

DARING TALES OF THE SPACE LANES

THE LAST JOURNEY OF THE EXODUS



UMBERTO PIGNATELLI



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THE LAST JOURNEY OF THE EXODUS

BY UMBERTO PIGNATELLI

EDITING: SCOTT ALAN WOODARD

GRAPHIC DESIGN & TYPESETTING: ROBIN ELLIOTT

ART: EMPTY ROOM STUDIOS

**PLAYTESTERS: DANIELE BONETTO, LUCA COERO BORGA, MANER SAMUEL,
PAOLO BOIERO, PIERPAOLO FERRARI**

**SPECIAL THANKS: MARTA CASTELLANO (MY WIFE) FOR SUPPORTING ME ALL
THE WAY AND FRANCESCA VIARENGO FOR SHE KNOWS STUFF**



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THE LAST JOURNEY OF THE EXODUS

This module contains an exciting adventure based around the exploits of four pregenerated, spacefaring heroes.

You can find the character sheets and details of their spaceship, the *Blazing Star*, on the Triple Ace Games website: www.tripleacegames.com. The heroes have no defined gender, thus the players can assign it as they wish.

The characters have all their leveling opportunities mapped out in advance from Seasoned (from which they start) to Legendary. Each adventure in this series earns the heroes a fixed five Experience Points, granting them advancement after every mission. The players only need to tick the appropriate box on the sheet to start making use of their advancements.

This means you can use the character sheets at conventions and run adventures of any Rank without having to create your own characters from scratch. It also means you can run these tales as pick-up games without any preparation!

Better yet, you'll know that when you buy one of our adventures, you can guarantee the adventurers will have all the skills and abilities they need to win the day!

You will also need some gaming stone counters or other markers and a copy of the *Space Rules Supplement*, which you can download for free from the www.tripleacegames.com website.

Finally, you'll find it useful to have some extra copies of the standard *Savage Worlds* Burst templates to represent obstacles and terrain elements.

BACKGROUND

In the age prior to hyperspace propulsion, the only way to cross the vast distances between solar systems was with generational ships: huge, self-sustaining environments capable of supporting a population of thousands of colonists for hundreds of years. The duration of trips, in those times, was calculated in generations, and only

the descendants of the original crews would eventually see the final destination. Legends speak of ten incredible generational ships built by humans to colonize distant solar systems, and every one of them full of precious resources and lost technologies.

Only three of these ships successfully completed their trip, the others were lost. *The Exodus*, the seventh to be launched, never finished its journey: seriously damaged by an asteroid impact, its engines shut down hundreds of years ago and it is now orbiting around a remote sun.

Its populace, long since fallen into barbarism, knows nothing of the *Exodus's* mission and isn't even aware of being aboard a spaceship. Luckily, the ship's supercomputer is still operational and maintains life support and other indispensable functions: the ship could survive in this state for centuries, provided no external influence intervenes.

This is where the heroes come in...

Characters: 40 XP

ACT 1: ON THE TRAIL OF THE EXODUS

The heroes are on Chandra, an agricultural planet, attending a cattle fair. Chandra has big, green landmasses with windswept grasslands that sustain various species of cattle, exported all over the galaxy for the quality of their meat. The fair takes place twice a year in the main city of Gapta.

The heroes are here to buy a few head of cattle to export to other sectors of the galaxy, where they hope to fetch a good price.

SCENE 1: A SINNER IN BLUE

It is evening. The heroes have spent all day at the fair, searching for a good deal, and now they only want a hot

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meal and a comfortable bed, but this evening is not destined to end this way.

Passing near a deserted alley they hear someone screaming for help. If this were not enough to motivate the heroes, the pleas are spoken in Standard, the human native language!

Read or paraphrase the following passage to the players:

When you enter the alley you find a gang of Chadat, local cattle riders, giving a serious beating to another figure, a fallen man in a rough-hewn vest. It is not a fair fight because the man, unarmed and eating dirt, makes no attempt to defend himself; he only screams in pain when struck by the cattle prods the Chadat use. The cattle riders stare at you with defiance and shout something in an incomprehensible dialect, before drawing their weapons!

Deal action cards as usual.

The fight takes place in a 6" wide and 24" long alley, with Dim lighting. There are eight old crates and barrels, which can be used as Light (-1) cover and as props for Tricks. The initial distance between the heroes and the enemies is only 8". The fallen man is surrounded by enemies and totally helpless, so he doesn't receive an action card. The Chadat ignore him during the fight—they want to teach the heroes a lesson before finishing their job. The attackers are no heroes: when at least half of them fall, the rest flee, disappearing into the darkness.

If the heroes wish, they can follow and finish them, but this is unimportant for the rest of the adventure.

When the combat is over and the characters help the fallen man, they notice something strange: he seems human, but his skin is totally blue!

★ Chadat (1 per hero): see page 19

THE STORY OF JOGAN RAN

"Thanks for your help, strangers, and sorry I bothered you, I'm sure those kind workers would not have killed me, anyway. Let me tell you something: I deserved every single blow received, and only the natural fear of physical pain made me ask for help."

This is what the blue man tells the heroes—a strange introduction, to say the least! At the confused looks of the party, he continues:

"Sorry, I have lived for so long as a Blue Man that I don't remember good manners anymore. My name is Jogan Ran. I see from your clothes you are not indigenous of Chandra, neither am I. I was a space sailor, a long time ago, before landing here and meeting my destiny."

"I'm sure you are asking yourselves why my skin

is blue and why these good and honorable men punished me, so let me explain.

"I am not a good man.

"In the past I was a smuggler and a thief, traveling through the space lanes in search of wealth and luxury, never worrying about the evil of my ways. Until last year, when I came here, and, in my lust, visited one of the holy prostitutes of the Great Temple of Chandra. I was an evil man, as I said before, so I killed her for a trivial reason, adding murder to the list of my sins.

"But no one defiles a Holy Daughter of Consolation in that manner and goes unpunished. The High Priests of Chandra tried and sentenced me. My skin was dyed blue with an indelible substance and I was forced to drink an extract of Gangoo root, a plant that is slowly killing me. There is no known cure. I was then released into the streets so that the local populace could recognize and treat me as I deserve."

The heroes notice that Jogan Ran seems calm about his destiny. His face is that of a man fully accepting his end. If a character with a medical background asks for further information about the Gangoo roots' poison, a Healing roll essentially confirms Jogan's words: there is no antidote against the lethal poison, which takes several months to have an effect and is always deadly.

Jogan Ran continues:

"So don't feel compassion for me, my friends, because all the suffering I now endure is only a small compensation for the evil I did in the past. But, speaking of compensation, I own nothing, but a good deed such as yours must be fully repaid to maintain the universe's balance, or so the priests of Chandra taught me.

"I'll tell you a story, a secret of my past life, and I'm sure you'll find it interesting.

"I was a smuggler in those times, and the custom house fleet of the Trader's Guild was hot on my trail. So I used an old trick to throw them off my scent, I started resorting to random hyperspace jumps, a very dangerous thing, but I have never been a cautious person. Well, during one of those mad attempts I jumped into an empty system—only a red sun without any planets, and there I found the Exodus.

"Yes, my friends, the Exodus: one of the Lost Ships."

All the heroes know the legend of the Lost Ships, but it was never more than a legend to them. Only three of

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the ten fabulous ships completed their journey successfully. Nobody knows the fate of the other seven, which were named the Lost Ships.

Wild stories are told in the cantinas of every starport in the galaxy on this subject, each one weirder than the other. One thing is for sure; even a small fraction of the resources and lost technologies hoarded in one of these ancient spacecrafts would make a man rich for the rest of his life...

Jogan Ran tells the heroes that he didn't examine the Exodus very well. He immediately took another jump to evade his pursuers, and then had a few strokes of bad luck that cost him his ship. He wanted to return to the system, but instead the forces of destiny led him here, to Chandra, to meet his fate.

The system where Jogan found the Exodus is R127, officially unexplored.

Jogan is content with giving this information to the heroes and doesn't accept any further aid from them. He really is a changed man now; he has repented and endures his punishment with calm resignation.

SCENE 2: UNDER THE EXODUS'S FIRE

Assuming the heroes decide to make for R127 (and if they don't, the adventure basically ends here), the trip is uneventful unless the GM wishes to make the story longer by adding some encounters. The system is as Jogan described to the heroes: a lone red giant sun with no satellites apart from the Exodus.

Read this description to the players when they reach their destination:

When you jump out of hyperspace, the first thing you observe is the mass of the red giant sun, which fills the monitors of the Blazing Star. Then you see it, the Exodus. The words of Jogan Ran have not prepared you for such a spectacle: the Lost Ship is huge, many times the size of the biggest capital ship you have ever seen. But the great leviathan has seen better days: it is battered and crushed, and has a great crater right in the middle, probably the result of an impact with an asteroid. The ship's engines appear to be shut down and it orbits lazily around the sun. It seems dead. In the less damaged part of the hull, you notice a docking bay entrance, the only place safe enough to dock the Blazing Star.

The players can use the Blazing Star's sensors to scan the Exodus. This is a Notice roll (-2), which can be cooperative. With a success they'll know the ship is not totally deactivated, there are traces of energy and life support seems to be at least partially functional. With a raise they'll also detect some life forms within, but the ship's hull prevents a precise reading of their quantity and exact nature. When the heroes come closer, some-

thing unexpected happens. A few of the apparently dead defenses suddenly come back to life and begin firing on the Blazing Star!

"Despite your scans, something inside the dying hull of the generational ship must be alive, because, as you approach, you notice a sudden energy spike in its systems. Moments later, the old automated cannons and the ionic turrets rotate towards the Blazing Star!"

AUTOMATED DEFENSES

The Blazing Star is under fire from the Exodus's automated defenses, which are programmed to eliminate any possible invaders when the ship is in an emergency condition.

Before the action starts, let the heroes make a Common Knowledge roll. Pilots and gunner character types have a +2 modifier. With a success they understand that the automated defenses are only effective at medium to long range, so if they manage to get close enough to the ship, they will be safe from attack and can dock freely.

Handle this situation as a Chase, with the following modifications:

Place ten markers in a line on the tabletop. One end is the current distance from the ship; the other end is the safe zone outside the ship and should be of a different color. The heroes' ship starts in the first segment and must reach the tenth to be safe. There is no real pursuer, but the Blazing Star must try to cover the distance to the Exodus as fast as it can, while avoiding the incoming barrage!

The heroes can use the ship's shields during the action. In the first round the shields are turned off *unless* the players explicitly say otherwise. Remember that the *deflection* and *armor* options last only three rounds, so it is up to the heroes to decide when to use them. Popping a shield pod is an action, so only a single pod can be popped in each round.

Don't use the standard obstacle rules; instead, every round the pilot of the ship draws a Club card as his first initiative card, run the mini-scene correspondent to the card value as per the following table.

The value in brackets is the modifier of the Piloting roll.

Deuce (-4) Wreckage: In a wild maneuver to avoid an incoming attack, the ship is now going directly towards a large chunk of wreckage from the Exodus! The pilot must roll Piloting (-4) to avoid collision with this hard, stationary obstacle. As the vessel has Heavy Armor 5, this is added to the damage. For example, the Blazing Star will suffer 6d6+5 damage, from an Extra.

Three to Five (-2) Ionic Batteries: An battery of old ionic cannons fires upon the Blazing Star. They have a very high rate of fire, so the Piloting roll is -2 to avoid them. A roll of 1, regardless of the Wild Die, causes 3d6 damage (HW, AP 6) from an Extra.

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ACT 2: BOARDING

The heroes finally arrive in the docking bay of the Exodus. They enter through a pressurized door into the depths of the old spaceship. Read the following passage to the players:

You are inside the Exodus, now. The air is breathable, but has a strong odor of mechanical oil, dust, and decay. Most of the corridors are engulfed in darkness, and only some rare light illuminates the surrounding environment. The ship is in a state of total neglect: piles of debris and broken metal parts lie scattered all around. You hear a constant dripping sound, like water falling from broken piping. Only the steady, low hum of the life support system assures you that the great leviathan is not completely dead.

Give the players a little time to explore the area surrounding the docking bay. If they search for signs of human life, they find nothing. If they look for something useful, they find only some broken tools of no use. In the end, their exploration will lead them into a long corridor, leading away from the docking bay. At this point go to the next scene: Shipquake!

SCENE 1: SHIPQUAKE!

Read the following passage to the players:

Suddenly the ship's hull starts moaning and groaning: the Exodus's axis is changing, with disastrous effects on the environment. The metal walls of the ship crack with a distinct sound and you have to hold on to something secure to avoid falling down when the floor jumps up towards the ceiling.

A sort of earthquake, a "shipquake," is happening, but this isn't your greatest problem—the corridor in which you stand starts collapsing from the end where you entered. A huge avalanche of debris falls towards you; you must escape, as fast as you can!

OUTRUNNING THE AVALANCHE

The heroes must run for it if they want to save their skin! This scene is a Chase, to be run with the following rules. Place ten segment markers on the table with the tenth one of a different color to make it recognizable. This represents the exit. When the party reaches this point, they are safe and the Chase ends.

The front of the avalanche begins on the first segment marker and the heroes on the fourth. The avalanche

Six to Ten (-1) Laser Batteries: A battery of old laser cannons fires upon the Blazing Star. Treat as suppressive fire, but the pilot has a -1 to avoid them. A roll of 1, regardless of the Wild Die, causes 3d8 damage (HW, AP 5) from an Extra.

Jack (0) Locked On!: A targeting beam is directed at the Blazing Star, if not evaded with a Piloting roll. It has no immediate effect, but the next time the pilot is under attack, he has -2 to avoid incoming attacks (from everything on this table except the Wreckage) because the ship is now tracked.

Queen (0) Linked Turrets: A pair of linked turrets start coordinated fire against the ship from different positions. The pilot must make two Piloting rolls (with no multi-action penalty) to evade the attack. If they strike, they deal 2d8 damage from an Extra (HW, AP 8) each.

King (0) Intelligent Torpedo: An automated, intelligent torpedo locks onto the Blazing Star. It must be evaded with a Piloting roll. If the roll is successful, the torpedo will continue to follow the heroes in the next round, and must be avoided again (avoiding the torpedo counts as an extra action for the pilot). It must be destroyed which requires a called shot (-4), at Short range. The torpedo has Toughness 4, Heavy Armor 2. If the missile strikes the Blazing Star, it deals 3d8 damage from an extra (HW, AP 8).

Ace (0) Neutronic Beams: Neutronic beams are an obsolete technology because they require a tremendous amount of energy to fire, but they affect living beings directly, leaving equipment undamaged. The pilot must evade the beam roll. If he fails, the crew suffers 2d6 damage from a Wild Card, because the beam ignores physical barriers (the ship's hull or spacesuits, for example) damaging living tissues. The shields' Armor power does protect the heroes.

When the heroes reach the tenth segment, the Chase ends, even if in an unexpected way. Go on to the Serious Misfire paragraph.

SERIOUS MISFIRE

When you are in proximity of the generational ship, you suddenly discover that you aren't out of danger yet: Some of the biggest and oldest cannon batteries, looking far too damaged to still be working, begin moving, aiming their turrets towards the Blazing Star! At this distance it is impossible to evade the attack, so all seems lost, but the cannons, ancient and battered, suddenly malfunction in a spectacular way, exploding in a chain reaction that shakes the hull of the ship. You safely dock after the remaining parts of the turrets break away and fall into space.

This event, being the cause of the following Shipquake, has a big impact on the story, so be sure that it is noticed by the players.

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starts slow, and then, acquiring momentum, increases in speed. In the first round the heroes are the faster ones, so they add +1 to their Agility roll. In the second and third rounds they have the same speed as the avalanche, and from the fourth round to the end of the Chase they are slower than the avalanche, subtracting -1 from their roll. The avalanche has Agility d8.

If a hero is caught by the avalanche (being in the same segment as the front of the avalanche), he suffers 2d6 damage from an Extra and must make an Agility roll to avoid falling down.

If a hero is in the avalanche (the front of the avalanche being ahead of him by one or two markers), things start getting ugly: he suffers 3d6 damage from an Extra and must make an Agility roll (-2) to avoid falling down.

Finally, if a hero is totally engulfed by the avalanche (the front being ahead of him by three or more segments), he suffers 3d10 damage from a Wild Card, and must make an Agility roll (-4) to avoid falling down.

A fallen hero can get up on his action but it counts as an extra action if he runs, as well.

SCENE 2: IMPRISONED!

The heroes are safe, catching their breath in a big room just beyond the collapsed corridor. The Shipquake's rage

has slowed but not totally stopped: the floor continues to move and occasionally debris rains from the ceiling.

The group suddenly realizes how dangerous the situation is: with the continuing tremors and the corridor destroyed, they are cut off from the Blazing Star. They are imprisoned in the Exodus until they find another way to get back to their ship!

Before they start discussing the situation, one of the party members hears a scream nearby.

Under a fresh pile of rubble lies a girl. She is alive, for now, but the weight of the debris will quickly kill her!

If the heroes start removing debris from on top of her, they don't manage to totally free her, though they do relieve her a bit, but, instead of calming, the woman's eyes fill with terror.

The reason is simple: there are sounds of drums and running footsteps drawing near!

Read the following passage to the players:

From a door in front of you a horde of short, strongly built humans rushes in. They are dirty and half naked, armed with spears, clubs and other primitive weapons. A tattooed man, taller than the others by a whole head, stands behind the mass, holding something shiny in his left hand that produces crackling sounds. He looks at the heroes with wide eyes.



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At this moment the girl speaks to you for the first time. "Please, don't leave me in their hands." She speaks with a strong accent but she is still comprehensible.

At these words the tattooed man raises his strange amulet and roars: "Kill them all!"

Deal action cards!

The battlefield is a square room, 24" x 24", with only a single accessible entrance from where the enemies entered (the entrance the heroes came through, was blocked by the Shipquake, and is no longer available).

The entrance is 6" wide, placed in the middle of one of the walls. Place the Beneathers near the door, and the heroes within 6" of the opposing wall.

Place some debris piles in the room: three large piles and four medium piles (see Terrain below for their effects).

Place one of the large piles near the party, and put the girl beneath it. The heroes must accomplish two feats in this battle—keep the Beneathers at bay and free the girl, before she passes out due to the weight of the debris (see below for instructions).

The Beneathers' tactic is fairly simple. Half of them charge into close combat while the remaining group targets the party with their slings. Firstofficer, their leader, stays behind, using his ionic gun and boosting his troops' skills with his Leadership Edges. It is important that Firstofficer survives the combat. If necessary use the Recurring Villain rule from the Space Pulp Rules to help him escape, and the Fanatically Loyal rule of his minions. If the heroes are winning the fight with ease, another party of Beneathers (same number as the previous group) rushes in through the same entrance.

The ship continues to tremble, so use the Hazards During the Shipquake table (see sidebar) during the fight.

★ **Beneathers (3 per hero):** See page 19

★ **Grizzled Beneathers (1 per hero):** See page 20

★ **Firstofficer, Shaman of the Beneathers:** See page 20

TERRAIN

* **Large Debris:** The large piles of assorted debris are 6" high (a Climb roll is required to get on top), grant Medium cover, and have Toughness 8. You can use Large Burst Templates to represent them if you have no terrain elements handy. Place three large debris piles on the battlefield.

* **Medium Debris:** The medium piles of debris are 3" high, must be considered difficult ground, and offer only Light cover. They have Toughness 6. You can use Medium Burst Templates to represent them. Place four medium debris piles on the battlefield.

SAVING THE GIRL

Freeing the girl requires three successful Strength (–2) rolls (each raise counts as an extra success). If the heroes

HAZARDS DURING THE SHIPQUAKE

Fights and other dangerous situations (such as Chases) during the Shipquake can be risky things. Use the following rule when the scenario explicitly tells you. In other encounters you are not supposed to use it, but you can always do it if you want to make things a little more challenging.

The mechanics are quite simple: When one of the characters (not only the heroes, but their opponents, as well) draws a Club card from the Action Deck as their first card, check the following table and apply the effect immediately. Some effects target the whole battlefield, while others refer to a specific target—usually the character who draws the card. If the card is dealt to a group of characters, pick a random member of the group and consider him the main target.

Some of the effects catch an area, based on Burst Templates. There is always a chance of avoiding them. Place characters that successfully escape the danger just outside the template.

Deuce - Fissure: The floor where the target is standing cracks and a big fissure opens under his feet! Place a Small Burst Template centered on the target to represent the fissure size. Everyone caught in the template must make an Agility roll to either jump away or fall into the opening! Falling into the fissure causes 3d6 damage from an Extra and a Climbing (–4) roll is required to escape. The fissure twists and contracts, so each round inside the fissure causes 2d6 damage from an Extra. This hazard is permanent, it does not get removed from the tabletop, and everyone who ends up in it suffers its effects.

Three, Four – Falling Strut: A large metal strut falls from the ceiling with a high chance of hitting the character that has the lousy luck of being directly under it. If the character fails an Agility (–2) roll, he suffers 2d8 damage from an Extra. Dodge and Improved Dodge Edges give +1 or +2 to the roll.

Five, Six – Live Wires: Some energy charged wires are torn apart, and one of their ends falls onto the target, hissing and wriggling like a living thing. Even a casual touch can be deadly. This counts as a touch attack (+2) with Fighting d6 that causes 2d6 damage from an Extra (AP 2). This effect is permanent and must not be removed. Place a marker at the point where this event happened. If a character comes within 3" of the wires, he immediately suffers the attack.

Seven, Eight - Cracks: The section of floor where the character is standing cracks and shifts, making it difficult for the individual to keep his balance. The target has –2 to all Agility related rolls this turn.

Nine, Ten – Debris Rain: A rain of small metal parts

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HAZARDS DURING THE SHIPQUAKE CONT.

falls from the ceiling. Place a Medium Burst Template centered on the target. Treat all the characters under the template as suffering a Suppressive Fire attack. Rolling 1 on the Spirit die means being temporarily Blinded (per the Hindrance in the Savage Worlds rules). Blinded characters can recover from this condition with a Vigor (-2) roll, to be made every round until successful.

Jack – Up and Down: The floor is shaking! Center a Large Burst Template on the target. All characters under the template must make a Strength (-2) roll or fall prone. During this turn, running is impossible, and the whole area is considered difficult ground.

Queen – Smoke Cloud: A refrigerant conduit breaks, and a chemical fog fills the area, making it difficult to see. All the combat area is now in Dim visibility conditions until the end of the fight.

King – Acid Pool: A pipe containing hazardous, acidic chemicals breaks near the target, creating a very dangerous pool of green, bubbling, slime. Place a Medium Burst Template centered onto the character, representing the pool. The character must make an Agility roll to avoid stepping in it. If he fails, he suffers 2d8 damage from an Extra. The same amount of damage is dealt for each turn spent in the pool. The pool is permanent, it does not get removed from the tabletop, and anyone who moves into it suffers its effects.

Ace – Plant Fire: The old plant fire system of the Exodus activates, filling the area with gray, foul-smelling foam. Movement is difficult. Until the end of the fight, all the characters in the room suffer -2 Pace.

don't free her in five rounds, she passes out. She is not dead, only unconscious (even if the party doesn't know it, she suffers Fatigue, not real damage) and continues to moan so the heroes understand that she is still alive.

Some groups will try to finish the combat before freeing her, even if they have very little chance of victory. If you notice this attitude in your group, get the party's attention by having the girl whimper:

"Please, free me, I know an exit from here!"

When they free the girl, continue the combat for another full round, then stop the fight and go on with Serious Breaking.

SERIOUS BREAKING

Read this part to the group:

The floor of the room squeals as if in pain and a large fissure erupts, separating you and the girl from the Beneathers. The two parts of the floor incline up towards the ceiling! You and the barbarians tumble towards the walls of the room, in opposite directions, screaming in terror. You must find a way to get out of here and quickly!

If the girl is conscious, she points at a metal ladder leading to the upper floors which, in the fury of the battle, the heroes failed to notice; otherwise, the heroes have to make a Notice roll to spot it. They can make a roll each round. For every round they stay here, deal them 2d6 damage from an Extra due to the falling debris.

SCENE 3: INTO ABOVERS' TERRITORY

The heroes climb the metal ladder, going up into the ship. The Shipquake seems to have stopped, so the characters finally have a chance to catch their breath. The girl, if unconscious, regains consciousness after a short while.

Now the group can turn their attention to her. She is tall and slender and a true beauty under her dirty rags.

I thank you very much, strangers. I owe you my life. My name is Tala, of the Abovers. You have saved me twice, from death under the debris and from falling once again into the hands of the Beneathers.

She shivers at the mere thought of the cruel barbarians and tells the heroes to follow her because Firstofficer, the Beneathers' leader, will not give up easily. They will be safe only when well within the borders of Tala's clan.

The girl leads the party upwards, where everything is broken, covered in dust, and ancient, just like in the areas of the ship the party has seen up until now. Several times Tala is forced to go back and find another way forward, because the Shipquake has made some areas inaccessible, but she seems to know every corridor like the back of her hand.

Speaking with Tala, the heroes can piece together bits of her story. She is one of the best foragers of her tribe, but she carelessly went scavenging in the Beneathers' territory and ended up in their hands. Firstofficer took her as his personal slave. He is a madman, as all the Beneathers are.

Tala tells the heroes about the weird beliefs of the Beneathers. They worship a strange god, called "Mainframe." They are convinced it is the almighty lord of the whole ship and that the Beneathers are its chosen ones. There must be some truth in it, she admits, because she has heard Firstofficer speaking with the god through his strange amulet.

A peculiar thing—from Tala's words it is clear that

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for her, “ship” and “world” have the same meaning, i.e. “place where we live”. She doesn’t have any notion of what a “ship” truly is.

The trip continues, and the heroes notice that the further they go on, the less tiring their physical efforts. Expert spacefarers as they are, they understand that gravity is lowering slightly as they move upward. Maybe the Exodus’s gravity generators are not functioning at their best.

In the end, the party reaches the Abovers’ territory. Some sentinels stop the group, spears raised, but seeing Tala, they relax a bit, even if they continue staring at the party with startled looks on their faces—they have never seen people like them.

When the heroes come into the Abovers’ camp, read the following passage:

You enter a big, domed room full of light, a comfort after the perpetual darkness in which you have roamed until now. It’s warm, too, an even stranger thing inside an abandoned spaceship. The Abovers, more or less a hundred people, all tall and slender, look at you with open curiosity. Many women approach and embrace Tala, who weeps in relief, her terrible nightmare in the hands of the Beneathers finally ended.

Looking around you discover that the origin of the warmth and light is an array of intense lamps, covering the domed ceiling. Maybe the reason for this impressive illumination system is found within the big pools all around the room. They are full of a strange, murky liquid, where jelly-looking protoplasmic formations float about, carefully tended with long poles by a group of half-naked men and women. Crude butts and canopies, the houses of the Abovers, are sparsely built all around, and cooking over some fires you see the same strange protoplasm from the pools.

The main camp of the Abovers is an old, but still functional, hydroponic farm. The big pools allow these people to grow the mutated fungus that is the basis of their diet. The heroes notice that the Abovers are all tall and slender, but they don’t seem to have great physical strength. Perhaps this is an effect of the lower gravity in which they live.

The party is approached by an old man with long, white hair. He speaks to the heroes, his words having a peculiar accent, just like Tala’s:

“Hail, my friends. I am Garan, elder of the Abovers. I have never seen anyone like you in all my life, and this surprises me, because I am very old, the eldest of the whole tribe.

“But today is a bad day for us—you returned our beloved Tala to us, and this is a good thing, but the ship trembles and cries in pain, and this is a very bad thing.

I have many questions for you, and I’ll gladly share the comforts of the Fungus and our fires with you, but we are in trouble now. The Shipquake damaged our camp, and some of my people are wounded or dead. I must see to their needs first.

To give more emphasis to his words, the Shipquake suddenly starts again—the whole ship’s hull inclines, and low sounds of breaking metal come from the depths of the Exodus.

The people cry out in terror. This is a totally new experience in their lives—something like this has never happened in all the years gone by.

The heroes can rest a bit now. The Abovers don’t have much but seem happy to share it with them. The primitive men offer the party a place to rest, only some rough blankets in a corner, and a bowl of hot fungi soup, but it is better than nothing.

ACT 3: DECAYING ORBIT

Assuming the party wanders a bit after supper, perhaps talking and debating about what to do next, eventually they find something unexpected—a porthole, through which they can see the hot, red sun.

SCENE 1: THE DISCOVERY

Something is definitely strange. The sun is not where it is supposed to be. It is much, much closer, and its position is all wrong. The group understands that the Exodus has deviated from its original orbit, maybe the cause being the activation of the automatic defenses and the final explosion of the defensive turrets.

The Shipquake is only a side effect of the terrible strain the ship’s hull is suffering, and not the most dangerous one—the Exodus has entered a decaying orbit, and it is lured by the gravitational force of the sun. It is only a matter of time before it will dive into the sun, meeting a hot death.

The heroes, using a wristcomputer to do the complex equations, can make a Piloting (+2) roll to estimate how much time they have before the Exodus is destroyed. With a success they know that they have roughly 12 hours.

There are two possible courses of action: The heroes can try to find a way back to the Blazing Star and flee, abandoning all the people within the Exodus to their fate. This isn’t a very heroic path, so the written scenario will not consider it. If the players insist on such an option the GM should arrange for some interesting encounters to make the trip to the Blazing Star memorable.

The other, more heroic, possibility is to restore the Exodus’s original orbit. Doing this requires restarting the ship’s propulsion system: even a brief impulse could correct the orbit and save the ship from the most immediate danger. This information is allowable for any character

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HELP FROM THE ABOVERS

The Abovers are decent people, but in dire need. They have the bare minimum to survive and don't have much to spare for strangers.

If the heroes ask for aid in their mission, they must make a cooperative Persuasion (–2) roll with Garan. If they fail, the old man doesn't aid the group in any way, he simply cannot afford it.

With a standard success, he gives the heroes some melee weapons, if they have none—some crude war clubs (Str+d6) or a few daggers (Str+d4).

Most importantly, he equips each of the heroes with a Fungus Light. It is a particular, bioluminescent fungus that the Abovers breed because it provides light for a very long period of time, using up no combustibles. Treat it as a torch (light radius of 4") that requires only a few drops of water twice a week. It lives up to a year if properly nourished.

With a raise, besides granting all of the above, Garan reluctantly concedes the group a pair of warriors to aid them in their dangerous trip.

★ **Abovers Warriors (2)** see page 20

with a background in spaceship handling (if this doesn't occur to the players, the GM can suggest it to them, as this would be obvious to the characters).

The first problem is finding where the engine rooms are. If the heroes ask around, no Abover seems to know this information; even Garan knows nothing about it.

Tala, on the other hand, looks troubled, bites her lip, and says nothing. The party notices this.

The girl knows where the engine rooms are—deep in the heart of the Beneathers' territory. She is very familiar with that area, having been imprisoned there for several weeks. But she is terrified by the idea of going back into the wolves' den. The heroes must persuade her—if they don't win the girl's help, their mission is doomed to fail and the Exodus is condemned to a terrible fate.

This is an occasion for the players to do some roleplaying. Let the group find good arguments to persuade Tala.

She has just escaped a fate worse than death and now the heroes want her to go back, running the same risk again. The best way of winning her over is to tell her that the safety of the entire ship depends on her leading the party to the engine rooms, but clever players can find other persuasive ideas.

If you want to make this part more dramatic, you can also add a little romantic interlude involving the girl and one of the heroes. Maybe she has a crush on the person that pulled her from the debris, or maybe the opposite, a hero feels attracted to her, or, perhaps both of them are attracted to each other. Don't push this part too much, because Tala is doomed to a tragic but heroic end at the conclusion of this tale.

Let the heroes make a cooperative Persuasion roll,

giving them a bonus (from +1 to +4) based on how good their arguments and their roleplaying are.

When Tala is finally persuaded, she says:

"Ok, I know a way into the territory of the Beneathers. A path they don't patrol simply because it is too dangerous, only a madman would take that road. Are you sure you still want to go?"

If the heroes accept, she takes a deep breath and goes off to collect her things. After a couple of hours, the journey begins.

SCENE 2: TERROR ON THE SUPERELEVATOR

Tala leads the party through a series of old, dusty corridors. The short trip ends in front of a sealed, automated door. Tala looks at the heroes and says:

"There was another passage leading to the place where I want to go; we passed it before, but the Shipquake blocked it, so we must go through here. You must open this door if you want to continue."

The door can be opened with a Lockpicking (–2) roll or bashed in. It has Toughness 10. If a hero gets a raise on the Lockpicking roll, he also notices that the door is not blocked because there is no power but because someone willingly sealed it via its controls.

Beyond the door there is a short corridor where the group discovers a superelevator car with its doors opened, but clearly out of service. Tala studies the strange symbols on the control panel for some moments and then says:

"The legends of my people say that, in the past, cabins like this brought people to all the decks of the ship. If you can restore its magic, we can ride it directly to the heart of the Beneathers' territory, without making our presence known."

The car is broken, but can be fixed with a Repair roll and an hour of work (a raise halves the time). When it is ready, the control panel illuminates, and the elevator's motor starts with a low hum.

The group enters the car and starts descending to the lower decks.

The trip begins calmly, the elevator goes down slowly, but suddenly something strange happens, the speed increases noticeably and all the lights on the control panel turn red!

Something is definitely wrong! The superelevator is supposed to go fast, but not this fast!

You hear the motor squeal, and the red lights on

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the control panel are blinking in a very alarming way. It's not a simple failure—someone or something is deliberately pushing the motor beyond its limits!

Mainframe, the ship's supercomputer, recognizing the heroes as intruders, has decided to kill them all by sending the superelevator crashing to the bottom of the shaft.

The heroes have only six rounds before the car reaches the abrupt and deadly end of its descent, and to save their lives they must do all the following tasks in order:

1. Remove the cover of the control panel. It would normally be a routine job, but now the clock is ticking, so it requires a Repair roll, or a Strength roll to tear it away using brute force.
2. Find the remote control receiver. Now that the control circuits are open, the heroes must find the control circuits that allow an external agent, in this case Mainframe, to control the elevator remotely. It is a Common Knowledge roll. Heroes with a background in mechanics have +2 to this roll.
3. Bypass the remote control receiver. The heroes now know what the remote control receiver is, so they have to bypass it. It can be done with a Lockpicking (–2) roll. If the situation is desperate, they can even destroy it with a blaster shot (it is a Shooting roll at –2, the component has Toughness 3).
4. Take direct control of the elevator. Now that the external control is cut off, the party must do the last, but not least important task—stop this damned trap! It can be done with a Repair roll. Success means that the elevator suddenly stops. The heroes can control it directly from now on, using the circuits.

If the heroes manage to resolve the situation, they safely reach the engine room deck, and you can proceed with Scene 3.

Otherwise, at the start of the seventh round, the superelevator crashes. The impact is so strong that it is fatal to the whole party and in a few short hours the Exodus will take a hot bath in the R127 system's sun.

SCENE 3: PREDATORS IN THE DARK

Going down, you feel the force of gravity increasing slightly, becoming normal at first, then heavy. This could explain the Beneathers' strong physique and sturdy frame, if it is true that they live in this area.

Your speculations are interrupted by the superelevator's doors opening.

You are in a big, domed hall, engulfed in darkness. Tall piles of foul-smelling trash are all around; finding a passage here will not be easy. When you take your first steps inside, you sink ankle-deep into the rubbish, and something moves in the dark near you.

You immediately point the beam of your light towards the source of the sound, but there is nothing there.

Tala says:

"Come on, we must get away from here quickly."

This big dome is the nest of a species of dangerous, mutated creatures—Spider Rats. The sound the party heard when exiting the superelevator was one of them fleeing. Now, the pack is silently gathering around the heroes to attack them. They are very nervous due to the Shipquake, but very hungry too.

The heroes begin crossing the dome. Ask them for a Notice roll. If anyone scores a success, read the following:

You see a big, strange ball of compressed rubbish near you, tall as a man. You wonder who has done such a strange thing. It seems to be covered by a thick crusty substance.

A strange object encased in this foul-smelling thing draws your attention. It is a metal construct partially protruding from the rubbish. It must have been an artifact of some type in its best times, but now it is only another rusted piece of metal. You see a series of batteries plugged into it and a blue, shining crystal encased in the metal.

With a Survival roll, the heroes can recognize the large ball as a form of chrysalis. If a character cuts into it, he'll find a foetal spider rat. It is the spider rat queen that shapes the balls.

If anyone is interested in the strange, blue crystal, ask them for a Common Knowledge roll. If the hero has a technologically savvy background, he adds +2 to this roll. With a success, the character recognizes the artifact as an Ionic Condenser, one of the lost technologies the party is hoping to find. With a raise he learns more about this artifact's construction, granting a +2 bonus to the subsequent roll to remove it (see below).

It is rather delicate, so it requires a Repair roll to be removed.

The Ionic Condenser can be attached to any portable blaster, granting the weapon a permanent +1 to damage. Linking it to a weapon requires a Repair roll and a half hour of work time. If the roll fails, the Condenser is not properly aligned, but you can try again. Only in case of 1 on the Repair roll is the artifact so incorrectly connected that it burns out the first time the weapon fires.

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If the heroes have stopped to pick up the Ionic Condenser or to open the chrysalis, the pack of spider rats has had the time to surround the party, so consider this when you set up the upcoming fight.

Read the following part aloud:

Suddenly you realize that there are little, shiny eyes in the darkness all around you. Lots of them! You hear low hisses and the sound of many feet pattering on the rubbish. You see one of the creatures. It is basically a rat—though the size of a large dog—but eight long, spider-like legs protrude from its abdomen! Surely this is some strange mutation, but you don't have time to study it because several of the beasts are attacking you!

All the heroes must make a Notice (–2) roll to avoid being surprised. The spider rats start on Hold.

Deal action cards as usual. The battle area is a square 24" on each side.

The group is marching, so let the players place their characters on the table as they wish, but all within 3" of a friendly character. The whole group must be more or less in the middle of the battleground.

If the pack of rats hasn't surrounded the party, set aside one spider rat per hero. These beasts will ambush the party at the start of the second round of the fight (see below). Place the rest of the pack in a loose formation in front of the party, 12" from the heroes.

If the pack of rats has surrounded the party, the situation is a little different. Place the heroes in the middle of the battleground. Set aside one spider rats per hero and a single Big spider rat. The monsters have had more time to prepare, so they'll ambush at the start of the first round. Arrange the remaining attackers in a circle around the party, 8" from the heroes.

The ambush technique of the spider rats consists of silently walking on the domed ceiling and dropping onto the heads of their prey, catching them unawares. Every hero not explicitly looking upward must make a Notice (–4) roll, ignore this penalty if the hero has the Danger Sense Edge or is deliberately looking at the ceiling. If the roll fails, the spider rat attacks him with the Drop, otherwise it is a normal attack. If, for any reason, the attack misses, the rat falls near his victim; the beast is automatically Shaken.

Remember that the dome is in darkness, so if the heroes don't have any sources of light, the fight will take place in a Dark (–2) condition.

TERRAIN

The following terrain and props are used in the fight.

* **Rubbish Piles:** Every rubbish pile is 4" high and counts as Light Cover if used for protection. It is difficult ground for the heroes but not for the spider rats, which are in their native environment. Use Large Burst Templates to represent these piles. Place up to three rubbish piles on the battleground.

* **Pressed Rubbish Ball:** A fat ball of pressed filth (another chrysalis), seven feet tall, lies on top of one of the rubbish piles. It counts as Medium Cover. With a Strength roll the ball can be pushed down the pile, acquiring momentum. It moves in a straight line for the entire length of the slope plus 2d4+4" additional inches. If someone is in the ball's way, he must make an Agility (–2) roll or suffer 2d6 damage, and be knocked to the ground. Use a Small Burst Template to represent this ball.

After all the rats have been dispatched, Scene 4 starts immediately.

★ **Spider Rats (2 per hero)** see page 20

★ **Giant Spider Rats (1 per hero)** see page 21

SCENE 4: SOMETIMES SMALL PUPPIES HAVE BIG MAMAS

You have just dispatched the last spider rat, which goes down with a final, raging hiss. You look around, searching for some other enemy to toast with your blasters, but none are left alive. You become confident, absolutely sure that no other beast of this race will cross your path ever again.

But a loud crashing sound coming from behind a big pile of trash makes you reconsider.

The pile is destroyed like a child's sand castle by a massive spider's arm. In front of you, a few yards away, you see the queen of the spider rats, a monstrosity as big as the Blazing Star's cargo bay. Her eyes are the size of your head, and she has eight of them, each trained on you with a promise of death.

Tala shouts:

"Run for it! The exit is close!"

The spider rat queen is simply too big a danger for the heroes to handle without military-grade weapons. They can try to combat her, but they are doomed to fail. The only reasonable thing to do in this situation is run as fast as they can.

It is a Chase, conducted with the following rules.

Place twelve markers representing range increments with the twelfth one of a different color. The exit Tala knows is represented by this marker. Place the spider rat queen at the first increment and the heroes at the fourth, within Medium range. Each increment is 5".

Deal action cards as usual.

If the heroes start shooting at the monster, they'll lose a round (the creature has Heavy Armor so she is immune to standard weapons). In this case the spider rat queen will use the round to roar at the party. It is an Intimidation roll, which affects the entire group.

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The creature will make the Intimidation attempt only once, and then she begins hunting the heroes. If the party wastes more time shooting, they must face the consequences.

When a hero and the spider rat queen are in the same space, combat breaks out. If the beast moves into an occupied space, her attack has the standard multi-action penalty. If a hero tries to leave a segment occupied by the beast, he must face a free attack.

The beast is too stupid to use any special maneuvers in the Chase, but the heroes can gain a lot using Push.

Don't use the standard obstacle rules. Instead, every time the heroes draw a Club as their first initiative card, run the mini-scenes corresponding to the card value, using the following table. The spider rat queen is too big to be bothered by these obstacles, so she ignores the table's effects

The value in parentheses is the modifier to the Agility roll. Sometimes the mini-scene will require additional rolls. If it is not explicitly told, they do not count as an extra action.

Deuce (-4) Webbed: The hero runs straight into a giant sticky web, spun by the spider rats! The hero cannot move and has -4 to all his actions until he manages to break free. He can accomplish this with a Strength (-4) roll or by cutting the web (Toughness 7). Other characters can help him.

Three (-2) Blocked Path: The hero has run into a dead end! A big wall of compacted rubbish stands in front of him. In this round he doesn't use Agility for the Chase roll, but Climbing (-2). Success and raises allow him to gain segments as normal.

Four (-2) Pit: A pit hidden by a thin layer of debris lies in the character's path. He can avoid it with a Notice (-2) roll. If he fails, he falls into it, suffering 2d6 damage from an Extra, and loses a segment in the Chase this turn. If he succeeds with the Notice roll, he can make the standard Agility roll.

Five (-2) Boggy Terrain: The terrain where the hero stands is murky and shallow. This hinders his movements. He has -2 to Agility rolls this turn and the next.

Six (-2) Walking Along a Narrow Walkway: The character is running along a narrow, suspended, metal walkway. If he fails his Agility roll, he falls, suffering only 1d6 damage, but he is automatically Shaken.

Seven (-2) Nauseating Gas: In this area the putrescent refuse generates a toxic gas. Before the Agility roll, the hero must make a Vigor roll. Failing it causes a level of Fatigue. The hero recovers from this condition at the start of the next Scene.

Eight (-2) Jagged Slope: The bad news is that the character is running up a hill of rubbish and this slows him down, so he has -2 to the Agility roll, as indicated. The good news is that the next round he'll run down the other side of the hill, gaining +2 to the Agility roll.

Nine (0) Rubbish Moat: A large moat, full of dark, foul smelling water stretches out in front of the character. He must jump over it! For this round, use Strength instead of Agility for your Chase roll.

Ten (0) Catapulted!: The hero is in the wrong place at the wrong time. The wrong place is a long metal plank, resting precariously on a large chunk of metal. One of the party members unintentionally makes a big ball of rubbish fall down onto the board, catapulting the hero into the air! Roll a d4. The result is the number of segments the hero is thrown forward. He suffers 2d8 damage from an Extra and is automatically Shaken.

Jack (0) Wrong Turn: If no one is ahead of the other characters in the Chase, make a Smarts (-2) roll. With a failure, the hero has taken a wrong turn and the other characters have followed. Add another token between the eleventh and twelfth range increments, making the party's road longer. The hero can then roll Agility as usual. If the hero is not in pole position, he ignores the effects of the card.

Queen (0) Rubbish Ball: The character is near a big rubbish ball which is in a favorable position. If he wants, he can stop and push the ball towards the spider rat queen to distract it. Consider this action a Trick—the hero's Strength versus the queen's Smarts. The hero doesn't move this round. If the player doesn't wish to push the rubbish ball, he can perform the standard Agility roll.

King (0) Surfing the Rubbish: The hero is at the top of a long slope of trash. Near him there is an elongated metal plank which he can use to surf down the slope! In this case the hero uses d10 as Wild Dice for the Chase roll of this round. If he rolls 1 on the Agility roll, regardless of the Wild Die, he falls, suffering 2d8 damage from an Extra.

Ace (0) Spider Rat-Man!: The character spies a strong web filament hanging nearby. He can choose to grab it and swing down toward the exit. He must make an Agility roll. For each success and raise he advances one segment in the Chase (he doesn't have the customary limit of two segments). If he rolls 1 on the Agility roll, regardless of the Wild Die, he falls onto the rubbish, and becomes automatically Shaken.

When the heroes reach the last segment, they find a tunnel leading out of the room. The passage is too narrow for the beast to enter, so they are safe.

But other dangers await the party in Act 4!

★ **Spider Rat Queen:** see page 21.

ACT 4: THE ENGINE ROOMS

SCENE 1: OUT OF THE FRYING PAN, INTO... THE COMBUSTION CHAMBER!

You run down the narrow passage, as fast as you can. The spider rat queen roars her frustration at the entrance, trying to squeeze into a space too

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narrow for her huge size. You have faced a mortal threat and survived to tell the tale!

"That is why the Beneathers don't patrol this area!" Tala says, with wild eyes. "Now the path is clear, let us continue."

The passage opens into a wide and long corridor, with many exits on either side. Despite the fact that the lights are off and debris lies all around as usual, the corridor seems more travelled than the previous areas.

Tala goes straight on confidently, ignoring the side openings and pointing towards the corridor's end, with you cautiously tailing her.

You have almost reached the end of the corridor when most of the automated doors along the sides of the passage slam shut. In a moment the corridor is sealed, except for the front opening and two side exits.

At this point, three bands of well-armed Beneathers come in through the three doors and surround you, weapons at the ready.

You are trapped!

A sardonic laughter erupts from the larger group of barbarians. Firstofficer, his hand on his strange magic amulet, speaks to you.

"Fools! No one can surprise the Beneathers, the chosen ones of Holy Mainframe! Your actions have been closely scrutinized the whole time! Now lower your weapons and surrender unless you wish to suffer my anger!"

The heroes are to be captured by the Beneathers. Try to make it clear that they are outnumbered, and the party's position too precarious, to have any chance of victory. If the heroes surrender, award them each a benny as per the Space Pulp Rules.

In case the party wishes to fight the Beneathers, the corridor is 6" wide. Place the heroes in the center.

Split the Beneathers' forces into three groups as you wish—one in front of the heroes and the other two flanking on the sides. The enemies are at distance of 6". The Beneathers are trying to capture them alive, so they deal non-lethal damage. In the very unlikely case the heroes are winning the fight, another party of equal size comes in. If you want, you can use the Hazards During the Shipquake table in this fight (page 7-8).

★ **Beneathers (4 per hero):** See page 19

★ **Grizzled Beneathers (1 per hero):** See page 20

★ **Firstofficer, Shaman of the Beneathers:** See page 20

When the heroes finally surrender, read the following to the players:

The Beneathers rudely bind and push you to the middle of the group. Firstofficer approaches, and, looking at Tala, smiles evilly. He grabs the girl's arm and pulls it roughly, making Tala cry out in pain.

"You are mine again, Tala," the evil shaman says, leading her away from you.

CONCEALING ITEMS

Before binding them, the Beneathers strip the heroes of all weapons and other useful possessions. Remember, the bad



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guys are very primitive and have only a vague idea of what the characters' equipment really is. While they certainly confiscate blasters, melee weapons (and all other offensive objects the heroes used against them), they don't remove wristcomputers or similar devices as these are only strange ornaments, to them. A hero can try to hide one or more small items on his person. When the Beneathers search the heroes, make an opposed roll with the Beneathers' Smarts (d4) versus the hero's Smarts for each object the character has tried to conceal. The hero suffers -2 to all rolls for each additional object concealed.

THE BENEATHERS' CAMP

You are forced to march in the center of the Beneathers' group. Many eyes survey you, none of them friendly. You consider escape plans, but quickly discard them. Tala watches you. In her stare you read a silent plea for help, but you can do nothing, for now.

Moving on, the temperature rises, and a low, humming sound is heard. For spacefarers, as you are, it is the unmistakable sound of the ship's engines.

Finally the war party reaches the village. It is made up of crude huts erected among the ship's engine chambers. It is not a bad place to live as it is illuminated and warm, but other problems occupy your mind now.

Small and sturdily built Beneathers of both sexes stare at you with open animosity. Suddenly another Shipquake reminds you that being captured is the least of your problems.

The Beneathers scream in terror! Some of them kneel down and start hitting the ground with their heads, praying aloud.

The party can try, at this point, to explain to the Beneathers the real cause of the Shipquake and the possible remedy. This must not happen! If a hero starts talking, he is slapped across the face by a guard. Continue with the following.

Firstofficer demands silence in his thundering voice.

Once the Beneathers have complied, the evil shaman intones a prayer: "Holy Mainframe, father of the Beneathers, your beloved sons offer you a sacrifice to appease your omnipotence. Please spare the Beneathers from your rage." Then, four guards muscle open a heavy sealed trapdoor in the floor, and you are forced to jump in.

You immediately realize that you have dropped into one of the ship's combustion chambers!

SCENE 2: SPEAKING WITH MAIN-FRAME

You are in a big, cylindrical room. It is dark and damp. The Beneathers close the trapdoor, sealing you in the darkness.

You look around frantically, but there is no exit.

A red alarm light flashes rhythmically, and a metallic voice speaks in a deep, monotonous tone.

"Unauthorized personnel, please abandon this area. The combustion process will begin in 90 seconds. Unauthorized personnel, please abandon this area. It is dangerous. The combustion process will begin in 85 seconds. This is Mainframe speaking, all unauthorized crew members must evacuate this area immediately."

The voice is not a simple, automated recording: it is Mainframe actually speaking. The combustion chamber is one of the few places where it is still possible to speak directly with the Exodus's supercomputer.

If the heroes don't understand this from the phrases above, let them make Smarts rolls. With a success they'll notice the voice is that of a sentient being. If they fail, continue speaking with Mainframe's voice, making the fact obvious to the players.

The supercomputer is a rather primitive AI and has a set of priorities:

Priority One: Protect the ship and its crew.

Priority Two: Obey the officers (recognizable by badges and other official designations).

Priority Three: Protect its own existence.

Take these priorities into account when you roleplay Mainframe.

When the party finally recognizes that it is Mainframe actually speaking, they have to quickly persuade it to stop the ignition process, before it is too late. They have only six rounds of time, and must do all the following tasks, in order, to earn the supercomputer's trust.

1. **Inform Mainframe of the decaying orbit.** The heroes must convince the supercomputer of the terrible plight of the Exodus. Mainframe knows nothing of it because all its external sensors, after the explosion of the automated defenses, are malfunctioning and it is virtually blind to the outside. Convincing Mainframe can be accomplished with a Persuasion (-2) roll. Otherwise the heroes can try to hack its communication subroutines using an archaic vocal programming language. It is difficult, and requires a Smarts

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- (-4) roll, but a success gives +2 to the fourth step.
2. **Fix Mainframe's communications jack.** Mainframe is a machine, so it doesn't believe anything that is not supported by empirical data. It asks the heroes to repair the communications jack in this room, so it can acquire data from the heroes' wristcomputers. This must be accomplished with a Repair roll.
 3. **Connect a wristcomputer to Mainframe.** Using the now functioning communications jack, Mainframe asks the heroes to connect the wristcomputer that the heroes used to do all the calculations on the Exodus' orbit (in Act 3). This requires an Agility roll because it must be done in a hurry.
 4. **Gain Mainframe's trust.** When the supercomputer has all the data, the heroes must make a last effort to persuade Mainframe of the accuracy of their theory. It is a Piloting roll, influenced by their Charisma modifier. If the characters successfully hacked Mainframe's communication subroutines in the first step, they add +2 to this roll.

If, at the start of the seventh round, the heroes haven't yet gained Mainframe's trust, the fuel injectors open to pump in fuel, but nothing flows from the tanks—all the combustible liquid was exhausted ages ago!

There is no fire, but the terrible residual odors from the conduits causes a level of Fatigue to the heroes. This effect lasts until the scenario ends, but they can recover from this condition with a Healing (-2) roll.

The heroes may again try to persuade Mainframe, until they succeed.

When the supercomputer is finally convinced, it says:

"This artificial intelligence finds your theory correct. The Exodus will be destroyed if not moved from its current orbit. The systems status is as follows: power plant efficiency at 40%, propellers efficiency at 47%. Moving a short distance is theoretically possible. But there is a problem; the energy connection between the power plant and the propellers is interrupted. Until the energy connection is restored it is impossible to move the Exodus from its current orbit."

The heroes can now converse freely with Mainframe. Here are some of the questions the party might ask and Mainframe's answers.

Q: "If we promise to repair the energy connection, will you free us from this room?"

A: "Yes, this artificial intelligence will free you from Combustion Chamber Number 27 and give you directions to the energy connection area, but access to that area, for security reasons, is controlled by another, independent computer. You

will need an officer's badge to gain access to that area."

Q: "Where can we find an officer's badge?"

A: "The only known location of an officer's badge is on the individual known as Firstofficer, highest ranking officer of this ship."

Q: "Can you lead us unnoticed to Firstofficer's current position?"

A: "Yes, this artificial intelligence can accomplish this task."

Q: "Firstofficer and the Beneathers consider you a god. Can you order Firstofficer to give us the badge?"

A: "No, this artificial intelligence must obey officers' orders, not give them. The most this artificial intelligence can do is ignore a direct order from an officer if it puts the ship's safety in danger."

Q: "Can you grant us access to the energy connection area without the officer's badge?"

A: "No, this artificial intelligence cannot accomplish this task. The computer monitoring the energy connection area is physically separated from Mainframe."

SCENE 3: TALA'S SACRIFICE

When the heroes are ready, Mainframe opens a maintenance hatch allowing the party to leave the room. The conduit joins with the ventilation system, from which reaching Firstofficer's quarters is relatively easy. The players may want to do other things before confronting Firstofficer such as arming themselves (see the Improvising a Weapon sidebar).

After all is settled, read the following passage:

Mainframe opens a maintenance hatch that allows you to leave the combustion chamber. You then follow the conduit until it joins with the ventilation system. You walk along some old, dusty corridors; the path is easy because a little light filters from vents placed at regular intervals.

After fifteen minutes, following the supercomputer's directions, you reach a specific vent. Putting your face up to the grating you can see Firstofficer's quarters. The evil shaman is asleep on a big bed. Around his neck is the officer's badge. It is so near but just out of your reach!

But, wait a moment! Tala is on the bed too,

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chained near him, quietly weeping. Your position doesn't allow you to see very much of the room, but on the floor you see the shadows cast by a couple of guards standing nearby, so you must proceed with caution!

The grating is too firmly fixed to the wall to be removed, and even if the party found a way, it would be a noisy process. In gaming terms it will require three successes or raises from Strength (-2) rolls. Each attempt requires a round and draws the guards into the room.

The best thing the heroes can do is to attract Tala's attention. It requires a Stealth roll.

When the girl becomes aware of the heroes, she sneaks near the vent where they can talk. Every round of speaking requires a Stealth roll by the heroes. After each failure, Firstofficer moves in his sleep and murmurs some words. After three failures the evil shaman wakes up. If the heroes haven't obtained the officer's badge yet, he shouts for the guards. Continue to Scene 4, but the party doesn't have the badge and Tala is still alive. In this case they have to kill Firstofficer and then repair the energy connection (see below).

If the party manages to speak to Tala, they must persuade her to steal the badge from the sleeping Firstofficer and hand it to the heroes through the grating.

Tala automatically steals the badge (no roll required), and hands it to the party, but at that moment Firstofficer awakens.

"Stupid slave! What have you done?" thunders the shaman's voice, his face distorted by both rage and fear.

But it is too late. The badge is finally in your hands!

"Guards! Guards!" Firstofficer shouts, his hands clutch Tala's soft skin.

The girl stares at the Beneathers' leader, with grim defiance in her eyes.

"You... fool!" Firstofficer clasps her thin neck in his big hands, and the poor, courageous girl, collapses. She seems asleep, but you know Tala is dead.

In the meantime, the guards have arrived. Shots fired from your confiscated blasters strike the grating, so you are forced to retreat.

Mainframe speaks to you through the badge "You must go now. I will lead you to the energy connection chamber."

You start running along the conduit. Tala's death ill not be in vain.

IMPROVISING A WEAPON

From the beginning of Act 4, the party is unarmed. The players will certainly try to arm themselves in some manner. The ship has plenty of debris, broken parts and components, so finding improvised weapons will not be difficult. When searching for an improvised weapon, let the heroes make a Notice roll. Every roll takes five minutes. If the heroes try to do this during combat, they can do it in a single round (this is pulp, after all!) but with -4 to the roll.

Failure: The hero finds a jagged piece of metal. It is an improvised weapon; it deals Str+d4 damage, -2 to Fighting rolls, but breaks on 1 on the Fighting die.

Success: The hero finds a short club or something similar. It is not a true weapon, but it is better than the previous entry. It deals Str+d6 damage, -1 to Fighting rolls and breaks on 1 on the Fighting die.

Raise: The hero finds a balanced metal bar or something equivalent. It is considered a true weapon, even if not very reliable. The player can choose one of the following options. First option, the weapon deals Str+d6 damage and gives no penalty to Fighting rolls. Second option, the weapon deals Str+d8 damage but causes -1 to Fighting rolls.

Both versions break on 1 on the Fighting die

THE MACGYVER EDGE

This is a VERY useful Edge to have in a situation like this. It confers +2 on the previous table roll, and allows the character to create something more complex with a raise (like a sling, quarterstaff, spear, or small shield). If a hero finds something explosive, he can also create a crude bomb (range: 3/6/12, SMT, 2d6 damage). And with electronic components, a crude blaster (range: 12/24/48, 2d6 damage, 2d4 shots, -1 Shooting) can be assembled. These are only examples, let the players be creative and reward them for good ideas.

SCENE 4: BATTLE FOR THE ENERGY CONNECTION

Mainframe's voice comes out mixed with interference from the old officer's badge. You are running along narrow, hot corridors, guided only by the artificial intelligence's directions.

You are sweating. The ship's air is becoming hotter, and this is not a good sign. It means the Exodus is closer to the sun, and the ship's shielding systems are failing. You must hurry, or all will be lost!

You finally leave the maze of corridors. You are in

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a big shaft now, hundreds of feet deep, ringed by a catwalk.

In the middle of the shaft there is a platform, built around a big vertical tube. On the tube there is a small, sealed door. This must be the entrance to the energy connection!

You quickly take one of the three suspended catwalks leading to the platform and reach the sealed door.

Just then Firsofficer and a group of Beneathers come in through the same corridor from which you arrived. The evil shaman shouts his rage and orders his men to attack. A terrible sound of shaking metal and debris falling from the ceiling tells you the Shipquake is starting again!

This is the final battle of the scenario. The heroes must divide their attention on two fronts—one or more of them must open the energy connection, find the interruption and repair it. In the meantime, the others must defend the platform from the hordes of Beneathers. When the energy connection is restored, go to The End (see Fixing the Energy Connection for more details).

Deal action cards as normal.

The combat is staged in a circular area 24" in diameter; this is the shaft's perimeter. There is only one entrance to the shaft from where the heroes and the Beneathers came in. It is 4" wide and, looking at the combat area clockwise, it is located at 12 o'clock.

The Beneathers enter the combat area through this opening in the first round.

Around the shaft's perimeter there is a 2" wide catwalk, protected by a railing.

In the middle of the shaft there is the platform where the players are. Use a large burst template to represent it. There are three catwalks leading from the shaft's passageway to the platform. Each catwalk is 2" wide. Looking at the combat area clockwise they must be placed at 12, 4, and 8 o'clock.

Place the energy connection entrance in the middle of the platform. It can be represented by a Small Burst Template. It has a sealed door, at 12 o'clock (see Fixing the Energy Connection for more details).

The Beneathers' tactic is straightforward—charge, charge, and charge again, trying to gain access to the platform. Even Firstofficer will get up close and personal this time. The fanatics want to recover the officer's badge at any cost. They are ready to sacrifice their lives, but not to lose their relic. A Beneather will not attack a hero if doing this threatens the integrity of the officer's badge.

Heroes' Weapons. The heroes' weapons are now in the hands of the Beneathers. They are not very good at using them (–2 to Shooting rolls due the All Thumbs Hindrance), but if the party can recover them, they'll have quite an advantage in the fight. When the Beneath-

ers enter the shaft, randomly pick which of them has the heroes' weapons and mark them so that the players can recognize who is brandishing which weapon.

Shipquake! The shipquake starts again during the fight, so you must use the Hazards During the Shipquake table on page 7-8.

★ **Beneathers (2 per hero):** See page 19

★ **Grizzled Beneathers (1 per hero):** See page 20

★ **Firstofficer, Shaman of the Beneathers:** See page 20

TERRAIN AND PROPS

The heroes will likely be poorly armed (or Unarmed) in this fight, so great attention must be paid to terrain and prop use to make this combat a real pulp battle.

Metal Barrels. The platform where the heroes stand has nine metal barrels stored on it. Let the heroes place them where they want on the platform. They are rather heavy, but cylindrical, so they can be easily rolled. They grant Light cover for a standing person and Medium cover for a prone one. They have Toughness 7. A single barrel takes 1" on the gaming table. You can use gaming markers to represent them.

Fire Extinguisher's Hose. Place a marker (different from those used to represent the barrels) on the platform to represent a fire extinguisher box. Inside the box there is a hose. The hose is 12" long and can be used to spray enemies with chilling, fire retardant foam. Treat it as the Burst power, with a cold trapping. Use Shooting as the arcane skill. The apparatus contains enough charges for three uses.

Metal Railing. The catwalks and the platform perimeter are protected by a metal railing that prevents falling into the void. The railing can be removed with a Strength roll (the removed metal bar counts as a success on the Improvising a Weapon table, see page 17).

The Void. Beyond the metal railing, the shaft is hundreds of feet deep. Falling in means automatic death for an Extra. A Wild Card pushed beyond the metal railing clings to the edge and must make a Strength (–4) roll to climb up (this can be cooperative).

FIXING THE ENERGY CONNECTION

One or more heroes must perform the following steps, in the order given, to repair the energy connection:

1. **Insert the officer's badge into the door's security lock.** The sealed door has no standard lock, but instead a communications jack where an officer's badge can be inserted. Inserting Firstofficer's badge, letting the computer accept it, and opening the door requires a full round.
2. **Find the interruption.** Inside the tube there is a very thick crystalline filament running from top to bottom. The filament is the energy conductor, and it is broken somewhere close. It requires a Notice (–2) roll to spot the damage.

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- This action normally requires a full round, but with a raise on the Notice roll it is a free action.
3. **Climb up the tube.** The interruption is a few yards above the hero's current position, so he needs to climb up a metal ladder to reach it. Normally it would be a routine action, but now the character is in a real hurry, and the Shipquake is increasing in intensity, so he must perform three successful Climbing rolls to reach the location, every raise scored counts as an extra success. Each Climbing attempt requires a round.
 4. **Fix the filament.** The filament is not seriously broken, so the two severed parts can be linked together with little effort. It requires three successful Repair rolls, every raise scored counts as an extra success. Each Repair attempt requires a round.

It's working! When the filament is finally fixed, the energy can flow through it. Now you can go to The End.

THE END

"The energy flows through the now repaired filament, which shines with intense blue light. You hear the ship's propellers humming and activating again after hundreds of years!"

The ship starts moving, with a cataclysmic effect on the environment!

The Beneathers, terrified by this, flee in all directions. Firstofficer tries everything in his power to stop them, but it is impossible. In their fear the barbarians trample him and he stumbles over the railing.

The last thing you experience from the evil shaman is his scream as he plummets to meet his doom.

After some minutes the ship stabilizes. Mainframe tells you the Shipquake has ended in all the areas of the Exodus under its control, and the temperature is normalizing. You have saved your own lives, and that of the Exodus as well."

With the officer's badge and the ability to communicate with Mainframe, the heroes manage to return to the Abovers's camp and then the Blazing Star with little difficulty.

If Tala was killed, the party recovers her body—the Beneathers abandon this area forever, migrating to other, safer zones. This day will be the last of their supremacy aboard the ship.

Tala will be buried as the customs of her tribe dictate—her body will be placed in one of the hydroponic pools, so that her living force and spirit will live on forever within the tribe.

Her name and the names of the heroes will never be forgotten.

Galan, the Abovers's leader, wants to reward the heroes, but he has nothing of value to offer them.

Eventually the party makes a casual find shortly after Tala's burial—a crate full of old, but still functional, holographic cubes abandoned in a corner of the Abovers's village. The primitive men were unable to activate or find an alternative use for them, but they are certainly valuable to the heroes.

The cubes contain visual records from the distant past! They have quite some value in the hands of the right people. The party can easily sell them for 3000 Credits.

If they wish, they may continue to explore the Exodus. Surely other strange beings and items can be found within its abandoned decks, but in this case remember that Mainframe cannot always help them. In many areas of the ship its sensor network has been destroyed, so the supercomputer is virtually blind.

In the end the heroes will leave the ship. They must decide what to do with this amazing discovery—keep it secret, so that this peculiar microcosm will continue, communicate the amazing news to the authorities (who will take possession of the Exodus), or something else?

Only the heroes know the answer.

THE CAST

CHADAT

The Chadat are a particular and important caste of the Chandra society, the cattleriders. They spend a great deal of their lives in the grasslands, tending the herds. They wear long, leather robes, masks, and gauntlets when not in the grasslands with their herds because they fear "contamination" by the world beyond the grassland, and they don't want to bring contagions to the cattle. They are a very religious bunch.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Notice d4, Riding d8, Shooting d4, Survival d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7(1)

Hindrances: Delusional – Avoid contamination from the world beyond the grassland (Minor).

Gear: Cattleprod (Str+d6), leather vests (+1), one of them wields a Blaster pistol (Range: 12/24/48, Damage: 2d6, semi-auto).

Special Abilities:

* **Low Light Vision:** Chadat ignore the penalty for Dim and Dark lighting.

BENEATHERS

The warriors of the tribe, they are skilled hunters and

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scavengers. Fanatically loyal to their master, Firstofficer, they would give their life to save him. They are recognizable by the horrible war paint on their naked bodies.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Survival d6.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: All Thumbs, Loyal.

Gear: Short Spear (Str+d6), knife (Str+d4), Sling (Str+d4, range: 4/8/16).

Special Abilities:

- * **Fanatically Loyal** when within 1" of Firstofficer, they can offer their life to avoid any damage to the evil shaman, interposing their bodies to protect him. The Beneathers suffer the damage instead of their master.

GRIZZLED BENEATHERS

The strongest among the Beneathers warriors, these burly individuals are recognizable by the numerous scars on their painted bodies. They are Firstofficer's personal guards.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d6, Shooting d8, Stealth d6, Survival d6.

Charisma: +0; **Pace:** 6; **Parry:** 8(1); **Toughness:** 6

Edges: Combat Reflexes, Frenzy

Hindrances: All Thumbs, Loyal.

Gear: War club (Str+d8), knife (Str+d4), small shield (+1 Parry), throwing javelin (Str+d6, 3/6/12).

Special Abilities:

- * **Fanatically Loyal:** when within 1" of Firstofficer, they can offer their life to avoid any damage to the evil shaman, interposing their bodies to protect him. The Beneathers suffer the damage instead of their master.



FIRSTOFFICER, SHAMAN OF THE BENEATHERS

Firstofficer is more a title than a proper first name. Firstofficers have been, since times untold, the Carriers of the Sacred Amulet, and the Voices of Mainframe, god of the Beneathers.

The current Firstofficer is a bald and tall man, who radiates a strong charismatic aura. His followers worship him; his enemies fear him. Ruthless and cruel, he will not hesitate to sacrifice his men to achieve his goals.

Sacred Amulet: In truth it is an officer's badge with which Firstofficer can communicate with Mainframe. It has a tremendous effect on the morale of the Beneathers. While wearing it, Firstofficer has the range of his Leadership Edges tripled (15"), but this applies only to the Beneathers.

Old plasma pistol: Firstofficer carries a device scavenged from somewhere, an old plasma pistol. In gaming

terms he has a Power. Use his Shooting to activate it. Firstofficer has no Power Points, instead his pistol has a set number of uses in each scene.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d8, Persuasion d12, Shooting d8, Taunt d8.

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Edges: Brawny, Charisma, Command, Fervor, Hold the Line!, Improved Dodge, Strong Willed

Hindrances: Vengeful (Major)

Gizmo: 3 x *Burst* (damage 3d6, Medium Burst Template; old plasma pistol)

Gear: War staff (Str+d8), officer's badge.

ABOVERS WARRIORS

These tall, pale men are the best warriors of the Abovers's tribe. Not as strong as their ancestral enemies, the Beneathers, they compensate by being more agile and smart.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d8, Shooting d6, Stealth d8, Survival d6.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: All Thumbs, Loyal.

Gear: War club (Str+d6), knife (Str+d4).

TALA

This beautiful, Abovers woman is a skilled forager and a daring explorer. She knows many remote areas of the Exodus well. She was captured by the Beneathers and became the slave of their leader, but in the end she managed to flee and swore never to return to the land of those raving madmen.

She also knows that sometimes the necessity of many must prevail over the fears of one, so she will sacrifice her life to save the whole ship.

She is considered a Henchman (see Pulp Rules) for the duration of the scenario.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Knowledge (Area: Exodus's decks) d8, Notice d8, Shooting d6, Stealth d8, Survival d10.

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Attractive, Woodsman (apply this in all the ship's areas outside the camps and other "civilized zones")

Hindrances: Heroic

Gear: Knife (Str+d4), Sling (Str+d4, range: 4/8/16).

SPIDER RATS

These dangerous beasts are mutated mammal-arachnid hybrids, adapted to the peculiar environmental

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conditions of the Exodus. As big as dogs, they have the body frame of a rat and eight, long claws that protrude out of the ribcage. They have four eyes, and mouth filled with poisonous teeth. They are omnivores, but with a fondness for meat.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Stealth d8.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Special Abilities:

- * **Bite:** Str+d4
- * **Size -1:** Spider rats are the same size as dogs.
- * **Thermal vision:** Spider rats see body heat, so they ignore the light's modifier to notice living targets.
- * **Wall Crawler** Thanks to their spider claws, spider rats can walk on vertical or inverted surfaces at their standard Pace.
- * **Weak poison:** A target successfully wounded or Shaken by a spider rat must make a Vigor +2 roll or suffer the effects of mild paralyzing venom. The victim suffers a level of Fatigue. This condition lasts for an hour.

GIANT SPIDER RATS

A bigger breed of spider rats, they are the size of a man. These beasts are a true danger even for a well-armed fighter.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Stealth d6.

Charisma: +0; **Pace:** 8; **Parry:** 5; **Toughness:** 5

Special abilities:

- * **Bite:** Str+d4
- * **Poison:** A target successfully wounded or Shaken by a

spider rat must make a Vigor roll or suffer the effects of paralyzing venom. The victim suffers a level of Fatigue. This condition lasts for three hours.

- * **Thermal vision:** Spider rats see body heat, so they ignore the light's modifier to notice living targets.
- * **Wall Crawler:** Thanks to their spider claws, spider rats can walk on vertical or inverted surfaces at their standard Pace.



SPIDER RAT QUEEN

This enormous monster is the queen of the spider rats' nest. She is an exceptional creature, unique in her race. She has eight spider-like claws, each the size of a tree trunk, and her mouth is big enough to swallow a man whole.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+5, Vigor d10

Skills: Fighting d8, Guts d6, Intimidation d8, Notice d6.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 17 (4)

Special Abilities:

- * **Armor+4:** She has very thick skin.
- * **Bite:** Str+d10 AP 2
- * **Claws:** Str+d8. The spider rat queen's claws have reach 3.
- * **Heavy Armor:** The spider rat queen can only be damaged by Heavy Weapons.
- * **Large:** Attackers gain +2 to Shooting and Fighting roll against the spider rat queen due to her enormous size.
- * **Improved Sweep:** The claw attack of the spider rat queen affects all the opponents in the area.
- * **Size+6:** The spider rat queen is roughly the size of a bull elephant.
- * **Thermal vision:** The spider rat queen sees body heat, so she ignores the light's modifier to notice living targets.

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