

EDRPG

ELITE: DANGEROUS ROLE PLAYING GAME



THE WORST INTENTIONS

A STANDALONE EDRPG ADVENTURE





ELITE : DANGEROUS ROLE PLAYING GAME

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Heroic and Meritorious Service Award

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INTRODUCTION

In Elite Dangerous you play a citizen in a vast galactic civilisation in the 34th Century. With a basic spaceship, a laser pistol and a few hundred credits, you must blast your way through the stars as an explorer, trader, mercenary or adventurer. The galaxy is filled with perils. Roguish pirates, ruthless bounty hunters, heartless corporations and terrible creatures await in deep space, lost cities and undiscovered planets. The potential rewards are worth the risk, however. Amass enough credits and you can afford space-cruisers, drive tanks, fire bullets that never miss and live your life in the kind of luxury that would make an emperor blush. It's all out there for you, Commander, if you have the guts to take it. Can you be the best? Can you be Elite?



THE UNIVERSE

In the universe of Elite Dangerous, cheap and readily available faster-than-light travel has allowed humanity to explode across the stars, building new colonies, cities, nations and empires. The galaxy is a rich place, filled with a wealth of minerals, water and life-sustaining planets. The great nations of the Federation, Empire and Alliance grow wealthier every day, and such wealth attracts powerful people who constantly scheme to increase their power.

Space travel is common and affordable. The middle classes of the galaxy own spaceships like twentieth-century families own cars. Owning a spaceship grants tremendous freedom – spacecraft owners are courted all across the galaxy by space stations hungry for rare goods and vital supplies. Politics seldom interferes with trade and even very patriotic worlds such as Nanomam are happy to accept goods and services from those who paint the 'wrong' flag on the side of their spacecraft.

For those at the bottom of the heap little has changed since the old Earth dark ages. Planet-spanning mega corporations rule unchecked in large parts of the galaxy, employing entire nations of people in call centres, factories, tech support hubs or even as humble stockbrokers. On the planet of Zaonce the miserable masses slave for the planet wide Bank of Zaonce, filling tedious hours buying stocks and shares, selling high and low like robots, receiving none of the gains they make. In revolutionary Eranim

the population are expected to perform in weekly parades celebrating their independence from the Federation, while their leaders 'redistribute' the people's wages into their own back pockets.

This combination of cheap space travel, terrible inequality and a laissez-faire attitude towards weapon ownership makes the galaxy a dangerous place. Pirates, mercenaries and political agitators often like to fire first and seldom ask questions later. The police have a terrible arrest rate, but an excellent execution record; in space it's hard to take prisoners and very few people even try. Add to this the many navigational hazards in space, fierce native creatures on unexplored planets, psychotic cyborg's with faulty behaviour chips and the terrible greed of the intergalactic elite and you have a dangerous galaxy just waiting to destroy a wandering space pilot.

To survive you're going to need the best ship, the best equipment, a strong credit account and the skills to back it all up. For in this dangerous galaxy only the elite survive...



THIS PLAYTEST DOCUMENT

This document exists so you can try out the ruleset, get a feeling for how the game works and see if it's the sort of game you'd like to invest in. It contains a single adventure, ***The Worst Intentions***, for you to play. Included are four pre-generated characters including their ships and equipment. Partial rules for personal combat, spaceship combat and ground combat are included.

What is not included are:

- **Character Creation rules**
- **Adventure Creation rules**
- **Spaceship modification rules**
- **Equipment lists**
(except the equipment listed in the game)
- **The full combat rules**
(partial rules for this adventure are included)
- **Lots and lots of other stuff**

If you are interested in how the game is put together and want insights into some of these different rule sets you can read the dev blog on www.edrpg.co.uk which is updated daily Monday to Friday.





HOW TO PLAY

This is a role playing game suitable for up to five players. One player is the Games Master (GM) who runs the game and all the other players control a single character in the universe.

The Games Master is like a storyteller, who writes the story, plays all the characters the players meet and who interprets the rules of the game.

The Players each play a single, detailed character who goes from adventure to adventure, becoming more skilled, powerful and (often) wealthy as they play. Each player has a character sheet which describes what their character is good at (shooting things, first aid, repairing spaceships, etc.), what they are carrying, as well as any spaceships or vehicles they might own.

In a role playing game the Games Master describes what the players see and then asks them what they want to do. If what the player wants to do is easy (open a door, operate a lift, drink some coffee) then it just happens. If what the player wants to do is more difficult (hack into a computer, walk a tightrope, etc.) or is opposed (shoot someone who wants to dodge out of the way) that player performs a skill check. The Games Master will announce a difficulty number and a skill to check, and the player rolls a dice and tries to equal or exceed that number.



DICE IN THE ELITE DANGEROUS RPG

Only one type of die is used in the Elite Dangerous Role Playing Game – the **D10**. This is a ten sided die you can buy from hobby shops or from online stores such as Amazon. It is useful for each player to have a number of D10's – at least three each is recommended. If you don't have many D10's you can pool them all in the middle of the table and share them as you need them. On a D10 the side that says '0' represents a ten, not zero.



MAKING SKILL CHECKS

For your first game you will be using the adventure included in this Playtest pack - ***The Worst Intentions***. It will provide all the relevant difficulty numbers.

The player should roll a D10 and add the Skill Bonus (not the skill score) of the skill being checked against. For example: If Gabriel Baxter is being asked to make a Computer check, difficulty 9, the player playing Gabriel rolls a D10, then finds their Computer Skill Bonus (it's under Intelligence on the character sheet). In this case Gabriel's Computer Skill Bonus is 2. He will need a 7 or more on the D10 to succeed.

If a player asks to do something that isn't covered in the adventure the GM should first consider if the action is very easy. If so no skill check is required, the player just does it. If the task isn't easy, or there's a consequence for failure (such as jumping over a deep pit) set a difficulty number of your choosing, using the guide below:

- **Easy (5)** – *anyone could do it.*
- **Tricky (7)** – *anyone could do it, but it would be better left to a professional.*
- **Hard (10)** – *an expert finds this quite difficult.*
- **Very Hard (12)** – *a beginner would always fail, an expert would struggle.*

If you really don't know, just roll a D10 and make that the difficulty.

When choosing a skill to check against, have a look at a player's character sheet. The full list of skills are there and are mostly self-explanatory. Choose a skill that looks right and give it a difficulty number. At no point worry that you are getting anything wrong, just keep things moving and give the players a fun time.



COMBAT

Players tend to do a lot of fighting in Role Playing Games, and this game is no exception. **There are three different combat systems in Elite Dangerous;** one for Spaceship combat, one for Personal combat and one for Vehicle combat. Rather than list all the fighting rules at the front of the document the combat rules will be presented as you go.





KARMA CAPABILITIES

All characters have a number of **Karma Capabilities**, special abilities your characters can call upon in a jam. All Karma Capabilities cost Karma points (all the characters in this game start with 12 points each). When Karma is spent it is used up forever. In the full version of the game there are ways of recovering Karma points, but in this playtest Karma points won't come back – once they are spent they are gone!

Characters have different Karma Capabilities, but they all share one useful Karma Capability in common. It is called 'Escape Death'. This power allows a player to spend all their remaining Karma points, whether that's 1 point or 12, to escape a situation where they were killed or reduced to 0 Endurance points. When this ability is used all remaining Karma points are used up, but the action that led to the player dying never takes place – perhaps they dodged out of the way at the last minute or the enemy weapon jammed before it could deliver the fatal blow. The GM decides the exact method by which the character survives. Karma Capabilities should be introduced once the players start feeling comfortable with the system. If you or your players feel unsure or nervous about using them, just ignore them.



PREPARING FOR THE ADVENTURE

One person in your group should be nominated the **Games Master (GM)** and read the adventure provided. The GM should take their time and read the adventure first over a few days to make themselves familiar with the contents and rules. When you are ready to play, print off the character sheets, ship sheets and vehicle sheets for the players. You might want to print off the Non-Player Characters (NPC's) statistics for yourself so you can refer to them more easily during combat.



THE CHARACTERS

The players begin as police detectives for the independent Asellus Primus system. Each player has a Viper Spaceship, a police interdiction and combat ship used to enforce law in the sector. Their ships also contain a special vehicle called a Surface Reconnaissance Vehicle (SRV) which is a little like a super-advanced moon buggy. The SRV is designed to be used on any planet, even those without

atmosphere. It is basically the player's 'police car'. There are four characters to choose from - have your players pick one they like, or assign them randomly:



Ed Foster is a trained combat pilot who has served in the Asellus Primus defence force for three years. It was deemed by the station commander that his initiative and investigatory skills were being wasted in the fighter corps, so he has been recently assigned to the detective branch of the police service. He is a charismatic young man, but has never known hardship or tragedy, making him somewhat naive and black and white in his dealings.



Gabriel Baxter was a hardened street kid, growing up in the roughest parts of his space station home. Eventually taken in by a caring family he excelled at school, successfully training as a medical doctor. Unable to open his own practice because of his criminal record he was accepted, on a whim of the station commander, to serve in the police force. His posting is controversial but his medical training and street smarts have proven to be very effective.



Gwen Walker is an ex-army grunt, trained to fight for the Federation. She lost her fervour during the battle for Eranin, a small independent planet the Federation tried to bully back into the fold. Firing on untrained civilians fighting to protect their freedom sucked the morale from Gwen, and she resigned her commission to work for the nearby independent system of Asellus Primus. She has risen through the ranks to the position of detective through determination and a desire to do some social good.



Jenya Kurian is an ex-corporate spy for Core Dynamics, a spaceship manufacturing company operating in the highly competitive fighter spacecraft market. Her job was to sneak into the headquarters of other companies and steal their secrets. A trained martial artist and assassin, Jenya can not only break necks but security codes as well; there is no door she cannot open. She was fired from Core Dynamics, not due to incompetence, but as a simple cost cutting exercise by faceless bureaucrats. The rest of her department went to spy for other companies, but Jenya became unsatisfied killing and stealing for money. She was employed straight into the detective branch and has been kept busy using her skills for a more noble purpose.

Give each player their corresponding character sheet (they are at the back of the book), along with the sheets for their ships and vehicles.



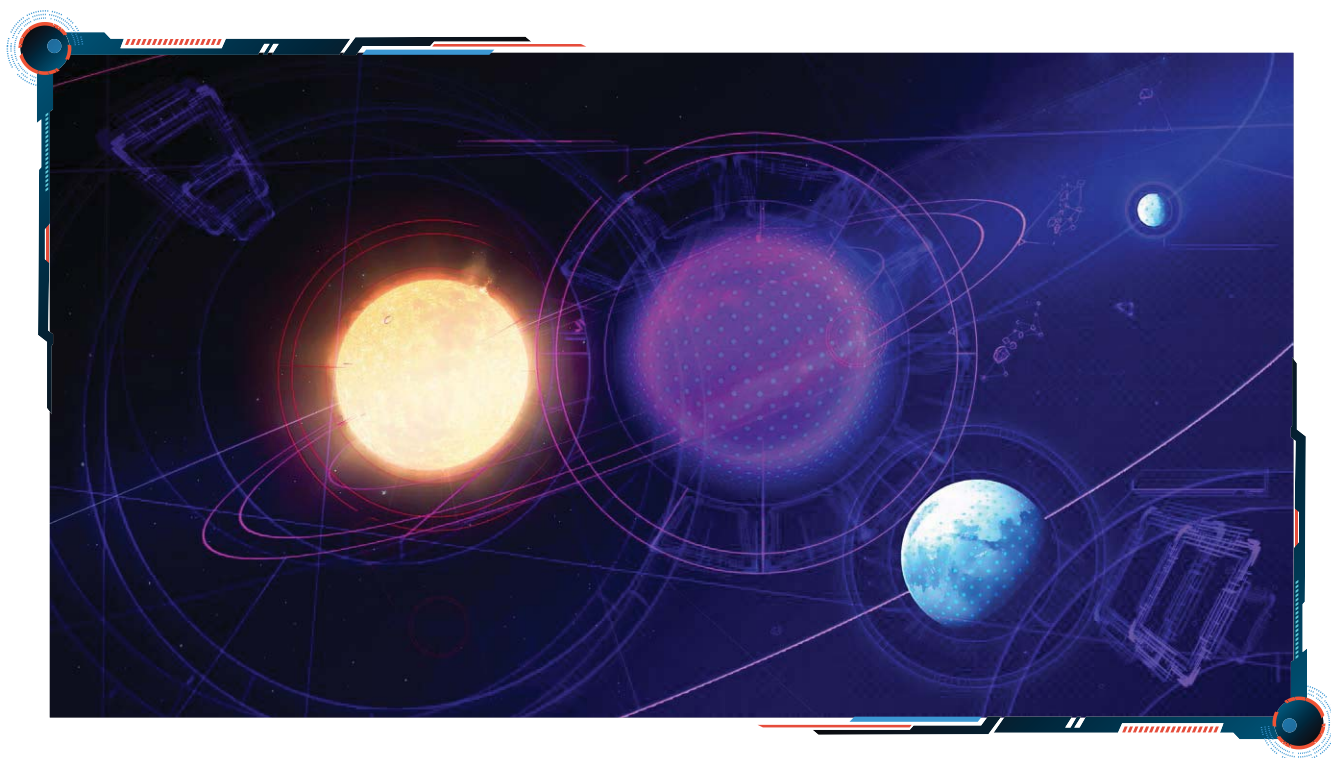
PLAYERS - STOP READING NOW!

If you already know who in your group is going to be GM, and that person isn't you, **stop reading now**. The information from now on is for the GM only.

If you are really curious, and just want to know how the combat rules work, you can use the navigation bar on Adobe Acrobat to flick to the sections marked Space Combat, Personal Combat and Vehicle Combat. There may be some minor spoilers, but as long as you don't read the background information around it you should be okay.

Good luck, detectives.

The fate of Asellus Primus is in your hands!





THE WORST INTENTIONS



AN ELITE : DANGEROUS ROLE PLAYING GAME ADVENTURE



FOR GMS ONLY!

If you intend to play in this adventure, rather than run it - stop reading now.



THE BLACK SWAN GANG

The Black Swan Gang are a narcotics smuggling organisation famed for their ruthlessness and the terribly addictive qualities of the drugs they manufacture. Operating from an uninhabited star system in a secret base on an airless moon, the gang value their privacy; no wonder, since they have enraged the local police forces with their poisonous narcotics and the violence of their gang members.

The gang was initially created in a company board room. The head of Swan Corp Pharmaceuticals formed the gang as a way of making money out of a number of dangerously addictive chemicals the company had created by accident. Losing ground to newer drug-producing companies the chairwoman, in desperation, set up a secret wing of the company to muscle in on the local crime bosses and steal their clientele. With corporate money behind them, a swathe of mercenaries and bounty hunters in their employ and a secret manufacturing base, the Black Swan gang were soon successful.

In addition to their resources, Black Swan were well run. Their senior manager, Deputy Director Lucius O'Connell appreciated his role as a crime boss. Having been raised on gangster films as a teenager, Lucius enjoyed dishing out arbitrary punishments

and coldly murdering rivals. Even though he came from a good family and a quiet suburb, he liked to emulate his gangster heroes in speech, despite coming off as rather fake to his 'street crew'. He was aided in his work by Syn Zhou, the chief chemist of Swan Pharmaceuticals. Syn had a knack for creating new varieties of euphoric but addictive drugs and had chafed under the company's previously restrictive policies. Now permitted to use any compound she wanted, Syn was free to mix any old poison together – as long as it was popular and profitable.

Within a few years Black Swan's profits outstripped their parent company, and it was only a matter of time before the authorities in Asellus Primus noticed. Unable to imagine how the company could still be afloat despite selling fewer drugs and patents than any other pharmaceutical, the corporate police moved in.

Black Swan was quick to cut the cord with their failing parent. A few assassinations and computer hacks later all record of the secret department was lost and Black Swan went deep underground. Swan Corp Pharmaceuticals was dissolved within weeks, and Black Swan was on its own.

Pursued by vengeful underworld figures, as well as the Asellus Police Department, Lucius took his drug-dealing business off system and onto their secret factory world of Perkwunos 7. With no job to go back to, Lucius and Syn continue to manufacture dangerously addictive drugs and sell them through their own agents.



WHAT IS HAPPENING NOW...

Black Swan continue to operate in Asellus and the nearby star systems of Eranin, I Bootis and Dahan. Their drugs have a dire reputation as the most extreme on the market and only the most desperate thrill seekers do business with them. Still, there are enough customers to make the gang profitable, and they're famous for producing new and exciting products on a regular basis. This pressure to constantly produce new drugs has had terrible consequences.

The latest batch, Blue Stabiliser, has been badly mixed at the gang's secret production site. Unknown to Syn twice as much Bytoxanine, a psychosis-inducing compound, has been added to the latest production run - due to laziness and complacency in the lab. This is bad news, especially since most of the gang members are allowed large amounts of the drug for personal use (a policy Lucius created in order to ensure loyalty and dependence in his workforce - also because he once saw it in a gangster movie.)

Now Black Swan's largest shipping freighter is missing, and the gang are concerned. They will do anything to retrieve the freighter and destroy the poisoned sample before their reputations are destroyed. Unfortunately for Black Swan, time is not on their side.

ENTER THE PLAYERS

In this adventure the players are all members of the Asellus Primus Police Department, based in the orbital space station Beagle 2 Landing. The players are bright, young, enthusiastic members of the force who have recently been promoted to Detective. All the players have been working on various different crimes, but they are commonly deployed together when they are sent on deep space missions - it's a dangerous galaxy and it is normal to deploy large groups of police when they are on patrol to discourage pirates.

Today is a little different. The players have just turned up for work when they are called into the Section Captain's office for a new assignment.

Read the passage below aloud to the players:

You come into work bleary-eyed and exhausted. You worked late last night trying to catch up on your caseloads and you hadn't been asleep long before your coms went off with a message from the station. The captain wants you in - right now.

You make your way into the brightly lit station, giving a curt nod to your partners as you go to the drinks dispenser for a caffeine shot. Armed with

your coffee you weave past the junior officers bustling onto their street duties and make your way into the captain's office. The sign on the door reads 'Captain Maria Delgado - Narcotics.'

The entry sign is green above the door so you go straight in. The Captain herself stands by the back window, dressed in the formal black uniform of the department. She's gazing out into the night-lit street below, mostly quiet except for the starport workers who labour at all times of day. "Good morning, detectives," she says, at last turning to face you. A glimmer of excitement crosses her features as she moves to the display screen, swiping the image of a lightless space freighter onto the screen.

"About thirty minutes ago a pilot passing through Asellus Primus reported encountering an anomalous scanner reading. Upon investigation he found this freighter, The Aurora, drifting through space without power. He logged his discovery with the police department and then made his way onwards."

"I want you to check out the ship - board her, carry out a full investigation and report your findings back to me. Any questions?"



WHAT CAPTAIN DELGARDO KNOWS

The players might feel that Captain Delgado is holding back on them, and they are right. Delgado does not want to influence their investigation with her hunches, but if pressed she will reveal answers to the following:

What do we know about the freighter?

"The freighter is a Lakon Type 7, and is registered to Swan Corp Pharmaceuticals. Don't worry if you haven't heard of them - they've been out of business for ten years. They used to sell painkillers, but the word is they made more than just headache tablets. Rumours persist of a sister company called Black Swan, which operated a darker side to their tablet

industry. Nothing ever got proved, but narcotics deaths dropped by half the day that Swan Corp went out of business. What I want to know is: what has that freighter been doing in the last ten years? And that, detectives, is what you're going to find out."

What about the pilot who called this in?

This question catches Delgado by surprise – she had not expected it. "Honestly, I don't know," she concedes "It will be recorded on the computer records if you want to check it out."

If a player does check the computer have them make a **Computer check, difficulty 7**. If they fail they discover that the pilot's name is Richard Yin, and that he flies an Imperial Courier spacecraft – a very fancy ship indeed. If they pass they learn the information above but also see that Richard Yin is an ex-drug smuggler, but that his current record was blanked after he paid a substantial fine to the authorities.

(GM's Note: Although Richard Yin does not feature in this adventure the reason for his calling in the discovered freighter is personal – Black Swan put him out of business a decade ago. He recognised the freighter and called it in to incriminate Black Swan before flying on his merry way.)

Do you have a personal connection to this case?

If any player suggests that the Captain seemed unusually keen to get this freighter investigated (she did, after all, call up the players in the middle of the night!) she will concede:

"I'll level with you," shrugs the Captain. "I think this freighter is and has been a drug carrier for Black Swan. They're a dangerous smuggling gang, most of the members are addicts themselves, but we've never been able to track them down. Black Swan is why I chose the Narcotics division. There was a fad for a drug called 'Sweet Nightmare' in police college. In those days the department had absolutely no hold on the drugs market and most narcotics were semi-legal. A lot of my friends suffered permanent mental damage from indulging on that drug – it left them vegetables. I'm not saying they didn't bring it on themselves, but Black Swan can share a big dose of the blame. But all of that is conjecture. Get to that ship as fast as you can and search it. Let me know what you find."

Enthusiastic players might ask all sorts of other questions not related to the mission; from what kind of other crimes the department is investigating

to speculating if there are any political motives in searching the ship. If you are a quick thinker and want to indulge the players just make some answers up – players love a little background! Otherwise have the Captain lose her patience: "Detectives, I'm a busy woman," she frowns. "Your priority is to get to that ship and search it before anyone else does. The answers to all your questions are there."



HEADING OUT

The coordinates of the Aurora have been entered into the player's Viper spaceships. Players can grab their equipment which will include their sidearm, full spacesuit (standard practice when conducting spacecraft search) and their personal coms (either a hand held device, or a wrist mounted one; coms are radios and personal computers wrapped into one – a bit like smartphones today).

Because the players are searching a derelict ship they are not given heavier weapons. They can try to requisition a more powerful weapon from the police armoury if they are particularly silver-tongued. Sergeant Nestor Sokoloff is a world-weary officer with too many cybernetic implants to be considered a lucky man. He guards the armoury zealously against gung-ho cops who think they need the latest firepower to deal with jay walkers and litter-droppers. To gain access to a heavier weapon the players would need a permission form from their commanding officer (Captain Delgado). Convincing Sokoloff to part with a weapon without a signed form is not easy.

The players can try the following tactics:

Bluff: "I guess the captain forgot to sign the authorisation form. She wants that ship searched yesterday – best not to bother her." Have the player make a **Bluff check, difficulty 10**. The sergeant wasn't born yesterday.

Charm: "Looking good, Sarge. Did you lose weight or am I seeing things? You're not going to make me beg, are you Nestor?" Oddly enough beneath his gruff exterior Nestor Sokoloff is just a lonely guy looking for a friend. The gentle approach will work if the character passes a **difficulty 8 Charm check**.

Diplomacy: "Look, Nestor. That ship is likely crawling with drug runners – and those guys don't play by



Queensbury rules, get it?" Implying that the players will be exposed to overwhelming danger is a good tactic. Have the player make a **Diplomacy check, difficulty 9**.

Insight: *"I know how you feel. Work for the force too long and we all become machines – just a little, day by day, until we no longer think. 'Form, please', 'Sign here, please'. Is that what's happened to you, Nestor? Have you become so much of a robot you can no longer think like a man?"* Nestor cares very little for philosophy. **Automatic failure.**

Intimidate: *"I've had enough of your lip, sergeant! I'm your superior officer and I'm ordering you to hand over that weapon!"* **This won't work either.** Nestor will coolly point out that he belongs to a different branch of the police force so, technically, they don't outrank him. In the armoury he outranks them.

If the players are successful Nestor will reluctantly hand over a submachine gun (just the one), making it clear he is doing the characters a favour. The gun comes with two spare clips of ammo.

The characters can make, at most, **two attempts** to persuade Nestor before he throws them out of his armoury. He's a cyborg, so he can do this quite easily.



LAUNCHING FROM THE SPACE STATION

When the players are ready they can get to their ships. Player ships are each assigned to a different docking pad (pads 1, 4, 9 and 12 if anyone asks), and permission to launch is granted immediately.

Emerging from the space station the players can fly past the dozens of trader ships waiting to dock and enter Supercruise, a faster-than-light drive designed for travel within a star system. Their computers have been loaded with the co-ordinates of the Aurora and they can head off as soon as they are about five kilometres from the space station (large amounts of mass in close proximity blocks the supercruise drives on the player's ships). The players can link their drives together so they all engage and pull out of supercruise at the same time – this is standard practice amongst the police and requires no special skill check.



Gravity in Elite Dangerous

An important difference between the Elite Dangerous universe and most science fiction games is the lack of artificial gravity. When travelling through space pilots strap themselves into their chairs or rely on magnetic boots to stick to the floors of their ships. Large space stations, such as Beagle 2 Landing, generate gravity through rotation, with Earth-like gravity reaching the outermost edges of the station. The gravity gets weaker and weaker the closer to the core of the station you get, so the landing bays where space craft put down are subject to very small levels of gravity.

When boarding ships in space, such as the Aurora, there is no gravity. For the most part this won't inconvenience the players. Both they and their opponents have gravity boots – which also allow players to run up the sides of walls or on ceilings. Thrown items, such as grenades, behave in ways that are difficult to predict in zero-gravity. Fortunately you don't have to worry about them in this adventure as they are not included!

When the players engage supercruise read the following to them:

With your engines computer-linked you engage the Frame Shift Drive. The space around you seems to warp for a few moments, and the gravitational force of your ship's accelerating engines pushes you back firmly into your seat. Then, just as the pressure begins to feel too much, it suddenly eases, and the weightlessness of space takes hold. Your craft is accelerating quickly, the nearby planet of Asellus 4, a beautiful deep blue gas giant with glittering silver rings, swoops by to your left. Despite this you no longer feel like you are accelerating at all – a good thing too, the G-force would crush you flat at this acceleration.

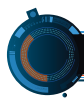
You have been travelling towards your target for only a minute when the shipboard communicator lights up. A distress call is coming through. "Mayday, Mayday; this is Commander Ackerman. I'm a trader flying out of the Eranin system and I'm under attack by pirates. I'm outnumbered three-to-one and need immediate assistance. Repeat, immediate assistance required."

You see the location of the distress signal wink up on your radar.

Ask the players what they want to do.

If anyone wants to talk to Commander Ackerman he will eagerly pick up their coms, but he is under immense pressure and can't answer many questions. He'll tell them that there are three attackers, two Sidewinders and one Eagle Mk II. He's flying an Adder, but his shields have gone down and his hull is in tatters. He'll take any assistance he can get.

Players might suspect that this is an ambush. If they state this, have any suspicious players make an **Insight check, difficulty 8**. On a failure they are unsure; the coms static and violent sounds of damage make it too hard to discern if Commander Ackerman is telling the truth. If they succeed you can tell them that they are almost certain Ackerman is telling the truth – either that or he's the best actor they've heard in a long time.



RESCUING COMMANDER ACKERMAN

If the players want to rescue the stricken commander, they will have to set a new course and pull out of supercruise in a big hurry. The players can either disengage as a group or go in separately. If they go in as a group the players need to nominate a person who is going to manage their engagement (preferably a player with a good Starship Operations skill). Have the nominated player make a **Difficulty 7 Starship Operations skill check**. If that player succeeds all the players pull out in good time to counter-ambush the pirates. If they fail all the players will arrive late ... too late.



Space Travel in Elite Dangerous

In order to travel the vast distances through deep space almost all space craft have thrusters and a Frame Shift Drive. Spaceships use thrusters when docking, fighting or exploring a wreck, and the Frame Shift Drive (FSD) for long distance travel. Every FSD has two modes:

Supercruise mode is for travel within a star system. It is extremely fast (anywhere between 1 and 1000 times the speed of light).

Hyperspace mode is for travelling between stars. It allows a ship to jump dozens of light years in just a few seconds.

Given the risks the players might want to share the task out and disengage on their own. Each

player, therefore, makes a **Difficulty 7 Starship Operations check**. Successful players arrive on time, unsuccessful players turn up late.

The players may decide that the call is just a trap and ignore it. They can do this (skip the following battle and head straight to the Aurora), although they will miss an interesting clue and probably get a severe dressing-down from Captain Delgado!



ACKERMAN'S LAST STAND

Once the players arrive at Ackerman's distress signal, read the following:

You burst from supercruise into real space, the sudden weight of force from your engines pushing you back into your chairs. Before you is a scene of utter chaos.

A small trading ship, an Adder from the looks of it, is being mauled by three pale grey fighter craft. Two wedge shaped Sidewinders and a sleek and deadly Eagle fighter take it in turns to strafe past the burning Adder and blast its hull with lasers.

If at least one player arrived on time, read the following:

You have arrived just in time, the Adder's hull is shot to pieces and its power plant is failing. If you are going to rescue the stricken Commander Ackerman, it has to be now.

Open the space battle map, putting the Adder (Ackerman) and all three pirate ships (Spike, Quin and Tsou) in the 'up-close' zone of the map. All the players that arrived early are placed in the 'at-distance' zone.



Late Arrival?

If all the players arrived late, read this instead:

Just as your hand reaches for the thruster controls you see a bright explosion. Commander Ackerman's ship, damaged beyond all endurance, has been utterly destroyed.

The pirate ships fan out towards you – it looks like they haven't made their last kill of the day. Open the space battle map. Put all the player's ships in the at-distance zone of the map on one side, and put the three pirate ships (Spike, Quin and Tsou) in the at-distance zone on the other side.



SPACE COMBAT

INITIATIVE

The first thing to do in any battle is to **determine initiative order**. The pirates have the following initiative scores:



• Spike 10 • Quin 6 • Zhou 3

Have each player determine their Initiative by **rolling a D10 and adding their Tactics skill bonus**. This is their Initiative score. List the scores of each player and pirate, from highest to lowest. The person with the highest initiative goes first, and then the person below that gets a turn, and so on until everyone has taken their turn. Initiative is cyclical, so for the next round everyone acts in the same order.

Commander Ackerman's ship is disabled, so he doesn't get any turns in this battle.

DEFENCE

All ships have a Defence score equal to their Agility and their pilot's Spaceship Piloting Bonus added together. In this playtest the Defence score of the players and the pirates have already been calculated.

PURSUIT

All ships have a Pursuit score equal to their Speed and their pilot's Spaceship Weapons Bonus added together. As with defence, in this playtest the Pursuit score of the players and the pirates have already been calculated.

FLIGHT ZONES

Every ship on the map is in one of two locations: **at-distance** or **up-close**.

At-Distance: A ship that is at-distance is at the edge of battle, just in weapon range. In most cases all ships will start a battle at a distance. A ship in the distance can joust, flee, or snipe – although the last action is generally suicidal unless you know that the opposing ship cannot fire at you.

Up-Close: A ship that is up-close is in the heart of the battle, with spaceships, missiles and lasers whizzing by their screen at hundreds of meters per second. A ship that is up-close remains up-close until it either disengages or all enemy ships up-close are destroyed. It is then considered to be at-distance. A ship that is up-close can dogfight or disengage.

HOW PLAY DEVELOPS

Almost inevitably most ships eager for combat will begin the fight jousting towards each other. After that a ship up-close will either dogfight, trying to get behind an enemy, or disengage so they can take another joust in the next round. At any given time some ships will be up-close and others at-distance. Use the cut out models and the space battle map provided to keep track of each ship's position.

ACTIONS

Each player, in initiative order, decides what action he wishes to take against what target. The actions that player can take are determined by their location (see above). The actions are as follows:

Joust: A jousting ship speeds towards an enemy ship at a great distance, their weapons blasting. A jousting ship can target any enemy on the map. After attacking a jousting ship is moved up-close. A jousting ship that attacked a sniping target draws that target up-close as well.

Flee: A ship at-distance can flee by turning around and charging up their Frame Shift Drive. If no enemy jousts the fleeing ship it escapes automatically at the start of its next round. If an enemy does joust the ship, a Pursuit takes place.

Snipe: This risky tactic involves cutting your engines dead not moving towards an enemy ship, but all the while firing at the target of your choice. You gain a +1 bonus to hit, but your Defence becomes 0 until the start of your next turn. In other words anyone firing at you will automatically hit. You remain at a-distance unless another player jousts you.

Dogfight: You attempt to pull behind or above an enemy ship so that you can shoot it but it can't shoot you. You can only dogfight someone up-close. Choose an enemy ship that is also up-close. That ship can either decide to dogfight you or decline. You automatically get behind a ship that declines a dogfight.

Assuming that the enemy ship dogfights you back (the most common occurrence) roll a D10 and add it to your Defence score. The enemy ship does the same. If you score higher than the enemy, you get behind them. If the enemy scores higher than you, they get behind you. A draw means you both spend your turn circling each other without any effect (although you can still fire turrets at each other).

Whichever ship gets behind the other opens fire with its weapons. The ship in front cannot fire back except with turrets.



The chaos of space combat

It is quite possible to engage in a number of dogfights in a single game round. Any number of enemies can declare a dogfight against you, and this means there is the potential to fire your weapons multiple times within the round, provided you win your dogfights! Ammo dependent weapons can soon be drained in a drawn out engagement, so keep track of your ammo carefully.

Disengage: When you disengage you slam the thrusters on your ship to full and try to pull away to at-distance. If no one dogfights you then you automatically escape – your ship is moved to at-distance at the start of your next turn. If an enemy tries to dogfight you they must complete a successful pursuit first. You cannot attack when you disengage.

PURSUITS

A pursuit occurs in two circumstances:

- A ship flees and an enemy ship jousts it.
- A ship disengages and an enemy ship dogfights it.

Both ships should **roll a D10 and add their Pursuit score**. If the result is a tie, both ships move to at distance and do not fire.

A fleeing ship that wins the pursuit engages its Frame Shift Drive and escapes. A fleeing ship that loses a pursuit is attacked by the jouster and then both ships are moved up close.

A disengaging ship that wins the pursuit moves to at-distance, as does the pursuing ship – however no firing takes place. A disengaging ship that loses the pursuit stays up-close with its pursuer. In addition the pursuing ship automatically wins the dogfight and can attack as normal.

BEING UP-CLOSE WITH NO TARGETS

A ship that starts its round up-close when there are no enemies who are also up-close, is instead moved to at-distance. They can then joust, flee or snipe as they choose.

FIRING AT AN ENEMY SHIP

When it is your turn to fire you must make a D10 roll, adding your Spaceship Gunnery Bonus and your chosen weapon's accuracy. In this playtest the total hit bonuses for players and enemies have been calculated for you. You can fire any number of weapons but they must be at the same target.

If you equal or exceed the target's Defence score the weapon hits.

A target that is sniping has a Defence score of 0.

DAMAGE

Pulse lasers, cannons, rail guns, plasma guns and missiles all inflict their full damage on a hit, whether you hit by 1 point or 10.

Rapid Fire weapons such as Multi-cannons, Burst Lasers and Beam Lasers inflict more damage according to how well you have hit your target. Burst Lasers and Multi-cannons inflict an extra 5 damage for each point they exceed the target's Defence score, to a maximum of 10. Beam Lasers do the same, but have a maximum bonus of 20.

TAKING DAMAGE

All damage is first applied to Shields. The shields take the full damage of the shot. If the shields go down, excess damage is applied to the Hull (do not roll on the location table).

Energy Weapons and collapsing shields:

Energy Weapons get a damage bonus against shields. This damage bonus is applied even if the shields on the enemy collapse and some damage transfers to hull. Think of it as the shields overloading with a massive electrical spark, damaging the hull as it does so.





Module damage, turrets and mines

Players of the Elite: Dangerous computer game know that there is a lot more to space combat than this. Where are the module damage rules? How are turrets and mines treated? What happens if I disengage Flight Assist? and so on.

*The rules above are simplified so they can be squeezed into this module book. There should be enough here for your players to get a flavour of space combat. For the full version of the rules – get the **Elite Dangerous: Role Playing Game** core book!*



PLAYING THE PIRATES

The Statistics for the three pirate ships are in the NPC section at the back of the adventure. The three pirates are quick-tempered and desperate members of the Black Swan Gang. The first thing they do is joust the players – Commander Ackerman is disabled and no longer a threat, so he isn't going anywhere. After jousting the pirates will dogfight any target that remains unengaged, and gang up if they are ever lucky enough to outnumber the players.

Once one of the pirates has been destroyed the other two will attempt to disengage and then flee if they can.

DEVELOPING THE BATTLE

If some of the players arrive late you can deploy their ships **at-distance** at the start of the second turn. Roll initiative for the new ships to determine their place in the order.

In the second round the pirates start getting a bit more chatty. **The pirate Spike will open a com to a player of your choice and issue the following demand:**

“Listen up, coppers! You’ve got two seconds to tell us where you’ve stashed the Aurora or we’ll boil you up, one by one.”

Spike and the other pirates won't stop fighting while they are speaking. The players can trade threats or attempt to interrogate the pirates, but they can't speak longer than about six seconds (that's how long a turn lasts).

The pirates will stay until one of their members is destroyed – then they will attempt to flee. However they will not surrender. All three pirates are serious

drug addicts and they know they will not be able to get the specific narcotics they are addicted to in an Asellus Primus prison.

The pirates are desperate to discover the location of the Aurora. Black Swan know the ship is missing, and need to recover it before its contaminated drugs are stolen or seized. The reputation of the group will be shattered if it is discovered what kind of horrific narcotic nearly got to market. These individual pirates have been tasked with finding the Aurora - they will not get their drugs until they have been successful, which makes them unusually bold.



THE END OF THE BATTLE

When the pirates have been driven off or destroyed, Commander Ackerman, if he is still alive, thanks the police for their timely arrival. He will explain that he was pulled out of hyperspace and interrogated by the pirates. They were looking for the Aurora, but Ackerman didn't know anything about it. When he pleaded ignorance the pirates became unstable, yelled at him for a little bit, and then attacked – they didn't even want his cargo of tea!

The players can make insight checks, board his ship, or insist that Commander Ackerman accompany them to the station – but Ackerman's story is true and checks out. They can report the attack in to Captain Delgado who finds the report interesting, but insists they immediately get to the Aurora. Now she knows other people are looking for it searching that ship has become a race against time.



Can fleeing pirates be tracked?

The players might think about following the pirates back to their base - unfortunately their ships are not equipped for this. Modules that scan the wakes left by fleeing ships to determine what star system they have jumped to definitely exist, but it is rare for a local police force to use such advanced equipment. Local forces generally only have the authority to work in their local star systems, so going far afield to hunt down pirates is rare.

*Don't worry; the pirates have left a trail of breadcrumbs on the **Aurora**.*

THE AURORA

When the players have finished with Commander Ackerman they can re-engage their supercruise engines and fly out to the reported coordinates of the Aurora. Sure enough, when the players leave supercruise, they find the ship drifting alone through space. **Read the following to the players:**

Before you, a few hundred metres ahead, lies the Aurora, a long, box-shaped Lakon Type 7 freighter. You expected to find it a cold and powerless husk but now that you draw closer to it you do see signs of life. A number of lights are on, including the deep orange light of the bridge control panels that shine through the cockpit windows.

*But if the ship has power...
...why is it just drifting here?*



INVESTIGATING THE AURORA

Ask the players what they want to do. There are a number of things they can try before boarding:

Cargo Scanning: If the players use one of their cargo scanners on the ship have them make a **Spaceship Operations check, difficulty 9** (Ed Foster and Gwen Walker have cargo scanners installed). On a success the scanner reports that the Aurora carries 150 tons of Computer Components and 52 tons of Experimental Chemicals – the computer will add that there is a 90% chance that these goods are narcotics. On a failure the computer detects 202 tons of Computer Components, having been fooled by the drug-smugglers anti-scanning techniques.

General Scan of the ship: All players can see that the Aurora has its shields down. With a Spaceship Operation check of 8 or more they can see that the ship's Power Plant is badly damaged, but that Life Support functions are still fully intact. Additionally a great deal of internal damage has been inflicted on both the Thruster couplings and the Frame Shift Drive. Since there is no exterior damage to the ship, the damage must have been caused within the

vessel. Life readings are a bit fuzzy. The Aurora has been designed to ship toxic waste and so is heavily radiation shielded (conveniently this helps muffle sensor scans - a common tactic used by smugglers). If any of the players scored 12 or more they can determine that there is definitely human life on the transport and one non-human lifeform.

Aliens in Elite Dangerous

The 'non-human' result from the scanner may give the player's pause. Humanity has searched the galaxy for sentient life for almost a thousand years. The only space-faring race they discovered were the Thargoids - considered a mysterious people of brutal raiders. After numerous attacks and abductions spanning 300 years the Thargoids disappeared in the 32nd century. If they have any colonies in the galaxy they have never been found, nor has any Thargoid 'home world'.

Exterior Scan of the ship: If the players fly around the outside of the ship they see no signs of damage or combat. The two docking hatches are clearly visible at the top of the ship.

Contacting the ship: Any attempt to open coms to the ship fails. The player thinks the communication is going through, but no one is answering...

The players may get quite agitated, nervous or excited about the scanner result and contact Captain Delgado. The captain will accept no excuses not to board the ship. "As far as you know you might have just scanned a sheep," she adds sarcastically. As we shall see, Captain Delgado is not a million miles away from the truth...

BOARDING THE AURORA

The players aren't going to get anywhere until they board the Aurora. This can be accomplished by moving their ship adjacent to one of the two docking hatches at the top of the ship and extending their own ship's docking claw. An unfolding plastic and metal tunnel will extend between the two ships, one side of which will firmly latch onto the Aurora's hatch. Because the Aurora is drifting slightly (rotating clockwise at about six degrees a second) docking is slightly tricky. Have the pilot attempting to dock make a **Spaceship Piloting roll of 9**. If they fail nothing very bad happens, the docking claw scrapes across the hull of the freighter, trying to grab onto the hatch's connectors, before retracting again. Since the players aren't in a hurry they can make as many attempts as they wish.

SPLITTING THE PARTY?

The players will soon see the problem. There are four of them and only two docking hatches. The solution is to either ladder their ships together by docking their ships to each other, or to exit their ships in spacesuits and go through a spare docking hatch. The first idea is tricky, as it involves docking with a ship attached to another rotating ship. The Spaceship piloting difficulty roll will be 11 – and missing the number by more than 4 will cause the ships to collide, taking 1D10 hull damage each (shields must be lowered when docking or the ship will just bounce off the docking hatch).

Going by spacesuit is a bit easier, the slowly rotating ship is unlikely to crush the characters as they approach, but a badly timed jet could cause them some mischief. A character in a Spacesuit makes either a **Science or Athletics check, difficulty 6**, to get to the docking hatch. If they fail by more than 4, they strike the hull with too much force and take **1D10 Endurance damage** – this does not rupture the suit.

Opening a boarding hatch is easy – none of them are locked and it is as simple as pulling a lever protected by a small emergency panel marked 'Emergency Access'.

The player enters a small airlock with unsecured controls. The player just needs to close the door, push a button, and the airlock will re-pressurise to match the ship's environment. They can then enter the ship.

The players might want to keep some of their party in space and take some into the freighter. Although they can do this if they really want to, try to discourage them. Point out that it could take a long time (five minutes or more) for players outside the ship to come to their companion's aid if they got into trouble. Also it's unlikely that anyone else is going to find the freighter in deep space – after all the pirates who have been actively searching for it got nowhere near its correct location.

That said – it's the players' game! If they want to keep some members of the team outside they can.



INSIDE THE AURORA

Once a player has boarded the Aurora, **read the following to the first player to enter the ship:**

The airlock door hisses open and you step into a small maintenance room. The ship is on emergency lights, casting the entire room in a blood red haze. Tools, utensils and cleaning equipment drift eerily through the air, as if someone opened all the shelving units and threw them out. On the wall, sprayed over a large maintenance schedule display, are the words: "You pay for Syn."

Make sure you mention the odd spelling of the word Syn. It is a reference to Dr Syn Zhou, the chief chemist of Black Swan.

There is a single exit from the Maintenance room. **If players have come through the second boarding hatch, read the following:**

The airlock door gives way stiffly and opens into what looks like a small cargo bay. This is obviously just a sub-storage bay; it is much too small to be the central cargo hold. It is filled with clouds of small, glittering black squares that hang in the zero-gravity, reflecting the light from your torches. Something is sprayed in blue paint at the back of the cargo bay, but you cannot make it out. There are two exits from the cargo bay - at opposite sides of the room.



Spacesuits and Flight Suits

There are significant differences between spacesuits and flight suits. Both of them keep out the vacuum of space, but beyond that their purposes are quite different:

Flight Suits are comfortable, form-fitting clothes that do not impede movement in any way. Combined with a Remlok (a thin metal band that crosses the forehead and curls around the wearers ears – it instantly unfolds to protect the wearers eyes, ears, mouth and nose if it detects the vacuum of space) it provides emergency protection against sudden decompression and exposure to space.

Space Suits are full body, bulky and completely sealed units designed for those who work in the vacuum of space. They are tough and self-repairing, able to patch up small holes that get ripped in the suit instantly to prevent depressurisation.

So why don't all pilots wear full space suits? Because they're bulky and wearing one in combat slows down your reactions and accuracy. A person in a space suit suffers a **-1 penalty** to all their Personal and Vehicle Combat skills until they remove the suit. Most wearers have their flight suit on underneath their space suit so they have some clothes on once they've completed a spacewalk.

If a player wants to examine the 'glittering black squares' have them make a **Science, Computer or Repair roll, difficulty 5**. On a success they identify the parts – they are computer chips, thousands of them. They have been carelessly ripped from their containers and now infest the cargo bay (with large numbers of them also drifting through the corridors and other rooms in the ship). The computer chips pose no threat to the players; it doesn't hurt to move through them nor do they block laser or bullet fire.

The writing at the back of the wall reads:

"Where did you hide it, Lucius?"

with a small diagram of a very angry face.

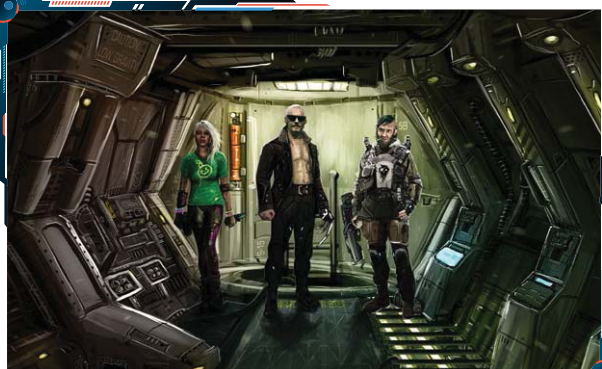
ATTACKERS!

When the players have searched their respective rooms they will want to explore the rest of the ship. Players in the maintenance room have only one exit, a port-side door that leads into a long corridor. Players in the small cargo bay can choose to go port-side or starboard-side. The port-side door opens into the same long corridor as the maintenance room. Starboard side opens into a different but equally long corridor. **Read the following to the players emerging into the port side corridor:**

You enter a dimly lit steel-grey corridor, covered in graffiti, a number of small black computer chips drifting aimlessly about. You don't have much time to take in your surroundings before the hammering sound of gunfire clatters and ricochets around you. Beams of red light cut down the corridor, incinerating any computer chips that hang in their way.

Off in the distant gloom you spy a number of disturbed looking people – all armed to the teeth!

There is no negotiation possible with these poor, drug-ravaged smugglers. A battle begins!



PERSONAL COMBAT

INITIATIVE

As with a Space battle the first thing to do is determine Initiative order. The smugglers have the following Initiative scores:

• Lola	8	• Muffin	5	• Vern	2
• Durran	6	• Diggs	3		

Have each player determine their Initiative by rolling a **D10 and adding their Tactics skill bonus**. This is their Initiative score. Write down the scores of each player and smuggler, from highest to lowest in a list. The person with the highest initiative goes first, then the person below that gets a turn, and so on until everyone has taken their turn.

WHAT YOU CAN DO IN YOUR TURN

When you take a turn you can move up to 10 metres and also take an action. That action can be one of a number of things:

Shoot a Ranged Weapon: Pick a target you can see, and then make a Ballistic, Energy or Heavy Weapons skill check. If the total is higher than the target's difficulty to hit (see below) you hit that target and inflict the weapon's damage.

Make a Melee attack: If you are armed with a club, sword or other Melee weapon, choose a target adjacent to you and make a Melee skill check. If the total is higher than the target's difficulty to hit (see below) you hit that target and inflict the weapon's damage.

Make a Fighting attack: Pick an adjacent enemy that you wish to punch or kick and make a Fighting skill check. If the total is higher than the target's difficulty to hit (see table below) you hit that target and inflict Fighting damage (see the weapon's table).

Run: Instead of attacking, move another 10 meters.

DEFENCE

When attacked you can decide how best to defend yourself. You can either Parry or Dodge. Ranged weapon attacks, such as from Laser Pistols or Submachine guns can only be dodged. Melee or Fighting attacks can be Parried or Dodged (your choice).

When you pick a defence, your Defence score is equal to either your Dodge or Parry bonus, depending which defence you picked.

The difference between Parry and Dodge:

If you **Parry** and the enemy misses you, you can immediately counterattack with a Melee or Fighting attack. If you **Dodge** and the enemy misses you nothing special happens.

COUNTER-ATTACKING

When you counter-attack you can make an immediate Melee or Fighting attack against the enemy who just attacked you. This attack takes place during your enemy's turn and does not replace your next turn either. Your enemy cannot counter-attack your counterattack if you miss.

DIFFICULTY TO HIT

The Difficulty to hit is the Range or Finesse score of the weapon plus the Defence Score of the target. Ranged Weapons have a Range difficulty number depending on the distance to the target –short, medium or long. See the chart below for the difficulty numbers.

Melee Weapons and Fighting: have a Finesse difficulty number. See the Melee and Fighting Weapons Table.

Cover: If the target is in cover (crouched behind some boxes, standing behind a tree, enemy is

shooting past someone etc.) they get a +2 bonus to their Defence against Ranged Weapons.

DAMAGE

Damage is subtracted from the Endurance of the target, minus any armour protection. If any of the Damage dice roll a 10, the target is knocked over. Note that energy weapons never knock over a target. Fighting damage, although it inflicts 1D10 damage halved still knocks the target over if a 10 is rolled.

Being Knocked Over: When a character starts their turn knocked over, they can either crawl at half movement speed and remain knocked over, or they can stand up but move nowhere. A character who starts their turn knocked prone cannot add attack bonuses from skills, even if he stands up later in the round.

Burst Damage: Burst allows a weapon to inflict an extra D10 damage for every point it hits over the Difficulty, the maximum number of extra dice is indicated in the notes. Energy weapons with Burst inflict 5 extra points of damage for every point over the Difficulty.

Heavy Burst is the same, but inflicts 2D10 damage for every point it hits over the Difficulty.

Ranged Weapon Table							
WEAPON	Type	Short Range	Medium Range	Long Range	Damage	Ammo	Notes
Auto Pistol	Ballistic	6m (5)	50m (8)	100m (14)	1D10+ Burst	3	One-Handed, Burst (2D10)
Laser Pistol	Energy	10m (4)	80m (7)	120m (11)	8	N/A	One-Handed
Sub Machine Gun	Ballistic	10m (5)	60m (8)	120m (14)	1D10+ Burst	4	Burst (3D10)
Assault Beamer	Energy	12m (4)	70m (7)	200m (10)	5+Burst	N/A	Burst (20)
Shotgun	Ballistic	6m (3)	12m (7)	50m (12)	3D10*	6	*Damage is 2D10 at med range, 1D10 at long range
Assault Rifle	Ballistic	16m (6)	100m (7)	400m (10)	1D10+ Burst	4	Burst (3D10)
Laser Rifle	Energy	20m (5)	150m (6)	500m (9)	15	N/A	
Chain Gun	Heavy, Ballistic	30m (5)	60m (8)	180m (14)	2D10+ Burst	10	Heavy Burst (6D10)

RUNNING AWAY/SHOOTING AT POINT BLANK RANGE

If an enemy moves away from you or attempts to shoot you from point blank range you can make a free Fighting or Melee attack against them before they shoot or move away. If this knocks them over, their turn ends.

OTHER ACTIONS

Aiming: Instead of attacking, a character can aim at an enemy for an entire round. They cannot move or attack in the round they are aiming. Next round, if the character does not move, they can attack with a +5 bonus to hit.

Reloading: When you fire a non-energy ranged weapon you consume a point of ammo. When a weapon runs out of ammo it cannot be fired until it is reloaded. You can reload a weapon instead of attacking with it. If the weapon is a Heavy Weapon, you cannot move in the same turn that you reload it.

Drawing a weapon: A one-handed weapon of any type can be drawn and attacked with in your turn. Drawing a two handed weapon of any type takes up your turn – although you can still move while doing it.

Fire two weapons at once: If you are equipped with two one-handed ranged weapons you can fire both guns in the same turn, either at the same or different targets. You suffer a -2 penalty to hit with each weapon.

FIGHTING

Fighting attacks are made by punching, kicking, wrestling, shoving or choking an enemy. The human body does less damage than a club or gun. A successful Fighting attack inflicts D10 damage, but halve the result, rounding any odd numbers up. As with other attacks, rolling a 10 on the die will knock over an enemy.

The main reason to Fight an enemy rather than shoot them or use a Melee weapon is the ability to disarm an attacker. If you roll an even number on the D10 roll for damage you knock a weapon or item out of your attacker's hands. The item scatters away in a direction decided by the GM.

DEATH AND DYING

If your Endurance drops to 0 or less you are in trouble, either dead or dying. Your character collapses to the ground unconscious, dropping anything they are holding in their hands as they do so.

You can drop to a negative number of Endurance points equal to half your starting Endurance before you die.

If you are exactly on 0 Endurance you are lucky – you've been knocked unconscious but in no danger of immediate death. If you have a negative number of Endurance points you are dying.

Unless someone stabilises you, you lose another D10 Endurance points at the start of your turn as you bleed out. If you lose an odd number of Endurance points you then stabilise. If you lose an even number of Endurance points you are still dying and must roll again at the start of your turn.

Being Stabilised: An ally can spend their attack action to stabilise you instead of attacking. A Medkit makes this easier, but a good doctor can improvise with what they have to hand.

You must pass a difficulty 8 Medicine check to stabilise a person who has been dropped by an Energy weapon (the wound is already cauterized) and a difficulty 10 Medicine check to stabilise a person who was dropped by any other kind of weapon (bullets, fragments and sledgehammers make nastier wounds). On a success the character is not in any immediate danger of dying and is stabilised. On a failure they will continue to lose Endurance. You can try to stabilise again next round.

Melee and Fighting Weapon Table				
WEAPON	Type	Finesse	Damage	Notes
Fighting	Fighting	5	1D10 halved	
Club/Baton	Melee	6	1D10	One-Handed
Sword	Melee	4	1D10	One-Handed
Cyberclaw	Melee	6	2D10	Built in
Walker Drone Punch	Fighting	6	2D10	Drone only
Cyberbite	Fighting	5	2D10	Built in

Recovering Endurance: Characters recover 5 Endurance points a day through natural healing. You can be tended to by either yourself (if you are conscious) or by another person who has a Medpack or other proper medical equipment every six hours. Treatment takes ten uninterrupted minutes and recovers a number of Endurance points equal to the person's Medicine check.

Sleeping through your main rest in a Regeneration Chamber (a highly advanced medical chamber found in high tech hospitals) recovers all Endurance points.



FIGHTING THE AURORA BATTLE

Three smugglers, Lola, Durran and Vern, are at the end of a seventy metre corridor (6) having just emerged from the Rec Room (1). They are in a drug-addled state having recently ingested Blue Stabiliser. The players from the Maintenance room (2) are 25 metres from the smugglers, those in the small cargo bay (4) are 50m away. The corridor is wide enough for two people to stand side by side while firing. The players, and smugglers, are very exposed in the corridor. The smugglers will stay where they are as long as they hit the players about as often as they are hit. If they feel outgunned they will dash back into the Rec Room (1).

Emphasise to the players that they have no cover where they are standing. They can either fall back down the corridor and take cover behind boxes, dash back into the room they came from, or try to run up the corridor and dive into the Rec Room.

Players further down the corridor coming from the small cargo bay might consider trying to flank the smugglers. If the players seem unsure about what to do, have them make a Tactics skill check, difficulty 8. You can then suggest that some of the players should try to hold the smugglers off while the rest flank them by moving up the corridor opposite (7).

By the second round the smuggler called Diggs will have bolted awake. He will first activate his Cyberdog, Muffin. In turn 3 he will send Muffin bounding down the corridor with orders to kill the police. The smugglers will use Muffin as a distraction so they can get to closer range. They also use Muffin to 'go first' into any room the players attempt to barricade. The other smugglers will then follow, blasting and slicing the players up accordingly.

This is how the smugglers like to fight:

Lola: Lola is the smartest smuggler here – which isn't saying much. She likes to pick enemies off at range but gets angry if people shoot her. If she is hit and within 10 metres of the person who hit her, she'll throw her weapon away and start Fighting them, snarling like a wild beast.

Durran: Cold and calculating, Durran likes to rip people apart with his built-in cyberclaws. If he can't get close enough he'll shoot with his rather fancy NG75 Autopistol.

Diggs: Diggs loves his cyberdog **Muffin**, and likes to stand back and shoot with his Submachine Gun whilst Muffin keeps opponents at bay. If Muffin dies he sobs uncontrollably for a full turn, before descending into a mad shooting spree unable to tell friend from foe.

Vern: Vern wears tight leather trousers, an overslung Assault Beamer and nothing else. He grins maniacally as he slices people in two with his over-powered gun.



Cyberdogs

Somewhat rare and controversial, a cyberdog is any hound that has been cybernetically modified. Most cyberdogs have replacement hearts or kidneys built for them by loving owners to extend their lives – but there are always punks out there who think having a savage robot dog makes them look harder.

Muffin is a product of Black Swan's better days, a genetically oversized wolfhound four feet tall at the shoulder, armour plated, with steel jaws and enhanced adrenal glands. He's the player's worst nightmare and easily their biggest threat.

Muffin has some weaknesses, however. He does not have armour effective against Melee attacks (there's still too much fur and flesh showing on his body). Additionally he can be 'switched off' by stealing the controller from Diggs and just pressing the off switch. If any of the players ask if Cyberdogs have any vulnerabilities have them make a **Difficulty 8 Bionics/Robotics check**. On a success they will guess about the existence of the controller. Any player who makes an **Insight check of 7 or more** will guess that Diggs is the pirate most attached to the dog, and that he probably has the controller. When the characters have some time to themselves they might be able to re-programme Muffin. It takes a **Difficulty 10 Bionics/Robotics check** to accomplish this. On a failure Muffin will remain hostile to them.

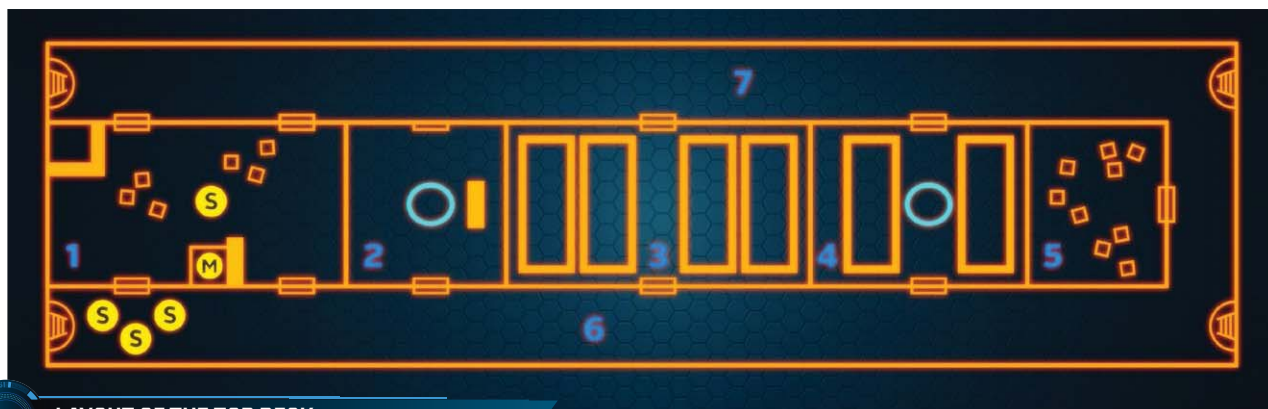
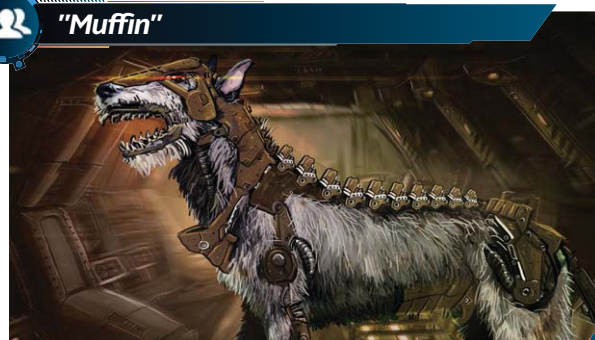


The NG75 Autopistol

Durrans autopistol is a very rare model constructed by the Nagura Company on Leesti. It fires a ridiculous number of bullets so quickly its ammo clip empties in mere seconds. The NG75 has the same stats as an autopistol, except that it does **3D10 maximum burst damage**. Its Ammo is only 2, because it gets through its rounds so quickly!



"Muffin"



LAYOUT OF THE TOP DECK

1. Rec Room. The Rec Room is filled with supply crates containing about 250kg of Blue Stabiliser and all the remaining food supplies on the ship. Muffin's 'kennel' is here - a recharging point and miniature tool shop. It is obvious the drug addict smugglers all like to sleep here together.

2. The Maintenance Room. This is where the first player or players first entered. The supplies in this room are now scattered everywhere – evidence of the drug smugglers' frantic search for Blue Stabiliser.

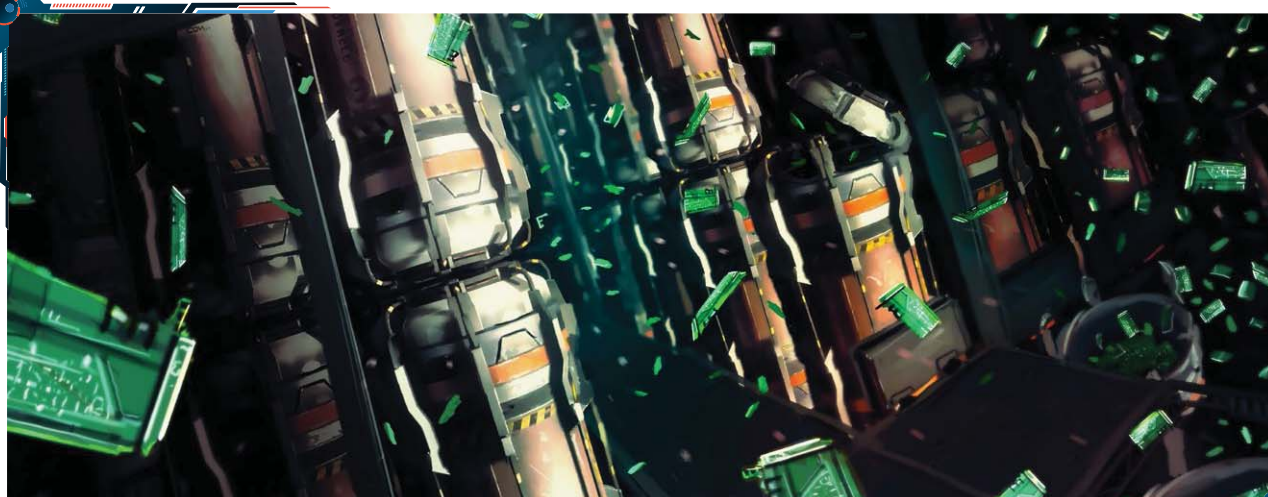
3. Sub-Cargo Bay 1. The large containers have been broken into, and thousands of computer chips hang suspended in the air.

4. Sub-Cargo bay 2. This is where the second group of players entered (unless everyone came through the same hatch). They are far enough away to attempt a flank attack.

5. Looted Supply Room. Many crates here. Those containing spare engine parts and other practical materials have been left intact. Crates holding food supplies have been conspicuously removed.

6. This Long Corridor, except for a few scattered, empty boxes which hang in the air, is clear of obstruction. At each end of the corridor is a ladder descending into the main body of the ship.

7. Another long corridor, but with no boxes.



AFTER THE BATTLE

Once the pirates have been defeated the players can search the ship in peace. They can take any weapons and ammo the smugglers carry, except for Durran's cyberclaw.



WHAT HAPPENED ON THE AURORA?

The Aurora is Black Swan's premier haulage ship. It has a number of clever defences against police scans on board (though these have now been compromised by the drug-addled smugglers) and a large cargo hold. Normally the Aurora will slip into Beagle 2 Landing station every few months or so to drop off around fifty tons of narcotics. It will only do this once it has pre-bribed the local custom officials, who know when certain lazy members of the police force are on scanner duty.

Its mission is profitable, easy and relatively comfy for the smugglers. So what went wrong?

One of the official 'perks' of being in Black Swan is getting freebies of the latest drugs hitting the market. Almost all working members of the gang are addicts who consider themselves connoisseurs of drug taking, and getting a new hit is as exciting for them as getting a new com. Such a reckless attitude was bound to get them into trouble eventually.

The latest drug, Blue Stabiliser, based off a combination of addictive psychotropic substances mixed with Combat Stabiliser, was mixed poorly. Twice as much Bytoxanine, a psychosis-inducing stimulant, was added to the production batch. The result is that Blue Stabiliser makes the user excessively paranoid, greedy, hungry and violent – and the effects take place almost instantly.

Seven members of the crew took the drug just before entering hyperspace – to heighten the unreal thrill one gets when crossing dimensions. When the Aurora emerged back into real space the fighting had already started. The bridge was stormed first; Lola and Durran were convinced that the pilot was taking them into a police ambush. The unarmed bridge officers were quickly slaughtered.

Vern and Diggs entered Engineering to confront the captain (who was checking the performance of the temperamental Frame Shift Drive). They demanded to know in which containers the Blue Stabiliser was

hidden. When the captain refused, they set Muffin on him, and the captain was mangled under the Cyberdog's steel jaws.



Taking Prisoners?

The police departments of the future have a hard-line policy when it comes to arresting criminals. Detectives that come under fire are completely within their rights to shoot to kill. Life is cheap in the Elite Dangerous universe.

However players might, out of pity or practicality, want to take prisoners. Most weapons such as guns and swords inflict fatal wounds, but fighting damage knocks out an enemy rather than kills them if the players reduce an enemy to 0 Endurance.

Captured smugglers can't tell the players much, they are frothing and insane. However, in exchange for Blue Stabiliser they will identify their base location as Perkwunos 7. They will also name the leaders of Black Swan: Lucius O'Connell and Dr Syn Zhou.

Some of the crew began to fight back against the mad smugglers, and three of the drug users died in the battle. Once the smoke had cleared only Lola, Durran, Vern and Diggs were left alive.

They began to rip apart the cargo bays, sending computer components scattering, in a desperate search for the drugs. They tore apart the maintenance room and, disastrously, the engineering room, permanently damaging the engines of the ship.

Although only a few days have passed, for the smugglers it has felt like a year-long nightmare of psychosis, fear, sudden bravado and weeping. Too frightened to use the coms in case someone steals their stash, they are trapped on the Aurora in a drug-induced prison of their own creating.

SEARCHING THE REST OF THE SHIP

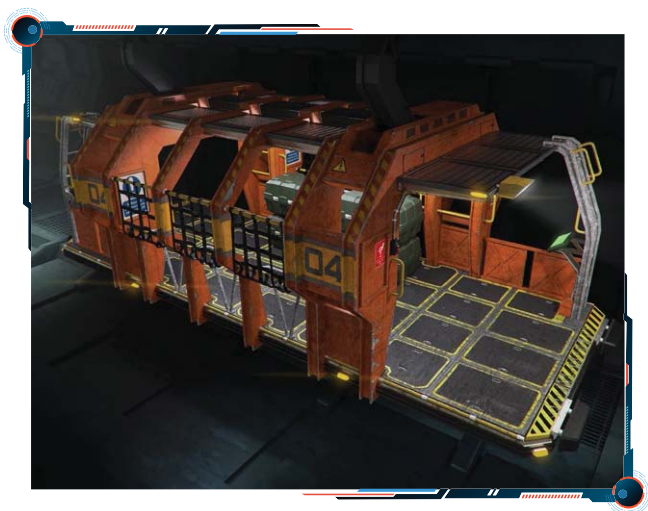
Now they have the situation under control the players can search the rest of the ship. Tell them a list of locations they might want to search (the list is below) and let them know what they find:

The Bridge: On the bridge they find the body of the pilot, who has had his throat cut, and the navigator, who has been shot in the head. Anyone who checks the navigation station can make a Computer or Navigation skill check, difficulty 5. On a success the

player discovers that the last stop this ship made was upon the surface of Perkwunos 7.

Engineering: The engineering department has been torn apart. Arcs of electricity leap between the Power Generator and the Power Distributor, making much of the room unsafe. A dead man lies in the middle of the room, his throat has been torn out. This was the captain. He carries a notebook of the last locations he had been. The most recent is Perkwunos 7.

Cargo Bays: The cargo bays, including the huge central cargo bay, are filled with computer components that have been torn from their containers. Cargo bay 2 contains the Blue Stabiliser, packed carefully within boxes upon boxes of computer chips.



Crew Quarters: The crew quarters are rather rough and ready and are in a mess, with several dead crew members floating in the air. Three spare autopistol clips can be found if any player rolls a 7 or more on a Perception skill check.

Weapons Locker: The weapons locker is empty except for a Laser Rifle, which is still secured behind its unbreakable glass. The smugglers could not get the rifle out as only the captain knew the unlock code. A Security skill check of 10 is required to free the laser rifle.



Analysing the Blue Stabiliser

The detectives might want to try to identify the drug the smugglers were taking. It is a deep blue powder with an almost sugary smell. As narcotics police the players can run an analysis of the substance back at their ships.

*Any player who wants to do this can make a **Science or Medicine skill check, difficulty 8**. On a success the player identifies why the substance is so potent – it has an unsafe amount of Bytoxanine, too much of which induces psychotic rage.*

The fact that it is also swimming in Combat Stabiliser compounds only adds to its deadly addictiveness. If this drug got onto the streets ... well, it doesn't bear thinking about.

CALLING IN THEIR FINDINGS

Once the detectives have completed their search they should call in their findings to Captain Delgado. The captain will not accept a partial report – at a minimum she wants to know where the Freighter came from and what it was shipping.

Once the players tell her this she will give them new orders:

“Detectives, I want you to proceed directly to Perkwunos 7. Find that drug-production factory and shut it down. We can't allow one gram of Blue Stabiliser to hit the streets.

I'm sending ships to complete the search on the Aurora, and I'll see if I can get you reinforcements for your mission on Perkwunos 7. However, don't delay; we need to close down that production facility ASAP. Is that clear?”

With their orders given the players should get back to their ships and head out.



PERKWUNOS 7

Getting to Perkwunos 7 is fairly easy. The Perkwunos system is relatively close to Asellus Primus and its location is clearly recorded in the Nav Charts of the player's spaceships. Anyone performing a computer check on the Perkwunos system draws a blank - according to the computer there are no settlements there and the system is entirely uninteresting.

It is the unimportance of the system that makes Perkwunos so valuable to Black Swan. The system itself is a binary (it has two suns), and it is Perkwunos B that has a planetary system around it. The second sun in Perkwunos is a feeble affair, a small brown dwarf star which lets off a feeble pink light to its closely orbiting worlds. All seven planets of Perkwunos are Ice Worlds - airless lumps of water ice with no mineral deposits of any worth. The system has been roundly ignored for hundreds of years.

Perkwunos does have two distinct advantages, though. It is close to a number of rich and independent worlds and no one ever goes there. In short, it's the perfect site for a secret narcotics laboratory.

The players can get to Perkwunos by going through hyperspace - a routine procedure that is almost entirely handled by their on-board navigation system (unlike Supercruise, Hyperspace is too fast and too distorted to allow a human to pilot through it independently. Computers have to fly the ship during the thirty seconds or so of hyperspace flight).

When the players reach the Perkwunos system read the following:

You emerge from the tunnel of Hyperspace with the usual, dizziness-inducing lurch. Before you the beautiful sight of Perkwunos A, the primary star in this region, fills your vision.

Even with the automatic sun shading in your cockpit glass, Perkwunos is gloriously bright and fiery, its surface a hazy pool of liquid fire. According to your navigation computer the planet of Perkwunos 7 lies in orbit of Perkwunos B, the dark sister sun of the brilliant star before you.

At this point ask what your players wish to do.

They may wish to travel straight to Perkwunos 7, or they might express concern that the smugglers will have patrol ships here. If anyone is worried about

the smugglers have them make a **Tactics skill check**. On a **7 or more** the player thinks that smuggler interceptors are quite likely, although they will have a tricky job intercepting a small group of police ships in a system this big. The most likely patrol route for the pirates would be a direct line between Perkwunos 7 and the primary star, since all travellers to the system would come out of hyperspace in orbit of the densest star.

If the players opt to take an indirect route to Perkwunos 7 they will easily avoid any patrols. Skip straight to 'Landing on Perkwunos 7'. If they take the direct route they will be intercepted by the smugglers.

SMUGGLER INTERCEPTION

Read the following:

Not long into your journey four 'blips' turn up on your long range sensors. It takes the computer mere seconds to analyse them - criminal vessels, all wanted by the Narcotics department on Asellus Primus. Two Sidewinders and two sleek Eagle spacecraft are on a direct interception course. Attempting to escape would be pointless at this juncture - you won't be able to land on the smugglers' planets whilst hostile interceptors are plaguing you.

Pulling out of Supercruise, you line up your police squadron and deploy your weapons - this battle is likely to be to the death!

Fight a Space Battle with four smugglers: Pyotr, Xan, Lyza and Maverick. **Their initiatives are:**

• Lyza	12	• Xan	5
• Pyotr	9	• Maverick	3

The statistics for these smugglers are at the end of the module.

The players' spaceships have regenerated their shields to maximum. Their Hull score is still the same.

All ships start at-distance.

If the players manage to defeat the smugglers they can carry on towards Perkwunos 7.



LANDING ON PERKWUNOS 7

Eventually the players will get into orbit around Perkwnos 7, a cold ice planet with little sign of life. The planet glows a deep pink in colour from the dull glare of the dwarf star Perkwnos B. It is about half the size of Earth, so searching the entire planet on foot is out of the question. **Luckily the players have two advantages to narrow their searches down.**

Firstly: Their scanners detect four distinct metallic signatures. One is tiny, barely registering at all. Another is small, probably from a small metallic structure no bigger than a small house. One is medium-sized; the size of a large house or modest factory complex and the last is large - with enough metal to indicate a substantial structure. All the blips are within a sphere of four hundred miles of each other.

Secondly: The police department issues, as standard, a **Surface Reconnaissance Vehicle (SRV)** to all its detective rank officers. An SRV is an all-terrain wheeled vehicle that can be used to explore any planet with a solid surface. In order to use their SRV's they players merely need to land their ships, open their vehicle hangars and roll out onto the surface of the planet. They will be able to track the various different signals using the SRV's on-board computer and directly investigate them up close.



Perkwnos 7

The planet of Perkwnos 7 is about half the size of Earth, and it has half of Earth's gravity. This means that falling objects suffer half as much damage on impact and it is possible to leap further than on Earth because gravity appears to be 'slow' - it takes longer for gravity pull someone back to the ground. The easiest way of representing this is having players be able to jump about twice as far as normal (although this isn't quite correct, it's a bit easier to imagine than leaping 70% further). What is it like to walk on an ice planet? Well, to be fair, at the temperatures on Perkwnos 7 (about -200 degrees Celsius) it's not much different from walking on a rocky world. There isn't much slip as there is no melting water. However the ice-sheets and the low gravity conspire to make slowing down somewhat difficult, and this is reflected in the SRV's appalling deceleration rate.

Some players might prefer to just fly over the scanner 'blips' in their spacecraft and take a direct look - **but this would be a mistake.** If the players

flew over the drug production site in their police spaceships this would give the smugglers ample time to destroy their narcotics and/or escape before any arrests could be made. If the players can sneak up in their SRVs (which have a much lower radar presence than a spaceship) they might be able to catch the smugglers in the act. **You should point this out to any hot-headed detectives that want to do this.**



What if the players insist on a flyover?

*If players make a fly-over of the drug production site, Black Swan will eject the Blue Stabiliser into space and immediately cleanse the production line with powerful chemicals. Syn and Lucius will even invite the police officers to tour their facility, knowing full well that the detectives can make no arrests without proof. They will deny any connection with the Aurora and shrug off the incriminating graffiti found on the ship; activities and motivations of drug-dealers are "beneath their concern". The fact is that ever since Black Swan was put together by Swan Corp, a high tech cover-up system has been in place to thwart just such a raid. **Without evidence the detectives will have to leave, and Black Swan will quickly pack up operations and go deeper underground.***

CHECKING OUT THE BLIPS

Once the players have landed at a safe distance (about 300 miles from any blip would probably be safe) the players can roll out in their SRVs. Ask them which blip they would like to investigate first - tiny, small, medium or large blip.

RISK OF INTERCEPTION

Whenever the players investigate a blip there is a chance that they will bump into a team of smugglers, transporting Blue Stabiliser to the Landing Pads.

If the players investigate the Medium or Large blip, run the following encounter:

As you speed across the ice planet, your SRV bouncing across the low gravity surface, your radar suddenly bleeps a warning. Sure enough, round the hillsides, come three trucks - large articulated machines built for the rugged and slippery terrain of Perkwnos 7. The trucks are armed with front mounted multi-cannons, and one has a large beam laser turret mounted upon its back.

They immediately change course towards you, the laser turret tracking in on your position.

It looks like you have a fight on your hands!



VEHICLE COMBAT

Vehicle combat is very similar to Space Combat. You calculate your attack and defence scores in the same way. Your weapons fire in the same way. You use the at-distance and up-close zones in the same way, as well.

There are, however, a few differences to go over.

- *Instead of dogfighting you can attempt to tail an opponent in the up-close zone. This uses the same rules as dogfighting, but we use the word 'tailing' as it is more appropriate for Vehicle combat.*
- *Your speed has a big impact on your defence and attack rolls.*
- *Unlike space, which is mostly empty, there are plenty of things to crash into on Perkwunos 7, so at the start of each round we see if a player has to manoeuvre out of the way of obstacles.*

BEFORE YOU START VEHICLE COMBAT

Before anyone takes their turn you must determine everyone's initiative score and their starting speed.

Initiative: The first thing to do, as ever, is to roll Initiative. This is done in the usual way (players roll a D10 and add their Tactics score). The smugglers have the following initiative:

• Tash 9	• Jack 6	• Juan 4
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Order the initiatives in the usual way - the person with the highest initiative goes first.

Starting Speed: Unless the players are specifically saying they are traveling at full speed, each player and smuggler starts at Speed 5. Have all the players note this as their Current Speed.

TAKING YOUR TURN

When it is your turn to act, take the following steps.

- **Adjust Speed**
- **Check for Obstacles**
- **Take an action**

Adjust Speed: At the start of your turn decide if you wish to slow down, speed up or stay at the same speed. Once you have chosen a speed you are stuck with it for the whole round!

You can only speed up or slow down so many Speed points in your turn. The Accelerate rating on your vehicle tells you the maximum number of Speed points you can speed up to. You do not have to

accelerate at your maximum rate; you can just speed up by one or two points if you wish.

Likewise the Decelerate rating on your vehicle tells you the maximum number of Speed points you can slow down.



Speed affects your defences and your accuracy with your vehicle's weapons. In general the faster you go the worse your accuracy becomes, but the harder it gets for enemies to hit you. Speed also helps you disengage or pursue an enemy.

Going fast does present some risks, however. It is harder to avoid running into obstacles like rocks or sudden slopes when you are travelling fast. Your vehicle's Speed Track gives you the details about how speed affects your accuracy and defence score.

Check for Obstacles: The GM (not the player) should roll a D10 and see if there are any obstacles in the player's path that have to be avoided this turn.



Perkwunos 7 Obstacle Table

Roll	Result
1-7	No Obstacles
8-9	Rough terrain
10	Sudden slope

No Obstacles: Skip to the action phase.

Rough Terrain on Perkwunos 7 typically represents large rocks and ice boulder fields that risk damaging the vehicle if struck. Have the pilot make a Vehicle Piloting check (adding the vehicle's Agility) with a difficulty number equal to twice their vehicle's current speed. (E.g. If the current speed is 5, the difficulty number is 10). On a success the player swerves aside and can then take an action. On a failure the player smashes through the rocks. The vehicle takes 5 damage per speed point it was travelling. Additionally the player cannot take an action this turn.

A Sudden Slope: is a steep hill or natural ramp that the player is forced, by circumstance, to drive over. If the vehicle is travelling at Speed 4 or less they can just drive over the slope without problems. At speed 5 or 6 have the player makes a Difficulty 8 Vehicle Piloting check (adding the vehicle's Agility). On a success the player manages the slope well and comes bouncing back to earth with no problems. On a failure the player spends their turn sailing through the air, and although the vehicle lands safely the player cannot take an action this turn. If the player is travelling Speed 7 or faster they rocket up the slope high into the air. The player must desperately fire their vehicle's thrusters to slow their descent, or take 5 damage upon impact (thank goodness for the low gravity.) The difficulty number is 12 and, succeed or fail, the player loses their action this turn.



The GM and Obstacles

The GM rolls for obstacles for both player and enemies in each of their respective turns. **Why don't the players roll for themselves?** Well ...this is where we come to the dark arts of being a GM. Sometimes you may want to fake a roll, perhaps to cut a player a break, who has been badly damaged or missed their turn from too many other obstacle checks. Sometimes you need to give the baddies a chance as well. If the players have been wasting the enemy trucks without a scratch it's not too dramatic if the last surviving truck rams into a rock and blows itself up; although, that could be quite funny.. The point is although obstacles put some drama into the game sometimes they just get in the way (pun intended). If too many rocks and slopes are dragging down the game just tell your players that they have driven into an open valley and stop rolling for them.

BATTLE ZONES AND ACTIONS

As with Space Combat there are two zones in vehicle combat, at-distance and up-close. Unless there is a point blank range ambush combats start with all participants at-distance. Like space combat you can choose from a number of options depending on which battle zone you are in.

Actions At-Distance	Actions Up-Close
<ul style="list-style-type: none"> • Joust • Snipe (only if speed is 0) • Flee 	<ul style="list-style-type: none"> • Tail • Disengage

These actions operate in the same way as Space Combat - but instead of Dogfighting we call it **Tailing**, which is more appropriate for vehicle battles.

MAKING AN ATTACK

Assuming you joust, snipe or successfully tail an opponent, you can then fire your weapons at the target. As with Space Combat you nominate a weapon to shoot, roll a D10 and add the weapon's 'to-hit' bonus (calculated for you in this adventure). If you are travelling quickly you also apply a speed penalty as listed on your vehicle's Speed Track.

Your opponent's Defence is their Vehicle Piloting Bonus and the Agility of their vehicle added together (this is already worked out for the enemy NPCs). If they are travelling quickly they also apply a speed bonus to their defence – this is listed on the vehicle's Speed Track.

An opponent who is stationary has a Defence score of 0, as does a Sniping vehicle.



Vehicle Turrets

Note that the turrets on top of the player's Scarab Interceptor SRV's and the turret on top of Tash's truck can fire at an enemy even if they fail their tailing roll (remember, tailing is like dogfighting). However, Tash cannot fire her multi-cannons unless she jousts, snipes or wins a tailing roll. The same goes for the player's multi-cannons since these are also fixed weapons.

DAMAGE

Damage is handled the same way as in Space Combat, with most weapons inflicting a fixed amount of damage, and others inflicting Burst damage (5 per point above defence). See Space Combat for more details. As with Space Combat damage is applied first to the shields and then the hull.

VEHICLE DESTRUCTION

Generally when a vehicle is destroyed it takes its pilot with it. Players have a better chance of survival - roll 4D10 Endurance damage to the player if they are caught in their vehicle's destruction. They can be rescued by another player if that player slows down to 0 to pick up their stranded companion.

DEVELOPING THE BATTLE

The smugglers are initially contemptuous of the players. Their trucks are larger and tougher and this makes the smugglers feel cocky and arrogant.

The smugglers will soon realise the players can outmanoeuvre them. They will start to gang up on individual players when tailing in order to increase their chances of hitting.

Because the smugglers are slower than the players, trying to escape is pointless. They will fight to the death rather than risk arrest, imprisonment and the removal of their desperately needed drugs. The players might intercept their frantic calls for reinforcements – unfortunately for the smugglers disaster has struck at the base whilst they've been gone. They have to face the detectives alone!

AFTER THE BATTLE

If the smugglers are defeated the players can search what is left of their trucks. The players will not be surprised to find packets of Blue Stabiliser hidden amongst crates containing computer chips. These trucks were delivering the latest production batch to the Space Port (the large blip on the player's scanners).

THE TINY BLIP

When the players investigate the tiny blip, read the following:

After about an hour's drive across the glassy landscape you arrive at the location of the tiny blip. It is immediately clear what it is – a large, articulated truck that lies on its side. Its front end has been smashed in; from the looks of things it skidded and collided with a nearby field of jagged ice boulders.

The articulated truck belongs to Black Swan. It was lost several days ago when its drivers, on a routine drop-off mission, decided to sample the Blue Stabiliser they were carrying. They became deluded and stole the truck, but didn't get far before colliding with an icy outcropping in a deep valley. The smugglers' scanners are not as advanced as the detectives' and so they never managed to find their dead and frozen colleagues.

If the players search the truck (wearing their space suits if they want to avoid hypothermia) they find two things of note. Firstly, they discover more packets of

Blue Stabiliser, both in the truck and hidden on the bodies of the two drivers. Secondly, they discover that one of the drivers owns a rather nice weapon: a Hyperion Laser Pistol. They can take this if they wish (laws on evidence gathering are a bit looser in the Elite Dangerous universe!).



The Hyperion Laser Pistol

The Hyperion Laser Pistol is manufactured by Magnus PW Corp, a semi-legal frontier corporation that produces weapons for wealthy Empire noblemen. The Hyperion is a bit of an old design now, but it still possess its trademark 'nudge' targeting software. Using an inbuilt camera that identifies human targets it is pointed at, the Hyperion gently nudges the aimer's hand into the correct position with a low powered set of air jets placed strategically around the barrel. The accuracy boost is slight and subtle, but skilled marksmen often benefit from the slight corrections.

*In the game **the Hyperion Laser Pistol adds 5 to the users Energy Weapons score** when it is being used. If this is enough to shift the Energy Weapons score of the user into a new 'ten' the user's Energy Weapon bonus will increase.*

*In this adventure, if **Gwen Walker uses this Laser Pistol** her Energy Weapons bonus will become 5 (as her Energy Weapons score was already 45). Any other character who uses this weapon won't be improved enough to really benefit.*

THE SMALL BLIP

If the players investigate the small blip, read the following:

You drive towards the small blip for a couple of hours - it is the most remote of the blips and is located atop a hilly region of smooth glaciers.

The blip in question is small metallic building, little more than an outhouse. Your sensors show a good deal of power coming from it, though. On top of the building there is a long, delicate aerial. It is clear that this is some kind of transmission building. A small garage, which holds a tiny moon buggy, is attached to the building.

To gain entrance to the building the players will have to use the single entrance doorway.

The players might also want to shoot the transmission aerial - this is both a good and a bad thing to do, as will be seen later.

The sole occupant of the tower is Orson Savage, a lazy Black Swan gang member whose skill with computers keeps him employed. Orson is manning the Drone Control building. From here Orson can transmit instructions to all drones within five hundred miles.

Black Swan doesn't use too many drones: there are three S4 Sentry Skimmers located at the Space Port (the Large Blip), and one Core Dynamics Walker Combat Drone located inside his little transmission building. This Walker Drone is here for Orson's protection, it is designed to be 'piloted' by Orson from the luxury of his computer screen. Unfortunately for Orson his legendary laziness might just deprive him of his best chance of survival.

For the last ten years Orson has hung out in his little shack, playing computer games and shooting drugs provided to him by the Black Swan gang. Orson assumes that his visitors are members of the gang here to drop off some of the latest drugs (he hasn't taken Blue Stabiliser yet).

The only reason Orson would become suspicious is if the players destroy the aerial on top of his building. Orson would lose control of the S4 Sentry zones at the Space Port, but he can still give orders to the Walker Drone in his house.

The players can enter the shack by over-riding the computer lock on the only door, a Security check of 6 or more opens the badly secured lock.

If Orson has the Drone ready he will let rip at the players as soon as they open the door. Run a combat with Orson at the controls of the Walker Drone (**its Heavy Weapons Skill is 3 with Orson at the controls**), but



The Walker Drone

Defence: 0 (too cumbersome to parry or dodge)

Endurance: 100

Armour: Ignore the first 5 points of damage from Ballistic and Energy Weapons.

Attacks:

Chain Gun to hit – see below,
Heavy Burst (6D10), Divide Fire

Drone Walker Punch to hit – see below,
2D10 damage

The Walker Drone's bonus to hit with all its weapons is equal to its controllers Bionics/Robotics skill bonus.

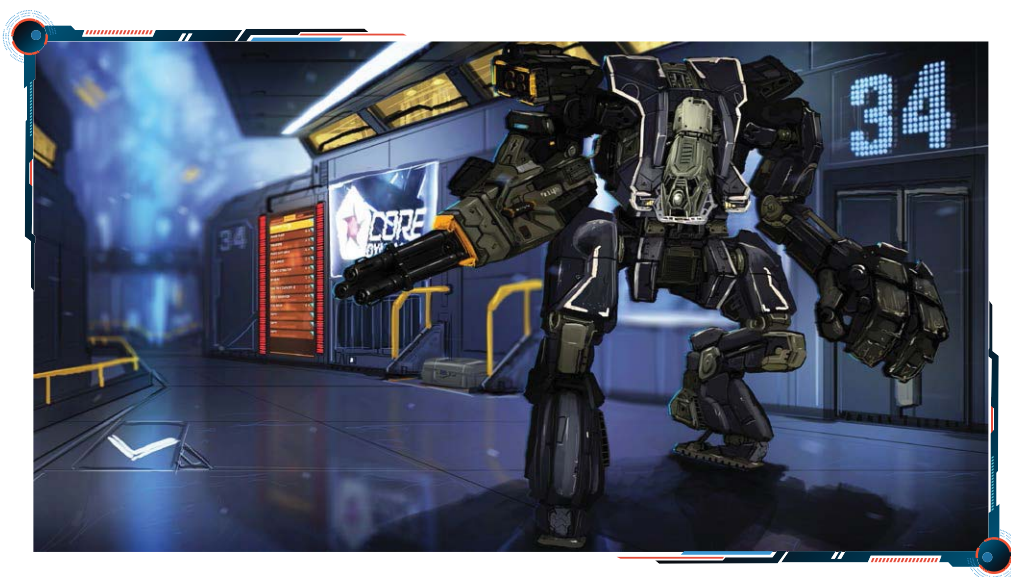
The Chain Gun uses a Heavy Burst. It inflicts 2D10 points of damage on a hit, and an extra 2D10 damage for every point rolled over the Defence score of the target (the maximum extra damage is 6D10).

The Chain Gun can divide fire. Choose two targets within 4m of each other and roll to attack them both. The maximum burst damage it can inflict in this case is 4D10. Dividing fire only uses one Ammo point.

The Chain Gun has 10 Ammo. It can be reloaded once from the Ammo Store inside the drone.

note that Orson has to sit behind his computer issuing orders. If any player enters the building he will see Orson feverishly controlling the drone at his computer – he is completely vulnerable to attack. Killing Orson will cause the Drone to stop functioning.

If, as is likely, Orson is surprised the Walker Drone will still be in its charger when the players enter. Orson will quickly surrender if guns are waved around, unless the players open fire upon him as soon as they enter. In the latter case Orson will defend himself as best as he can with his Laser Pistol.





The Drone Control Building

With or without Orson the players will quickly discover the importance of this place. With the Drone Control Building in their hands they command two important assets.

They are immediately able to see what is at the '**Large Blip**' - the Black Swan spaceport - by looking through the eyes of the Sentry Drones. They can remotely deactivate or self-destruct the drones, or order them to destroy the Space Port. The two smugglers stationed there will be unable to do anything to stop the drones from ripping through the warehouses and destroying the landing pads. The Sentry drones have few other uses – they do not have enough fuel to make it to the Drugs Production Site or any of the other blips.

Perhaps even more importantly the players now have control of the Walker Drone - provided someone stays behind to control it. **The Walker Drone can be transported in the back of a Scarab SRV and remotely controlled by the player who remains behind in the shack.**

The control computer for the Walker Drone cannot be easily removed. If a player wants to operate the drone (preferably one with a good Bionics/Robotics skill) they will have to stay behind.

If the players interrogate Orson he will tell them what he knows – which is quite a lot. He knows the rough history of Black Swan, he knows Lucius and Syn and what they do. He doesn't get on with most of the smugglers as they are rather uncouth and like to bully him. He will explain the purpose of the building and will co-operate with the police as best as he can. What he probably can't be trusted to do, however, is operate the drones for the police. He's not stupid and if he's left in control of the drones he'll use them to secure his escape.

THE MEDIUM BLIP

This is the Drugs Production Site.

Run the Interception Event if you haven't already.

The Site has its own chapter.

THE LARGE BLIP

If you haven't run the Interception event yet, do so before you read the description below:

After some hours travel you crest an icy rise. Below you is a magnificent sheet of ice coloured dark pink by the distant sun of Perkwunos B. Laid out across the glassy plain is a large spaceport, sporting three enormous landing pads for heavy transport ships. A long warehouse terminal is positioned roughly central to the landing pads.

If the players destroy or deactivate the Sentinel drones at the Drone Control Building read:

There is no sign of life.

If the players haven't done this, read:

Floating up from the end of each landing pad comes a robotic Hover Drone. A warning shriek from your scanner indicates that they have deployed their weapons. The Sentinel drones look set on protecting their spaceport.

Run a Vehicle battle against the drones, however fighting flying drones forces the following changes:



- *The players cannot use their fixed multi-cannons against the drones – the drones are flying and remain too high up. They can use their turrets.*

- *Players can never get up-close with drones since they fly high above the battlefield. Effectively the drones and the players can only joust and flee, and after jousting remain at-distance.*

- *The drones can fire all their weapons at the players.*

The Drones have the following initiative scores:

• Alpha 12	• Beta 7	• Gamma 5
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If the players defeat the drones they can search the warehouse building. There are two pirates here, Naddie and Yev. They can be persuaded to surrender if a player orders their surrender (an Intimidate skill check of 8 or more will cause them to stand down), otherwise they fight to the death in the crowded warehouse - use the stats for an Agitated and an Enraged Smuggler. There is plenty of cover from boxes of computer chips which are stacked high in the fifty foot tall warehouse. The players can always seek cover and should be able to flank the smugglers if that is what they wish to do.

Once the smugglers are captured or killed a check of the warehouse reveals it is storing four thousand tons of computer components, mostly computer chips, bought cheap from low grade manufacturers. The Blue Stabiliser is not currently in the warehouse, although the smugglers expect a new shipment any day now.

The smugglers will be surly and uncooperative, but won't give the players any trouble once locked in the SRV's cells.



DRUG PRODUCTION SITE

The Black Swan drug production factory is about twelve years old. It was built at some expense to be a galaxy-class production site for advanced, tailor-made narcotics that could be made in peace and privacy whilst providing everything a chemist needed all in one place.

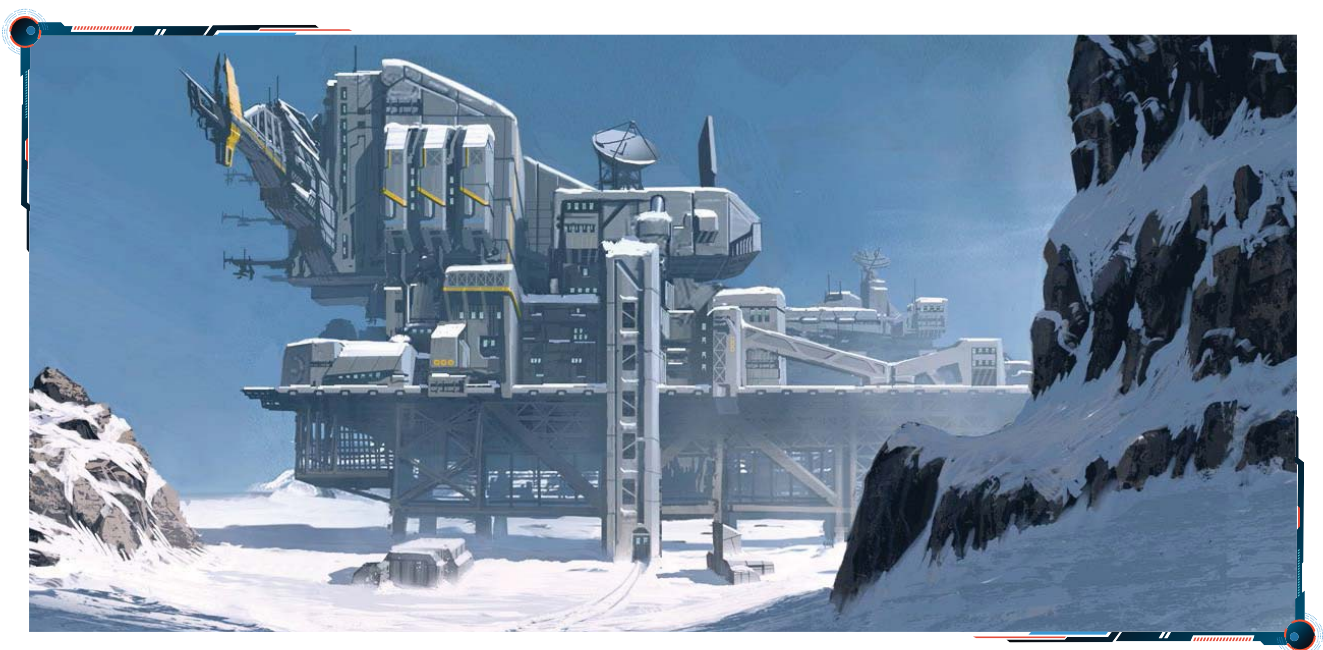
Swan Pharmaceuticals, the parent company of Black Swan, knew that it could never match the raw production of some of the frontier worlds who could produce crops such as Onionhead and Slam in such huge quantities, but it identified a gap in the market for young, trendy adults in the High Tech worlds who preferred to experiment with a wide variety of mind-altering substances rather than show a single brand loyalty. To these young adults it was considered gauche and uncouth to use only a single narcotic, and they would often spend great amounts of money shipping in produce from across the galaxy.

The idea behind Black Swan was that it would produce seasonal drugs that matched recent media

trends. During the cold winter season on Eranin the drug Sweet Ice was released. Sarina Purple was made during the height of the popular media show Purple Carpet on Asellus Primus, featuring the trendy new presenter Sarina Vaughn. The drug runs would last only a few months before the recipe was changed, and in this way Black Swan's produce remained popular, exciting and relevant. The fact that it was frequently dangerous to the user's health or had crippling side-effects was not something Syn or the rest of Black Swan concerned themselves with.

This lax attitude to consequences might have just undermined Black Swan for good. About a week ago Dr Syn Zhou, the chief chemist of Black Swan, finished the prototype of the addictive Blue Stabiliser drug. After deciding it met with her own low standards for drug safety she put the drug into production - but twelve years of boredom and a drug-addicted work force make for a bad combination. Her assistant, Lara Ward, accidentally put twice the dose of Bytoxanine into the mix, forgetting that she had already put the Bytoxanine in the mix a few minutes before. Dr Syn or Lucius did not bother to perform a check on the production batch, assuming all would go well, and soon three thousand tons of poisonous Blue Stabiliser was being mixed.

It took Dr Syn and Lucius far too long to discover the batch was bad. When the Aurora, the first transport ship that was smuggling fifty tons of the drug into Beagle 2 Landing, lost contact, they assumed they had been the victim of a pirate raid. They sent out ships to try and track down the missing freighter and tried to determine if the Blue Stabiliser had been stolen and sold into another market.



While this investigation was taking place two of the delivery drivers on Perkwunos 7, who were shipping another fifty tons of drugs to the Spaceport, disappeared. Lucius suspected the drivers had arranged to meet a rival gang's transport somewhere on the planet, and so did not search hard enough for his missing drivers. The fate of the delivery truck can be seen in the Tiny Blip section.

By the time Dr Syn had finally tracked down the source of all Black Swan's woes, it was too late. Numerous smugglers, about thirty, had sampled the drug as part of their payment 'perks'. Within an hour the drug-users had ganged together and attempted to kill Lucius and capture Dr Syn. Their first move was to cut off communications to the other bases on Perkwunos 7 and then they violently moved against their employers. The drug factory has become a warzone. Lucius, Dr Syn and a few survivors from the coup have barricaded themselves into the laboratory, but their position looks grim.

All this happened about two hours ago, just as the detectives made planet fall. When they approach the factory they find it curiously defenceless.

Read the following when the players arrive:

Following the medium sized blip relentlessly up a steep hillside you eventually come to a large plateau. Lying before you, glinting in the weak pink sun of Perkwunos B, is a sizeable metal building topped with numerous vents. Thick plastic windows let out a stream of yellow light from the corridors and rooms of the facility, and steam rises from the vents to tumble endlessly upwards towards the black and starry sky.

Connected to the building is an open garage with room for ten large trucks, although only six are in place at the moment. What seems strange is the lack of activity outside the building – there are no patrols, no sign of any sensor sweeps and far too little activity if this is the central drugs processing plant as you suspect.

Initially you thought that all you could reasonably do is scout the production site and head back to the station. Now, though, it seems as if there is nothing to stop you going through the front door...

The detectives' intuition is correct. There are no guards, no one watching the outside of the factory. After twelve years of privacy the smugglers aren't

expecting guests, and all their attention is on what is happening inside the base.

Because there is no atmosphere on Perkwunos 7 the players cannot hear what is going on in the facility; otherwise they would hear gunshots, cries for help, yells of victory and desperation, and other such noises. The players might be able to see the flash of gunshots and lasers through the windows if they look carefully (a Perception check of 9 or more). It is, however, perfectly safe for the players to drive or walk up to the entrance of the factory.

THE VEHICLE GARAGE

The six remaining cargo trucks the smugglers own are parked here. At the back of the garage is a storage facility that holds the latest drugs being produced. It has only a single case of Blue Stabiliser in it at the moment as delivery trucks have only just departed for the Space Port (these are the trucks the players intercepted earlier). A number of cranes and chutes are built into the warehouse.

There are two ways into the facility from here. One is a small airlock door that has been left carelessly unlocked. This is the route the drivers take to get from the facility to the garage. If the players use this door have them start in room 1 of the factory complex.

The other is more unconventional and only possible if the players study the storage room. The drugs facility is very advanced – once the drug is produced in the vats they are packaged in plastic and shipped into a storage crate. This crate is then transported automatically into the storage room via a conveyor belt until it is picked up by a crane and stacked into place. It is possible that a player could rig a crane (with a **difficulty 8 Bionics/Robotics roll**) to lift the players onto one of the conveyor belts, which they could then sneak through to get right to the very heart of the facility. There is a theoretical risk that the players might get caught by a crate of drugs coming the other way down the conveyor belt – but in fact the production line has stopped so there is no risk of this occurring. If the players use this route they pass through an automated airlock and end up in the drug preparation line – room 5 in the factory complex.

THE FRONT DOOR

Getting in through the front door is the hardest way into the facility. The large doors are locked, although

an access panel is available for those who know the code. If the players have a prisoner in one of their Scarabs they will know the code to get in and will reluctantly tell the detectives what it is. If not, only a Security skill roll of 12 will allow the detectives to hack the lock. They get one attempt, otherwise the panel goes dark. If the players get into the facility they arrive in the main hallway, Room 3 of the facility.



INSIDE THE DRUG COMPLEX

The entire complex shows sign of a recent battle. Laser marks and bullet holes riddle the corridors, and shouts and screams echo through the base.

Here is a quick key to the base, followed by more detailed descriptions:

1. *The Space Suit lockers*
2. *The Recreation Room*
3. *The Main Entrance*
4. *The Dining Area and Kitchens*
5. *The Drug Manufacturing Zone*
6. *The Supplies Room*
7. *The Chemical Storage Room*
8. *The Laboratory*
9. *The Living Quarters*

the surface of the planet. There are a couple of benches here to aid dressing and undressing, and the surface exit contains a small automatic airlock. There has been no fighting here. If any player needs a new space suit this is the place to come.

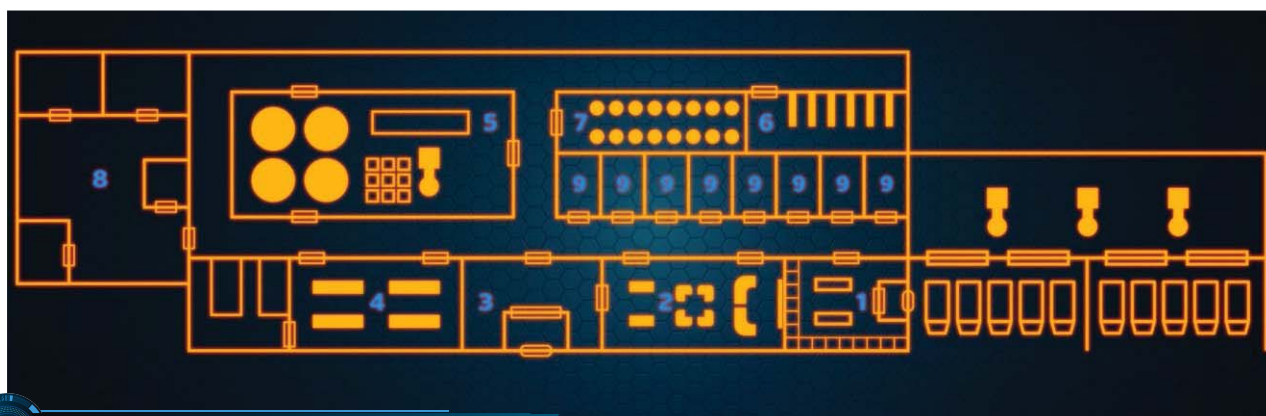
2. The Recreation Room

Anyone listening at the door will hear sounds of yelling, sobbing, chanting and other discordant noise. Nine smugglers are here, all caught in the deadly trance of Blue Stabiliser. The players would be well advised to sneak by this room (no skill checks required) because anyone unexpected entering will fall under immediate attack.

The room contains four Agitated Smugglers - (Ellie, Nancie, Dak and Franz), as well as five Enraged Smugglers (Elton, Lockwood, Ingram, Old Yasmin and Mags). Determine each of their initiative scores by rolling a D10 and adding 1 to the result.

3. The Main Entrance

The large central doors are rarely used except for receiving the rare guests to the factory. A large automatic airlock can fit all the players at once inside it, and it cycles the air very quickly. Once inside the players will see a small sign pointing to the lab to the left and living quarters to the right.



THE BLACK SWAN DRUG COMPLEX

Each time the players finish exploring a room roll a D10. On a 9 or 10 a group of drug addled smugglers will come stalking down the corridor. **See the Smuggler Encounter section below.**

1. The Space Suit Lockers

The walls of this room are filled with lockers that contain one space suit each. This is the chamber where the smugglers suit up for expeditions across

4. Dining Room and Kitchen

There are signs of a massive firefight in the dining room. The tables are knocked over and damaged, and several bodies, looted of weapons and ammunition, lie dead on the left hand side of the room. There is a small door that leads to the kitchen, where a sobbing young man sits huddled under one of the work surfaces. His name is Daniel Moore and he is one of the facilities cleaners, a young man who

was something of a mascot for the gang ever since he was taken from the slums of Beagle 2 Landing as a boy. He is only a very occasional user and hasn't sampled the Blue Stabiliser. The Black Swan gang have been his whole life and now he has seen it ripped apart by this sudden drug-fuelled violence. Although he has been taught that the police are the enemy he is quite happy to co-operate with them now. He cannot imagine how to get off the planet now the base is swarming with drug-addicted lunatics. He would like to save Lucius if he can as he was the man who brought him out of the slums all those years ago. Daniel is useless in a fight and will hide in a corner until the shooting stops.

5. The Drug Manufacturing Zone

This impressive automated facility is where the drugs are actually made. State of the art robotic machinery mixes the chemicals according to the formulas laid down by Dr Syn Zhou. Huge vats of chemicals are mixed, simmered and combined before being powdered and packaged in small plastic bags.

Over the years the computer system that runs the machinery has developed errors, so the mix is now overseen by Dr Syn's assistants. It is this recent dependence on manual labour, overseen by confused addicts, that has led to the disaster at Black Swan.

If the players snuck in via the delivery conveyor they arrive here, right in the heart of the operation. They emerge from a chute some twenty feet above ground level. In the low gravity dropping that far shouldn't present a problem, but the detectives can jump onto a nearby crane arm if they want to break their fall in half. The crane hauls the completed and packed boxes of Blue Stabiliser onto the conveyor belt. Both the conveyor belt and the machinery are currently inactive, but large amounts of the blue-crystal can be seen in the bottom of the vats.

Although there is no one here at the moment, the detectives could attract attention from the drug-crazed smugglers in the corridor if they are not quiet. If the players check the computers in this room, have them make a **Computer check difficulty 8**. On a failure they find nothing unusual. On a success they can see that the drugs the machinery were programmed to make are not the same as the chemical formula entered by the senior chemist. They will see that the computer is no longer fully automated (the communications between the lab and the manufacturing zone have developed a bug)



The Effect of Blue Stabiliser

Blue Stabiliser is a combination of a combat drug that numbs pain and sharpens aggression with a powerful psychotropic chemical. The result is instantly addictive and changes the brain chemistry of the user almost instantly. Intense paranoia towards non-users is common, but a potent camaraderie with your fellow users is also a side effect of the patriotic combat drug.

*The effect is that those in the throes of the hallucinogenic seem incapable - **but as soon as any danger is perceived the user becomes sharp and hyper-aggressive.** The players cannot reason with the drug addicts once they are aware the players are nearby. Fortunately having a fight with the smugglers won't attract the attentions of others in nearby rooms. Those tripping out on the substance will find it difficult to tell the difference between the sounds in their heads and the sound of gunfire.*

6. The Supplies Room

Listening outside this door the players can hear the sound of at least three people eating, laughing and shouting within the room. They have locked themselves in, not wanting to share their food with any of the other smugglers. Daniel knows the code to the store room, as does Lucius - if either is with the detectives. Otherwise the players will have to hack the door code (**a Security skill check of difficulty 8**).

If the players open the door the three smugglers immediately open fire. If the players wisely stand to the side of the door, the shots and laser bolts harmlessly impact into the far wall. Anyone standing in the doorway when it opens will be shot by each of the smugglers.

Two Agitated Smugglers (Ret and Cammie), and one Enraged Smuggler (Dox) are in the room and will fight to death to hold on to their supplies. They will not chase the players if they retreat. Use the stats for the Agitated and Enraged Smugglers for the battle. **Their Initiative score is a D10 roll plus 1.**

If the players search the room they will see it has been extensively looted – especially for food. Blue Stabiliser burns through body fat quickly (a side effect of Combat Stabilisers) and creates a powerful hunger in the user. Most of these supplies, if they have not already been eaten, are stashed away in the Living Quarters (area 9), including the cutting torches used in the finale of the adventure.



Playing the Black Swan leaders

Dr Syn Zhou is an intelligent, curious woman who possesses no empathy towards her fellow humans. It is fair to say that Syn doesn't 'get' emotions, or people in general, and she creates drugs without guilt or conscience towards their users. She reports the accident at the factory quite plainly. As far as she is concerned the accident was not her fault – the chemical mixture she prepared was not the one that ended up in the Blue Stabiliser, and that, she feels, absolves her of any guilt. If anything she blames Lucius for not managing the project correctly and giving her assistants that were so high they couldn't operate the facility safely. Dr Syn will accept police arrest if it is necessary – her emotional shortcomings mean that she is quite confident she can persuade a jury of her innocence. In this she is clearly deluding herself.

Lucius O'Connell is a man who has seen his life's work slowly crumble before his eyes. At his height he was a significant gangland figure, but his effective exile at Perkwunos 7 (there is an outstanding warrant for his arrest for corporate crime in Asellus Primus) has turned him into a parochial, small minded figure. He has come to love his employees at Black Swan in a strange way. For ten years he has avoided trouble hiding away on his arctic base, and now trouble has found him and his 'family' have been ripped apart by a drug of his own making he just isn't sure what to do. One thing is for sure – Lucius is not ready to let go of his life just yet. He still believes he can convince his drug addled colleagues to return to their senses. At some point he intends to betray the detectives – with unfortunate consequences for himself.

7. The Chemical Storage Room

A fortune in Combat Stabiliser fluid is stored in this room (about 200,000 credits worth), as well as a number of other chemical compounds, some legal, some not. The room is unguarded and its lock has been hacked – but very little has been taken from the storage room. The drug-addicted smugglers were after Blue Stabiliser, not its ingredients. If the players look for it, tell them they manage to find a large amount of Bytoxanine – the drug largely responsible for the insanity gripping Black Swan.

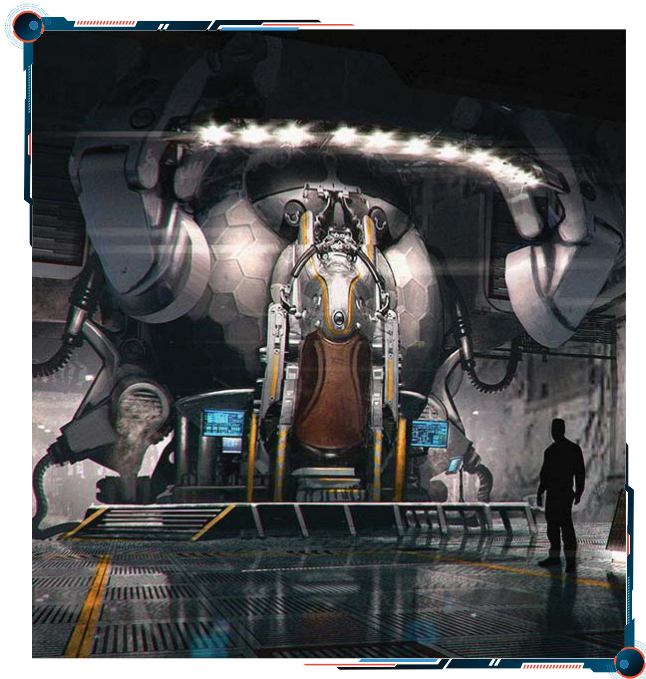
8. The Laboratory

Getting inside the laboratory isn't easy. The only door shows plenty of signs of gunfire and the door access panel has been shot through by angry smugglers. Conceivably the control panel could be repaired

by cannibalising parts from other door panels, and having a player make a Difficulty 10 Repair check. Even after it has been repaired the panel controls must be hacked. **This requires a Security skill check, also of 10** – Dr Syn is trying her best to make sure no one gets in.

Next to the door controls is a coms panel, used to contact the scientists inside the laboratory. This panel still works, and indeed the best way of getting into the lab is to convince those inside to open the door.

This isn't too hard to do. Both Dr Syn and Lucius are inside the laboratory, together with two smuggler bodyguards (Rack and Yin). They are, to their knowledge, the only smugglers still alive who are not also being driven crazy by the Blue Stabiliser. Both the Black Swan leaders suspect the operation is now irretrievably damaged, and that the players' ships are now the only way off the planet. They will let the players in as long as they do not threaten violence and allow them to lock the door after the players come in.



Once inside the lab the players have a little time to look the place over. It is a classic chemistry lab, with brightly coloured solutions, strange machinery and flickering computer screens. Two chemical isolation rooms allow the admixture of volatile chemicals, and the private quarters of both Dr Syn and Lucius are also based here. If the detectives are after any evidence there are sufficient documents on the computers in the lab, and on the personal computers of Dr Syn and Lucius, to lock them up for many, many years.

Lucius and Dr Syn will explain the accident with the Blue Stabiliser and their current predicament. Lucius will try, probably in vain, to convince the detectives to join the gang, offering ludicrous rewards if the players will help Black Swan out of its current fix. If push comes to shove Lucius will accept 'arrest', but only once everyone is safely out of the facility. He will not allow himself or his bodyguards to be disarmed. If the players insist, a firefight starts. Dr Syn will remain neutral and hide throughout the fight. If the players win she will accept arrest – at this point it is clear to her that Black Swan is finished and that now it is a matter of personal survival.

If it comes to a fight, roll a D10 and add the Tactics bonus for each of the enemy characters. You will find statistics for all these characters at the back of the module.

9. The Living Quarters

The Living Quarters at the factory are quite pleasant. Each contains four beds, toilet facilities, a video screen and separate wardrobes for each smuggler. They have been variously decorated and personalised over the years, some tastefully, others ... less so.

Most of them contain rather drugged-up smugglers ranting, singing, weeping and otherwise going through the agony of a chemically damaging trip. In each room roll a D10. On a 1-6 the room contains that many smugglers (equally divided between Agitated and Enraged smugglers). They attack the moment they become aware of the players. On a 7 or more the room contains that many dead bodies - the murdered remains of smugglers who refused to take the drug and were executed as 'traitors'.

After their first violent encounter in the living quarters, the players should probably realise it is unwise to go from door to door checking out each living quarter. Once the players explore their third room the smugglers are on to them. A horde of fourteen smugglers will pour out of the remaining living quarters to attack the players. The players should run for their lives down the corridor - Dr Syn will let them into the lab at the last minute before they are overwhelmed. If the players insist on standing and fighting let the dice fall where they may, but warn the players they have probably signed their death warrant!



RESOLVING THE ADVENTURE

Once the players reach the laboratory they have discovered pretty much everything they need to know. They know why the Blue Stabiliser is so poisonous (an unfortunate, but predictable accident in the Drug Manufacturing Zone) and they will have the Black Swan leaders before them. The snag is that the lab is still effectively under siege from a large group of drug addled lunatics.

The adventure can be resolved in a number of ways:

I ain't going to jail, copper!

If negotiations go badly with Lucius, especially if they insist on disarming him, Lucius will go down in a blaze of glory. Dr Syn will hide throughout the shootout. Presuming the players win, Dr Syn will allow herself to be arrested by the players and will patiently wait for them to escort her out. Sadly this does not resolve their position; all it means is that the players do not have to deal with Lucius during their escape.

Hole up until reinforcements arrive

The players may remember that Captain Delgado promised to send reinforcements. The police back at Asellus Primus know the location of the smuggling base and so are bound to arrive eventually.

If the players hunker down Lucius will assist them, hoping that the Blue Stabiliser will wear off before the cops arrive.

Three times the smugglers outside come hammering on the door, pounding and shooting it futilely. Finally, an hour later, the players see the unpleasant glow of cutting torches. One is cutting through the door; another is cutting through the wall, just above the small mixing room. The smugglers are coming in!

How many turn up is up to you. If your players are wounded and have no back up from Lucius, have only four smugglers break in. If the players have the Walker Drone as well as Lucius' help, have ten smugglers break in. Choose a number in between in other cases. Have the smugglers be a mix between Agitated and Enraged Smugglers.

Once the players have finished this battle have police reinforcements flood the room. Delgado has sent fifty officers, with spaceship support, to storm the base. Players can sarcastically thank their reinforcements for their 'help' before bundling the surviving Black Swan leaders into the backs of their vipers!

If the battle goes badly feel free to have the police arrive slightly early. It would be a shame to have players lose now!

Sneaking out

The door isn't guarded all the time, so sneaking out seems an acceptable risk. There is a 50% chance of the door being watched at any given time when the players open it. A clever player could make a **Difficulty 6 Perception check** to see if they can hear any guards. On a success they will be able to hear, or not, if the door is guarded. You can recheck if the door is guarded if the players wait ten minutes (game time, not real time).

Naturally if the door is opened at the wrong time, a hail of bullets and laser blasts shoots through. Unless the opening player was standing to one side have them **take 16 points of Endurance damage**. The players can quickly close the door again and either settle in for a long siege or wait a bit longer in the hopes that the mad smugglers will wander off.

In order to escape the players must pass through room 1. They cannot go out of the entrance at room 3 because there are no spare space suits for their prisoners. This could be a problem, as the group must sneak past the living quarters where most of the smugglers like to hang out. If each player (and each NPC) makes a **Stealth check at difficulty 4** they can do this - but one failure will attract the smugglers attention.

The players could try to distract the smugglers. For example, a small group of players could use the old knock on the door and run technique, hoping the smugglers will all rush out whilst everyone else runs for it. The distraction idea is very risky for the 'bait'. The base layout makes it very easy to end up in a dead end. Using the Walker Drone to pin down the chasing smugglers might work, sacrificing the robot whilst everyone else sneaks into the space suit lockers and escapes. Once outside the base, escape should be fairly easy. The smugglers probably won't chase the players if they leave the base - and the players can make this impossible if they sabotage the trucks or the remaining space suits at the base before they drive off.

There is every chance that the players will either fail to keep quiet or get rumbled by the smugglers. If this happens run a battle with twelve smugglers against the players' group. If you like you can have

Lucius try and reason with a few of his ex-employees to little effect. Feel free to have Lucius slain by his own drug-addicted rabble if you appreciate a bit of poetic justice.

Twelve smugglers will very quickly overpower your group. The best way to run the encounter is to have six smugglers attack to start with and then add one or two extra each round. Even so the players will probably be overwhelmed. After a few casualties on either side have the promised police reinforcements turn up. As soon as they arrive you can end the battle, explaining how three dozen black-armoured, heavily armed assault cops cut through the remaining smugglers like wheat.



DEBRIEFING

Surviving players can meet up with Captain Delgado after a few days of recuperation at the Beagle 2 Landing Central Clinic.

Delgado will congratulate the players according to how well they have done:

"Excellent work, detectives, well done," summarises Captain Delgado, as you sit yourselves around the debriefing table. "Despite the risks to yourselves you managed to locate and shut down the Black Swan drug production complex. I wouldn't normally risk sending four lightly armed officers on such a dangerous mission, but the risk to public health was so great we had to move quickly. I'm glad you were up to the task."

If the players captured Dr Syn, Lucius or both add:

"The capture of the Black Swan leadership wraps this case up very nicely. We will be able to determine exactly how far reaching the organisation's influence was and whether they had any other secret installations nearby. Our initial investigations, however, suggest that you have uprooted the entire foul organisation."

Finally, end with this:

"This station, and this system, owes you all a debt of gratitude. If this drug had entered circulation the havoc it would have caused is unimaginable. Many people are alive today because of your actions; and, to be fair, quite a large number of drug smugglers aren't for exactly the same reason."

FINAL SENTENCES

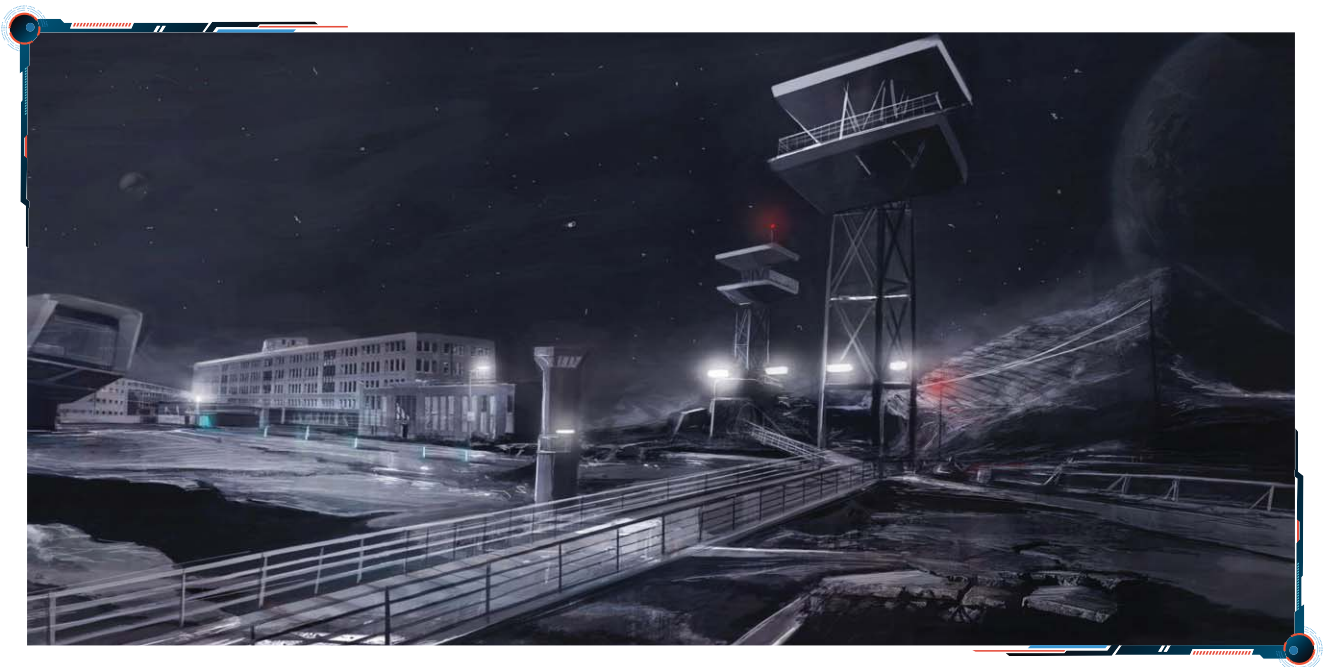
The players might want to know what happens to any of the survivors they picked up.

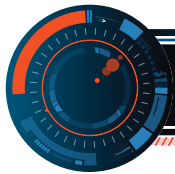
Lucius O'Connell was sentenced to fifty years of penal servitude at the Hennepin Penal Colony for the organisation and distribution of narcotics, establishing an illegal company and failure to adhere to galactic standards of workplace safety.

Dr Syn Zhou was sentenced to thirty years of confined community service at the Beagle 2 Landing Central Clinic, where she serves as a pharmaceutical researcher. She is also undergoing psychological treatment at the same facility.

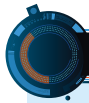
Daniel Moore was found not guilty of any chargeable offence. As he is homeless he is currently being detained in the Deportation Hostel until a planet can be found to home him or he can find employment in Asellus.

Rack and Yin (no surnames provided) were found guilty of drug smuggling, intimidation and assault charges dating back ten years, and conspiracy to injure public health. Due to their co-operation with the Asellus Primus Police Department their sentences have been reduced to five years in prison.





STATS FOR NPCS



ACKERMAN'S LAST STAND

Spike - Sidewinder *Small Spaceship*

Defence: 11 Pursuit: 7
Shields: 0 Hull: 50

Small Fixed Pulse Laser

+5 to hit, 10 damage. +5 damage vs shields.

Small Fixed Multi-Cannon

+5 to hit, 5+ Burst (10) damage
Ammo 30. +5 damage vs Hull.

Quin - Sidewinder *Small Spaceship*

Defence: 11 Pursuit: 7
Shields: 55 Hull: 50
Damage Reduction: None

Small Gimballed Pulse Laser

+5 to hit, 10 damage. +5 damage vs shields.

Small Gimballed Pulse Laser

+5 to hit, 10 damage. +5 damage vs shields.

Zhou - Eagle *Small Spaceship*

Defence: 12 Pursuit: 9
Shields: 65 Hull: 30

Small Gimballed Multi-Cannon

+5 to hit, 5+ Burst (10) damage, Ammo 30.
+5 damage vs Hull.

Small Gimballed Multi-Cannon

+5 to hit, 5+ Burst (10) damage, Ammo 30.
+5 damage vs Hull.

Small Gimballed Multi-Cannon

+5 to hit, 5+ Burst (10) damage, Ammo 30.
+5 damage vs Hull.



AURORA SMUGGLERS

Lola - Black Swan Smuggler

Defence (Dodge): 3 Parry: 2 Endurance: 20

Laser Pistol +3 to hit, 8 damage.

Fighting +3 to hit, 1D10 halved damage.

Blue Stabiliser 2 Doses

Durran - Black Swan Smuggler

Defence (Dodge): 2 Parry: 3 Endurance: 25

NG75 Autopistol

1D10+Burst (3D10) damage. Ammo: 2

Cyberclaw +3 to hit, 2D10.

Blue Stabiliser 3 Doses

Vern - Black Swan Smuggler

Defence (Dodge): 2 Endurance: 20

Assault Beamer +2 to hit, 5+Burst (20) damage.

Fighting +1 to hit, 1D10 halved damage.

Blue Stabiliser 4 Doses

Diggs - Black Swan Smuggler

Defence (Dodge): 3 Endurance: 20

Submachine Gun

+3 to hit, D10+Burst (3D10) damage. Ammo: 4

Fighting +1 to hit, 1D10 halved damage.

Cyberdog controller (Muffin).

Blue Stabiliser 2 Doses

Muffin - Cyberdog

Defence (Dodge): 4 Endurance: 40

*Armour: Ignore the first 5 points of damage.
from Ballistic and Energy Weapons.*

Cyberbite +4 to hit, 2D10 damage



PERKWUNOS 7 SPACE INTERCEPTORS

Lyza & Xan - Eagle Small Spaceship

Defence: 13 Pursuit: 10
Shields: 65 Hull: 30

Small Fixed Pulse Laser

+4 to hit, 10 damage. +5 damage vs shields.

Small Fixed Pulse Laser

+4 to hit, 10 damage. +5 damage vs shields.

Small Gimballed Multi-Cannon

+5 to hit, 5+ Burst(10)
Ammo 30. +5 damage vs Hull.

Pytor & Maverick - Sidewinder Small Spaceship

Defence: 10 Pursuit: 7
Shields: 35 Hull: 50

Small Fixed Pulse Laser

+5 to hit, 10 damage. +5 damage vs shields.

Small Fixed Pulse Laser

+5 to hit, 10 damage. +5 damage vs shields.



TRUCK INTERCEPTION

Tash, Jack & Juan - Smuggler Truck

Defence: 6 Max Speed: 7
Accelerate: 3 Decelerate: 1
Shields: 0 Hull 60

Fixed Multi-Cannon

+3 to hit, 5+Burst(10). Ammo 20

Fixed Multi-Cannon

+3 to hit, Burst damage (Max 3D10). Ammo 20

Tash Only: Turreted Beam Laser

+4 to hit. 5+Burst(20)

— Truck Speed Table —

Speed	1	2	3	4	5	6	7
Defence Bonus				+1	+1	+2	+2
Attack Penalty					-1	-1	-1

S4 Sentry Skimmer

Defence: 6 Max Speed: 6
Accelerate: 2 Decelerate: 2
Shields: 0 Hull: 30

Multicannon +3 to hit, 5+Burst(10)

Multicannon +3 to hit, 5+Burst(10)

— Sentry Skimmer Speed Table —

Speed	1	2	3	4	5	6	
Defence Bonus	-2	-1		+1	+1	+2	
Attack Penalty				-1	-2	-2	



DRUG PRODUCTION SITE

Agitated Smuggler

Defence (Dodge): 3 Defence (Parry): 3
Endurance: 20

Laser Pistol +3 to hit, 8 damage.

Fighting, +3 to hit, 1D10 halved damage.

Blue Stabiliser 3 Doses

Rack & Yin - Black Swan Bodyguards

Defence (Dodge): 2
Endurance: 20 Tactics Bonus: 1

Laser Rifle +3 to hit, 15 damage.

Fighting +2 to hit, 1D10 halved damage.

Miscellaneous Narcotics

Enraged Smuggler

Defence (Dodge): 2
Endurance: 20

Submachine Gun

+3 to hit, 1D10+Burst (3D10) damage.

Fighting, +2 to hit, 1D10 halved damage.

2 x Ammo Clips

Blue Stabiliser 2 Doses

Dr Syn Zhou - Black Swan Chemist

Defence (Dodge): 1
Endurance: 15 Tactics Bonus: 2

Fighting +1 to hit, 1D10 halved damage.

Lab Coat, Hand Com

Security Card (unlocks all doors in the facility)

Lucius O'Connell - Black Swan Director

Defence (Dodge): 4 Defence (Parry): 3
Endurance: 30 Tactics Bonus: 3

Assault Beamer

+4 to hit, 5+Burst(20)

Fighting +3 to hit, 1D10 halved damage.

Dark Glasses

Security Card (unlocks all doors in the facility)

Daniel Moore - Black Swan Cleaner

Defence (Dodge): 2
Endurance: 20 Tactics Bonus: 1

Fighting +1 to hit, 1D10 halved damage.



CHARACTER SHEET

NAME: **Ed Foster**

GENDER: Male

AGE: 29

HEIGHT: 1.8m

WEIGHT: 68kg

RANK:

Novice



DEFENCE (DODGE): 4
DEFENCE (PARRY): 1
INITIATIVE (TACTICS): 3

KARMA 12

ENDURANCE 30

EQUIPMENT

Laser Pistol

Wrist Com
(Portable Communication Device)

Flight Suit

Magnetic Boots

Remlok
(Emergency Life Support System)

PERSONAL COMBAT

SKILL	SCORE	BONUS
Ballistic Weapons	10	1
Dodge	45	4
Energy Weapons	43	4
Fighting	20	2
Grenade	10	1
Heavy Weapons	10	1
Melee Weapons	10	1
Parry	10	1

VEHICLE SKILLS

SKILL	SCORE	BONUS
Navigation	20	2
Repair	40	4
Spaceship Ops	41	4
Spaceship Piloting	40	4
Spaceship Weapons	40	4
Vehicle Piloting	40	4
Vehicle Weapons	51	5

INTELLIGENCE

SKILL	SCORE	BONUS
Bionics/Robotics	10	1
Computer	20	2
Culture & Law	16	1
Medicine	10	1
Planetary Systems	22	2
Science	10	1
Tactics	30	3
Trading	10	1

SOCIAL

SKILL	SCORE	BONUS
Bargain	10	1
Bluff	12	1
Charm	10	1
Diplomacy	11	1
Gambling	29	2
Insight	10	1
Intimidate	10	1
Streetwise	10	1

IN SPACECRAFT

Space Suit

Medikit

Spaceship Repair Kit
(Basic)Vehicle Repair Kit
(Basic)

ESPIONAGE

SKILL	SCORE	BONUS
Athletics	30	3
Perception	25	2
Security	28	2
Sleight of Hand	10	1
Stealth	17	1
Survival	10	1

ENHANCEMENTS

Quick Runner:
Can move 12m per turn
instead of 10

MONEY

CREDITS

127

Escape Death

You escape or avoid an attack that just killed you or reduced your Endurance to less than 1 by the skin of your teeth. You've pushed your luck as far as it will go.

Handbreak Turn

Gain a +5 bonus to your Vehicle Defence against an attack that would hit you.



You add a +2 bonus to the Ballistic, Energy or Heavy Weapon attack you just made.

Prerequisite:
You have just hit an opponent with a Melee or Fighting attack.
Enemy is knocked over, regardless of the damage result.

Crack Shot

Slam

KARMA ABILITIES



ELITE: DANGEROUS

ROLE PLAYING GAME

SPACESHIP DATA

PILOT: **Ed Foster**

SHIP MODEL: **Viper Mk III**

AGILITY: 6

SPEED: 9

RANGE: 9LY

DEFENCE: 10

(AGILITY + SPACESHIP PILOTING)

PURSUIT: 11

(SPEED + HALF SPACESHIP PILOTING)

SHIELDS 60

HULL 70



SPACESHIP WEAPONS

*ACURACY + SPACESHIP WEAPONS

WEAPON TYPE	TO HIT*	DAMAGE	AMMO	SPECIAL
Medium Fixed Beam Laser	+6	15+Burst	N/A	Burst Damage (20). +5 Damage vs Shields
Medium Fixed Beam Laser	+6	15+Burst	N/A	Burst Damage (20). +5 Damage vs Shields
Small Fixed Cannon	+6	10	50	+5 Damage vs Hull
Small Fixed Cannon	+6	10	50	+5 Damage vs Hull

UTILITIY COMPONENTS

MODEL

DESCRIPTION

Cargo Scanner

OD

+1 Bonus when Cargo Scanning



FIXED COMPONENTS

CRIT	TYPE	MODEL	POWER	STRENGTH	DESCRIPTION
-	Bulkhead	-	-	-	Lightweight Alloy (no bonus)
1	Power Plant	3D	-	35	9mw Output
2	Thrusters	3E	2.48	30	No bonus
3	Frame Shift Drive	3C	0.3	25	Range 9LY
4	Life Support	2E	0.37	15	Emergency Life Support: 5 minutes
5	Power Distributor	3E	0.4	30	No bonus
6	Sensors	3E	0.22	15	No bonus
7	Shield Generator	3E	1.08	25	Shield Strength: 60
8	Planetary Vehicle Hanger	2H	0	25	Holds Scarab SRV
9	Cargo Rack	2E	0	20	Cargo Capacity: 4
10	Basic Discovery Scanner	1E	0	10	Can scan stellar bodies. No bonus



INTERNAL COMPONENTS



PILOT: **Ed Foster**

SRV MODEL: **Scarab Interceptor**

SRV DATA

DEFENCE: 8

AGILITY: 4

MAX SPEED: 10

ACCELERATE: 4

DECELERATE: 2

PURSUIT: 1 + CURRENT SPEED

SHIELDS 30

HULL 40



SRV WEAPONS

WEAPON TYPE	TO HIT	DAMAGE	AMMO	SPECIAL
Fixed Multi-Cannon	+7	5+Burst (10)	20	Burst Damage (10)
Fixed Multi-Cannon	+7	5+Burst (10)	20	Burst Damage (10)
Turreted Plasma Repeater	+7	10	N/A	-



SPEED

Defence Bonus

Attack Penalty

1

2

3

4

5

6

7

8

9

10

+1

+1

+2

+2

+3

+3

+4

-1

-1

-1

-1

-2

-2

SRV SPEED TABLE



CHARACTER SHEET

NAME: *Jenya Kurian*

GENDER: Female

AGE: 31

HEIGHT: 1.6m

WEIGHT: 53kg

RANK:

Novice



DEFENCE (DODGE): 4
DEFENCE (PARRY): 4
INITIATIVE (TACTICS): 1

KARMA 12

ENDURANCE 30

EQUIPMENT

Laser Pistol

Sword

Hand Com

(Portable Communication Device)

Flight Suit

Magnetic Boots

Remlok

(Emergency Life Support System)

IN SPACECRAFT

Space Suit

Medikit

Spaceship Repair Kit
(Basic)Vehicle Repair Kit
(Basic)

PERSONAL COMBAT

SKILL	SCORE	BONUS
Ballistic Weapons	10	1
Dodge	40	4
Energy Weapons	20	2
Fighting	47	4
Grenade	10	1
Heavy Weapons	10	1
Melee Weapons	52	5
Parry	46	4

VEHICLE SKILLS

SKILL	SCORE	BONUS
Navigation	30	3
Repair	10	1
Spaceship Ops	20	2
Spaceship Piloting	40	4
Spaceship Weapons	30	3
Vehicle Piloting	21	2
Vehicle Weapons	20	2

INTELLIGENCE

SKILL	SCORE	BONUS
Bionics/Robotics	10	1
Computer	37	3
Culture & Law	24	2
Medicine	10	1
Planetary Systems	10	1
Science	10	1
Tactics	10	1
Trading	10	1

SOCIAL

SKILL	SCORE	BONUS
Bargain	10	1
Bluff	20	2
Charm	23	2
Diplomacy	10	1
Gambling	10	1
Insight	22	2
Intimidate	10	1
Streetwise	10	1

ESPIONAGE

SKILL	SCORE	BONUS
Athletics	36	3
Perception	19	1
Security	41	4
Sleight of Hand	10	1
Stealth	35	3
Survival	10	1

ENHANCEMENTS

None.

Escape Death

You escape or avoid an attack that just killed you or reduced your Endurance to less than 1 by the skin of your teeth. You've pushed your luck as far as it will go.

Prerequisite: You have just parried and the enemy missed you.
Make a **Fighting** attack against the enemy who just attacked you. They do not get to add their Parry or Dodge bonus against this attack. This does not take up your next turn.

Spinning Kick

Duck!

Gain a +2 bonus to your Personal Defence against an attack that would hit you.

Prerequisite: You just made a Fighting attack, whether it hits or misses.
Make **another** Fighting attack immediately, ignoring the enemy's Dodge or Parry bonus.

Sucker Punch

KARMA ABILITIES

MONEY

CREDITS

504



ELITE:DANGEROUS ROLE PLAYING GAME

SPACESHIP DATA

PILOT: *Jenya Kurian*

SHIP MODEL: *Viper Mk III*

AGILITY: 6

SPEED: 9

RANGE: 9LY



DEFENCE: 10

(AGILITY + SPACESHIP PILOTING)

PURSUIT: 11

(SPEED + HALF SPACESHIP PILOTING)

SHIELDS 60

HULL 70



SPACESHIP WEAPONS

*ACURACY + SPACESHIP WEAPONS

WEAPON TYPE	TO HIT*	DAMAGE	AMMO	SPECIAL
Medium Seeker Missile Rack	+7	25*	12	*10 if target's shields are up
Medium Seeker Missile Rack	+7	25*	12	*10 if target's shields are up
Small Fixed Pulse Laser	+5	10	N/A	+5 Damage vs Shields
Small Fixed Pulse Laser	+5	10	N/A	+5 Damage vs Shields

UTILITY COMPONENTS

MODEL

DESCRIPTION

Cargo Scanner

OD

+1 Bonus when Cargo Scanning



FIXED COMPONENTS

CRIT	TYPE	MODEL	POWER	STRENGTH	DESCRIPTION
-	Bulkhead	-	-	-	Lightweight Alloy (no bonus)
1	Power Plant	3D	-	35	9mw Output
2	Thrusters	3E	2.48	30	No bonus
3	Frame Shift Drive	3C	0.3	25	Range 9LY
4	Life Support	2E	0.37	15	Emergency Life Support: 5 minutes
5	Power Distributor	3E	0.4	30	No bonus
6	Sensors	3E	0.22	15	No bonus
7	Shield Generator	3E	1.08	25	Shield Strength: 60
8	Planetary Vehicle Hanger	2H	0	25	Holds Scarab SRV
9	Cargo Rack	2E	0	20	Cargo Capacity: 4
10	Basic Discovery Scanner	1E	0	10	Can scan stellar bodies. No bonus



INTERNAL COMPONENTS



PILOT: *Jenya Kurian*

SRV MODEL: *Scarab Interceptor*

SRV DATA

DEFENCE: 6

AGILITY: 4

MAX SPEED: 10

ACCELERATE: 4

DECELERATE: 2

PURSUIT: 1 + CURRENT SPEED

SHIELDS 30

HULL 40



SRV WEAPONS

WEAPON TYPE	TO HIT	DAMAGE	AMMO	SPECIAL
Fixed Multi-Cannon	+4	5+Burst (10)	20	Burst Damage (10)
Fixed Multi-Cannon	+4	5+Burst (10)	20	Burst Damage (10)
Turreted Plasma Repeater	+4	10	N/A	-



SPEED

Defence Bonus

Attack Penalty

1

2

3

4

5

6

7

8

9

10

+1

+1

+2

+2

+3

+3

+4

-1

-1

-1

-1

-2

-2

SRV SPEED TABLE



CHARACTER SHEET

NAME: **Gabriel Baxter**

GENDER: Male

AGE: 34

HEIGHT: 1.88m

WEIGHT: 80kg

RANK:

Novice



DEFENCE (DODGE): 2
DEFENCE (PARRY): 3
INITIATIVE (TACTICS): 1

KARMA 12

ENDURANCE 35

EQUIPMENT

Auto Pistol

Auto Pistol

4 Clips (Auto Pistol)

Hand Com

(Portable Communication Device)

Flight Suit

Magnetic Boots

Remlok

(Emergency Life Support System)

IN SPACECRAFT

Space Suit

Medikit

Spaceship Repair Kit
(Basic)Vehicle Repair Kit
(Basic)

PERSONAL COMBAT

SKILL	SCORE	BONUS
Ballistic Weapons	32	3
Dodge	25	2
Energy Weapons	10	1
Fighting	41	4
Grenade	10	1
Heavy Weapons	10	1
Melee Weapons	10	1
Parry	36	3

VEHICLE SKILLS

SKILL	SCORE	BONUS
Navigation	10	1
Repair	10	1
Spaceship Ops	20	2
Spaceship Piloting	38	3
Spaceship Weapons	43	4
Vehicle Piloting	33	3
Vehicle Weapons	29	2

INTELLIGENCE

SKILL	SCORE	BONUS
Bionics/Robotics	30	3
Computer	20	2
Culture & Law	30	3
Medicine	30	3
Planetary Systems	10	1
Science	30	3
Tactics	10	1
Trading	10	1

SOCIAL

SKILL	SCORE	BONUS
Bargain	10	1
Bluff	10	1
Charm	10	1
Diplomacy	10	1
Gambling	10	1
Insight	20	2
Intimidate	10	1
Streetwise	30	3

ESPIONAGE

SKILL	SCORE	BONUS
Athletics	22	2
Perception	26	2
Security	10	1
Sleight of Hand	10	1
Stealth	20	2
Survival	10	1

ENHANCEMENTS

Tough:
Your Endurance is 5 higher.

Strong:
Gain a +1 damage bonus
in Fighting and Melee combat.

Escape Death

You escape or avoid an attack that just killed you or reduced your Endurance to less than 1 by the skin of your teeth. You've pushed your luck as far as it will go.

All

KARMA COST

5

8

2

Divin' Guns-a-Blazin'

Prerequisite: Must be holding pistol-sized energy or ballistic weapon in each hand and not knocked over.

Make two ranged weapon attacks, one with each gun, with no penalties. Additionally: your Dodge bonus is 10 until the start of your next turn.

Gain a +5 bonus to your Spaceship Defence against an attack that would hit you.

Spin Wildly

Gain a +2 bonus to your Vehicle Defence against an attack that would hit you.

Break Right

KARMA ABILITIES

MONEY

CREDITS

86



ELITE:DANGEROUS ROLE PLAYING GAME

SPACESHIP :: DATA

PILOT: *Gabriel Baxter*

SHIP MODEL: *Viper Mk III*

AGILITY: 6

SPEED: 9

RANGE: 9LY

DEFENCE:

9

(AGILITY + SPACESHIP PILOTING)

PURSUIT:

11

(SPEED + HALF SPACESHIP PILOTING)

SHIELDS

60

HULL

70



SPACESHIP WEAPONS

*ACURACY + SPACESHIP WEAPONS

WEAPON TYPE	TO HIT*	DAMAGE	AMMO	SPECIAL
Medium Fixed Beam Laser	+7	15+Burst	N/A	Burst Damage (20). +5 Damage vs Shields
Medium Fixed Beam Laser	+7	15+Burst	N/A	Burst Damage (20). +5 Damage vs Shields
Small Fixed Cannon	+6	10	50	+5 Damage vs Hull
Small Fixed Cannon	+6	10	50	+5 Damage vs Hull

UTILTY COMPONENTS

MODEL

DESCRIPTION

Cargo Scanner

OD

+1 Bonus when Cargo Scanning



FIXED COMPONENTS

CRIT	TYPE	MODEL	POWER	STRENGTH	DESCRIPTION
-	Bulkhead	-	-	-	Lightweight Alloy (no bonus)
1	Power Plant	3D	-	35	9mw Output
2	Thrusters	3E	2.48	30	No bonus
3	Frame Shift Drive	3C	0.3	25	Range 9LY
4	Life Support	2E	0.37	15	Emergency Life Support: 5 minutes
5	Power Distributor	3E	0.4	30	No bonus
6	Sensors	3E	0.22	15	No bonus
7	Shield Generator	3E	1.08	25	Shield Strength: 60
8	Planetary Vehicle Hanger	2H	0	25	Holds Scarab SRV
9	Cargo Rack	2E	0	20	Cargo Capacity: 4
10	Basic Discovery Scanner	1E	0	10	Can scan stellar bodies. No bonus



INTERNAL COMPONENTS



PILOT: *Gabriel Baxter*

SRV MODEL: *Scarab Interceptor*

SRV :: DATA

DEFENCE: 7

AGILITY: 4

MAX SPEED: 10

ACCELERATE: 4

DECELERATE: 2

PURSUIT: 1 + CURRENT SPEED

SHIELDS

30

HULL

40



SRV WEAPONS

WEAPON TYPE	TO HIT	DAMAGE	AMMO	SPECIAL
Fixed Multi-Cannon	+4	5+Burst (10)	20	Burst Damage (10)
Fixed Multi-Cannon	+4	5+Burst (10)	20	Burst Damage (10)
Turreted Plasma Repeater	+4	10	N/A	-



SPEED

Defence Bonus

Attack Penalty

1

2

3

4

5

6

7

8

9

10

+1

+1

+2

+2

+3

+3

+4

-1

-1

-1

-1

-2

-2

SRV SPEED TABLE



CHARACTER SHEET

NAME: **Gwen Walker**

GENDER: Female

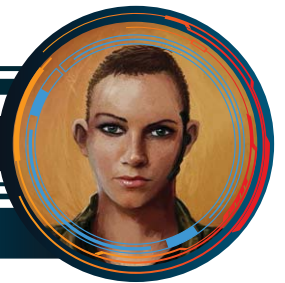
AGE: 27

HEIGHT: 1.75m

WEIGHT: 65kg

RANK:

Novice



DEFENCE (DODGE): 4
DEFENCE (PARRY): 4
INITIATIVE (TACTICS): 4

KARMA 12

ENDURANCE 30

EQUIPMENT

Auto Pistol

2 Clips (Auto Pistol)

Laser Pistol

Wrist Com

(Portable Communication Device)

Flight Suit

Magnetic Boots

Remlok

(Emergency Life Support System)

IN SPACECRAFT

Space Suit

Medikit

Spaceship Repair Kit

(Basic)

Vehicle Repair Kit

(Basic)

PERSONAL COMBAT

SKILL	SCORE	BONUS
Ballistic Weapons	41	4
Dodge	41	4
Energy Weapons	45	4
Fighting	26	2
Grenade	20	2
Heavy Weapons	20	2
Melee Weapons	10	1
Parry	10	1

VEHICLE SKILLS

SKILL	SCORE	BONUS
Navigation	10	1
Repair	11	1
Spaceship Ops	20	2
Spaceship Piloting	42	4
Spaceship Weapons	34	3
Vehicle Piloting	22	2
Vehicle Weapons	13	1

INTELLIGENCE

SKILL	SCORE	BONUS
Bionics/Robotics	10	1
Computer	17	1
Culture & Law	39	3
Medicine	20	2
Planetary Systems	20	2
Science	10	1
Tactics	42	4
Trading	10	1

SOCIAL

SKILL	SCORE	BONUS
Bargain	10	1
Bluff	10	1
Charm	20	2
Diplomacy	10	1
Gambling	10	1
Insight	12	1
Intimidate	31	3
Streetwise	20	2

ESPIONAGE

SKILL	SCORE	BONUS
Athletics	21	2
Perception	32	3
Security	10	1
Sleight of Hand	10	1
Stealth	20	2
Survival	10	1

ENHANCEMENTS

None

Escape Death

You escape or avoid an attack that just killed you or reduced your Endurance to less than 1 by the skin of your teeth. You've pushed your luck as far as it will go.

Dive Aside

Gain a +5 bonus to your Personal Defence against an attack that would hit you.

An attack that just hit you does not knock you down..

Gain a +2 bonus to your current Dogfighting Check.

Stay Standing

I have you now...

KARMA ABILITIES



ELITE:DANGEROUS ROLE PLAYING GAME

SPACESHIP DATA

PILOT: *Gwen Walker*

SHIP MODEL: *Viper Mk III*

AGILITY: 6

SPEED: 9

RANGE: 9LY



DEFENCE: 10

(AGILITY + SPACESHIP PILOTING)

PURSUIT: 11

(SPEED + HALF SPACESHIP PILOTING)

SHIELDS 60

HULL 70

SPACESHIP WEAPONS

*ACURACY + SPACESHIP WEAPONS

WEAPON TYPE	TO HIT*	DAMAGE	AMMO	SPECIAL
Medium Gimballed Multicannon	+6	15+Burst	30	Burst Damage (10). +5 Damage Hull
Medium Gimballed Multicannon	+6	15+Burst	30	Burst Damage (10). +5 Damage Hull
Small Fixed Pulse Laser	+5	10	N/A	+5 Damage vs Shields
Small Fixed Pulse Laser	+5	10	N/A	+5 Damage vs Shields

UTILITY COMPONENTS

Cargo Scanner

MODEL

OD

DESCRIPTION

+1 Bonus when Cargo Scanning

FIXED COMPONENTS

CRIT	TYPE	MODEL	POWER	STRENGTH	DESCRIPTION
-	Bulkhead	-	-	-	Lightweight Alloy (no bonus)
1	Power Plant	3D	-	35	9mw Output
2	Thrusters	3E	2.48	30	No bonus
3	Frame Shift Drive	3C	0.3	25	Range 9LY
4	Life Support	2E	0.37	15	Emergency Life Support: 5 minutes
5	Power Distributor	3E	0.4	30	No bonus
6	Sensors	3E	0.22	15	No bonus
7	Shield Generator	3E	1.08	25	Shield Strength: 60
8	Planetary Vehicle Hanger	2H	0	25	Holds Scarab SRV
9	Cargo Rack	2E	0	20	Cargo Capacity: 4
10	Basic Discovery Scanner	1E	0	10	Can scan stellar bodies. No bonus

INTERNAL COMPONENTS



PILOT: *Gwen Walker*

SRV MODEL: *Scarab Interceptor*

SRV DATA

DEFENCE: 6

AGILITY: 4

MAX SPEED: 10

ACCELERATE: 4

DECELERATE: 2

PURSUIT: 1 + CURRENT SPEED

SHIELDS 30

HULL 40

SRV WEAPONS

WEAPON TYPE	TO HIT	DAMAGE	AMMO	SPECIAL
Fixed Multi-Cannon	+3	5+Burst (10)	20	Burst Damage (10)
Fixed Multi-Cannon	+3	5+Burst (10)	20	Burst Damage (10)
Turreted Plasma Repeater	+3	10	N/A	-



SPEED

Defence Bonus

Attack Penalty

1	2	3	4	5	6	7	8	9	10
			+1	+1	+2	+2	+3	+3	+4
			-1	-1	-1	-1	-2	-2	-2

SRV SPEED TABLE



ROLE PLAYING GAME



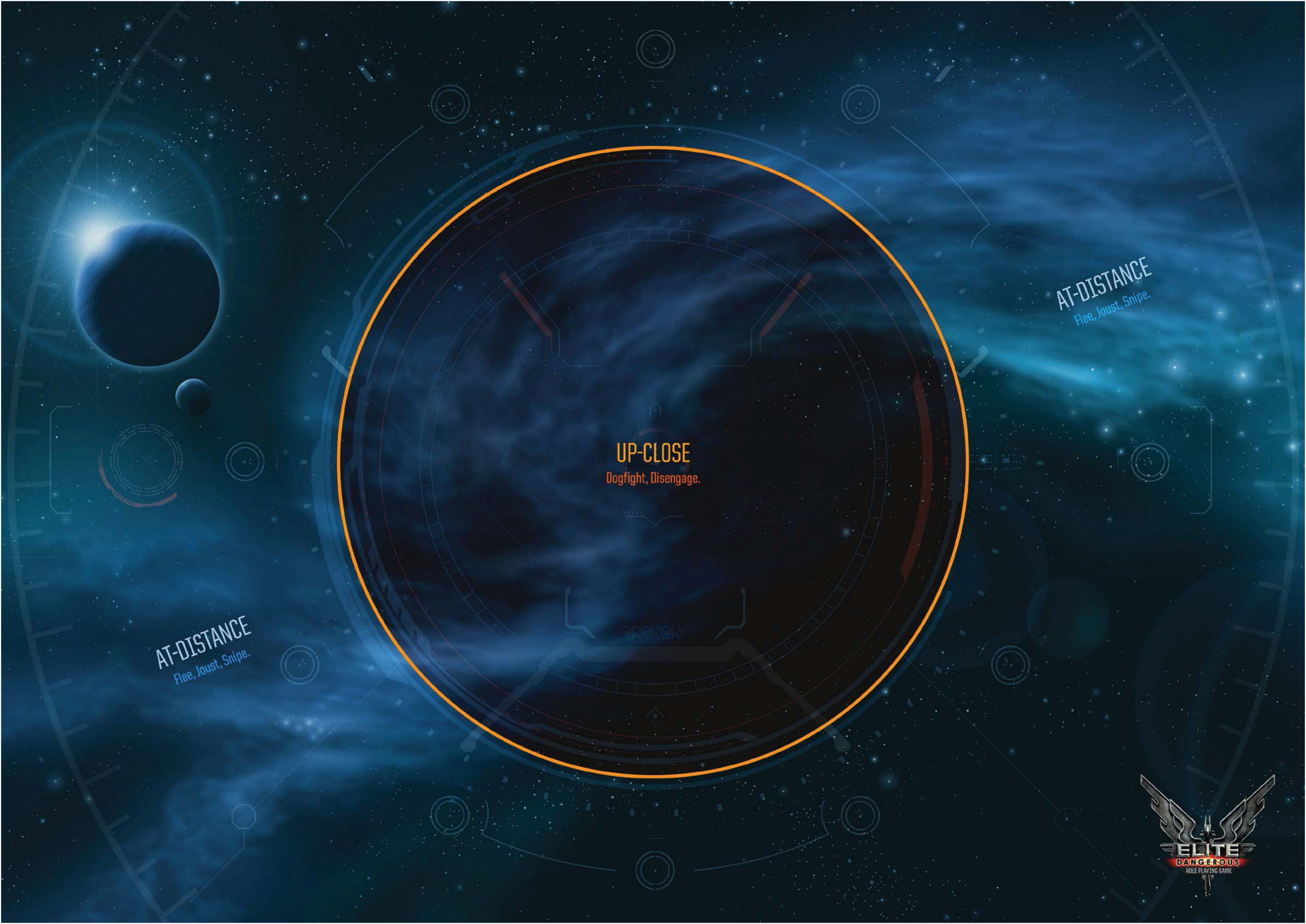
THE PLAYERS



THE ENCOUNTERS

THE WORST INTENTIONS : SPACE MAP COUNTERS





UP-CLOSE
Dogfight, Disengage.

AT-DISTANCE
Flee, Joust, Snipe.

AT-DISTANCE
Flee, Joust, Snipe.



The Worst Intentions is a standalone adventure for:

ELITE : DANGEROUS ROLE PLAYING GAME

For more information about the full game
and how to purchase it head over to:

WWW.EDRPG.CO.UK

