



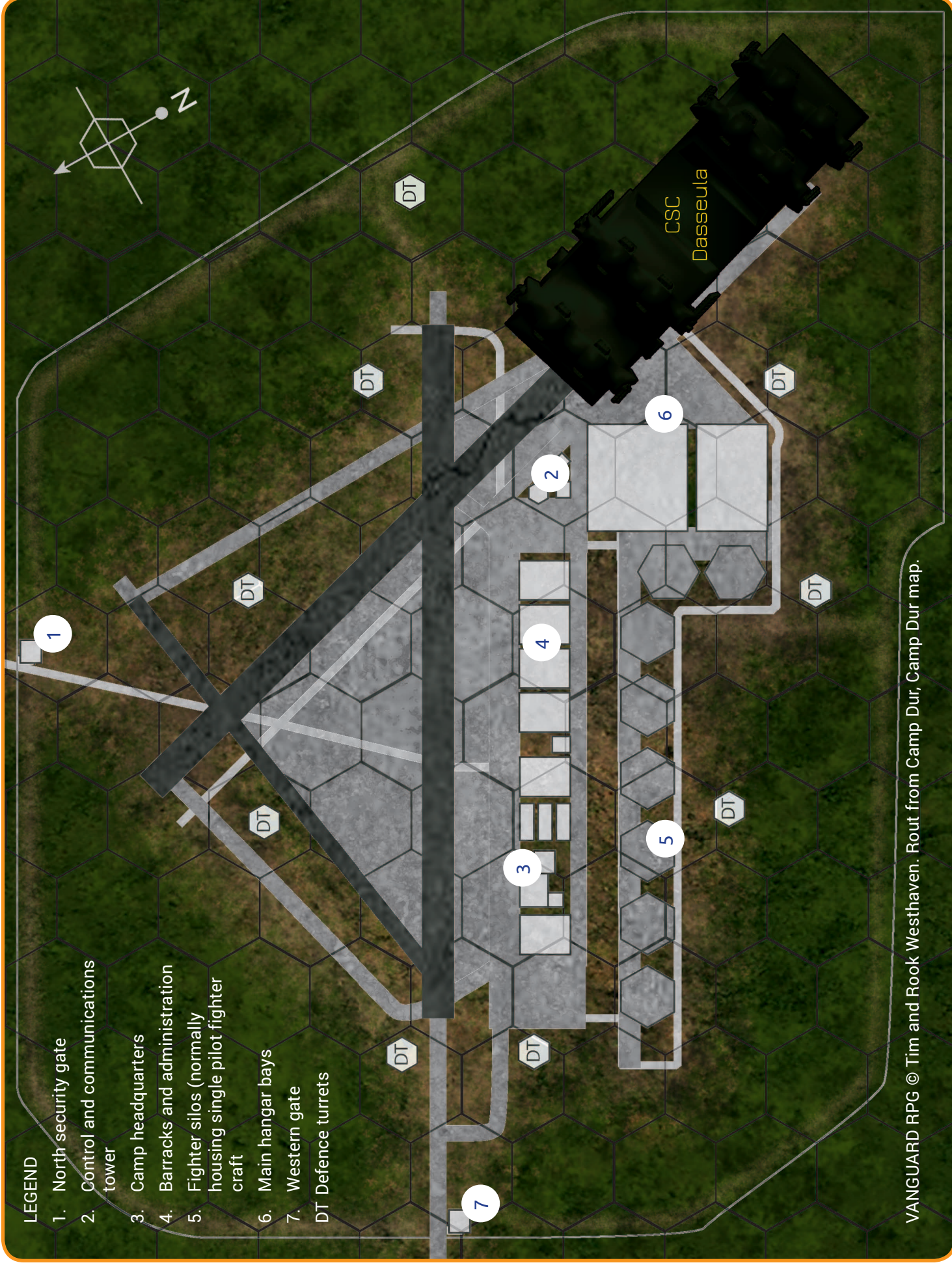
ROUT FROM CAMP OUR

STORY SUPPLEMENT FOR VANGUARD RPG
VARMISK FALLEN

A BROKEN TOWER ROLEPLAY GAME
BY TIM AND ROOK WESTHAVEN

LEGEND

1. North security gate
 2. Control and communications tower
 3. Camp headquarters
 4. Barracks and administration
 5. Fighter silos (normally housing single pilot fighter craft)
 6. Main hangar bays
 7. Western gate
- DT Defence turrets



ROUTE FROM CAMP DUR

INTRODUCTION

This story can be used as a follow up to Code Red on NIMBUS-6, or as a standalone adventure. Following on from Code Red on NIMBUS-6, there is the opportunity to remove the characters from the initial tanarii assault on Varmisk city as a springboard for further adventure.

The events of this story take place on the outskirts of the Unified Territories, approximately half an hour after the tanarii vessel, the *Ghu*, has obliterated Varmisk city.

The core rule book is needed for use with this story; with items referenced from the core rule book abbreviated as **CRB**, followed by the page number.

The following is for the GM only. If you are not the GM, and intend playing the module, stop reading now.

II ■

PREPARING THE STORY

The NIMBUS-6 Crew

If you are using this story as a sequel to **Code Red on NIMBUS-6** there are a number of ways the characters could have escaped the NIMBUS-6 space station.

Whether they arrive together or are scattered, the characters are retrieved by a Confederation military vehicle (the equivalent to an armoured personnel carrier), known as an AGATE carrier (CRB pg114); call-sign *Auwager*, on its way to Camp Dur. Camp Dur is also the port from which the crew of the NIMBUS-6 were shuttled to the NIMBUS-6, and any vehicles or extra gear the characters own was left at Camp Dur prior to their posting to the NIMBUS-6.

Other characters

If using this story as part of a homebrew campaign or as a standalone adventure, there are three simple means of getting the characters into the story.

Varmisk city survivors

The characters were rescued from the outskirts of the ruined capital city, bundled into the AGATE carrier *Auwager* and transferred to Camp Dur.

Camp Dur skeleton crew

The characters are some of those left behind at Camp Dur when the majority of the camp mobilised to move against the tanarii attack on the capital.

If this is the case, then they witness the arrival of the *Auwager* with Ms Prue and Chess Redfurd. Who then order the characters to the meeting room.

Reinforcements

The characters are travelling on the AGATE carrier *Auwager* when they are redirected to Camp Dur to reinforce the position. On arrival they will be directed to the meeting room to see Ms Prue and Chess Redfurd.

Getting to Camp Dur -the *Auwager*

The *Auwager* is being flown by a hoppolite, Specialist Aris Kleeg, who will inform the characters that they have been ordered to report to Camp Dur.

If quizzed on the tanarii attack, Aris says that he doesn't know much more than the characters: the capital has been flattened; the military apparatus of the Confederation is in meltdown.

His current orders are to bring the characters to the meeting room in the Camp Dur HQ (map ref.#3) and await further instruction.

Flying into the camp or, if the characters are already in the camp at the beginning of the story, they see the *Dasseula* currently berthed on the southern landing zone of the camp.

Aris can inform the characters that the camp is in lockdown with a skeleton crew, active defence turrets and a perimeter field. The fighter wing stationed at the camp, the 27th *Striking Claws*, scrambled 20 minutes before hand to assist the defence of the capital, the camp commander having flown off with them.



If questioned about the *Dasseula*, Aris is tight-lipped about the ship's capabilities, status and current combat readiness.

The only other personnel at the camp that he is aware of are Corporal (Cpl) Jensen (who is on communications), five other specialist technicians from the ground crew (still carrying out their duties) and a platoon of cadets (tasked with preparing the landing pads for returning flights or casualties).

Cpl Jensen was left in charge as the duty officer and has taken full authority of the camp's defence, including *Yuran*, the camp AI.

Arriving at Camp Dur

The characters are met on arrival by Cpl Jensen outside the camp headquarters.

The molen corporal ushers them into an administrative building and a waiting room with a replicator for refreshments. If any of the characters are wounded, Cpl Jensen issues enough medicittes to heal them. She asks the characters to wait a few minutes while she goes into a nearby office, returning shortly to ask the characters to accompany her into the office.

If you are using characters other than those pre-generated from the first playtest pack, then only those characters with military or scientific passkeys are asked to accompany Cpl Jensen.



Members of UNIT 9; Chess Redfurd and Ms Buttons Prue

UNIT 9: It's complicated

Upon entering the office, the first thing the characters see is a vulpine (fox) seated at the head of the table. This will cause immediate concern among the characters, especially any mausers, hoppolites and nutwerks.

When the characters are in the room read the following to them.

As Cpl Jensen leads you through the door it opens into a conference room. A number of tables laid out in a rectangle dominate the room, while behind the tables, opposite you, a number of wall-mounted monitors show military tracking, unit reports, casualty readouts and live POV feeds of Confederation forces in chaos.

You only get to glance at the monitors before they all go black. Behind the tables stands a tall figure and one of you makes an audible gasp as the lips along the long muzzle rise slightly revealing sharp, white canines of a vulpine.

His almond shaped, yellow eyes narrow as he measures you up and you feel the chill of the flee instinct under the intense gaze of this predator. The vulpine, dressed in a colourful dinner jacket and dress trousers, with a tie the colour of fresh blood, motions for you to sit opposite him.

From off to the side a measured voice pipes up. "Ah good, you are here at last, do come in, sit."

For the first time, you notice the demure mauser in the corner with old-fashioned lens glasses, wearing a fuschia dress, grey stockings and high-heels. Not looking at you she is busy tapping out commands on her ODIN HUD.

Moving to sit beside the vulpine, the mauser looks at you through her tinted lenses. "Time is short, both my own and yours, and we have much to cover, so do pay attention. Now, let's get the introductions out of the way." She nods authoritatively at the vulpine.

Moving around the table towards you, his long, ginger tail swishing gently, you can smell expensive cologne and see the glint of mother of pearl cufflinks as he draws near. The tips of his pointed ears brush the ceiling.

You shrink back as he gets within reach. Towering over you, he extends his left forearm, a common motion: he wants you to scan his ODIN, verifying his identity. However, that would mean each of you placing your left arms over his. It would be an easy thing for him to grab you, but you hold your nerve and scan his ODIN.

CHESS REDFURD CIN: ***-***-***-***-***

MILITARY LEVEL 6

RANK: CLASSIFIED — DIRECT SUPERIOR
Confederation MOD

Chess moves from one character to the next, allowing all of them to scan his ODIN before returning stand beside Prue.

"Thank you. This is Mr Redfurd and I am Ms Prue. I assume you all now understand that we have authority here and can trust what I tell you comes from the ministry of defence and is to remain classified. I'm sure you all have questions and I will answer as many as I can, but first let me explain your circumstances.

Here Prue pauses and looks to Chess still standing, his shadow falling over you. "Chess, would you mind getting Cpl Jensen to gather the cadets and specialists in the main hangar."

"Certainly." He replies in a deep, vibrant voice before leaving the room with barely a sound.

Prue continues, "You have been brought here both for your own preservation and in the interests of the Confederation. As members of the Confederation military and scientific community, I am authorised to issue you new orders."

Prue raises her hand and points to the monitor behind her, which blinks into luminance to show a





regional map with lots of red dots moving around and three blue dots remaining stationary.

"The red dots on this readout are tracked enemy units within the Unified Territories. The blue dots are friendly forces still active. As you can see, the enemy outnumber us approximately 500:1. This small blue dot out here in the empty space is our current location. At the current rate of enemy advance and expansion, I estimate you have approximately 30 minutes before they turn their attention to this camp.

There is a light frigate; the *Dasseula*, a Goddess class, she was here for refitting before being sent on active duty. Her crew are gone. You are her new crew.

The camp is now yours, I have business elsewhere and can stay no longer. Take what you need, what you must. The *Dasseula's* navigation system has been preprogrammed with a secret destination, to activate once you are beyond Ashen's orbit.

I've granted you all full access to the camp and what resources are left here. Cpl Jensen is currently monitoring the camp's automated defences and can keep you apprised of any tactical developments. For now, all I can say is be quick, good luck and get that ship into orbit.

Prue answers what questions she can (but no more than three or four as she is in a hurry). If the characters ask a question for which you don't have an answer, Prue can tell them one of two things:

"I'm not able to answer that at this time." or, "That's classified, I'm afraid."

Once she has answered any questions the characters have, she and Chess Redfurd take the *Auwager* and leave the camp.

After Chess and Ms Prue leave the camp, Cpl Jensen reports to whomever is in charge (the ranking military passkey holder; if you're using the pre-gen characters this is Bragg).

Situational awareness

When Cpl Jensen reports to the characters there are a number of items she relates to them regarding the camp and current events.

Personnel

There are currently 27 cadets and five specialist technicians (including specialist Klegg) assembled in the main hangar. They are at the characters disposal.

The cadets have basic military and flight training and are capable of manning the combat information centre (CIC) on the *Dasseula*.

The specialist technicians are ground maintenance and engineering crew, they have basic soldiering skills and are good at ship maintenance and repair.

Resources

The camp armoury is fairly empty, the majority of weapons were issued in response to the attack.

There are 8 K7 carbines, 12 K88 laser rifles, 10 K66 pistols, 6 spare magazines for the K88, 10 grenades and three single-use STA-2 rocket launchers listed on the inventory.

If one of the characters goes to investigate the armoury they also find a mothballed Byron MkII PAS, its weapons have been decommissioned, but the suit is still in working condition.

The *Dasseula*

The *Dasseula* takes its name from the Badgerian goddess of maternity and vengeance.

Parked on the tarmac outside the main hangar (map ref.#6), this light frigate warship is not flight ready and a number of issues require immediate attention if it is to reach space.

The first issue is fuel. The *Dasseula* has three engines: a conventional engine for use in atmosphere; an advanced engine for space propulsion; and a warp field generator for warp fissure travel. The conventional and advanced engine fuel cells are more than 90% depleted.

KELVIT LASERS

ADVANCED PRECISION

□ K66 laser pistol

(D2) ⚡

ATT

2

DAM

3

RoF

1

Mag.

12

□ K7 laser carbine

(D2) ⚡⚡

ATT

2

DAM

2

RoF

3

Mag.

16

□ K88 laser rifle

(D3) ⚡⚡⚡

ATT

2

DAM

3

RoF

2

Mag.

12

□ KLR laser targeter (D3)

+1 ranged ATT. Available in a range of cool colours!

ATT

+1

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BEZ BALLISTICS

THE SOUND OF FURY

□ APG 20mm defensive grenade (D3) ⚡

x2 DAM in confined spaces, 3m AoE.

ATT

3

DAM

3

□ VPC grenade (D4) ⚡⚡

3m AoE.

ATT

3


DAM

5

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BYRON TECH

STAND PAW TO CLAW



□ Mk.II Powered Armour Suit (D6)

ZOG, EP4, LS4, 2HP MELEE MELEE

ATT

+1

DAM

+1

Soak

4

□ STA-2 rocket pods (D5) ⚡⚡⚡⚡

Fire laser-guided rockets with shaped charge warhead.

ATT

5

DAM

6

RoF

2

Mag.

30

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To get skyward and into orbit, the *Dasseula* uses the conventional engine to lift off and leave Ashen. This requires a minimum fuel of 20% total but there is no need to tell the characters this unless they ask (piloting check DC4). The engines take 10 rounds (roughly 3–5 minutes) to reach full thrust and gain altitude.

For each person (up to a maximum of 10) tasked with refuelling the *Dasseula*, 1% of the fuel total is added per minute (game time) So, if 3 people are tasked

with refuelling the ship, over a 30-minute period, one of the ship's engines could be at 100% capacity or both the engines requiring fuel could be at 55%.

The second issue is the ship's onboard systems: the *Dasseula* was undergoing a refit when the tanarii attacked, and the CIC is half deactivated. For every qualified engineer working on restoring the CIC, each 10 minutes, a roll of SMARTS+Engineer, with a DC of 4 required for success. At least three successful rolls are needed to get the CIC functioning – until then the ship's automated weapons are inoperable and only the manual weapons can be fired from their respective turrets. Missiles fired without CIC guidance continue in a straight line (at the same altitude, if using tactical space combat rules).

The last issue is the upper weapon battery. This was being rebuilt at the time of the attack and poses a threat to the integrity of the ship if it reaches space (as it is currently open). These structural breaches can be fixed, with a check allowed for every 10 minutes of work by at least one qualified engineer at a DC 12. For every additional person helping the engineer, the DC is lowered by 1. There are three breaches that require repair.

If the *Dasseula* reaches high atmosphere or space without these breaches being fixed, the upper battery will not be able to be manned (although automated weapons will still work) by anyone not in a ZOG suit. And moving between the upper battery and the upper causeway may cause decompression.

CAMP CLAW

DEFENCE TURRETS

□ 360° turret

Init.

6

Soak

8

□ M1-G missiles ⚡⚡⚡⚡

ATT

6

DAM

6

RoF

3

Mag.

12

□ Twin Frak cannons ⚡⚡⚡⚡

ATT

12

DAM

5

RoF

6

Mag.

60

♥ -1

☹

♥ -2

☹

♥ -3

☹

♥ -4

☹

♥ -5

☹

♥ x!

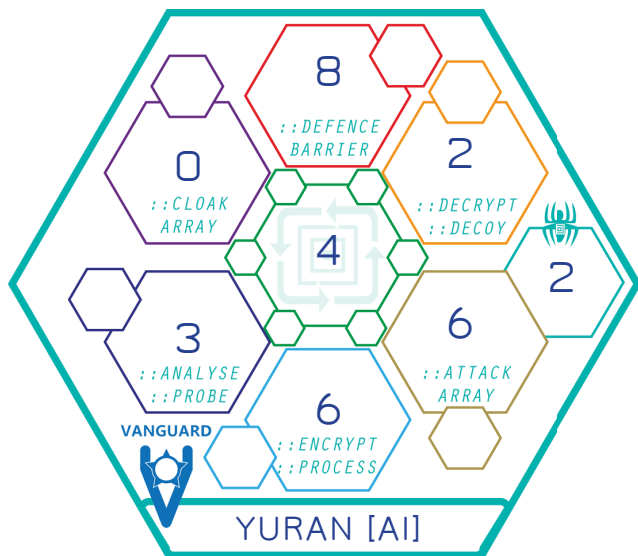
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7

The camp is defended by a number of defence turrets (Map ref. DT, see previous page). These defence turrets are controlled by the camp AI, *Yuran* (see below):



There are a number of ground vehicles in the camp: sedans, bikes and small battery-operated transport for ferrying personnel around the camp. While a number of these could be loaded into the *Dasseula*'s hangar bay, none are of any real interest (except maybe those owned by the characters themselves and left in storage while they were on the NIMBUS-6).

THE COMING STORM

The characters should have no illusions, the tanarii are on their way to Camp Dur; 15 minutes after Prue and Chess fly away, Cpl Jensen, who is monitoring the camp defence network as well as the wide area scanners, informs the characters four enemy contacts have broken away from the main invasion force and are moving towards Camp Dur. They will arrive ten minutes, or approximately 25 minutes after Prue's departure (and 5 minutes after the refugees break through the security perimeter, see The refugees from Durston, below).

This tanarii assault force, approaching from the east, consists of three Arkoon fighters (pg15) and a VORC (pg14). The VORC fires 4 warp pulses while still over the horizon, in an attempt to take out a number of the defence turrets. The Arkoon fighters then strafe the

camp, drawing the fire of the turrets while the VORC rides in low, using the surrounding hills as cover before landing in the camp grounds and deploying the alchta soldiers (CRB pg122). After the first pass, if any of the Arkoon survive the turrets, they will turn and engage the *Dasseula* as their primary target.

If the *Dasseula* lifts off before their arrival or shortly thereafter, the Arkoon fighters pursue and engage while the VORC continues to the camp to deploy its troops.

If a VORC reaches the *Dasseula* it lands on top of the *Dasseula*, attaching itself securely to the upper hull. The VORC is fitted with a ship-to-ship breaching device that will allow the alchta soldiers to enter directly from the VORC into the upper causeway of the *Dasseula*.

The rise of the goddess

Once the *Dasseula* is airborne, heading towards orbit, no piloting checks are necessary unless the ship is engaged in combat or some other activity occurs to cause the ship harm.

The great escape

If the tanarii Arkoon fighters engage the *Dasseula* then they continue to pursue and engage the frigate into orbit, at which time they will peel away and let the incoming Axura and VORC take over.

It takes approximately 10 rounds from lift off for the *Dasseula* to reach far orbit.

Once in orbit, the *Dasseula* scanners pick up three incoming enemy signals bearing down on the ship from directly ahead.

When within combat range, the ships are identified as an Axura and two VORC carriers. At this point it is recommended that you lay out the battlemat using the provided counters with the tanarii vessels starting at one end of the map and the *Dasseula* at the other. The battlemat for the escape is open space, with a good length being 90–120cm (3–4ft).

If the *Dasseula* can break through and escape to the other end of the map, the preprogrammed navigational directions Prue has placed in the

Dasseula's AI will activate and the *Dasseula* will drop into a warp fissure and escape.

The alternative doesn't bode well for the characters.

Next steps

If the characters manage to escape with the *Dasseula* there are a number of ways the story can progress.

Fugitives

The characters become hunted by the tanarii, forced to flee across the galaxy with the *Dasseula*, looking for a safe haven while avoiding predators, pirates and struggling to survive.

THE REFUGEES FROM DURSTON

The following can be used to add an additional complication to the story. The refugees issue is better explored with older players who can understand moral and ethical implications of saving or sacrificing the refugees.

Cpl Jensen informs the characters of a situation at the western gate (map ref.#7) where a growing column of refugees and vehicles, is massing. As yet they have been held back by the defence field (a stasis field 4m in height 1m below ground level and 3m above) the fence and the automated warnings threatening physical harm for non-authorized personnel entering the base.

However, the refugees are growing more desperate, angry and aggressive.

The refugees are a mixed group of officials and civilians, many are family members of Camp Dur personnel, most from the nearby town of Durston.

Dr Dhuratio Palemane, a badgerian physician from

Durston has taken up position at the front of the column and is passionately arguing with Yuran the camp AI, that the refugees be given asylum within the camp. Yuran refuses all access by non-military or unauthorised personnel and cannot be swayed, given that the camp is on war status. Dr Palemane's requests to speak to a member of camp staff has also gone unanswered.

It is up to the characters if they wish to engage with the refugees directly. There are currently more than 200 civilians outside the western gate and more are arriving by the minute from outlying towns.

Dr Palemane's demands are simple: that all the refugees be given protection by the Confederation military, if the military is going to evacuate Camp Dur then they should take the refugees with them. Dr Palemane believes in the protection of the weak by the strong and will quickly realise the characters have the capability to take the refugees off-world and away from the tanarii invasion (via the *Dasseula*).

If left unattended, 10 minutes after Prue and Chess fly away in the *Auwager*, the refugees begin to attempt breaking through the fence and the stasis field, ramming the security gate with cargo trucks, stacking boxes and rubbish up on top of a bus in order to try to climb over the stasis field and using a labour MAUL to try to smash their way in.

After a further 10 minutes, they breach the stasis field, smash through the security gate and attempt driving down the road towards the camp buildings. As soon as the gate is breached, a warning salvo from the two nearest defence turrets fires. Cpl Jensen informs the character in charge of the change in circumstances, looking for clear leadership. If the refugees continue to advance towards the buildings, the turrets engage and kill them. If there is no intervention from the characters or the camp crew, the two turrets kill the refugees with only a small number of survivors and vehicles retreating beyond the camp perimeter.



Unit-9 operatives

The characters manage to get the *Dasseula* to the secret location programmed into the navigation system by Prue.

There they meet up with Prue to deliver the ship and are given the option of keeping it, if they carry out missions for Unit-9. This will give them access to what resources Prue and Chess can acquire as well as knowledge.

The missions the characters can be sent on may include rescuing citizens, commando raids on tanarii bases, defending colonies from pirates or establishing strongholds from which the varmint can reclaim Ashen.

Freebooters

The characters take the *Dasseula* and become space adventurers, following their own agenda. If they take the *Dasseula* against the wishes of Prue then Unit-9 will look to regain it as a military asset. Although a small jaunt by the characters, without any harm to Confederation property or citizens, might not stop Prue from giving the characters another chance to join Unit-9 at a later date.

Saviours and protectors

If the characters rescue the refugees then the refugees look to them for leadership and direction. This may force the characters to find a safe haven from which the refugees can build a new colony or establish a refugee camp, both for the Durston refugees and others the characters could find.

Such acts of compassion should not go unrewarded and the characters may benefit from not only the respect and reputation of such deeds but also any skilled labour, knowledge or material support the refugees can offer.

If the GM feels it appropriate, rescuing the refugees might grant the characters a new talent: Saviour. This talent grants the character an increased **FRIEND** rating when dealing with Confederation citizens who know of the rescue.



FLIGHT TO FREEDOM

If you intend running the space combat between the *Axura*, VORC and the *Dasseula* then it is recommended that you have the Expanded Rule Book (ERB), which contains the narrative and tactical rules for space combat.

If you do not have the ERB you can still run the combat using the vehicle rules in a narrative manner.

The tech sheets provided for the VORC and *Axura* are from the expanded rule book. The Altcha techsheet can be found in the CRB (CRB pg 122). If you have the ERB you can also make use of the hostile boarding rules, if the VORC make contact with the *Dasseula* and issue Altcha boarding parties. These parties will comprise six Altcha warriors and will most likely breach the *Dasseula* from the upper deck or secondary hangar.

If the *Dasseula* can escape the *Axura* then the tanarii will not pursue.

NAME: Axura "the elephant"

4 LEAD 7 MOV 10 Soak

6 TOUGH 4 ACTION

2 FRIEND 6 LUCK

3 SENSES 6 ENEMY

3 SMARTS 8 Size

BRAIN TYPE
UTILITY ○
ARTIFICIAL ○
SYNTHETIC ○

0 DEFENCE BARRIER 6 DECRYPT DECOY

4 ANALYSE PROBE 0 ATTACK ARRAY

6 ENCRYPT PROCESS Repids

3 PLANT INCREASE DECREASE

Resist 8



MODEL #: Axura

TYPE: Destroyer

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STRESS MOD 4 Init. 4 Collision DAM 4

ATT 4

FORE 1,6 2,7 4,8 3 5

AFT

Hard points:

WPN: Warp bolt

ATT 2 RoF 8 DAM 14 Mov. 8

#: 2,3

WPN: Warp bolt

ATT 2 RoF 8 DAM 14 Mov. 8

#: 4,5

WPN: Warp pulse

ATT 1 RoF 10 DAM 16 Mov. 8

#: 1

WPN: Nanite snout

ATT 1 RoF 6 DAM - Mov. 8

#: 6

WPN: Warp pulse

ATT 1 RoF 10 DAM 16 Mov. 8

#: 7

WPN: Warp pulse

ATT 1 RoF 10 DAM 16 Mov. 8

#: 8

CUSTOMISATION/NOTES

The Axura is the tanarii's standard destroyer-class ship. With similar weaponry to that of the VORC, the Axura is capable of sustained fire with more devastating versions of standard tanarii weapons.

The extended snout-like proboscis is a nanite swarm delivery system used to infect enemy ships with either technosis compromising nanites or the equivalent of black goo, for melting the enemy ship.

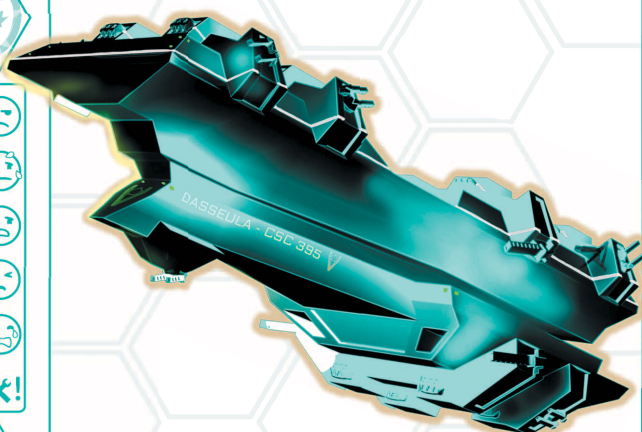
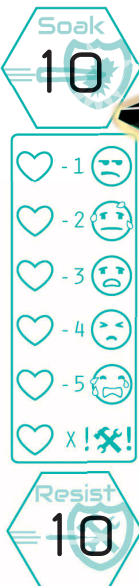
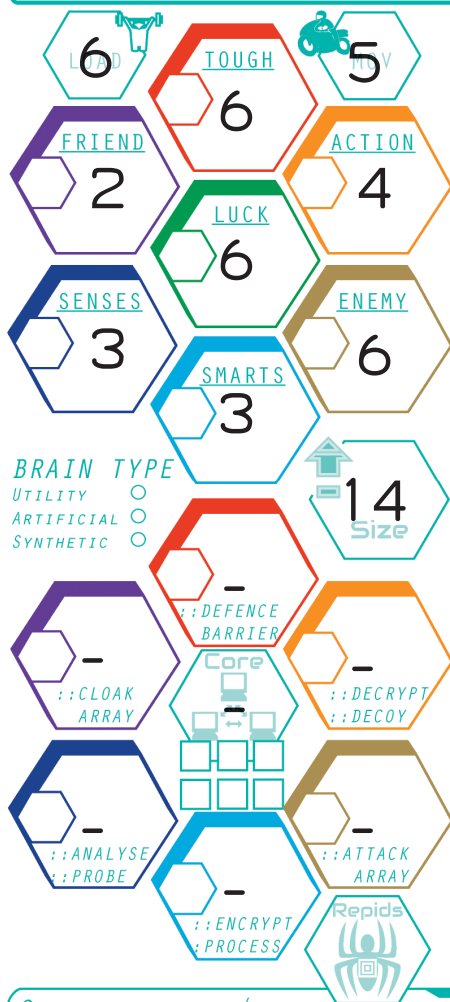
Nanite proboscis snout

On successful CC attack using the snout the axura can do one of the following:

- The axura can inject technosis nanites, allowing +1MOD on hacking rolls against the enemy ship.
- The axura can inject black goo into the enemy ship causing 1 integrity damage per round for D6 rounds.

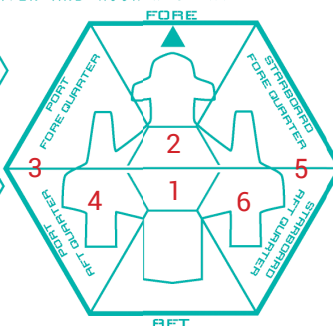
TYPE: Light frigate

NAME: Dasseula - Aft



CIN: - - - - -

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MODEL #: Goddess class

TYPE: Light Frigate



CUSTOMISATION/NOTES BARREL ROLL

The *Dasseula* can barrel roll along its length way axis, allowing all turrets to direct fire either port or starboard in the same round.

During this manoeuvre RoF for those weapons on the far side to the target prior to the barrel roll is halved due to limited firing time.

Incoming fire also suffers a -2SAP during the manoeuvre.

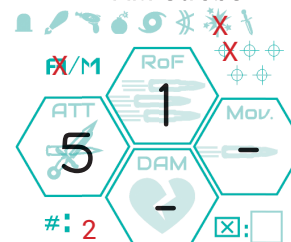
The *Dasseula* can not alter direction during movement while carrying out a barrel roll, but can alter altitude.

Hard points:

WPN: Flash and chaff



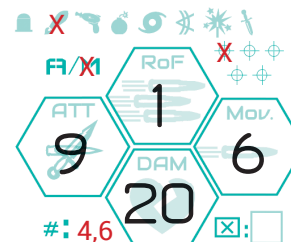
WPN: AM Strobe



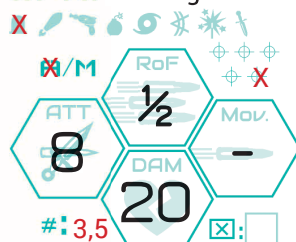
WPN: GT12 laser turret



WPN: N2 Missiles



WPN: Harbinger 1200



WPN: C44 turret



TALENTS: AIRLOCK 1, LIFE SUPPORT 2, ARMOUR PLATING 1, EVASSIVE 1, WARP ENGINE 1, HEAT SHIELD 1, TROOP CARRIER 1,

BOARDING CLAMP

CCAMP CLUP

NAME: VORC-1

4 **TOUGH** **5**

1 **FRIEND** **4** **ACTION**

3 **SENSES** **2** **LUCK** **6** **ENEMY**

3 **SMARTS** **6** **Size**

0 **DEFENCE BARRIER** **6** **DECRYPT** **DECOY**

4 **ANALYSE** **PROBE** **6** **ATTACK ARRAY** **0** **ENCRYPT** **PROCESS**

8 **Soak**

6 **Resist**

3 **Core**

3 **Replids**

BRAIN TYPE
 UTILITY ○
 ARTIFICIAL ○
 SYNTHETIC ○

PLANT
 INCREASE
 DECREASE

MODEL #: VORC

TYPE: Carrier

CIN: :: - - - - - ::

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STRESS MOD

ATT

Init.

DAM

FORE

1 **4** **3** **5**

AFT

CUSTOMISATION/NOTES

The VORC is the tanari's main front-line troop deployment vehicle. Carrying a complement of six troops plus two crew the VORC typically drops off its passengers before providing air support.

Access to the VORC is through a nanite membrane activated via techgnosis or hacking. This membrane allows crew to pass through without compromising ZOG integrity.

0-point field

This tear in space creates a black hole that lasts D6 rounds, causing damage to targets in a 8-unit diameter AoE and double movement cost.

Boarding clamp

On successful CC attack using nanite-adhesive pads, all ATT BUF for boarding crew are doubled. Once attached, the clamp can only be removed manually or through a successful hack.

Hard points:

WPN: Warp bolt

ATT **6** **DAM** **12**

#: 2,3

WPN: Warp pulse

ATT **10** **DAM** **16**

#: 1

WPN: Boarding clamp

ATT **6** **DAM** **-**

#: 4,5

WPN: Warp ram

ATT **6** **DAM** **20**

#: 1

WPN: Warp wave

ATT **12** **DAM** **6**

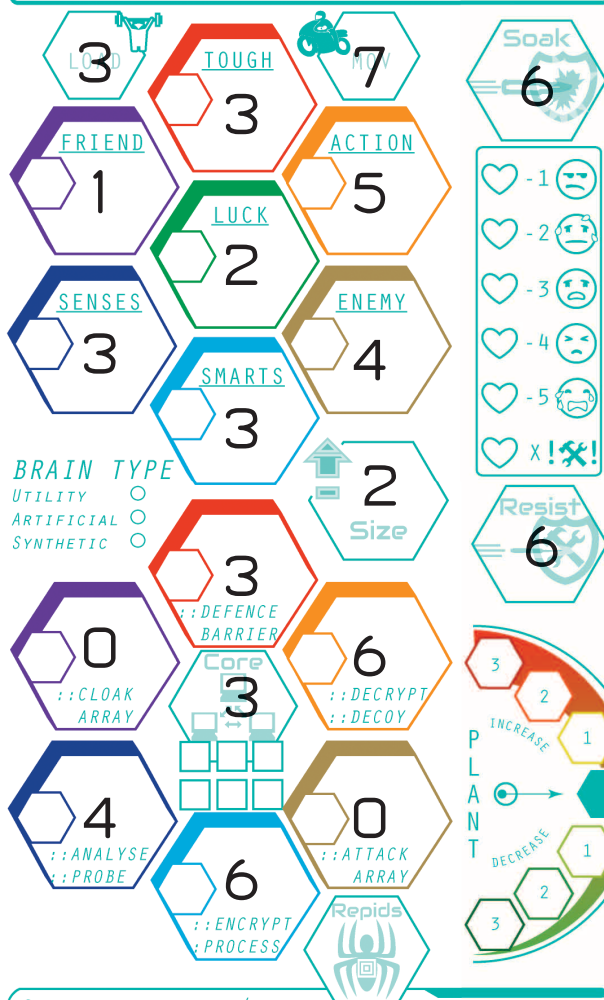
#: 1

WPN: 0-point field

ATT **10** **DAM** **16**

#: 1

NAME: Arkoon "Blighted blade"



CUSTOMISATION/NOTES

The arkoon fighter is a single pilot ship; highly manoeuvrable and fast. While not as tough as other tanarii ships, the arkoon has an adapted warp generator that is used to project a warp field around the ship increasing its RESIST and SOAK by +2.

The projection of this field is also what gives the arkoon the physical integrity to use the warp ram with the additional twin blade-like edges. This unique system creates a warp blade that can easily slice through an enemy ship. While many arkoon are lost in the outcome, this form of attack remains common by tanarii arkoon.

Integrity damage to the warp generator causes the warp field to cease, resulting in RESIST and SOAK being lowered to 4.

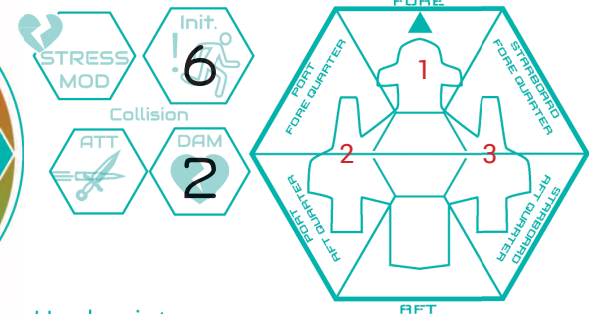
Arkoon typically fly in squadrons of 3 to 30 ships.



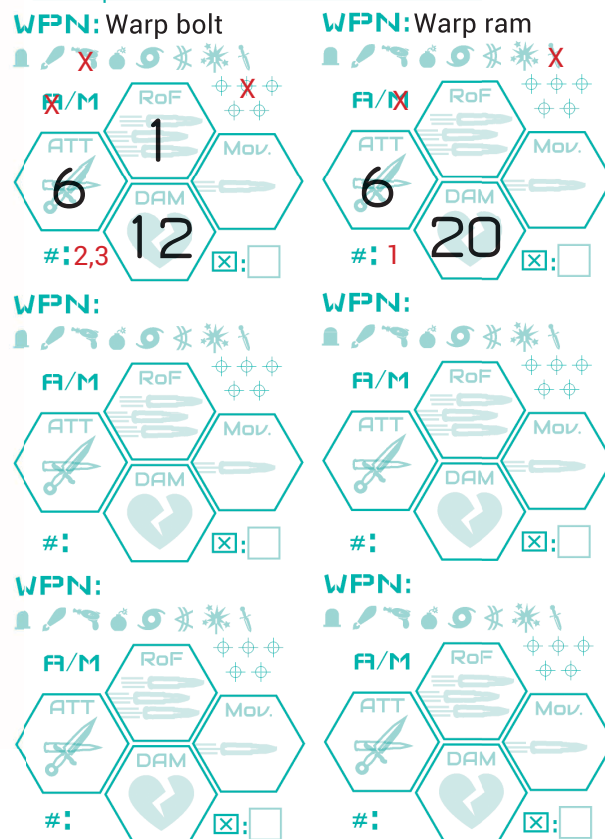
MODEL #: Arkoon

TYPE: Fighter

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Hard points:



CAMP DUR

The following NPCs are met during the character's time at Camp Dur. The interactions with the characters will primarily be story based and so techsheets are not provided for the majority; the exception is the Buttons Prue, Chess Redfurd and Dr Dhuratio Palmane. The GM should judge the NPC's ability and response based on their description and role within the story.

Ms Buttons Prue

Ms Prue is head of Unit-9 Military Intelligence. A decorated soldier, she is highly trained in hand-to-hand and small arms as well as hacking, first aid and cultural affairs.

Chess Redfurd

Operative for Unit-9, Chess is a exemplary manipulator.

His role in Camp Dur is to arrange for the movement of the frigate *Dasseula* that has been stranded at Camp Dur.

Corporal Therry Jensen

Corporal Jensen has become the senior NCO in charge of Camp Dur after her superiors went to the defence of the capital and are presumed dead. Corporal Jensen is a molen avionics technician.

Dr Dhuratio Palemane

Dr Palemane has become the unelected leader of the refugees at the gates of Camp Dur and while he is a patient and logical badgerian he is fired up and determined to see the refugees taken in to the camp. With no response from the military, he is attempting to break in, by digging under or getting over the security fence without setting off the defence turrets.

If the characters aid the refugees, then Dhuratio will be grateful, assisting them both now and in the future.

Specialist Aris Kleeg

Specialist Kleeg is a hoppolite navigator/technician who stayed behind to guard the *Dasseula*. He has lost contact with his crew members and is unsure what action to take. Specialist Kleeg is a trained warp navigator and can take responsibility for the *Dasseula's* warp field generator.

The refugees

These people comprise all species of the Confederation. Most of them are fleeing outlying communities from Varmisk or have come from the nearby town of Durston, where many of the camp personnel have their families.

They are scared, angry, desperate and in chaos. While a few of them hold personal firearms and know how to use them, the majority are armed with knives and their desperation.

Tanarii Alchta soldiers

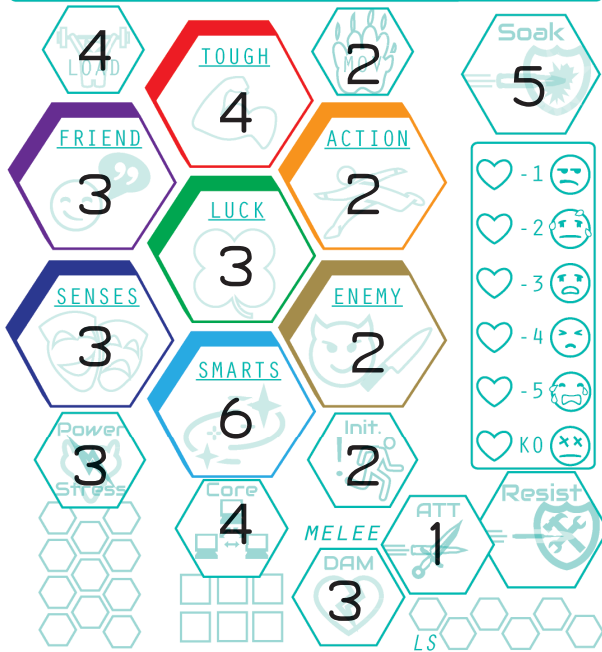
These tanarii are en route to secure Camp Dur and take control of the refuelling station. While they have no need of it for their own ships, they wish to deny access to Confederation forces. Their orders are to take the base by force, eliminate all resistance and fortify the position.

The Alchta techsheet is provided on the next page. Weapon, esper abilities and talent descriptions mirror those of the tanarii Xolt commandos from the first play test pack: Code red on NIMBUS-6.

It is possible that the characters will encounter the Alchta either on the ground at Camp Dur or should the tanarii manage to board the *Dasseula*.

If the Alchta manage to board the *Dasseula* the GM should have the characters repel the aliens from the ship. This could lead to some tense scenes while the *Dasseula* still attempts to escape — keep in mind hull breaches, internal fires, loss of gravity etc. during any such encounter. The Alchta won't be looking to die to cripple the *Dasseula*.

NAME: Dr Dhuratio Palemane



CIN: 9 5 8 3 1-1 9 0 7 :: M

SPECIES: Badgerian

TYPE: Doctor



CAMP CLER



NOTES:

A man of the people: Dhuratio grew up in an orphanage on the border between Brettan and Herth and in the rough and tumble life of a badgerian orphan he learned that everyone deserved a fair chance in life and that those weaker than others were not to be victimised but enabled to accomplish what they could for the good of all. He has dedicated his life to these ideals and wherever possible seeks to better the lives of those less fortunate.

Dhuratio could become a valuable ally to the characters if they prove to him they believe, as he does, in helping those in need. While smart enough to have become a world-famous doctor, Dhuratio has remained true to his values, as a humble GP.

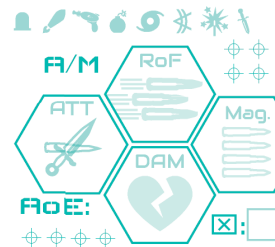
ABILITIES/WEAPONS/ARMOUR/GEAR/

Assets and gear

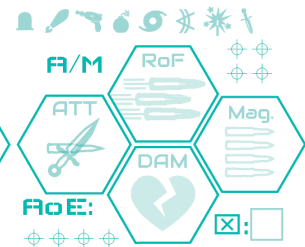
Dhuratio has the following exceptional assets and gear:

- Nanobreeder: Black goo, Toxin scrubbers, Menidat
- ODIN apps: Polycittes 8, Carbon molefier 2, Passkey (scientific 3), EP analyser, Medical diagnostics
- Cytech: Brainshell, Softskills (soldier 1), Optics (IR), Audio (Comlink), Biometer
- Aegis field

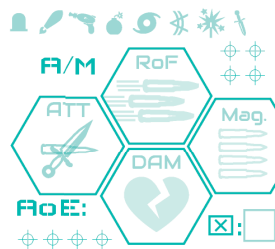
WPN:



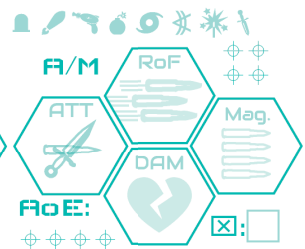
WPN:



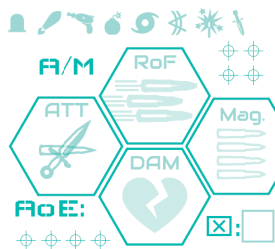
WPN:



WPN:



WPN:



WPN:



NAME: Ms Buttons Prue



SPECIES: Mauser

TYPE: Soldier

NOTES:

The daughter of a Confederation soldier, Buttons grew up around the military, bases and personnel. She quickly came to understand that being underestimated for her size was the greatest advantage she could have in a fight and set herself the personal goal of finding the most challenging opponents, and taking them down.

Buttons has dedicated her life to the military and her natural abilities and mauser traits made her a prime candidate for military intelligence work in reconnaissance, infiltration, assassination and retrieval missions. While not the most personable of people, always blunt and to the point, she made a name for herself as a competent tactician and rose to control of military intelligence Unit-9.

ABILITIES/WEAPONS/ARMOUR/GEAR/

Assets and gear

Buttons has the following exceptional assets and gear:

- Stu33-s, silenced version of the Stu33-e. Buttons has access and often uses disruptive ammunition against heavily armoured targets (CRB pg57).
- Aegis field (+5 SOAK)
- Duraplex clothes with e-weave and k-gel
- ODIN upgrades: carbon molefier x4, polycitte ejector x5, EMP discharger x1, DNA mask, Passkey (military) 6
- Nanobreeder: dermal armour, morphittes, optical camouflage, low-light/IR, Target selector (+1MOD ranged attack)
- Cytech: Brainshell, Softskills (Hacker 2, Doctor 1, Pilot 2), Pain inhibitor (3), Cytech circulatory system, Cytech digestive system, Cytech respiratory system, molemar attenuated muscles, precision nerves, spinal replacement, psychexite

Facilitator

Buttons as head of Unit-9 has access to nearly unlimited funds and the most advanced equipment the Confederation can offer. While it can take some time for her to source the more rare or advanced technology she can eventually get her paws on it; whether it's for her own use or one of her agents.

WPN: Stu33-s



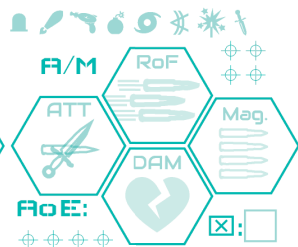
WPN: Gravity tagger



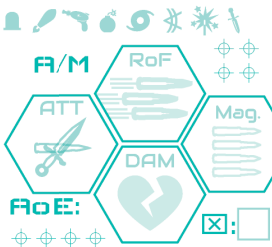
WPN:



WPN:



WPN:



WPN:



NAME: Mr Chess Redfurd



CIN: 9 8 3 1 3 -1 5 0 6 :: P



SPECIES: Vulpine

TYPE: Crook



NOTES:

Playing the game: Chess was found by Buttons in a Confederation prison serving time for smuggling, fraud and theft, but his crimes were all slanted against the pretador states, including smuggling mauser and hoppolite slaves across the border and stealing from pretador interests within Confederation territory (thinking the Confederation wouldn't mind). When she looked at Chess, she didn't see a criminal, she saw an asset, with a skill set that she could not achieve, fake with a softskill or find within the Confederation military. In return, Chess found a life of adventure and respect that he secretly wanted from the beginning. Chess is deeply loyal to Buttons and would rather die than betray her or Unit-9.

ABILITIES/WEAPONS/ARMOUR/GEAR/

Assets and gear

Chess has the following exceptional assets and gear:

- Stu33-s, silenced version of the Stu33-e. Buttons has access and often uses disruptive ammunition against heavily armoured targets (CRB pg57).
- Quill gun (CRB pg60), Chess has a modified nite-nite (DC5) and can also access a fast acting toxin (TOUGH DC4) which will cause D6 POWER damage.
- Aegis field (+5 SOAK)
- Duraplex clothes with e-weave and k-gel
- ODIN upgrades: carbon molefier x4, polycitte ejector x5, EMP discharger x1, DNA mask, Passkey (military) 6
- Nanobreeder: dermal armour, morphittes, optical camouflage, low-light/IR, Target selector (+1 MOD ranged attack)
- Cytech: Brainshell, Softskills (Hacker 2, Doctor 1, Pilot 2), Pain inhibitor (3), Cytech circulatory system, Cytech digestive system, Cytech respiratory system, molemar attenuated muscles, precision nerves, spinal replacement, psychexite

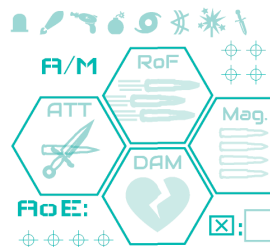
WPN:Stu33-s



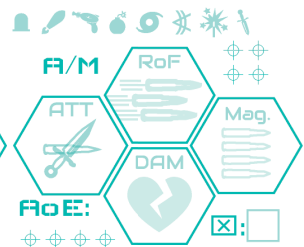
WPN:Quill gun



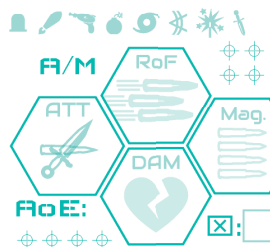
WPN:



WPN:

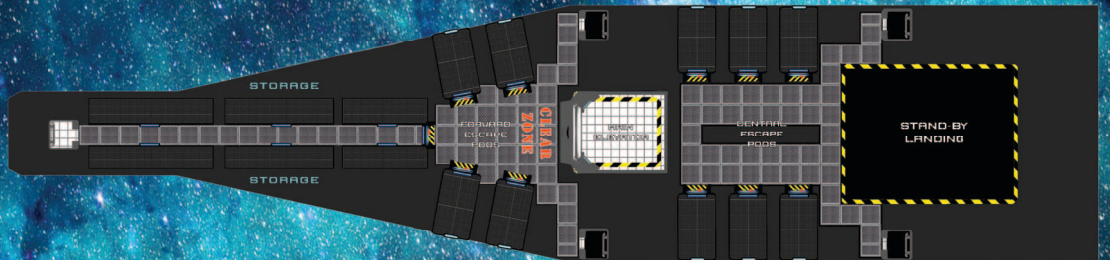
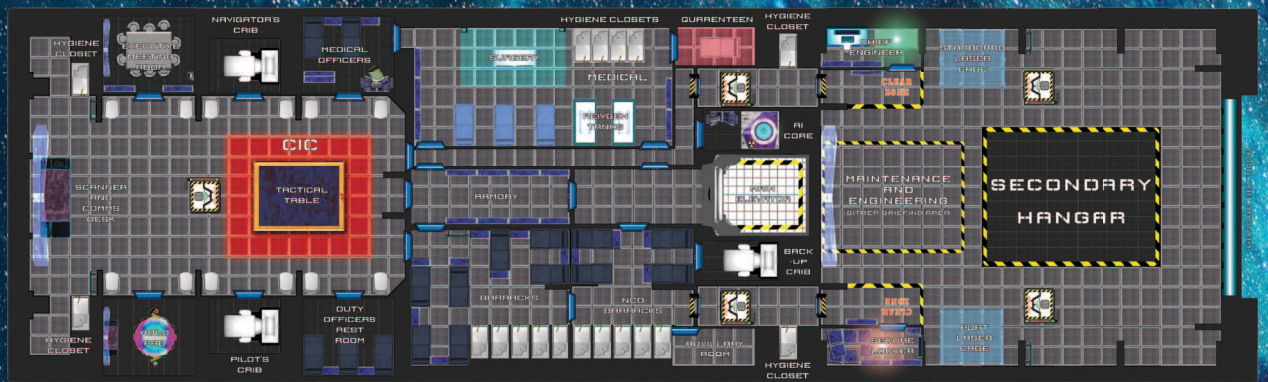


WPN:



WPN:



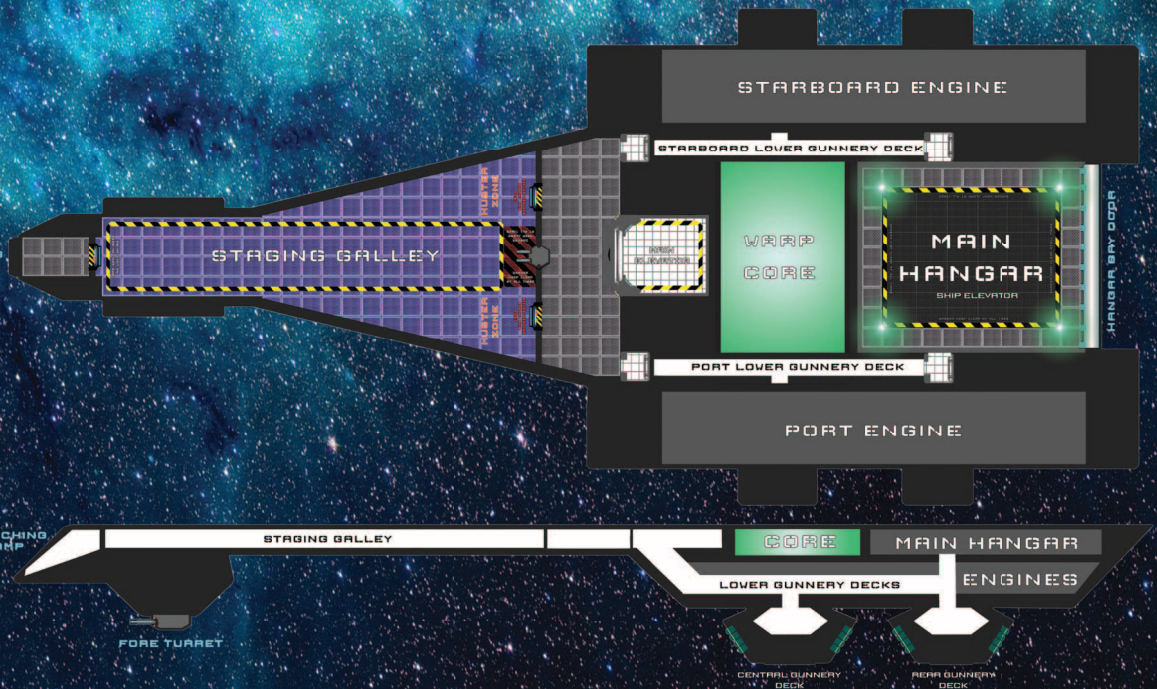


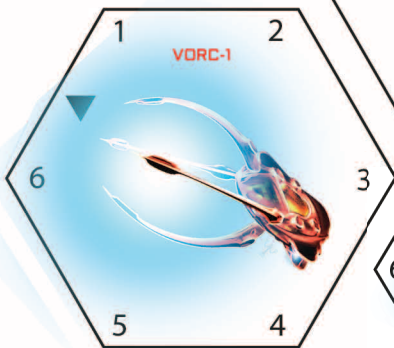
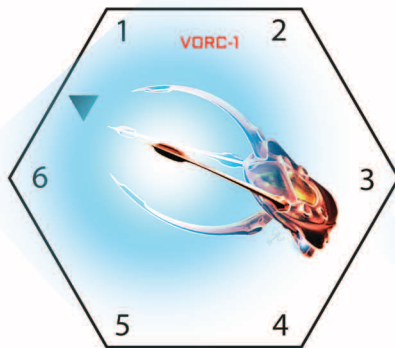
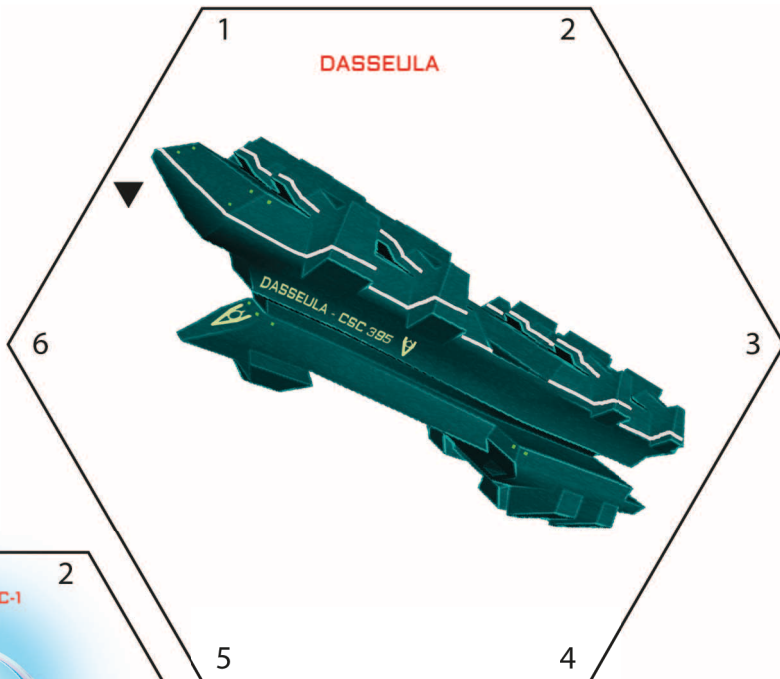
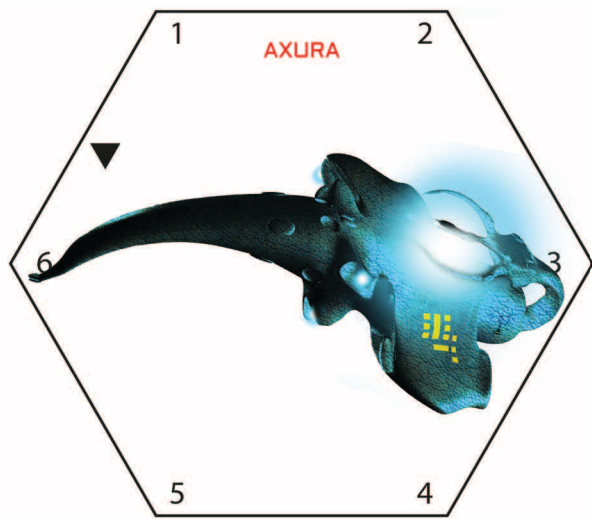
VANGUARD



GODDESS CLASS LIGHT FRIGATE
- DASSELULA - CSC 395

SCALE: 1:125M (4FT)





MINIATURE CUTOUTS

The above starship templates are for use with the starship rules.

Below are the cutouts for the Alchta tanarii soldiers. Multiples can be printed out and numbered for differentiation.

