

# Rik'ta

## Hook:

While on Morgaine's World, the crew is contacted about a job. A courier contacts them on behalf of a person named Badger. A time and place is set for the meet. Once the crew arrives, the courier takes them to an abandoned launch station. They enter, what appears to be, an old administration building.

*"Good day, Gents and my Ladies. You may call me Badger. I heard you may be the best? I have a job for ya.*

*Half way between here and Gran Quivera is an old derelict, the Glory Gayle. She has some commodities that I wish to procure, discreet like an'all. If you bring that here by tomorrow, I'll over ya 8,000 creds. What ya say?"*

Badger does not offer a lot of info on this job and he can be bartered up to 10,000 credits. There are several guards, admins, etc in the area and each are armed (auto rifle, auto pistol, needler pistol or gyrojet pistol). They outnumber the crew 3 to 1 so; a fight would be ill advised.

If the crew accepts, they need to have the grain cargo at Bunyip Station in less than 36 hours. The flight only takes several hours and they can land their ship here to unload the cargo.

## Bunyip Station

Bunyip Station was an early launch station on Morgaine's World. It fell into disuse and was abandoned. Recently, a group of unscrupulous thugs have taken to use it as their base.

Badger (H/M)		<Small Crime Boss>
		Skills: Projectile 3, Hagglng 2, Pilot 1
		Equip: chronocom, bun hat, vest and a string tie

STA:	30
RS:	45
IM:	5
RW:	55
MW:	25

Badger is a rather small man, with a cottony accent. He thinks rather highly of himself and looks down on people. He grew up on the streets where is determination to get the job done, earned him his nickname – badger.



## Line:

The crew finds the Glory Gayle at the coordinates given to them. She is rotating end-over-end. It is too dangerous to dock the ship so; the crew will have to board the ship via space. The crew can then, engine the thrusters to stop the spin so their ship can dock or unload the cargo manually.

If the crew searches the ship, they see signs of a struggle. There are no bodies and it appears some of the cargo is missing. Anyone who can crack the Security Lockout program (level 6) on the mainframe, can access the ships manifest. They will also discover that this is a CDC ship.

## "Glory Gayle"

<b>Class:</b>	Star Blazer
<b>Type:</b>	Freighter
<b>Owner:</b>	CDC
<b>Hull Size:</b>	17
<b>Hull Points:</b>	85 56
<b>ADF:</b>	4 0
<b>MR:</b>	2 1
<b>DCR:</b>	71
<b>Weapons:</b>	LBx2
<b>Defenses:</b>	None
<b>Engines:</b>	6 Atomic "C"

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Manifest: ~~Diamonds (4 units), Computers (1 unit), Robots (3 units)~~, Copper (3 units), Grain (4 units), Chemical Drives (2 1 units)

History: The Glory Gayle is a CDC ship. She was making a run from Timeon to Prenglar when she disappeared. It is believed that she was taken by pirates.

Actually, she was taken by pirates. They took out the engines and weapons and then boarded her and took part of the cargo and all the crew.

## Sinker 1:

The crew will have just completed loading their cargo when a blip shows up on the radar 300,000 km out. The ship is heading directly for them and hails them.

*"This is the CDCS Nabisco. You are in the vicinity of a CDC ship. Stand down and prepare to be boarded"*

The crew can turn tail and run. If their ADF is greater than 3, they will outrun the Nabisco. If it is not, the Nabisco will fire a warning shot of the bow of the crew's ship. Then, if they do not stop, the engines of their ship will be shot out.

If they prepare to be boarded, five men (heavily armed) will board and search the ship. If they find any cargo from the Glory Gayle on the ship, the crew will be detained and Star Law contacted for theft of CDC goods.

## "CDCS Nabisco"

Rim-Song class Yacht, modified

HS: 3 HP: 15 Drives: 2 Atomic A

ADF: 3 MR: 3 DCR: 29 Crew: 3 Passengers: 5

Armament: LB

Defenses: RH

Communication: Videocom radio (1 screen), Subspace radio

Detection: Radar

Astrogration: Starship

Owner: CDC

## Guards (H/M)

STA:	45
RS:	45
IM:	5
RW:	55
MW:	35

Skills: Projectile 3, Beam 3, Melee 1

Equip: civilian skeinsuit, albedo screen, gas mask/helmet/chronocom auto pistol, laser rifle, stun stick, power beltpack, 2 dozen grenades

## Sinker 2:

As the crew is going to or coming from the derelict, they are passed by a large shuttle. When they get to visual range, they see that it is painted with red streaks on it, has some damage and is mounting three or four laser batteries. The ship appears to be venting oxygen.

If the crew calls the ship on the radio or attempt to board it, the shuttle will turn and attack the ship. If they crew ignore the shuttle, it will pass them and continue on course.

The ship is manned by Cybot Pirates. They will attempt to board the ship, convert the crew and passengers to Cybot Pirates.

Unknown to the crew, if they ignore the shuttle, once it is outside sensor range it turns and trails the crew's ship. Once they near Morgaine's World, it will speed up to attack them. The crew can enter the atmosphere and head toward one of the mountain ranges. The pilot needs to make an evasive roll to avoid a collision. After several turns, two UPF Spacefleet Assault Scouts approach and destroy the Pirate shuttle.

## Kri'kaa-class Heavy Shuttle, modified

HS: 2 HP: 40 8 Drives: 1 Atomic A

ADF: 2 MR: 2 DCR: 26 Crew: 1 Passengers: 10

Armament: PLTx1, PLx2

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**Defenses:** RH

**Communication:** Videocom radio (1 screen)

**Detection:** None

**Astrogration:** shuttle

**Misc:** 5 portholes (2 bridge, 2 passenger, 1 airlock); 1 airlock, rear cargo doors.

**Cargo Capacity:** 2 units (approx. 27 cu. m)

**Crew Accommodations:** Gel contour seat

**Passenger Accommodations:** 10 stow-able seats

## Cybot Pirate

STA:	100
RS:	50
IM:	6
RW:	50
MW:	50

Equip: Weapon and 1 clip (20 SEU or rounds)

Laser Pistol, Gyrojet Pistol, Auto Pistol

## Optional 1:

The crew tries to solicit passengers from Morgaine's World to Gran Quivera. Since both planets are in the same system, the fees are half the normal price: 100 credits for First Class and 50 credits for Journey Class. The following people are will to pay for passage:

Mr. & Mrs. Tracey (old human couple going to see their children and grand children)

James Colburn (young human man getting transferred; he works for PGC as a computer operator)

Geiger (a middle aged human man; he doesn't talk much)

Pastor Windgate (a middle aged human man; he is moving to Gran Quivera)

## Optional 1 Sinker:

Mr. & Mrs. Tracey stole some information from PGC. Mr. Colburn is a PGC agent sent to recover the information.

## Mr. Tracey (H/M)

STA:	35
RS:	35
IM:	4
RW:	20
MW:	20

Skills: Beam 1, Technician 3

Equip: Electrostunner, 1 clip (20 SEU)

## Mrs. Tracey (H/F)

STA:	30
RS:	30
IM:	3
RW:	15
MW:	15

Skills: Computer 3

Equip: file (Information level 1)

## James Colburn (H/M)

STA:	55
RS:	45
IM:	5
RW:	25
MW:	25

<PGC Agent>

Skills: Beam 3, Computer 3, Technician 1

Equip: Electrostunner, 1 clip (20 SEU)

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Geiger is a Sathar agent. He will attempt to get to the bridge, stun the crew, lock up the bridge and then call a Sathar Frigate on the subspace radio.

Geiger (H/M)		<Sathar Agent>
		Skills: Beam 1 (35%)
		Equip: Electrostunner, 1 clip (20 SEU)
STA:	55	
RS:	45	
IM:	5	
RW:	25	
MW:	25	

## Sinker 3:

Once the crew gets back to Bunyip Station, Badger complains that they are late. He received a report that a complaint has been filed with Star Law for a ship (matching the crew's ship description) was seen stealing goods from a CDC ship. He refuses to accept the cargo. He does not want any trouble with Star Law and the CDC.

The crew will not be able to change Badger's mind. If they try to use force, they will be outnumbered three to one. Badger tells them to go away...go try Autumn

## Sinker 4:

The crew gets word that a lady named Autumn Schmidt is on Gran Quivera and is looking for some grain. The crew will need to use their Intuition successfully to find her – she is known of.

The crew can call her. The crew can sell the cargo for its worth – 7,000 credits per unit. She agrees to the sale but, she will try and barter down the price 10%. After, Autumn will give the crew the coordinates for the meeting tomorrow.

Autumn shows up at the meet on horseback, with one guard per crewman. She also has one more guard in the surrounding hills with a laser rifle and scope.

Autumn (H/F)		Skills: Projectile 2, Technician 1, Haggling 1
		Equip: auto rifle and auto pistol, 1 clip each
STA:	30	
RS:	30	
IM:	3	
RW:	15	
MW:	15	

Guard		Skills: Projectile 1, Unarmed 1
		Equip: auto rifle or auto pistol, 1 clip, vibroknife
STA:	45	
RS:	45	
IM:	5	
RW:	35	
MW:	35	

## Experience

The crew will receive experience for surviving each encounter (Good – 3, Average – 2, Poor – 1)