

THE EXPANSE

ROLEPLAYING GAME

FAN COMMUNITY



TYCHO TRILOGY

BY RICHARD KIRKE

FOR USE WITH THE EXPANSE RPG



FAN MADE



INTRODUCTION

The three adventures that have become the **Tycho Trilogy** were originally sessions of **The Expanse RPG** that I ran with the online group I was GMing for during the **Covid Lockdown** in 2020. The crew of the redoubtable **Boaty McBoatface** completed the *Ganymede Insurance Job*, the adventure supplied as part of my Kickstarter reward and now available with the Game Master's Kit, and returned to **Tycho** ready for adventure!

Good adventure writing, at least in my opinion, should be led by a desire to celebrate the player characters. A lost friend from a backstory will reach out, the organised crime gang a character is running from will want one final favour and, when a player adds the Demolition focus as they level up, they are practically demanding an explosive device turn up in the next session. As a result, the inspirations for the **Tycho trilogy** (beyond the horror, thriller and adventure story influences that are at the core of **The Expanse's** setting) are really called Aled, Carys, George and Mark. At a time when we were all more isolated than we were used to, we gathered together online to escape it all.

It being Covid Lockdown I had more time on my hands than I do these days and so, each time we reached some sort of narrative conclusion, I would type up my session notes into something that could be run by other GMs on the growing [Facebook community](#). However when the first UK Lockdown ended, Monday at 2pm not being a sustainable gaming appointment in normal times, so did the campaign.

In order to try and run from the consequences of their choices in **The Bombmaker's Escape** the crew had fled to *Io* in order to lay low but we will never know what trouble they would have found there. What is left behind are three adventures that can be run individually, as a short campaign (with the *Ganymede Insurance Job*) or as the starting point for something much more ambitious.

I am really proud of **The Tycho Trilogy** and, with the magical work that Audun has done polishing my very basic layout job into something much more readable and useable, I hope these three adventures bring excitement, adventure and really wild things to you and your friends however you gather for some good old fashioned escapism with dice.

Richard Kirke
January 2025

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TYCHO TRILOGY

This trilogy of adventures were designed as a series. The order of presentation is the suggested order of play. They are designed to serve as sequels to the official adventure *Ganymede Injurance Job*, which may precede *The Angel of Wayton*, and should precede *Bang Bang Bosmang*.

The main purpose is to provide some adventures for a crew based on Tycho.

Editor's note

The adventures have gone through some editing from the original releases. Page numbers in the text refer to pages in this document unless otherwise indicated: The Expanse Roleplaying Game core rule book (ERB); Ships of the Expanse (SoTE), Beyond the Ring (BtR).

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THE ANGEL OF WAYTON 216

Running The Angel Of Wayton

This adventure is designed as a one-shot adventure for a group of characters level 1-4. However, it is also suitable as a follow-up to the adventure *Ganymede Insurance Job* by *Green Ronin*, and it can easily kick off a new or fit into an ongoing campaign for a crew with access to a ship capable of surviving space combat with the pirate vessel.

For shorter a game, you may consider skipping the space combat encounter (Scene 2 - Pirates) and jump from Scene 1 to Scene 3. One of the crew should have a personal connection to **Rachel Dabrowski**, prompting them to follow up on the message that starts the adventure.

Theme

The Angel of Wayton 216 is an adventure that speaks to the isolated nature of some of the smaller stations out in The Belt. It is a cult themed horror story with a dose of tragedy that also hints at some of the strange things that the Protomolecule can do to human beings. The feeling on board **Wayton 216** should be uncanny and slightly unnerving.

Scene 1 - The Message (Social)

The characters are on **Tycho**, or another appropriate station in the belt (the starting point is not important to the plot). One of your crew has received a message (give **handout 1 on page 9** to player). Attached are the coordinates of a small space station built into an asteroid: **Wayton 216**.

A **TN 9 Intelligence (Technology) or Perception (Searching)** test reveals that **Wayton 216** is a small mining station in a remote part of the belt, approximately a week's journey from the crew's current location.

A **TN 11 Intelligence (Technology) or Perception (Searching)** test reveals that the station is rarely visited. **Wayton 216** is located in a relatively dangerous area of the belt, and ships have been known to go missing in this area.

A **TN 13 Intelligence (Technology) or Perception (Searching)** test reveals that the station mines diamonds and other precious gems but only sells them in small quantities.

Proceed to Scene 2 – Pirates.

Scene 2 - Pirates (Action)

Read the following:

About 5 days into your journey, the ship's communication pannel pings with a contact. "Unregisterd vessel," says a heavily accented

belter voice. "You be in violation of *Crimson Stars* place, kennst? Turn about-face pow or be destroyed."

Sensors show a frigate class ship has closed to about 4000 meters and is targeting your ship.

The **Crimson Stars** frigate **Scarlett** (profile on page 10) will not be persuaded and, unless the crew's ship immediately turns round, will attack.

Ship combat rules are found on page 130 of The Expanse Roleplaying Game (ERB). The **Scarlett**, starts at **Medium range**, and uses torpedoes to carry out **Targetted Attacks** (see ERB page 133), targetting the ship's maneuverability. The **Scarlett** breaks off its attack if it takes more than **4 normal losses** to the ship, **one major loss** or if the combat exceeds 10 rounds.

If the crew's ship is crippled or destroyed, jump to **Scene 9 - Waking Up With Her**. This will allow the adventure to continue, though some of the plot may need to be back-filled. **Thaddeus** the barman should be confronting **Administrator Minola** as the crew escape in **Scene 11 - Escape**. In order to allow their escape from the station, the **Scarlett** will still be docked at **Wayton 216**.

If the crew manages to defeat the **Scarlett**, or the pirates break off their attack, proceed to Scene 3 – Wayton 216 Docks.

Scene 3 - Wayton 216 Docks (Social)

Read the following:

The rest of your journey is uneventful and you reach Wayton 216. Perched on large asteroid is a small, slightly old fashioned looking space station, dating back the earliest colonisation of the Belt. *"This is Wayton 216 Docking control, state your business."*

The docking chief accepts your explanation with little comment and directs you to one of the two docking berths on the station. As you make your way through the airlocks and onto the station, you are met by a tall, slender dark-skinned belter woman with **Dock Chief McTavish** on the right breast of her overalls.

The docking area is basic, with one beaten up looking mech, equipped for spaceship repair and some old fashioned but well maintained mining equipment strapped to a bulkhead. The dock chief's offices seem to have some secondary rooms attached, some of which have been retrofitted as jail cells. It seems that the deck chief is also in charge of station security. A rifle can be seen mounted on the wall by her desk.

Dock Chief Nina McTavish greets you, *"Welcome, friend, to our little corner of the Belt"*. She lifts up both her fists in a sign of friendly greeting.

Chief McTavish will deny any knowledge **Rachel Debrowksi** and, if pressed, will simply say *"That is probably a matter for Administrator Minola friend."* Proceed to Scene 4 – Exploring The Station.

Scene 4 - Exploring the Station (Social)

Wayton Station is a small station with a population of around 50. Everywhere the crew go will be evidence that the business of the station is open-cast mining of the asteroid.

Potential locations for encounters including:

- **The Administration Block** – See Scene 5 - Meeting Minola.
- **Thaddeus' Bar** – See Scene 6 - Thaddeus The Barman.
- **Mess Hall** – As the crew arrive there is a meal being served. While no one is rude, and anyone the crew speak to will call them "friend", none of the station's occupants will acknowledge knowing Rachel Dabrowski.



A **TN 11 Perception (Empathy)** or **Perception (Intuition)** test will reveal that they are not telling the truth but are deeply afraid.

Any attempt to isolate one person and intimidate, cajole or persuade any individual, using an ability such as **Communication (Persuasion)** or **Strength (Intimidation)** test **TN 13**, will result in them breaking down in tears and saying *"I can't. You'll have to speak to Administrator Minola."* They will not give anything away and will look to escape as soon as possible.

- **General Store** - The general store is a converted accommodation hole. While everything is kept very tidy, the place is a jumble of a wide range of goods from the practical (space suit repair supplies, filters, seals, tools and the like) to the more frivolous luxuries that make life on a space station bearable (such as freeze dried coffees, teas, sweet foods and dried fruits). The general store manager, a middle aged pale skinned belter with thin lips and a prominent nose, introduces himself as **Colin Xai**.

Colin will also call the crew 'friends'. He will deny all knowledge of **Rachel Dabrowski**. He will also act entirely unaware of anything strange going on on the station. A **TN 13 Perception (Intuition)** test reveals that **Colin** is lying. A **TN 11 Perception (Empathy)** test will show that **Colin** is not frightened (he

was one of the first to adjust comfortably to the new order of life on **Wayton 216**).

If the crew pressure, threaten or push **Colin** he will simply refer them to **Administrator Minola**.

- Accommodation – There are about 40 holes on **Wayton 216**. No one will answer their door. The crew can attempt to gain access to any of the holes with a **TN 11 Intelligence (Technology) test** but will either find they are interrupting an, understandably, hostile belter who is trying to sleep or an unremarkable empty belter's hole.

The crew will be permitted to move about the station freely without any issue. However, if they cause trouble or commit any crimes, a group of four dockhands will come in an attempt to restrain them (see **Scene 7 – Bar Fight**). If the PCs are defeated, proceed to **Scene 9 – Waking Up With Her**.

Once the exploration of the station has run it's course, a terminal will flash with a nearfield message asking the crew to meet at **Thaddeus' Bar**. Proceed to **Scene 6 – Thaddeus The Barman**.

Scene 5 – Meeting Minola (Social)

Read the following:

*The administrator of **Wayton 216** is a small man in a cheap looking and well worn suit. His office is in the sort of chaos an untidy man would describe as 'a system'. There are data pads, notebooks and spare parts strewn across the office. A small brass plaque on the man's desk reads **Administrator Sandeep Minola** in stenciled letters.*

"Welcome to our little paradise friends. It's a small speck of comfort in an otherwise uncaring universe. We are a small close-knit community but we always welcome new folk. What can we do for you?"

A **TN 15 Perception (Intuition) test** will show that **Administrator Minola** is lying. The Administrator will, however, just deny it. If the crew cause any trouble, **Dock Chief McTavish** and 1 deckhand per crew member will turn up to forcefully remove them (see **Scene 7 – Bar Fight** for NPC stats).

If the crew are killed or knocked unconscious by this fight, proceed to **Scene 9 – Waking Up With Her**.

Should the crew kill or incapacitate the deckhands read the following:

Administrator Minola looks up from behind his desk, where he has been hiding. "Very well, I can see that you are very determined people. Follow me and I believe all of your questions will be answered." He sighs and opens a door. "This way." Refusing to answer any further questions, **Administrator Minola** leads the party through a series of corridors in the administration complex.

Proceed to **Scene 8 - Meeting the Angel**.

Scene 6 – Thaddeus the Barman (Social)

Read the following:

Thaddeus' bar is a typical space station bar. However, while almost everything in the place including the bar itself, tables, chairs, juke-box and gaming tables is on the edge of being worn out, the place is spotlessly clean. The tall, dark-skinned belter barman is waiting behind the bar, polishing a glass. **Thaddeus N'kolo** has a mass of black curly hair but is going slightly grey at the temples. "Were you followed?" he asks as he makes his way to the doorway, and looks both ways before closing the door. "You came looking for **Rachel Dabrowski**?"

"If you check with Administrator Minola you will find out she left on the last transport. But she didn't. She was taken into the Administration block and they didn't come out."

"This used to be a nice little colony. We mine Diamonds, did you know that? We mine diamonds and make enough money to live a quiet little life out here safe from everything going on out there. But that all changed six months ago. Minola's daughter found something that had landed on the outer surface. It changed her. Minola and his cronies lost their minds and decided she had become an angel and that we had to feed her. Trouble is, what we have to feed the angel is people."

"It's a dangerous part of space and ships go missing out there all the time. But the money we pay for supplies is good. So they keep coming. Only sometimes they don't go missing out there, they go missing when they get here. But it can be a long time between supply ships. And the angel

has to eat.”

“Your friend was chosen because they weren’t enthusiastic enough in worship. Fear and doubt are a sin you see...”

Proceed to Scene 7 - Bar Fight.

Scene 7 - Bar Fight (Combat)

One Deck Chief, plus 1 deckhand per crew member (NPC profiles on page 11).

If the deckhands manage to overcome the crew, proceed to **Scene 9 - Waking Up With Her**.

If the crew are able to kill or incapacitate the deckhands read the following:

Thaddeus moves quickly to hide the bodies of the deckhands, pausing only to offer you **N’kolo’s** rifle. *“Well that has definitely done it. You have to kill it. Get to the Administration block, it’s somewhere in there que si. You need to kill it and then get the few of us who haven’t gone mad off this pinché seteshang and away from this jiral. Kennst?”*

The barman leads you to the administration block and, pointing to the door, says *“The bosslet is in there. You get passed it and find the angel. I’ll gather who I can and meet you by the ido. Gúegow?”* He makes an obscene gesture at the administration block and turns to run.

Administrator Minola is waiting for you when you make it into his office. He looks up from his paperwork. *“I see bossman N’kolo was not able to persuade you to see reason. I can see that you are very determined people. Follow me and I believe all of your questions will be answered.”* He sighs and opens a door. *“This way.”* Refusing to answer any further questions, Administrator Minola leads you through a series of corridors in the administration complex.

Then proceed to Scene 8 - Meeting the Angel.

Scene 8 - Meeting the Angel (Social)

Eventually **Administrator Minola** opens a heavy door to a darkened room. There is a strange blue glow inside. As you step inside the administrator calls out: *“My love, my angel, there are some people who need to meet you.”* Suddenly he pushes a button on the wall and duck under a rapidly closing door.

Administrator Minola makes a **TN 11 (+2) Dexterity (Acrobatics)** test to try and escape before the door closes.

If **Minola** fails, read the following:

The door closes before **Minola** manages to escape. For a moment he paws helplessly at the door. Before turning towards the centre of the room. *“My angel, my darling daughter, I wasn’t ready. I would have come to you. I would have. You have to believe me.”*

Clambering over a sofa, in what was clearly some sort of lounge, is a figure that is the source of the eerie light. The creature looks like it may have once been a young woman but is now something else entirely. The creature’s skin is flat black, covered in armoured scales with glowing blue veins and glowing blue eyes. The creature lets out a rasping hiss before leaping at **Administrator Minola** and tearing into the screaming man’s neck.

If **Minola** succeeds read the following:

With lightning fast movement, **Minola** dives under the door before it seals shut. *“My angel, my darling daughter,”* comes a voice over the intercom, *“I have something for you.”*

Clambering over a sofa, in what was clearly some sort of lounge, is a figure that is the source of the eerie light. The creature looks like it may have once been a young woman but is now something else entirely. The creature’s skin is flat black, covered in armoured scales with glowing blue veins and glowing blue eyes. The creature lets out a rasping hiss before leaping at you.

Proceed to Scene 10 - Minola’s Angel.



Scene 9 - Waking up with Her (Social)

The crew awake in a strange room. They can feel the gravity of a small space station. The room is dark except for a strange blue glow that no one can quite see where it is coming from. Each of the crew recover 10+ their level of Fortune.

If the crew have already met **Administrator Minola** they will recognise his voice, if not then an unknown voice can be heard saying:

"My angel, my darling daughter," comes a voice over the intercom, "I have something for you."

Clambering over a sofa, in what was clearly some sort of lounge, is a figure that is the source of the eerie light. The creature looks like it may have once been a young woman but is now something else entirely. The creature's skin is flat black, covered in armoured scales with glowing blue veins and glowing blue eyes. The creature lets out a rasping hiss before leaping at you.

There is just enough light for you to see that the access panels have been destroyed. You see your weapons are in a pile in the corner of the room.

Proceed to Scene 10 - Minola's Angel.

Scene 10 - Minola's Angel (Combat)

Roll for initiative.

NPC profile on page 11.

Scene 11 - Escape (Social)

If the PCs survive. They will be met by **Thaddeus** opening the door.

"Bist bien? We got to go. I've gathered a few friends who would not follow the bosslet at the ido. Nichts left for us here." The barman leads you through the administration block and out through **Administrator Minola's** office.

If he is still alive, the crew may choose to deal with **Administrator Minola** however they see fit. They will encounter no resistance on the way to docks but, unless she has already been killed, **Dock Chief McTavish** is waiting at the docking bay. She is **Hostile** but if the administrator is dead (on the way in or out of the room), then when she finds out she will move to **Standoffish**.

The Dock Chief may either be attacked, persuaded

or threatened into releasing the crew's ship, which now carries an extra complement of 10 escapees from **Wayton 216**, including **Thaddeus N'kolo**.

If this adventure makes up part of a long running campaign, **Thaddeus** will get a job as a bartender on **Tycho** (or other campaign-relevant space station) and can be considered a friendly contact.

HANDOUTS AND NPCs

...incoming message...
...message received...
...displaying message...

Dear Friend,

I'm sorry.

I'm sorry I have been such a bad friend. I'm sorry I took off for the black like I did. I was promised work, money, security and the quiet comfort of a new family. I never was good at family.

But now... now I find they were each lies. This place is not safe. I'm sorry your bad friend reaches out like this when you don't owe her anything but I need a way off this awful place and you are the only one I could turn to.

I'll play the happy citizen as long as I can but if you don't come and get me, I don't know how much longer I can. Even if you come, I don't know if they will let me leave.

Your bad friend,

Rachel Dabrowski

...attachment_coordw216_file_type...
...download attachment (Y/N)...

HANDOUT 1

SHIPS FOR SCENE 2

SCARLETT

FACTION

Crimson Stars

CATEGORY

Large

DRIVES

Epstein, Thrusters

LENGTH

45m

CREW (MINIMUM)

4

HULL

2d6

CREW (STANDARD)

16

SENSORS

4

COMPETENCE

See crew

FAVORED RANGE

Medium

Armaments

WEAPON TYPE

RANGE

DAMAGE

ARC

Torpedo Tubes (2)Long4d62 Fore

Point Defense NetworkClose2d6Full Coverage

Favored command stunts

Guidance (1+ SP), On-Target (2+ SP).

Qualities

Advanced Sensor Package.

Flaws

Bad Juice, Faulty Systems (Point Defense Network).

Scarlett

CREW

Use the Pirate profile on page 212 for pirate crew.

CREW ROLE

CREW ABILITY AND TEST TN

CommanderCommunication (Leadership) +0 - TN 11

PilotDexterity (Piloting) +4 - (Opposed test)

WeaponsAutomatic; or Targeted Attack

Electronic WarfareIntelligence (Technology) +0+4: TN 11

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

SUGGESTED PLAYER SHIP FOR A ONE-SHOT GAME:

Oban

FACTION

Independent

CATEGORY

Large

DRIVES

Epstein, Thrusters

LENGTH

50m

CREW (MINIMUM)

4

HULL

2d6+1

CREW (STANDARD)

16

SENSORS

2

COMPETENCE

PCs

FAVORED RANGE

Close

Armaments

WEAPON TYPE

RANGE

DAMAGE

ARC

Point Defense NetworkClose2d6Full Coverage

Favored command stunts

Blinking Maneuvers (1+ SP), Guidance (1+ SP), Tactics (2+ SP).

Qualities

Hull Plating.

Flaws

None.

Oban

CREW

Use the PCs abilities and focuses.

CREW ROLE

CREW ABILITY AND TEST TN

CommanderCommunication (Leadership): TN 11

PilotDexterity (Piloting): Opposed test

WeaponsAutomatic; or Targeted Attack

Electronic WarfareIntelligence (Technology) + 2: TN 11

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

NPCs FOR SCENE 7

NINA MCTAVISH (DOCK CHIEF)

ABILITIES (FOCUSES)

ACCURACY 2 (Rifles), COMMUNICATION 1 (Deception), CONSTITUTION 1 (TOLERANCE), DEXTERITY 0 (Initiative), FIGHTING 1 (Light Weapons), INTELLIGENCE 1 (Security), PERCEPTION 1, STRENGTH 2 (Intimidation), WILLPOWER 1

SPEED	FORTUNE	DEFENSE	AR + TOU
10	15	13	3

WEAPON	ATTACK ROLL	DAMAGE
KNIFE	+3	1D6+2
RIFLE	+4	3D6+1

SPECIAL FEATURES

FAVORED STUNTS: Adrenaline Rush, Take Cover, Taunt

TALENTS: Inspire (expert), Misdirection (novice)

EQUIPMENT: Rifle, knife, one grenade, light body armor.

THREAT: MINOR

DECK HAND

ABILITIES (FOCUSES)

ACCURACY 2 (Pistols), COMMUNICATION -1, CONSTITUTION 1 (TOLERANCE), DEXTERITY 1 (Initiative), FIGHTING 2 (Light Weapons), INTELLIGENCE -1, PERCEPTION 1 (Seeing), STRENGTH 2 (Intimidation), WILLPOWER 0

SPEED	FORTUNE	DEFENSE	AR + TOU
11	5	11	2

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

SPECIAL FEATURES

FAVORED STUNTS: Double Team, Injure, Vicious Blow

TALENTS: Tactival Awareness (novice), Pistol Style (novice)

EQUIPMENT: Pistol, knife, heavy jacket.

THREAT: MINOR

NPC FOR SCENE 10

THE ANGEL

PROTOMOLECULE CREATURE

ABILITIES (FOCUSES)

ACCURACY 2, COMMUNICATION -2, CONSTITUTION 5 (TOLERANCE), DEXTERITY 3 (Initiative), FIGHTING 5 (Light Weapons), INTELLIGENCE 1, PERCEPTION 4, STRENGTH 4 (Intimidation), WILLPOWER 4

SPEED	FORTUNE	DEFENSE	AR + TOU
10	25	13	4

WEAPON	ATTACK ROLL	DAMAGE
CLAWS	+5	1D6+4

SPECIAL FEATURES

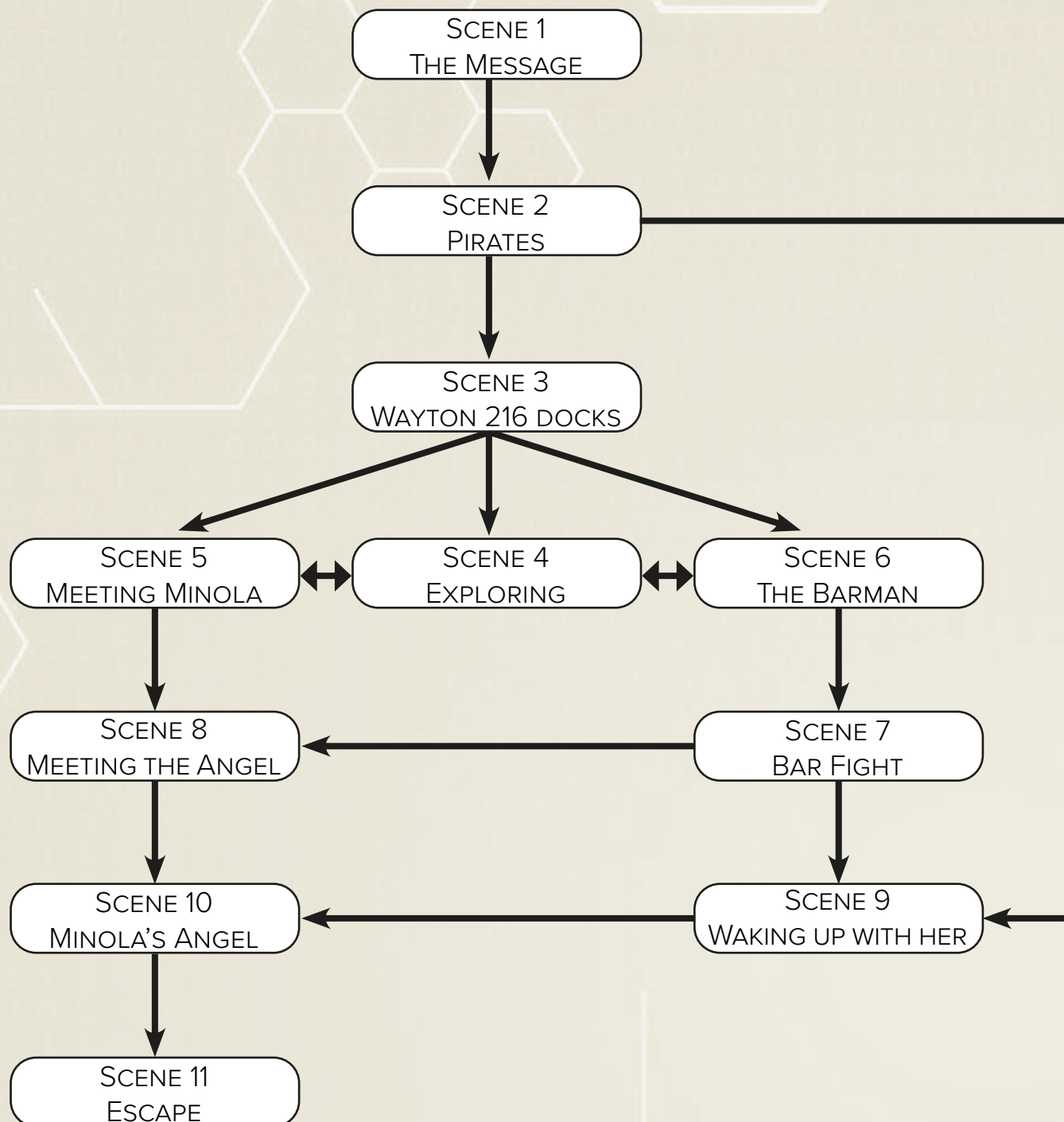
FAVORED STUNTS: Adrenaline Rush, Knock Prone, Vicious Blow

TALENTS: Grappling Style (novice)

REGENERATION: The Angel recovers from damage. At the start of its turn, roll for stunt points and can remove an Injured condition (2SP), Wounded condition (4SP), or Fortune equal to number of SP. The Angel cannot regenerate on the round after taking any burning damage (acid, fire, or similar).

THREAT: MODERATE

ADVENTURE FLOWCHART





BANG BANG BOSMANG

Running Bang Bang Bosmang

This adventure is designed to be a sequel to *The Ganymede Insurance Job*. The GM may need to adapt the interrogation scene depending on how *The Ganymede Insurance Job* played out. The impending threat of Pinkwater might easily be replaced with the **Loca Griega** or removed entirely if the crew managed not to upset either organisation.

The opening of the adventure assumes that the crew are based on **Tycho**. A GM of a group based elsewhere might need to do some work to bring the crew to **Tycho** either before or after their arrest by OPA authorities.

The text of the interrogation scene has been written assuming a crew made up of the pre-

gens Izzy Moon, Chao Sokolov and Casey Khatari. A GM should replace this with the most suspicious interpretation of their own characters' backgrounds.

Bang Bang Bosmang is intended to be set two weeks after the events of *The Ganymede Insurance Job* and the timelines may need adjusting to fit your own campaign.

Theme

Bang Bang Bosmang is an adventure that highlights the disparity between extremes of the OPA. On one wing is **Fred Johnson**, who is committed to peace and to establishing a legitimate independent **Outer Planets Alliance** and on the other wing are extremists committed to violence as a method of direct action.

Scene 1 - Arrests (Social)

The GM should establish what each of the crew might be up to on their downtime. There should then follow a brief scene where each crew member is arrested by OPA officials and escorted to a holding cell.

Scene 2 - Not Guilty (Social)

The crew have been moved into an interrogation room together.

You find yourselves together in an interrogation room in the OPA security section. You are handcuffed to a steel table welded to the floor. On the wall is a large display screen and the wall in front of you has a large mirror you suspect may conceal a viewing room.

The woman in front of you is **Captain Traynor**. Her height and build give her away as Earth born but she has a large **OPA** split circle tattoo on her arm. Her bearing and the way she wears her uniform gives her away as having a military background, perhaps she served under **Fred Johnson** and defected with him.

"You are the crew of the [INSERT SHIP NAME HERE], is that right?"

"I'm Captain Traynor, OPA law enforcement. I'm here to get you to answer some questions."

Captain Traynor opens a thick manilla folder on the table in front of you with one hand. She holds a personal terminal in the other.

"Izzy Moon"

"Tech whizz and hacker with a background in organised crime?"

"Chao Zhang Sokolov?"

"Born on Ganymede, OPA extremist sympathies, security expert, all correct?"

"Casey Khatari?"

"Ex Martian military, dishonorably discharged and now freelance security? I'm particularly interested in what you have to say for yourself."

"Tell me about your business on Ganymede [TWO WEEKS AGO]."

Captain Nephele Traynor believes that the events of the *Ganymede Insurance Job* are linked to the escape of a known Martian reunification sympathist bomb maker, **Irwin Ling**. Her **attitude** at the start of the scene is **Hostile** and should be moved to at least **Open** before she will recommend that the crew are recruited for the investigation.

Each attempt to plead their case is a **TN 9 Communication (Variable Focus)** test.

"And that was all? Just the livestock smuggling and the kidnapping? Oh and getting onto Pinkwater's 'Wanted' list." The interrogator pulls up wanted posters for each of the crew from **Pinkwater**.

"You're going to have to give us something a great deal more useful than these lies and denials if I'm to recommend not just transferring you to Pinkwater on Ganymede and being done with you. It never hurts to have Ganymede owe me a favour or two."

"You you don't know anything about this gentleman?" Another face flashed up on the screen. Short for a belter, you guess that this middle-aged man was born somewhere down the gravity well. He is missing an eye and has some scarring to the face. "Well?"

"Ok, I'll humour you. This is Irwin Ling, a Martian born re-unification sympathiser and, of more particular interest to everyone in this room, a bomb maker. Jog any memories before this gets any worse for you?"

"Very well, it just happens that at the same time you are kidnapping Katirci, and drawing the attention of Pinkwater Security, Ling escapes from Ganymede's maximum security prison and somehow gets off Ganymede in the middle of tight security during a Martian naval exercise right outside the station?"

"And I suppose it is a further unlikely coincidence that Ling has been seen on Tycho not far from each of your holes?"

"So none of this has anything to do with the theft of a large consignment of CED explosive charges from OPA central stores on Ceres a month or so ago?"

"Come on, we aren't fools and Ling can't hide forever. You think scum like that is going to stick to his convictions instead of giving you up when we do catch him? Did you know he gave us his crew last time in exchange for a reduced sentence. I see that you didn't."

"So there's nothing more you have to say for yourselves?"

Once the Captain's attitude has been moved to Open, she has become convinced that the crew have nothing to do with whatever is going on. She will leave saying:

"Well, I think that answers all my questions for now. I will need to speak to my superiors before we can process you for release."

If Captain Traynor remains Neutral or worse in attitude to the crew she will leave with less friendly words and remain sceptical about the crew's involvement in the investigation.

"Well, we're clearly not getting anywhere with this. I will need to speak to my superiors before we can process you for release. But don't think that we're done with you."



Leave the crew in the room for a minute. Leaving players with no GM input to fill the silence can allow them to explore or express their characters.

When Captain Traynor returns she has a tray of plastic cups. You can smell the heady aroma of freshly brewed coffee, a rare treat this far out from civilisation. "Right, let's get you out of those cuffs. I can only apologise for the interrogation but all these pieces are starting to look like some OPA extremists are planning something big and your associations, seemed like just one coincidence too many."

The OPA officer releases your wrists. "Your problems with Pinkwater are your own but we heard about what you did for the Leoungs, that was righteous."

"However, after what you did on Ganymede you might just be the people we need. Springing Katirci from under the noses of the Loca Greiga AND Pinkwater, that took precision, creativity and above all guts.

Something bad is going down and we believe OPA extremists are behind it. In the next few days we have a summit with Mars and it is a real opportunity not just to resolve the Ganymede question but to start to show the Outer Planets Alliance as a legitimate government that the Earthers will have to recognise. Not every belter agrees and some folks want to take more direct action against the Dusters.

The Colonel doesn't know who he can and can't trust within the OPA, so he'd like to hire you. Will you help us?"

Captain Traynor says she is authorised to offer enough money to increase each character's Income score by +1.

Scene 3 - Leads (Social)

If the crew accept the job, Captain Traynor will lay out the leads they have so far:

1. The Controlled Explosive Demolition charges, or CED were stolen from Ceres a month ago. If the CED charges are to be used in the attack, they must be on the station somewhere. There aren't that many places large enough to store that bulk of material.

If the crew decide to follow this up, proceed to Scene 5 - Dangerous Storage

2. Fred Johnson's intelligence is that Irwin Ling has been seen around **G section**. Maybe he has a hole near there.

If the crew want to investigate Irwin Ling's whereabouts, proceed to Scene 6 – Ling's Hole.

3. There must be someone supplying information about the location of the summit. Fred Johnson has kept that information very secret. Even Captain Traynor doesn't know the details so, if there is a leak, it is likely to be on the Martian side. A few MCRN troops hang around at some of the seedier bars in the entertainment areas.

If the crew wish to try and find the Martian leak, proceed to Scene 7 – The Dragonfly

If the crew's investigation stalls to the point where they are making no progress, proceed to Scene 4 – Thaddeus Calling.

Scene 4 - Thaddeus Calling (Social)

This scene is intended as a safety net to get the crew's investigation back on track after it has stalled. Essentially it points the crew towards the correct bar to follow up the leak within the MCRN.

If the crew have not met Thaddeus N'Kolo (particularly if you have not run *The Angel Of Wayton 216*) and have no similar contact who works in a bar, the tip can come from Captain Traynor.

Choose one of the player characters and have their hand terminal ring.

"It's Thaddeus. There's something very strange going on down here in the Dragonfly. There's a duster naval officer meeting with some very shady looking folks with OPA tattoos. Seems like the sort of thing you might have been interested in."

"Wait, the shady folks are leaving, but the Martian has started to order a lot of drinks."

Proceed to Scene 7 – The Dragonfly.

Scene 5 - Dangerous Storage (Action)

A TN 13 Communication (Investigation) or Intelligence (Research) test will reveal that an anonymous client started to rent a storage area in section 25B. The timeline roughly lines up with with date the explosives would have arrived on Tycho.

A result of TN 15 will reveal that the lease is due to expire today and was accessed very recently. The registered user has a hole in **G Section** of the habitat ring (which will turn out to be Ling's hole. If the crew decided to follow this up, proceed to Scene 6 – Ling's Hole).

The storage areas are essentially a long series of sealed rooms with sliding doors and electronic access panels. 25B is locked, so the crew can only access it by bribing someone in the dockyard shipping office - a TN 11 Communication (Bargaining) test, followed by a TN 10 Income test - or trying to override the lock, a TN 12 Intelligence (Security or Technology) test.

Once inside the storage area all that the crew find is a shipping container with a number of empty pallets inside.

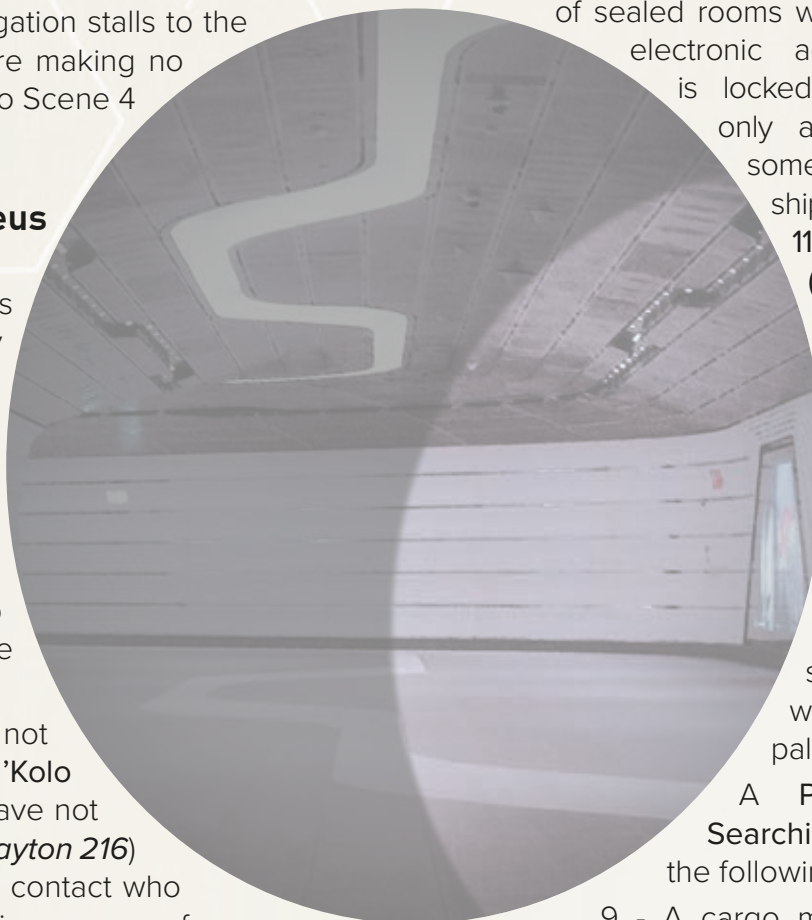
A Perception (Seeing/ Searching) test will reveal the following:

9 - A cargo manifest printout that shows this container being delivered to Ceres and a security tag for a spaceship repair facility in docking section C-08.

11 - A small number of plastic discs or caps - A TN 9 Intelligence (Demolitions) test will confirm that these are the plastic caps used on CED charges.

13 - Two small primer CED charges, enough to cause a reasonably large explosion.

A member of the OPA terrorist cell has left a program in the dockyard computer linked to 25B's access pad. A minute after anyone enters, the door closes and locks, scrambling the access code and the station's environmental system begins to vent the air from the room. Once the



trap activates, the storage area's air pumps begin extracting the air, which will take 5 minutes.

The crew make a **TN 9 Perception (Hearing)** test to notice the sound of the air venting immediately and then every 30 seconds thereafter until they succeed. After 2 failed tests it will be clear to everyone that the air has become thinner and that it is harder to breathe.

After 5 minutes, there will be no air in the storage container. The crew can each hold their breath for a number of rounds (1 round being 15 seconds) equal to twice their Constitution score. Once unable to hold their breath, the crew must make a **TN 9 Constitution (Stamina)** test each round, with the TN increasing by +1 per round, to continue holding their breath. Failing the test means the character is unconscious and cannot be revived.

The crew's escape depends on disabling the trap and opening the door, which will also stop the evacuation of the room. This is an advanced test, a **TN 12 Intelligence (Engineering or Technology)** test, with a success threshold of 10. Each test takes a minute's time, so the crew has time for five tests before the air completely evacuates from the room if they notice the danger immediately.

The walls and door of the storage space are very tough and the crew are not going to be able to force their way out. The only other means of escape would be using the two small CED charges (if the crews spotted them). This would require a **TN 13 Intelligence (Demolitions)** test to accomplish.

If the crew are unable to escape they all fall unconscious and will wake up later, proceed to Scene 10 - Waking Up On The Saucy Sally

If the crew escape by explosion (or the GM feels like it is time for some combat), they will alert the OPA terrorise guards who have been tasked to watch the storage space Proceed to Scene 8 – Ambush

If the crew manage to escape without creating any further noise, the GM should allow them to proceed with their investigation (Scene's 6 – Ling's Hole or 7 – The Dragonfly).

Scene 6 - Ling's Hole (Social)

Asking round G Section in the habitat ring with a **TN 12 Communication (Investigation)** test or using some light hacking of the G Section

accommodation records, a **TN 12 Intelligence (Security)** test, will reveal that Mr I Ling is renting a hole in the habitat ring and provide an address. When the crew investigate they may perceive the hole is being watched by thugs using a **TN 15 Perception (Intuition)** test.

If the crew break in, requiring a **TN 9 Intelligence (Technology)** test, they will find the hole empty. They will find nothing to indicate where Ling is, except a conspicuous absence of any evidence he was here (no data footprint or possessions). The crew will be ambushed as they leave. Proceed to Scene 8 – Ambush.

Scene 7 - The Dragonfly (Social)

Asking around the entertainment areas with a **TN 11 Communication (Investigation)** test or a **TN 11 Perception (Seeing/Searching/Intuition)** test will lead the crew to The Dragonfly, a seedy bar with MCRN sailors in it, they will find Thaddeus N'Kolo is working there.

The Dragonfly is a particularly seedy bar in Tycho's entertainment area that has garnered a positive reputation with Martian servicemen. There are a number of MCRN sailors drinking heavily. A number of them have found local companions to share their drinks.

Thaddeus N'Kolo sees you as you enter the bar and waves you over. *"How are we friends? Something tells me you are looking for that man."* Thaddeus points out a very drunk MCRN officer who is spending money liberally.

This Martian officer, Ensign Guptil Stambaugh of the MCRN *Marineris* will, with a **TN 11 Communication (Persuasion)** test or similar, confess to selling the itinerary of the MCRN diplomatic frigate to some people claiming to be journalists for a tidy sum. He met them at the docks not far from a docking bay 17L.

While the crew are still in the bar the, crew of an ice hauler arrive announcing drinks for everyone. They have just sold their piece of junk ice-hauler for an overinflated price. It seem that they have just docked their ship, the *Saucy Sally*, at docking bay 17L.

Once the crew leave the bar, proceed to Scene 8 – Ambush unless they have already met these particular thugs. If they have, then they should have enough information to proceed to Scene 9 – Sally's Berth.

Scene 8 - Ambush (Action)

The crew find themselves in a quiet corridor away from any main thoroughfare.

A muscular looking belter with a rough looking OPA tattoo at the base of his neck is standing in your way.

"It seems you coyo been poking your nose where it isn't wanted. Got to deal with us now."

Behind you you see three more beltters. They are each armed.

NPC profiles on page 20.

If the crew are defeated, proceed to Scene 10 - Waking Up On The Saucy Sally.

If the crew are able to overcome the thugs, a search of their bodies will reveal a pass-card for docking berth 17L. Proceed to Scene 9 – Sally's Berth

Scene 9 - Sally's Berth (Infiltration)

The crew make their way to docking bay 17L.

Docking bay 17L is in a very quiet section of Tycho's lower docking area. There are a number of crates strewn loosely about the open area. Underneath the stencilled "17L" is a repair and refuelling station for a very ropey looking ice-hauler called the *Saucy Sally*. This station is covered with a thick steel mesh with one doorway. Stood by this doorway are two belter deck hands standing guard each with handguns. Behind the mesh you can see two more beltters watching a screen.

NPC profiles on page 20.

The crew may attempt to sneak past the guards and onto the *Saucy Sally*. This is an advanced **Dexterity (Stealth)** test against the guard's **Perception (Seeing)** score. The success threshold is 15.

Alternatively the crew may attempt to bluff (they will need to shift the guards from **Hostile** to **Friendly** to gain access to the ship) or fight their way onboard.

If the crew are able to sneak or talk their way past the guards or are able to defeat them, proceed to Scene 11 – Diffusing The Situation.

If the crew are defeated, proceed to Scene 10 – Waking Up On The Saucy Sally.

Scene 10 - Waking up on Sally (Narrative)

The crew should each recover 1D6 + Constitution + Level of Fortune (as per a standard post-encounter breather).

As you come round you find yourself onboard a poorly maintained spaceship. You are a cargo hold. You have been restrained but are able to remove them without great difficulty. It seems when you were rendered unconscious, the OPA extremists have just dumped you onboard a ship.

Proceed to Scene 11 – Diffusing The Situation.

Scene 11 - Defusing the Situation (Action)

As soon as the the crew make it onto the *Saucy Sally*, the airlock will close behind them and lock. The ship has been programmed to launch, follow a preset path, lock onto the MCRN *Marineris*, crash into it and detonate the large bomb onboard. The crew must prevent this from happening and dissuade the *Marineris* and Tycho's own protective ships from destroying the *Saucy Sally* while they are onboard.

A **TN 9 Perception (Hearing)** test will tell the crew that the *Saucy Sally*'s manoeuvring thrusters have fired and the ship is underway. As soon as the crew explore the *Saucy Sally* they will find a large number of storage boxes connected by wires. A **TN 11 Intelligence (Demolitions)** test will reveal that this is the stolen shipment of CED assembled into a bomb.

Diffusing the bomb is an advanced **TN 13 Intelligence (Demolitions)** test with a success threshold of 20.

The ship's navigation system has been programmed to crash into the MCRN *Marineris* and requires an advanced **TN 10 Intelligence (Technology)** test success threshold 25 to overcome the programming.

As soon as the crew begin to attempt to diffuse the bomb and overcome the programmed navigation system, the MCRN *Marineris* will contact the *Saucy Sally* threatening to fire upon her unless she changes course. This will require a series of **TN 13 Communication (Persuasion)** tests. The Martian ship will fire a torpedo after 3 failed attempts (the *Saucy Sally*'s automatic systems will defend themselves, see ship profile on page 21).

After five rounds, two OPA gunships (ship profile on page 21) will also begin to close in on the

Saucy Sally in an attempt to prevent it from colliding with the **Marineris**. The OPA ships will also require a **TN 13 Communication (Persuasion)** test to prevent them from closing (three further rounds) and firing.

All ship engagements can be considered Close Range.

These **Communication (Persuasion)** tests will drop to **TN 11** once either the bomb or the autopilot is overcome and then **TN9** once both advanced tests are completed.

As soon as the bomb is diffused and the ship is under pilot control, the OPA gunships will dock with the **Saucy Sally** and OPA crews will take over the ship.

Scene 12 - Reward (Narrative)

*You find yourselves back in the interrogation room with **Captain Traynor**. She once again is handing freshly brewed coffees to each of you. "I cannot thank you enough. You cut it fine but without your intervention the dusters would likely have seen an attack on their diplomatic cruiser an act of war."*

The captain will pay each of the crew members on the understanding that the events are kept secret. **Captain Traynor** within the Tycho command structure may be added as a friendly contact.

HANDOUTS AND NPCs

NPCs FOR SCENE 8

OPA GANG LEADER

ABILITIES (FOCUSES)

ACCURACY 2 (Rifles), COMMUNICATION 1 (Deception), CONSTITUTION 1 (TOLERANCE), DEXTERITY 0 (Initiative), FIGHTING 1 (Light Weapons), INTELLIGENCE 1 (Security), PERCEPTION 1, STRENGTH 2 (Intimidation), WILLPOWER 1

SPEED	FORTUNE	DEFENSE	AR + TOU
10	15	13	3

WEAPON	ATTACK ROLL	DAMAGE
KNIFE	+3	1D6+2
RIFLE	+4	3D6+1

SPECIAL FEATURES

FAVORED STUNTS: Adrenaline Rush, Take Cover, Taunt

TALENTS: Inspire (expert), Misdirection (novice)

EQUIPMENT: Rifle, knife, one grenade, light body armor.

THREAT: MINOR

OPA THUGS

ABILITIES (FOCUSES)

ACCURACY 2 (Pistols), COMMUNICATION -1, CONSTITUTION 1 (TOLERANCE), DEXTERITY 1 (Initiative), FIGHTING 2 (Light Weapons), INTELLIGENCE -1, PERCEPTION 1 (Seeing), STRENGTH 2 (Intimidation), WILLPOWER 0

SPEED	FORTUNE	DEFENSE	AR + TOU
11	5	11	2

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

SPECIAL FEATURES

FAVORED STUNTS: Double Team, Injure, Vicious Blow

TALENTS: Tactival Awareness (novice), Pistol Style (novice)

EQUIPMENT: Pistol, knife, heavy jacket.

THREAT: MINOR

NPCs FOR SCENE 9

OPA GANG LEADER

ABILITIES (FOCUSES)

ACCURACY 2 (Pistols), COMMUNICATION 1 (Deception), CONSTITUTION 1 (TOLERANCE), DEXTERITY 0 (Initiative), FIGHTING 1 (Light Weapons), INTELLIGENCE 1 (Security), PERCEPTION 1, STRENGTH 2 (Intimidation), WILLPOWER 1

SPEED	FORTUNE	DEFENSE	AR + TOU
10	15	13	3

WEAPON	ATTACK ROLL	DAMAGE
KNIFE	+3	1D6+2
PISTOL	+4	2D6+1

SPECIAL FEATURES

FAVORED STUNTS: Adrenaline Rush, Take Cover, Taunt

TALENTS: Inspire (expert), Misdirection (novice)

EQUIPMENT: Pistol, knife, one grenade, light body armor.

THREAT: MINOR

DECK HAND

ABILITIES (FOCUSES)

ACCURACY 2 (Pistols), COMMUNICATION -1, CONSTITUTION 1 (TOLERANCE), DEXTERITY 1 (Initiative), FIGHTING 2 (Light Weapons), INTELLIGENCE -1, PERCEPTION 1 (Seeing), STRENGTH 2 (Intimidation), WILLPOWER 0

SPEED	FORTUNE	DEFENSE	AR + TOU
11	5	11	2

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

SPECIAL FEATURES

FAVORED STUNTS: Double Team, Injure, Vicious Blow

TALENTS: Tactival Awareness (novice), Pistol Style (novice)

EQUIPMENT: Pistol, knife, heavy jacket.

THREAT: MINOR

SHIPS FOR SCENE 11

Saucy Sally

FACTION	OPA	CATEGORY	Large
DRIVES	Epstein, Thrusters	LENGTH	42m
CREW (MINIMUM)	4	HULL	2d6
CREW (STANDARD)	16	SENSORS	1
COMPETENCE	See crew	FAVORED RANGE	Medium

Armaments

WEAPON TYPE	RANGE	DAMAGE	ARC
Point Defense Network	Close	2d6	Full Coverage

Favored command stunts

N/A.

Qualities

Automated Systems.

Flaws

N/A.

Saucy Sally

CREW	CREW ABILITY AND TEST TN
Commander	N/A
Pilot/automated system	Dexterity (Piloting) +1
Weapons	Automatic; or Targeted Attack
Electronic Warfare	Intelligence (Technology) +7+1

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						

MCRN MARINERIS

FACTION	MRCN	CATEGORY	Large
DRIVES	Epstein, Thrusters	LENGTH	49m
CREW (MINIMUM)	16	HULL	2d6
CREW (STANDARD)	64	SENSORS	2
COMPETENCE	Skilled	FAVORED RANGE	Medium

Armaments

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Tube (1)	Long	4d6	Fore
Point Defense Network	Close	2d6	Fore

Favored command stunts

Evasion, On-Target, Precise Hit.

Qualities

Advanced Sensor Package II.

Flaws

None.

MCRN MARINERIS

CREW	CREW ABILITY AND TEST TN
Commander	Communication (Leadership) +2 - TN 11
Pilot	Dexterity (Piloting) +3 - (Opposed test)
Weapons	Automatic; or Targeted Attack
Electronic Warfare	Intelligence (Technology) +4+2

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						

OPA GUNSHIP

FACTION	OPA	CATEGORY	Medium
DRIVES	Epstein, Thrusters	LENGTH	23
CREW (MINIMUM)	2	HULL	1d6
CREW (STANDARD)	4	SENSORS	4
COMPETENCE	See crew	FAVORED RANGE	Medium

Armaments

WEAPON TYPE	RANGE	DAMAGE	ARC
Grapplers	Close	-	Fore
Point Defense Network	Close	2d6	Full Coverage

Favored command stunts

Guidance (1+ SP), On-Target (2+ SP).

Qualities

None.

Flaws

None.

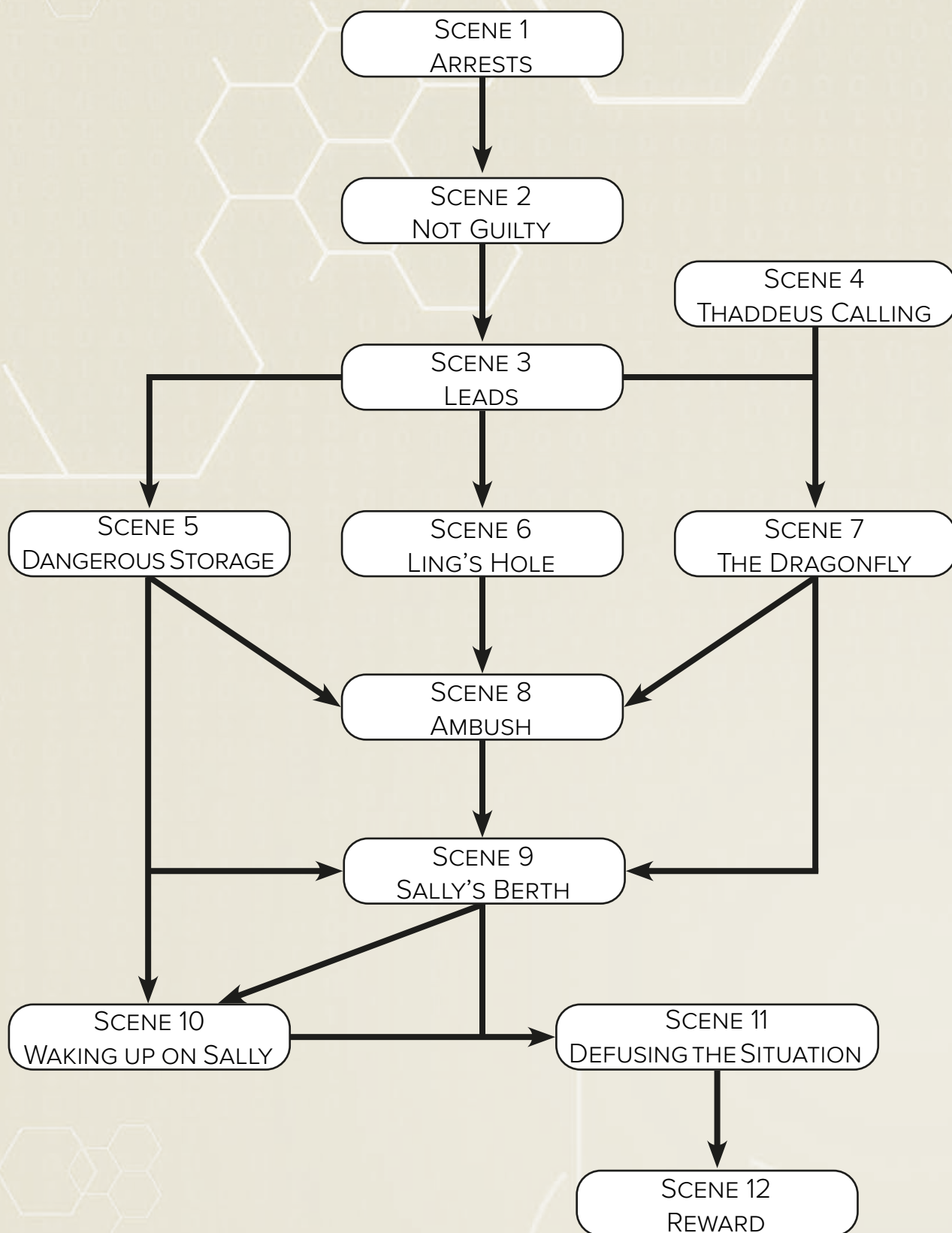
OPA gunship

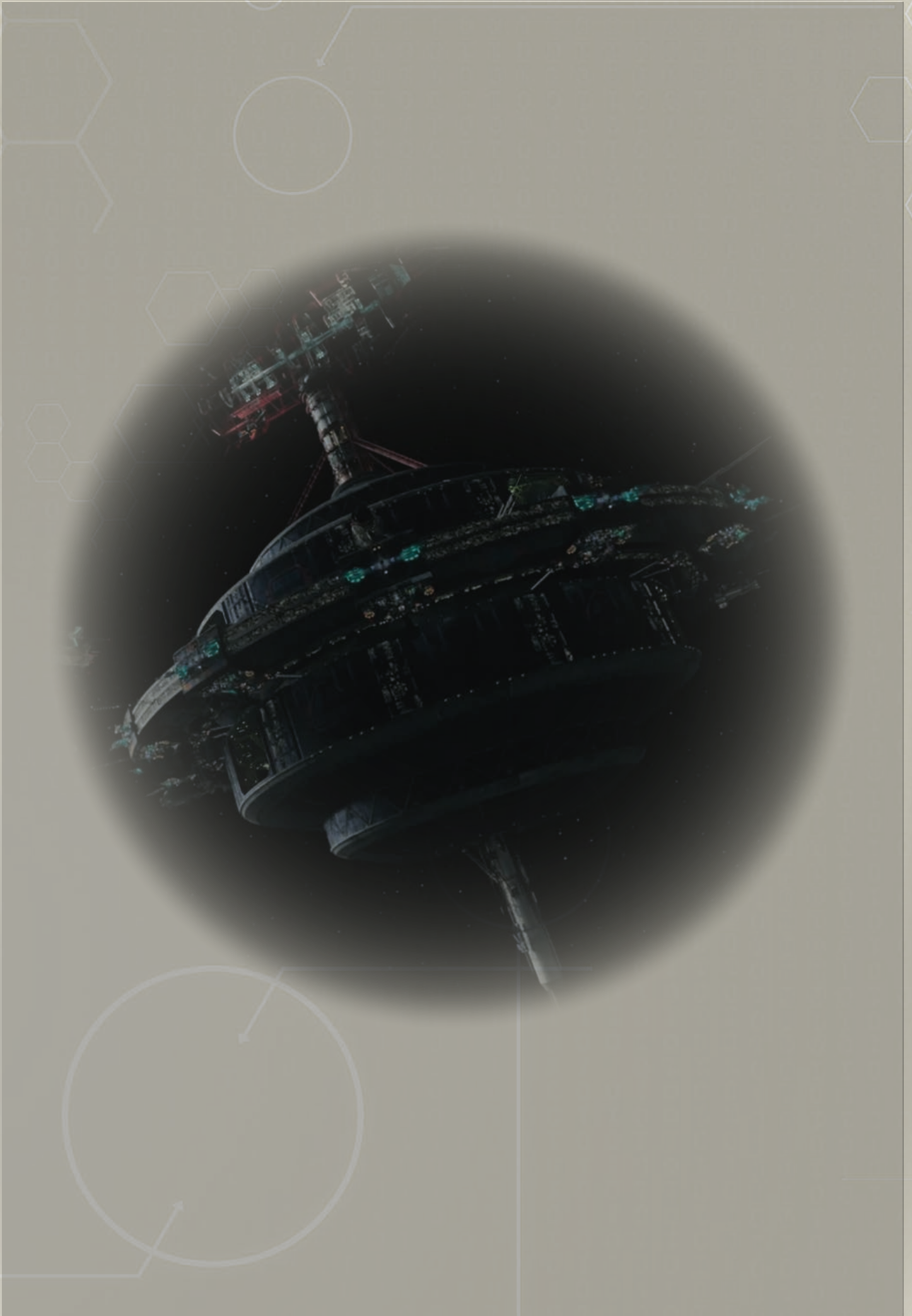
CREW	CREW ABILITY AND TEST TN
Commander	Communication (Leadership) +0 - TN 11
Pilot	Dexterity (Piloting) +0 - (Opposed test)
Weapons	Automatic; or Targeted Attack
Electronic Warfare	Intelligence (Technology) +0+4

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						

ADVENTURE FLOWCHART





THE BOMB MAKER'S ESCAPE

Running The Bomb Maker's Escape

This adventure is designed to be a sequel to *Bang Bang Bosmang*. Irwin Ling, the bomb maker from the OPA extremist attack on the Ganymede peace summit, needs to get off the station and several factions want to get hold of him. The GM may need to decide which character is likely to have ties to which faction.

If a GM wants to run this adventure without running *Bang Bang Bosmang*, it is perfectly possible but the player character's ties to each faction may not be as clear.

The adventure relies on the crew having a ship or at least access to one. If this is not the case, a small freighter or similar with some offensive

capability (*Oban* from The Angel Of Wayton 216 for example, found on page 29) should be made available for the crew to hire at a reasonable cost.

Theme

The *Bomb Maker's Escape* is an adventure that offers a number of difficult decisions for the crew. A number of competing factions want Irwin Ling's services and they cannot all get what they want. Some people will be disappointed and this will create a number of antagonists for your campaign.

Scene 1 - Gangsters Get in Touch (Social)

Charlotte Chatignani is the contact for an organised crime group known as the "*Faceless Ones*". She should contact whichever of the crew is most likely to owe a favour to or be in debt to the *Faceless Ones* (an existing criminal organisation should be used if it has already been established in your campaign).

While alone in your hole a video message arrives. On the screen is the familiar face of Charlotte Chatignani, an old friend but also your contact with the *Faceless Ones*, a criminal organisation you had hoped had forgotten about you.

"We understand that a man named Irwin Ling has been seen on Tycho. The Faceless Ones need him."

"The Council considers that you are in their debt. I believe that if you can do this successfully, the Faceless Ones will consider this debt paid."

"Find Irwin Ling and once you have him, transport him to the location I shall send you."

"It was good to see you [name]. I hope next time it won't just be with orders from above."

The screen goes black. A moment later a message arrives with some spacial coordinates.

Scene 2 - Beltalowda Need Im (Social)

Whichever of your crew is most likely to have contacts within the less reputable ends of the OPA is in a bar (which may or may not be *The Dragonfly* from *Bang Bang Bosmang*) when he is approached by Guillaume Popov, a representative of the OPA.

While you are sitting alone at a table with a drink in hand, a tall belter with prominent OPA tattoos approaches you. *"[Name], I been looking for you." The man looks around suspiciously before sitting down opposite you. "You no know me [Name] but my name is Guillaume Popov, I am from the OPA. Da real OPA, not da pinche dzhemg who think they run the OPA from Tycho. There is a man we need extracting from dis station. He called Irwin Ling."*

"You heard of him?"

"No matter, all you need do is meet 'im in 'is hole and 'elo 'im get to us."

"You gotta ship ya?"

"Then you got everything ya need fo earn plenty money."

Popov offers to pay the crew each enough to increase their Income score by +2.

Scene 3 - Captain's Calling (Social)

If you have run *Bang Bang Bosmang* with this crew, you will have met Captain Traynor, the Earth born, ex marine who defected with Fred Johnson and now works within the security team for Tycho. She will have arranged to meet one of the crew (ideally the member who is most sympathetic to Fred Johnson's agenda).

While you relaxing in your hole, your communication screen chimes into life. You recognise Captain Traynor's face. *"It's Captain Traynor here. You did me and the belt a great service recently over the Ganymede peace*

summit. Well, it seems **Irwin Ling** the bomb maker is still unaccounted for.”

“We understand that **OPA** extremists will be looking to smuggle **Mr. Ling** off this station in the next 24 hours. Unfortunately, we can never be sure who within our organisation can and cannot be trusted when it comes to matters of this nature. We would be prepared to pay your crew again if you were able to help us.”

“What we would like is for you to pose as **Mr Ling’s** escort and smuggle a tracking device onto his person. If that were not possible, the arrest and return of **Ling** and his **OPA** contacts would make everyone here on **Tycho** feel a great deal safer.”

“Unfortunately, it won’t be enough just to arrest **Ling** on the station, we need his extremist contacts too. These are dangerous people and the **Colonel** needs them all stopped.”

Captain Traynor offers to pay the crew +1 for the arrest of **Ling** and whoever in the **OPA** he is set to meet. However, if they can successfully smuggle a small tracking device onto **Ling** which leads to further arrests of **OPA** extremists **Captain Traynor** will pay +2.

“We wouldn’t want you going into this unprepared so I have, as a gesture of good faith, arranged for a parcel to be placed aboard your ship. It should give you everything you need to get this vital job done.”

Whenever any of the crew set foot onto their ship, they will find a small crate containing a taser for each of the crew (**1D6 Penetrating Damage**) and a tracking device the size of a penny coin with a small adhesive side.

Scene 4 - Ling's Place (Social)

The crew, potentially each with their own agenda at this point, arrive outside **Irwin Ling’s** hole in **G Block** of **Tycho’s** habitat ring.

After ringing the door chime a nervous voice calls over the intercom. “Yes?”

“Who sent you?” After using **Guillaume Popov’s** name, the door opens and a short, bearded man with dark hair waves you in. The room is a standard low-price hole. The only notable feature is that the room is entirely bare.

“You are here to take me to safety yes?”

Ling is suspicious of these strangers and will use his **Perception** to determine whether the crew can be trusted. Make an opposed check, with an appropriate **Communication** focus against **Irwin Ling’s** (+2) **Perception** (Intuition) roll. (**Ling’s** profile on page 28.)

If he is suspicious he will pull a knife and attempt to defend himself.

A **TN 15 Intelligence (Technology)** test will allow the crew to establish the coordinates of the rendezvous with **Ling’s** contact from his personal terminal.

Extra information to bear in mind: The **OPA** extremists intend to smuggle **Ling** on a series of ships until things have gone quiet or they have need of him. **Ling** is not happy about this and insists that after his next job he is out and intends to retire to **Luna**.

Scene 5 - Getting Past the Hunters (Infiltration)

As soon as the crew leave with **Ling** in tow (willingly or otherwise) a **TN 11 Perception (Hearing or Seeing)** test will make them aware of a group of 4 bounty hunters searching the hole block’s reception for information of **Ling’s** whereabouts (see stat block on page 28). The crew must either fight their way past them (risking raising the alarm to security forces), sneak there way past them or just run past.

In order to sneak their way past the bounty hunters, each player should make an **advanced**

opposed Dexterity (Stealth) test vs a Bounty Hunter Perception (Seeing) with a Success Threshold of 10.

If the crew and Ling are detected a chase scene will begin, TN 11 Constitution (Running) tests with a Success Threshold of 20. When characters hit a drama die total of 10 or more they may head into a market district of Tycho and switch from Constitution (Running) tests to Dexterity (Acrobatics).

Scene 6 - Ling on the Ship (Interlude)

Other than the other standard interlude activities (See Page 108 ERB), this is an opportunity for the crew to build, or repair, their rapport with Ling.

The crew should have the coordinates for Ling's rendezvous with the OPA extremists and should be on course for this meeting. The player contacted by the Faceless Ones should be aware that the coordinates they have been supplied is roughly on the way. Whether they share this information with anyone else is another matter of course!

This may be the time that the crew choose to place the tracking device on Ling's person see Scene 8 Bugging The Bomber.

Scene 7 - The Faceless Ones (Space Combat)

About two days into the journey, the crew's ship will reach the coordinates supplied by the Faceless Ones to hand over Ling.

The communications system springs into life. "[Ship Name] this is the Skull. I believe you have something to hand over to us. Please hold your course and speed so that we can dock."

If the crew choose to resist, *The Skull* will attack (See Page 130 ERB for the Space Combat rules). If they are able to, the Faceless Ones will use the *Skull*'s grapplers to grapple and then board the crew's ship (ship profiles on page 29). They will be very determined to retrieve Ling and will be prepared to use lethal force to do so if necessary. The crew of the *Skull* is made up of five Faceless Ones (one of whom will remain on board ship), see profile on page 30 for stats.

Scene 8 - Bugging the Bomber (Infiltration)

At some point on the space flight, the crew may wish to plant the tracking device on Ling. If they choose to sneak up on Ling to do so, this

should be modelled as a TN 15 Dexterity (Stealth) Advanced Test with a Threshold of 15 vs Ling's Perception (Hearing). If Ling is asleep give him -2. However, any *failure* will alert Ling and he receives +2 to the test. The actual planting of the tracking device is an Intelligence (Technology) test. This test has no TN but you should keep a record of the result for Scene 9, Rendezvous.

Scene 9 - Rendezvous (Social)

After a further 4 days of travel, the crew's ship will have arrived at the rendezvous coordinates Ling has agreed with the OPA extremist faction. Waiting for the crew is an OPA ship *Feriting* (Lang Belta for Freedom). The ship will dock and 4 OPA and a leader (see NPC profiles on page 30) will board looking to collect Ling.

The crew of the *Feriting* make their way aboard your ship. They are each in heavily patched vacsuits. *"Du to tenye da mang?" asks the one holding a rifle, obviously the leader of the group. "Gif im ya."*

Ling steps forward. "Chek im." orders the leader and one of his subordinates pulls out some sort of device which begins to click.

Roll an Intelligence (Technology) test for the OPA crewman with a TN generated in scene 8. If the OPA crewman succeeds on his test, he will detect the bug and report it.

Things will escalate to a gunfight almost immediately unless the crew can think of a way to explain or excuse the presence of the tracking device. (OPA NPC profiles on page 30.)

If the handover goes smoothly (either the tracking device is not found or the crew chose not to place it on Ling), the OPA crew will leave with Ling in tow. If combat begins then things can play out in a number of ways.

Scene 10 - Aftermaths (Social)

There are a wide number of ways that this adventure can play out with each of the interested factions having potentially different attitudes to the way that the crew have acted. This can form jumping off points for further **Expanse** adventures. The following are some suggestions as to how things might play out in the future.

If the Faceless Ones now have Ling:

- The crew will be seen in a positive light by the Faceless Ones, who may offer help in the future
- Something important, perhaps a number of small

ships, may be blown up by the Faceless Ones as part of a protection racket.

- The Faceless Ones may look to hire the crew for a similar task.

If the Faceless Ones do not have Ling:

- The gang will look to leverage a debt the The Council now perceive the crew to owe them
- Less expert bombs may start showing up around the belt.

If the OPA on Tycho are able to track OPA Extremists or have Ling and his contacts in custody:

- The crew will be seen to be in great favour with Captain Traynor and might even come to Fred Johnson's attention.
- The crew might be hired to arrest the OPA cell that have Ling.
- The crew will be financially rewarded as agreed in Scene 3: Captain's Calling

If Ling and his contacts remain untracked:

- Captain Traynor may start to be suspicious of where the crew's loyalty lies.
- Captain Traynor may be less willing to hire the crew for jobs of a sensitive nature.
- Captain Traynor may ask for the return of the equipment she supplied or may even have them arrested for stealing the equipment.

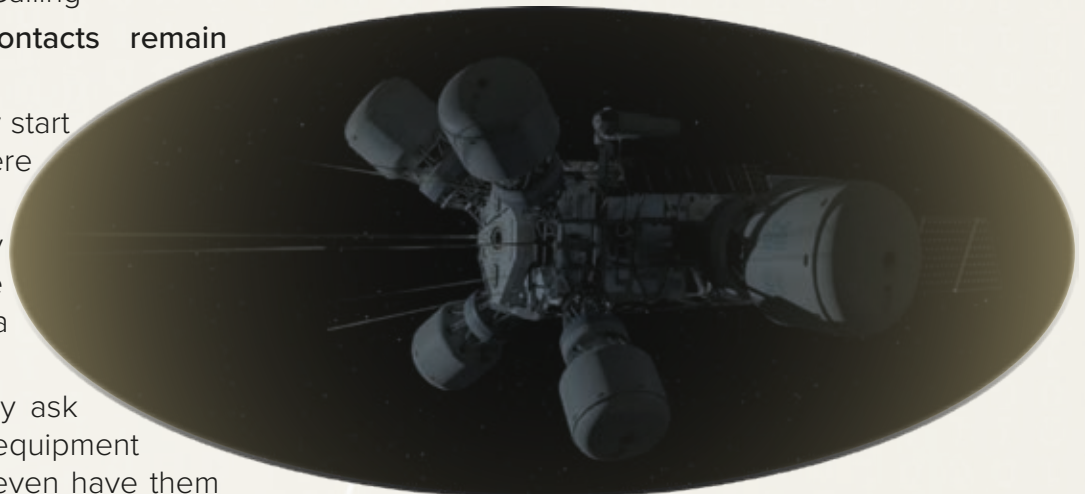
If the OPA extremists have Ling and he is not tracked or they have not found the tracking device:

- The crew will be paid as agreed in Scene 2: Beltalowda Need Im
- The OPA extremist group may look to hire the crew for further jobs
- Explosions may start to occur as the extremists look to disrupt shipping towards Earth or to undo any work Fred Johnson does to stabilise relationships between Earth, Mars and the Belt.
- Guillaume Popov may be added by the crew as a potential contact.
- The OPA extremists may be drawn on for material support or shelter.

If the OPA extremists are aware that the crew

have betrayed them.

- Guillaume Popov may become an ongoing antagonist, looking to undo or thwart the crew's plans.
- Extremist sympathisers on Tycho and other locations in the Belt might treat the crew poorly, overcharge them for docking and services or maybe even refuse docking to the crew on some stations.



HANDOUTS AND NPCs

IRWIN LING - SCENE 4

IRWIN LING			
ABILITIES (FOCUSES)			
ACCURACY 2 (Rifles, Throwing), COMMUNICATION 1 (Disguise), CONSTITUTION 1 (RUNNING), DEXTERITY 3 (Sleight of Hand, Stealth), FIGHTING 2 (Brawling), INTELLIGENCE 4 (Demolition, Engineering, Technology), PERCEPTION 2, STRENGTH 1, WILLPOWER 2 (Courage, Self-Discipline)			
SPEED	FORTUNE	DEFENSE	AR + TOU
13	16	13	3
WEAPON	ATTACK ROLL	DAMAGE	
KNIFE	+2	1D6+1	
UNARMED	+4	1D3+1	
PISTOL	+4	2D6+2	
SPECIAL FEATURES			
FAVORED STUNTS: Collateral Damage, Cover Your Tracks, It Wasn't Me			
TALENTS: Contacts (novice), Fringer (expert)			
EQUIPMENT: Kit of tools and disguises, pistol, light body armor.			
THREAT: MODERATE			

NPCs FOR SCENE 5

BOUNTY HUNTERS			
ABILITIES (FOCUSES)			
ACCURACY 2 (Pistols), COMMUNICATION 1 (Bargaining), CONSTITUTION 1 (STAMINA), DEXTERITY 2 (Piloting, Stealth), FIGHTING 2 (Light Weapons), INTELLIGENCE 1 (Law), PERCEPTION 3 (Seeing, Tracking), STRENGTH 2, WILLPOWER 1			
SPEED	FORTUNE	DEFENSE	AR + TOU
11	22	13	4
WEAPON	ATTACK ROLL	DAMAGE	
KNIFE	+2	1D6+2	
PISTOL	+4	2D6+3	
TASER	+4	1D6+3 (P)	
SPECIAL FEATURES			
FAVORED STUNTS: Skirmish, Efficient Gunner, Called Shot			
TALENTS: Expertise: Tracking (expert), Fringer (expert), Scouting (expert)			
EQUIPMENT: Pistol, knife, taser, light armor (-1 to Dex tests), hand terminal, survival gear.			
THREAT: MINOR			

SHIPS - SCENE 7

Skull			
FACTION	Faceless Ones	CATEGORY	Large
DRIVES	Epstein, Thrusters	LENGTH	43m
CREW (MINIMUM)	4	HULL	2d6
CREW (STANDARD)	16	SENSORS	1
COMPETENCE	See crew	FAVORED RANGE	Medium
Armaments			
WEAPON TYPE	RANGE	DAMAGE	ARC
Grapplers	Close	-	Fore
Point Defense Network	Close	2d6	Full Coverage
Favored command stunts			
Blinding Maneuver (1+ SP), Tactics (2+ SP).			
Qualities			
Advanced Sensor Package.			
Flaws			
Bad Juice, Faulty Systems (Maneuvering).			

Skull						
CREW	Use the Faceless Ones profile page 30 for crew.					
CREW ROLE	CREW ABILITY AND TEST TN					
Commander	Communication (Leadership) +0 - TN 11					
Pilot	Dexterity (Piloting) +0 - (Opposed test)					
Weapons	Automatic; or Targeted Attack					
Electronic Warfare	Intelligence (Technology) +0+1: TN 11					
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						

SUGGESTED PLAYER SHIP FOR A ONE-SHOT GAME:

Oban			
FACTION	Independent	CATEGORY	Large
DRIVES	Epstein, Thrusters	LENGTH	50m
CREW (MINIMUM)	4	HULL	2d6+1
CREW (STANDARD)	16	SENSORS	2
COMPETENCE	PCs	FAVORED RANGE	Close
Armaments			
WEAPON TYPE	RANGE	DAMAGE	ARC
Point Defense Network	Close	2d6	Full Coverage
Favored command stunts			
Blinding Maneuvers (1+ SP), Guidance (1+ SP), Tactics (2+ SP).			
Qualities			
Hull Plating.			
Flaws			
None.			

Oban						
CREW	Use the PCs abilities and focuses.					
CREW ROLE	CREW ABILITY AND TEST TN					
Commander	Communication (Leadership): TN 11					
Pilot	Dexterity (Piloting): Opposed test					
Weapons	Automatic; or Targeted Attack					
Electronic Warfare	Intelligence (Technology) + 4: TN 11					
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						

NPCs - SCENE 7

FACELESS ONES			
ABILITIES (FOCUSES)			
ACCURACY 0 (Pistols), COMMUNICATION 0 (Bargaining, Deception), CONSTITUTION 2 (TOLERANCE), DEXTERITY 1, FIGHTING 2 (Light Weapons), INTELLIGENCE 0, PERCEPTION 1, STRENGTH 2, WILLPOWER 0			
SPEED	FORTUNE	DEFENSE	AR + TOU
11	15	11	3
WEAPON	ATTACK ROLL	DAMAGE	
KNIFE	+4	1D6+1	
KNUCKLE DUSTERS	+2	1D6+2	
PISTOL	+2	2D6+1	
SPECIAL FEATURES			
FAVORED STUNTS: Adrenaline Rush, Benefit of the Doubt, Taunt			
TALENTS: Contacts (novice), Intrigue (novice)			
EQUIPMENT: Pistol, knife, knuckle dusters, vac suit, hand terminal.			
THREAT: MINOR			

NPCs FOR SCENE 9

OPA CREW CHIEF			
ABILITIES (FOCUSES)			
ACCURACY 2 (Rifles), COMMUNICATION 2 (Bargaining, Leadership), CONSTITUTION 1, DEXTERITY 3, FIGHTING 3 (Brawling, Light Weapons), INTELLIGENCE 1 (Evaluation, Law), PERCEPTION 3, STRENGTH 2 (Intimidation), WILLPOWER 2 (Morale)			
SPEED	FORTUNE	DEFENSE	AR + TOU
13	21	13	2
WEAPON	ATTACK ROLL	DAMAGE	
KNIFE	+5	1D6+3	
RIFLE	+4	3D6+3	
SPECIAL FEATURES			
FAVORED STUNTS: Adrenaline Rush, Take Cover, Taunt			
TALENTS: Inspire (expert), Misdirection (novice)			
EQUIPMENT: Rifle, knife.			
THREAT: MINOR			

OPA CREWMAN			
ABILITIES (FOCUSES)			
ACCURACY 0 (Pistols), COMMUNICATION 0, CONSTITUTION 2, DEXTERITY 1, FIGHTING 2, INTELLIGENCE 0, PERCEPTION 1, STRENGTH 2, WILLPOWER 0			
SPEED	FORTUNE	DEFENSE	AR + TOU
11	17	11	2
WEAPON	ATTACK ROLL	DAMAGE	
KNIFE	+2	1D6+2	
PISTOL	+2	2D6+1	
SPECIAL FEATURES			
FAVORED STUNTS: Adrenaline Rush, Taunt			
TALENTS: Contacts (novice), Intrigue (novice)			
EQUIPMENT: Pistol, knife, heavy jacket.			
THREAT: MINOR			

