

Frozen Assets

In which the PCs are involved in the takedown of an illegal smuggling operation in the Arcturus star system. This is their first run-in with the shadowy crime syndicate known only as 'Capello Nero'. It won't be the last...

KEEPERS INFORMATION 1: To Be A Colonist

Despite many millions of people now living offworld in the colonies, Earth in the late 23rd Century is still home to almost 10 billion people and is woefully overcrowded. To compound matters, those wishing to live in the colonies must apply for Colonist Status from the ICA. This involves a series of rigorous background checks, physical, mental and psychological examinations.

Although many pass these tests with no problems and start new lives in the colonies, many more fail, and are condemned to a life in the "Sprawl", the vast urban conglomerations which house the billions of people who work at menial jobs or survive on government subsidies, or who prey on others.

There are certain groups who operate outside the law, notably the crime syndicate known to authorities as 'Capello Nero', who have the means to offer a last chance to those who fail to achieve Colonist Status. The syndicate run smuggle operations from Earth to the colonies and provide their 'customers' with forged ICA-accredited documentation – for a price.

Capello Nero don't guarantee to take their clients to a specific colony – they may enter hypersleep on Earth and arrive on an Alpha Colony world, but then again they may end up working on a bleak Delta Colony world.

KEEPERS INFORMATION 2: About this adventure...

This adventure acts as a stand-alone adventure that does not relate to the story arc involving the escape of Aphoom-Zhah, son of Cthugha, from his prison in the Gamma Leporis star system.

The adventure is set 3 months since the peacekeeping operation on Aricebo. The PCs have been reassigned to the Arcturus star system in European Federation controlled space. Captain Stiller's company is providing the muscle in an ICA operation to stop the Capello Nero crime syndicate from smuggling

illegal workers to the Arcturus system from Earth.

Ste Barton's character is currently not with the PCs – after Aricebo he was taken by PsiCorps to their institute on Mars. The PCs company is currently based at the CMC base on Arcturus II.

The adventure begins as the PCs ship, a modified Type 74 Frigate the "Rommel", approaches an unregistered transport vessel in orbit over Arcturus II. The unregistered ship, Lima, is reportedly from Earth, carrying mining machinery to the colony on the planet. It is in fact smuggling illegal workers to the mining corporations operating on Arcturus I (Gehenna) via a third party front company on Arcturus II called 'Pyramid Shipping'...

PLAYERS INTRODUCTION: 3 Months after Aricebo...

It has been three months since your company was rotated from peacekeeping duty on Aricebo. You have been assigned to the Arcturus star system in European Federation controlled space. Your company is providing the muscle in an ICA operation to stop the illegal smuggling activities in the system thought to be masterminded by the notorious Capello Nero crime syndicate.

Part of this mission involves supporting ICC customs officers in the stop and search of random vessels from the many that pass through the star system.

Right now, the ship your platoon is on, a modified Type 74 Frigate named the "Rommel", is approaching an unregistered transport vessel in orbit over Arcturus II. The unregistered ship, Lima, is reportedly from Earth, carrying mining machinery to the colony on the planet.

Your section is to form the bulk of the away team, with orders to board the Lima and assist the ICC customs officers in a routine search for contraband onboard the vessel.

PLAYERS INFORMATION 1: **The Arcturus Star System**

Arcturus is a K1.5IIIpe Orange main sequence star, with a luminosity of 1.23, and is 4.0 billion years old. Four planets orbit Arcturus:

Arcturus I (Gehenna):

Hot House. Sizeable metal deposits on this harsh, inhospitable world have encouraged several corporations to fund mining projects on the planet's surface.

Arcturus II (New Tarnapol):

Arid. EF colony world part-funded by Cenargo Corporation. It's close proximity to the star means that with only 18% water, most of the surface of New Tarnapol is dry and arid, bathed in the ruddy orange light of Arcturus. 90% of the free-standing water on New Tarnapol is located in the northern hemisphere, and it is here that the majority of the colony's 13.2 million inhabitants dwell. Large impact craters from earlier in the planet's history contain vast tracts of fertile land and oceans, the only habitable areas on the planet.

New Tarnapol is the base for a number of small manufacturing corporations, and this industry is supplemented by large surface and orbital cargo facilities which handle commodities from outlying colonies. The location of Arcturus is its greatest asset; it receives all the traffic to and from the Japanese Sector and Coreward colonies in the European Federation Sector. It is a prosperous, well-run commercial Colony.

Beneath the surface, there is also another healthy economy; that of a well-established network of smugglers, dealing in all types of contraband. To try to combat this, the local CAS garrison is backed up by a company strength CMC force equipped with two Type 74 frigates and numerous smaller craft.

Arcturus III:

Gas Giant. Like Neptune with 9 moons. 2 moons are ice balls, and ice is mined and shipped to supplement the colony on New Tarnapol. The mining operations are almost completely automated, with only small maintenance crews numbering less than 100 required on each moon. Robot freighters transport the ice from the moons to the colony.

Arcturus IV:

Gas Giant. Like Neptune with 8 moons. 1 of the moons is a glacier world, with a core full of rare radioactive elements. There is a Cenargo Corporation survey team on the moon.

BOARDING PARTY:

It is standard procedure during stop and search missions to send an away team rather than attempt a direct docking ever since the Clarkstown disaster.

The Clarkstown was performing a routine S&S on a suspect transport vessel in the ERC demilitarised zone 6 years ago when there was a huge explosion, destroying both craft. 28 colonial marines lost their lives in the disaster, believed to have been a deliberate terrorist act.

The PCs are accompanying an ICC customs officer to the Lima in one of Rommel's 2 Cobra class dropships.

As per usual operating procedures, Rommel is maintaining a minimum distance of 1km from the Lima.

The Flight to the Lima:

To give a cinematic feel to events, read the following boxed text, a 3rd person description of the journey to the Lima:

Your dropship roars away from the metal bulk of the Rommel, accelerating rapidly across the night sky towards its destination. Ahead, the Lima hangs silent in space, a stark black silhouette against the bright yellow-brown orb of Arcturus II.

Within minutes your ship is approaching the port side of the freighter, along which can be seen a row of cargo bay doors. You approaching the largest of the doors, as it grinds silently open, spilling a shaft of bright light into the darkness.

The dropship slides slowly into the belly of the freighter. The huge cargo lock cycles through its routines, and as the inner door opens, your pilot lowers the dropship gently to the deck.

TRANSPORT SHIP LIMA:

As the dropship engines whine to a halt, the PCs have a few seconds to kit up and prepare to disembark. Everyone knows the drill. The ICC customs officer and the CMC OC will

interview the captain, while the comtech checks the crew log and the passenger and cargo manifests for anything suspicious. The rest of the boarding party will perform a physical sweep of the ship, searching for contraband.

ICC Customs Officer Jan McNeal			
38 year old European Federation citizen.			
STR: 12	Move: 3	RL: 6/5	
CON: 14	HP: 13	LL: 6/5	
SIZ: 13		AB: 6/5	
INT: 14		CH: 6/6	
POW: 12		RA: 6/4	
DEX: 14		LA: 6/4	
APP: 13		HD: 6/5	
Attacks:	SR	A%	DAM
M11P Pistol	3/6/10	75	1d10
<i>Armour:</i>			
Riot Armour (6AP)			
Experienced ICC Customs Officer of 10 years. Ex EF Army Captain.			

As the PCs disembark from the dropship they are met by Captain Chandra Barranco and his navigator and second officer Elanor Weddington. Chandra is most cooperative, and seems bemused by the lack of registration details possessed by the PCs. As far as he is concerned, all the paperwork was taken care of by his superiors back on Earth. He suggests the Customs Officer and the OC to join him in his cabin to discuss matters further. If asked where the rest of his crew are he will be evasive, saying that they are performing last minute checks before beginning the final approach to New Tarnapol Space Station.

See Map 1 for deck plans of the Lima. The Lima is an L class commercial transport craft, with a cargo capacity of 500 tons, and 19 staterooms (7 of which are used by the crew, allowing for 12 passengers).

Captain Barranco has a concealed safe containing forged documentation for the colonists and lots of E\$ in bundles of 10,000 – a total of E\$300,000. If the PCs discover the hidden cargo, he will use this money in an attempt to bribe the CO.

If the OC refuses the bribe, Barranco will order Valderas to “dispose of the evidence” – i.e. eject his cargo, hoping it will burn up on re-entry. To do this the secret wall in cargo bay 1

must first be opened from the Cargo Bay Control Systems room. The depressurisation of the cargo bay may cause trouble if any PCs are in there!

There may be a firefight as crew attempt to escape in EEVs or the 1 shuttle carried in cargo bay 2.

CREW MANIFEST:

The Lima has a crew of 7, all carrying ICC licences (good forgeries) who are all in the employ of Capello Nero.

The below stats can be used for all the crew of the Lima. Any variations are listed below, as are initial locations.

LIMA CREW MEMBER:			
STR: 12	Move: 3	RL: 4/5	
CON: 14	HP: 13	LL: 4/5	
SIZ: 12		AB: 4/5	
INT: 12		CH: 4/6	
POW: 12		RA: 4/4	
DEX: 14		LA: 4/4	
APP: 11		HD: 4/5	
Attacks:	SR	A%	DAM
Assault Rifle	3/6/10	65	1d10
Pistol	3/6/10	75	1d10
<i>Armour:</i>			
Personal body armour (4AP)			

Chandra Barranco:			
Captain. 42 year old European Federation citizen. Opportunist who will only resort to violence once all other possibilities have been exhausted.			
Stats: STR:11; CON:13; SIZ:12; INT:15; POW:14; DEX:13; APP:13; HP:12;			
Gear: Personal Body Armour (4AP), pistol, knife, keycard for Lima CPU. Any details regarding illicit activities are located in encrypted files.			
Location: Meets PCs in cargo bay 5.			

Eric Valderas:			
First officer/pilot. 35 year old United Americas citizen. Cold and callous, will not hesitate to kill others to save own skin.			
Stats: STR:14; CON:15; SIZ:14; INT:15; POW:14; DEX:13; APP:13; HP:15			
Gear: Riot Armour (6AP), Combat Shotgun, Combat Knife.			
Location: On way down from lift near bridge to control room for cargo bays 1-6. Will stand by			

to eject the cargo in bay 1 if contraband is discovered.

Alia Kapowski:

Co-pilot/systems analyst. 29 year old Russian Federation citizen (born on Tikonov Major, in the Tau Ceti star system). In it purely for the money. Will surrender if cornered and/or try to escape to lifepods if chance presents itself.

Stats: STR:11; CON:16; SIZ:10; INT:14; POW:13; DEX:17; APP:15; HP:13

Gear: M414 LMG plus pistol, knife and comtech tools.

Location: On bridge, if things go badly she will head for the life pods located near the upper deck airlock.

Elanor Weddington:

Navigator. 38 year old European Federation citizen. Good friend of Barranco – has been involved in many scams with him. Will follow Barranco's lead. If he surrenders, so does she unless he orders her to do otherwise.

Stats: STR:08; CON:12; SIZ:12; INT:15; POW:16; DEX:13; APP:13; HP:12

Gear: Pistol.

Location: Meets PCs in cargo bay 5 with the Captain.

Marcus Burnett:

Medical officer. 38 year old United Americas citizen. Ex UA military Medtech.

Stats: STR:10; CON:12; SIZ:12; INT:16; POW:14; DEX:16; APP:14; HP:12

Gear: Pistol. 2x auto-injectors. 1 is filled with Medical Fast Drug, the other Fast Drug.

Location: In medlab. Will defend himself with pistol. If caught, he will attempt to inject a PC with his autoinjector of Medical Fast Drug.

Nelson Vandermil:

Engineer. 38 year old Central African Bloc citizen.

Stats: STR:16; CON:15; SIZ:16; INT:13; POW:09; DEX:11; APP:10; HP:16

Gear: M240 flamethrower, pistol, rocket piton.

Location: In Engineering on the lower deck. Will fight if things go badly.

Dirk Souther:

Asst Eng. Central African Bloc 31 years old.

Stats: STR:17; CON:16; SIZ:14; INT:11; POW:07; DEX:11; APP:10; HP:15

Gear: M240 flamethrower, pistol, rocket piton.

Location: In Engineering on the lower deck with Vandermil.

CARGO MANIFEST:

If the Lima CPU is checked, the cargo manifest states that the ship is carrying 380 tons of industrial machine parts bound for New Tarnapol spaceport. From here the cargo is to be transported by robot freighter to the mining colony on Arcturus I (Gehenna). The machine parts are components for the vast robot factories that smelt metal ore mined on Gehenna.

PASSENGER MANIFEST:

In addition to the 100 illegal immigrants in hypersleep onboard the Lima, Capello Nero have sent one of their operatives, Leon Arkoff, who is to oversee the transfer of the contraband from the Lima to New Tarnapol. Arkoff is travelling as Lev Fiksmen, an engineer hoping to find work on New Tarnapol.

Lev Fiksmen (Leon Arkoff):

Capello Nero operative. Eurasian 32 years old.

Stats: STR:14; CON:16; SIZ:14; INT:14; POW:07; DEX:16; APP:13; HP:15

Gear: Riot armour (6AP), plasma pulse rifle, pistol, knife, grenades (1x gas, 1x smoke, 2x stun).

Location: In cargo bay 2, prepping the shuttle for takeoff – Fiksmen doesn't intend getting caught by the CMC. If caught and interrogated, Fiksmen will reveal the name of his contact on New Tarnapol.

LIMA: UPPER DECK:

Airlock: the forward airlock allows access to/from the Lima via the nose of the ship. The universal docking clamps can dock with any United Earth built space station and most other spacecraft also. A 4 digit PIN is required by crew to cycle the airlock. This can be overridden by a competent Comtech.

Bridge: Accessible via the Computer Room, the bridge is cramped (think Nostromo flight deck) with stations for the Captain, First Officer/Pilot, Co-Pilot and Navigator. Occupants: Alia Kapowski is here.

Computer Room: Ring shaped room, dimly lit, the lights from hundreds of LEDs flicker along the walls. Crates filled with computer spare parts are stacked in here. There are two access terminals for the CPU.

Exits: There are Three exits from here: two doorways and one lift. One door leads onto the

bridge, while the other leads into an access corridor. The lift goes to the lower deck.
Occupants: Empty.

CPU Core: Accessible only with keycard carried by Captain Barranco. For the CPU Core think Mother from Alien, only more hi-tech. This is the main crew interface with Matriarch, the ship's computer.

The in-flight systems onboard the Lima are all controlled by the central "Matriarch" processor. Matriarch is a 18.1 Terabyte intelligent mainframe which monitors all of the ship's flight and autonomic functions. A 10.0 Terabyte backup mainframe comes on line in an event of a CPU failure, and a third tier of automatics is also capable of sustaining an autonomic functions should the backup fail as well.

Accessing the CPU: Without the correct passwords, accessing the Lima CPU requires at least 15 minutes and a *Computer Security* roll at -25%. This penalty can be modified before the roll is made. For each additional 15 minutes the PC declares he/she is spending attempting to hack into the CPU, the modifier improves by +5%.

Once access has been achieved, a *Data Analysis* roll is required to locate any hidden information. Modifiers are as follows:

1 hour: -15%
2 hours: -10%
3 hours: -/+0%
Each hour after 3 hours: +05%

Occupants: The CPU Core is empty.

Docking Clamps: For docking with space stations and other ships. The docking clamps are at the front of the ship, and have an integral airlock.

Engineering and Ships Drives: The upper engineering section has access to the ships sublight and FTL drives. There is a lift from here to the lower engineering section. This section is humid and dark, with lots of dark corners and alcoves. Walls are covered in pipes and cables, access panels etc. Firing weapons in here has a chance of rupturing the main power couplings which could cause a major explosion, crippling the ship and dealing 6d6 damage to anyone in Engineering.
Occupants: Empty.

Equipment Locker (C): Outside of each cargo bay is an emergency equipment locker. Each contains the following:

2x emergency vacc suits (with standard air supply and equipment)
2x medkits
2x emergency respirators
1x cold light lantern
1x torch
Assorted mechanical tools.

Galley: large room dominated by a long rectangular table in the centre. This is where the crew eat when not in hypersleep.
Occupants: Empty.

Hypersleep Chamber: At the rear of the upper deck is the hypersleep chamber. There are 19 cryopods in here, arranged around the walls (5 along 3 walls, and 4 along the wall with the exit). There is a central CPU terminal which can be used to access medical status of each passenger.
Occupants: Empty.

Kitchen: Next to the galley is the kitchen. There is a fully automated robo-chef in here, but facilities are provided for preparing food by hand also.
Occupants: Empty.

Lifepods: In addition to the Lima carrying 1x type 337 EEV above the hypersleep chamber (cryopods can be automatically loaded into the EEV and launched by Matriarch) it also carries 2x type 331 manually activated EEVs, each capable of carrying up to 10 individuals.
Occupants: Empty, but this is where Alia Kapowski will head from the bridge should things go badly.

Lounge: This is a common area for crew and passengers not in hypersleep. There are comfy chairs, a mini-bar, an entertainment suite (integral PC/TV type thang) etc.
Occupants: Empty.

Med Lab: The Lima has medium-grade medical facilities, with all the capabilities of a small hospital Emergency Room.
Occupants: Ships medical officer Marcus Bernett can be found here.

Navigation: Access to circuitry for ships sublight and FTL communications suite. Cramps chamber filled with computer hardware and bundles of fibre optic cables.
Occupants: Empty.

Ships Locker (B): Locked at all times, only the captain and first officer have a key. In here are 6x suits of Riot Armour (6AP), assorted small arms (pistols, shotguns, even Assault rifles).

Staterooms (A): Not much more than cramped boxes 3m square, as most space flights involve relatively short periods out of cryo-sleep. Currently 8 of the 19 staterooms are in use. Each contains a bunk, locker, small desk and chair. The crew members' rooms contain personal effects, but nothing of any interest.

Occupants: Lev Fiksman is hiding in his stateroom (pick one at random).

Stores: Dark chamber. Lots of crates stacked in here, containing medical supplies, food concentrates, spare parts etc etc. Nothing of interest.

LIMA: LOWER DECK:

Control Systems: The door to this room is locked from the inside. An *Electronics* roll is required to bypass the docks locking systems.

This room contains the control systems for the Lima's cargo bays. From here crew members can cycle the outer cargo airlocks, pressurise and depressurise the cargo bays, view inside each cargo bay via a CCTV system etc. There are 2 chairs in front of a bank of controls and monitors. A *Computer Operation* roll is required to figure out how the systems work.

Occupants: Eric Valderas is here. He is jumpy and is visibly sweating. He has been watching the events in Cargo Bay 1 via the CCTV system, and is ready to eject the cargo from the secret cargo bay should it be discovered by the boarding party. If the PCs try to disarm him he will comply, but has a cache of weapons hidden in the store room next door. He will attempt to excuse himself and retrieve these.

Stores: Dark chamber. Lots of crates stacked in here, containing medical supplies, food concentrates, spare parts etc etc. Nothing of interest.

Cargo Bays 1-5: These 5 cargo bays have cargo locks that open along the port side of the Lima. Bays 1, 3,4 and 5 are all the same size and are currently carrying large crates filled with mining equipment. Bay 2 is twice as large as the others and is nominally used as a

shuttle bay. If any of the cargo bays depressurise, armoured bulkheads automatically seal the cargo bay to prevent a disaster. These bulkheads take 2MR (24 seconds) to close.

Search: A *Special Search* roll will reveal that hidden wall cavities in cargo bay 1 conceal 100 hypersleep capsules, each housing an illegal immigrant from Earth. Most have Eastern European sounding names. If Valderas sees the PCs discovery on the CCTV, he will attempt to blow all the cargo in Bay 1 into space. With the Lima's current position, the cargo will burn up in the atmosphere of Arcturus II.

Cargo Bay 6: Bay 6 at the aft of the lower deck opens ventrally, and contains the Lima's shuttlecraft. It is about the size of the Narcissus from Alien, and contains 3x emergency cryopods.

Engineering: Aisles of computer hardware, cables, blinking lights. There is a lift from here up to the Drive Room.

Occupants: Nelson Vandermil and Dirk Souther are in here. Both are armed and won't surrender without a fight.

THE NEW TARNAPOL TAKEDOWN:

Once the Lima is successfully impounded and the crew arrested/dead, they should have at least one prisoner in the shape of Lev Fiksman. When the OC reports in to his superior at New Tarnapol Space Station (Captain Stiller), they are ordered to bring the Lima back to New Tarnapol Space Station. The Rommel docks also, and the PCs are met by Captain Stiller along with several ICC customs officers and ICA officials. Lev Fiksman and any other prisoners are taken away for interrogation by the ICC customs officers, while the PCs are to remain on board the Rommel to await further orders.

These orders arrive 24 hours later. The OC is given orders to assemble his troops for an emergency briefing.

THE BRIEFING:

The briefing takes place on board the Rommel, in the ship's Ready Room. Apart from the PCs and the rest of their platoon, those present include:

Captain Stiller Bravo Company CO

Conners	Android EXO
Jan McNeal	ICC Customs Officer
Lucy Farrell	ICC Customs Officer
Jan Kulozik	ICA Representative
Lita Adams	CAS Liaison Officer

Lev Fiksman has cracked. His real name is Leon Arkoff, and he works for the Capello Nero crime syndicate. His contact on New Tarnapol is a man called Viktor Kravich, an employee of Pyramid Shipping. This company has been under surveillance by CAS and ICC Customs for several months now, and is thought to be a front company for Capello Nero's illegal smuggling operations in the system.

The Lima was to dock at New Tarnapol Space Station, where it would unload its legitimate cargo ready for transport to the colony on Arcturus II.

Then, instead of heading straight out of the system, the Lima was to take up position in a low geo-synchronous orbit over Arcturus, where it would await a rendezvous with a Capello Nero transport vessel which would unload the contraband and shuttle it to an unspecified location on the planet's surface.

ICC Customs placed a fake crew on board the Lima, and long range tracking devices have been hidden on several of the cryopods.

The cargo transfer seemed to go without a hitch, and when the transport landed at a Pyramid Shipping cargo facility at the New Tarnapol colony, it confirmed ICC's suspicions about the company.

ICA wants to shut down the Capello Nero base of operations on Arcturus II. The PCs platoon is tasked with raiding the Pyramid Shipping cargo facility and offices on New Tarnapol, securing key assets before any sabotage can be attempted by Capello Nero. ICA has sanctioned the raid.

Their mission objectives are as follows:

1. Secure the Pyramid Shipping CPU Core. This must be secured so that ICC can take a dump of all the data to take away for analysis.
2. Locate any illegal contraband on site. To facilitate this, the PCs will be given a handheld locator which will home in on the tracking devices hidden in the cryopods from the Lima. Capello Nero are known to smuggle drugs and illegal arms through Arcturus, amongst other items.

3. Take as many prisoners as possible. ICA and ICC have authorised use of lethal force against any security forces Capello Nero might have at the site.

4. Secure and isolate the communications uplink tower.

PLANNING THE RAID:

A single platoon should be sufficient for the raid. The ICC wants 2 teams: 1st team (the PCs section of the platoon) will provide the main thrust, moving rapidly to secure designated assets, while the 2nd team (the NPC section of the platoon) will be held in reserve, as backup should things go wrong.

In addition to the CMC platoon, CAS have officers and ground units standing by to come in once the facility is secured. There are also emergency medical and fire units on stand-by.

The possibilities for how the PCs will raid the Pyramid Shipping cargo facility are many, I'm not even going to start trying to pre-empt every angle. Below is a far from comprehensive list of intelligence PCs might ask for and pre-raid actions they might take. The only stipulation from ICC is that the raid will be at night, to minimise civilian casualties.

PLAYERS INFORMATION 2: Intelligence file – Pyramid Shipping

It is very likely that the PCs will request some kind of schematic / blueprint of the cargo facility as well as all the intelligence about Pyramid Shipping that is available. ICA can provide satellite photos of the site, information about site security, possible ways into the compound etc but it is up to the PCs as to what they do with this data.

Pyramid Shipping is a medium sized shipping firm, providing logistical support for the various mining operations on New Tarnapol and Gehenna. They have shipping contracts with several large mining corporations, in addition to providing charter ships to independent contractors on request.

PLAYERS INFORMATION 2: MAP 2: Pyramid Shipping Cargo Facility

1. Surrounding Area:

The company headquarters is located at the vast sprawl of surface cargo handling facilities located just outside the New Tarnapol colony on Arcturus II.

A major transport route (the 'New Tarnapol Freeway') runs past the south side (front) of the site, and there are access roads along the other three sides. To the west of Pyramid Shipping, directly across the access road is the corporate cargo facilities of Praxis Mining, a large mining company. Approximately 100m East and North lies a cargo facility belonging to Biol Corporation, a major Japanese food company.

ICC have a surveillance vehicle parked across the road from Pyramid Shipping. It is disguised as a transport vehicle, 100s of which move through this district every day.

2. Perimeter Wall and Fence:

Around the cargo facility is a perimeter wall 2m high made of steel reinforced concrete, topped with a 5m tall steel mesh fence topped with razor wire. The concrete wall forms a walkway around the inner side of the fence.

The walkway is patrolled by security guards, who always travel in pairs. Use stats below for all outer compound security guards:

Pyramid Shipping Security Guard Type 1:

Mercenary in the employ of Capello Nero

STR: 14	Move: 3	RL:8/5
CON: 14	HP: 13	LL: 8/5
SIZ: 12		AB: 8/5
INT: 11		CH: 8/6
POW: 11		RA: 8/4
DEX: 14		LA: 8/4
APP: 10		HD: 8/5

Attacks:	SR	A%	DAM
Assault Rifle	3/6/10	75	1d10
Gauss Rifle	3/6/10	75	4d4
Grenade	4	75	3d6
Knife	7	70	1d4+2+1d6
Fist	7	75	2d3+1d6

Armour::

Combat armour (8AP) – urban pattern.

Notes: The security guards patrolling the outer compound all wear combat armour and travel in pairs. If something suspicious is seen, they will report in before investigating. If communications are lost after this, security control will send out a team in an AFV to check up. Each carries an Identification Friend Foe (IFF) transponder (worn around neck).

3. Robot Sentry Towers:

At each corner of the perimeter fence is a 10m high robot sentry tower. High resolution DV

cameras give security control a 270° field of vision.

CAS can arrange for a localised power cut which will affect the Pyramid Shipping compound and the adjacent blocks. Once the power goes down, there will be a 60 second delay as the security systems switch over to backups. During this time the cameras will be deactivated. This is the PCs window to penetrate the perimeter fence.

4. Main Entrance:

In the centre of the south wall is the main entrance. A twin set of armoured gates is flanked by security towers. The gates operate so that only one set can open at a time. This can be overridden in emergencies from the security control room or the CPU core.

There are usually 2 guards in each tower, on the upper level standing guard. Security Control have a direct video feed to the security checkpoint.

5. Security Control (map 3):

Beyond the security checkpoint is Security Control. This is where the outer compound security team is based, and from where they check incoming and outgoing vehicles, book staff and visitors in and out, and patrol and monitor the perimeter. Surveillance cameras show the duty officer (see later) any approaching from the car park.

There is a car park out front, for staff and visitors vehicles. There are usually 1d4+1 AFVs parked here.

M242 AFV:

Essentially the jeep of the 23rd Century Earth military. The AFV has a crew of two, one driver and one gunner with capacity for up to 6 passengers and equipment.

Not only is it fast, but it is also manoeuvrable, using four wheeled steering on a four wheeled drive transmission, able to operate as a typical steered vehicle or with independent control for each wheel. This effectively allows the AFV to drive sideways and virtually every direction, whilst still keeping its nose pointed forward.

The AFV has one light turret weapon, consisting of a 10mm gatling cannon. This weapon can strafe targets with ease from a range of up to 1000 meters.

Security Control is an 'L' shaped building with 2 floors and a basement. The **reception** has

seats, vending machines and a desk, behind which sits the duty officer (type 2 guard). He has a set of monitors showing him 3 views of the car park outside. If he sees armed soldiers he will hit his panic alarm, alerting operations.

Pyramid Shipping Security Guard Type 2:
Mercenary in the employ of Capello Nero

STR: 14	Move: 3	RL: 6/5
CON: 14	HP: 13	LL: 6/5
SIZ: 12		AB: 6/5
INT: 11		CH: 6/6
POW: 11		RA: 6/4
DEX: 14		LA: 6/4
APP: 10		HD: 6/5

Attacks:	SR	A%	DAM
Pistol	3/6/10	75	1d10
Shotgun	3/8	75	3d6/2d6
Grenade	4	75	3d6
Knife	7	70	1d4+2+1d6
Fist	7	75	2d3+1d6

Armour:
 Riot armour (6AP) – dark grey.

Notes: The security guards patrolling the inner areas all wear riot armour and travel in pairs. If something suspicious is seen, they will report in before investigating. If communications are lost after this, security control will send out a team in an AFV to check up. Each carries an Identification Friend Foe (IFF) transponder (worn around neck).

The **outer offices** are 4 identical offices with CPU access are used by guards to fill out reports, interview people and catch up on paper work. They are empty.

The **holding cells** lie within the armoured section of the building. They are currently all empty.

Operations is from where the Pyramid Shipping security team direct their forces. All patrols are in direct contact with one of the officers here. There are 4 staff in here, all armed and armoured as the duty officer.

The **Ready Room** has 6 fully armed security troopers, on standby to reinforce any security team around the perimeter. They are usually sat about reading, watching TV etc.

The **armoury** is accessible only by an individual with the right code key. It contains an amount of weapons and ammunition as the GM sees fit.

Upstairs are the **living quarters** of the security guards on duty. There are 2x dorms with shower area, a common room and a galley.

6. Waste Processing Plant:

100m from the western perimeter fence lies the waste processing plant. Industrial waste is taken offsite by truck to the colony recycling plant, but domestic waste from the offices and drainage from the landing pads are filtered here before being either recycled or drained offsite into the colony sewers. It is fully automated and will be deserted.

From here, PCs can access both the drainage tunnels that lead to the landing pads via the maintenance hangar, or the main domestic waste sewer, that leads to the offices.

7. Main Domestic Waste Sewer:

This pipe is 2m in diameter and runs from the Pyramid Shipping main offices into the Waste Processing Plant. Is usually 0.5m deep in sewage. There are storm water drains and access shafts at regular intervals. The sewer runs 5m below the surface.

8. Maintenance Area (map 4):

8a. Hanger:

Largest of the three buildings in the maintenance area is the **hangar**. Rectangular, over 500m long and 300m wide. Two large automated hangar doors open on the building's East side, as well as a standard sized door for staff. Inside the main hangar are two robot freighters, currently undergoing systems analysis. Cables run from the ships onboard CPU into the Pyramid Shipping network via 'fire hydrant' style network-routers. These stand in a line next to the control room (see map).

Occupants: There will be 2d3 maintenance personnel in here, checking the freighter hulls for any damage. They won't put up a fight but will try to run for it.

The **Control Room** is slightly raised, and access is via a set of metal stairs. There is a window through which the occupants can see the hangar.

The door has a swipe card lock. Inside is a bank of computer monitors which display various graphics, including numerous diagnostic programs run on the freighters, CPU optimisation and such.

Occupants: 2x Systems Analysts – they won't put up a fight, but they have a chance of seeing PCs out the window, and might raise

the alarm. If forced they can access the Pyramid Shipping network, but only as far as shipping information (e.g. location of cargo from the Lima). They don't have any access to security channels or the Pyramid Shipping CPU core.

8b. Machine Shop and Store:

The smallest building is the Machine Shop and Store. This is unoccupied at night, and contains a full machine shop as well as replacement engine parts and such for robot freighters and ground vehicles.

8c. Vehicle Maintenance:

About half the size of the Hanger, This building is where compound vehicles are serviced and repaired. It currently contains two transport vehicles. Both are about as big as a classic army truck, with 4x large chunky wheels and an open flatbed back with raised sides. Occupants: Empty.

9. Drainage Tunnels:

These tunnels are about 2m in diameter and carry surface water run off and such from the landing pads and maintenance buildings to the Waste Processing Plant. It is usually ankle deep in dirty water and rats scuttle in the darkness. There are storm water drains and access shafts at regular intervals. The drainage tunnels run 3m below the surface.

10. Warehouses (map 5):

Huge, featureless rectangular buildings over 500m long and 300m wide, there are six warehouses at the Pyramid Shipping compound. All have large cargo doors on their north side. See map for interior details. The crates are 10m to a side (30') and are marked with stencilled serial numbers. Each has a small data port which cargo staff can plug a hand held PC into to identify cargo contents, origin, destination etc.

Occupants: Security guards patrol the warehouses at night. They patrol in pairs, and are equipped the same as the perimeter guards (2). PCs entering warehouses 1-4 or 6 have a 35% chance of running into a patrol. There is always a 4 man security team in warehouse 5.

Warehouse 5 (map 6):

The crates in the SW corner of warehouse 5 are fake, and actually conceal a hidden freight lift which leads into a secret sub level. This sub level runs 500m north and is 100m wide. In here are stacked crates and cargo modules filled with illegal contraband. The 100 cryosleep capsules are here, along with illegal

arms, stolen luxury goods for sale on the black market, illegal pleasure androids etc.

Occupants: 4 Security guards patrol warehouse 5 at night. They are equipped the same as the perimeter guards (2). There are no guards in the sub-level, but there are 2 stolen remote sentry guns. The guns are active, set to auto-remote - the tracking system will scan all targets, then classify them using an Identification Friend Foe (IFF) transponder, and take appropriate action. If the PCs haven't taken transponders from any security guards, they will be fired upon.

Remote Sentry Weapons System (RSWS):

SR: 3/6/10; **ROF:** Burst of 20-60/MR; **Damage:** 1d10 per round; **Effective Range:** 1500m; **Weight:** 7.5kg; **Ammo:** 500 rd drum (2.5kg); **Fail:** 99.

Notes:

A remote perimeter defence weapon in use by many military organisations. It consists mainly of a tripod stand, battery pack, breech and barrel assembly, sensor array, and 500-round ammo drum. The RSWS has 360-degree fire action, and mounts a pulse-action machine gun with a cyclic rate of 1100 rpm. The RSWS sensor array is mounted above the barrel, covering a 60-degree cone in front of the weapon. The sensing suite consists of an infrared detector, lidar, light optics, and an ultrasonic motion tracker. If set to "auto-remote", the RSWS system will scan all targets, then classify them using an Identification Friend Foe (IFF) transponder, and take appropriate action.

11. Main Compound Road:

Two lanes wide, the main compound road runs from the security checkpoint to the main office complex.

12. Reception and Conference Centre:

This building is locked and dark. It contains conference rooms, a small cinema for presentations, a lounge and dining area etc.

13. Canteen and Staff Facilities:

This building contains a canteen, TV lounge, male and female showers, and locker rooms. Occupants: There are 2x security guards sneaking a break and watching TV in the lounge. They are type 2 guards (see 5). If PCs are sneaky, they will hear the TV and voices.

14. Office Complex (map 7):

Square, 3 floored office building, with tinted and mirrored windows. Outside the double

glass doors is an AFV. There are 2x type 1 security guards in the vehicle, and 2x stood next to it, smoking and chatting.

14a. Ground Floor:

Reception: Immediately inside the main entrance is a large open reception area. There is comfortable seating, vending machines, exotic potted plants etc. In the middle of the room is a circular reception desk. 2x sets of doors on the W/E walls are marked 'Staff Only' and 'Stairwell'. Behind the reception desk are 2 lifts.

Occupants: A type 2 security guard sits behind the reception desk. He can view security cameras from where he is sat, and contact anywhere in the facility.

West Staff Only: Some admin offices, toilets.

Occupants: None.

East Staff Only: Staff rooms for security and janitorial staff as well as locker rooms.

Occupants: The Janitorial staff room has 2 night cleaners in it, taking a break. They will surrender immediately and will offer no resistance. The Security staff room has 3 type 2 security guards. There is a bank of monitors showing the various offices and such. On monitor, marked 'CPU Core' shows 2 guards outside a large pressure door.

Stairwells: The stairwells run up to the 2nd floor and down to sub level 2. The doors from the stairwell to sub level 2 are locked. A *Computer Security* roll at -10% is needed to open these doors.

Lifts: There are two lifts, one either side of the access corridor to the cargo terminal, and both provide access to all levels except sub level 2. A 4 digit code needs to be entered into a keypad to provide access. A *Computer Security* roll at -20% is needed to take the lift to sub level 2.

Occupants: No one. However, all lifts in the complex are linked by CCTV to the control room on sub level 2. If intruders are spotted, nerve gas or tear gas can be pumped into the lift.

Cargo Terminal Entrance: A set of double doors provides access out onto the long cargo terminal that runs north of the office complex.

Occupants: There are usually 2x type 2 security guards on the terminal side of the doors.

14b. First Floor:

Offices. Open plan office complex. Lots of workstations, plants, office equipment etc.

Occupants: 35% chance of a cleaner working.

14c: Second Floor:

Executive Offices and meeting rooms. All offices are locked, and unoccupied. Though all have computer consoles, none provide automatic access to the company CPU.

If PCs ask for any names on office doors, give them the following:

Name:	Position:
Thaddeus Shafer	CEO
Mallory Genova	Head of Accounts
Carrington Novak	Deputy CEO

There is nothing of interest up here.

14d. Sub Level 1:

Reception: The layout of this floor is the same as above for the reception area, stairwells and lifts. The reception is empty, seamed metal walls. A set of armoured pressure doors in the south wall are guarded by 2x type 1 security guards. The whole room is viewable on CCTV.

Airlock: The armoured pressure doors from the reception pass through an airlock, which is controlled from the Control Room. CCTV cameras show the occupants of the airlock, and the controllers inside can deploy a number of anti-intruders devices:

1. **Tasers:** Metal rods emerge from the walls, ceiling and floor. Once extended to a length of 1m each, they electrify, carrying a charge of 20,000volts each. The rods are designed to overlap and make it impossible to avoid being struck by at least one. PCs must make a *Luck* roll. If they succeed, they are only struck by 1 rod. If unlucky, they are struck by 1d3+1 rods. Each taser rod deals a 4d6 electrical charge, matched against the target's CON. Combat Armour is insulated, and gives the wearer a +4 CON bonus.
2. **Nerve Gas:** Thick, yellow gas pours from vents, quickly filling the airlock. Any PC not wearing a respirator must roll CON vs POT12 or be incapacitated for 1 min per point they failed the roll by.

To open the inner airlock door requires a comtech to override the security system. This is a *Computer Security* roll at -20%.

Control Room: Beyond the airlock lies the control room. Sunken seating areas have banks of computer consoles and monitors displaying various scenes from CCTV, orbital

flightpaths of robot freighters, etc. An armoured pressure door leads out of here to the west, marked 'CPU Core: Authorised Personnel Only'.

Occupants: There are 8 android controllers working in here. They will offer no resistance to the PCs. They were stolen from an Artificial Life Incorporated transport that was hijacked enroute to Betelgeuse from Sol. However, their overseers are human enough, 2x Capello Nero systems analysts named Gwen Capsalis and Ric Dilani. She will attempt to break for the CPU Core while the 4x type 1 security guards in here will engage the PCs.

Gwen Capsalis

Systems Analyst. 33 year old European Federation citizen. Ex EF military Comtech.

Ric Dilani

Systems Analyst. 36 year old European Federation citizen.

Use same stats for both.

STR: 10	Move: 3	RL: 4/5
CON: 14	HP: 13	LL: 4/5
SIZ: 11		AB: 4/5
INT: 15		CH: 4/6
POW: 12		RA: 4/4
DEX: 14		LA: 4/4
APP: 14		HD: 4/5

Attacks:	SR	A%	DAM
M11P Pistol	3/6/10	55	1d10

Armour:

Personal Body Armour (4AP)

Notes: Gwen and Ric will not attempt to fight heavily armed Colonial Marines. If forced, she will provide access codes to the CPU. He will too, but will attempt to alert the androids inside to corrupt the optical disk.

Airlock to CPU Core: Half the size of the airlock to the control room, this airlock is also equipped with the same security measures. If the PCs have captured Gwen Capsalis, she may warn them.

Final Defences: A Remote Sentry Weapons System like that deployed in Warehouse 5 is set up here, and can be activated from the control room or from the CPU Core. The door to the CPU Core is armoured. It will either

need blowing up (risky, could damage CPU) or cutting open (do PCs have the equipment?) or hacking (3x *Computer Security* rolls will be needed in succession). Alternatively the PCs could get one of the system analysts to open it.

CPU Core: The CPU Core is located inside an octagonal block of armoured plexi-glass in the middle of the chamber. Inside is the Pyramid Shipping CPU (a black block of shiny plastic and metal). Access is via 4x remote terminals located around the outside. At two of the consoles are 2x android controllers.

Fighting in the CPU Core: any fire will cause the Halon fire control system to come on line, filling the room within 11 seconds. For each round after the androids in the CPU Core are ordered to delete the database, 10% of the data will become irretrievably corrupted. The CPU plexi-glass has 10AP.

15. Cargo Terminal (map 8):

The Pyramid Shipping Cargo terminal runs North out of the office complex for 800m, and consists of a wide area with plenty of cover for firefights. There are powerloaders, small golf-cart style cars, crates, equipment etc etc. There are 8 cargo loading locks which attach to robot freighters (currently only 1 is present), and large cargo locks that lead into the warehouse complex.

Occupants: There will be 3d6 cargo workers in here working the night shift, in addition to 8 type 1 security guards.

16. Landing Pads:

There are 8 landing pads, each large enough to accommodate a robot freighter (about 3 times the size of a dropship). Tunnels extend from the cargo terminal into the cargo holds, from where cargo is offloaded and transported to the warehouses. There is currently only 1 freighter present, and the cargo workers are in the process of unloading the cargo into warehouse 3.

Occupants: 4 type 1 security guards patrol the landing pads at night.

17. Communications Uplink Tower:

At the far end of the cargo terminal. The control room is at ground level, and contains 4 night staff.

HAND OUT 1: MISSION EQUIPMENT: BOARDING PARTY:

MARINE TROOPER EQUIPMENT:

- 1x M3 Combat Armour (8AP)
- 1x Compression Suit
- 1x MedKit (0.5 kg)
- 6x Flares (0.5 kg)
- 1x Individual Marine Pack (IMP);
- 1x Metal frame backpack (1 kg)
- 2x Stun Grenades (1 kg)
- 2x Smoke Grenades (1 kg)
- 1x Knife (0.5 kg)
- 1x TASER pistol w/2 magazines
- 1x M25 Combat Rifle w/2 magazines
- 1x Short range tac comlink
- 1x Locater Device
- 1x Identification Friend Foe (IFF) transponder

AEROSPACE PILOT KIT:

- 1x Flight Fatigues and G-Suit
- 1x Compression Suit
- 1x M3 Combat Armour (8AP)
- 1x MedKit (0.5 kg, only with First Aid Skill)
- 6x Flares (0.5 kg)
- 1x Knife (0.5 kg)
- 1x TASER pistol w/2 magazines
- 1x M41 SMG w/5 magazines
- 1x Medium range comlink
- 1x Locater Device
- 1x Identification Friend Foe (IFF) transponder
- 2x Stun Grenades (1 kg)
- 2x Smoke Grenades (1 kg)

GROUP EQUIPMENT:

- 1x Intelligence Computer
- 1x Long Range Comlink
- 1x Tactical Computer
- 1x Data Recorder
- 2x Inertial Tracker
- 1x Advanced Medical Kit
- 12x Rocket Pitons
- 1x Scanner
- 1x Fibre optic camera
- 1x Thermal imaging camera
- 1x Comtech Toolkit
- 2x M240 Flamethrowers w/1 tank of fuel each
- 2x Combat Shotguns w/2 drums of ammunition 1x standard, 1x baton
- 1x M90 Grenade Launcher w/3 drums 1x Smoke, 1x Stun, 1x Gas
- 1x Laser cutter
- 1x pair of heavy wire cutters

HANDOUT 2: MISSION EQUIPMENT: PYRAMID SHIPPING RAID:

MARINE TROOPER EQUIPMENT:	AEROSPACE PILOT KIT:
1x M3 Combat Armour (8AP) with respirator seal 1x Set of CDUs 1x MedKit (0.5 kg) 6x Flares (0.5 kg) 1x Individual Marine Pack (IMP); 1x metal frame backpack (1 kg) 4x HE Grenades (1 kg) 2x Smoke Grenades (1kg) 1x Knife (0.5 kg) 1x IR Poncho (0.25 kg) 1x M11P Automatic Pistol w/5 magazines 1x Silencer for M11P 1x M29 Assault Rifle w/2 magazines 1x Short range tac comlink 1x Locater Device 1x Identification Friend Foe (IFF) transponder	1x Flight Fatigues and G-Suit 1x Compression Suit (4kg) 1x M3 Combat Armour (8AP) 1x MedKit (0.5 kg, only with First Aid Skill) 6x Flares (0.5 kg) 1x Knife (0.5 kg) 1x M11P Automatic Pistol w/5 magazines 1x Silencer for M11P 1x M41 SMG w/5 magazines 1x Silencer for M414 1x Medium range comlink 1x Locater Device 1x Identification Friend Foe (IFF) transponder 2x HE Grenades (1 kg) 2x Smoke Grenades (1kg)

GROUP EQUIPMENT:
1x Intelligence Computer – contains blueprint of Pyramid Shipping Facility 1x SATCOM (Communications Uplink) 1x Data Recorder 2x Inertial Tracker 1x Advanced Medical Kit 12x Rocket Pitons 1x Scanner 1x Comtech Toolkit 1x Demolitions Toolkit 1x M42 Gauss Rifle w/2 magazines 1x M56 Smart Gun w/2 magazines (10/20mm) 1x M71 SSW w/200rd drum magazine 1x M240 Flamethrower w/1 tank of fuel 1x M90 Grenade Launcher w/4 drums 2x HE, 1x Smoke, 1x Stun 2x Combat Shotguns w/2 drums of ammunition 1x standard, 1x baton 2x TASER pistols w/2 magazines each 1x Fibre optic camera 1x Thermal imaging camera 1x Laser cutter 1x pair of heavy wire cutters

PLAYERS HANDOUT 3: THE ARCTURUS STAR SYSTEM

Arcturus is a K1.5IIIpe Orange main sequence star approximately 36 light years from Sol, with a luminosity of 1.23, and is 4.0 billion years old. Four planets orbit Arcturus:

Arcturus I (Gehenna):

Hot House.

Sizeable metal deposits on this harsh, inhospitable world have encouraged several corporations to fund mining projects on the planet's surface.

Arcturus II (New Tarnapol):

Arid.

EF colony world part-funded by Cenargo Corporation. It's close proximity to the star means that with only 18% water, most of the surface of New Tarnapol is dry and arid, bathed in the ruddy orange light of Arcturus. 90% of the free-standing water on New Tarnapol is located in the northern hemisphere, and it is here that the majority of the colony's 13.2 million inhabitants dwell. Large impact craters from earlier in the planet's history contain vast tracts of fertile land and oceans, the only habitable areas on the planet.

New Tarnapol is the base for a number of small manufacturing corporations, and this industry is supplemented by large surface and orbital cargo facilities which handle commodities from outlying colonies. The location of Arcturus is its greatest asset; it receives all the traffic to and from the Japanese Sector and Coreward colonies in the European Federation Sector. It is a prosperous, well-run commercial Colony.

Beneath the surface, there is also another healthy economy; that of a well-established network of smugglers, dealing in all types of contraband. To try to combat this, the local CAS garrison is backed up by a company strength CMC force equipped with two Type 74 frigates and numerous smaller craft.

Arcturus III:

Gas Giant.

Like Neptune with 9 moons. 2 moons are ice balls, and ice is mined and shipped to supplement the colony on New Tarnapol. The mining operations are almost completely automated, with only small maintenance crews numbering less than 100 required on each moon. Robot freighters transport the ice from the moons to the colony.

Arcturus IV:

Gas Giant.

Like Neptune with 8 moons. 1 of the moons is a glacier world, with a core full of rare radioactive elements. There is a Cenargo Corporation survey team on the moon.