

A BREATH OF HOPE



A Vargr Adventure Set In The Charted Space

Compatible With Traveller RPG and Cepheus

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Introduction

Overview

A Breath of Hope is set on the tidally locked planet of **Foengos** (Lemish Subsector, Corridor 2102, C662574-4), where a revolution brews in the mining city of **Garruna**. It could easily be transferred to any other low Tech-Level planet, preferably between the Imperium and the Vargr Extents.

A group of Travellers—preferably Vargr—find themselves stranded on the planet, only to be drawn into a Vargr rebellion against the corrupt and human-run branch of Ling Standard Products (LSP).

The adventure spans a few diverse locations, but at the heart of it lies a heist of a chemical agent, **Anima-Noxis Z56**, which the Vargr claim to be a cure for the toxic exposure plaguing the Vargr workforce. This chemical is kept locked away at a high-security facility **Tiris Bio-Research**, a subsidiary of LSP.

PCs Recommendations

While the adventure can accommodate a variety of characters, certain types will have an easier time navigating the challenges presented. The following backgrounds and skills are particularly useful:

- **Vargr Characters** – The rebellion is largely Vargr-led, and Vargr PCs will find it easier to integrate and gain trust within the movement.
- **Social & Diplomatic Characters** – Those skilled in **Persuade, Deception, Leadership, and Diplomacy** can play key roles in negotiating between factions and rallying support.
- **Stealth & Infiltration Experts** – **Stealth, Security Systems, Electronics (Computers), and Recon** will be vital for infiltrating the Tiris facility.
- **Combat Specialists** – **Gun Combat, Melee Combat, and Tactics** will help in handling armed confrontations and surviving the hostile corporate security forces.
- **Technical & Medic Characters** – **Engineering, Mechanic, and Medic** skills may provide alternative solutions, particularly when dealing with the Anima-Noxis Z56 formula.





Referee's Information

Summary

The adventure begins with the Travellers stranded on **Foengos**, awaiting transport off-world. If they have a ship, it may have malfunctioned and require repairs. Or maybe the fuel shipment hasn't arrived, and the refueling facilities aren't operational.

The characters are approached or contacted by **Lt. Lissra Volar**, a representative of the rebel leader **Aris Kargavr**, who will offer them a job if they agree to visit him in **Garruna**. The job is to infiltrate the Tiris Bio-Research Facility and steal the chemical agent Anima-Noxis Z56, which the rebels claim is a cure for toxic exposure in the Vargr workforce.

However, unknown to the Travellers, **Anima-Noxis Z56 is not a cure but a deadly bioweapon**. The rebels plan to deploy it

against the human-controlled city of Avaris, seeking vengeance for decades of oppression. The Travellers are manipulated into believing they are saving lives, while in reality, they are unwittingly assisting in an act of mass destruction. After accepting the mission from Aris and attending a rally, the Travellers witness a **dramatic assassination of Irbus and Aris**, which jump-starts their pursuit of the chemical to aid the injured group of rebels.

Avaris is a mostly human city with much higher standards of living, and could prove a difficult but rewarding stop for the characters on the way to Tiris. The city is tightly controlled by Ling Standard Products (LSP), but it holds valuable intelligence that could aid the mission. Aris has an ally in Avaris, **Riku Maarja**, a human who formerly worked at Tiris but switched sides to support the Vargr. Riku can provide critical information about the facility, including security weaknesses and personnel schedules.

Additionally, Avaris houses a local LSP headquarters, where the corrupt executive **Thanor Voltris** operates. His home or office could contain key details on Tiris Bio-Research's security protocols, making infiltration or bribery potential strategies for the PCs.

Finally, there is the **Tiris Bio-Research Facility**. It's a highly secure compound located in Foengos' perpetually dark southern hemisphere, surrounded by freezing temperatures and rugged mountains. Guarded by electrified fencing and watchtowers with shift changes every four hours, the facility is difficult to breach. A weekly supply helicopter offers a rare opportunity for infiltration. Inside, key areas include research labs, security stations, barracks, and administration offices, all critical to uncovering the true nature of **Anima-Noxis Z56**.



The adventure could be divided into four key components:

- **Recruitment & The Spark of Revolution** – The Travellers arrive in Garruna, meet Aris Kargavr, and witness the rebellion firsthand.
- **Crossing the Planet** – The Travellers must navigate or drive across the harsh, twilight terrain of Foengos, encountering dangers, rival factions, and environmental hazards.
- **Gathering Intelligence** – To successfully infiltrate Tiris Bio-Research, the Travellers need to uncover security weaknesses, forge alliances, and obtain key resources.
- **The Heist at Tiris Bio-Research** – The Travellers must infiltrate the research facility, recover the formula, and escape before corporate security forces can stop them.

Main Characters

- **Aris Kargavr (Vargr Rebel Leader)** -

A charismatic but ruthless leader who genuinely believes the ends justify the means.



- **Lt. Lissra Volar (Rebel Liaison)** -

A cunning operative who recruits the PCs while withholding key details.



- **Irbus Kargavr (Aris's Brother & Smuggler)** – Fun and lighthearted, if only a little goofy, he provides transport and logistics, while secretly skeptical of the rebels' growing extremism.



- **Riku Maarja (Engineer)** – As an ex-Tiris employee, Riku can provide some very useful intelligence for infiltrating Tiris.



- **Thanor Voltris (Executive)** – Corrupt LSP exec who could be robbed, blackmailed or coerced into providing access information.



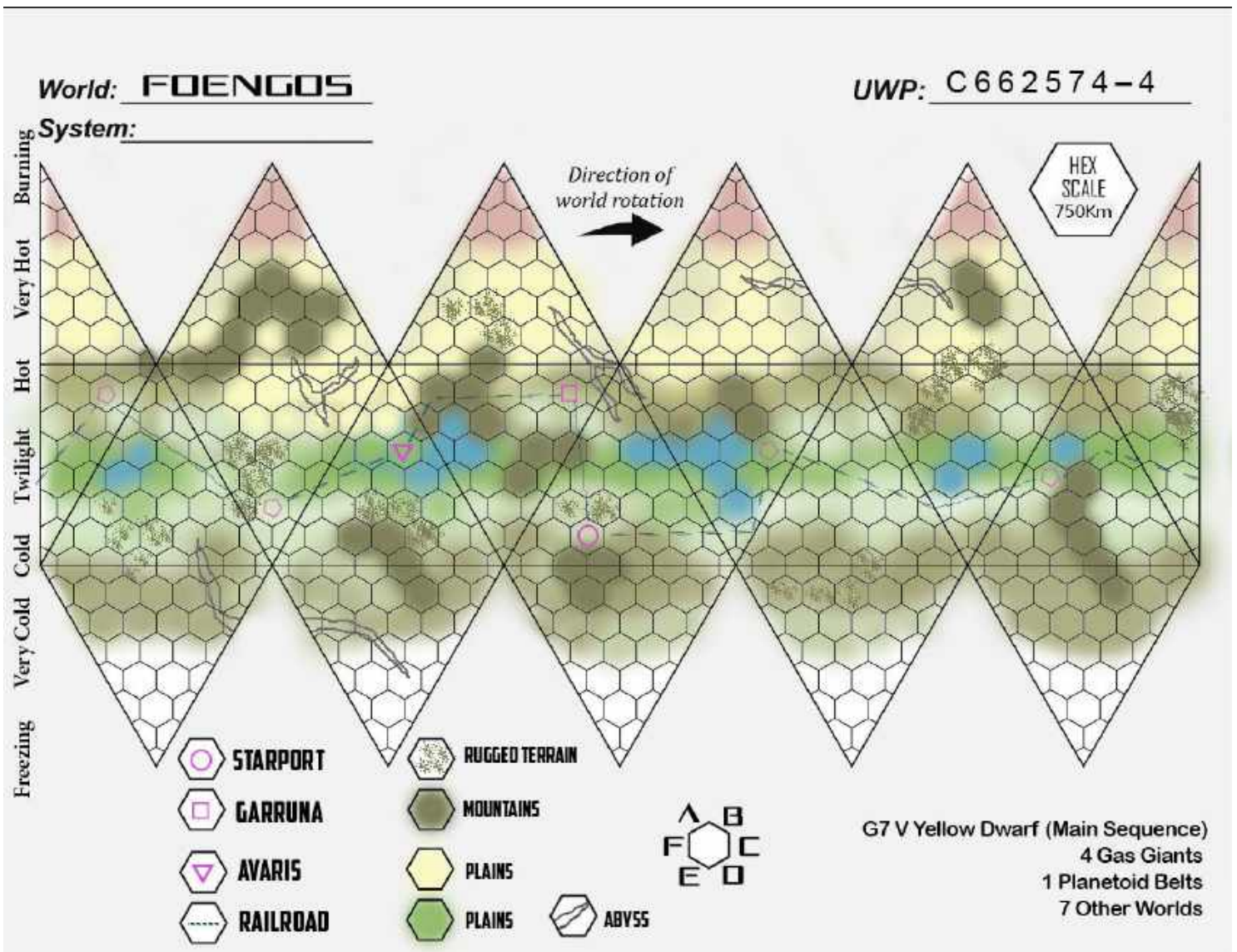
Locations

Foengos

UWP:	C662574-4	
Starport	C	Routine
Size	6	9,600km (0.75g)
Atmosphere	6	Standard
Hydrosphere	2	20%
Population	5	Hundreds of thousands
Government Type	7	Balkanization
Law Level	4	Light assault weapons prohibited
Technology Level	4	External Combustion

The planet is tidally locked. The north pole remains perpetually sunlit, creating an unrelenting, burning-hot landscape. The south pole is facing away from the sun and is in perpetual dark winter. The equator is the twilight zone with moderate temperatures and constant sunrise / sunset.

It's a balkanized world, and there are several formed city states. There is currently a revolution led by the Vargr in Garruna against the more imperially inclined humans in Avaris.



The starport is located in the cold and dark South Hemisphere. It's a routine downport, which can service, repair and refuel spaceships with unrefined fuel.

A single railroad connects the Starport, Garruna, and Avaris, serving as the primary mode of transportation between these locations. However, assault weapons are banned on the train and all travel is tightly controlled, especially the section between Garruna and Avaris. While only a ticket is required to travel between the starport and Garruna, **all Vargr require a visa to board a train from Garruna to Avaris**, and additional bribes (10+ Streetwise) or forged documents (10+ Deception) may be necessary to bypass strict security measures.

Garruna

Garruna is a medium-sized town of about 100k people. They are 95 percent Vargr and most of them are involved in one way or another in either the government or the mining business performed in the hot deserts and caves up north.

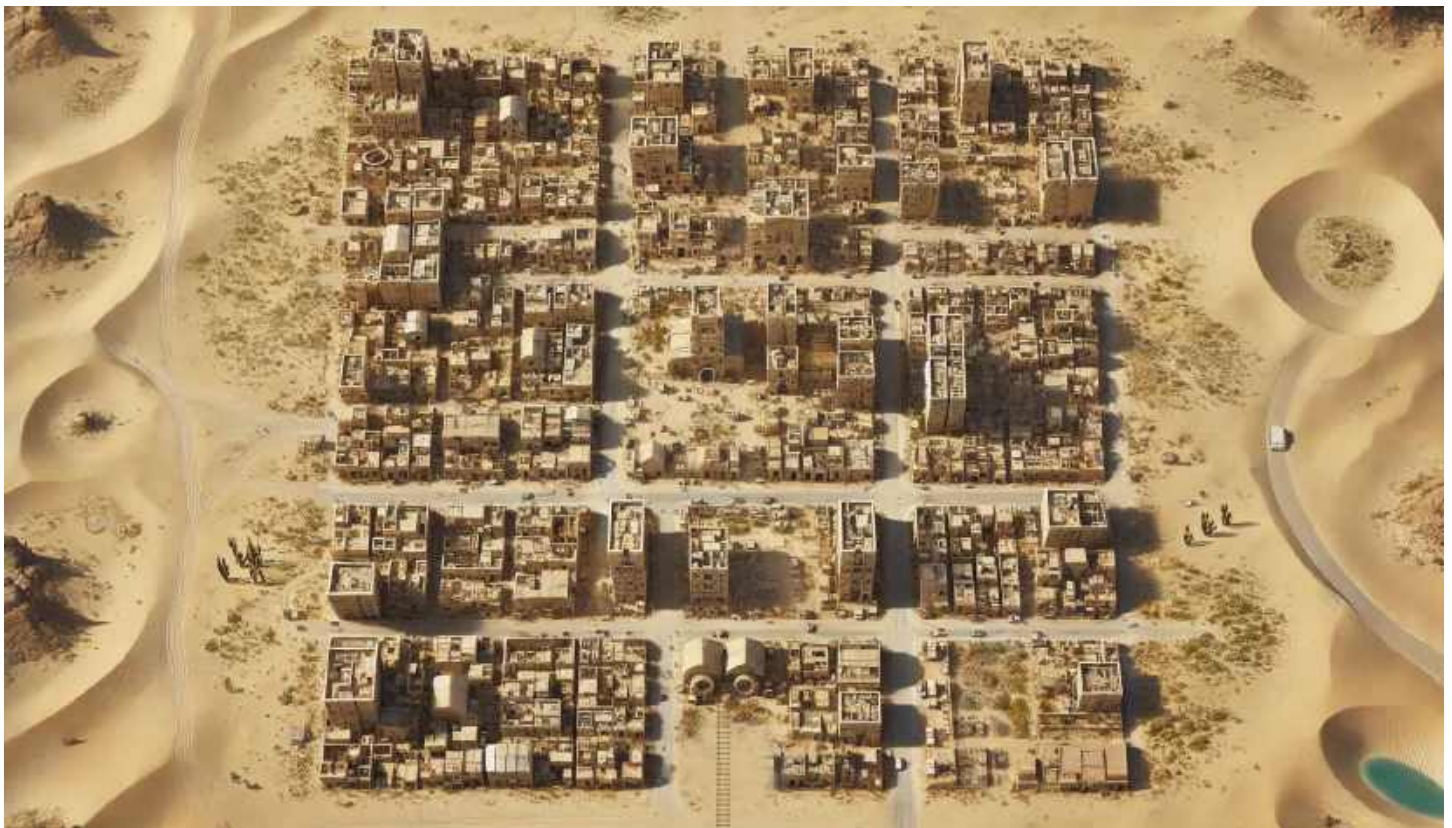
The city is burning—figuratively due to its revolution, and almost literally from the oppressive heat. The population is fed

up with all the resources being shipped off to the headquarters of the mining corporation Ling Standard Products, which is getting rich off of the labor of the simple Vargr in Garruna.

The Vargr culture being so fluid, there aren't any constant or stable locations in the city, but there are a few notable ones:

- City square – right in the middle of town, in front of the town hall, this is where demonstrations and protests usually take place.
- Train station – to the south of the city. Trains go to the starport and to Avaris.
- Hospital complex – several buildings in the north-west corner of the city dedicated to the treatment of miners and the sick.

Everything else shifts around in unpredictable ways, depending on who is currently in charge of all the different political and social groups.





Avaris

Avaris is a rich, human-controlled city in the pleasant region of constant sunset. Its tech level can be slightly higher than the rest of the planet, but not by much. Most technology is still imported from off-world. Population hovers around 30k people, most of whom are human.

The city is situated in a picturesque valley between rigid mountains and a large sea, and is located on a few small terraformed islands, which are completely surrounded by water, making it difficult to sneak in.

Visas are required for non-citizens to even buy train tickets into the city, and more stringent checks are performed at the border. Most humans will look down upon Vargr visitors and stores and institutions will be reluctant to serve them. While there are some Vargr living here, they are mostly service personnel and almost never in any position of power.

A few notable locations include:

- LSP Headquarters – An office building in the chic downtown district hosting high level execs, including Thanor Voltris, a few office workers, and an occasional off-world LSP representative.
- Thanor's Manor – a large mansion, built in the ritzy residential area of Avaris, this is a clear display of wealth most likely acquired by corruption. Frequent parties of various decency are hosted here.
- Star Crash – a Vargr run dive bar is a rarity in Avaris. This is more or less a safe haven for Vargr and their sympathizers in this otherwise hostile city-state.





Tiris Bio-Research Facility

A high-security research facility in Foengos' perpetually dark and frigid southern hemisphere, Tiris Bio-Research is surrounded by rugged mountains and icy creeks. The compound is enclosed by electrified fencing and guarded by watchtowers with rotating security shifts.

A supply helicopter arrives weekly, and the facility includes research labs, barracks, administration offices, and critical infrastructure like power and communications.

Once a Vargr-operated geological site, it has since been repurposed for biochemical research, holding secrets that could change the fate of the rebellion. Consult the "Running The Adventure" section for detailed info on schedules, personnel and layouts.

Other Locations

Should the Travellers want to explore the planet further, there could be a few other interesting city-states, which are connected by railroad, conventional roads, or accessible by air only.

Zephyrus

- **Demographics:** Predominantly Human (85% Human, 15% Vargr)
- **Government:** Oligarchy with a council of wealthy merchants and industrialists.
- **Societal Structure:** Zephyrus thrives on trade and commerce, with a significant focus on the export of rare minerals and ores. The city boasts several markets and a robust middle class.
- **Interesting Details:** Known for its elaborate underground markets and a black market that rivals the official trade channels. The city has a reputation for being a hub for smuggling and illegal activities.

Eryndor

- **Demographics:** Mixed (50% Human, 50% Vargr)
- **Government:** Democratic council with representation from both Vargr and Human communities.
- **Societal Structure:** Eryndor is a cultural melting pot, with a rich tradition of arts and craftsmanship. The city is famous for its annual festivals that celebrate both Human and Vargr heritage.
- **Interesting Details:** Eryndor's artisans are known galaxy-wide for their intricate jewelry and sculpture, blending traditional Vargr and Human styles. The city also hosts an annual peace summit aimed at resolving interspecies conflicts.

Karbana

- **Demographics:** Primarily Vargr (70% Vargr, 30% Human)
- **Government:** Tribal federation, where local clan leaders make decisions for their communities.
- **Societal Structure:** The city functions under a loose alliance of clans, each managing their own affairs but cooperating on major issues like defense and trade.
- **Interesting Details:** Karbana is noted for its large open-air arenas where Vargr combat sports are a popular form of entertainment. The city also serves as a sanctuary for those fleeing the oppressive regime in Avaris.

Voltriss

- **Demographics:** Predominantly Human (90% Human, 10% Vargr)
- **Government:** Militaristic dictatorship, heavily influenced by corporate interests.
- **Societal Structure:** The city has a strong military presence and is home to several corporate-sponsored research facilities. It is a key supplier of weapons and technology.
- **Interesting Details:** Voltriss is infamous for its strict laws and heavy surveillance. The local government employs a private militia to enforce order and protect corporate assets. The city also has a secretive underground movement opposing the regime, which occasionally surfaces with acts of sabotage.



Running The Adventure

Leaving the Starport

There are several ways to leave the starport. The most obvious one is to take the train. However, the planet's Law Level 4 prohibits any serious assault weapons and armor. They will have to leave at the starport lockers at Cr10 per day.

At some point early on in the adventure, Aris's brother **Irbus** will have arrived at Foengos from his home planet of Arr Laen/Uekhourg (Provence 2240) B7969AC-A, only a 2 parsec jump away, with some supplies for the rebels. He could arrive at the same time as the Travellers, or a little bit later, but he could be instrumental in helping them smuggle equipment and navigate the planet.

It is possible that the Travellers will see him at the starport, or just outside it. If Lissra is at the starport, she might recognize his ship or his ATV, or she might share that information with the Travellers over comms, if they are looking for alternative ways to get to Garruna.

Irbus could pretty easily be convinced to take the Travellers with him on his drive to the city. If the Travellers have already taken the train, he could potentially have a way to bring some of their more dangerous equipment, which is stored at the starport, masqueraded as supplies...

The distance between the Starport and Garruna is roughly 3,500km.



By Train

Tickets cost Cr40 per person, one way. The train is Fast (Speed Band 6) and will cover this distance in around 8 hours. If the Travellers want to smuggle their illegal equipment, they'll have to pass a Difficult (10+) Deception or Stealth check for security.

The ride could be smooth, or there could be a potential for some encounters at the Referee's discretion. Use the Train Encounters Table to make it a fun ride.

By ATV

If the Travellers convince Irbus to take them, they'll have to pass an average (8+) check on Stealth or Deception to get their equipment onto the ATV; they can throw it with a Boon due to Irbus's knowledge of the legal and social loopholes in the customs process.

The ATV (speed ban 4/5) can be driven rather recklessly at 300km/h through more open and flat terrain, but a variety of factors and features could slow it down. At any rate, it shouldn't take them more than a day or two to get to Garruna. They might have to spend one night in the wilderness, which could present a wild-life or a weather encounter. Throw for mishaps once or twice during this trip to make things interesting. You can use the ATV Incidents Table in the Encounters section to determine if one has occurred.

At Garruna

Aris's Proposition

Upon arrival in Garruna, the Travellers are invited to meet **Aris Kargavr** in his office. Aris, once an administrator for Ling Standard Products (LSP), recounts how he witnessed firsthand the abuse and mistreatment of the Vargr workforce.

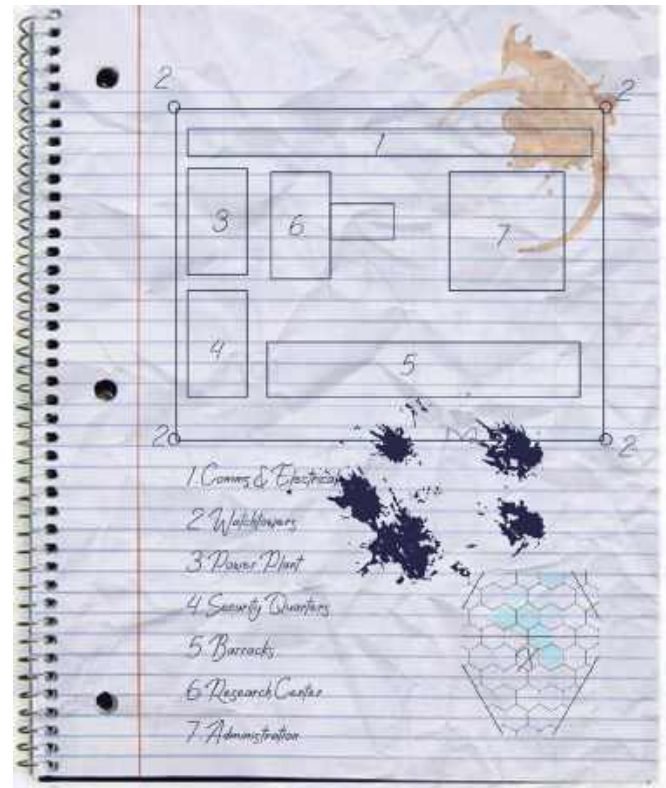
Disturbed by the corporation's disregard for Vargr lives, he abandoned his position and became a leader of the revolt movement.

The office is in one of the nondescript buildings in Garruna. It's a makeshift operation center in what looks to be a combination of working and living space. It's common for Vargr to change locations and decor. As the Vargr say: "The pond gathers muck, whilst the river flows clear".

Aris explains that the **Vargr miners are exposed to hazardous spores**, causing severe health complications. Their goal is simple: safer working conditions and freedom from exploitation. He informs the Travellers about a corporate research facility in the southern hemisphere, known as **Tiris Bio-Research**, where scientists have developed a supposed cure called **Anima-Noxis Z56**. Aris offers the Travellers **Cr20,000** if they can infiltrate the facility and retrieve the chemical concentrate, which he plans to use to create inhalers for the afflicted miners.

This information comes from his friend, **Riku Maarja**, who used to work at the facility but has switched sides. Riku was briefly in town a few weeks ago and passed a note to Aris with some very limited information. The note has a rudimentary **blueprint** of the facility, and a sketch of the location without exact coordinates. The Travellers can relatively easily figure out which Hex it is on the map, but they will be easier to spot by the security guards if they are driving around looking for the exact spot. Aris also gives the Travellers **Riku's comms info**. They can contact him, and he is happy to meet with them in Avaris (probably at the Star Crash bar), but will not discuss any sensitive details over comms.

If the Travellers accept, he invites them to attend a **rally the next day** in support of the revolution.



The Rally & Assassination

The next day, the **plaza in front of the main building** is teeming with Vargr protesters chanting, *"Let us breathe!"* Aris, accompanied by his brother Irbus, Lt. Lissra Volar, and the Travellers, arrive at the rally in Irbus's ATV. Aris takes to the stage and delivers a passionate speech about the plight of the Vargr and the injustices they suffer under LSP rule.

Midway through, he calls his brother Irbus to join him, recounting their past struggles in the mines and the suffering they endured.

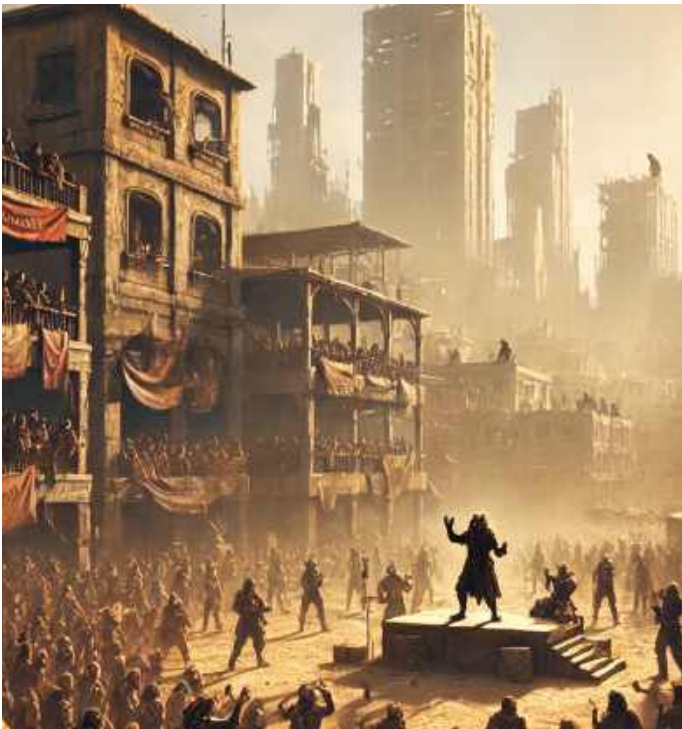
There are two snipers in the windows on the upper floors!

They are impossible to spot, but a Formidable Recon Check (14+) could reveal some suspicious movement or a flicker of light, however do not encourage this! This scene should feel unexpected and final. As Aris and Irbus are giving their speech and the crowd is chanting, suddenly have everyone roll initiative for dramatic tension!

Give your snipers +6 for ambush. Everyone who did not roll high enough Recon takes -6 to the first round of initiative. Regardless of initiative, the snipers have had time to aim up to maximum DM+6 to hit. **Two sniper shots ring out. Both Aris and Irbus are assassinated** (a merciful Referee could put Irbus in a coma, but Aris should be dead), collapsing to the stage in front of the stunned crowd. Regardless, the rally descends into chaos, and Lt. Lissra Volar quickly takes cover in the ATV.

The assassination sparks immediate turmoil—**riot police move in, panic spreads, and corporate forces tighten security**. The Travellers are now caught in the middle of a rapidly escalating conflict and must decide how to react in the aftermath of Aris's assassination.

Lt. Lissra Volar insists on being dropped off at the rebels' headquarters. She upholds Aris's deal and promises to pay the Travellers if they deliver the chemical. The fact that Irbus is now either in a coma or dead, should allow the Travellers to easily negotiate using his ATV to reach the facility.



If Aris or Irbus are alive but unconscious, the Travellers may choose to take them to the hospital. Police may or may not follow them at the Referee's discretion. In any case, this should be a very dramatic event, which jump starts the bulk of the adventure.

At this point the Travellers are on their own; there are lots of decisions to be made; the adventure becomes a lot more of a sandbox, and the Referee needs to be prepared to respond to the Travellers' actions.

Some additional things the Travellers can do in Garruna before they leave can include the following:

- Gather Intelligence on Tiris Bio-Research Facility
 - Locate former workers who might have more details on security measures.
 - Intercept corporate communications to get clues about upcoming supply shipments.
- Investigate Avaris and Its Defenses
 - Bribe or persuade merchants who have traveled between Avaris and Garruna.
 - Locate smugglers who specialize in getting Vargr across the city's borders undetected.
- Strengthen or Undermine the Rebellion
 - Work with rebel factions to solidify alliances or remove troublesome rivals.
 - Gather evidence of corporate crimes to sway undecided Vargr or even human sympathizers.
- Acquire Equipment and Resources
 - Secure disguises, false paperwork, or hacking tools to assist in the heist.
 - Arrange for supply caches or safehouses along their travel route.
- Sabotage or Distract LSP Operations
 - Disable key infrastructure (communications towers, checkpoints).
 - Frame rival factions or mislead corporate forces to divert attention.

At Avaris

The Traveller may choose to skip Avaris altogether, but they will miss out on important intel which will help them infiltrate the facility.

They may also choose to take the train to Avaris, but that is an unpleasant and difficult affair. Visas are required for non-citizens, and **tickets are Cr150** per person. There are **strict security checks** (10+ Deception) to board the train and to enter the city, and the guards might harass Vargr beyond what's necessary.

The distance between the cities is about **4,500km**. This train is faster than the one between the Starport and Garruna, and will take 6 hours to get there. Use the Train Encounters Table to make it a dynamic ride.

It's assumed that most Travellers will choose to use Irbus's ATV and drive. At normal speed of **100-200 km/h**, and with delays and mishaps, this trip could take well over two days. The Travellers could drive recklessly, which will add to the possibility of a mishap. They could skip sleep, but that could result in being Fatigued (Core Rule book, p. 80). Consult the

ATV table in the Encounters Section once or twice per day to make it a dynamic ride.

Coming into the city is not easy if traveling by vehicle. Some options include: swimming across, driving through a secure checkpoint, blending in with the train passengers, or renting (or stealing) a boat...

Once in the city, there are at least three major locations of interest at Avaris, but of course feel free to add anything else that might enhance the story:

- **Star Crash** Vargr dive bar, where the Travellers can meet with Riku Maarja
- **LSP Headquarters**, where they can break-in or attempt to blend in or sneak in, in order to gather intel
- **Thanor's Manor**, the lavish house of the corporate exec

Star Crash

Star Crash is a gritty Vargr dive bar located in one of the more neglected districts of Avaris. It's one of the few places where Vargr can drink, talk, and gather without being constantly harassed by corporate security or the city's human elite.



Riku Maarja, the former Tiris scientist turned rebel sympathizer, agrees to meet the Travellers here. He is cautious and paranoid, taking measures to ensure he is not being followed. After an introduction and making sure he's safe, he can be convinced (Persuade check) to give the Travellers **key intelligence** regarding the **Tiris Bio-Research Facility**. Roll as many times as players are willing to engage and role-play and attempt to get more info:

- **Routine (6+)** Riku can reveal the following:
 - The exact coordinates of the facility.
 - The Communication and Electrical complex usually has 2 engineers and around 2 low-level security guards.
 - There are 4 watchtowers, each with a guard, and they change every few hours.
 - Power plant has about 4 engineers and around 3 mid-level security guards assigned to it.
- **Average (8+)**: Power plant and communications block have scheduled maintenance every Wednesday from 2 AM to 4 AM, resulting in limited security.

- **Difficult (10+)**: Riku hands over a general security key card, which will let the Travellers access the main floor. Second floor and the storage facility are higher-restricted areas, and will require additional credentials or hacking.

Additional rumors that can be gathered at the bar by **persuasion, deception, carouse** and **streetwise** checks are:

- *"The bartender here, a guy named Solgzo, has connections everywhere. He hears things. If you're looking for specific information, slip him some credits, and he might talk..."*
- *"Word is that a high-ranking official in Ling Standard Products is skimming off the top. If you can prove it, you might be able to blackmail them for something useful..."*
- *"A lot of the lower-level LSP staff are unhappy. They'd turn a blind eye to your activities for the right price..."*
- *"There's a janitor at the headquarters who's been helping Vargr for years. He knows the place inside out. Look for an old man named Hugo..."*





LSP Headquarters

The Ling Standard Products Headquarters is located in one of the buildings downtown. The main office is near the top floor. Anyone can enter the lobby, but accessing the elevator requires an ID scan or an invitation.

The main office consists of multiple office spaces, an executive suite, meeting rooms, a lunch area and a couple of custodial rooms and bathrooms. The executive's office is well-furnished, the door is locked, and the password protected computer contains valuable corporate data and blackmail material. Lower-level employees work in cubicles and smaller meeting rooms. Some may be open to bribery or persuasion.

Some investigation and snooping may reveal the following:

- **Maintenance Entrance:** Used by janitors and service staff. (*Stealth 8+ to enter unnoticed, or Persuade 8+ to convince a staff member to let them in.*)
- **Ventilation Ducts:** Old ventilation ducts might provide access but require careful maneuvering. (*Athletics (Dexterity) 10+ to navigate safely.*)
- **Key Cards:** Employees use key cards to navigate the building. (*Streetwise 8+ to locate someone who has access, or Deception 10+ to forge a fake one.*)
- **Security Presence:** There are fewer employees at night, but more security guards. (*Recon 8+ to study guard patterns and find blind spots.*)

Once inside the office, searching through documents and accessing computer systems can reveal the following:

- **Evidence of Corruption:** Proof that **Thanor Voltris** has been skimming funds by fudging contracts. (*Admin 8+ or Investigate 10+ to uncover financial discrepancies.*)
- **Supply Schedule:** The supply helicopter to **Tiris Bio-Research Facility** arrives every **Sunday at 3 PM**. (*Investigate 8+ or Electronics (Computers) 10+ to retrieve logistics data.*)
- **Facility Weakness – Electric Fence Issues:** The electric fence around **Tiris** has been acting up. Maintenance is scheduled **every Wednesday from 2 to 4 AM**. (*Investigate 8+ from maintenance logs or Persuade 10+ to get a janitor to talk.*)
- **Security Flaws – Weak Locks:** The **administration building at Tiris** has sub-standard electrical locks that could be fragile. (*Electronics (Security) 10+ to analyze schematics.*)
- **Back Entrance to Storage Unit:** The storage unit **under the facility** is heavily guarded, but there is a **large delivery gate** at the back. (*Recon 8+ to notice in facility maps, or Streetwise 10+ to hear rumors about supply deliveries.*)

Depending on the time of the day, Thanos may or may not be there. On him, he has a **high-access security card** which grants access to all areas at Tiris. He of course will not part with it willingly. If he is attacked, he will press an alarm button, which will summon all the security guards in the building.



Thanor's Manor

Thanor Voltris' luxurious estate is a symbol of his wealth and corruption, located in the affluent district of Avaris. The manor is a sprawling, moderately well-guarded mansion surrounded by walls and lush gardens. A long driveway leads to a fountain at the entrance, and a large garage sits adjacent to the main structure. Behind the house, an expansive pool and patio area suggest frequent social gatherings. Security is tight, with patrols, cameras, and potential hidden alarms.

Before attempting to break or sneak into the manor, the Travellers can observe the following:

- **Security Patrols:** Armed guards patrol the perimeter in pairs every 20 minutes. A **Recon (8+)** check reveals blind spots near the garden and garage.
- **Cameras & Alarm System:** Cameras cover entrances and hallways. A **Electronics (Sensors) (10+)** check spots weak points or potential hacking entry points.
- **Social Gatherings:** Thanor occasionally hosts parties, creating an opportunity for disguised entry (**Deception (12+)** if posing as guests or **(8+)** service staff).
- **House Staff:** Maids, cooks, and maintenance workers enter and exit frequently. A **Streetwise (8+)** check can uncover an opportunity to bribe or impersonate one.
- **Garage & Vehicles:** The garage holds expensive vehicles. A **Mechanic (6+)** check identifies one with an active security key inside, potentially useful for escape.

Useful Finds Inside

Once inside, the Travellers can discover valuable intel and tools to aid in their mission:

- **Thanor's Office**
 - **Executive Keycard:** Grants unrestricted access to **Tiris Bio-Research Facility (Investigate (10+))** to locate).
 - **Encrypted Computer Terminal:** Holds security schedules for Tiris and LSP (**Electronics (Computers) (10+)** to bypass encryption).
 - **Blackmail Material:** Documents proving corporate embezzlement (**Admin (8+)** or **Investigate (10+)** to uncover).
- **Library & Study**
 - **Old Facility Blueprints Coordinates:** Outdated but useful layout of Tiris with exact coordinates (**Investigate (6+)**).
 - **Hidden Safe:** Contains emergency credits (Cr5,000) and confidential LSP communication logs (**Recon (10+)** to spot, **Security (10+)** to crack).
- **Bedrooms & Private Quarters**
 - **Personal Schedule:** Reveals when Thanor will be at HQ or absent from the manor (**Admin (8+)**).
- **Garage & Servant Quarters**
 - **Disguises & Uniforms:** LSP security uniforms that could help infiltration (**Streetwise (8+)** to find appropriate sizes).

Same as at the office, depending on the time of the day and day of the week, Thanos may or may not be there. If he is attacked, he will scream for help. The service personnel may or may not be very helpful, but the security guards will certainly be on his side.



Tiris Bio-Research Facility

If the Travellers decide to stop by Avaris and gather intel, they will most likely know the exact coordinates and a lot about the layout and security schedules. The distance between Avaris and Tiris is about 4,000km, which will take the ATV another two to three days of driving. Roll on the ATV Encounter table a few times to make it a dynamic ride.

If the Travellers have decided to skip Avaris, they'll be driving from Garruna to Tiris, which is about 7,000km. That might take four to five days and will be a difficult trek. Use the ATV Encounter Table as you see fit. They won't know the exact coordinates of the facility, which will make them easier to spot if there are patrol vehicles or helicopters nearby.

Infiltration

There is no set way to infiltrate it and steal **Anima-Noxis Z56**. The Travellers need to use wit and all available skill and gathered intel to figure out the best way to get in and get out.

Layout

The secure high-tech research facility is in the southern hemisphere where it's perpetual night and extremely cold temperatures prevail. It's situated in a mountainous region and is protected by rigid cliffs and frozen or ice-cold creeks.

The complex is **surrounded by a wall** with electric 10K Volt wire (6D damage). There are 4 watch towers equipped with machine guns; the guards change shifts every 4 hours.

There are outside communications towers to the **north** of the complex. To the **east**, there is a waste processing automated station. To the **south**, there is a large entrance with a reinforced gate, which opens to a road leading to a small clearing used as a helicopter landing spot. Behind the gate are two guards with machine guns.

To the **west**, there is an abandoned set of shipping containers with old documents and analog computer records. The records indicate that this used to be a Vargr facility, and they used to study the geological properties of the mountains. But the facility has been converted into a chemical one.

Inside, there are roughly 50 people, including researchers, engineers, security and a small number of service Vargr. There are barracks, the security station, power plant, research center, the dining hall, the administration building, and the electrical and comms complex. There are two Arctic Fox ATVs parked behind the Power Plant.

Schedules

- Guard Shifts:
 - Guards change shifts every 4 hours.
 - Shift changes are moments of reduced alertness.
- Staff Schedules:
 - Researchers work from 8 AM to 6 PM.
 - Cafeteria meals are served at 7 AM, 12 PM, and 6 PM.
 - Recreation time is from 7 PM to 9 PM.
- Maintenance Windows:
 - Power plant and communications block have scheduled maintenance every Wednesday from 2 AM to 4 AM.
- Meeting Times:
 - Administrative staff have weekly meetings every Monday at 10 AM in the conference room.

Finding Anima-Noxis Z56

The chemical is **located in the basement** and is protected by a few guards. It's not, however, as easy as storming the basement. There are lots of large tanks full of different chemicals, and they are marked with serial numbers. The Travellers will need to **match the serial number to a database record**, which can be found in any number of places on the first or second floor (Admin 10+, Computers 10+, Persuade 10+). Looking through records and hacking computers takes time, and there are cameras and guards around. Intimidating people is an option, but some might not easily submit...

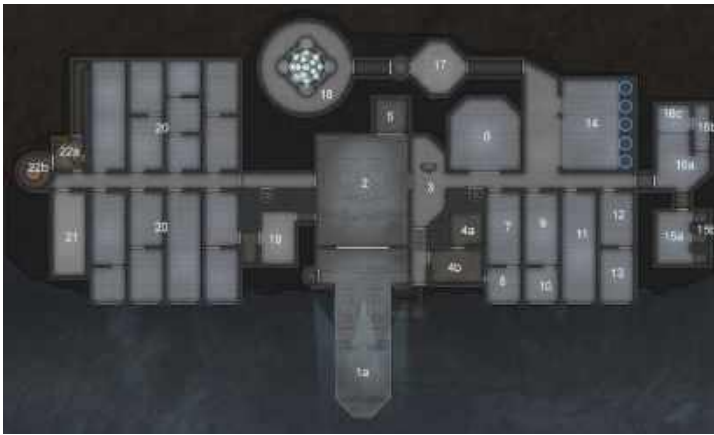




Personnel

Depending on the time of the day the number of people in each area will be different. The following table can be used to decide approximately how many people can be found in each area at a given time. Change it to create a dynamic environment suited for your game. Account for the strength of the Travellers and adjust the number of security personnel to make it formidable.

Gate	2 mid-level security personnel (Vulcan Machine Guns)
Comms and Electrical Complex	1 electrical engineer 1 low-level security personnel
Watchtowers	4 low-level security personnel (Vulcan Machine Guns)
Power Plant	2 power engineers 1 low-level security
Security Quarters	2 low-level security personnel 2 mid-level security personnel 4 high-level security personnel
Barracks	2 researchers 4 service personnel
Research Center - Basement (Storage)	1 low-level security personnel 1 mid-level security personnel 2 high-level security personnel
Research Center - Main Floor (Research)	1 software engineer 4 researchers 1 medic 1 power engineer 2 service personnel 2 low-level security personnel 2 mid-level security personnel
Research Center - Second Floor (Advanced Research)	1 administrator 1 electrical engineer 2 researchers 1 software engineer 1 low-level security personnel 2 mid-level security personnel 1 high-level security personnel
Administration	2 administrators 1 mid-level security personnel



The Lab

Main Level (Research)

Room 1a - Entrance Foyer: This sterile, brightly lit entrance area is flanked by imposing metal doors. The faint hum of machinery and the cold, antiseptic smell hint at the lab's clinical precision. Security cameras track every movement, and a heavy door to the north leads to the heart of the facility.

Room 1b - Security Checkpoint: A small, fortified room where all personnel and visitors are screened. Security personnel, armed and alert, watch over a series of monitors displaying feeds from throughout the complex.

Room 2 - Central Lab: This expansive lab is filled with advanced scientific equipment. The room is divided into sections, each dedicated to different research areas. Glass containers filled with unknown substances line the walls, and hushed conversations among scientists create a tense atmosphere.

Room 3 - Observation Room: A small, dark room with one-way mirrors overlooking the central lab. Researchers and executives observe experiments, their faces often hidden in shadow. The room is filled with the scent of stale coffee and the faint tang of fear.

Room 4a - Meeting Room: A sterile, corporate meeting space with a long table and uncomfortable chairs. A projector sits ready, and the walls are lined with screens displaying data and research updates. The room feels detached, devoid of any personal touches.

Room 4b - Break Room: A stark contrast to the rest of the facility, this room attempts to offer comfort with worn couches and a coffee machine.

Room 5 - Storage Room: Shelves crammed with scientific supplies, chemicals, and mysterious, unlabeled containers fill this room. The air is heavy with the scent of chemicals, and the dim lighting casts eerie shadows.

Room 6 - Clean Room: A pristine environment designed for handling sensitive experiments. Researchers in full protective gear move about with precision, and the room is filled with the quiet hum of air filtration systems.

Room 7 - Research Office: Desks cluttered with papers and computer terminals dominate this room. The researchers here work tirelessly, their eyes hollow from long hours. Confidential documents lie scattered, hinting at unethical experiments.

Room 8 - Containment Room: Thick, reinforced glass walls and a heavy door mark this room as highly secure. Inside, dangerous biological samples are stored, each one a potential threat. The airlock entrance ensures no contaminants escape.

Room 9 - Decontamination Chamber: A small, clinical room with showers and disinfectant sprays. Researchers pass through here after working in the containment room.



Room 10 - Specimen Room: Rows of cages and tanks hold a variety of live specimens. The air is filled with their uneasy sounds, and the lighting is dim, casting long shadows.

Room 11 - Bio-Weapons Lab: This heavily secured lab is filled with ominous-looking equipment. Vials of hazardous substances are carefully labeled.

Room 12 - Genetic Research Lab: Sophisticated genetic sequencing machines and microscopes fill this room. Researchers manipulate DNA strands.

Room 13 - Chemical Lab: Beakers and test tubes bubble with unknown chemicals. The air is filled with acrid fumes, and the researchers here wear thick protective gear.

Room 14 - Storage Tanks: Large, cylindrical tanks filled with unknown substances dominate this room. The tanks hum with energy, and a faint glow emanates from within.

Room 15a-d - Quarantine Cells: These small, sterile cells are used to isolate potentially contaminated individuals or specimens. Each cell is stark and unwelcoming, with a small bed and basic amenities.

Room 16a - Medical Bay: A well-equipped medical facility where injured or sick researchers are treated. The room is filled with medical equipment, and the air smells of antiseptic and fear.

Room 16b - Morgue: Cold, sterile, and silent, this room holds several storage drawers for deceased specimens and unfortunate researchers. The air is heavy with the scent of formaldehyde.

Room 17 - Robotics Lab: Filled with half-assembled robots and various mechanical parts, this lab hums with the sound of servo motors. The researchers work quietly, their faces lit by the glow of computer screens.

Room 18a - Reactor Core: The heart of the facility, this room houses the powerful reactor that provides energy for the entire lab. The air is filled with a low, constant hum, and the walls vibrate slightly.

Room 18b - Control Room: A small room adjacent to the reactor core, filled with control panels and monitors. Engineers keep a watchful eye on the reactor's status

Room 19 - Secure Storage: Heavy metal doors and advanced locking mechanisms protect this room. Inside, valuable and potentially dangerous items are stored, each one meticulously cataloged.

Room 20 - Research Pods: Individual research pods line this hallway, each one a small, self-contained lab. Researchers work in isolation, their experiments shrouded in secrecy.

Room 21 - Data Center: Rows of servers and data storage units hum with energy. The air is cool and filled with the sound of fans. This room holds the facility's most sensitive data, guarded closely.

Room 22a - Maintenance Access: A narrow passageway leading to various maintenance tunnels. The air is musty, and the walls are lined with pipes and wiring. Few venture here without reason.

Room 22b - Backup Generator: A secondary power source for the facility, this room houses a large generator. The air smells of oil and metal, and the generator hums with latent energy.

Second Level (Advanced Research)



Room 23 - Executive Office: Lavishly decorated compared to the rest of the facility, this office is where the corporate leaders make their decisions. The room is filled with expensive furnishings, and the walls are lined with framed awards and certificates. However, a hidden safe behind a painting hints at more nefarious activities.

Room 24 - Conference Room: A large, imposing table dominates the center of the room, surrounded by high-backed chairs. The walls are adorned with maps and charts outlining the corporation's expansion plans.

Room 25 - Communications Center: Rows of terminals and communication devices fill this room. Operators monitor all incoming and outgoing transmissions, ensuring nothing escapes their notice.

Room 26 - Strategy Room: This dimly lit room is filled with holographic displays showing various strategic operations. The walls are covered in detailed plans for both legal and illegal ventures.

Room 27 - Executive Lounge: A plush, comfortable room reserved for the facility's upper echelon. Luxurious couches, a fully stocked bar, and a large screen for entertainment make this room seem almost out of place.

Room 28 - Records Room: Rows upon rows of filing cabinets and digital storage units contain the corporation's most sensitive documents. The files reveal the dark history of the facility, including numerous cover-ups and unethical experiments.

Room 29 - Holding Cells: Small, cold, and impersonal, these cells are used to detain anyone who poses a threat to the facility's operations. The walls are scarred with the desperate marks of previous occupants.

Room 30a - Surveillance Room: Monitors cover the walls, displaying live feeds from every corner of the facility. Operators watch intently.

Room 30b - Interrogation Room: A stark, dimly lit room with a single table and two chairs. The walls are soundproofed, and a variety of unsettling tools are neatly arranged on a side table. The atmosphere is oppressive, filled with the echoes of past interrogations.

Room 31 - Server Room: Racks of servers and data storage units hum with energy. The temperature is kept low to prevent overheating, and the air is filled with the faint smell of ozone. This room holds critical data, including incriminating evidence of the corporation's darkest secrets.

Room 32 - Bio-Engineering Lab: Cutting-edge technology and sophisticated equipment fill this lab. Researchers work on genetically modifying various organisms, including Vargr.

Room 33 - Containment Unit: Thick, reinforced walls and a heavy door make this room highly secure. Inside, dangerous biological specimens are kept under strict control.

Room 34 - Dissection Room: Sterile and clinical, this room is where biological specimens are dissected for research. The metallic scent of blood and chemicals hangs in the air, and the stainless steel surfaces reflect the harsh lighting.



Room 35 - Control Center: This room houses the controls for the facility's various systems, including security, environmental controls, and communications. The operators are tense and vigilant, aware that any failure could lead to disaster.

Room 36 - Advanced Weaponry Lab: Filled with prototypes of experimental weapons, this lab is a testament to the corporation's militaristic ambitions. The air is thick with the smell of gunpowder and metal, and the tension is palpable as researchers test their deadly creations.

Room 37 - Cybernetics Lab: Advanced cybernetic implants and prosthetics are developed here. The researchers work with a disturbing blend of biological and mechanical components. The air is filled with the smell of solder and the faint hum of electronic devices.

Room 38 - Artificial Intelligence Lab: Rows of computers and servers are dedicated to developing advanced AI. The researchers work quietly, their faces illuminated by the glow of their screens. The atmosphere is one of cold calculation and ambition.

Room 39 - Restricted Archive: This heavily secured room holds the facility's most sensitive and incriminating documents. Access is strictly controlled, and the air is heavy with the weight of secrets that could bring the corporation to its knees.

Room 40 - Chemical Weapons Lab: Dark and foreboding, this lab is dedicated to the development of chemical weapons. The air is filled with the acrid smell of volatile chemicals, and the researchers work with a grim determination.

Room 41a - Project Room Alpha: A high-security room where the most secret and dangerous projects are developed. The walls are lined with complex schematics and prototypes. The atmosphere is one of intense focus and high stakes.

Room 41b - Project Room Beta: Similar to Project Room Alpha, this room is filled with top-secret research projects. The air is thick with a sense of urgency and the faint smell of ozone from advanced electronic equipment.

Room 42 - Secure Vault: A heavily fortified vault where the corporation's most valuable and dangerous items are stored. The air is cold and sterile, and the vault door is nearly impenetrable.

Room 43 - Experimental Lab: This lab is used for the most dangerous and controversial experiments. The air is filled with a mix of fear and excitement, and the researchers here are either incredibly brave or deeply disturbed.





Aftermath

Once the Travellers have successfully located Anima-Noxis Z56, they will most likely start driving out of Tiris. Maybe they are still in the same ATV, or perhaps they have stolen another one, or even hijacked a helicopter. Depending on how stealthy the Travellers have left the building, there might be pursuit. There could be a couple of vehicles chasing after them, or maybe another helicopter.

In any case, once they are in the clear and things are quiet, **Lt. Lissra Volar** will contact them. In her radio transmission, there are sounds of rapid gunfire and explosions. She informs the Travellers that a **full-on revolution** has broken out in Garruna after the assassination of Aris. Avaris has sent

armed forces into the city and it is now a war zone. It's not safe for the Travellers to return there. She offers to **meet them outside the starport** to collect the chemical and pay them the promised fee. This is another 5000km trek, so the Referee can throw once or twice on the ATV Encounters table for the final ride.

Once the chemical is exchanged for the money, the adventure is essentially over. However, there are some possible hooks for the continuation of the adventure, and of course there is the **unexpected Epilogue finale**. It is the hope of the writer of this adventure that the Referee has withheld the true nature of Anima-Noxis Z56 from the players, as it makes for a very fun twist, but, as always, the Referee decides what's best for the game.

Epilogue

Once the Travellers are in relative safety, at the Starport, or possibly onboard a ship. Have them roll Recon. The highest roller will notice a news flash on a terminal or a screen nearby. You may hand them this text to read to their fellow Travellers:

“Breaking News: Catastrophic Chemical Attack Devastates Avaris

Avaris has been struck by a devastating chemical attack, resulting in catastrophic loss of life and widespread devastation. Early reports estimate the death toll in the tens of thousands, with countless others injured or suffering from severe respiratory conditions.

Authorities suspect the use of a deadly chemical agent known as Anima Noxis, developed covertly at the Tiris Bio-Research Facility. The attack has sent shockwaves through the already fractured political landscape of Foengos, heightening tensions between corporate interests and local revolutionary factions.

Emergency services are overwhelmed as evacuation efforts continue. The exact perpetrators of this heinous act remain unidentified, but investigations are underway. Leaders across the region have condemned the attack, calling for immediate international intervention.

Stay tuned for further updates on this unfolding tragedy.”



Further Hooks

If Irbus is indeed only in a coma, and not dead, there are some fun ways to continue this adventure. His spaceship is bio-programmed to only respond to his input, but it can be used to transport him back to his home planet of Arr Laen. It's only one jump away.



Jump Space Hooks

Sleeper Signal: A faint, distress-like signal echoes in jump space, which shouldn't be possible. Irbus's unconscious body begins reacting subtly (e.g., twitching or muttering in Vargr). The crew faces the dilemma of ignoring it or investigating the source, risking the jump.

Irbus's Secret Past: A small, secured compartment opens in Irbus's ship, revealing smuggled artifacts of Ancient origin. One emits a soft glow when brought near him. A dream-like voice begins to address one or more players during their sleep, warning of "grievous consequences" if Irbus reaches Arr Laen.

Mutiny Protocol: Irbus ship AI informs the crew that Irbus is flagged as a dangerous criminal by the Irrgh Manifest, and the ship's protocols are designed to ensure his termination upon arrival. The AI asks for the crew's "loyalty verification" or attempts to seize control of critical systems.



Overarching Plots

Rebellion's Edge: Irbus is secretly a leader of a resistance against Arr Laen's dictator. The ship's programmed return is part of a trap to neutralize him, with hidden agents lying in wait at the starport.

Corsair's Legacy: The Corsair Base on Arr Laen has split into rival factions over control of Irbus's mysterious cargo. The players are caught in the middle when one faction invites them to the base while another faction ambushes them during descent.

Twists

Irbus Wakes Up: As they approach Arr Laen, Irbus regains consciousness, speaking in riddles about a "blackened sun" and warning the crew to divert course. He collapses again, leaving the players to decide whether to trust his cryptic message.

Decoy Mission: Upon arrival, the players realize Irbus is a decoy. The real Irbus is hidden elsewhere, and his enemies are converging to eliminate him. The crew must decide whether to abandon the mission or protect him.

Arrival at Arr Laen Hooks

Corsair Hostility: Upon arrival, the ship is flagged by a Corsair Base as belonging to a rival faction. The Corsairs demand the ship's immediate surrender. The players must negotiate, escape, or fend off boarding attempts in orbit.

Naval Conspiracy: A Naval Base operative intercepts the ship in orbit, claiming Irbus is a key figure in a plot against the charismatic dictator. The operative offers to reward the crew for handing him over—but the dictator's loyal agents simultaneously send an encrypted warning to the crew.

Law Level Chaos: Irbus's coma is flagged as suspicious under Arr Laen's strict laws against potential bioweapons. The government quarantines the crew and ship while investigating. Meanwhile, an underworld faction contacts the crew, offering help in exchange for smuggling contraband.

Enemies & Animals

Enemies

Garruna

NPC Type	Characteristics	Skills	Weapons	Armor
Sniper	STR: 12 DEX: 9 END: 7 INT: 8 EDU: 5 SOC: 4	Heavy Weapons (Man Port)-3 Slug-3 Stealth-2	Anti-Material Rifle (Damage: 5D, AP 10)	Flack Jacket (Armor: 5)
Riot Police 1	STR: 8 DEX: 10 END: 11 INT: 5 EDU: 4 SOC: 6	Gun Combat-2 Investigate-1 Melee-3	Garotte (Damage: 3D) Heavy Revolver (Damage: 4D-3) Stunner (Damage: 2D)	Riot Armor (Armor: 8) Riot Shield (Armor: 1)
Riot Police 2	STR: 12 DEX: 9 END: 9 INT: 4 EDU: 5 SOC: 6	Gun Combat-2 Investigate-1 Melee-3	Assault Rifle (Damage: 3D) Grenade Launcher (Stun Grenade, Damage: 3D) Tranq Gas (Poison, unconscious, 10+ END every 1D seconds)	Riot Armor (Armor: 10) Boarding Shield (Armor: 8)






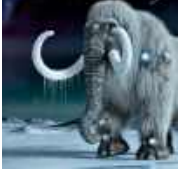
Avaris

NPC Type	Characteristics	Skills	Weapons	Armor
Corporate Security Guard	STR: 8 DEX: 7 END: 8 INT: 6 EDU: 5 SOC: 5	Gun Combat (Slug)-2 Melee (Unarmed)-1 Recon-1 Athletics-1	Baton (Damage: 2D) Light Pistol (Damage: 3D) Radio Stunner (Damage: 2D)	Security Uniform (Armor: 4)
Avaris Police	STR: 8 DEX: 10 END: 11 INT: 5 EDU: 4 SOC: 6	Gun Combat-2 Investigate-1 Melee-3	Garotte (Damage: 3D) Heavy Revolver (Damage: 4D-3) Stunner (Damage: 2D)	Riot Armor (Armor: 8) Riot Shield (Armor: 1)
Avaris Assault Unit	STR: 12 DEX: 9 END: 9 INT: 4 EDU: 5 SOC: 6	Gun Combat-2 Investigate-1 Melee-3	Assault Rifle (Damage: 3D) Grenade Launcher (Stun Grenade, Damage: 3D) Tranq Gas (Poison, unconscious, 10+ END every 1D seconds)	Riot Armor (Armor: 10) Boarding Shield (Armor: 8)

Tiris

NPC Type	Characteristics	Skills	Weapons	Armor
Service Personnel	STR: 6 DEX: 7 END: 6 INT: 6 EDU: 5 SOC: 4	Steward-2 Drive-1 Mechanic-1 Survival-1 Melee Combat-0 Athletics-0	Cleaning supplies Basic toolkit for minor repairs Kitchen utensils Utility knife Commlink	Cloth (Armor: 1)
Electrical Engineer	STR: 6 DEX: 8 END: 7 INT: 9 EDU: 10 SOC: 6	Electronics-3 Engineering (Power)-2 Mechanics-1 Computers-2	Multimeter Toolkit (Engineering) Light Pistol (Damage: 3D) Knife (Damage: 1D)	Work Coveralls (Armor: 2)
Power Engineer	STR: 7 DEX: 7 END: 8 INT: 8 EDU: 10 SOC: 6	Engineering (Power)-3 Mechanics-2 Electronics-2 Admin-1	Toolkit (Engineering) Power Meter Heavy Wrench (Damage: 2D) Light Pistol (Damage: 3D)	Work Coveralls (Armor: 2)
Chemist	STR: 5 DEX: 6 END: 6 INT: 10 EDU: 11 SOC: 7	Science (Chemistry)-3 Medical-1 Computers-1 Engineering (Chemical)-2	Chemical Kit Protective Gear Light Pistol (Damage: 3D) Scalpel (Damage: 1D)	Lab Coat (Armor: 1)
Administrator	STR: 5 DEX: 6 END: 5 INT: 9 EDU: 11 SOC: 8	Admin-3 Leadership-2 Computers-2 Diplomat-1	Data Pad Light Pistol (Damage: 3D)	Business Suit (Armor: 1)
Low-Level Security Personnel	STR: 8 DEX: 7 END: 8 INT: 6 EDU: 5 SOC: 5	Gun Combat (Slug)-2 Melee (Unarmed)-1 Recon-1 Athletics-1	Baton (Damage: 2D) Light Pistol (Damage: 3D) Radio When on watch towers: Vulcan Machine gun (Damage: 4D, Auto 6)	Security Uniform (Armor: 4)
Mid-Level Security Personnel	STR: 8 DEX: 8 END: 8 INT: 7 EDU: 6 SOC: 6	Gun Combat (Slug)-3 Melee (Blade)-2 Recon-2 Tactics-1	Baton (Damage: 2D) Heavy Pistol (Damage: 3D+2) Knife (Damage: 1D) Radio If at the gate: Vulcan Machine gun (Damage: 4D, Auto 6)	Security Armor (Armor: 6)
High-Level Security Personnel	STR: 9 DEX: 8 END: 9 INT: 7 EDU: 7 SOC: 6	Gun Combat (Slug)-4 Melee (Blade)-3 Recon-2 Tactics-2 Leadership-1	Baton (Damage: 2D) Assault Shotgun (Damage: 4D) Combat Knife (Damage: 2D) Radio	Advanced Security Armor (Armor: 8)

Animals

Alytrahorn	8	5	10m	Melee 1	Antler Swipe 2D Stomp 2D	Moderate zones. Will not initiate attack.	
Schara Gniwb (flying spiders, swarm) Special weapons only to defeat	25	5	2m	Melee 1 Stealth 2	Venom Sting 1D Web Swarm 2D	Moderate zones, close to water. Web swarm is AP and affects DEX. After DEX is 0, the target is immobilized, then venom is applied.	
Ash Plains Strider	8	5	10m	Melee 1	Bite 1D Stomp 2D	Hot zones.	
Sand Vipers (swarm)	30	5	10m	Melee 2	Venomous Bite 2D	Hot zones	
Vulkan Terrorbeast	30	5	10m	Melee 2	Bite (10AP) 4D Claw 3D Trample (knockdown) 4D	Hot zones. Hunts other animals and will initiate attack.	
Frost Mites (swarm)	25	5	2m	Melee 1 Stealth 2	Drain Heat 2D Swarm Bite 1D	Cold zones. Latch onto larger animals, draining their warmth	
Frostfang Mammoth	50	5	10m	Melee 3	Claw 3D Trample (knockdown) 4D Tusk Gore (8AP) 4D	Cold zones. Can hibernate and look like large boulders until accidentally awakened.	

Vehicles & Equipment

Thodzou

TL		TONS	COST (MCR)
Hull	100 tons	---	6
Armor	Armor 4	5	1.4
M-Drive	Thrust 2	2	4
J-Drive	Jump 2	10	15
Power Plant	Power 70	7	3.5
Fuel Tanks	J-2, 4 weeks	21	--
Bridge		10	0.5
Computer	Computer / 10	--	0.3
Sensors	Military Grade	2	4.2
Weapons	Double Turret	1	0.5
Systems	Fuel Processor (20 tons / day)	1	0.4
	Fuel Scoops	--	
	Cargo Scoop	2	0.5
	Probe Drones (10)	2	1
	Docking Space	4	1
	Gravitic Speeder	--	0.5
Staterooms	Standard x 2	8	1
Software	Manoeuvre/D		
	Jump Control/2		
	Library		
Common Areas		5	
Cargo		20	
TOTAL: MCr 40			

CREW

PILOT

RUNNING COSTS

MAINTENANCE COST
Cr 3000/month
.....

PURCHASE COST
MCR 40

POWER REQUIREMENTS

20

MANOEUVRE DRIVE

20

BASIC SHIP SYSTEMS

20

JUMP DRIVE

1

WEAPONS

2

SENSORS



40
HULL POINTS

TRAVELLER

A standard scout ship that's been fit for Vargr use. This is a common sight in the Extents and therefore easy to repair.

The ship only requires a crew of one but a gunner could be useful as well. Two additional crew or personnel can be carried if required.

ARMOUR

FRONT	30
REAR	30
SIDES	30



VEHICLE'S NAME: DUZGHUE ATV

Autopilot (skill level)	1
Communications (range)	50 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+0
Camouflage (Recon DM)	
Stealth (Electronics (sensors) DM)	

WEAPONS

None

TL	7
SKILL	DRIVE (WHEEL)
AGILITY	-1
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	1000 (1500)
CREW	1
PASSENGERS	4
CARGO	0.5 TON
HULL	90
SHIPPING	15 TONS
COST	CR500000

TRAITS

ATV

EQUIPMENT

Airlock, Autopilot (improved), Bunk, Communications (basic), Control System (improved), Fire Extinguisher, Fresher, Hostile Environment, Life Support (short term), Navigation (basic), Sensor System (basic), Smoke (Dischargery), Refueling (30 minutes)

DESCRIPTION

The Duzghue ATV is designed to cross any hostile terrain. It's suitable for explorers and Travellers and is sturdy and reliable. It's large enough for a small Varg pack and some cargo through hostile environments in relative safety.



WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL

ARMOUR

FRONT	15
REAR	15
SIDES	15



VEHICLE'S NAME: SUKAGRRA ATV

Autopilot (skill level)	1
Communications (range)	50 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+0
Camouflage (Recon DM)	
Stealth (Electronics (sensors) DM)	

WEAPONS

None

TL	7
SKILL	DRIVE (WHEEL)
AGILITY	+0
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	300 (450)
CREW	2
PASSENGERS	3
CARGO	-
HULL	30
SHIPPING	4.5
COST	CR50000

TRAITS

ATV

Autopilot
Comms (500km)
Camouflage (DM-2 to recon)

Light Autocannon x2, front

EQUIPMENT

DESCRIPTION

This all-terrain assault vehicle is designed for Avaris and Garruna's special forces ops. It can handle a wide variety of terrain. The armor is enough to sustain small to medium arms fire, which it can return using its light autocannons.



WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Light Autocannon	1	6D+6	500	Cr1000	Auto 3, AP 18	

ARMOUR

FRONT	24
REAR	24
SIDES	24



VEHICLE'S NAME: ARCTIC FOX

Autopilot (skill level)	
Communications (range)	
Navigation (Navigation DM)	
Sensors (Electronics (sensors) DM)	
Camouflage (Recon DM)	
Stealth (Electronics (sensors) DM)	

WEAPONS

TL	8
SKILL	DRIVE (WHEEL)
AGILITY	+1
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	450 (600)
CREW	2
PASSENGERS	4
CARGO	-
HULL	36
SHIPPING	6 TONS
COST	CR575350

TRAITS

ATV
Semi-enclosed

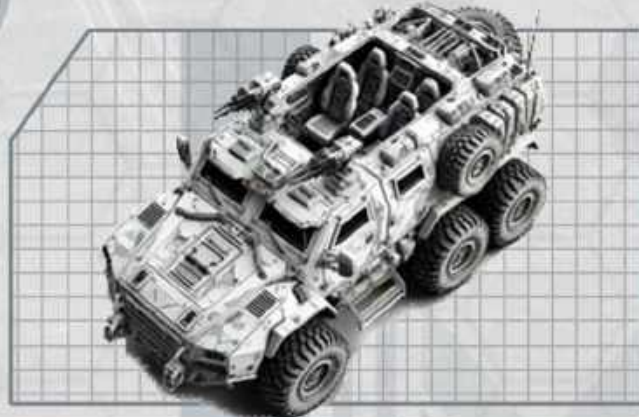
Autopilot (skill level) : 0
Communications (range): 500km
Navigation (Navigation DM): +1
Sensors (Electronic Sensors DM) : 0
Camouflage (Recon DM): +1 (in snowy environments)
Stealth (Electronics sensors DM): 0

EQUIPMENT

Camouflage (snow, improved),
Communications System (basic, increased range)
Pintle Mount (Light Autocannon x 2, front, gun shield)

DESCRIPTION

Arctic Fox is an improved and modified version of the infamous Gecko ATV. It has a similar weapon, which can be modified to sport a medium autocannon, it has thicker armor and a more powerful motor, which adds more agility. The top of the vehicle is left open for a firing crew, while another two people can navigate and operate the vehicle from the cabin. Its camo and tires are adjusted for cold snowy environments.



WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Light Autocannon	1	6D+6	500	CR1000	Auto 3	+1

ARMOUR

FRONT	20
REAR	18
SIDES	16



VEHICLE'S NAME: RAGE HELICOPTER

Autopilot (skill level)	TL	8
Communications (range) 500 km	SKILL	FLYER (ROTOR)
Navigation (Navigation DM) +1	AGILITY	+1
Sensors (Electronics (sensors) DM) +2	SPEED (CRUISE)	HIGH (MEDIUM)
Camouflage (Recon DM) -2	RANGE (CRUISE)	1000 (1500)
Stealth (Electronics (sensors) DM)	CREW	2
	PASSENGERS	4
	CARGO	-
	HULL	18
	SHIPPING	25 TONS
	COST	MCr 2

WEAPONS

Small Turret (rotary autocannon, improved fire control)
Multi-Bay (anti tank missile x 4, improved fire control)

TRAITS

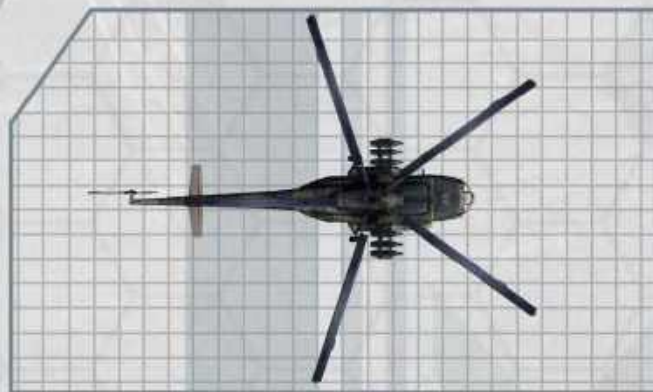
None

Camouflage (improved), Comms System (improved, encrypted), Computer/I, Decay Dispenser, Fire Extinguishers, Navigation (basic), Sensors (improved)

EQUIPMENT

DESCRIPTION

This is a sturdy and a formidable helicopter which can destroy armored vehicles and conducting precision strikes as well as carry several personnel.



WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Rotary Autocannon	1	60	500	Cr1200	Auto 5, AP 18	+2
Anti-Tank Missile	6	80	4	Cr72000	AP 30, One Use, Smart	+2

Random Encounters

Train Encounters

	Encounter	Skill Check (Success Effect)
2	Ticket Discrepancy. A bureaucratic issue arises with your ticket, and the conductor is unconvinced you belong on this train.	Deception (10+) or Persuade (8+) to talk your way out of it. (Failure: Fined Cr100 or forced to bribe a guard.)
3	Undercover Informant. A passenger secretly observes and overhears conversations, possibly reporting to authorities in Avaris or Garruna.	Recon (10+) or Streetwise (8+) to notice them before they cause trouble. (Failure: Security is tipped off about your presence.)
4	Drunken Miner. A loud, inebriated Vargr miner causes a disturbance, shouting rebellion slogans. Security arrives to intervene.	Leadership (8+) or Melee Combat (8+) to subdue them quietly. (Failure: Security gets involved, checking nearby passengers.)
5	Suspicious Luggage. A crate in the luggage car of your neighbor is unmarked but heavy. It may contain contraband, weapons, or an explosive.	Investigate (8+) or Electronics (Sensors) (10+) to determine its contents. (Failure: If ignored, authorities may be alerted upon arrival.)
6	Mechanical Failure. The train unexpectedly stops due to a power relay issue. Repairs take time, but scavengers or bandits may take advantage of the delay.	Mechanic (8+) to assist in repairs for goodwill. (Failure: The delay attracts trouble.)
7	Routine Security Check. Corporate enforcers board the train, checking identification and questioning Vargr passengers.	Deception (10+) (for false documents) or Streetwise (8+) (to bribe). (Failure: Detained for questioning.)
8	Cargo Opportunity. A merchant offers a smuggling job to discreetly transport goods to Avaris or Garruna.	Broker (8+) to negotiate payment or Stealth (10+) to hide the cargo. (Failure: Risk of discovery at checkpoints.)
9	Revolutionary Courier. A Vargr rebel discreetly passes the party a coded message, possibly incriminating if found.	Cryptography (10+) to decode safely or Persuade (8+) to refuse politely. (Failure: Security agents may be on the lookout for the message.)
10	Bounty Hunter on Board. A bounty hunter is traveling and may recognize one of the Travellers if they have a criminal past.	Stealth (10+) to remain unnoticed or Diplomacy (8+) to negotiate. (Failure: A confrontation ensues.)
11	Noble Passenger. A wealthy human from Avaris strikes up a conversation, looking for entertainment or information.	Carouse (8+) or Persuade (8+) to gain favor. (Success: May offer a lucrative side job or useful intel.)
12	Train Bandits! The train is ambushed by outlaws or rebel extremists looking for valuables or hostages.	Tactics (10+) (to organize a defense) or Gun Combat (8+) (if armed). (Failure: Bandits loot passengers, and security arrives later.)

ATV Encounters

Incident Chance

Terrain Type	Chance of Incident
Snow Plains	Average (8+)
Plains	Difficult (10+)
Grassy Plains	Very Difficult (12+)
Mountains	Easy (4+)
Rugged Terrain	Routine (6+)
Water	Easy (4+)

Add Task Chains or other skills as you see fit.

Apply the following DMs:

- Driver's Drive (wheel) -skill level
- Highest Recon or Navigation skill -skill level
- For every hour past two a driver remains at the controls +1
- Travelling fast +1
- Travelling recklessly +3

Incidents

1	Natural Feature. Roll on the Natural Feature table.
2	ATV Malfunction. 2D to determine severity. Use the Effect of that role as a negative DM to the mechanic check to repair the vehicle.
3	Natural Feature. Roll on the Natural Feature table.
4	Navigational Error. Roll 1D and place the Travellers in the adjacent hex in that direction, according to the world map.
5	Natural Feature. Roll on the Natural Feature table.
6	Pursuers. Two fast moving Gecko vehicles are in pursuit of the ATV. They will attempt to capture the group, and destroy if need be.

Natural Features

Apply the following DMs:

- Cold Regions: -2
- Moderate Regions: +0
- Hot Regions: +2

Failure in Drive check can result in a delay or an ATV malfunction. Failure in END can result in ID damage.

	Plains	Mountains
0	Ice Sheet. 8+ Drive check.	Frozen Waterfall. 10+ Drive check.
1	Ice Pillars. May be valuable or dangerous.	Icy Chasm. 10+ Drive check.
2	Loose Soil. 8+ Drive check.	Glacial Crevasse. 10+ Drive check.
3	ATV Tracks. If followed, tracks lead to an abandoned ATV. Salvage possible.	Avalanche. 10+ Drive check.
4	Thermal Vents. 8+ Drive check. 8+ END check.	Rockslide. 10+ Drive check.
5	Salt Flats. 8+ Drive check.	Quake. 10+ Drive check.
6	Dust Pool. 10+ Drive check.	Volcanic Activity. 10+ Drive check., 8+ Endurance check.
7	Deserted Outpost. Abandoned colony or science station.	Crystal Growths. May be valuable or dangerous.
8	Crash Site. Wreckage of a small craft or satellite.	Hidden Valley & Waterfall. Could attract animals.
9	Subterranean Cavern Entrance. Possibly an extensive tunnel.	Unstable Mountain Pass. Prone to landslides. 10+ Drive check.
10	Natural Rock Bridge. Exposed, arching across a gulch. 10+ Drive check.	Imposing Formation. 10+ Drive check.
11	Salt Flats. Blindingly bright surface, mirages swirl. DM-2 to all physical checks. 8+ Drive check.	Rubblefield / Rockslide. Freshly tumbled boulders. 10+ Drive check.
12	Loose Soil. Easily shifts in the desert wind. 10+ Drive check.	Lava Tubes. Extending inside the mountains, dangerously hot. 10+ Drive check. 10+ Endurance check.
13	Pool of Liquid Metal. Exotic heavy-metal deposit, dangerously hot. 10+ END check. 10+ Drive check.	Deep Canyon. Heat haze shimmers across ravines. 8+ Drive check.
14	Geothermal Geysers. Superheated steam pockets. 8+ END check. 10+ Drive check.	Smoking Fumaroles. 8+ END check. 10+ Drive check.