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Axius System Campaign: Part 1

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While unknowingly transporting an illegal cargo, the PCs are ambushed by pirates and taken prisoner. Can they escape?

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Before We Begin...

This was is the first adventure I wrote for the second edition of the Star Wars RPG. It was intended to be the start of a campaign for a novice group of 'independent' PCs. The second part of this campaign is already written and if I get the time and / or somebody asks nicely I'll probably write a third part. To an extent this adventure was based on the Pirates of Prexiar scenario in the 2nd ed. rulebook, but ended up so twisted that you probably wouldn't notice. On the requirements side, the campaign is set in the 'classic' era, the PCs should really be independents and should have access to a ship (ideally one should be a smuggler). The adventure also provides a fair bit of background for the PCs, so bear that in mind if you let them write up their own backgrounds. Just in case you can't tell, the stuff in *Italics* you can read straight out to the PCs. One more point. I am not a Star Wars anorak. I may well do stuff that somehow isn't in the 'official' background. Tough.

GMs Plot Outline

Basically, the PCs are small time smugglers, couriers etc. The one who owns the ship (or all of them if they jointly own it...) had to borrow a large amount of money from a local crimelord on Cygnus, one 'Razor' Raamon. They are now pretty deep in debt and Razor wants his money back. He knows the PCs can't pay, so he sends his 'enforcer' Bof Harkon, to find the PCs and get them to a job for Razor in exchange for an extension on their 'loan'. The PCs have to unwittingly transport chemical narcotics to a criminal in another system. This isn't too much of a problem, as the PCs get ambushed en-route and captured by a bunch of pirates, who take their ship and cargo and imprison them in their base. But, as is a Hero's wont, the PCs breakout and with the aid of another captured light freighter crew (who are in actual fact rebel operatives / smugglers) blast their way out of the pirate base and to freedom. They are then offered a chance to work for the rebels as mercenaries having demonstrated the appropriate abilities.

Episode 1

It's been a quiet couple of weeks. There hasn't been much business for people into your kind of work, what with the increased Imperial Navy presence, both in orbit and in port. Cygnus has been put under a lot of pressure recently, especially for an outer rim territory. Even legitimate cargoes have dried up. You can't go out onto the streets without running into a squad of stormtroopers every hundred meters. You've been thinking about relocating your base of operations, but Raamon has been watching you too closely lately. It probably wouldn't be a good idea to leave in a hurry without paying him.

It's late afternoon in the Bulging Bantha, a run down, seedy bar near the spaceport. Most 'independent entrepreneurs' like yourselves hangout here, looking for work. You are about to call it a day when a familiar face appears at the entrance. His name is Bof Harkon; a senior thug working for Raamon whose specialist subject is debt collecting. He makes his way quickly over to your booth and sits down.

"Time to pay up. You owe my boss 25000, and he thinks it's time for you're latest payment. And he said to tell you he accepts cash or body parts, your choice."

No doubt the PC's will try and bluff him, or ask for an extension to the loan, try to set up finance options, repayments or something. If the PCs are stupid enough to threaten violence.

"I wouldn't have thought you would be that stupid!" growls Harkon in a threatening tone. "Even if you could successfully get rid of me, which I seriously doubt, there are ten men in this cesspool that will blast you to atoms if I so much as raise my voice"

He isn't kidding. If the PCs attack Harkon he will dodge the floor and his goons will start shooting. The result of this is that the PCs will certainly perish in the lethal crossfire. If they play sensible...

"Ahh. Well, I suppose these are hard times for Independent transporters at the moment, what with this Imperial blockade and all. Obviously, we don't want any violence if we can avoid it do we? I think my boss might just be persuaded to give you a bit longer to pay off your loan, if you would do him a small favour. We, err, have a small shipment that needs delivering to some friends on Mentaka. What with the Imperial blockade we've found it hard to get reliable freighter captains willing to transport legitimate cargoes at the moment. My boss however is utterly convinced of your reliability and professionalism, and he can't imagine you refusing this most generous offer of his. "

Presumably the PC's will ask a few questions about this. Here are the answers to the more obvious ones.

"What is the cargo?"

"No need to worry. It's all perfectly above board. We just need you to take 8000 litres of fresh water to New Hope starport on Mentaka. There's a terrible water shortage there you know, and my boss feels that it is his duty to help if he can. You'll be provided with all the documentation you need".

"Are you sure, it's legal?"

"Look, I told you it's all perfectly acceptable okay?, you just ship the cargo and leave us to worry about the law".

"We can't afford to do it for free. How about a little cash?"

"Yes, it's all in hand, my boss says he'll pay you 1000 credits to cover any extraneous expenses you may incur with fuel, food, inquisitive customs inspectors and so on. I would recommend you put it in a high interest account. You'll be needing it for when your next loan instalment is due."

"What are the arrangements with the cargo?"

"It's quite simple gentleman. We'll have it loaded aboard your ship here. When you get to New Hope you'll find a representative of our friend at this address" he hands you a small datapad. "Meet him, explain who sent you, and he'll have the cargo unloaded. Easy as falling asleep. Oh, and the transportation documents are on that thing too, don't lose them, eh?"

After all this, Boff will hand over the data pad and the cash, if he has not done so already, and get up and leave.

"Well, see you soon, best get going, we don't want to keep our friends on Mentaka waiting do we?"

You make your way from the Bantha to your starships landing pad. Cygnus's twin suns are just beginning to set, so the twin shadows look even more pronounced. The Imperial presence in the port is stifling. You pass two dozen stormtroopers on your trip, as well the constant sight of TIE fighters keeping vigil in the skies over the port.

When the PCs get to their ship, they will find the containers of water already stowed in the ships' hold. The containers don't actually contain just water; a powerful narcotic has been dissolved in the water, which, needless to say, is highly illegal. The cargo is difficult to examine, because it is stored in large tanks that cannot be easily opened and sealed without anybody noticing. Seeing as the PCs have nothing better to do, they will probably set off for Mentaka immediately. The jump from Cygnus to Mentaka has a standard duration of 14 hours.

Episode 2

About 4 hours into your journey to Mentaka, the realspace alarm sounds and you rush to your positions. The ship's computer reports that it has detected a mass shadow in the path of the hyperspace jump and aborted to avoid a collision. Your sensors report multiple craft in your vicinity, closing rapidly on intercept vectors.

The starting positions of the ships are noted below. An easy (8) sensors roll is needed to determine the type and number of ships closing to attack.

The pirate forces consist of four modified R41 Starchaser fighters, a converted Imperial ATR, and a heavily modified Modular Conveyor.

Map 1

The sides start off about 25 units apart. Except for the Conveyor, which will be 40 units away. The pirates get the initiative due to surprise. All pirate ships have their shields raised and facing the PC's ship. Their tactics are as follows. The R41s will stay in formation and repeatedly pass the PC's ship using ion cannon fire to attempt to disable them. The ATR will be more cautious, and will hold off until the R41's have inflicted some ionisation damage on the PC's ship, reducing its effectiveness. Once this occurs, the ATR will close in, adding its own ion cannons to the fray. The Modular Conveyor will stay at maximum range and use its ion cannon battery to attempt to hit the PC's ship. Hopefully, the pirates will disable the PC's ship quite quickly. Once their ship is disabled, the ATR will board it, see below. The pirates are in business, and if any R41 takes more than light damage, it will pull off out of range of the PC's guns. The PCs will probably try to engage the hyperdrive to escape, unfortunately it will take 1 hour to calculate the ship's current position, rendering hyperdrive escape almost impossible.

Once the PC's ship is disabled...

Your ship's controls are ablaze with blue lightning, the legacy of the ion cannon attack. Although the sensors are down, you can see the enemy ATR advancing through the cockpit canopy. It closes in and begins a docking operation. You only have a few minutes before the ATR crew circumvent the computer security on the top hatch and are aboard your freighter.

The PCs will probably attempt to move to repel the boarders by leaving their stations, taking cover by the Pirates entry point near the back of the ship and getting ready to fight. After about 30 seconds the hatch will open and 4 pirates will jump down into the freighter.

The pirates' weapons are set for stun. Every round four more pirates will join the fray and attack the PCs. Eventually they will be overwhelmed. Try to avoid letting them waste CPs or FPs in this situation. Remind them that an ATR can hold up to 60 troops. When all the players are KO'd. The pirates transfer them to the ATR and sedate them. A repair team boards the PC's ship and fixes it. The Pirate force now enters hyperspace and returns to their base.

Episode 3

This episode takes place in the pirate base on Prexiar. The base is an extensive complex built into a mountain, therefore most of the complex lies 'underground'. The base is situated in a mountain range in the equatorial region of Prexiar IV. The range is surrounded by steamy tropical jungle, difficult terrain, for several hundred miles. This base is one of three bases belonging to the pirate lord Vangar in this sector. It is just the smallest of the three. The base is on four floors inside the mountain. It is protected by both

deflector shields and powerful sensor screens that make it almost impossible to detect. A good thing as it would be almost impossible to evacuate the base with most valuable equipment in a hurry.

Hangar Level - Map 2

The main hanger area is about 700 meters by 400 meters by 100 meters. It is well constructed and crewed. Typically about 25 pirates will be on the deck at any one time moving cargo, preparing ships and so on. There are several large cargo skiffs around the deck which are used for ferrying both people and cargo.

1: Hangar Lifts: These Lifts are used for transporting smaller ships (starfighters, light freighters, shuttles etc.) and cargo to the storage and maintenance deck below. The lifts are operated from the hangar control centre (area 5)

2: Modular Conveyor: This is the main starship for this pirate base, it is used for transporting stolen cargo so it may be sold and engaging and disabling capital class freighters. There are currently 5 crew aboard performing routine maintenance. Typically, only cargoes from several smaller ships will be transferred in this ship. If the pirates capture a larger ship with cargo, it is typically repaired in orbit and moved on so its cargo and it may be sold elsewhere, as the base lacks the proper facilities for more than one large starship.

3: The Hanger Door: This full length blast door leads to the outside world. It is usually kept closed, and is opened when necessary from the hangar control centre (area 5).

4: The Characters Ship: The characters ship has been left here for the time being, it has been repaired, its cargo bay emptied and is in the process of being cleaned up for resale.

5: The Hangar Control Centre: This is the 'Air Traffic Control' centre for the hanger. The hanger doors and lifts are controlled from here. The room juts out of the wall about 25 meters above the hangar floor. A small service lift that can carry 4 people at a time is used to reach it. This lift is on the east side of the centre. The room itself is about 25 meters long and 10 meters wide. The north wall has a large unspurred window running its length. Computer stations line the north wall (below the window) and the south wall. There is just the one entrance and exit point. There are 10 pirates on duty at the computers at all times.

6: Access Lift: This lift is used to access the other levels by pirate personnel. It holds ten people.

7: Pirate ATRs: These ships are currently uncrewed.

Storage and Maintenance Level - Map 3

The Storage and maintenance level is similar in most respects to the hangar level. Several large cargo skiffs are used to ferry the cargo from the lifts to be stored. Cargo from the characters ship, plus any droids, will be stored here among the various crates. The crates are quite evenly dispersed and can be used for cover. Again, typically 25 pirates will be on this level doing allsorts from maintaining fighters,

stacking crates etc.

1: Hanger Lifts: These lifts are used for transferring cargo and small starships between levels. They are controlled from the hanger control centre (area 5 on the hanger deck)

2: Fuel Tanks: These large tanks contain fuel for the starships. It can be dispensed from both the hangar deck and the maintenance deck.

3: Starfighters: There are 6 R41 Starchasers and 3 T-Wing starfighters neatly lined up here. All these ships have been modified with hyperdrives. All the fighters are either in storage or undergoing repairs and servicing.

4: Access Lift: This lift leads to the other levels.

Accommodation and Administration Level - Map 4

This level is much smaller than the previous two. The corridors are about 2 meters wide and lit by fluorescent strips in the ceiling. There will typically be 10-15 pirates wandering about the level, in addition to any pirates in the rooms

1,2,4,5: Barracks: These rooms are about 25 meters by 10 meters and contain bunkbeds in two rows going east to west. There are computer access terminals in each room at various points. There are about 10 pirates in each room, who are just lounging about.

3: Mess Hall: This room has tables and seating for about 60 people, plus a kitchen that is partitioned off at the east end. There will be about 15 pirates in here plus 4 unarmed chefs.

6: Rec Room: This room again has seating for about 50 people. It also contains a small bar, several tables with sabacc dealers. A couple of holoprojectors, plus other assorted entertainment facts. About 20 pirates will be in here.

7: Showers and Bathroom: What it says. This will be empty usually except for a couple of pirates.

8: Armoury: This room contains racks of blaster rifles, pistols, powerpacks plus 5 thermal detonators in a cabinet in the south wall. This room requires a computer access code, or a Very difficult (29) security roll to enter.

9: Medical Room: This room has 10 beds equidistant along the west, south and east walls. Along the north wall are two bacta tanks operated by 2 21b medical droids (stock). Current patients are variable depending on PC action.

10,11,12,13: Offices. Each contains a desk, chair, computer in various configurations. The computer in room 11 contains the access codes for both the lift (149A4) and the armoury (231BK). There is a pirate officer in each room.

14: Prison Block: 3 guards occupy the block. There is a computer console/desk in the north west corner of the room.

The PCs gear is stored by the desk

15: The Characters Cell: Sparten. Hard bunks, toilet and not much else. Magnetically sealed door.

16: The Rebels Cell: As 15, but with 4 rebel prisoners.

17: The lift. Access requires a very difficult security roll(29) or the code.

Power Level - Map 5

This small room (50 meters by 20 meters) contains the bases primary power generator, its crew (6 pirates). The computer consoles around the edges of the room control not only the generator, but the base deflector shields and sensor screens as well.

You wake up to find yourselves in what is evidently a prison cell. It is about 5 meters square with one very sturdy looking door that has no apparent control from your side. There is a single florecent strip light in the ceiling and, either this place is very quit or the cell may be sound proof.

The cell isn't sound proof. And the door is locked and there is no acces panel to allow exit. The party will all be in one cell, but any droids will have been removed to the storage area. Give 'em a few minutes to figure out that escape is dificult.

The cell door explodes open with a woosh and in the door way stands your captor. He is human, and carrying two buckets of some sort of mushy substance. He has a blaster rifle and an electric shock stick on his belt. He steps inside and plonks one bucket on the ground. "Enjoy your meal, it'll probably be your last for a while" he sneers.

This is probably the best escape route. The PCs will have to incapacitate the guard somehow. (Force Powers, punch his head in etc) If the PCs are loud about it, the other two guards will come running to investigate. The PCs will either have to beat up or blast the two other guards, whether they take the waiter out quietly or not. On hearing any resulting racket.

"Hey, what's going on out there?" you hear a voice shout. It appears to be coming from the cell area. The guards body will have the keycard to the cell doors. Inside the cell are four men. "What was all that racket about?" asks one. "Hey, you aren't pirates, whats going on?".

The prisoners are rebels who were taken prisoner when there Muurian Transport was captured in the same area as the PCs two days ago. Their ship and cargo have allredy been sold on and the pirates have been investigating the possibility of turning the rebels over to the Empire, for a ransom. The men

will not reveal they are Rebels to the PCs immediately, but they will ask to accompany the characters and even offer a reward if the PCs look like refusing. Use the Rebels as extra gun arms and as a PC hint system.

They are unarmed, but can be equipped with the pirates weapons. From here on it is a simple escape/chase. Have klaxons go off and small groups of pirates show up in the corridors and fire at the group. The PCs and allies must make it to their ship and escape from the base, without getting killed. Try to avoid the rebels getting hit until the PCs reach the hangar. Then as they are ready to go, have a rebel hit and wounded and stranded in the open in the hangar bay so the PCs have to go back and get him. Once the PCs escape, go to chapter 4. Note that in chapter 4 the PCs will be pursued by the Pirate fighters unless they manage to disable them somehow. Either attacking the fighters, fuels supply, deck lifts, a timed detonator in the power supply etc. If the fighters are not disabled, the PCs will have a tough time getting away.

Episode 4

You slam your ship to full throttle and clear the hanger door. You immediately nose up and begin the climb to orbit. With a bit of luck you should be able to hyper to safety, if you can find out where you are...

If the PCs didn't disable the pirate fighters they are in trouble. Five minutes into their flight they will detect 7 contacts closing fast aft. Four pirate R41's and three T-Wings will engage the freighter. They are no longer interested in disabling them. If the PCs make it to orbit, 3 more T-Wings will join the fight. The PCs will probably be shot down in flames, but might make it to orbit. It takes 5 minutes flight to make it to orbit, and another five minutes to make it to a safe hyperspace jump point. As to where they are, one of the rebels will know, and will also tell them to set their course for the Axius system. A difficult Planetary Systems roll will tell the PC that Axius is uninhabited, but used to have several asteroid mining facilities. Depending upon how the PCs dealt with the pirate fighter in Episode 3 will determine the number of pirate fighters to make it to launch. The three T-Wings on CAP will still attempt to intercept them once they reach orbit. The jump to hyperspace can be calculated once the PCs know the nav data and calculations can be made during the trip for a quick jump out once the Planets gravity well is cleared.

Episode 5

The jump to the Axius system has a standard duration of 18 hours. Once there the rebels will tell the pilot to head for the systems inner asteroid belt. They will then give the PCs directions to the rebel base (an old asteroid mine hidden within the belt). The rebel base has a large hanger area. When they land the PCs can see several starfighters of varying classes, a few assorted transports plus ground crew. When the PCs land they will be greeted by the Rebel CO and the four rebels on the ship will explain to him what happened. The PC's will be offered 1000 credits each as a thank you. Plus an offer to work freelance for the rebels. Persuade them to take it. After all, they've pissed off a powerful pirate group; lost the cargo of a crime lord to which they owe money... they could do with the security of the Rebel Alliance.

The End

It is possible you might want to expand episode 5 a with a bit of role-playing with the rebels, I couldn't be bothered, its up to you. As for rewards, you might want to look at between 5-12 character points according to success, good role-playing, good ideas, and the usual stuff. As for equipment, don't let the PCs talk you (or the rebels) into handing over lots of guns and stuff. The PCs are freelance, and will have to pay their own way, although the rebels might sell guns/equipment to the characters or even fit stuff to their ship, it won't be for free (or cheaper than average)

Stats And Stuff

Ship stats were made up by me to go with the starship rules I use, which were modified to make the space combat more like the 'X-Wing' computer games by changing the stats of all the ships, plus a couple of rules. These stats may not be appropriate for the standard Star Wars space combat rules.

Name: Modified Hoersch-Kessel Drive Inc. R-41 Starchaser

Type: Light Starfighter/Assault Fighter

Scale: Starfighter.

Length: 12.2 Meters.

Skill: Starfighter Piloting: R-41.

Crew: 1.

Crew Skill: Astrogation 4D, Starfighter Piloting 4D, Starship Gunnery 4D, Starship Shields 3D, Sensors 4D + 1 (pirate skill levels)

Passengers: None.

Cargo Capacity: 100 kg.

Consumables: 1 week.

Cost: 75,000 (used, as equipped. Out of production).

Hyperdrive Multiplier: X2

Hyperdrive Backup: None

Nav Computer: No. Astromech droid required for hyperdrive operation.

Manoeuvrability: 1D+2

Space: 8

Atmosphere: 1150 km/h

Hull: 2D

Shields: 1D

Sensors:

Passive: 15/0D

Scan: 25/1D

Search: 40/2D

Focus: 1/2D

Weapons:

2 Triple Blaster Cannons (fire Linked)

Fire Arc: Forward

Skill: Starship Gunnery

Fire Control: 1D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7km

Damage: 3D

2 Light Ion Cannons (fire linked)

Fire Arc: Forward

Skill: Starship Gunnery

Fire Control: 1D

Space Range: 1-3/7/15

Atmosphere Range: 100-300/700/1.5km

Damage: 3D

2 Proton Torpedo Launchers

Fire Arc: Forward

Skill: Starship Gunnery

Fire Control: 1D

Speed: 10/1200km/h

Duration 12 rounds

Damage: 9D

Ammo: 2 each

Equipment:

Sensor Baffles (+ 1D + 1 to difficulty to detect and Identify)

Name: Modified Stormtrooper Assault Transport

Craft: Telgorn Corp. Gamma Class ATR-6 Assault Transport

Type: Heavy Troop Transport/Heavy Assault Starship.

Scale: Starfighter.

Length: 45.7 meters.

Skill: Space Transports: ATR.

Crew: 3, 4 gunners.

Crew Skill: Astrogation 4D, Space Transports 4D, Starship Gunnery 4D, Starship Shields 3D, Sensors 4D + 1 (pirate skill level)

Passengers: 60 (Troops).

Cargo Capacity: 50 Metric Tonnes. Up to 200 Metric Tonnes if troops are omitted.

Consumables: 4 weeks

Cost: Not available for sale.

Hyperdrive Multiplier: X1

Hyperdrive Backup: X14

Nav Computer: Yes

Manoeuvrability: 1D

Space: 6

Atmosphere: 950 km/h

Hull: 5D

Shields: 3D

Sensors:

Passive: 20/1D

Scan: 50/2D

Search: 100/3D

Focus: 5/4D

Weapons:

2 Double Turbolaser Cannons

Fire Arc: Turret (Top and Bottom)

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-5/20/50

Atmosphere Range: 100-500/2/5km

Damage: 6D

2 Laser Cannons

Fire Arc: Turret (Port and Starboard)

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D

3 Medium Ion Cannons (fire linked)

Fire Arc: Forward

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6Km

Damage: 5D

2 Proton Torpedo Launchers

Fire Arc: Forward

Skill: Starship Gunnery

Fire Control: 2D

Speed: 10/1200km/h

Duration 12 rounds

Damage: 9D

Ammo: 8 each

Equipment:

Sensor Baffles (+ 2D+2 to detect or identify)

Name: Modified Hoersch-Kessel Drive Inc. T-Wing

Type: Light Starfighter

Scale: Starfighter.

Length: 10.3 Meters.

Skill: Starfighter Piloting: T-Wing.

Crew: 1.

Crew Skill: Astrogation 4D, Starfighter Piloting 4D, Starship Gunnery 4D, Starship Shields 3D, Sensors 4D + 1 (pirate skill levels)

Passengers: None.

Cargo Capacity: None.

Consumables: 1 week

Cost: 110,000 (new).

Hyperdrive Multiplier: X2

Hyperdrive Backup: None

Nav Computer: No. Astromech droid required for hyperdrive operation

Manoeuvrability: 3D

Space: 11

Atmosphere: 1250 km/h

Hull: 2D

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 60/3D

Focus: 3/3D

Weapons:

3 Laser Cannons (Fire Linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D+2

2 Concussion Missile Launchers

Fire Arc: Forward

Skill: Starship Gunnery

Fire Control: 2D

Speed: 18

Duration: 6

Damage: 7D

Ammo: 4

Equipment:

Sensor Baffles: (+1D+2 to detect and identify)

NPCs

Episode 2:

Pirates Aboard The ATR:

Race: Human

All attributes 2D except: Blaster 4D+1, Dodge 4D, Brawling 3D, Brawling Parry 2D+2.

Equipment: Blaster Rifle (5D), Blast Helmet, Blast Vest. Comm-Link.

Episode 3:

Pirates:

Race: Human

All attributes 2D except: Blaster 4D+1, Dodge 4D, Brawling 3D, Brawling Parry 2D+2.

Equipment: Blaster Rifle (5D) or Blaster Pistol (4D) as appropriate. Guards will also have a blast vest and helmet, but technicians and such like won't.

Pirate Officer:

Race: Human

All attributes 2D except: Blaster 4D+2, Dodge 4D+1, Brawling 4D, Brawling Parry 3D+2, Command 4D

Equipment: Blaster Pistol, Comm-Link.

Rebels:

Race: Human

All attributes 2D except: Blaster 4D+2, Dodge 4D+1, Brawling 3D+2, Brawling Parry 3D.

Equipment: None

A Note On The Modular Conveyor

I didn't include any stats for this, cos I couldn't be bothered to make them up. The ship is practically impervious to the PCs freighter anyway, so stats aren't important. The only thing to note about it is it contains 2 turret weapon batteries. The top one is equipped with a linked pair of capital scale ion-cannons (3D capital scale damage) and the bottom one with a double-barrelled capital scale turbo laser (4D capital scale damage). These weapons fire with a crew skill level of 4D and 2D of fire control.

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

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