

## CRM06 ADVENTURE HANDOUT 1: JAKE McCULLOCH

Shortly after the incident on Aricebo, you were 'reassigned' from Bravo Company – all the PCs have heard from you in the 6 months that followed is that you are '*currently on Mars*'.

You have been undergoing psychic evaluation at the Psi Corps institute on Mars. Under the guidance of Abigail Chase, a PsiCorps operative specialising in psychic after-effects of possession, you have learnt how to attune your mind to a specific entity (its basically a Mythos Spell called Attune Mind – like a specialised Sense Life Telepathic power only there is a ritual involved that costs MP and a –1d2 SAN cost for each MR used).

You have nightmares about falling into a blue sun and a phrase constantly chanted in his mind – "afoom-zar...afoom-zar...afoom-zar".

Due to these dreams you must make a SAN roll 1d6/2d6. You have to take sedatives to be able to block out the dreams and sleep. But already they are failing to work, and you have had to up the dosage...

Doing some research about the dreams, discover that there are many blue stars throughout colonized space and beyond, including:

44 Eridani  
61 Cygni  
Altair  
Deneb  
Fomalhaut  
Isis  
Kappa Fornacis  
Menkalinan  
Polaris  
Polaris  
Ross 627  
Sirius  
Vega

If the phrase 'afoom-zar' is investigated, after a great deal of research the following can be located. It is not located in any history database. For this you will have to travel to the Viking City library, and review scans of the Occult section. After much research, the following 3 pieces of information are found relating to 'Aphoom-Zhah'...

### **APHOOM-ZHAH:**

According to the Unaussprechlichen Kulten, Aphoom Zhah is the fire-elemental child of Cthugha who descended to Earth's arctic regions, where his own spawn hold dominion. Cthugha chose for His abode the star Fomalhaut, whereupon He begat dread Aphoom Zhah who was later 'banished from the world of man', imprisoned under the Elder Sign of Mnar and who 'dwelleth yet in His frozen realm'.

Regarding Aphoom-Zhah:

Aphoom Zhah is an entity of supra-cosmic cold. He is vaguely mentioned in the Prophecies of Pnom, Pnakotic Manuscripts as a 'flame of coldness which shall someday encompass the lands of men'. He was served by Rlim Shaikorth and the Cold Ones and was known as the "Polar One", "the Lord of the Pole", "the Dweller at the Pole" and "the Cold Flame".

Regarding Rlim Shaikorth:

"Beware, then, the wrath of that Other One which is His Master and far more terrible than He; and Who abideth forever in His cold caverns beneath His mountains, imprisoned there by the Elder Gods. For if that Other seek ye out, Him there is no escaping save in death itself."



## FF74 FRIGATE: UESV ROMMEL

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### INTRODUCTION:

Powerful and versatile with the capability to operate independently for prolonged periods anywhere in colonised space, the FF74 frigate is the mainstay of the United Earth fleet.

There are currently 36 FF74 frigates in the frigate/destroyer force assigned to the Colonial Marine Corps Aerospace Wing. Originally designed for the principal task of anti-pirate/smuggler warfare, they have evolved into powerful and versatile multi-role combat ships. The effectiveness of these ships is enhanced by their stealth design, which reduces their sensor signature significantly.

FF74 frigates are equipped to conduct a wide range of tasks. These include embargo operations using boarding teams inserted from the ship's aerospace craft, disaster relief work and surveillance operations.

The Rommel tips the scales at 28,000 metric tons, measuring 240 meters from bow to stern. Her asymmetric configuration allows maximum cargo capacity within the confines of a compact, heavily armoured hull. The vessel's structural framework is built around its primary power unit.

### POWER SYSTEMS:

Primary power is provided by a Nexus A-59 fusion reactor that can generate a peak output of 3.6 Terawatts. The fusion process is fuelled by powdered lithium hydride (LiH). Fuel is consumed at .25 mg per second per litre. Auxiliary power is provided by a cluster of four Continental Electric AS-4B/AV5 magneto-hydrodynamic turbines, each unit capable of generating 20 to 40 megawatts.

### PROPULSION SYSTEMS:

All propulsion units are located aft of the ship's main reactor. All Type 74 frigates employ a dual drive method for interstellar and interplanetary movement. To manoeuvre in real space, it is equipped with a Foscolo V

Reactionless Displacement Drive that derives power from the main reactor. When interstellar travel is necessary, the Pathfinder employs a Tannhauser 7 F-Drive manufactured by Transtech Industries. The normal cruising speed sustainable by these units is 0.52 light years per Terran day (roughly 1 parsec a week).

### HULL/SPACEFRAME CONSTRUCTION:

Spaceframe composition consists of bonded alloy and composite beams. These materials provide enough strength for massive acceleration while remaining flexible enough to withstand atmospheric re-entry. Hull armour consists of one armoured skin, heavier than that on civilian transports. The armour is composed of laminated insulators, micrometeorite shielding, composite material, and aerogel. Protection against projectile weapons is limited, as with all spacecraft, but the aerogel is capable of dissipating radiation from lasers and particle beams. The hull is also covered with radar absorbent material. The engines vents are provided with infrared suppression/ dispersion. The hull coating is laser absorbent to reduce lidar detection. The ship is coloured in a dark charcoal scheme to reduce visibility. The foremost hull section provides the main cargo area for the Rommel. two 20x10 meter cargo doors on each side of the hull provide access. Underneath the cargo area reside the Rommel's dedicated dropship/shuttle hangar with capacity for up to two AS-114 Cobra dropships

### LIFE SUPPORT:

Cryogenic hypersleep capsules are provided for crew use during the stresses of hyperspace travel. While in hypersleep, the Rommel's computers maintain the crew's body functions at enormously slowed rates, waking them upon arriving on station. Sufficient capsules are provided for up to 35 crew, marines, and passengers, but there are provisions for troop transport configurations of up to 600 capsules in the cargo bay. Artificial gravity is provided by

field generators parallel to the main axis of the ship.

### **COMPUTER SYSTEMS:**

To reduce crew workload, and increase efficiency and safety, the FF74 class frigate is an almost completely automated troop transport. It only requires one android Executive Officer to perform basic navigation duties such as orbital insertion.

The Rommel is equipped with a 28 Terabyte, carbon-60 based core mainframe. In effect, the ship could pilot itself and fight a space battle even if the crew were all dead or in hypersleep. However, at any time, combat or navigational decisions made by the ship can be overridden by the commanding officer. Backup is provided by an 8 terabyte mainframe and local terminals dispersed throughout the ship.

### **DAMAGE CONTROL SYSTEMS:**

Most damage control is automated by the Rommel's mainframe. If the reactor suffers severe damage, the entire assembly can be jettisoned before an explosion occurs. If the vehicle is damaged to the point it becomes untenable, emergency evac is prompted by the CO or automated systems. The Rommel carries 20 type 337 emergency escape vehicles. If the crew is in hypersleep, their capsules will be loaded by the automatic systems. The ship may also be scuttled by the CO. Self-destruct protocols are initiated manually, causing the reactor to go supercritical fifteen minutes after initiation.

### **SENSORS / COMMUNICATION SYSTEMS:**

The Rommel's main sensor array is mounted on the nose of the ship. fifty-metre pylons project from this area, ensuring that the ship's bulk causes no interference. The passive array consists of: two optical telescopes, two infrared telescopes, and a 40m planar-array radio telescope with a 10m backup unit. Active sensing is provided by three radar domes that employ centimetre wave radar for navigation and long range scans. Five more phased arrays along the hull provide target acquisition/tracking information for the ship's weapons. The main comm array is just forward of the drive units, consisting of a 44m antenna used to broadcast during FTL travel, and a secondary 10m antenna for in-system communication. A variety of other relays and

receivers exist for securing, and intercepting trans-missions.

### **ARMAMENT:**

- The main space-to-space punch is provided by four XIM-28A Predator ASAT missiles within a dorsal launch bay. The missile is self-guiding, and is capable of homing through the reception of several different formats of energy emission from the target. Its warhead is a forged fragment ring that creates a lethal burst of fragments. These warheads can be replaced by nuclear warheads up to a maximum nominal yield of 100 kilotons. Warheads larger than 100 kilotons are banned from being carried by starships since the signing of the Strategic Arms Reduction Treaty of 2201.
- A dorsal mounted 800MeV neutral particle beam gun with a fixed forward firing arc. This weapon is powered from storage cells between the main reactor and the weapons.
- For close combat, the Rommel mounts twin railguns in dorsal and ventral turrets. Muzzle velocities exceed 12 km per second, with a practical range of 100 km. A single hit from a railgun round is often enough to cripple a ship.
- Close-in defence is handled by port and starboard laser turrets. These 80MeV free-electron laser turrets are capable of vaporizing small targets such as railgun rounds, or disabling incoming missiles and fighter at ranges up to 30km
- A dorsal bay amidships carries 10 decoys designed to present a radar signature mimicking the Rommel's. There are also two manoeuvring drones designed to confuse enemy spacecraft.
- Space-to-surface capability is provided by a magazine below the cargo bay and forward of the dropship hangar. 20 free-fall, self-guiding STGBM re-entry vehicles are carried. The STGBM carries a standard Space-to-Ground tactical nuclear warhead.

The armament carried by the Rommel enhances her flexibility, allowing her to function as a multi-role platform independent of a fleet or taskforce. She can carry a sizable Marine complement while defending herself from attack, or provide orbital bombardment in support of a Marine landing or planetary action. This has made the Rommel and her sisters the prime movers of the Marine fleet for almost two decades.

## SHIPBOARD LOCATIONS:

The mid deck houses the jumpsleep chamber, medical bay and locker room. The showers and galley are adjacent to the jumpsleep chamber. Below the mid deck is the main lower deck, which houses the main hangar and cargo bay.

Adjacent to the hangar bay are equipment bays containing powerloaders, armaments and supplies for the dropships and APCs (missiles and supplies are only loaded into the

dropships and APC immediately prior to a mission).

The hangar bay has two airlocks. Also directly adjacent to the aft hangar bay is a ready room for the troops. This room contains all the marines' weapons and equipment, plus lockers containing the marine's personal effects.

All flight and command areas are housed in the upper deck, towards the rear of the ship.

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| FF74 ROMMEL   |  |   |
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| <b>Stats:</b><br>Armour: 25 (125)<br>Structure: 50 (250)<br>Weight: 20,000<br>Dimensions:<br>Length: 240m | <b>Movement:</b><br>Maneuver Penalty: 25%<br>Maximum Speed:<br>Normal: 2.4AU/day<br>F-Drive: 1 parsec/week | <b>Sensors:</b><br>Space: 10,000km<br>Perimeter Alert: 50,000km |
| Crew: 1<br>Passengers: 35/600<br>Cargo: 5000 tons<br>Evacuation: EEV<br>Extras:                           | <b>Ship's Computer:</b><br>Autopilot: 70%<br>Battle Computer: 75%  |   |



## PV18 PATHFINDER: UESV COOK

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### INTRODUCTION:

The Pathfinder class of starships were designed specifically for deep space military operations by UESC (United Earth Space Command), such as mapping dangerous areas of space beyond the Outer Rim or using its onboard interstellar navigation technology to act as a beacon for fleet deployments on colony worlds outside or on the edge of the Network.

With the capability to operate independently far from base for prolonged periods the Pathfinder ships gather astrocartographical data which provides much of the military's information on the areas of beyond colonised space. Data collected by the ships extensive sensor arrays helps to improve technology in deep space warfare and enemy ship detection.

The Pathfinder class tips the scales at 15,000 metric tons, measuring 140 meters from bow to stern. The vessel's structural framework is built around its primary power unit.

### POWER:

Primary power is provided by a Nexus A-55 fusion reactor that can generate a peak output of 3.4 Terawatts. The fusion process is fuelled by powdered lithium hydride (LiH). Fuel is consumed at .20 mg per second per litre. Auxiliary power is provided by a cluster of four Continental Electric AS-4B/AV5 magneto-hydrodynamic turbines, each unit capable of generating 15 to 30 megawatts.

### PROPULSION:

All propulsion units are located aft of the ship's main reactor. All Pathfinder class vessels, employs a dual drive method for interstellar and interplanetary movement. To manoeuvre in real space, it is equipped with a Foscolo V Reactionless Displacement Drive that derives power from the main reactor. When interstellar travel is necessary, the Pathfinder employs a Tannhauser 7 F-Drive manufactured by Transtech Industries. The normal cruising speed sustainable by these units is 0.52 light years per Terran day (roughly 1 parsec a week).

### HULL/SPACEFRAME:

Spaceframe composition consists of bonded alloy and composite beams. These materials provide enough strength for massive acceleration while remaining flexible enough to withstand atmospheric re-entry. Hull armour consists of one armoured skin, heavier than that on civilian transports. The armour is composed of laminated insulators, micrometeorite shielding, composite material, and aerogel. Protection against projectile weapons is limited, as with all spacecraft, but the aerogel is capable of dissipating radiation from lasers and particle beams. The hull is also covered with radar absorbent material. The engines vents are provided with infrared suppression/ dispersion. The hull coating is laser absorbent to reduce lidar detection. The ship is coloured in a dark charcoal scheme to reduce visibility.

### LIFE SUPPORT:

Cryogenic hypersleep capsules are provided for crew use during the stresses of hyperspace travel. While in hypersleep, the ship's computers maintain the crew's body functions at enormously slowed rates, waking them upon arriving on station. Sufficient capsules are provided for up to 20 crew, marines, and passengers. Artificial gravity is provided by field generators parallel to the main axis of the ship.

### COMPUTER SYSTEMS:

To reduce crew workload, and increase efficiency and safety, the PV18 class pathfinder is an almost completely automated space vessel. It only requires one android Executive Officer to perform basic navigation duties such as orbital insertion. However, F-Space Beacon triangulation and alignment is performed by both the android and a team of com-techs.

The PV18 is equipped with a 36 Terabyte, carbon-60 based core mainframe. At any time, combat or navigational decisions made by the ship can be overridden by the commanding officer. Backup is provided by an 12 terabyte

mainframe and local terminals dispersed throughout the ship.

**DAMAGE CONTROL:**

Most damage control is automated by the PV18's mainframe. If the reactor suffers severe damage, the entire assembly can be jettisoned before an explosion occurs. If the vehicle is damaged to the point it becomes untenable, emergency evac is prompted by the CO or automated systems. The PV18 carries 4 type 337 emergency escape vehicles. If the crew is in hypersleep, their capsules will be loaded by the automatic systems. The ship may also be scuttled by the CO. Self-destruct protocols are initiated manually, causing the reactor to go supercritical fifteen minutes after initiation.

**SENSORS/COMMUNICATIONS:**

The PV18's main sensor array is mounted on the nose of the ship. 100m pylons project from this area, ensuring that the ship's bulk causes no interference. The passive array consists of: two optical telescopes, two infrared telescopes, and a 40m planar-array radio telescope with a 10m backup unit. Active sensing is provided by three radar domes that employ centimetre wave radar for navigation and long range scans. Five more phased arrays along the hull provide target acquisition/tracking information for the ship's weapons. The main comm array is just forward of the drive units, consisting of a 70m antenna used to broadcast during FTL travel, a secondary 20m antenna for in-system communication, and an extendable 100m F-Space beacon. A variety of other relays and

receivers exist for securing, and intercepting trans-missions.

**ARMAMENT:**

- The main space-to-space punch is provided by two XIM-28A Predator ASAT missiles within a dorsal launch bay. The missile is self-guiding, and is capable of homing through the reception of several different formats of energy emission from the target. Its warhead is a forged fragment ring that creates a lethal burst of fragments. Maximum effective range is 100km. These warheads can be replaced by nuclear warheads up to a maximum nominal yield of 100 kilotons. Warheads larger than 100 kilotons are banned from being carried by starships since the signing of the Strategic Arms Reduction Treaty of 2201.
- For close combat, the PV18 mounts twin railguns in dorsal and ventral turrets. Muzzle velocities exceed 12 km per second, with a practical range of 100 km. A single hit from a railgun round is often enough to cripple a ship. Close-in defence is handled by port and starboard laser turrets.
- The PV18 mounts two 60MeV free-electron laser turrets capable of vaporizing small targets such as railgun rounds, or disabling incoming missiles and fighters at ranges up to 25km
- A dorsal bay amidships carries 10 decoys designed to present a radar signature mimicking the PV18.

| <b>PV18 COOK</b>   |  |  |
|--|--|--|
| <b>Stats:</b>  | <b>Movement:</b>   | <b>Sensors:</b>                              |
| Armour: 20 (100)<br>Structure: 30 (150)<br>Weight: 25,000<br>Dimensions:<br>Length: 220m | Maneuver Penalty: 20%<br>Maximum Speed:<br>Normal: 2.8AU/day<br>F-Drive: 1 parsec/week | Space: 10,000km<br>Perimeter Alert: 50,000km |
| Crew: 1<br>Passengers: 35/200<br>Cargo: 300 tons<br>Evacuation: EEV<br>Extras:           | <b>Ship's Computer:</b><br>Autopilot: 60%<br>Battle Computer: 70%                      |  |

## CRM06 ADVENTURE HANDOUT 4: FOMALHAUT

Planets in the Fomalhaut Star System:

1. Planetoid – a a small airless world less than 1000 km in diameter.
2. A plain rock ball with no appreciable atmosphere. (Example: Mercury)
3. Gas Giant – Like Uranus with 7 moons orbiting.

Fomalhaut is an A8 II blue star, prone to unpredictable solar flares. The resulting intense stellar radiation that bathes the planets orbiting Fomalhaut has prevented Japan from colonizing the system. The only life present is the staff of the Motokatsu-Kyono Combine solar observatory orbiting the 2<sup>nd</sup> planet, who number 18.

## CRM06 ADVENTURE HANDOUT 5: MOTOKATSU-KYONO COMBINE SOLAR OBSERVATORY

In geo-synchronous orbit around the 2<sup>nd</sup> planet is a space station which is the property of the Motokatsu-Kyono Combine. The space station was built 22 years ago by the Motokatsu-Kyono Combine, a Japanese megacorporation with the largest colonial interests in Japanese controlled space other than Cenargo Corporation.

The team are investigating the unpredictable solar activity of the star, to see if there is any way it can be either harnessed or controlled. There are 18 members of staff on the station, the majority of whom are employees of Motokatsu-Kyono Combine. The majority are members of the scientific team, with a small number of technical staff and security guards.

|                 |  |
|-----------------|--|
| Scientific Team | All 11 members of the science team are currently contracted to Motokatsu-Kyono. They are led by Professor Arlo Kogama.                         |
| Security        | The security team numbers 3, and all are members of MKC Security, the Motokatsu-Kyono Combine security force – the company's own private army. |
| Technical Crew  | The technical crew numbers 2, both contracted to Motokatsu-Kyono.  |
| Pilots          | There are also two pilots on board the space station.  |

## CRM06 ADVENTURE HANDOUT 6: MISSION LOADOUT

| <b>MARINE TROOPER EQUIPMENT:</b>   | <b>AEROSPACE PILOT KIT:</b>   |
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| 1x M3 Combat Armour (8AP)<br>1x HALO (artificial psychic shield – confers same protection as Telepathic ability of the same name)<br>1x Compression Suit<br>1x MedKit (0.5 kg)<br>6x Flares (0.5 kg)<br>1x Individual Marine Pack (IMP);<br>1x Metal frame backpack (1 kg)<br>2x Stun Grenades (1 kg)<br>2x Smoke Grenades (1 kg)<br>1x Knife (0.5 kg)<br>1x TASER pistol w/2 magazines<br>1x M29 Tactical Assault Rifle w/2x magazines<br>1x Short range tac comlink<br>1x Locater Device<br>1x Identification Friend Foe (IFF) transponder<br>1x Thruster Pack<br>1x CO <sub>2</sub> Gun<br>1x Repair kit for Compression Suit | 1x Flight Fatigues and G-Suit (G-suit doubles as Compression Suit)<br>1x M3 Combat Armour (8AP)<br>1x HALO (artificial psychic shield – confers same protection as Telepathic ability of the same name)<br>1x MedKit (0.5 kg, only with First Aid Skill)<br>6x Flares (0.5 kg)<br>1x Knife (0.5 kg)<br>1x TASER pistol w/2 magazines<br>1x M41 SMG w/5 magazines<br>1x Medium range comlink<br>1x Locater Device<br>1x Identification Friend Foe (IFF) transponder<br>2x Stun Grenades (1 kg)<br>2x Smoke Grenades (1 kg) |

| <b>GROUP EQUIPMENT:</b>  |
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| 1x Neural Inhibitor – pneumatic injector with 6 doses.<br>1x Intelligence Computer<br>1x Combat Engineers' toolkit<br>1x Long Range Comlink<br>1x Tactical Computer<br>1x Data Recorder<br>2x Inertial Tracker<br>1x Advanced Medical Kit<br>12x Rocket Pitons<br>1x Scanner<br>1x Fibre optic camera<br>1x Thermal imaging camera<br>1x Comtech Toolkit<br>2x M240 Flamethrowers w/1 tank of fuel each<br>1x M42 Gauss Rifle w/3x magazines<br>1x M71 Squad Support Weapon (SSW) w/2x drums<br>2x Combat Shotguns w/2 drums of ammunition 1x standard, 1x baton<br>12x Smoke Grenades<br>12x Stun Grenades<br>12x Gas Grenades<br>2x M74A1 Shock Rifles<br>1x M101 PPG<br>10x Power Cells<br>1x Laser cutter<br>1x pair of heavy wire cutters |