

## Warriors of Wight Light II

The CMS Osprey crew is being sent by Duke David Arconium, Commander Royal Marines, to Ken'zah-Kit (K'aken Kar) to assist their militia after one of their two assault scouts was crippled by pirate attacks. Pirate activity is on the rise in their sector and the UPF cannot spare any ships at this time.

Orders: To assist K'aken Kar Militia combating pirates as well as performing standard escort and inspection duties. You are on detached duty from the Clarion Militia and will follow orders of the K'aken Kar Militia Commander. You will return when recalled. Player will have two days to become familiar with K'aken Kar procedures and the space station.

1. Escort Duty—Escort the freighter K'har Ti-Zar'a out of the system.
  - a. Hull Size 10 freighter carrying 9 units of atomic drives armed with LB with no RH.
  - b. Four hours out of port, the K'har Ti-Zar'a and Osprey are attacked by two pirate assault scouts. One tries to destroy the Osprey while the other goes after the freighter's LB and engines.
  - c. Destroy one assault scout and try to capture the other.
2. Cargo Search—Cargo inspection of the freighter Trummineer for illegal goods.
  - a. Hull Size 20 freighter carrying 10 explores and 5 units of iron ore. Five of the explorers are packed with illegal drugs from Outer Reach, Dramune. Freighter is armed with LC, LB, RBx4, and RH, ICMx4.
  - b. Crew size is full plus 5 heavily armored guards.
3. Lay-Over—Verify passenger manifest while passenger liner Gor-Brome takes on supplies of food for trip from Fromeltar to Theseus.
  - a. 12 hijackers wanted by the UPF and Star Law are on board and armed.
4. Shore Detail—Criminal activity on space station.
  - a. 12 members of the Kraatar Liberation Corps (Vrusk haters) attempt to blow up the K'aken Kar Militia Barracks on the space station.
  - b. All 12 humans are armed with laser pistols and 50 SEU belt packs.

Each member also has 2 fragmentation grenades and one charge of  
TD19. Fragmentation grenades will be used to start chaos around Vrusk  
civilians.

5. Sathar Attack—Sathar make the jump from the Void and attack station.
  - a. Three Sathar frigates exit the Void on attack approach to the station. Torpedoes are at first saved to attack space station. After three turns of fighting the Sathar will use them against the assault Scouts.
  - b. KMS has both their assault scouts ready for the attack.
    - i. The damaged assault scout still does not have a LB installed, but joins the fight anyway.
  - c. One UPF assault scout entered the system last night and is ordered by UPF Command to lead the fight.
  - d. CMS Osprey is full armed and ready to fight.
  - e. The attack should take place away from the station to minimize civilian casualties. If the battle goes against the players, the K'aken Kar Militia Commander will order the ships back to the station to make use of

the stations defensive batteries.

### **ALPHA SECTION—Escort Duty**

*The KMS G'Raz is out of commission and down for repairs and you will be assigned escort duty for the medium freighter K'har Ti-Zar'a. She is a local hull size 10 freighter carrying 9 units of atomic star drives to an undisclosed military location. She is lightly armed and has no defenses. This is the exact type of cargo that pirates might go after. So far the pirate activity in our sector has been limited to assault scout attacks. We specifically asked the Royal Marines for the Osprey and her crew due to the fact you have engaged pirates before in larger class attack vessels and we are afraid that the pirates will come at us with more than just assault scouts now that they know we are down to one. You hit space in two hours. The K'har Ti-Zar'a will follow one hour after you. Good luck and happy hunting.*

Four hours out of port, the K'har Ti-Zar'a and Osprey are attacked by two pirate assault scouts.

The K'har Ti-Zar'a will start in the center, left short side of the map traveling at 5 ADF. The Osprey may start anywhere within 5 hexes of the K'har Ti-Zar'a and will also be traveling at 5 ADF. The two pirate assaults will start anywhere along the right short side also traveling at 5 ADF.

Designate one of the pirate assault scouts to attack the Osprey and the other to attack the K'har Ti-Zar'a and try to take out the LB first and then the engines so they can board. After the first pirate assault scout is destroyed, the KM Commander will order the Osprey crew to neutralize the other assault scout. After the engines are knocked out, it is up to the PC's on whether or not they want to board the pirate assault scout. Both pirate assault scouts carry a full crew of 6 plus an armed boarding party of 6 people. The pirates will not surrender to KMS and fight to the end.

Captain: Dralasite

RW 70, M 65, PS 4, IM 4, STA 70. Pilot 4

Armed with laser pistol, sonic sword, and carries on 50 SEU Belt pack.

Located on the sky bridge.

Co-Pilot: Human Male

RW 60, M 60, PS 4, IM 4, STA 50. Pilot 2

Armed with automatic pistol, a knife, and two maxi-clips.

Located on the sky bridge.

Astrogator: Vrusk Female

RW 30, M 20, PS 2, IM 2, STA 25. Astro 2

Armed with laser pistol and two SEU power clips.

Located on the sky bridge.

Weapons: Human Male

RW 90, M 25, PS 3, IM 6, STA 45. Energy 2

Armed with laser pistol and five SEU power clips.  
Located on the lower bridge.

Weapons: Yazirian Female  
RW 70, M 30, PS 3, IM 6, STA 30. Rocket 1  
Armed with automatic rifle and three maxi-clips.  
Located on the lower bridge.

Engineer: Human Female  
RW 50, M 40, PS 5, IM 5, STA 50. Engineer 3  
Armed with gyrojet pistol and two clips.  
Located in engineering

Boarding Party: 6 Human Males  
RW 50, M 40, PS 5, IM 5, STA 45.  
Armed with laser rifles, clubs, and 100 SEU backpack.  
Located on the storage deck.

If the players do take the pirate assault scout, they will need to find a way to get it back to the station (this may be used in the Sathar Attack). If the PC's try to access the computer memory, they will learn that these pirates have worked with Outer Reach, Dramune and Planaron Base, White Light. They have started raids in the K'aken Kar System because the system is easy to hit with a two ship militia. The PC's will find no information on where these pirates originate.

AWARDING EXPERIENCE POINTS: If the PC's destroy one of the assault scouts and capture the other while allowing the freighter to safely jump out of the system, award them with three experience points each. If they destroy both assault scouts and allow the freighter to exit the system, award them two experience points each. If the freighter takes damage to its engines and are destroyed (ADF and MR both at 0), the freighter will be towed back to the station and the PC's will gain one experience point each. If the freighter is destroyed or boarded the PC's will return to the station and get reprimanded both the Commander and will receive no experience points. If the PC's access the pirate computer and retrieve the data on pirate activity, award each one bonus point.

### **BETA SECTION—Cargo Search (need deck plans)**

*Three days after the K'har Ti-Zar'a escort, the Osprey is sent out to search cargo and manifest inspection on the hull size 20 freighter Trummineer out of Triad, Cassadine. The manifest reports that the freighter is shipping 10 explorers and 5 units of iron ore to White Light. The ship made stops at Dramune and Fromeltar while en route to White Light. The freighter has stopped in the system to overhaul their atomic engines. Five of the explorers are packed with the narcotic drug Ixiol. The freighter's crew is very helpful and performs any task the PC's require during the search. If the PC's discover the drugs, the entire ship goes to battle stations. The ship has a crew of 11 and 5 armed*

guards. One passenger has booked flight to White Light . If the ship goes to battle stations, he will hide in his room (He is the courier for the drug shipment from Outer Reach, Dramune to White Light). The Co-pilot and one of the Armed Guards will accompany the PC's to the cargo hold during the search and will attack as soon the drugs are found. The Co-pilot will also immediately notify the Captain and put the ship at battle stations.

Captain: Human Male

RW 60, M 50, PS 5, IM 4, STA 50. Pilot 6

Armed with laser rifle and carries on 50 SEU Belt pack.

Located on the upper bridge deck.

Co-pilot: Human Male

RW 50, M 50, PS 5, IM 4, STA 40. Pilot 6

Armed with laser pistol and carries on 50 SEU Belt pack.

Located on the upper bridge deck.

Engineer 1: Human Female

RW 50, M 20, PS 2, IM 5, STA 40. Engineer 3

Armed with automatic pistol and two clips.

Located on the upper bridge deck.

Weapons LC: Human Male

RW 90, M 30, PS 3, IM 6, STA 45. Energy 2

Armed with laser pistol and five SEU power clips.

Located on the weapons control deck.

Weapons LB: Human Female

RW 90, M 20, PS 2, IM 6, STA 40. Energy 3

Armed with laser pistol and five SEU power clips.

Located on the weapons control deck.

Weapons RB: Yazirian Male

RW 70, M 30, PS 3, IM 6, STA 30. Rocket 3

Armed with gryojet rifle and three clips.

Located on the weapons control deck.

Weapons ICM: Human Male

RW 90, M 30, PS 3, IM 6, STA 45. Rocket 2

Armed with automatic pistol and three clips.

Located on the weapons control deck.

Astrogator 1: Dralasite

RW 30, M 50, PS 5, IM 5, STA 50. Astro 4

Armed with sonic sword and one SEU power clip.

Located on lower bridge deck.

Astrogator 2: Vrusk Female

RW 30, M 70, PS 4, IM 5, STA 40. Astro 2

Armed with shock gloves and one 50 SEU power belt pack.

Located on lower bridge deck

Medic: Human Male

RW 20, M 20, PS 2, IM 2, STA 45

Unarmed and will not fight.

Located on the upper crew deck.

Passenger: Dralasite

RW 60, M 30, PS 4, IM 4, STA 50.

Armed with laser pistol and two SEU power clips.

Located on the lower crew deck.

Engineer 2: Human Male

RW 50, M 20, PS 2, IM 5, STA 40. Engineer 4

Armed with laser pistol and two SEU power clips.

Located on the maintenance deck.

Combat Robot

ATT 60, IM 6, RS 60, STA 100, DAM 10d10

Armed with laser rifle set on 10 SEU with 100 SEU backpack.

Located on the maintenance deck.

Five Armed Guards: Human Males

RW 50, M 50, PS 5, IM 5, STA 50.

Armed with laser rifles, swords, and 100 SEU backpack.

Located randomly through out the ship.

AWARDING EXPERIENCE POINTS: If the PC's locate the drugs and take control of the ship, award them three experience points each. If they learn that the passenger is the courier for the drug shipment and came from Dramune, award the two bonus points each. To gain this knowledge, they will have to interrogate the passenger and access the ship computers. If the PC's do not find the drugs, the shipment will be found at White Light by their fellow Marines and will be punished without pay for one standard month.

### **GAMMA SECTION—Lay-Over (need deck plans)**

*After a two day weekend break, the PC's are assigned to patrol the space outside the station. While on patrol, they are ordered to verify the passenger manifest of the space liner Gor-Brome from the Fromeltar system en route to Theseus. The space liner Gor-Brome is a hull size 10 and carries 225 passengers. Crew size is 40 to include the*

*command staff who flies and maintains the ship ( 10 each) and the rest serve the passengers. A small compliment of five Star Law Rangers are on board to maintain order and arrest anyone who partakes in criminal activity.*

12 Hijackers have taken control of the Gor-Brome eight of these are dressed as Star Law Rangers are spread out on all the decks to control the passengers. Two of the hijackers are on the bridge controlling the command staff. Two of the hijackers greet the PC's as they enter the ship and hand over the passenger manifest with smiles on their faces. These three hijackers act as if nothing is wrong aboard the Gor-Brome. Some of the passengers that the PC's pass by are really uneasy and look like they are not enjoying their flight. If the PC's continuously notice the passengers or count more then five Star Law Rangers make a INT check. If successful tell the PC's that they notice something is very wrong on this ship. They should be able to figure it out.

The five real Star Law Rangers are dead and have been placed in the galleys freezer. If the PC's notice this, they will know the ship has been hijacked.

Hijacker Commander: Dralasite

RW 50, M 50, PS 5, IM 4, STA 40. Pilot 6

Armed with laser pistol and carries on 50 SEU Belt pack.

Located on the bridge deck.

Hijacker Lieutenant: Yazarian Male

RW 40, M 70, PS 4, IM 6, STA 45. Engineer 2

Armed with sonic sword and two SEU power clips.

Battle Rage is 40%.

Located on the bridge deck.

8 "Star Law Rangers": Human Males

RW 50, M 50, PS 5, IM 5, STA 50.

Armed with laser pistol, stun sticks, two tangler grenades, and five SEU power clips.

**Located on the main deck.**

2 Door Greeters: Human Females

RW 40, M 60, PS 4, IM 5, STA 45.

Armed stun sticks, and two SEU power clips.

**Located through out the ship.**

All 12 hijackers will fight to the death and must be stunned to be taken into custody. All sleeping passengers have been stunned.

AWARDING EXPERIENCE POINTS: If the PC's regain control of the ship with no passenger fatalities and take at least four hijackers into custody, award them 5 experience points each. If the PC's regain control of the ship of the ship with no passenger fatalities but do not take any hijackers into custody, award them three experience points each. If the PC's regain control of the ship of the ship with less then 10 passenger fatalities but do not take any hijackers into custody, award them two three experience points each. If the PC's regain control of the ship of the ship with more then 10 passenger fatalities but do

not take any hijackers into custody, award them two three experience points each.

### **DELTA SECTION—Shore Detail (need deck plans)**

*The K'aken Kar commander decides to place you on shore detail for three days after all the work you have done in space. This small detail is a break from the rigorous tasks that have been preformed in space the last few weeks. Enjoy your time away from the ship.*

12 humans from the Kraatar Liberation Corps has decided to destroy the Militia Barracks on the space station. They will set up explosive charges on 12 of the barracks buildings. All of the Corps wear long gray jackets to hide their Skiensuits and weapons. All corpsmen wear chronocoms set to a secured link so the Militia personnel and Star Law can not hear their communications. The PC will see one individual dressed as such, placing a package next to the Militia's Mess Facilities near the end of their duty patrol. No LOG check will be necessary as no civilians are granted unescorted entry to the facility. After 4 of the Corpsmen are arrested or incapacitated, the remain 8 will set their explosive charge of DT-19 randomly and attempt to escape. Their escape is to inflict heavy civilian casualties to slow down the PC's. They will only target Vrusks in a large crowd using fragmentation grenades. If the party takes down 10 of the twelve corpsmen, the other will kill them selves before capture.

12 Kraatar Liberation Corpsmen: Human Males

RW 40, M 50, PS 4, IM 4, STA 45.

Armed with laser pistol, 2 fragmentation grenades, 1 charge of DT-19, 1 50 SEU belt pack and a military skien suit.

**AWARDING EXPERIENCE POINTS:** If the PC's stop the Corpsmen with no Militia buildings damaged and minimal civilian casualties, award 5 experience points. If the PC's stop the Corpsmen and allow the civilian population to be harmed, award them 2 experience points. If the PC's fail to stop the Corpsmen and allow serious civilian casualties award them nothing.

### **ZETA SECTION--Sathar attack**

*Command Directive: Three Sathar Frigates have jump into our system and are on attack vector to the station. Take them out! Engage the Frigates as far away from the station as possible to protect the civilians. We can not lose here or the station will fall and the planet with it. Good luck.*

Place a planet five hexes from the right side of the map with a space station in orbit. One KMS assault scout may start anywhere on the map moving at a speed of 10 ADF. The other KMS assault scout (still damaged) will start from the space station. The Osprey will be within 2 hexes of the station, speed 0 ADF, and ready move. The UPF assault scout will start any where on the right edge of the map, moving at 5 ADF. If the PC's captured the pirate assault scout it may enter the battle on from the space station at the start of round two. At this point all vessels will be under command of the UPF Assault Scout Derringer.

The Sathar will start from the left side of the map moving at 8 ADF. They hold off from firing Rocket Batteries and Torpedoes to use against the station. After 5 rounds they will use the Rocket Batteries to defend their ships. Torpedoes will be saved and used against the space station only.

If the battle goes against the PC's and the UPF Derringer is destroyed the KMS Commander will direct the PC's to fall back near the station to allow for the stations defenses to assist.