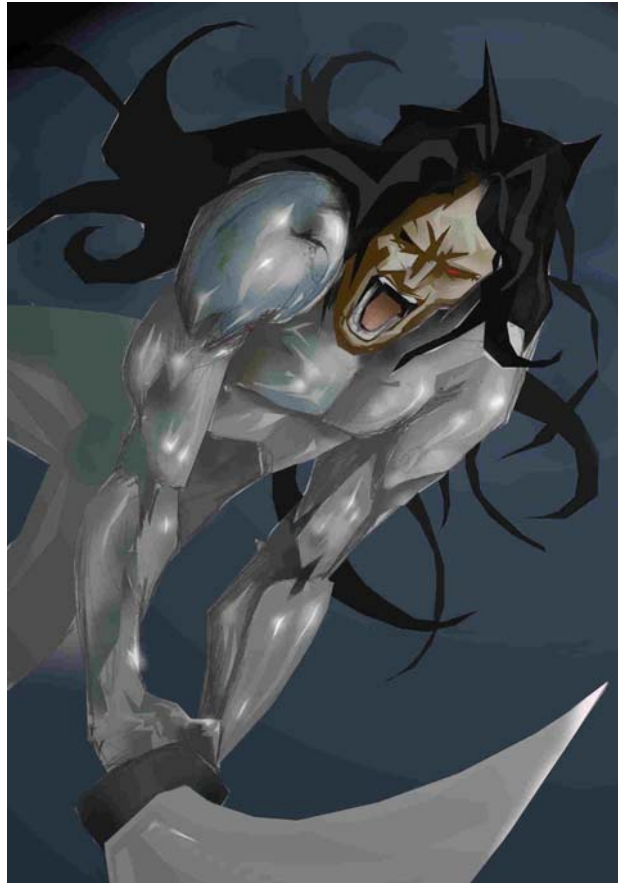


ANDROMEDA 2500®

FIRST MISSION:

PART 2 - IMMOBILIZE



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First Mission Part 2: Immobilize

The purpose of this preliminary mission is to give new Players a chance to become familiar with the Game World of Andromeda 2500. It also allows new characters to test their limits and discover their weaknesses to be addressed in the future. This adventure should also help create the idea of the CAT team as a cohesive group with complimentary talents and abilities. It should also demonstrate that characters with extreme specializations might only be useful some of the time. This adventure is also a good illustration of how versatile this game can be. It can be approached from numerous angles and can be successfully completed in very different ways.

Unlike the first part of this adventure, which takes place primarily in space, this phase develops within the UTF planetary system. It is preferable that the GM from the first part continues as the GM for this adventure.

Adventure Summary:

Approximate Playing Time: 3-6 Hours

of Players: 2-6

Target Character Level: 1-3

Experience Awarded: 400-700+

Mission Summary:

Goal: Initially, to investigate the origins of the Stadarian group encountered in the first adventure. CAT command will have identified several leads based on the information available on the cover identities of the Stadarians. Depending on what is discovered during the course

of the mission, the characters will have to eliminate any current threats and disable any future plans that the Stadarians may have had. All information obtained about the group's activities, methods of infiltration, and ultimate purpose is of critical importance.

In order to complete this mission it is imperative that the team maintains their covert status. The CAT team will be supplied with UTF Planetary Guard Special Investigations (SI) credentials, which should allow some leeway in certain situations. These credentials should not be abused. The time spent creating and validating the SI identities makes them very valuable and CAT doesn't have extras to throw around.

How well the Players can maintain secrecy should be a determining factor in the amount of Experience Points awarded for the successful completion of the mission.

Setting: Trillianos, Trillian

Background-GM: The four Stadarians encountered in the first adventure are part of a 5-member cell. Further adventuring will reveal that the Stadarian infiltrators (usually Ascendants) always operate in groups of 5. They employ sophisticated redundant protocols that ensure they are not discovered. As this adventure begins the last member of the cell will have begun the preparations necessary to cover their tracks. This group of Stadarians has been given the name **Group Alpha** by CAT command.

A cursory search of UTF records revealed some limited, but valuable, information on the Stadarians encountered in the NightCrawler base. One of the Player Handouts reviews this information. It is summarized below:

Alias: Milton Samuels
Occupation: Electrician
Employer: Elektrik Inc.
Length of Employment: 8 months
Address: 514 Apostolos Way, Unit 5B
Section Omega 23
Trillianos, Trillian
Time at Address: 6 months

Alias: Fernando Ruffo
Occupation: Mechanic
Employer: Agrillan Mechanical
Length of Employment: 11 months
Time at Address: 6 months

Alias: Alexander Sebastian
Occupation: Computer Technician
Employer: Techs on Call
Length of Employment: 6 months
Time at Address: 6 months

Alias: Maximilian Fourcher
Occupation: Janitor
Employer: United Janitorial
Length of Employment: 3 months
Time at Address: 6 months

All four individuals had the same address, and the Trillian Housing Authority has record of a 5th individual at that same address. His name is Gerald Johanssen and the only thing known about him is that he arrived on Trillian about twelve months ago and six months ago he accepted a job as a janitor. His work address is that of a janitorial service responsible for cleaning numerous buildings. For this reason his exact work location is unknown. Gerald

worked with Maximilian Fourcher, who quit his job several weeks ago. The employer's records indicate that Gerald has assumed Maximilian's work responsibilities.

Each individual within Group Alpha acquired jobs at different times, some even before the 6 months. Their location before their current residence is unknown. Only Gerald Johanssen has a record of arriving on Trillian and his travel papers are still in order. The other four members of Alpha do not appear in the public record until about 11 months ago.

Gerald Johanssen was an actual UTF citizen from New Terra (human, of course). He had no family and left his home 12 months ago for a vacation on Trillian. The Stadarian that took his place must have had access to this information and assumed his identity. The original Mr. Johanssen can be assumed dead, although no body was ever found. Neither the original or current Johanssen ever returned to his home on New Terra.

The characters are going to have to observe Johanssen to figure out where he goes and what he does. The **Stealth Aircar** will aid in that endeavor significantly. Since the other members of Alpha have not checked in as scheduled, he will begin to unravel the group's work and erase their tracks as soon as the characters encounter him. He must be stopped before he completes his mission.

Since AI-equipped life forms have been granted equal rights on Trillian, very few chose to work in any job that involves cleaning. Historically, janitorial and waste management positions were the first to be turned over to robots and androids with AI. Ironically, many of these positions have been filled by humans that have left New Terra for various reasons; forced to take whatever employment they could get to survive.

Trillian

In order to familiarize yourself with the planet Trillian, you should review the “Local Space” section of the *Combat* book. Here are a few things of interest that will provide some additional background about the planet.

- Both Necrons and Grimalkins prefer Trillian to New Terra and, in general, do not care for Fortaria. Therefore the population of Trillian is about 80% indigenous (Grimalkins and Necrons).
- The gravity on Trillian is the smallest of the three UTF planets, 86% of New Terra. However, this is about 95% of Earth’s gravity, so humans feel very comfortable on Trillian when outside.
- 70% of the planet is covered in water and the population density on land is high.
- Trillian has two populated moons, Uthralla and Im’Kassar. The moons contain the primary research facilities for the entire UTF. Security is extremely high.
- The planet has an extensive subterranean tunnel system spanning much of the globe.

Most are abandoned, but a few are used by the UTF for highly sensitive research.

- Humans may have first broached the idea of creating the UTF, but it would be a shadow of itself if the Necrons were not involved. Their advanced technology and intellectual capabilities are vitally important to the future of all the races.
- Although all of the planets of the UTF are linked by a common governmental structure, each of the three has a unique planetary administration. Trillian has the most hands off system and the populace is relatively efficient at self-governing. The law grants tremendous freedom but is swift and harsh with those that break the rules. This is based on an unbelievably prolific amount of Necron philosophical writings, which was readily adopted by the Grimalkins (mostly because they could care less and were inherently peaceful anyway). So, as one can imagine, most of the trouble on the planet is caused by Humans, Garians, Andarians, and the occasional visiting alien or renegade robot.
- A tight web of defensive satellites is deployed above the planet that monitors all traffic entering and leaving the atmosphere. It is nearly impossible to penetrate the scanning field generated by this system. The high security above the planet is one of the reasons that the citizens below have so much freedom.

The gravitational fields on all three UTF planets are different, but Fortarian gravity is right in the middle. Therefore, as a compromise, all enclosed UTF facilities use Fortarian gravity as a standard setting. Humans had been using Gravitational Modification Units (GMUs) on New Terra before the UTF was ever founded. Upon their arrival it was soon discovered that although New Terra's gravity is only about 10% stronger than Earth's it is enough of a difference to cause problems over time. The 5% adjustment to a Fortarian gravity setting was less significant after so many years on New Terra.

In **Andromeda 2500** the effects of gravitational differences on individuals (*e.g.* attributes and abilities) is ignored. This is true within the UTF only, and should be accounted for on planets and other bodies encountered off world.

City of Trillianos

Trillianos is the capital city of the planet. It is also the largest city and has a population of almost 50 million spread out over two thousand square kilometers. The city has developed over the years in expanding waves, and from the air looks like ripples on the surface of a pond. Despite its immense size, the city is very beautiful and in harmony with the environment surrounding it. Necron engineers elected to build down instead of up. This is symbolic and is in contrast to the towering buildings that were erected before the Great Fall (the term given to their nuclear holocaust and subsequent retreat underground). Conversely, New Terra and Fortaria, to a lesser extent, have buildings so large that they all but block out the sun in most metropolitan areas. Trillian buildings go

underground, some for hundreds of floors. Garians are rarely found in these cavernous buildings unless they have no other choice.

Force Domes cover almost the entire city, but are rarely activated in recent years as the war with the Stadarians has moved to Combat Zone Alpha. Several interconnected TCNs (Traffic Control Nets) are used throughout the city on major streets and airways. Planetary Guard presence appears light, but that is deceiving because many of them are underground and surveillance cameras are everywhere. A large space station, Trillianos Station, is locked in orbit above the city and is the main transport facility on the planet. Interstellar and planetary flights come and go around the clock and it is one of the busiest places in the UTF. Security on the Station is extremely high. Smaller transport facilities are located all around the planet. Imagine Trillianos as a very large, well organized, and clean version of Manhattan with the skyscrapers turned upside down¹.

The Stadarians

Social and biological data about the Stadarian Empire is available in the Game Master's section of the *Combat* book. The purpose of the information presented here is to provide support for this adventure. However, some of the facts do expand on the ideas presented in *Combat* and clarify how the Stadarians infiltrated this part of Trillian and what their purpose is. Since this information furthers the overall plot line of the **Andromeda 2500** game universe it may be useful in future adventures.

¹ In 1998, Manhattan had a population of over 1.5 million all located in about 22 square miles.

The job of infiltrating UTF society for various strategic military purposes was given to the Black Guard. They are a highly trained group of Ascendants that operate in teams, much like CAT. For logistical purposes, they can be thought of as terrorist “cells” that operate independently with specific purposes. There are a number of reasons the Stadarians would want to closely observe their enemies, and the data gathered by these cells would be invaluable. In addition, strategic targets can be disabled to destroyed in preparation for large-scale assaults. Any chaos or damage these cells are able to inflict is of value to the Stadarian Empire. This makes them extremely dangerous.

How far the individual members of these cells have been able to penetrate UTF society is unknown. It has been confirmed through various intelligence sources that the Stadarians are within UTF Local Space, but how many and where they are is a mystery. The potential threat of their infiltration into the UTF military or political hierarchy is staggering. This is one of the main reasons that CAT must remain a secret.

The reality is that there are numerous cells operating throughout Local Space. Fortunately for the UTF, the large distance between Stadarian territory and Local Space makes communication extremely difficult. The Stadarian cells have to leave UTF-controlled space to send any remote messages to their headquarters (they have hyperspace communication capability). To adjust for this, the Black Guard has begun sending replacements for the first wave of Ascendants placed within the UTF. It is hoped that these replacements can

relieve one or more members of the cell. That way, the individuals responsible for gathering covert data can deliver it personally. This reduces the risk of interception.

Initially, a single group of Ascendants was sent to New Terra nearly two years ago. They gathered information for about six months on the UTF and then returned to Fornax (local homeworld of the Stadarians). Based on the data obtained from this group (mostly social and organizational), three teams were dispatched to establish themselves on each of the three planets. They also returned six months later with even more information – but nothing yet of any sensitive nature. Currently there are 15 Black Guard cells active within UTF Local Space. They are located on all three planets and several Outer Colonies. Unlike their predecessors, these groups have actively found employment in both civilian and military organizations. A new set of replacements is en route from Fornax, but they have not yet arrived. It will not be possible to stop all of the groups before the exchange occurs, but perhaps CAT can use the information obtained in this adventure to prevent some of them.

Here are some quick facts about the Stadarian cells. These are not absolute and can be modified to fit any situation as necessary.

- There are always 5 members in a Black Guard cell.
- Each cell has one leader (the “primary”), but since they are typically composed of Ascendants the entire group makes all major decisions.

- Usually all the members in a cell live together and one member will always be present.
- The primary will kill and assume the identity of a UTF citizen to initially establish the group. The primary always relocates to avoid any contact with individuals familiar with the target. The other 4 members will normally use elaborately planned fake identities to operate under while in the UTF. The Stadarians seem to be able to alter their appearance rapidly and with impressive accuracy – including DNA identification. It is not known how they are able to accomplish this.
- The BG members each acquire jobs (typically low-skill positions) in different facilities. These jobs often allow them indirect access to more secure areas within the UTF.
- The Stadarian group has a predetermined system for checking-in with the member on duty at their base of operations. It is believed that if any of these check-ins are missed it triggers a regrouping at an alternate location (also predetermined). If any of the group does not show the primary begins the abort process and the others go in search of the missing member. The abort process has not yet been observed (it does occur in this adventure however).

The Plotline

It was discovered during the first part of this adventure that a group of Stadarians were planning to acquire UTF technology, and hopefully personnel, through a deal with the Black Market. The additional vessels required by the Stadarians as part of the contract were simply a diversion (with the exception of the Mercantile 5, which would have allowed them to move about more freely in Local Space). The fifth member of the group, under the alias of Gerald Johanssen, remained behind. The four Stadarians killed or captured in the first adventure have missed their initial and secondary check-ins. It is up to the last member of Group Alpha to initiate the abort sequence. Multiple targets will be destroyed, strategic civilian and military personnel will be killed, and all traces of the group's existence will be eliminated. That is, unless the players can stop him.

Group Alpha had several operations going simultaneously. The purchasing of stolen space vessels was not their primary goal, but when the opportunity presented itself they could not resist. Fortunately for the UTF, CAT became involved and was able to prevent the exchange. The lack of contact with the other members will cause Johanssen to destroy the facilities they were infiltrating. This is not only to cover their tracks but also to strike a blow at the UTF. Below is a list of the targets the group members gained access to and their relative importance.

1. Naagos Consulting. This firm is located in downtown Trillianos in a typical office building. The company conducts research for the UTF on potential military

applications of cutting-edge technology obtained from throughout the Primoris². Much of the research is conducted off-site and analyzed here for security purposes. United Janitorial has the contract for cleaning the entire building. Johanssen will return here to place a bomb inside the office. 38 people work in that office alone, and hundreds more will be killed if the bomb is detonated.

2. Group Alpha apartment building. Several Necron scientists working in the UTF subterranean testing facilities live in the building. If they happen to be home when the bomb goes off it would be a bonus for the Stadarians. Elektrik Inc. does the electrical maintenance on the building (as well as numerous buildings throughout the city).
3. Trillianos Force Shield Generator (FSG). This heavily guarded area is located on the edge of the city and protects the southern portion of the city when activated. Recently, Agrillan Mechanical has been contracted to maintain some of the repair equipment used at the facility. None of the equipment is used in secure areas, but a big enough bomb planted in the right spot would still wipe out the facility. Several hundred people work at the FSG site.
4. Trillian National Archives. Techs on Call have made

numerous trips to the Archives when employees have experienced significant computer problems. The Archives is the largest museum in the UTF and is the single largest collection of information on the UTF and the history of its member races. A bomb detonated here would be extremely devastating because it is one of the most visited sites on the planet. The civilian casualties would number in the thousands.

Since the characters will be equipped with the Stealth Aircar it will allow them to follow Johanssen's moves and remain hidden. Maintaining secrecy is critical in this mission. The characters will find Johanssen in Group Alpha's apartment suite sitting in the common area typing on a portable computer. The language on the screen will be Stadarian (and encrypted), so the characters won't know what he is up to. They will be forced to follow him for some time to discover what he is doing. Remind the players that they are not to engage him until they understand what he is up to or have no choice (when things start blowing up). The adventure will unfold in the following phases:

Phase 1: Final Preparations

When the characters first see Johanssen, he will be finishing his plans for the following day when he intends to destroy the targets listed above and return home to Stadarian space. Ideally it would be possible for the Stealth Aircar to hover across the street from the apartment in order to observe his movements (the room is on the 3rd floor). A map of the apartment is contained in

² See the *Combat* book for more details on the Primoris.

the GM material and Player Handouts. The apartment building is one of the few above ground structures in Trillianos that reaches four stories in height. After about an hour on the computer, he will leave and rendezvous with the Primary from another Stadarian cell operating in the city. He will leave the computer behind but the characters will be unable to break the encryption unless they are extremely lucky. There should be no more than a 10% chance of success for the smartest in the group (Int. of 14+ a minimum). Johanssen will be gone from the apartment for several hours.

There is a sophisticated security system on the door that the characters will be able to bypass – CL 7. Johanssen will return home immediately if it is triggered. See the GM map of the apartment to identify the location of items of interest. Some of the things the characters should discover are the United Janitorial jumpsuits in the closet and the large metallic object embedded in the wall (about the size of a briefcase). The object is not only a potent bomb, but powers the Stadarian systems within the apartment. It can be detonated by timer and by remote – it will also detonate with tampering. If the characters attempt to remove it they should all make Awareness Rolls (Level 13) that something bad will happen if they continue. Only applicable Special Abilities will be able to avoid detonation of the bomb.

The meeting that Johanssen attends will be with a Stadarian colleague. It will take place at night in a crowded bar where it will be difficult for the characters to hear what is said and see who he is meeting with (back to them, or something like that). If they characters

attempt to follow both of them upon their departure the other individual should go to a crowded public place and they should lose track of him. They should not be allowed to follow him. Johanssen, however, will return to the apartment.

The other individual is the leader of another Stadarian cell that is operating in a different part of the city (there are 2 cells in Trillianos – 4 total on Trillian currently). The other group is deeply embedded and 2 of them have managed to get jobs in UTF facilities. The leader of this other group has replaced a low-ranking military officer stationed at another FSG. Unless the characters are extraordinary they won't find any of this out.

If the characters have disturbed the apartment and are unable to cover their own tracks, Johanssen will quickly leave shortly after his arrival. He will grab the computer (if it is there), his uniform, and go to a nearby hotel to rent a room. He will not sleep that night but will instead have a weapon ready and stand guard until the morning comes and he can complete his mission. The characters should be discouraged from bothering him – they need to watch him to see what he is up to.

Phase 2: The Abort Process Begins

Johanssen will leave the apartment the morning after his meeting the previous night. He will close the windows and activate the shading to keep outsiders from seeing what he is up to. If the characters have the ability to see him they will observe him working all night on his portable computer. In early morning he will get dressed in his

normal jumpsuit, grab a bag with the computer and a few other items (3 different types of identification, pistol, communication device, and a travel voucher).

After leaving the apartment he will take public transportation to work. There, he will quickly go to the underground parking and drive off in a company ground transport. His first destination will be Naagos Consulting.

Johanssen will drive directly there because speed is more important to him than covering his tracks by this time. He will show his ID and enter the building where Naagos Consulting is located. Once he parks his vehicle, he will enter the building immediately, taking with him the bag he left he apartment with. He will proceed down to the 34th floor (remember many buildings on Trillian go underground many floors instead of up). He will exit the elevator; go the janitor's closet at the end of the hall. He will retrieve a hovercart, loaded with supplies. The cart contains a hidden compartment where he has the components for a bomb that will destroy the building. He will enter Naagos Consulting, speak with the receptionist (android) and go about cleaning the building. There will be a reasonable explanation about a call to clean up a room that was locked the previous night. He will only stay a few minutes, plant the bomb, and leave.

Johanssen's second stop will be the Trillian National Archives. Unlike the previous building, he will have to park in normal visitor parking and then change out of his jumpsuit into the normal clothes he has underneath. Then he will take his bag and enter the building as a

standard visitor (he will leave his pistol in the vehicle). He will have no problems getting the bag past security scanners at the front of the building. After entering he will wander around for a little while before visiting a restroom on the 4th floor (underground). Inside he will active a bomb that has already been planted by another member of Group Alpha who worked for Techs on Call. It will be hidden in a wall and can be activated remotely by Johanssen's computer. He will be able to do it all from one of the private stalls. He will then leave the computer and the bag in the trash receptacle in the bathroom and keep only his identification and travel papers.

Unless you want to add some spice to the adventure, Johanssen will not attempt to go to the Trillianos Force Shield Generator facility. That location will be left to the other Stadarian team to infiltrate. Little progress was made by Group Alpha at the FSG site.

Phase 3: Johanssen's Departure

After exiting the National Archives he will return to his vehicle, activate another bomb inside of it and retrieve his pistol. He will then walk the two kilometers to Trillianos Station where he will rendezvous with the leader of the other Stadarian cell. They will speak briefly and then go their separate ways. The purpose of the second group is simply to ensure that Johanssen leaves the Station safely and gets off Trillian. The other Stadarians will not accompany him on the shuttle leaving the station. Johanssen's final destination is one of the Outer Colonies where he will have some prearranged plan to charter a vessel and return to Stadarian territory.

Obviously, he cannot be allowed to leave the planet. The bombs will detonate within minutes of the shuttles departure. There will be approximately 20 minutes for Johanssen to wait in the public area of Trillianos Station before he can enter the secured boarding area. He will keep the pistol on him until the last possible moment before dumping it in the trash.

Some sort of confrontation will occur in the Station and the characters will have the following issues to deal with:

- 1) Overt force will alert Station Security and will make discretion extremely difficult to maintain. If the characters use their fake credentials to pose as Planetary Guard members, Johanssen will go with them if he feels he can overpower them, otherwise he will attack and attempt to escape the facility.
- 2) The other Stadarian group will have taken positions around the station to provide cover fire for Johanssen. They will attack only after Johanssen has opened fire or if the characters are overly suspicious (obviously following him or something similar).
- 3) Station Security will respond to any disturbance and the characters will have to use the Planetary Guard credentials to stay out of trouble. Depending on their actions this may or may not be enough to avoid problems. They should run for it if cornered and escape in the Stealth Aircar.

- 4) Trillianos Station is always very crowded and there will be many innocent civilians everywhere. The Stadarians will not hesitate killing any of them as a diversion. In an open firefight it will be difficult to avoid casualties (which is bad).
- 5) If things start going poorly, Johanssen can detonate the bombs early for an added distraction. This will also be extremely bad.

Somehow the characters should be able to stop Johanssen from leaving. Due to the unique disintegrating characteristics of Stadarians they will have a hard time obtaining much information from him directly. If they recover the computer and can decode the encryption much more will be made available (most of the GM background info). If you wish to continue the adventure you can have the characters follow the trail of the other Stadarian cell in Trillianos to see what they have been up to at the Force Shield Generator. Hmmm.

Background-Player: The information in this section should be delivered to the players during a mission briefing for their characters. They should be sent on their way immediately and will be able to develop their plans on their way to Trillian.

Major Aaron Greenberg, CAT's immediate supervisor, will brief the team on the current situation and what their mission goals will be. As with the last mission, he will not accompany them.

1) Give a brief narrative summary of the events listed below based on the GM Background Info.

- CAT knows the identity of the 4 Stadarians encountered in the first adventure related to the Mercantile 5.
- CAT has confirmed that there is a 5th member of the group still living at the address shared by the other 4 Stadarians.
- There is practically no intelligence on the individual remaining on Trillian. All that is known is that his name is Gerald Johanssen and that he works at United Janitorial, a private cleaning company. On Trillian, since AI-equipped robots and androids have citizenship, normal menial jobs are still performed by humanoids.
- Gerald worked with Maximilian Fourcher (dead Stadarian), who quit his job several weeks ago. The employer's records indicate that Gerald has assumed Maximilian's work responsibilities.
- Gerald Johanssen was an actual human UTF citizen from New Terra. He had no family and left his home 12 months ago for a vacation on Trillian. He never returned home and decided to relocate and subsequently accepted a position at United Janitorial. On New Terra he worked as a Computer Engineer.

Mission Specifics:

- It is imperative that CAT investigates Johanssen and figures out what the Stadarians are up to. Maintaining the team's covert status is critical to the mission's success.
- The characters will be equipped with the CAT prototype **Stealth Aircar**. It has the stats of a normal aircar (seats 6) but has the same stealth technology as the SHS. When the stealth mode is activated, they will be invisible and undetectable on Trillian.
- While on Trillian, they will be unable to communicate with CAT headquarters unless they go to a specific warehouse rented by one of CAT's front companies. It is a secure location where direct communication with HQ can occur once the security protocols are activated. The facility is equipped with provisions and a holding cell (soundproof, with restraints). CAT has one of the facilities on each UTF planet in several major cities.
- The CAT team will be supplied with UTF Planetary Guard Special Investigations (SI) credentials. They should only be used in an emergency.

Conclusion: There is not much equipment or interesting items that can be recovered during this adventure for the characters to keep. Any Stadarian technology they obtain, however, should add to the Experience Points awarded.

As always, if they capture a Stadarian alive they should receive a **100 EXP** bonus. Somewhere between **400-700 Experience Points** would be appropriate based on their group accomplishments. If the characters are unable to stop a lot of the destruction caused by Johanssen and his various bombs the lower end of the scale should be used (assuming they can stop him, which should be no problem). The more of the underlying

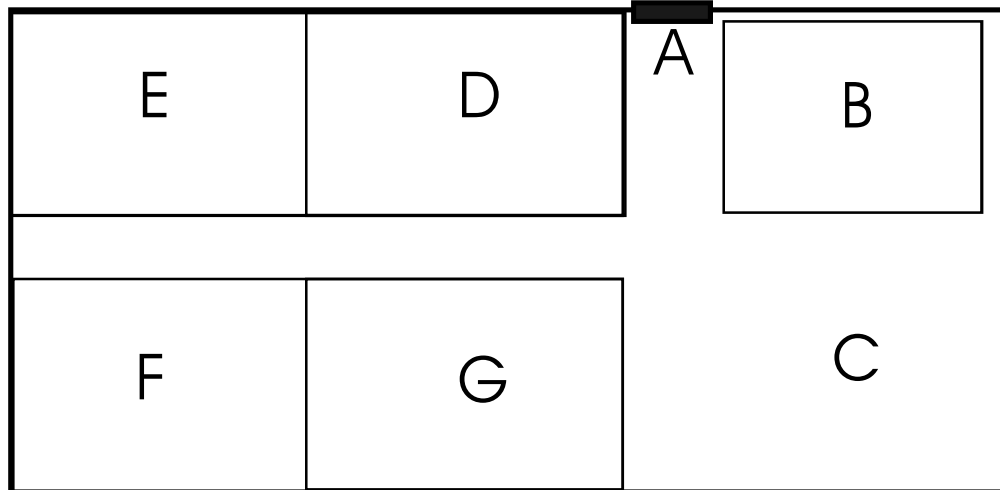
plot they uncover the more EXP that should be awarded.

As GM, if you wish to continue this adventure based on the other Stadarian group, use some of the ideas provided in the Random Adventure section of the *Combat* book to flesh out the storyline.

Visit www.andromeda2500.com for more information and updates.

GM Supplemental Material

Map of Group Alpha's Apartment:



- A) Front Door: The door to the apartment is a normal door that slides into the wall when activated. It is equipped with a keypad security system that appears to be the same kind as all the other apartments. Further inspection will reveal it is a sophisticated security system (CL 7) that is not easy to bypass.
- B) Kitchen Area: Contains normal cooking supplies and food.
- C) Common Area: Contains a large vidscreen and several couches and chairs. This is where the characters will first encounter Johanssen typing on his portable computer (looks like a laptop). There is a large window facing the street in this space – opposite of the kitchen area.
- D) 1st Bedroom: Contains 2 beds and normal clothing storage compartments. Nothing unusual except some work badges belonging to Suspects 2 & 4.
- E) 2nd Bedroom: Contains 1 bed, otherwise just like D. ID belonging to Suspect 3 is in this room along with some schematics and blueprints for the entire apartment building.
- F) 3rd Bedroom: Like E and contains ID belonging to Johanssen as well as his work clothes (United Janitorial). Embedded in the outer wall of this room near the corner is the unknown device about the size of a briefcase. It will be easy for the characters to find if they have a means of detecting it.
- G) 4th Bedroom: Like F, has ID and clothing associated with Suspect 5.

Individual Statistics

In this adventure there is little combat with any individuals other than the Stadarians (potentially). The statistics listed below are for Gerald Johanssen and the other Stadarians that might be encountered on Trillian from the 2nd group.

Gerald Johanssen

Strength: 16 Reaction Time: 28

Intelligence: 16 Speed Rank: 6

Endurance: 15 # of Attacks: 2

Dexterity: 15 H2H Dam: 4d6

Health: 35 Height: 1.9 m

Toughness: 20 Weight: 90 kg

Accuracy: 18 Armor: 0

Defense: 18

Awareness: 28

Weapons: Laser Pistol (3 attacks, +4 Prob. to hit)

Equipment: Computer, Travel Papers, Ids, Communicator, Body-Heat Modulator (internal)

Black Guard Stadarians (5 Total)

Strength: 16 Reaction Time: 28

Intelligence: 15 Speed Rank: 6

Endurance: 15 # of Attacks: 2

Dexterity: 16 H2H Dam: 4d6

Health: 32 Height: 1.9 m

Toughness: 20 Weight: 90 kg

Accuracy: 18 Armor: 0

Defense: 18

Awareness: 28

Weapons: Laser Pistol (3 attacks, +4 Prob. to hit)

Equipment: Computer, Travel Papers, Ids, and Communicator

Skills: Weapon Specialist, Tracking, Melee Weapons, Escape, Unarmed Combat, Survival, and Acrobatics

Armor: 2 points in each area (under their clothing)

Weapons: Sword Titania

 Energy Pistol

 Laser Machine-gun

Equipment: Communicator

 Energy Belt

 Energy Restraints

Special Equipment (non-standard issue): Laser Guide, Oxygen Recycler, Tracking Device, Body Heat Modulator (internal)

Vehicle Statistics

These are the individual stats for the prototype CAT Stealth Aircar. The stealth mode is flawless unless one of the doors is opened. At that point the inside of the vehicle is visible and distortions may appear around the surface of the car. The car has a good-sized cargo area that should be big enough to hold most equipment they might need (excellent weapon and ammunition storage compartments). The standard equipment in the aircar consists only of a first aid kit.

Stealth Aircar

Vehicle Data

Movement type: Anti-Grav

Speed:

Top: 500 km/h

Cruise: 350 km/h

Max altitude: 3 km

Maneuverability: 16

Fuel: 40 hrs

Computer: AI

Crew: 1

Passengers: 6

Structural Data

Structural Points: 250

Armor Points: 75

Energy shield: 50

Length: 6 m

Width: 2.75 m

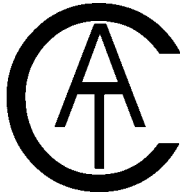
Weight: 2,600 kg

Max load: 1,500 kg

Weapon Systems: Retractable Lightning Cannon, Retractable Laser-Guided Missiles (2)

Notes: AI-equipped vehicles can extrapolate the location of this vehicle if its weapons are used.

Player Handout #1



CAT Tactical Intelligence: Stadarian Group Alpha, v1.0

Prepared By: Major S. Kantel, CIO

Mission Status: **Preliminary Briefing**

Intel Status: **Top Secret**

Suspect 1:

Alias: Gerald Johanssen

Occupation: Janitor

Employer: United Janitorial

Length of Employment: 3 months

Address: 514 Apostolos Way, Unit 5B

Section Omega 23

Trillianos, Trillian

Time at Address: 6 months

Note: Gerald Johanssen was an actual human UTF citizen from New Terra. He had no family and left his home 12 months ago for a vacation on Trillian. He never returned home and decided to relocate and subsequently accepted a position at United Janitorial. On New Terra he worked as a Computer Engineer.

Suspect 2:

Alias: Milton Samuels

Occupation: Electrician

Employer: Elektrik Inc.

Length of Employment: 8 months

Time at Address: 6 months

Suspect 3:

Alias: Fernando Ruffo

Occupation: Mechanic

Employer: Agrillan Mechanical

Length of Employment: 11 months

Time at Address: 6 months

Suspect 4:

Alias: Alexander Sebastian

Occupation: Computer Technician

Employer: Techs on Call

Length of Employment: 6 months

Time at Address: 6 months

Suspect 5:

Alias: Maximilian Fourcher

Occupation: Janitor

Employer: United Janitorial

Length of Employment: 3 months

Time at Address: 6 months

Note: Gerald Johanssen worked with Maximilian Fourcher, who quit his job several weeks ago. The employer's records indicate that Gerald has assumed Maximilian's work responsibilities.

Player Handout #2

Group Alpha's Apartment Layout:

