

PIRATES IN THE NEBULOSITY

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This encounter is designed for a 1st level party. The characters' ship should be deep in a nebula, unaware that they're being stalked by a crafty group of Culthan pirates.

Whichever character is viewing the sensors should make a Search check against a CS of 15...as we said, very crafty pirates. If they fail in their Search check, then the pirate's ship will first be noticed by the crew when they are only 10 kilometers away. If the character beats the CS, the game master should roll two six-sided dice. This number should be multiplied by 10, and this is the distance at which the characters will first spot the pirates.

THE PIRATE SHIP CREW

Captain: 2nd Level Culthan Bandit

INT: 8 CS: 12 CHA: 7 SAN: 10 STR: 6 AGIL: 7 END: 10

Health: 33 No attack bonuses No defense bonuses

AD: 2 DD: 2

Skills: Balance: 0 Bluff: 1 Celestial Mapping: 2 Climb: 0 Concentration: 2

Decipher: 5 Diplomacy: 1 Disguise: 5 Encryption: 1 Engineering: 2 Etiquette: 1

EVA: 5 Fitness: 2 Forgery: 1 Gather Information: 1 Hand to Hand Combat: 1

Hide: 0 Hyperspatial Mechanics: 2 Innuendo: 4 Interrogation: 0 Intimidate: 0

Jump: 0 Listen: 4 Micro Gravity Survival: 5 Mining: 4 Navigation: 2 Negotiation:

1 Piloting: 6 Search: 6 Sense Motive: 4 Spot: 6 Stealth: 1 Survival: 5 Swim: 0

Weapon Skill (Plasma Pistol): 2

Gear: Plasma Pistol (+2 attack bonus due to Weapon Skill), 4 extra plasma caps, knife, Ablative Shield, breather, scanner, translator, 150 credits

Pilot: 1st Level Culthan Bandit

INT: 10 CS: 10 CHA: 8 SAN: 7 STR: 7 AGIL: 7 END: 8

Health: 12 No attack bonuses No defense bonuses

AD: 2 DD: 2

Skills: Balance: 0 Bluff: 0 Celestial Mapping: 3 Climb: 0 Concentration: 0

Decipher: 4 Diplomacy: 0 Disguise: 3 Encryption: 2 Etiquette: 0 EVA: 3

Fitness: 1 Forgery: 2 Gather Information: 2 Hand to Hand Combat: 1 Hide: 0

Hyperspatial Mechanics: 3 Innuendo: 2 Interrogation: 0 Intimidate: 0 Jump: 0

Listen: 2 Mining: 2 Navigation: 3 Negotiation: 1 Piloting: 5 Search: 4 Sense

Motive: 3 Spot: 4 Stealth: 1 Survival: 3 Swim: 0 Weapon Skill (Flechette Pistol): 1

Gear: Flechette Pistol (+1 attack bonus due to Weapon Skill), 2 extra flechette packages,

knife, breather, 11 credits

Navigator: 1st Level Culthan Bandit

INT: 11 CS: 9 CHA: 8 SAN: 7 STR: 6 AGIL: 7 END: 9

Health: 10 No attack bonuses No defense bonuses

AD: 2 DD: 2

Skills: Balance: 0 Bluff: 2 Celestial Mapping: 4 Climb: 0 Concentration: 0

Decipher: 2 Diplomacy: 1 Disguise: 2 Encryption: 3 Etiquette: 0 EVA: 2

Fitness: 1 Forgery: 3 Gather Information: 2 Hand to Hand Combat: 1 Hide: 0

Hyperspatial Mechanics: 4 Innuendo: 1 Interrogation: 0 Intimidate: 0 Jump: 0

Listen: 1 Micro Gravity Survival: 2 Mining: 1 Navigation: 6 Negotiation: 1

Piloting: 2 Search: 3 Sense Motive: 1 Spot: 3 Stealth: 1 Survival: 2 Swim: 0

Weapon Skill (Flechette Pistol): 2

Gear: Flechette Pistol (+2 attack bonus due to Weapon Skill), 2 extra flechette packages, knife, breather, 24 credits

Guard: 1st Level Althani Soldier/Mercenary

INT: 7 CS: 7 CHA: 7 SAN: 6 STR: 12 AGIL: 8 END: 12

Health: 19 +4 attack bonus with hand to hand weapon No defense bonuses

AD: 2 DD: 2

Skills: Balance: 0 Bluff: 1 Climb: 4 Concentration: 0 Decipher: 0 Diplomacy: 0

Disguise: 0 Encryption: 0 Etiquette: 0 EVA: 1 Fitness: 4 Forgery: 0 Gather

Information: 0 Hand to Hand Combat: 7 Hide: 0 Hyperspatial Mechanics: 1

Innuendo: 0 Interrogation: 0 Intimidate: 0 Jump: 4 Listen: 0 Micro Gravity

Survival: 2 Mining: 0 Navigation: 1 Negotiation: 0 Piloting: 1 Search: 1 Sense

Motive: 1 Spot: 0 Stealth: 1 Survival: 1 Swim: 4 Weapon Skill (Plasma Pistol): 3

Weapon Skill (Flechette Pistol): 1

Gear: Plasma Pistol (+4 attack bonus (+3 from Weapon Skill & +1 from Althani bonus)), Flechette Pistol (+1 attack bonus from Weapon Skill), Knife (+4 attack bonus from strength), 3 extra plasma caps, 3 extra flechette packages, Level One Body Armor (+4 defense bonus), scanner, breather, 8 credits

The Boarding Party

1st Level Culthan Soldier/Mercenary

INT: 7 CS: 7 CHA: 7 SAN: 6 STR: 12 AGIL: 9 END: 12

Health: 20 +4 attack bonus with hand to hand weapon, +1 attack bonus with ranged weapons +1 defense bonus

AD: 2 DD: 2

Skills: Balance: 1 Bluff: 0 Climb: 4 Concentration: 0 Decipher: 0 Diplomacy: 0
Disguise: 0 Encryption: 0 Etiquette: 0 EVA: 3 Fitness: 4 Forgery: 0 Gather
Information: 0 Hand to Hand Combat: 5 Hide: 1 Innuendo: 0 Interrogation: 0
Intimidate: 0 Jump: 4 Listen: 0 Micro Gravity Survival: 4 Mining: 0 Negotiation:
0 Search: 3 Sense Motive: 0 Spot: 2 Stealth: 1 Survival: 1 Swim: 4 Weapon
Skill (Plasma Pistol): 3 Weapon Skill (Flechette Pistol): 3 Weapon Skill (Knife): 2

Gear: Plasma Pistol (+4 attack bonus (+3 from Weapon Skill & +1 from Agility)), Flechette
Pistol (+4 attack bonus (+3 from Weapon Skill & +1 from Agility)), Knife (+6 attack bonus (+2
from Weapon Skill & +4 from Strength)), 3 extra plasma caps, 3 extra flechette packages,
Level One Body Armor (+4 defense bonus), scanner, EVA suit, 11 credits

1st Level Culthan Bandit

INT: 9 CS: 12 CHA: 6 SAN: 9 STR: 7 AGIL: 10 END: 11
Health: 14 +2 attack bonus with ranged weapons +2 defense bonus
AD: 2 DD: 2

Skills: Balance: 2 Bluff: 0 Climb: 0 Concentration: 1 Decipher: 5 Diplomacy: 0
Disguise: 5 Encryption: 1 Etiquette: 0 EVA: 7 Fitness: 3 Forgery: 1 Gather
Information: 1 Hand to Hand Combat: 2 Hide: 2 Interrogation: 0 Intimidate: 0
Jump: 0 Listen: 4 Micro Gravity Survival: 6 Mining: 4 Negotiation: 0 Search: 7
Sense Motive: 4 Spot: 7 Stealth: 5 Survival: 5 Swim: 0 Weapon Skill (Flechette
Pistol): 3

Gear: Flechette Pistol (+5 attack bonus (+3 from Weapon Skill, +2 from Agility)), Knife, EVA
suit, scanner, translator, 10 credits

1st Level Culthan Cyber Wizard

INT: 12 CS: 8 CHA: 8 SAN: 8 STR: 8 AGIL: 9 END: 10
Health: 12 No attack bonuses +1 defense bonus
AD: 2 DD: 2

Skills: Appraise: 5 Balance: 1 Bluff: 0 Climb: 0 Computerese: 6 Concentration: 1
Cybernetics: 5 Decipher: 0 Diplomacy: 0 Disguise: 1 Encryption: 4 Etiquette: 0
EVA: 3 Fitness: 2 Forgery: 4 Gather Information: 2 Hacking: 6 Hand to Hand
Combat: 0 Innuendo: 0 Interrogation: 0 Intimidate: 0 Jump: 0 Listen: 0 Micro
Gravity Survival: 3 Mining: 0 Negotiation: 0 Net Running: 5 Search: 3 Sense
Motive: 0 Spot: 0 Stealth: 1 Survival: 0 Swim: 0 Weapon Skill (Cyber Wizard
Staff): 2

Gear: Cyber Wizard Staff (+2 attack bonus from Weapon Skill), EVA suit, translator, 13
credits

Cyber Points: 6

Spells Known:

1st Level: Fear, Cyber Weapon 1, Enfeeblement Burst

The Ship

Personal Cruiser

Shields: Level 1 force shielding

Weapons: 1 Plasma Cannon & 1 Missile Launcher

Attack Dice: 1

Defense Dice: 2

Sensors: 3 AU

Health: 75

Jump Capability: 3 ly

Speed: 300,000

Maneuverability: 9

The Course of Events

If the characters are unable to detect the pirate ship until they're within 10 kilometers, the pirates will attack for five rounds as they close the distance. If it looks like they might destroy the character's ship, they will cease firing (unless they themselves are in trouble), and continue to close so they can launch their boarding party.

Once they've closed the distance (5 rounds) the boarding party will leave the pirate's ship and attempt to enter through the character's airlock. At this point, the characters had better have some defenders there.

Combat will continue on the ship until one of the crews is dead. If the characters decide to board the pirates' ship, they must do so within six rounds of killing off the pirates, or the ship will leave. The characters must have EVA suits in order to get to the pirate's ship, and unless the characters are Culthan, they will not be able to use the EVA suits that the pirates brought over.

Even if the pirates attempt to leave, the characters can certainly pursue them to destroy them or to board them.