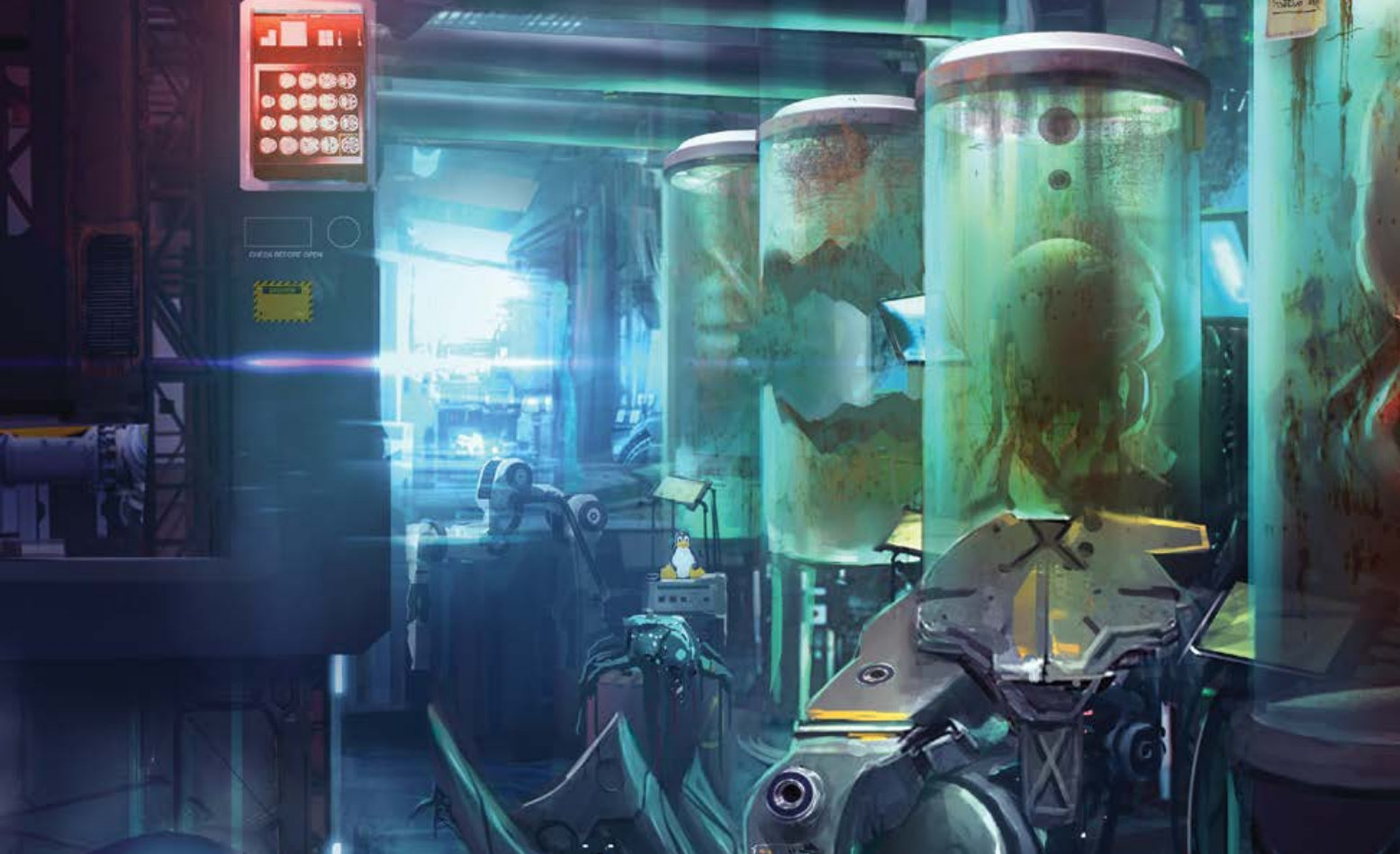




# The Ghost Ship Carthage

Written by Wade Dyer, Ryan Schoon, and Nicolas Logue.

At 03:13 hours standard Haven time, on Octo 14th 1005 AX, the Archon medical frigate Carthage issued a general distress call. At 5:05 hours on Octo 16th, Legion VESPER force Epsilon boarded the vessel. An hour later, the ship went silent, charted a course for deep space, and was never heard from again.

– Vital Emergency Stellar Protocol Expedited Recovery (VESPER)  
Force After – Action Report on the Carthage Incident.

## Adventure Background

As the crucible of the Great War consumed the Archon Empire with impunity, its searing heat gradually melted the Archons' ironclad ethics to slag. The Carthage began as a medical ship on a mission of mercy to the Kaltorans of Haven, but as the Archons' cause grew every more desperate, she received a dread new purpose: harvest Kaltoran refugees, and Nephilim prisoners of war to develop new bio-weaponry for immediate deployment on the front.

The ensuing experiments yielded a deadly nano-virus, Kormoria, which sowed death and madness among crew and captive alike. Shortly after VESPER force Gamma breached the Carthage, the vessel's Archon master, Solaria, either in the grips of madness, or in a vain gambit to save the rest of Haven from Kormoria, charted a course into a vast uncharted region of space...

Now, 108 years after its lonely sojourn, a homing beacon on the Carthage pilots her back to the Haven system. The derelict ship floats between trade routes, emitting a weak distress beacon, and remains unresponsive to all hails.

## The Player Characters

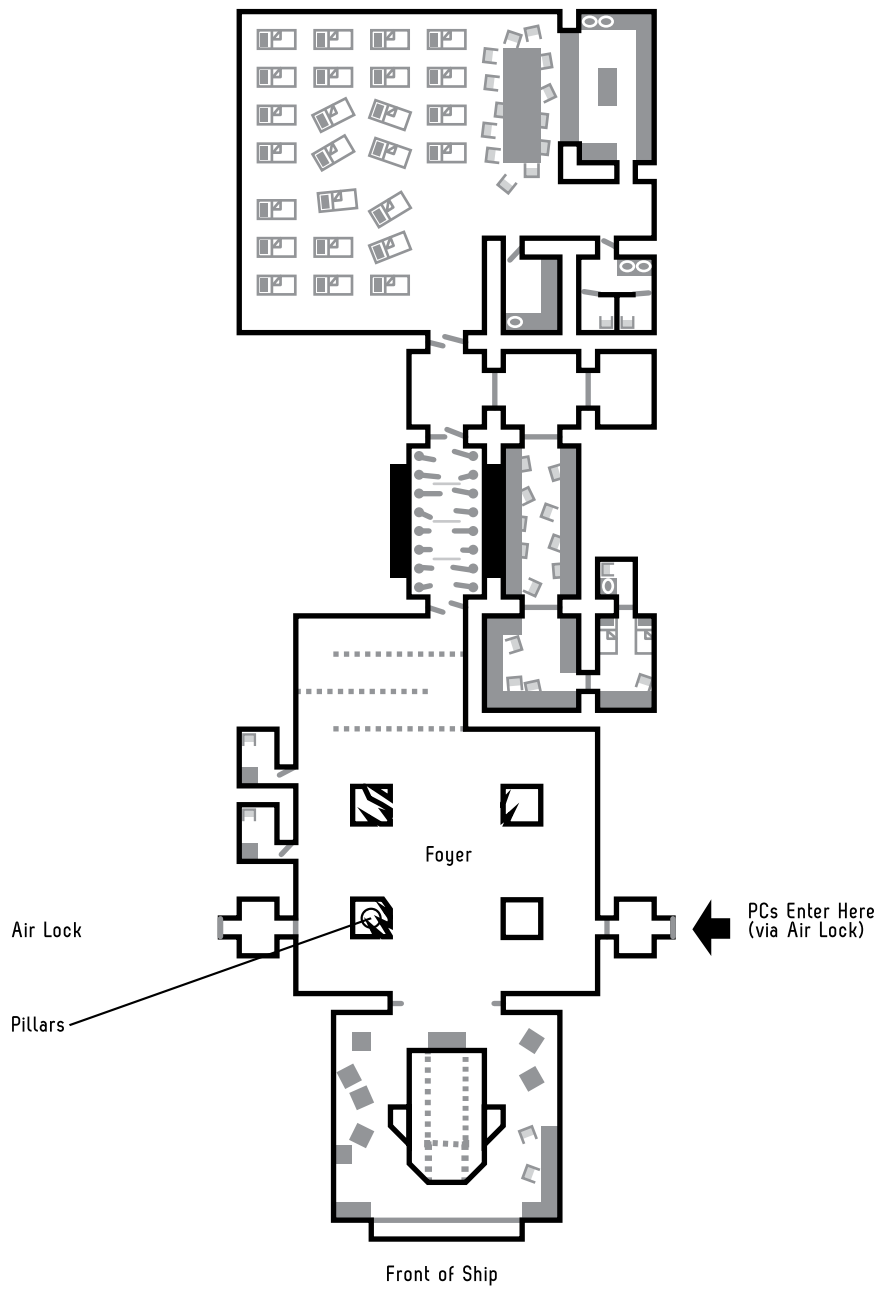
The Players take on the role of down-on-their luck salvagers in a ship that barely flies – they need a big payday. When the call goes out to investigate the ghost ship, most put sense before greed and stay away from the job. But the Players don't have the luxury of turning down a job as lucrative as this one.

# PC Handouts

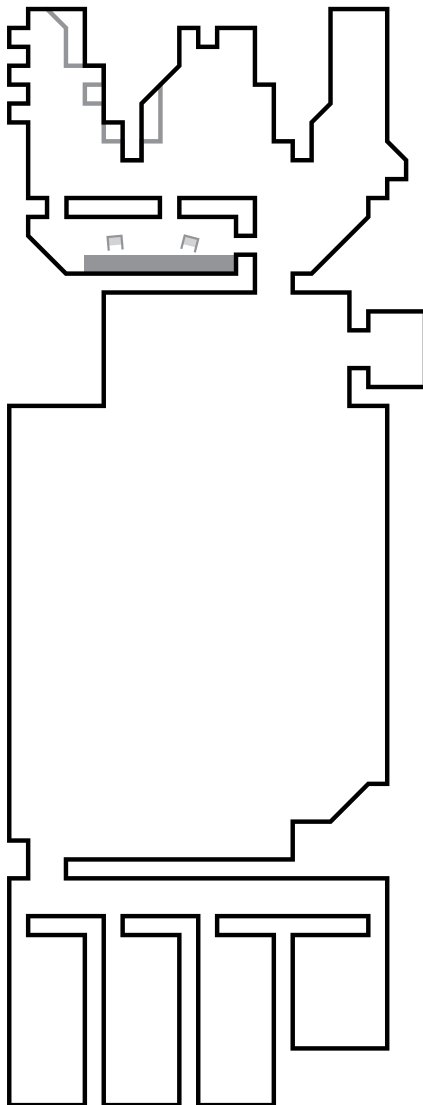
Give each PC a Character Sheet. DONT give them this maps yet (they will find it during the adventure).



Air Lock



Level 1



Level 2



**COOP.**

"Building Your Future"



## Lucas Varenz

You don't talk about Varsphere. No one even knows you grew up there. As far as the crew knows, you were born in a Corporation enclave on Alabaster 2, not in ruins of your peoples former home world. But you came from small beginnings, worse than small. From nothing. You had a vid screen that picked up three channels on satellite downlink. All of them showed Corporate commercials Those were your people - out there - not your mom and your drunk father in the ruins of a world that was.

When you finally made it out of there, you started in a mailroom. You found the angles pretty quickly. Worked your way up the ladder. Blackmail may have played a role. Junior executive by the time you

were 27, not bad. Still, you never really fit. The other guys in the designer suits could somehow smell Varsphere on you.

A fight with a senior executive escalated and you broke his jaw and left him burned. That was it for you and the Corporation. That was it for you trying to escape your Varsphere past, you ran.

Then you found a man down on his luck and bought a ship: The Ransom from him for less than a month's rent. Stupid bastard. Well, that's what happens when you're bad at economics. You freelance now but still pretend you were one of the most elite Corps. For a while, you really were. Where you go from here, No one knows.

### Primary Skills:

+2 Wealth      -2 Physical      -2 Mechanics      -2 Medicine  
+1 Conversation      -2 Resolve      +2 Electronics      -2 Psychology  
-2 Leadership      +1 Awareness      +2 Programming      -2 Astronomy  
+1 Culture      -2 Survival      -2 Bio Tech      -2 Planetoids

### Equipment:

Head Set (Short Range Comms (100km)).

Flash Light (Small, Load 1, Reduce Low Light Cover penalties by 2 Steps in any area of 3).

Electricians Tool Belt (Electronic Toolbox).

Portable Computer (Programming Toolbox).

**Str** 2 1 **Foc** 2 4 **Defence:** 10 + Ref + = 14 +Cover

**Ref** 4 2 **Int** 3 5 **vs Impair** Def + Str + = 17

**Mov** 3 3 **Per** 4 6 **vs Psionic** Def + Foc + = 16

**Fate** 1 **vs Stealth** 10 + Per + = 13\*

\*#Allies (max: 10)

**Armour:** 2 + = 2

**vs Energy** + 1

**vs Slow** +

**at 0 Endurance** -

**End:** 10 + (Str x5) + = 20

**Recovery** Foc + = 2

**Stealth** Req: Cover Tac + Ref + = 6

**Combat Order** Int + = 3

| Weapons     | Hit | End Dmg | Crit | Rng | Clips | Ammo | Load | RoF | Wgt | Type & Variation | Cost |
|-------------|-----|---------|------|-----|-------|------|------|-----|-----|------------------|------|
| Rail Pistol | +2  | 3       | 4    | 6   | 6     | 6    | 2    | 1   | 1   | Gun, Rail        | 4    |

Small, **Modification:** Advanced Ammunition, Extended Clip, Personalised, Spare Clip.

| Strong Hits    | Requirements                                   | Benefits                                                                               |
|----------------|------------------------------------------------|----------------------------------------------------------------------------------------|
| Effort         | Primary or Vehicle Skill, Does not Req Success | You may re-roll a single die from this Skill Roll.                                     |
| Critical Hit   | Attack, Hit, 1 use per RoF                     | Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute. |
| Critical Boost | Attack, Does not Req Hit                       | +1 Critical Damage for this Attack vs all Targets with 0 Endurance.                    |
| Covering Fire  | Attack, Does not Require Hit, RoF 2+           | 1 Ally gains Heavy Cover (+4) or +1 Cover Step until your next Turn.                   |

| Pick any 2 Actions Per Turn |                |                                                                                          | Bonuses from the same Action do not Stack |                    |                                                                 |        |                    |                                                                           |
|-----------------------------|----------------|------------------------------------------------------------------------------------------|-------------------------------------------|--------------------|-----------------------------------------------------------------|--------|--------------------|---------------------------------------------------------------------------|
| Tactical Actions            |                |                                                                                          | Range Actions                             |                    | Melee Actions                                                   |        |                    |                                                                           |
| Full Move                   | Move           | Move +2                                                                                  | Snap Shot                                 | Attack Damage Move |                                                                 | Strike | Attack Damage Move | Hit +Ref +Extra RoF Dice Move -2                                          |
| Take Cover                  | Move           | +1 Cover Step<br>Armour vs Slow +1 (go Prone)                                            | Spray Fire                                | Attack Damage Move | Hit +Per +Extra RoF Dice Move -2                                | Charge | Attack Damage Move | Move +2 (Straight Line)<br>Damage +1 (per 4 Movement)                     |
| Prep                        | Recover        | Pick One: Draw Wpn, Reload, Un-Jam, Set Up, Pull Down, Use Stim or Skill Roll (Medical). | Sighted Shot                              | Attack Damage      | Hit +Per<br>Range +Foc                                          | Block  | Impair             | Hit +Per +Foc<br>On Hit: Debuff Targets next<br>Attack: Strong Hit -1     |
| Analyse                     | Attack Recover | On Hit: Boost next Attack:<br>Crit Attribute Location +/-2                               | Throw                                     | Attack Damage Move | Hit +Ref<br>Range +Str                                          | Impair | Damage Impair Move | Hit +Ref +Str<br>On Hit: Pick One Debuff vs Target: Prone, Grab or Move 1 |
| Stealth                     | Stealth        | Vs Highest Defence<br>On Hit: Cannot Be Targeted                                         | Overwatch                                 | Attack* Damage     | Hit +Per<br>*May Attack in a 180 Arc in response to any Action. | Escape | Damage Impair Move | Hit +Ref +Str<br>On Hit: Debuff Target: Loose Grabbing Target.            |

Attack Roll Formula: 3d6 +Hit -2 per Rng Increment beyond 1st  
Attack costs 1 Ammunition per RoF used (minimum 1) vs Targets Defence Free Critical Hit vs Target with 0 Endurance



## Adam Blaze

You were always good with machines. It was in your DNA. You grew up in the underground Pit Cities under the oceans of your home world, Kadash. A diver and a gearhead, you fixed things others couldn't puzzle out, but you never got over the... not exactly claustrophobia... but limits of that place. You knew every bulkhead's graffiti, every rust stain dripping down every bolt. It was... boring.

You saved up money for a trip to the surface and a ticket off world. You're a Kaltoran, which means you have racial memories.

Everyone in the system knows this. What they don't know, what most Kaltoran's don't talk about, is that a lot of the stronger memories, the ones that get passed down the DNA ladder, are bad. Really bad.

You can see it in most of the eyes of the other Kaltorans you meet out here—you're all running from something. Running from memories that aren't really even yours. It's a weird feeling, but not half as weird as the things you've seen out here. Maybe that's what the void offers, something odder than who you are.

### Primary Skills:

-3 Wealth      +1 Physical      +2 Mechanics      -1 Medicine  
-1 Conversation      -1 Resolve      +1 Electronics      -1 Psychology  
-1 Leadership      +2 Awareness      +0 Programming      -1 Astronomy  
+2 Culture      +1 Survival      -1 Bio Tech      -1 Planetoids

### Equipment:

Head Set (Short Range Comms (100km)).  
Mechanics Tool Box (Mechanics Toolbox).  
History Book (Culture Toolbox).

**Str** 3 1    **Foc** 2 4    **Defence:** 10+Ref + = 13 +Cover

**Ref** 4 2    **Int** 3 5    **vs Impair** Def+Str + = 16

**Mov** 4 3    **Per** 2 6    **vs Psionic** Def+Foc + = 15

**Fate** 3    **vs Stealth** 10+Per + = 14\*  
\*#Allies (max: 10)

**Armour:** 2 + = 2

**vs Energy** +

**vs Slow** +

**at 0 Endurance** -

**End:** 10+(Str x5) + = 25

**Recovery** Foc + = 2

**Stealth** Req: Cover Tac + Ref + = 4+2

**Combat Order** Int + = 3

| Weapons                                                                 | Hit | End Dmg | Crit | Rng | Clips | Ammo | Load | RoF      | Wgt | Type & Variation         |   |
|-------------------------------------------------------------------------|-----|---------|------|-----|-------|------|------|----------|-----|--------------------------|---|
| Dual SMGs                                                               | +1  | 6       | 3    | 4   | 4     | 12   | 2    | 4 (+3d6) | 2   | Gun, Self-Propelled, Ion | 3 |
| Low Tech, Works in Liquid, Energy, Modification: Dual Wield (Optional). |     |         |      |     |       |      |      |          |     |                          |   |
| Knife                                                                   | +1  | 3       | 3    | -   | -     | -    | 1    | 1        | 1   | Melee                    | 0 |
| Low Tech.                                                               |     |         |      |     |       |      |      |          |     |                          |   |

| Strong Hits    | Requirements                                   | Benefits                                                                               |
|----------------|------------------------------------------------|----------------------------------------------------------------------------------------|
| Effort         | Primary or Vehicle Skill, Does not Req Success | You may re-roll a single die from this Skill Roll.                                     |
| Critical Hit   | Attack, Hit, 1 use per RoF                     | Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute. |
| Critical Boost | Attack, Does not Req Hit                       | +1 Critical Damage for this Attack vs all Targets with 0 Endurance.                    |
| Tweak          | Attack, Hit, Non Infinite Clips or Ammo        | Gain +2 Endurance Damage on this Weapon for the remainder of the Combat (Stacks).      |

| Pick any 2 Actions Per Turn |                |                                                                                          | Bonuses from the same Action do not Stack |                    |                                                                 |               |                    |                                                                           |
|-----------------------------|----------------|------------------------------------------------------------------------------------------|-------------------------------------------|--------------------|-----------------------------------------------------------------|---------------|--------------------|---------------------------------------------------------------------------|
| Tactical Actions            |                |                                                                                          | Range Actions                             |                    |                                                                 | Melee Actions |                    |                                                                           |
| Full Move                   | Move           | Move +2                                                                                  | Snap Shot                                 | Attack Damage Move |                                                                 | Strike        | Attack Damage Move | Hit +Ref +Extra RoF Dice Move -2                                          |
| Take Cover                  | Move           | +1 Cover Step<br>Armour vs Slow +1 (go Prone)                                            | Spray Fire                                | Attack Damage Move | Hit +Per +Extra RoF Dice Move -2                                | Charge        | Attack Damage Move | Move +2 (Straight Line)<br>Damage +1 (per 4 Movement)                     |
| Prep                        | Recover        | Pick One: Draw Wpn, Reload, Un-Jam, Set Up, Pull Down, Use Stim or Skill Roll (Medical). | Sighted Shot                              | Attack Damage      | Hit +Per Range +Foc                                             | Block         | Impair             | Hit +Per +Foc<br>On Hit: Debuff Targets next<br>Attack: Strong Hit -1     |
| Analyse                     | Attack Recover | On Hit: Boost next Attack: Crit Attribute Location +/-2                                  | Throw                                     | Attack Damage Move | Hit +Ref Range +Str                                             | Impair        | Damage Impair Move | Hit +Ref +Str<br>On Hit: Pick One Debuff vs Target: Prone, Grab or Move 1 |
| Stealth                     | Stealth        | Vs Highest Defence<br>On Hit: Cannot Be Targeted                                         | Overwatch                                 | Attack* Damage     | Hit +Per<br>*May Attack in a 180 Arc in response to anu Action. | Escape        | Damage Impair Move | Hit +Ref +Str<br>On Hit: Debuff Target: Loose Grabbing Target.            |

Attack Roll Formula: 3d6 +Hit -2 per Rng Increment beyond 1st  
Attack costs 1 Ammunition per RoF used (minimum 1) vs Targets Defence Free Critical Hit vs Target with 0 Endurance







## Athena March

You would have been a soldier your entire life. You were bred for it, raised for it and trained for it. Your first campaign was destined to be your last. Some nerve agent the Neph's used on that swamp world made most of your company go buggy. They mustered all of you out. Couldn't trust that you wouldn't one day go mad like your brothers in arms had.

You aren't sure you won't go mad either. That nerve agent's still

working its way through your synapses according to scans. Maybe you will lose it one day. You bounced around from job to job for a long time before Lucas brought you aboard The Ransom. He seems like a good enough Corp, but he has an edge. Everyone on board does. They don't know about the nerve agent. They don't know about the ticking time bomb in your head. Between now and when it goes off, you're going to fight, carouse and have the greatest life you can.

### Primary Skills:

-2 Wealth      +1 Physical      +2 Mechanics      -2 Medicine  
 -2 Conversation      +2 Resolve      -2 Electronics      +1 Psychology  
 +1 Leadership      +1 Awareness      -2 Programming      -2 Astronomy  
 -2 Culture      -2 Survival      -2 Bio Tech      -2 Planetoids

### Equipment:

Head Set (Short Range Comms (100km)).

Flash Light (Small, Load 1, Reduce Low Light Cover penalties by 2 Steps in any area of 3).

Mechanics Tool Box (Mechanics Toolbox).

**Str** 5 1    **Foc** 2 4    **Defence:** 10 + Ref + = 13 + Cover

**Ref** 3 2    **Int** 2 5    **vs Impair** Def + Str + 2 = 20

**Mov** 3 3    **Per** 2 6    **vs Psionic** Def + Foc + = 15

**Fate** 2    **vs Stealth** 10 + Per + = 13\*  
 \*#Allies (max: 10)

**Armour:** 2 + 1 = 3

**vs Energy** + 1

**vs Slow** +

**at 0 Endurance** - 1

**End:** 10 + (Str x 5) + = 35

**Recovery** Foc + = 2

**Stealth** Req: Cover Tac + Ref + = +1

**Combat Order** Int + = 2

| Weapons                                                              | Hit | End Dmg | Crit | Rng | Clips | Ammo | Load | RoF      | Wgt | Type & Variation | Cost |
|----------------------------------------------------------------------|-----|---------|------|-----|-------|------|------|----------|-----|------------------|------|
| Gauss Assault Rifle                                                  | +4  | 4       | 4    | 4   | 5     | 8    | 2    | 2 (+1d6) | 2   | Gun, Ion.        | 3    |
| Energy. Modification: Personalised.                                  |     |         |      |     |       |      |      |          |     |                  |      |
| Old Sword                                                            | -1  | 6       | 4    | -   | -     | -    | 1    | 1        | 3*  | Melee, Composite | 0    |
| *Only ever requires 1 Hand, Modification: Low Quality, Personalised. |     |         |      |     |       |      |      |          |     |                  |      |

| Strong Hits        | Requirements                                   | Benefits                                                                                                          |
|--------------------|------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
| Effort             | Primary or Vehicle Skill, Does not Req Success | You may re-roll a single die from this Skill Roll.                                                                |
| Critical Hit       | Attack, Hit, 1 use per RoF                     | Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.                            |
| Critical Boost     | Attack, Does not Req Hit                       | +1 Critical Damage for this Attack vs all Targets with 0 Endurance.                                               |
| Coordinated Strike | Attack, Hit                                    | An Ally gains Strong Hit +1 vs your Target with their next Attack (must be taken within 1 Turn) (does not Stack). |

| Pick any 2 Actions Per Turn |                |                                                                                          | Bonuses from the same Action do not Stack |                    |                                                              |               |                    |                                                                        |
|-----------------------------|----------------|------------------------------------------------------------------------------------------|-------------------------------------------|--------------------|--------------------------------------------------------------|---------------|--------------------|------------------------------------------------------------------------|
| Tactical Actions            |                |                                                                                          | Range Actions                             |                    |                                                              | Melee Actions |                    |                                                                        |
| Full Move                   | Move           | Move +2                                                                                  | Snap Shot                                 | Attack Damage Move |                                                              | Strike        | Attack Damage Move | Hit +Ref +Extra RoF Dice Move -2                                       |
| Take Cover                  | Move           | +1 Cover Step Armour vs Slow +1 (go Prone)                                               | Spray Fire                                | Attack Damage Move | Hit +Per +Extra RoF Dice Move -2                             | Charge        | Attack Damage Move | Move +2 (Straight Line) Damage +1 (per 4 Movement)                     |
| Prep                        | Recover        | Pick One: Draw Wpn, Reload, Un-Jam, Set Up, Pull Down, Use Stim or Skill Roll (Medical). | Sighted Shot                              | Attack Damage      | Hit +Per Range +Foc                                          | Block         | Impair             | Hit +Per +Foc On Hit: Debuff Targets next Attack: Strong Hit -1        |
| Analyse                     | Attack Recover | On Hit: Boost next Attack: Crit Attribute Location +/-2                                  | Throw                                     | Attack Damage Move | Hit +Ref Range +Str                                          | Impair        | Damage Impair Move | Hit +Ref +Str On Hit: Pick One Debuff vs Target: Prone, Grab or Move 1 |
| Stealth                     | Stealth        | Vs Highest Defence On Hit: Cannot Be Targeted                                            | Overwatch                                 | Attack* Damage     | Hit +Per *May Attack in a 180 Arc in response to any Action. | Escape        | Damage Impair Move | Hit +Ref +Str On Hit: Debuff Target: Loose Grabbing Target.            |

Attack Roll Formula: 3d6 +Hit -2 per Rng Increment beyond 1st Attack costs 1 Ammunition per RoF used (minimum 1) vs Targets Defence Free Critical Hit vs Target with 0 Endurance



## Beytah

All of your memories were made in a lab. Every Emissary knows this theoretically, but few really **KNOW** it like you do. You woke up during an implantation. While those memories they implanted still feel "real", they don't feel like yours.

That's probably why you dropped out of the ambassadorial program in your first year. You had a head full of thirty years' worth of memory, but you knew you were really only two. That glitch made you different. Being around other Emissaries unsettled you—like you were watching a magician on stage, and you were the only one who

saw through the illusion. You were a chef for a while, a fixer of things—eventually, a Corp recruiter took you on as scientific apprentice.

Science was something you could trust. There were answers. Where there weren't answers, there was doubt. Science doesn't accept things blindly. You did well in that program and worked for the Corporation for a year. That's where you met Lucas, both of you not quite fitting in. When he got booted from the Corporation, you resigned a few months later. Now, maybe, you both belong aboard The Ransom—at least a little bit.

### Primary Skills:

-2 Wealth      +1 Physical      -2 Mechanics      +3 Medicine  
-3 Conversation      +1 Resolve      -2 Electronics      +1 Psychology  
-2 Leadership      +1 Awareness      -2 Programming      -2 Astronomy  
-4 Culture      -2 Survival      +4 Bio Tech      -2 Planetoids

**Str** 2 1    **Foc** 4 4    **Defence:** 10 + Ref + = 14 (+Cover)

**Ref** 4 2    **Int** 2 5    **vs Impair** Def + Str + = 16

**Mov** 4 3    **Per** 2 6    **vs Psionic** Def + Foc + = 18

**Fate** 2    **vs Stealth** 10 + Per + = 12\*  
\*\*Allies (max: 10)

### Equipment:

Head Set (Short Range Comms (100km)).  
Chemistry Kit (Bio Tech Toolbox).  
First Aid Kit (Medicine Toolbox).

**Armour:** 2 + = 2

**vs Energy** +

**vs Slow** +

**at 0 Endurance** -

**End:** 10 + (Str x 5) + = 15

**Recovery** Foc + 1 = 5

**Stealth** Req: Cover Tac + Ref + = +2

**Combat Order** Int + = 2

| Weapons                                                                                                                                        | Hit | End Dmg | Crit | Rng | Clips | Ammo | Load | RoF      | Wgt | Type & Variation | Cost |
|------------------------------------------------------------------------------------------------------------------------------------------------|-----|---------|------|-----|-------|------|------|----------|-----|------------------|------|
| Acid, Shotgun                                                                                                                                  | +2  | 6       | 3    | 4*  | 5     | 4    | 1    | 2 (+1d6) | 3   | Shell, Kinetic   | 3    |
| Bio Tech, *Strong Hit (5-6) vs Targets within first Range Increment, <b>Modification:</b> Advanced Ammunition, Extended Barrel, Extended Clip. |     |         |      |     |       |      |      |          |     |                  |      |
| Baton                                                                                                                                          | +4  | 4*      | 1    | -   | -     | -    | 1    | 1        | 1   | Melee, Hammer    | 0    |
| Blunt, **Deal +2 Endurance Damage vs Targets with Armour 4 or greater.                                                                         |     |         |      |     |       |      |      |          |     |                  |      |

| Strong Hits        | Requirements                                   | Benefits                                                                                         |
|--------------------|------------------------------------------------|--------------------------------------------------------------------------------------------------|
| Effort             | Primary or Vehicle Skill, Does not Req Success | You may re-roll a single die from this Skill Roll.                                               |
| Critical Hit       | Attack, Hit, 1 use per RoF                     | Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.           |
| Critical Boost     | Attack, Does not Req Hit                       | +1 Critical Damage for this Attack vs all Targets with 0 Endurance.                              |
| Spontaneous Growth | Attack, Hit, Bio Tech                          | This Attack does not use any Ammunition (must have the required Ammunition to make this Attack). |

| Pick any 2 Actions Per Turn |                |                                                                                                | Bonuses from the same Action do not Stack |                    |               |                                                                                                    |
|-----------------------------|----------------|------------------------------------------------------------------------------------------------|-------------------------------------------|--------------------|---------------|----------------------------------------------------------------------------------------------------|
| Tactical Actions            |                |                                                                                                | Range Actions                             |                    | Melee Actions |                                                                                                    |
| Full Move                   | Move           | Move +2                                                                                        | Snap Shot                                 | Attack Damage Move | Strike        | Attack Damage Move<br>Hit +Ref +Extra RoF Dice<br>Move -2                                          |
| Take Cover                  | Move           | +1 Cover Step<br>Armour vs Slow +1 (go Prone)                                                  | Spray Fire                                | Attack Damage Move | Charge        | Attack Damage Move<br>Move +2 (Straight Line)<br>Damage +1 (per 4 Movement)                        |
| Prep                        | Recover        | Pick One: Draw Wpn, Reload,<br>Un-Jam, Set Up, Pull Down,<br>Use Stim or Skill Roll (Medical). | Sighted Shot                              | Attack Damage      | Block         | Impair<br>Hit +Per +Foc<br>On Hit: Debuff Targets next<br>Attack: Strong Hit -1                    |
| Analyse                     | Attack Recover | On Hit: Boost next Attack:<br>Crit Attribute Location +/-2                                     | Throw                                     | Attack Damage Move | Impair        | Damage Impair Move<br>Hit +Ref +Str<br>On Hit: Pick One Debuff vs<br>Target: Prone, Grab or Move 1 |
| Stealth                     | Stealth        | Vs Highest Defence<br>On Hit: Cannot Be Targeted                                               | Overwatch                                 | Attack* Damage     | Escape        | Damage Impair Move<br>Hit +Ref +Str<br>On Hit: Debuff Target: Loose<br>Grabbing Target.            |

Attack Roll Formula: 3d6 +Hit -2 per Rng Increment beyond 1st  
Attack costs 1 Ammunition per RoF used (minimum 1) vs Targets Defence Free Critical Hit vs Target with 0 Endurance



# GM Eyes Only Beyond this Point

## GM Overview

The Ghost Ship Carthage is a spooky adventure involving encounters with mutated monsters and an ancient, deadly Archon. Don't be afraid to play up the horror angle! The Carthage is full of flickering lights, creepy noises, and lots of darkness – help them feel immersed in the environment. The crux of this mission revolves around the PCs interactions with Solaria, the ancient Archon captain of the Carthage.

### Mysterious Benefactor: Mr Simmons.

The contact for this mission is a Corp who goes only by the name Mr. Simmons. Mr. Simmons either contacts them over their ship's video feed, or they may meet with Mr. Simmons in person in a shady bar on whatever planet the PCs happen to be on. Mr. Simmons is a mysterious, tight-lipped character. He provides the PCs with coordinates to the ship, and gives them instructions to investigate what happened to the Legion VESPER team and salvage all of the medical equipment this ship was carrying.

### Keep Things Moving!

This mission is meant to act as an introduction to Fraggled Empire. Many of the mechanics may be new to the players, but don't let the PCs get bogged down. The tense horror of the adventure works best when the PCs are pushed from location to location without breaking up the pacing for long rules discussions.

The best way to do this is to make use of a "countdown" – an event that forces the PCs to complete the mission within a certain time frame. Anything that puts the PCs on a clock for this can work, but here are two suggestions that will be referenced in the adventure:

#### 1) Contested Claim

The PCs are informed by their Benefactor that other salvage teams may be inbound to the Carthage. At some point during the mission, when the pacing seems to be slowing down, the PCs get a sonar ping from their ship alerting them to the presence of incoming salvagers. The PCs must finish their mission and escape before the salvagers arrive. If they don't make it out in time, the module may end with a combat.

#### 2) Failing Reactor

As the PCs explore the ship they will experience power surges (due to systems turning on as the PCs move about the ship). When they discover the Engineering Room, a successful Mechanics or Electronics roll lets them know that the Reactor is beginning to melt down. If they wait too long, the ship will go critical. Towards the end of the mission, the alarms on the reactor sound, letting the PCs know it is time to escape.

### Side Mission Hooks

Besides Mr. Simmons' paycheck, PCs may have different motivations for taking the job. Completion of a side mission hook give that player +1 Current Influence, and 2 Spare Time Points.

#### Kaltoran PC Hook

The Blaze family line, a clan with a storied history, was almost extinguished in the War, their genetic memories lost. Evidence suggests several Blaze numbered among the Kaltoran refugees sheltered onboard the Carthage. Recovering their genetic memories, or discovering their fate, would strengthen and galvanise the tribe.

#### Legion PC Hook

A Legion PC's ancestor led the VESPER force charged with recovering the Carthage. Slandorous accusations of incompetence, betrayal, and cowardice have besmirched the PC's family since the ship's disappearance. Evidence on board the vessel may vindicate their ancestor and redeem their family honour.

#### Corporate PC Hook

A Corp rival of the party's benefactor is interested in a particular piece of bio-tech, the ONIX (Occluding Neural Insurgence Xiphoid), and offers a Corp PC a handsome commission if they can secret it off the Carthage for them.

#### Nephilim PC Hook

The Kormoria virus was developed as a genocidal weapon against the Nephilim. If any samples remain, their destruction is of the utmost importance to any Nephilim PC.

### Action

The main action of this adventure involves approaching, boarding, and reconnoitering the labyrinthine corridors, trashed quarters, gutted medical bays, and burned-out laboratories of the Carthage. As the PCs explore the ship, they will discover the secret of the Carthage's mission of genocide and the disastrous outbreak of the Kormoria virus. If they survive their encounter with the ancient Archon captain, they will have made off with valuable pieces of data and bio-technology.

### Threats/Encounters

#### Turret

The first encounter initiates as soon as the PCs step foot through the airlock – an old VESPER Turret still remains active after all of these years. Originally, it was placed to protect the VESPER team as they moved through the ship, but it has been programmed to fire upon any intruder. This encounter makes for a solid introduction to Fraggled Empire's combat mechanics.

The Virus

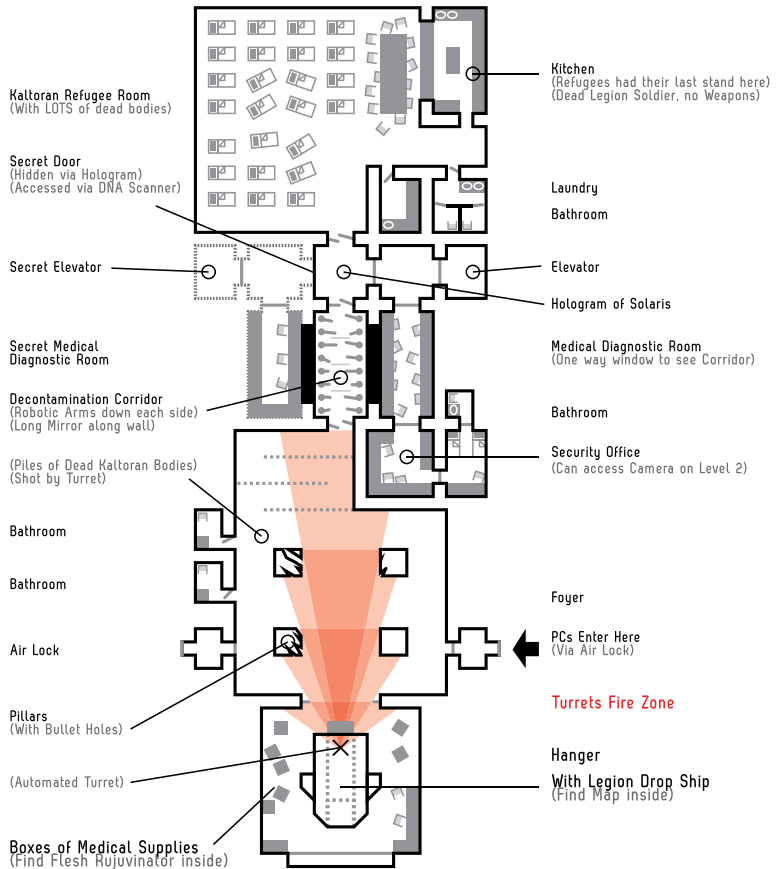
The Kormoria virus is still active aboard the Carthage. If the PCs let the virus out of containment, it will immediately awaken in search of fresh hosts. It will spread like wildfire among the PCs, focusing first on any Nephilim. If they do not receive the cure from the Archon, then they can inadvertently infect the entire Haven system.

Monstrous Experiments

The Archon's experiments bred a handful of genetic horrors in the form of mutated Nephilim POWs. These mutants have survived throughout the decades by hiding within stasis tubes. When the PCs first breach the ship, Solaria unleashes her unwholesome creations to prowl the bulkheads and stalk any intruders. She hides them behind high-tech holographic projections to mask their appearances.

The Mutant Archon

The Kormoria virus didn't kill Solaria, the Archon captain of the Carthage – but it did drive her into a deep madness that has hung over her for decades. In her madness, she seeks to destroy the PCs as they travel through the ship but when they reach her, she decides it may be more fun to experiment upon them instead.



Legion Automated Turret

Str 4 1    Foc 4 4    Defence: 10 + Ref + (-4) = 8 (+Cover)

Ref 2 2    Int 4 5    vs Impair    Def + Str + 10 = 22

Mov 2 3    Per 4 6    vs Psionic    Def + Foc + 10 = 22

Fate 0    vs Stealth    10 + Per + 4 = 16 \*

\*#Allies (max: 10)

Armour: 3 + = 3

vs Energy    + 0

vs Slow    + 0

at 0 Endurance    - 0

End: 10 + (Str x5) + 0 = 30

Recovery    Foc + (-2) = 2

Stealth    2 + Ref + (-4) = 0

Req: Cover

Combat Order    Int + 0 = 4

| Weapon           | Hit | End Dmg | Crit | Rng | Clips | Ammo | Load | RoF      | Wgt | Type & Variation | Cost |
|------------------|-----|---------|------|-----|-------|------|------|----------|-----|------------------|------|
| Twin Autocannons | +0  | 8       | 4    | 4   | Inf   | -    | 2    | 6 (+5d6) | 4   | Gun              | 3    |

Lock On +8, Slow, Natural.

| Race / Var / Trait | Requirements | Benefits                                                                                                                                                          |
|--------------------|--------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Turret             | NPC          | You are a Robot. You may not move.                                                                                                                                |
| Critical Hit       |              | Strong Hit: <b>Critical Hit</b> (Damage, Hit, 1 use per RoF) Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.               |
| Critical Boost     |              | Strong Hit: <b>Critical Boost</b> (Damage, Does not Req Hit) +1 Critical Damage for this Attack vs all Targets with 0 Endurance.                                  |
| Suppression Fire   |              | Strong Hit: <b>Suppression Fire</b> (Damage, Does not Require Hit, RoF 3+, Crit Dmg 4+) Non-Nemesis Target character is Suppressed.                               |
| Pulverise          |              | Str Hit: <b>Pulverise</b> (Damage, Does not Require Hit, Crit Dmg 5+) Permanently reduce 2 sections of physical Environmental Cover within 1 of Target by 1 Step. |

## Prologue

When the PCs meet with Mr. Simmons, he is dressed to the nines and adopts a cool, confident personality. He claims to have no information as to what happened on the Carthage, and the players must decide whether they believe him or not. What Mr. Simmons does have is a map of the spaceship, salvaged from old Legion records. Mr. Simmons doesn't believe anything sinister awaits the PCs on this mission, but he does believe all of the Archon's medical tech would fetch a high price on the black market, and is willing to cut them in on the profits.

If the PCs do not have a ship, Mr. Simmons will provide them with one, but any damage done to the vessel will be taken out of their final paycheck.

### Payment

Mr. Simmons agrees to fund the PCs operations for the next few months if they can recover a large amount of medical tech (each Character gains 1 Current Influence, and Resource, OR 12 Trade Boxes). He also offers a bonus (6 Trade Boxes) if the PCs retrieve the ONIX (Occluding Neural Insurgence Xiphoid) which is rumored to have been on board the Carthage.

### The Race is On

Mr. Simmons also informs them that he is not the only one interested in salvaging the Carthage. He has heard rumor of other Corp sending out their own salvaging teams. As far as he knows, he is the first to put a team into action, but the others might not be far behind.

### Scanning the Carthage

When the PCs approach the Carthage it does not fire upon them, nor does it respond to any attempt at communication. It is emitting a faint SOS beacon, and a quick scan with a successful Mechanics or Electronics check will reveal that the ship does have limited power, and its atmosphere generators are functioning. There two airlocks that they can attach to, both lead the PCs to Level One.



## Level One

Level One does have power, but it is not steady. Lights turn on as the PCs enter each room, but they flicker and bulbs burst from rolling brownouts. Fuse boxes on the wall spark and some loose wires hang down from the ceiling, sparking as they touch metal. The setting is that of a horror film – dark and cold. When the lights flicker off, the PCs will have to rely on their flashlights and sensors.

### The PCs Enter via the Air Lock

The Carthage has enough power to respond to the airlock. After depressurization is complete, the party is free to enter into the main foyer of the Carthage.

### Pillars, and Walls

As a medical ship processing refugees, the foyer was surprisingly well decorated. It has the white, sterile feel of a hospital. Four large marble columns decorate the room. It would have once been a welcoming place. But now the pillars are crumbling and the walls are dotted with high caliber bullet holes. An Awareness check of 12 can reveal the bullets all came from the south – if this check is made the PCs can spot the turret before it fires upon them.

Shortly after the PCs enter the Foyer, the encounter with the VESPER Automated Turret begins.

### Piles of Dead Kaltorans

Once the PCs have dealt with the turret and are free to explore the room, they will find piles of dead Kaltoran bodies. The bodies are lined up in heaps, like they were scrambling over each other to escape something. Most likely, when the Legion Drop Ship entered the hanger, they began to fire upon the Kaltorans in the foyer with extreme prejudice.

### Hanger, and Drop Ship

The hanger itself is full of boxes of Rejuvenator Vials (Bio Tech roll of 12) – a special serum that is, along with other medical and research properties, able to re-grow lost limbs. The fact that the hanger contains so many boxes of this serum indicates the suspicious nature of the Carthage's research. Find Flesh Rejuvenator Vial in Boxes (can regrow limbs).

### Legion Drop Ship

The other notable landmark in the hanger is the Legion VESPER Drop Ship. The ship was small enough to dock inside of the hanger, probably under the guise of delivering supplies. As soon as they landed, the Drop Ship would have unloaded their Legion strike force directly into the foyer. The lack of bullet holes and dead Legion show they had little resistance.

The players find a Map of the Carthage on the Drop Ship.

### Automated Turret

The automated turret attached to the Drop Ship will attack the party right away if they enter the foyer or hanger. It was obviously set up in this way to cover the VESPER forces disembarkment.



## Bathrooms / Laundry / Kitchen

The several bathrooms, laundry rooms, and kitchens that can be found across Level One are also packed with dead Kaltoran bodies. It seems that many tried to hide from the Legion assault, but they were discovered. Many of these rooms are torn apart by bullet holes, as they were shredded from outside. Some show signs of fragmentation and explosive damage, suggesting someone rolled grenades in to detonate in the middle of the helpless refugees.

\*\*\*

## Decontamination Corridor

The only way to progress further into the ship is through the Decontamination Corridor. This long hallway was once used to process refugees who were boarding the ship. A non-function conveyor belt stretches down the hallway, once used to force the refugees down the line, where robotic arms would undress, delouse, vaccinate, and take samples of their blood. Then, they would receive secret injections of the Kormoria virus. The hallway is lined on both sides with hidden one-way mirrors, so the scientists could observe the refugees from behind the glass. These mirrors are bullet proof.

Like all of the rooms, the Decontamination Corridor activates as the PCs move into it. The machines take time to warm up, and so they do not swing into action until the first PC is about three-quarters of the way through the hallway. That PC has a better chance to escape, but the others must make successful **Physical check of 12** or find themselves prodded by needles and possibly injected with the Kormoria virus itself. If someone does become infected, symptoms won't display for some time, but a **Medicine check of 14** will reveal that they are infected with something terrible, and it is killing them.

## Hologram of Solaris

Past the decontamination corridor is a small foyer where a hologram of Solaris appears upon a pedestal. The hologram looks too fake – too friendly as it processes its greeting. The hologram is barely functioning now. It flickers on and off, pieces of Solaris disappear and glitch into different shapes, and its voice bounces between shrill to booming. The hologram mistakes them for refugees, and assures them that if they simply move into the next room, and find their beds, they will be rewarded with kindness.

## Secret Door

There are two other exits off of the hologram room. One is hidden behind a hologram of solid wall. A PC who passes a successful **Awareness check of 16** might notice the wall flickering like the hologram of Solaris did. These doors lead to the Medical Diagnostic Rooms.

### Secret Elevator

This elevator cannot be hacked, and has no control console. It will take the PCs to the third floor when Captain Solaris is ready to see them (after she has observed them enough to understand their intentions and capabilities).

## Secret Diagnostic Chamber

Inside this room, the Archons were storing the Kormoria virus to secretly inject it into the refugees. If the PCs were stuck with the needles and didn't already know they were infected, they will find out here. There is no cure here, and no way to make a cure with the time available to them.

If the PCs don't realize what they're looking at and accidentally open one of the canisters, the entire party becomes exposed to the Kormoria virus. If not treated, it will eventually kill them, and could possibly spread throughout the Haven system.

## Medical Diagnostic Room

This room is filled with diagnostic equipment that was used to scan the refugees as they passed through the corridor. Everything that was supposed to be done for the good of the refugees was actually to extract data for the ship's research experiments. Not only was each refugee injected with the virus, they were also given a compound to make them weak and compliant. Dead scientist (a mixture of strange races, and some Kaltoran) litter the floor, killed by the Legion VESPER force.

Part of the fate of the Blaze family can be found here in the computer files with a **Programming check of 12**.

## Security Office

The security office is full of surveillance equipment and security computers that are all booted down to protect themselves from a surge. It takes a successful **Electronics check of 12** to boot them back up (this takes some time). If the PCs are able to bring the screens back to life, the PCs catch a glimpse of the 2nd Floor lab, which looks like a fully functioning laboratory. It is all clean, and well-kept, and they can see scientists moving about the lab, working on their every-day experiments. A check on the time stamp shows that this is live footage – not old tape. It is a holographic projection, used to hide the truth.

Also within the security office they can find a **security badge** that allows them to use the elevator leading to the 2nd Floor.

## Elevator

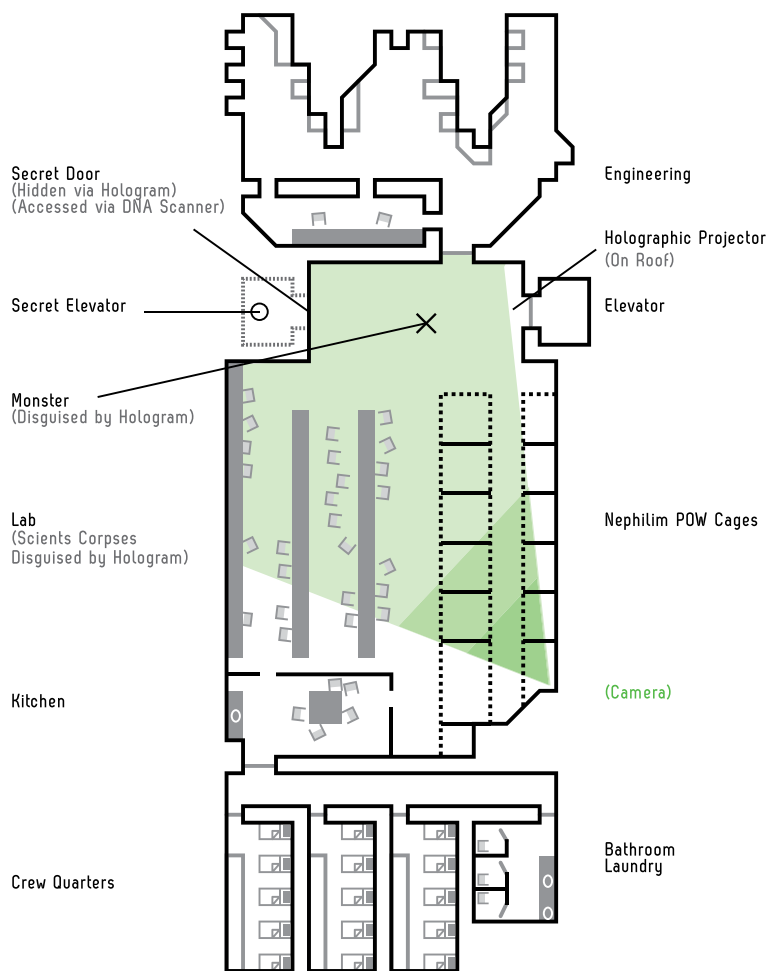
This elevator is locked behind incredibly difficult encryption and a DNA scanner. If the PCs don't have access to the living DNA required to open the door at this point (from a dead scientist or guard using the Flesh Rejuvenation Fluid, or a security badge) they need to make a **Programming check of 16**.

\*\*\*

## Kaltoran Refugee Room

The Kaltoran Refugee Room is a slaughterhouse. Many Kaltorans were killed right in their beds – the injections killed their will to even fight back. The walls are splattered with bullet holes and the entire room is trashed, the Legion were thorough.

A dead Legion soldier lies on the floor of the kitchen, stripped of weapons. The Kaltorans were at least able to take down one.



## Nephilim Monster

**Str** 6 1    **Foc** 4 4    **Defence:**  $10 + \text{Ref} + (-2) = 13$  (+Cover)

**Ref** 5 2    **Int** 4 5    **vs Impair**  $\text{Def} + \text{Str} + (+2) = 19$

**Mov** 3 3    **Per** 4 6    **vs Psionic**  $\text{Def} + \text{Foc} + (+2) = 17$

**Fate** 1    **vs Stealth**  $10 + \text{Per} + (\text{ }) = 14$  \*

**Armour:**  $4 + (-1) = 3$

**vs Energy**  $+ (\text{ })$

**vs Slow**  $+ (\text{ })$

**at 0 Endurance**  $- (1)$

**End:**  $10 + (\text{Str} \times 5) + (\text{ }) = 40$

**Recovery**  $\text{Foc} + (1) = (5)$

**Stealth**  $2 + \text{Ref} + (\text{ }) = (+7)$  Req: Cover

**Combat Order**  $\text{Int} + (-3) = (1)$

\*#Allies (max: 10)

| Weapon                                                                                                                                                                                                           | Hit | End Dmg | Crit | Rng | Clips | Ammo | Load | RoF      | Wgt | Type & Variation | Cost |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|---------|------|-----|-------|------|------|----------|-----|------------------|------|
| Massive Claws                                                                                                                                                                                                    | +1  | 10      | 5    | -   | -     | -    | 1    | 1        | 5   | Melee            | 3    |
| Slow, Strong Hit: <b>Massive Bash</b> (Hit, Target has less Strength than you) Target is knocked Prone and Pushed 1, Natural.                                                                                    |     |         |      |     |       |      |      |          |     |                  |      |
| Poison Spit                                                                                                                                                                                                      | +6  | 5       | 2    | 3*  | 5     | 2    | 0    | 2 (+1d6) | 3   | Shell, Chemical  | 3    |
| *Strong Hit (5-6) vs Targets within first Range Increment, Natural.                                                                                                                                              |     |         |      |     |       |      |      |          |     |                  |      |
| Strong Hit: <b>Synthetic Poison</b> (Hit) Non Robot Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Synthetic Poison Effect can Stack up to 4 times). |     |         |      |     |       |      |      |          |     |                  |      |

| Race / Var / Trait | Requirements | Benefits                                                                                                                                            |
|--------------------|--------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|
| Nephilim           | NPC          |                                                                                                                                                     |
| Critical Hit       |              | Strong Hit: <b>Critical Hit</b> (Damage, Hit, 1 use per RoF) Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute. |
| Vicious            | Nephilim     | Strong Hit: <b>Vicious</b> (Damage, Does not Require Hit) You gain +2 Hit against this Target character for the remainder of the Combat.            |

## Level Two

The elevator out into Level Two leads directly into the Lab, which is currently disguised by a hologram.

### Disguises Lab

There is a holographic projector atop the elevator, projecting a fake image out into the room. The image shows a fully functional, clean, working lab. Scientists scurry back and forth, working on their experiments and talking back and forth.

A Kaltoran scientist can be seen pacing back and forth down the middle of the laboratory. Something seems odd about this Kaltoran – she walks in a strange manner, and her voice appears to be off (a **Psychology check of 12** reveals that his expressions don't fit her words). She seems to be talking in the direction of the PCs. She welcomes them to the lab and goes on to talk about all of the scientific advancements they have achieved here.

If the party moves outside of the elevator, along the outside edge of the wall, they can get a glimpse of the room for what it really is. The room is dark, desolate, and looks like a crypt. Dead scientists take the place of the living ones. Acid-dissolved countertops and bullet-ridden lab tables fill the room. And the Kaltoran scientist is revealed to be a mutated Nephilim monster, hiding beneath the projection.

### Monster

If the PCs wait long enough in the elevator, the Kaltoran will slowly approach them as she paces. If she gets close enough, the hologram will falter and they will see the monster beneath the display. At this point, the monster is close enough to attack them with its massive claws.

If the party leaves the elevator and approaches the monster, it will also attack them. If they sneak around the outside of the room, and try to avoid the Kaltoran's gaze, then they will have inadvertently gained an advantage on the monster (gaining +2 Hit on all of their Attacks made during their first Turn of combat).

#### Theatre of the Mind Combat, Difficulty: 14

If your Session is taking longer than expected, feel free to use the Theatre of the Mind Combat rules (pg: 96) rather than minis.

### Lab

Once the mutated Nephilim has been dealt with, the PCs are free to explore the lab. There are many dead scientists who would have the DNA required to open the secret elevator that leads to the third floor. This is also the best place to salvage medical equipment. Many of the research devices that were being used are still in good shape, despite the wear over the years. If the party is looking for the ONIX, they will not find it here, but they may find records confirming that it is on the ship.

Part of the fate of the Blaze family can be found here in the computer files with a Programming check of 12t.

### Nephilim POW Cages

The starboard side of the ship is lined with cages that look to have held Nephilim POWs. They are mostly filled with dead Nephilim, who were killed by the experiments they ran. A few are still alive, and look like mutated versions of themselves, like the monster that they found in the room. One of the larger cages had been broken open – probably where the monster escaped from.

\*\*\*

### Kitchen

This kitchen supported the crew while they were stationed on the Carthage. Nothing is unusual about this kitchen, but it does look like the crew of the ship were treated much, much better than the refugees.

### Crew Quarters

The crew quarters hosted the bunks that the crew lived in while they were stationed on the Carthage. Most of the beds have footlockers that contain equipment and valuables (4 Trade Boxes) that can be salvaged and taken back to the ship.

One of the beds belongs to a scientist who has an especially tightly locked footlocker. It requires a fingerprint scanner to open – luckily the scientist who owned the bunk can be found dead in the lab. Opening this footlocker shows the scientist had hid the ONIX away when the fighting first broke out.

### Bathroom Laundry

The laundry room hasn't seen use for a hundred years, and the clothes that were left behind have been disintegrated by mold over the years. The entire bathroom and laundry area seem to be covered in that same black mold.

\*\*\*

### Engineering

The Engineering bay hosts all of the electronics, and mechanics needed to keep the ship running. There are several monitors all displaying the status of different pieces of the ship.

#### Reactor is Failing.

This is a good time to activate the Reactor is Failing countdown clock. When the PCs enter, they see a few flashing red lights and hear an alarm going off. A successful **Mechanics or Electronics check of 12** tells the PCs that the reactor is melting down.

\*\*\*

### Where is the Bridge?

At this point in the adventure the GM should inform the players that there should be a 3rd Level to the ship. As they have not seen the bridge, or the captains quarters. Have them look at the map handout to try to work out how to access it.



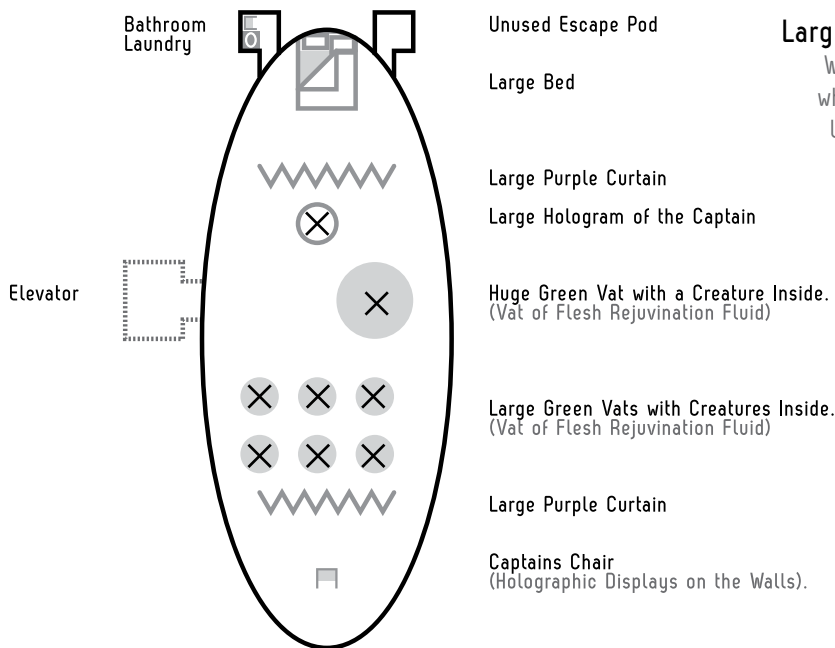
## Secret Level Three

If the PCs have given up searching for the third floor, or don't realize that it exists, give them some clear hints. Have them roll skill rolls to realize the ship must be bigger than this, have them examine the hand-out maps in further detail.

The Countdown Clocks (the reactor melting down, rival salvagers, infected with the virus, etc...) should all be putting the pressure on the PCs once they enter the third level of the ship.

### 'Theatre of the Mind' Combat Rules, Difficulty: 12 or 14

As this adventure is written for a single game session, and there are lots of possible outcomes to this encounter, there may not be time to have a tactical miniatures combat. Feel free to use the Theatre of the Mind Combat rules (pg: 96) rather than minis.



### Large Hologram of the Captain

When the PCs first approach the centre of the room, they see what appears to be another hologram of Solaris, but much larger than the one they saw earlier. He is seated in a chair, and looks decrepit and sorrowful. Not much like the hologram that they saw earlier, this was clearly recorded hundreds of years earlier. It regularly flickers, and changes hue.

The captain inquires as to the intentions of the PCs. She asks them a few questions, trying to gauge whether they are good people or not.

"What are your intentions here?"

"What did you hope to find?"

"What are your plans for the virus?"

"Why do you travel with a Nephilim?"

### Solaris may also Control any Legion

If Solaris is not satisfied with the PCs response, she will command the Legion to answer truthfully (Resolve check of 14 to resist).

### Solaris is Alive

Solaris is secretly still alive. She is hiding inside her own hologram. She will only reveal herself once she is satisfied that she understands the PCs intentions.

Solaris is sorrowful for her actions during the Great War, and has been trapped up here for the past 108 years. **She hopes that the PCs are good people.** If they are, she will hand them the cure to the Kormoria virus. If they are no, she unleash her creations on them as she quickly moves to the escape pod.

### Solaris is Dying

Solaris has been infected with the Kormoria virus, and too far gone to be saved. Her chair is supporting her life.

## Aftermath

### Vats

These large vats are all filled with bubbling green fluid (Flesh Rejuvenation Fluid), within living, still moving creatures inside. These creatures cannot be clearly seen.

#### Huge Green Vat with a Creature Inside

This vat holds one of Solaris' most vile creations – a mutation merged between an Archon and a Nephilim. This creature is a failed experiment from long ago, when Solaris attempted to clone herself so that she might have a source of replacement organs for her failing body.

#### Large Green Vats with Creatures Inside

Within these smaller vats lie the remains of the VESPER force that had attacked the Carthage. It looks like they were able to reach the 3rd floor, but they were unable to attack Solaris directly, as they were forced to obey her every word.

### Unused Escape Pod

Solaris will attempt to flee in the escape pod if the PCs put pressure on her. She will announce that she is going to jettison into the Haven system, and take the Kormoria virus with her. Reverseely, the PCs may decide to escape via the Escape Pod.

The Escape pod will teleport any occupant to any nearby inhabitable location (eg: a planet). It is a one use system.

### Large Purple Curtains

Large, ornate beautiful curtains that help to visually separate the space.

#### Captains Chair

Only Solaris can make use of this chair to command the ship.

#### Large Bed, Bathroom, and Laundry

Looks very clean, and well kept.



### Contested Claim

During the conversation with Solaris, the PCs get the warning that another, larger, salvage crew is moving towards them. The PCs must race back to their ship to escape with whatever equipment they have so-far been able to salvage. If they take too long, the new crew will board the ship from the other open airlock, or start to fire directly at their attached craft. This is not a winnable fight.

If they manage to escape before the salvage crew arrives, then the crew will chase them down as they flee (thinking that the PCs have looted some valuable tech), and can segue into recurring villains for the rest of the campaign.

### Failing Reactor

As the PCs are speaking with Solaris, they get the warning that the reactor is about to fail, and cause the destruction of the entire ship. If they don't hurry and escape, they will go down with the Carthage. They can jettison out through the Escape Pod (leaving their ship to burn) or they can attempt to escape just before the Carthage explodes into dust.

### The Kormoria Virus

If the PCs get infected with the Kormoria virus and do not receive the cure from Solaris, then they have little time left. If they leave the Carthage and travel back to civilisation without proper safety measures, they can easily spread the infection throughout the Haven system. This can take the campaign into a different direction, where the PCs must now race to discover a cure.

### The Fate of Solaris

If Solaris has decided that the PCs are worthy, and has given them the cure to the virus, she will simply find a solitary location to await her eventual death as the ship is breaking down.

If the PCs anger her, then madness takes over and Solaris (fuelled by the virus) and will either kill them or escape the ship via the Escape Pod, bringing the Kormoria virus with her. If she gets away with the virus, then the PCs may continue into a campaign trying to capture Solaris.

If news were to get out of a still living Archon, the PCs are sure to draw a LOT of unwanted, and dangerous attention to themselves.

See:  
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