

Volturnus Desert Encounter

Once upon a time a Thruster Class privateer owned by the Red Devil pirates made an emergency landing in the desert of Volturnus. Unfortunately, it landed in an unstable area and a sink hole swallowed one of its landing struts leaving the ship at a 45 degree angle. The decision was made to scavenge and strip the ship and leave the hull to rot.

This encounter can be used as part of the Volturnus campaign or as a one shot encounter in any desert environment with a few changes. Ideally it would fit in the Crash on Volturnus module.

The ship now rests at an angle with its main hatch buried beneath it in the sand. The access panels for loading its assault rockets hang open and empty. The ports for its two escape pods likewise gape open and empty. If one was to dig into the sand beneath the derelict would discover that its atomic drive had also been scavenged. The ship sits dark lifeless and gutted. As the PCs stare at it a change in the air gives them the premonition that a sand storm could be in the offing.

Gaining Access

The main hatch is buried and it would be very dangerous to attempt tunneling to it but there is an easy way in; the open ports for the missing escape pods. Since the escape pods are missing these ports can be entered providing direct access to the pressure hatches inside. The escape pod port on deck two has a piece of hull plating spot welded in side to create a level floor inside. The escape pod port on deck one (the bridge) does not have this feature.

A technician will need to pull an access panel and wire a power source like a 20 SEU clip to open the door. Hot wiring a 20 SEU clip like this will make it unsuitable for future use in a weapon. Using a power belt or backpack is simpler in that an extra power cable used for a weapon can have the plug cut off at one end and the power belt or backpack can be used without any structural damage to it.

Map Key

1. Captains Quarters: These quarters have been stripped of all their furnishings except for one chair. The floor is littered with odd nuts, bolts and bits of wire but otherwise there is nothing of value here.
2. Crew Quarters: The bunks from one side of the room was stripped and their empty brackets remain on the wall. The bunks on the other side are covered with dried crusty brown substance as well as the floor beneath them. It is blood and a bio-scan will reveal that there are two donors, one human and one yazerian.
3. Officer's Quarters: This room was stripped of furnishings but a plasti-paper copy of a very old astrogator's manual was left behind.
4. Galley: The galley still has most of its furnishing. The rigid plastic and metal frame table and most of the kitchen equipment that may have been too heavy to take or just not of enough value. The floor is littered with empty food containers. With environment life support off line the head is inoperable and has been left in an unsightly state.

5. Ladder Well: The ladder well had its door jammed the pressure hatch to deck three was welded open but the hatch to the bridge deck is shut. When the hatch to the bridge is opened a meter deep of sand will pour into the well requiring a RS check by characters in the well to avoid being knocked 20 meters down to the bottom.
6. The main lift's doors are jammed open. The lift itself is stopped on the bridge deck. A pulley mechanism has been welded to the underside of the lift and cable dangles down to engineering.
7. Engineering, storage and workshop: There is a Volturian Burrower Snake (MOVE: slow, IM/RS 8/80, Stamina 15, Attack 75, Damage 1d5 bite, Special Attack: poison S5/T10) nesting here now and it will react aggressively to intruders.

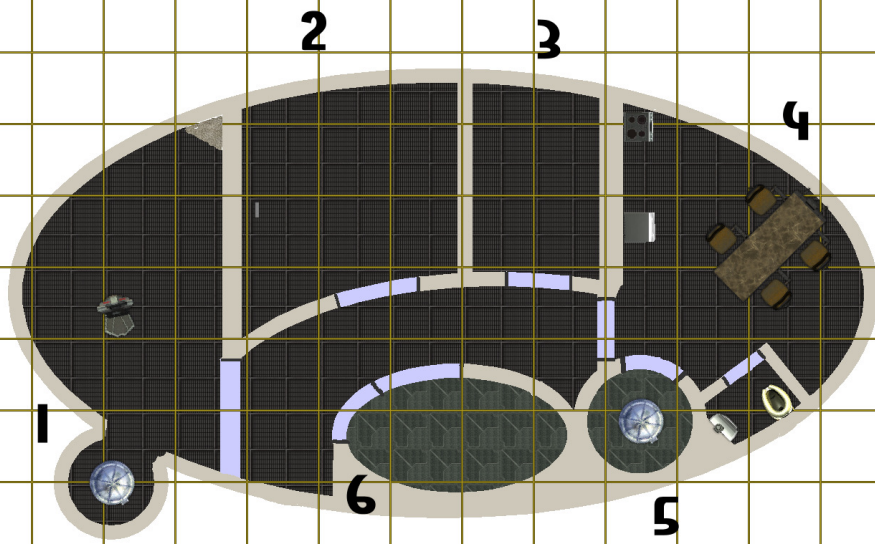
Much of the equipment has been scavenged but several control and monitoring stations remain. One has had its control panel propped open and a power pack that ran its controls was wired to run one of the ceiling's lighting panels. That light was left running and the power pack is fully drained yet 7 more are still to be found within the control panels each with 1D10 SEU though they can't be used for weapons. There is an opportunity for the PCs to scavenge here similar to the scavenging from SFKH2 Mutiny on the Eleanor Moraes. Do not give hints but you can detail some of the materials available. If they ask about salvaging have them detail the sort of things they are looking for.

Possible salvage could be a gauge to read power in the make shift SEU "clips" from control system gauges; 1 motion sensitive alarm from control systems and a SEU clip, 1 infrared alarm from control systems and a SEU clip, and 1 electrified fence (25m) that acts like a stun stick from wire & a SEU clip. There is no rocket fuel or other flammable material to make any of the make shift demolitions described in SFKW2.

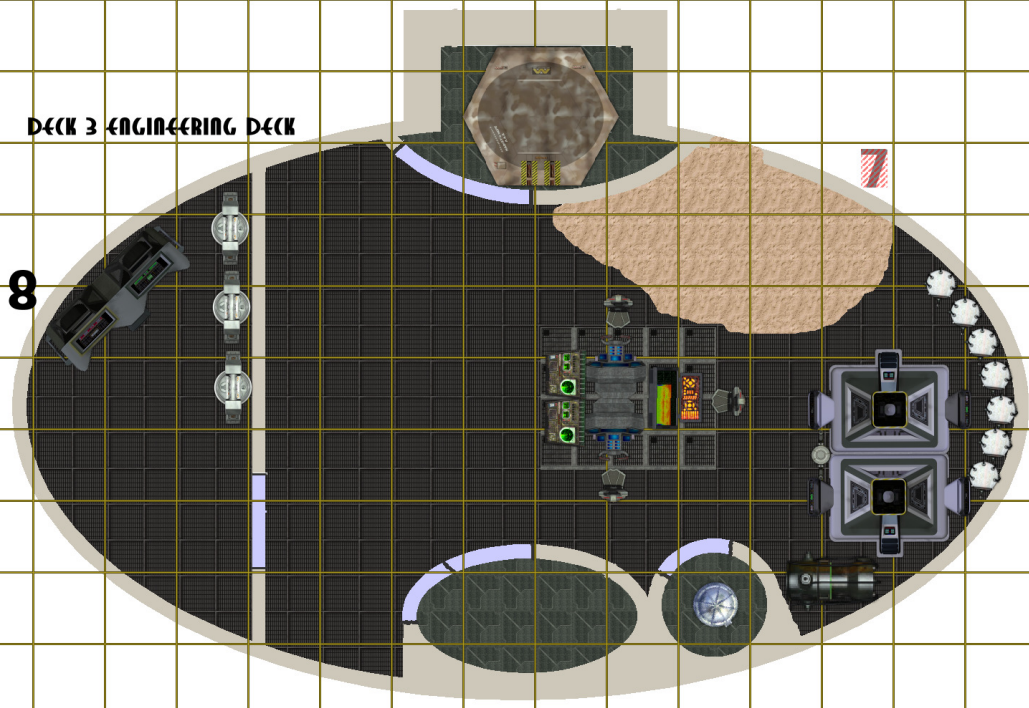
8. Workshop: There is a broken laser power torch left behind here. The torch is useless but it holds a SEU clip with a charge of 16.
9. Bridge: Much has been scavenged here and a rent in the hull allowing in the elements has ruined what it left. Only the most creative PCs will find anything here to salvage. The rent in the hull is not large enough for an of the PC races to squeeze through including dralasites.

WRECKED SHIP VOLTURNUS DESERT

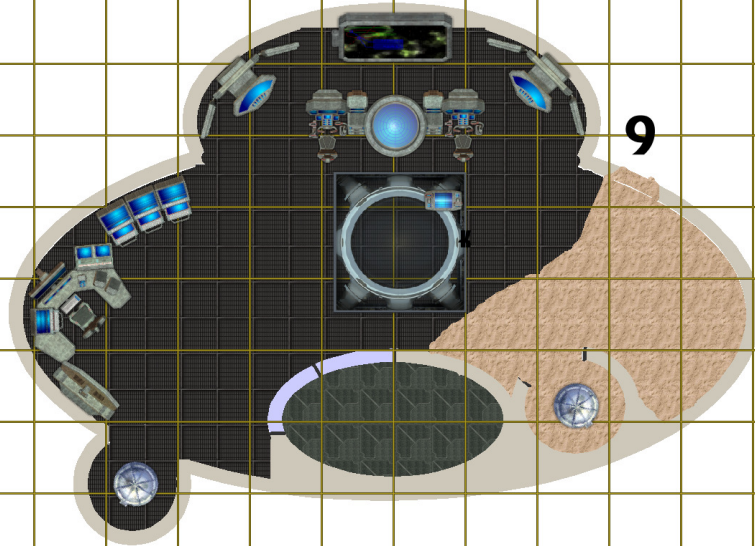
DECK 2 CREW DECK



DECK 3 ENGINEERING DECK



DECK 1 BRIDGE



SIDE VIEW & DECK ORIENTATION

