



“The Defection” – A *Galaxy Prime* Scenario – Part 1

A high-value intelligence operative, a Dopellan, has defected from the Runarian monarchy! His information could spell the end of decades of oppression for many worlds that have suffered under the tyranny of the Runarians. But first he has to be found! The Runarians are hot on his trail. Can you recover the defector before he is killed?

Setup

The Triumvirate Security Service (TSS) hastily assembles a recovery team, choosing them for their known talents but also because of their proximity to the Dopellan's last known position. The defector has stolen a Runarian fighter, but in the subsequent chase it took massive damage and was forced to land on an industrial moon in the Izars system. Hidden in orbit by cloaking device is a Runarian gunboat that has followed and engaged the defector. Two Runarian operatives have been deposited on the moon to search for the Dopellan, while the gunboat remains hidden in orbit. They must keep their presence secret or else risk igniting an interstellar incident.

The party will arrive at the planet under the guise of technicians delivering and installing parts for the Izars mining operations. They will be piloting a scout-class vehicle. The Dopellan **MUST** be taken alive (and likely he is already injured) and the party must maintain its cover for the duration. Runarians will also be disguised but are to be avoided at all costs, engaged only if necessary and

eliminated only if no other options remain. However, a Runarian captured alive is always a welcome bonus for the TSS...

One Small Step

The TSS can provide the last known position of the Dopellan's damaged fighter. It has gone down in a marsh area just outside of the mining town. Once the party sets foot on the moon (landing well out of sight) they should be able to find the fighter with no problem, as it sticks up out of the marsh. Blood found on the fuselage is Dopellan, but only excellent use of Environmental skills will discern any tracks leading out of the marsh. He is far beyond the range of a Uniscan by now. The marsh extends to the north and east but the defector has headed south. To the west lies the mining town, about an hour away, as are the mines to the south. The Dopellan will hide out in the mines, using his shapechange ability to blend in perfectly with the workers. It was he who sent the message of his escape to the TSS but he isn't sure it was received nor how long it will take for agents to arrive. In the meantime, he has decided to hide out in a dark corner until he can determine if there is a TSS rescue team nearby. The mines are generally deserted and locked down at night.



Night on the Town

The town is nearly empty during the day except for a few shopkeepers and injured workers. The Runarians will disguise themselves and start making inquiries, investigating the buildings and the immediate vicinity for any signs of the Dopellan. They are armed with fusion pistols and vibeknives. They are rather clever and, unless the party takes extreme measures, the Runarians will notice the presence of the TSS operatives right away. The

Runarians will not engage the party unless they have to; their only mission is to kill the defector!

The town surrounds a small freshwater pond, used for drinking and washing. The buildings are small, rundown, utilitarian and dirty. There are barracks for the workers, a machine shop, an infirmary, a tavern, a motor pool and a small shop for sundries. The hovercarts take workers to the mines at sunrise and return them at sunset. The full population of the town does not

exceed 50 people at any given time. Most of the workers are Izars.

Mine All Mine

The miners are digging for valuable heavy metals, using both hand tools and machinery. Toxic fumes are an issue, as well as dust, so most will wear fume masks unless they are working on or near the surface. The mines rest in a small ridge and it has 3 entrances, each with a guard stationed at its mouth. The entrances are locked behind a heavy barred gate at night. Only 2 of the entrances interconnect through the mines. There are 3 levels to the mines, each accessible only by a lift. The Dopellan typically likes to hide at the very bottom.

Running Out & Running Away!

Time is of the essence here. The Runarians will scope out the town for the first day and reconnoiter the mines by the end of the second day. They will eventually detect the Dopellan with their Uniscan, after which they will corner and execute him. If the party is having better luck than they are, they will follow the party and ambush the defector when he is discovered. Assuming that the party is able to recover the Dopellan and escape from the moon, the action isn't over yet! The Runarian gunboat will pursue the TSS scout ship in an attempt to destroy it. Once the party reaches the edge of the system they can safely engage their Q*Drive and meet their TSS handlers at the rendezvous point. If successful, they will be rewarded handsomely and possibly given permanent jobs as TSS agents!

