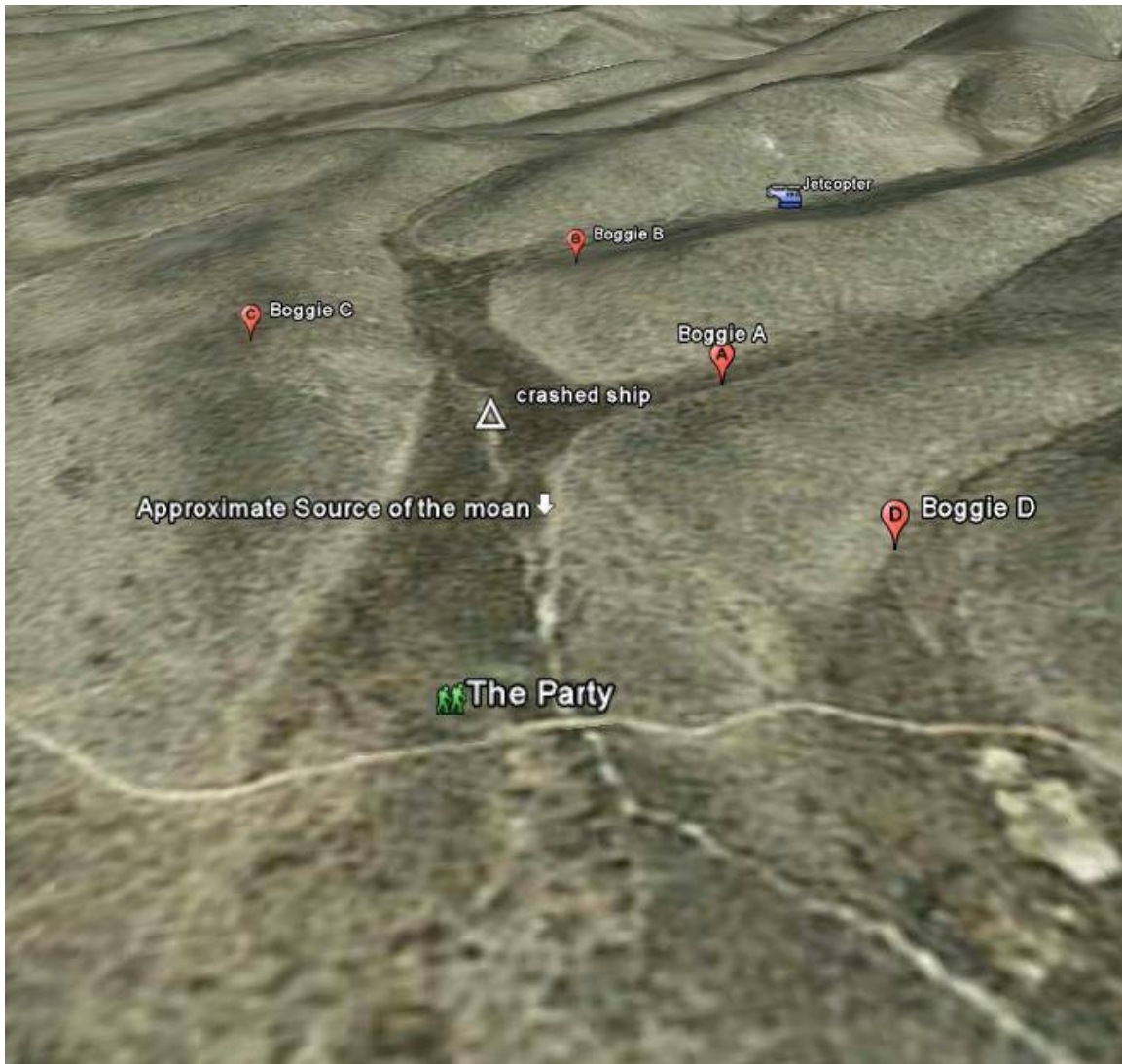


Abstract Refereeing maps of the ambush at the wreck in the desert encounter.



and the full GM map:



The crashed ship is the HS 2 Thruster Class pirate craft with the Star Devil logo on its nose. It landed here to run down the occupant of the near by life pod who escaped during the pirate attack on the ship bringing the first survey team to Volturnus. Unfortunately for the commander of that craft the occupant of the life pod was already dead and he set down half in a sink hole. The Red Devil himself executed the ships commander for his failure and had the ship stripped as it proved to difficult to get out.

Boggies A,C & D are low level pirate mooks while B is the pilot of the jetcopter. The minute the ambush looks to go the player character's way the pilot, who is a vursk (fastest movement), will run and bug out with the copter. This is essentially bit of GM fiat as the Volturnus modules, as written require that the party doesn't get their hands on the jetcopter till half way through the 2<sup>nd</sup> module. Any reworking of the original can allow for them to get it early of course but if they did I would expect a strong reaction from the pirates. If the rest of the pirates don't know that the PCs have the jetcopter then they remain of their radar so to speak but if they do the players should experience a heavy response.

The “moan” is an open chronocom placed next to a damaged life pod from the ship that delivered the first team to Voltarnus. Inside are the mummified remains of a former Royal Marine of Clarion who had been working on the ships crew. He had non fatal bullet wounds but died when the pirates shot up his life pod and he was exposed to vacuum. The pod has filled with sand and would have to be dug out to get at the body and the survival pack. The water pack has ruptured and the SEU clip in the weapon in the survival pack has died (no power left). On the body is an ID card (if the players return it to Clarion there is the possibility of that being an adventure hook) and an old style RM combat harness which is a power belt and webbing harness that is designed to carry a few items in such a way that their wt is well distributed and they don't count against the total wt. the wearer is carrying. The power belt is drained but rechargeable.

If the players are suspicious and circle around the ship they will run into one of the boggies and the fire fight will break out. All of the foot soldiers in this pirate crew fear the Star Devil more than they fear the PCs and will not divulge much unless Telol is used and even then they won't be able to give more than a general direction to their base.

In the aftermath of the ambush give the players the time to loot the dead and investigate the life pod but just about the time they start to investigate and or actually enter the downed ship a sand storm could approach giving them just enough time to figure out how to get inside the ship. They could of course shelter in the open life pod bays which would provide some protection though would be uncomfortable. The ideal solution is to get inside the ship.