

Liberation

Liberation is a 2 act short adventure. It will provide a spaceship to the players but, not without a hitch. The party will “adopt” the ship as opposed to take possession of it.

Preparation ~ This adventure can tie into an existing one or a lull in between adventures. The party will have been captured or detained. This may have been by pirates, who are selling them to the Sather. Or it could be that the party was captured by the Sather.

Act 1

The party is sitting in a brig on a Sather destroyer when they drop out of the void. After maybe an hour or two, several Sather open the cell door and march you down the hall towards the airlock and 3 other Sather. (Play this up by letting the party think that they are about to be spaced out the airlock).

The first Sather steps forward. He has a patch over his right eye and many tattoos upon his head.

“I am the Captain. You will go to the other ship at the end of the airlock and recover it. We have sent one team and they were eradicated. You will go or die.”

And with that, Captain pulls a laser pistol on them. The other guards point their laser rifles at them. There is one guard for each player plus the Captain and two more guards. If the party asks for weapons, they will be denied and then the person who asked will be butt stroked by a guard’s rifle butt. “Now move!”

As the party goes through the airlock, they will notice a lack of power and gravity immediately. When they exit the airlock, an electrostunner will take 1 shot at the party each turn until they are all unconscious or they leave the area.

The access hatches to the bridge are open. As the party continues to the bridge, they will notice there are no bodies of the Sather boarding party. Nell, ejected the bodies out the airlock by opening it. The door to the bridge is closed. A technician will need to override the door mechanism. It is a level 5 lock.

Once on the bridge, the party will need to locate the main computer and activate. Nell is actually in a semi-dormant state. When the party tries to start it, they will actually be restarting it. Nell attempt to close the door, gas the entire bridge with doze gas and then open the door and airlock. The gas will fill the room in 3 turns. The party needs to locate the computer (intuition check) and the computer specialist needs to turn the computer on. On round 3, each member needs to pass a Stamina check or fall unconscious.

Once Nell is activated, all systems will come online. The party will be asked the following in a monotone woman’s voice:

“Who are you?”

“What are your intentions?”

“What is this current location?”

Each person that talks to Nell should roll a Personality check. If the party has more successful PER checks than failures, they have won Nell over. Anyone that has a Psycho-Social skill should use their psycho-pathology skill to try and pacify Nell. If this skill roll is successful, Nell will automatically be won over to the party.

Nell, will activate all systems and then pull away from the Sather Destroyer. Nell will shot with all three batteries and hit all three times. Nell will then drop a seeker missile and pull away. The Destroyer will shot with a laser battery (miss) and rocket battery (hit – 1 laser battery is offline). The next turn, the seeker will activate, hit the destroyer, and the destroyer will then blow up. The ship then enters the void.

(The Captain, will have managed to reach an escape pod and leave in the other direction. He has been a reoccurring nemesis.)

Experience: the party will receive 1 point if they survive, they receive 2 points if they get Nell to accept them and they receive 3 points if they pass every challenge.

Act 2

The ship now leaves the void in the Theseus system. The party charts a course for a space station outside of the planet Minotaur. Before the ship arrives, an Assault Scout heads out towards the ship. The team needs to explain to Nell the common procedure of being boarded by the Militia for a customs check. This will require another PER or Psycho-Social check or Nell will fire upon the Militia ship.

The boarding party will search the ship. The party can then explain their capture and the salvaging of the "Liberator". The boarding officer will direct them to the port to file a claim and to register the ship. At this point, Nell will report a radar contact.

"Warning! Two contacts on radar – distance 300,000 km."

"Contact One	Starship	Destroyer
	Origin	Sather
	Course	Minotaur
Contact Two	Starship	Destroyer
	Origin	Sather
	Course	Minotaur"

The boarding party will then immediately depart. Nell will then detach from the Assault Scout after the boarding party leaves. The ship will then enter the void and exit one light year away.

Experience: the party will receive 1 point if they survive, they receive 2 points if they get Nell to accept them and they receive 3 points if they pass every challenge.

Appendix

NPC

"Captain"

"Captain" has a patch over his eye from a previous battle with the UPF. By the number of tattoos on his head, he is high in the clan social structure. Captain is a cunning and devious character. He is always one step ahead of the party and has nine lives. He has been an ongoing enemy in my campaigns. He is one of those bad guys that everyone loves to hate. He is only known as "Captain". His real name is a mystery.

Ability

STR/STA 45/50

DEX/RS 40/45

INT/LOG 40/40

PER/LDR 65/75

IM: 5

Skills: Beam 3 (50%), Pscho-Social 2, Martial Arts 2 (40%), Comp 1

Special Ability: Hypnotism

Equipment: Military Skeinsuit, Albedo Screen, SEU backpack, Laser Pistol (set to 5 SEU), antishock implant, gasmask, 1 vail of solvaway

Liberator class Merchant/Scout vessel (alien in origin)



General characteristics

Armaments	3 batteries "seeker" missiles
Defenses	Herculanium hull Static Screen

Crew: 28 (min – 6)

HS: 10

HP: 40

ADF: 04

MR: 03

DCR: 50

Hatches: 3

Life Support: 28 / 28 (Backup)

Engines: 3 Atomic "B"

Fuel: 18 (6 pellets each engine)

Size: 240 m. x 40 m.

Cargo: 5 units + Strong-room (vault)

Quarters: 6 single cabins

11 double cabins

Weapons: LBx2 (bottom), EB (top), SMx2

Defense: RH, SS, ICMx4

Communication: SS Radio, Videocom, Intercom

Detection: Radar, Energy Sensor, Cameras, Skin Sensors
WNB, Decoy x1

Astrogation: Starship

Additional: Advanced Surgical Bay*, Hangar

1 shuttle (HP:5, ADF/MR: 5 Crew: 2+10)

10 Escape Pods, 2 Life boats

6 maintenance robots**

Computer "Nell" (Level: 5 FP: 372)

Nell has neither memory nor records of the ships previous history. Nell is an "Artificial Intelligence". It has access to all programs and via the security measures, has access and control over the entire ship.

It has become a little unique in character over time. 1) Nell never refers to itself in the first person, i.e. "I". 2) If Nell is given a command that it does not like, it will carry it out but, it will start the "silent treatment". Nell will refuse to talk to the offending person or the crew.

Programs:

Drive (5/64), Life Support (1/3 x 2), Alarm (3/4), Computer Lockout (5/16), Damage Control (3/8), Astrogation (4/24), Skin Sensors (1/1), Laser Battery (1/4 x2), EB (2/6), Seeker Missile (3/9), Stasis Screen (3/12), ICM (3/12), Analysis (1/1), Bureaucracy (5/32 x2), Commerce (1/2), Communication (1/3), Computer Security (5/32), Industry (1/3), Information Storage (3/8), Installation Security (5/48), Language (3/4), Maintenance (1/2), Robot Management (5/32), Transportation (1/3)

Crew

The capacity for the ship is 28 passengers and crew. The minimum crew needed to run the ship is 6: Pilot, Navigator, Engineer and 3 gunners.

Med-bay

The Med-bay is an advanced, surgical bay with Medkit (5), Freeze Field (30).

Security Measures

1. At each airlock, there is 1 camera with an electrostunner. The electrostunner is hooked to the engines and has an unlimited power supply. Normally, it is set to stun unless the ship has been fired upon and is boarded. Then Nell will set the electrostunners to kill (4D10 damage).
2. Every lock to each room can be locked or unlocked by Nell, to include the airlocks.
3. The life support system is connected to several cylinders of doze gas. An individual room or the entire ship can be gassed.

4. The entire floor of the bridge is connected to heating conduit. Nell can increase the temperature of the floor until a person leaves or starts to receive damage (1D10 per turn).
5. When the ship is damaged, Nell will automatically activate the robots to start repairs. If necessary, she will divert power from life support to the computer to continue repairs.
6. The robots primary purpose is to repair the Liberator. In the event that a person tries to stop it, it will attack until the person stops. Then it will go back to repairs.

[These security measures are to defend the ship. Nell will preserve the ship over the crew but, it will not outright kill the crew. It will restrain the crew. Do not let the players know this. And please do not use Nell to kill the players. Think of Nell as an adolescent girl who has access to an Encyclopedia set]

****Maintenance Robots: (Level: 4 STA: 50 RS: 50 IM: 5 RW: 50 MW: 50 PS: 1D10 Move: 60 m./turn
Body: Tin Can with treads and 1 arm Equip: cutting torch, techkit Programs: Security Lock,
Self Defense, Attack/Defense, Restrain, Computer Link, Technician)**