaign is screwed!

Notes to GM

Tests results are listed in order of escalating successes.

Vac suit and Mech info on pages 70 and 71.

Heist Duration Milestones

Total duration: 2 hours

- 30 mins welders still cutting through warehouse floor,
- 60 mins warehouse breached and loot being loaded into heist container.
- 90 mins adversary loading mech (and will fight with an added adversary), arrives to move the container.
- 120 mins container is on the move and PC's have to try and stop it.

PC Trades

All PC's live and work on Fred Johnson's Tycho Station 10 yrs before *Leviathan Wakes* novel. Should be unusual and from a broad range of Blue Collar - Low level-misfits jobs: Casino Worker, Scrapper, Dock Worker, Recycler Vat Cleaner, Mech Operator, Brothel Bartender, Maintenance Crew, Engineer, Mechanic, Med Tech, Corp Sales... have fun with this.

Adversary stats: Soldier, Gang Boss, Vet, Pirate, Bounty Hunter, etc., p. 210-215.



FINDERS KEEPERS! - CHALLENGE TEST

Success threshold: 18

Ability focuses: Perception (Intuition), Intelligence (Technology), Dexterity (Piloting) TN 13.

Time interval: 10 minutes per test.

Consequences

Minor A container with a heat signature proves to be an illegal pot growing operation, destroy crops, waste time, and PCs make enemy of the drug cartel by being caught on camera.

Moderate Shift in containers. Everyone takes 1d6 damage from smashing into them.

Major PCs have attracted the attention of either drug cartel thugs or station security, who arrive on a Gleason skiff. A TN 13 Communication (Persuasion or Deception) test to talk out of trouble or be detained. Alternatively, reveal your purpose to get aid from security/thugs, and reveal Trix's pixie dust use, getting them fired. Security may give advantage, thugs may mean a fight or loss of valuables in bribe.

WIGLAF'S BETRAYAL

WRITTEN BY RICHARD KIRKE

Introduction

An adventure for 3-5 Characters Level 1-4

The crew find the *Wiglaf*, a Grendel-class freighter (See SoTE, p. 122) drifting without power just outside the shipping lanes. The crew enter via the open airlock in the Cargo Bay. Whether to rescue potential survivors or for the substantial salvage reward, the crew have docked and decided to investigate.

Flight Deck

From the Operations deck the PCs see the terminal from which they may override the self-destruct sequence. Overriding the self-destruct sequence is an **Advanced Intelligence (Technology) TN 13** test; Success Threshold 15; test interval 15 seconds (or one combat round).

Operations Deck

All the screens on the ops deck display warnings that the internal air pressure is low and that the ship will self-destruct. One Vac Drone per PC will attack. The way to the Flight Deck is clear.

Crew Quarters

The hatch to Operations is sealed and requires "authorised key-cards". There are four cabins, two key-cards are in cabins 2 and 3 and found on a **Perception (Searching) TN 11** test taking 15 seconds. Once the cards have been found, the way to Operations is clear.

Galley

The galley looks to be abandoned in the middle of a meal, half empty drinking bulbs are floating loose. There is nothing of note here, but the hatch to the Crew Quarters is open.

Cargo Bay - START HERE

Entering through the open airlock the PCs discover that the *Wiglaf* is abandoned and the power is off. The hatch "above" is sealed and cannot be opened. A **Perception (Seeing) TN 11** test reveals that the cargo straps have been cut, there are a number of wrenches and other tools floating freely. It seems the cargo bay was emptied in a hurry. The only way to proceed from here is "down" to the Engineering level.

Once the power is restored and the self-destruct countdown has begun, the airlock will seal giving the error message "*Pressure differential, door sealed until safe*". The door cannot be opened but it will take a PC 1 minute to try. The hatch to the Galley is open.

Engineering deck

A **Perceptions (Seeing) TN 9** test reveals that the engineering functions of this ship have been physically attacked. There are bullet holes and evidence of bludgeoning damage consistent with some of the larger wrenches floating around. It is impossible to turn on the power from here. An **Intelligence (Engineering) TN 11** test will reveal that the power must be restored by restarting the reactor (found at the stern of the ship). Other than back up to the Cargo Bay, the only way to go is down the lift shaft.

Lift Shaft

Down

The lift shaft has been heavily damaged. The route is made difficult by a nest of damaged cables, damaged struts and other debris. It will be difficult to safely descend, each PC must make a **Descending Lift Shaft Challenge Test** (see overleaf). Once all the PCs have completed the Challenge Test they reach the Water Storage level.

Up

When the power is on, the PCs may use the lift to return to the cargo bay. After a few minutes the PCs will feel vibrations, heavy juddering and then the lift stops. A flash bang is shot through a hole in a bulkhead - Each PC makes a **Constitution (Tolerance) TN 9** test or they acquire the *Helpless* condition (-3 to Defence) for 1D3 rounds. 3 Vac Drones emerge through a hole and attack. Once all of the drones are taken out, the lift may be restarted with an **Intelligence (Engineering) TN 9** test. The PCs may proceed to Engineering where the lift will stop.

Water Storage

This level of the ship is the water storage and treatment plant. The water tanks are almost empty. One of the tanks is cracked with evidence that the water has entirely vented into space. Other than back up the lift/ladder the only way to proceed is "down". The inactive lift sits on this level.

Reactor

The reactor of the *Wiglaf* is powered down and must be restarted to restore power. To do so is an **Intelligence (Engineering) TN 10** test. Once the power is restored, the ship's system's announce that the selfdestruct sequence has restarted (See the **Countdown** section overleaf).

DESCENDING LIFT SHAFT- CHALLENGE TEST

Success threshold: 13

Ability focuses: Strength (Climbing) or Dexterity (Free-fall) TN 12.

Time interval: 1 minute.

Consequences

Minor Tangled by cables. Strength (Climbing) or Dexterity (Free-fall), whichever the PC has not just failed, test TN 12 to extract or next test is at -2.

Moderate Snagged on a sharp edge, PCs suit has a Suit Tear (see below).

Major Electrocuted on exposed cable. Take 1d6 Fortune damage and consequences are reset.

SUIT TEAR

Vac-suits are all that stand between human beings and deadly hard vacuum. During this adventure a suit may be holed or torn. If that happens, PCs must make a *major action* to deal with this tear (either their own, or another character's). Repairing a suit is a Dexterity (Sleight of hand) or Intelligence (Engineering) test TN 13. On a success, the suit is repaired and may function as normal. On a failure, the suit will continue to leak.

SUIT LEAK

Once a suit has started to leak, for each turn after the suit tear that the suit is not repaired, the suit's occupant will take increasing damage (see the table to the right).

ROUND NUMBER	DAMAGE FROM LEAK
ROUND 1	NO DAMAGE
ROUND 2	1D6
ROUND 3	2D6
ROUND 4	3D6
ROUND 5	4D6
ROUND 6	5D6
7 AND SUBSEQUENT ROUNDS	6D6

COUNTDOWN

As soon as the power is restored and the self-destruct sequence is triggered a countdown begins. *The GM rolls a pool of 7D6. Each time a 1 is rolled, that die is removed from the pool.* Once all the dice have been removed from the pool, the reactor goes critical and destroys the ship.

6 Fortune points may be spent to return one die to the pool (there can never be more than 7 in the pool). The pool is rolled: to begin the Countdown, each minute (or 4 rounds of combat), when the PCs enter the lift, when the PCs enter Engineering, when the PCs enter the Cargo Bay, every attempt to re-open the airlock, when the PCs enter the galley, when the PCs enter Operations, and every minute in Operations/Flight Deck.

VAC DRONE

ABILITIES (FOCUSES)

ACCURACY 0 (Gunnery), COMMUNICATION -2, CONSTITUTION 3 (Stamina), DEXTERITY 4 (Free-fall), FIGHTING 0 (Light Weapons), INTELLIGENCE 0, PERCEPTION 0 (Seeing), STRENGTH 3, WILLPOWER

SPEED	FORTUNE	DEFENSE	AR + TOU
10	15	14	1
WEAPON	ATTACK ROLL	DAMAGE	
MOUNTED GUN	+2	2D6	
STUN ROD	+2	1D6+4 (PENETRATING)	

SPECIAL FEATURES

FAVOURED STUNTS: Lighting Attack (3 SP), Ricochet (1-2 SP)

THREAT: MODERATE

SUGGESTED CHURN EFFECTS

MINOR	- Subtract 4 from an ongoing Advanced Test or Challenge Test - Automatically fail the next suit repair test
MAJOR	- A suit tear gets 1 degree worse. - Remove 1D6 from the Countdown Pool - Burst of shrapnel – all suit repair rolls are at -2 for 4 rounds (or 1 minute)
EPIC	- A ricochet begins a suit tear in each character - Remove 2D6 from the Countdown Pool