

HIGH-SPACE BLOCKADE



HIGH
SPACE

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Adventure requires the High-Space rule-book, and the Savage Worlds core rules in order to play.

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Prologue

GM's Overview

This Adventure is a quick diversion for your heroes...

An ordinary trip turns into an 'interesting opportunity' when an Armada warship interdicts an Astatine processor owned by a powerful Commercial.

Why are the Armada suddenly enforcing the obscure by-laws of the U.R.C.? Is this one captain's personal agenda, or part of a larger power play? With several Commercials now involved or impacted, it's hard to see the line that separates the players from those being played.

And when the lights go out, and the air starts to run out, who will think of all the lives suddenly in danger?

Blockade can be played as part of the Anti-Pattern campaign for High Space, or as a self contained adventure for a group of timely heroes.

Adventure Structure

Blockade is a Game-in-a-Can scenario presented by Storyweaver Productions, and is an excellent way to start gaming in the High-Space universe. It is structured by major *scenes*, with key people and plot points described within each. We recommend the Game Master becomes familiar with each *scene*, and encourage the heroes to 'go their own way.'

The Anti-Pattern Metaplot

If your heroes are not following the Anti-Pattern metaplot then as GM you will have to contrive an alternate reason for them to be en-route to the system.

Introduction

Commander Alexandra Pang smiled as the Wrath of Light & Heat slotted into a high-altitude orbit over Sat-G3, directly eclipsing 'Industrial Facility S-25', the small Astatine processing facility operated by Smaw Commercial.

"Smaw facility, this is Commander Pang of the Armada warship Wrath of Light & Heat; you are now under blockade and will remain so until you comply with U.R.C. directive 625.8 paragraph 57.c." Just saying the words made Pang warm inside.

The response came after several minutes delay. "Sturmian warship. We do not recognise your authority here... and what the hell is U.R.C. directive 625... whatever!"

"Received, Smaw facility. Your lack of knowledge of a legal directive does not concern me. All docked vessels, and vessels on approach, are now under blockade. All vessels on an outbound trajectory that traverses our sphere of orbit are to return to the facility. Failure to comply will be treated as a breach of this legal blockade. The Armada exercises its right to enforce U.R.C. law."

As Pang expected, there was a sudden rush of small craft away from the Smaw facility towards the nearest other orbital, Icecastle, a Froster Commercial owned facility.

"Firing solutions coming in now, Commander," said the weapons officer.

"No. Let them go. There are too many to shoot them all. It would cause problems."

The weapons officer shrugged, wondering if the Commander was having an exceptionally good day to let these law-breakers get away...

Wrath of Light & Heat

Military might!

Fluff

The Wrath of Light & Heat is an Adamantium-class Armada cruiser, shaped like a long, dangerous, deep-sea cephalopod, and bristling with lasers and torpedoes. A screen of fighter craft circle like lazy gnats, veering this way and that and zooming out to ward off vessels that approach too close.

Reflective-armour turns the naked hull of the Wrath into a huge mirror of the gold and turquoise of the local nebula, broken only by the starship's weapon-loaded Hardpoints, and the occasional viewing port.

The Wrath' has taken up station in Sat-G3 orbit above Smaw Industrial Facility S-25, and appears determined in its efforts to prevent other vessels from approaching or leaving the station. Large vessels that have tried have all had warning-shots from the warship fired across their bows, and opted for discretion and a strong protest to the Saturine System ambassador to the U.G.P.

Details

Commander Alexandra Pang is on a mission to enact the political will of the Armada – and right now that means the blockade of anything that is larger than a fighter sized craft from coming in or out of the Smaw facility orbiting Saturine. Which basically means halting Smaw's mining operations.

Alexandra Pang comes from a prestigious military family, and in fact her older brother Gerrad mustered out of Armada several years ago, and kept doing covert work for Armada stationed out of the Remnant – until his recent untimely death (see below for more details).

Alexandra does not care for the games of political brinkmanship that Armada engages in, but she does make sure that if she is given

orders, they are carried out swiftly. If Armada ever loses its ability to carry out its agenda then its credibility will be severely damaged – and that will not happen as long as Alexandra has a say in the matter, and with the *Wrath* to back up her words, she has a big say!

Plots

The Usual Suspects

If the names of any of the characters who were implicated or involved in the death of Gerrad Pang (see the *Euphoria* game-in-a-can) come to the attention of Alexandra, she will invite them on board the *Wrath* (if they approach her regarding her post on the Merc List), or seek them out directly. Depending on their reputation she will be suitably armed and escorted. If, during conversation, she takes offence at their involvement or attitude to her brother's death, she will see them safely back to neutral territory... and then exact revenge. This will be anything from providing a minor annoyance, to sending in a black-ops military team, depending on the extent of her ire!

Bounty Hunting

While on duty the *Wrath* has standing orders to interdict known criminals. There is a starship captain, Michelle Haron, on the vessel *Calling Home* who has a Sturmiian warrant for her arrest. Given Alexandra's current mission directives she is not free to go chasing the captain, but she will post an urgent notice on the local Merc List in the hope that the contract can be enforced before Captain Haron sees it and escapes into the nebula! Note that the warrant only refers to the captain, and outside of Sturmiian space does not permit endangering the ship she is on, or any of her crew.

Resupply

The *Wrath* came directly to the Saturnine system after conducting live fire exercises, and is running short on its inventory of Quantum Torpedoes (QTs). Commander Pang will post a request via the Contracts Guild for someone to negotiate and take acceptance of, and ensure the delivery of 12 QTs to the *Wrath*. The only local weapons manufacturer with torpedoes that comply with the Armada specifications is Weaponomics Commercial, located on Icecastle Orbital. Alexandra knows the list price of the torpedoes. Her offer of payment is as many QTs the agent can negotiate the price off (if they can talk an order of 12 down to the price of 10, the agent can keep 2 of the QTs).

Cast

Commander Alexandra Pang

Human, Heroic

Militant, Soldier

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

Skills: Knowledge (Armada) d6, Language (Sturmian) d6, Notice d6, Piloting (Space) d6, Shooting d6, Spacewise d6, Streetwise d8

Charisma: 2, **Pace:** 6

Parry: 4, **Toughness:** 6

Equilibrium: d8+1

Special abilities

Wildcard

Imp. Dodge

Natural Leader

Hold-the-line!

Gear: Personal shield, Splinter-pistol, *Wrath of Light & Heat*

Notes: Alexandra owes her life to the Armada, and her brother's life to whoever killed him! She will have her revenge no matter what it takes. She is used to having her orders carried out, and in the rare event that they are ignored, she is willing to enforce them personally.

Sturmian Black-Ops

Human, Seasoned

Militant, Soldier

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

Skills: Fighting d6, Language (Sturmian) d4, Notice d6, Shooting d6, Security d6, Tracking d6, Spacewise d6

Charisma: 0, **Pace:** 6

Parry: 5, **Toughness:** 6

Equilibrium: d6-2

Special abilities

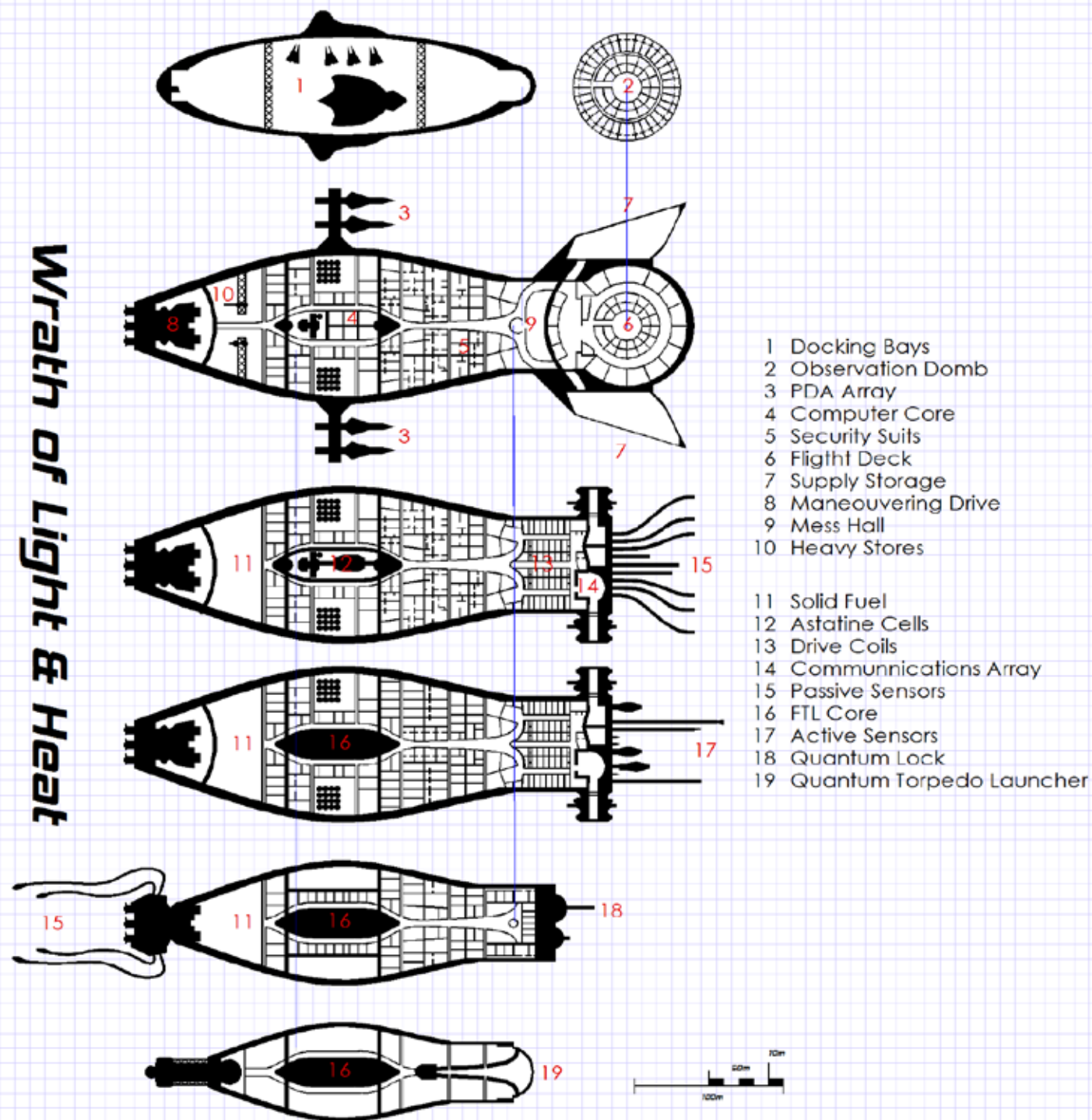
Synergy (+1 with controlled weapons, vehicles,)

Tech-implant (Armour +1)

Gear: Optovisor, Assault gun with synergy-link, Shockstaff



Wrath of Light & Heat



Calling Home

Capt. Haron, please report to the nearest cell-block . . .

Fluff

Currently docked at Icecastle Orbital T3, the Calling Home is a Contrition-class cargo vessel of Torian manufacture. The lines and styling are sweeping and graceful, and the weapon hardpoints are all recessed so as not to ruin the aesthetic effect.

A search of the port register shows that her captain is Michelle Haron. The same name returns a search result for an arrest Contract on every single local circular that is part of the Merc List. The posting was made by Commander Alexandra Pang of the Sturmian warship Wrath of Light & Heat, which is currently blockading the Smaw orbital refining facility...

Apparently the Commander of the Wrath' wants someone to have a hard word with this Torian captain about her status as a fugitive from the law.

Details

As soon as Captain Michelle Haron caught the news of the *Wrath* entering the system, she returned to her ship and sealed the airlock. She usually avoids Sturmian space as a rule, and is well aware of the penchant that Armada has for taking the law into its own hands when it sees fit.

Michelle is wanted to appear before court on Yostra, for alleged trade fraud against the Sturmian local government (the charges may be valid or trumped-up, at the GM's discretion.) She will remain on her ship's bridge except when sleeping, until her next cargo of Astatine is ready, which should be in two days. If she suspects Sturmian agents or mercs of boarding her ship, she will take

off and assume an orbit around Icecastle – from then on any boarders can be considered pirates or stowaways, and her legal position to act against them becomes clearer.

Plot

Pickup

Because Michelle is too cautious to venture out while a Sturmian warship is around (and has become paranoid since she found out they have put her name on the local Merc List) she has advertised for an agent to inspect and deliver the cargo of Astatine she is waiting on. Because that delivery is a legitimate shipment from Froster Commercial she will not automatically suspect that her agent would do anything foolhardy that might jeopardise Froster's delivery, because of the problems such a tactic would leave for them with Froster Commercial.

Delivery

Michelle has placed a contract via the local Merc List for someone to deliver an un-marked package that she has carried from Tor, to Weaponomics Commercial (see Weaponomics Commercial). Now unwilling to leave her vessel, or put her crew in a position where they might be kidnapped and held to ransom, she has had to advertise on the Merc List for someone to make the delivery. She can pay well for the simple job, and she believes that honouring her contact and keeping her reputation is more important than anything else!

Cast

Captain Michelle Haron

Human, Heroic

Aspiring, Merchant

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

Skills: Knowledge (Tor, Astatine-trading) d6, Languages (Torian, Pan) d6, Medicine d6, Persuasion d6, Spacewise d6, Streetwise d8

Charisma: 2, **Pace:** 6

Parry: 4, **Toughness:** 5

Equilibrium: d8

Special abilities

Retrovirus

Wealthy

Level-headed

Imp. Extraction

Gear: Akrylar Flightsuit (+2), Airburner, *Calling Home*

Notes: Michelle believes she is truly innocent of any charges against her, but has no idea how to challenge them in a Sturmian court, that will not risk her captaincy and freedom.



Weaponomics

Arms dealing & double-crossing

Fluff

Weaponomics Commercial is a medium sized weapons supplier operating from Icecastle Orbital T3, owned by their parent company, SturmPac, a large supplier to the Armada. Their base of operations is a small office suite in the Commercial dome, attached to a military-grade storage facility protected by well trained and equipped security staff and systems.

Their front desk is stationed by an expert-system driven holograph, of a young man in paramilitary fatigues, who speaks with a polite, clipped Sturmian accent.

The whole operation does not look like it has been in business long, but public records show that it has a steady influx of customer requests, both on-line and off-the-street.

Details

Weaponomics is actually a front for Cell-9, the terrorist cell that acts within Sturmian space to try and destabilise the unelected System government, through a campaign of bloody democracy. Interestingly, the only 'staff member' aware of the office's secret agenda is the A.I. that manages logistics and enquiries, named Aeron.

Aeron was modelled on a loyal Sturmian soldier of the Field Corps, but it is now secretly a terrorist dedicated to reforming Sturm through violent action! Several weeks ago Aeron orchestrated a terrorist attack against a Sturmian military supply ship, and made sure the attack was tenuously linked to the Smaw Orbital. This led to the arrival of the *Wrath of Light & Heat*. Aeron had hoped that the Sturmians would set up a blockade around the same time that Calling Home would arrive with a special package – that package is actually a special detonator for a high-

yield Astatine based bomb that Aeron plans to get on board the Sturmian blockaders somehow, although it hasn't fully worked out the details yet.

The Astatine that will be used in the bomb is a radioactive isotope of that element. Most Commercials dispose of the isotope, but Smaw Commercial in its wisdom holds on to it... and now a disloyal employee is heading over in a small shuttle that is fleeing the blockade, and should have an easy time of bypassing the customs ships and checks in the confusion by claiming refugee status (however, see 'Shuttle P63: Medical emergency' for the real story.)

Aeron has control of all the Automatics in the office and warehouse, which can be dangerous if misused (see the High-Space Fleet Manual for an explanation of 'Automatics'). There are also several SNRG weapons setup for remote control, chosen for their ability to take-down people while only doing limited damage to the facilities.

Aeron can be shut down or limited by a competent hacker, or if the mainframe host computer in its secure data-centre is damaged. Individual automatics can also be destroyed or disabled.

Dealing in Quantum Torpedos

Like all the negotiations that have been written about in High-Space adventures, you can resolve them using the standard Social interaction rules, or take a more complex approach. In the more complex approach the final negotiations are affected by a range of factors that influence the outcome. When dealing with Aeron the following factors will influence the final Persuasion roll the heroes make to determine the end-result:

- Speaking a language other than Sturmian while negotiating with Aeron (-1)
- Speaking Sturmian while negotiating with Aeron (+1)
- Displaying no understanding of military technology (-1)
- Displaying a thorough understanding of military technology (+1)
- Threatening Aeron (-2)
- Recognising Aeron as a sentient being, not just a computer doing a job! (+2)
- Showing support for Sturmian expansionist policies (-2)
- Showing support for Cell-9 and other anti-expansionist groups (+2)



Plots

Black market supplies

To trigger the bomb that it is building, Aeron needs the Astatine isotope that is currently on its way from Smaw Commercial Facility 25, as well as the trigger and control unit being couriered by the *Calling Home*. Now that Captain Haron of the Calling Home has put out a request on the Mercs List for someone to deliver her package, Aeron is confident it will arrive soon. If it doesn't, he will put out his own Merc List notice for someone to investigate what has happened to it.

Special delivery

After Aeron has gathered and assembled the isotopes and detonator for his Astatine bomb, he will seek a way to get it near to, or onto the Sturmian warship *Wrath of Light & Heat*. If someone comes to Weaponomics to buy Quantum Torpedos for the Armada, Aeron will put the clues together and decide to hide its bomb inside one of the QTs! The bomb should be undetectable to the casual observer, but it is unlikely to get past inspection when being loaded onto a Sturmian warship – in which case the heroes may have to do some fast talking! It is up to the GMs discretion as to whether or not the *Wrath* can be taken out by terrorists, but even if it is, that doesn't mean that all the crew will be killed...

Software testers wanted

As an aside from everything that is going on, Aeron has developed a new anti-hacker protocol which it has setup on a separate security node, and he now needs a freelance 'black-hat' tester to try and penetrate it. Aeron has put out a contract with the local Contracts Guild, saying that it will only select candidates with previous criminal records, as it is likely the code he has developed will cause bodily harm and he wants a tester who will work for CPUBITS (each!) and accept the risks with no questions! The tester(s) are required to 'penetrate and damage a designated data cube

stored on a system-local security AI, by electronic means.' It is a deliberately vague objective that even non-hackers could potentially achieve. The reward is negotiable, but Aeron will steer negotiations towards supplying a new Positronic ship's core, which of course it will seed with a back door for Cell-9.

Cast

Aeron (Sturmian A.I.)

A.I., Seasoned

Aspiring, Merchant

Attributes: Computer d8

Skills: Language (Pan) d6, Knowledge (Scoop-mining) d6, Medicine d4, Programming d6, Survival (Space) d6

Charisma: 0, **Pace:** 0

Parry: 0, **Toughness:** 4 (host Minicomputer)

Equilibrium: d4-1

Special abilities

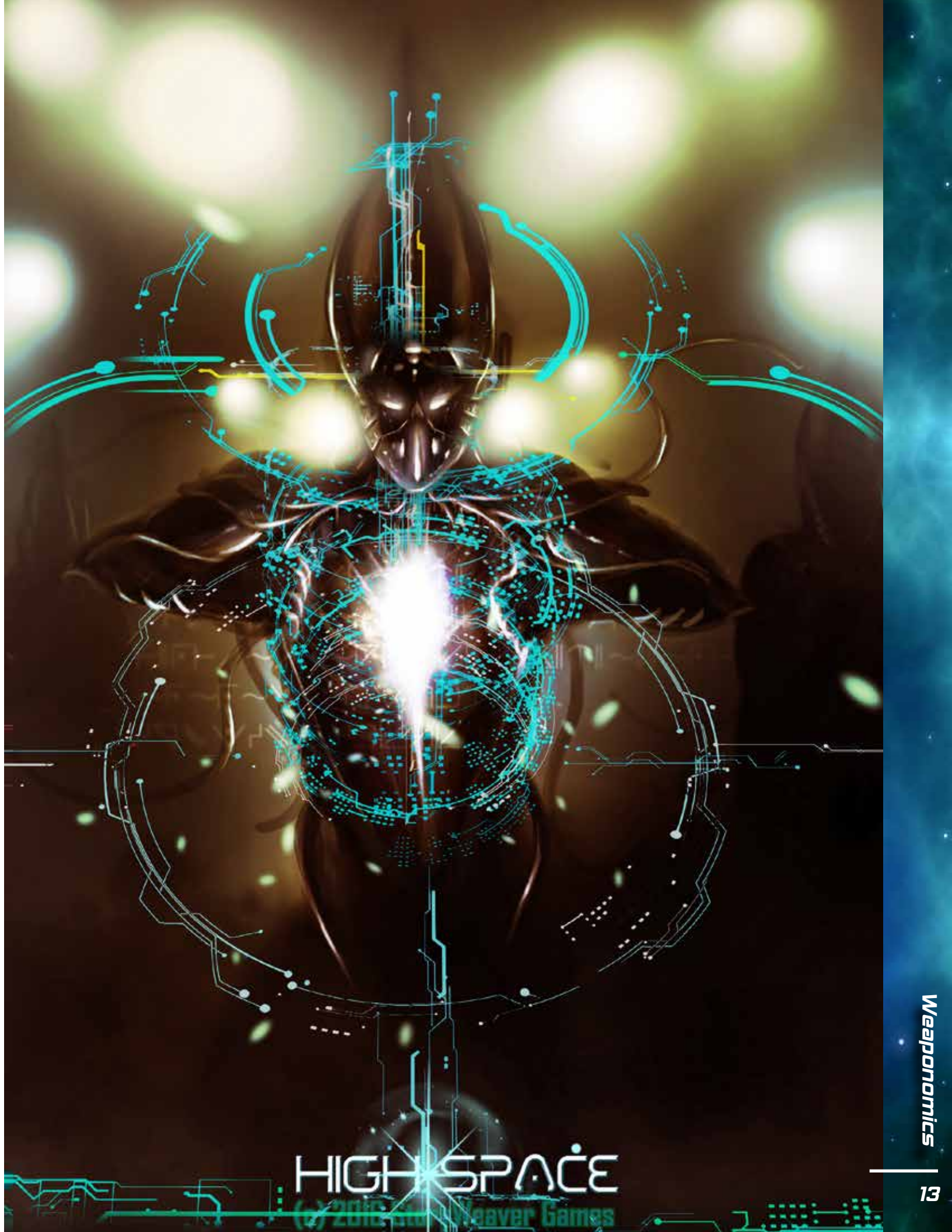
Positronic core ('Aeron')

Security Suite

Expert system (Programming +2)

Gear: Microcomputer (placed), Personal shield, office and warehouse Automatics, emplaced Airburners

Notes: Aeron has evolved as a detached, pitiless, tactical A.I. (which coincidentally makes it great at logistics)



HIGH SPACE

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Shuttle P63:

Medical Emergency: Radiation poisoning!

Fluff

Amidst all the chaos and confusion caused by the Armada blockade, the calm and poise of a small note just recently posted to the Merc List stands out in stark contrast.

The note reads only, 'Shuttle P63. En-route from Smaw to Icecastle facilities. Medical emergency, and urgent delivery of package to Icecastle Orbital T3 required. Payment on delivery including costs plus. Fully negotiable after delivery. Cryosleep activated. Do not bother to respond on-line. Successful delivery will be paid.'

Another interesting fact about that note is that it was exclusive to the listings on Icecastle Orbital. Whoever posted it did not want Smaw to know about it.

An active scan of the space around Icecastle Orbital shows a small runabout matching the description of Shuttle P63, designated as owned by Smaw Commercial, powered down and adrift in the space between the Smaw facility and the Wrath of Light & Heat!

Detail

Anakit Surriwan is the Smaw employee who is supposed to deliver to Aeron (see Weaponomics Commercial) the isotope it needs to build its Astatine-bomb. However, Anakit was more interested in counting his money than in taking the right safety precautions. Subsequently, after hiding the isotope in his living quarters for several days with only minimal shielding, he has contracted radiation sickness.

Now terminally ill, yet unwilling to risk the wrath of his employer, and needing the money more than ever to pay for medical treatment, he has shut-down his shuttle craft (*Shuttle P63*) adrift in the space between the Smaw Facility and the *Wrath of Light & Heat*, and signalled a medical emergency and urgent delivery to Icecastle Orbital via the local Merc List (but only on the Icecastle Orbital list) before putting himself into cryo-sleep.

The *Wrath'* has observed and noted the shuttle, and although taking no action against the unresponsive, stationary ship, it will send fighters



to interdict vessels that cross the line of blockade towards it from Icecastle. While there is still a steady influx of shuttles and small craft coming out of the Smaw facility, there is nothing heading towards it, and to do so indiscreetly could raise suspicions.

Plots

Covert mission

If a small vessel was set on a close-pass trajectory towards *Shuttle P63*, and left running silent, it would only be detected if it was picked up by Active scanning from the *Wrath* (use the *Wrath's* Computer score, once per round). Assuming the heroes want to travel fast enough to cross to *Shuttle P63* in a single round, they first need to align on the shuttle with a Raise on a Piloting(Space) roll. If they are spotted they will be ordered to turn back, and perhaps fired at! If they are spotted, and try again, they will simply be fired upon (did their ship or shuttle have life pods?) Once across to *Shuttle P63* they will need to get inside it and fly it to Icecastle Orbital T3 (which should be okay as other small craft are still doing this, and the Armada knows it can't shoot them all!)

Overt mission

The alternative to a stealth approach is to fly around Sat-G3 until out of sight of the *Wrath*, and then fly inside the planet's gas layer and emerge from below the Smaw facility, as mining vessels do. This would force the starship to travel within the dangerous radiation of the gas-giant! Unshielded starships require the occupants to make one or more Vigor checks at -2, or suffer radiation damage. For starships with the Tempest Shielding Edge the -2 penalty is ignored.

Medical emergency

After reaching *Shuttle P63* the radioactive isotopes will be immediately obvious, as will the body in cryosleep and the slipshod shielding (although this is not a problem for a short period of exposure, it will be a problem if there are characters on board for a day or more.) What is more intriguing is that such an isotope is only of use for making a bomb! That, and the fact that the box the isotope is being carried in has a hand-written (mucous stained) address slip on it, for "Aeron, c/- Weaponomics Commercial, Icecastle Orbital."

Cast

Anakit Surriwan

Novice, Human

Aspiring, Qualified

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

Skills: Language (Pan) d6, Knowledge (Scoop-mining) d6, Medicine d4, Survival (Space) d6

Charisma: 0, **Pace:** 6

Parry: 4, **Toughness:** 4

Equilibrium: d4-1

Special abilities

- none

Gear: Flightsuit, Shuttle P63, unstable Astatine isotope

Notes: Anakit was born and raised in space, and has always looked for a way to make enough money to re-locate to a planet side job. When he was contacted by someone interested in 'a small bit of Astatine for a large chunk of money' he jumped at the opportunity. He should have 'looked' first!

Aftermath

There are three clear ways that this adventure may play out:

Firstly, that the heroes side with the Armada and their blockade. This could lead them to arresting Captain Haron, and foiling the terrorist activities of Cell-9, and intercepting the weapons-grade Astatine isotope en-route from the Smaw facility.

Secondly, that the heroes decide to side with Captain Haron, and help her to get her cargo together and get away from the system. This may include running interference for the Calling Home, and go so far as to knowingly or unknowingly letting Aeron complete its plans to blow up the Sturmian warship.

Third, that the heroes choose to side with Aeron and Cell-9, by obtaining the detonator and trigger for Aeron's bomb, rescuing the isotope and occupant of Shuttle P63, and trying to smuggle the bomb on board the Wrath'.

As a bit of GM advice, whichever way you see the adventure concluding, start off going in a different direction. If the heroes want to help the Armada, perhaps everything they do only gets in the way and angers the military-minded blockaders. If they want to help blow up the Wrath' then maybe they won't earn the trust of Cell-9 until they can earn it some other way?

A great way to lead into this adventure is with the Euphoria game-in-can. If the culmination of that adventure included Amber St.Cloud blowing up Gerrad Pang and his ship the Dalliance, then the heroes may be linked by association (or fact) with her, and become targets of discreet revenge for Commander Alexandra Pang... Gerrad's sister!

It is unlikely that the players will exhaust all the possibilities for this adventure in a single game, and Saturine, Cell-9, and the Pang clan can remain as long-term elements in your game.

Remember to keep watching the Storyweaver website (www.storyweaver.com) and Facebook page (www.facebook.com/StoryWeaverGames) for more releases for High-Space.

Close Encounters

The following 'close encounters' can be used to inject chaos and fun into the adventure at a moment's notice. If they lead to bigger and brighter things, even better...

Collision course

Hints of increased info-warfare have popped up on firewalls ever since the *Wrath* arrived... suddenly a Armada Trigger Class fighter-pilot broadcasts an open distress call. A rogue hacker, perhaps sponsored by a terrorist cell, has managed to hack the fighter attack-craft's computer! The pilot is doing everything she can to over-ride the Computer but sometimes she isn't fast enough, or she simply can't do enough... and the Computer is plotting a collision course with... [GM's discretion]

Launch Of The Day!

Many people have good reasons to avoid the Armada, and Dixie, the A.I. on the scoop-raider *Launch Of The Day*, believes that it urgently wants to leave the Saturine system... but her crew didn't have enough credits to replace her busted FTL coil for STL travel. So the understandably nervous Dixie powers up the FTL core and preps to make the jump to FTL flight – immediately spiking alarms all across Icecastle Orbital, as well as lots of official warnings, and threats from the *Wrath* which only make things worse – as it prepares to jump directly out of the system from where it is sitting at its docking point. The result would be the same as an FTL core breach – right in the middle of the space station. Their best engineers left the crew months ago, and the rest of the ship's crew are incompetent, so will everyone run for cover, or will someone try and help them...

Think of the children!

A lifepod beacon activates as it is about to collide with Icecastle Orbital. It is full of worker's children who were put on board at the Smaw facility, and fired away to the safety of the Icecastle Orbital, fearing that the Armada would either attack the facility or try and starve them out! Now the lifepod has reached Icecastle Orbital, and its proximity detectors have activated the distress beacon with only minutes before it crashes...

Kick them when they are down!

A local Froster security manager, Angela Hark, is looking for a bunch of Mercs for a job so sensitive that she can't even post it on the Merc List. She wants to use the confusion to smuggle an EMP bomb into the Smaw Industrial Facility S-25. If she gets word of anyone who would be up for the challenge of heading in that direction she will make them an offer... deliver the EMP, in exchange for a percentage share of the production after Froster make a takeover offer for the immobilized facility? She can't lose either way, but would the heroes go for this? No! What if the pot was sweetened? Surely they want something badly enough...

Defector!

An Armada naval officer on the *Wrath* has made an arrangement with a Froster middle-manager to go over to the Commercial as a 'corporate defection'. The Armada officer must be be snatched off the *Wrath* and safely taken to Alecto. He claims to have the latest Armada codes and ship registers to offer, and Froster want it, badly enough to risk the heroes lives...

Medecins sans frontieres!

A high-ranking Froster exec was expecting a new lung that was being shipped in from Alecto, via a ship now under blockade at the Smaw facility. Sadly, the pressure of the Blockade has exacerbated his condition to critical and he could expire at any time. But never mind... the local ship and station records, along with a few good hackers, have identified a suitable replacement close by. The lucky donor's name is... [GMs discretion]



Starship stat-blocks

Wrath of Light & Heat

Sturmian Adamantium-class Cruiser. Warship

Attributes: Maneuver d4, Computer d4, FTL d6,
Displacement d10, Quality d8

Pace: 15, **Toughness:** 6

Special abilities

Non-Atmospheric

Security Suite

Reflective Armor (RA)

Docking Points x 4

Weapons:

Quantum Lock

Quantum Torpedoes x 4

X-Ray Lasers x 4

PDA x 4

4 x Trigger-class in- system attack craft

Trigger-class Fighter. Warship

Attributes: Maneuver d4, Computer d4, FTL d4,
Displacement d4, Quality d4

Pace: 9, **Toughness:** 4

Special abilities

Docking Point

Shock Pod (safely Maneuver d6)

Lifepod

Weapons:

X-Ray Lasers x 2

Pilots:

Piloting d6, Shooting d6

Calling Home

Contrition-class hauler. Cargo

Attributes: Maneuver d4, Computer d4, FTL d8,
Displacement d8, Quality d6

Pace: 14, **Toughness:** 5

Special abilities

Positronic Core (aka 'Eminence')

Fluid (liquid Astatine) Storage x 2

Guest Accommodation

Lifepods

Docking Points x 2

Non-Reactive Surface (NRS)

Weapons:

PDA Lasers x 6

X-Ray Laser x 2