

“The Defection” – A *Galaxy Prime* Scenario – Part 2

Valuable information has been recovered from a Dopellan defector recently snatched from the clutches of the Runarian Monarchy! The intelligence indicates that there is a conspiracy to poison food supplies on multiple worlds. Can the saboteurs and their poisoned shipments be found in time before millions die?

Setup

The Triumvirate Security Service (TSS) hastily assembles an infiltration team (or continues with the last one if they succeeded at part 1 of THE DEFECTION) choosing them for their talents and also for their proximity to the Gulga system. The Gluggans are an agrarian society, very adept at agriculture and food cultivation. Since they have more than they could ever use, much of their product is shipped out across Galaxy Prime to feed other worlds that are not so fortunate.

The Dopellan defector has indicated that Runarian agents are in place at several factories on the Gluggan homeworld, most notably the primary food processing plant and shipping factory near the capital. Disguised as offworld volunteers, they are planning to poison many of the outgoing food shipments at that factory and move on to the next one before they are discovered. If that happens, many will die from poisoned food and it will be impossible to trace the saboteurs as they proceed to the next world to continue their agenda.

The party must uncover the Runarian agents and prevent them from poisoning any more shipments, also tracking down and stopping any shipments

that have already been sent.

Work-a-day World

The party arrives at the factory around sunrise with proper (fake) identification. The food processing continues so as not alert the saboteurs. Shipments are scheduled to depart at noon and at sunset via the adjacent starport. This gives the party about 6 hours to track down any clues and delay any food crates that have already been poisoned.

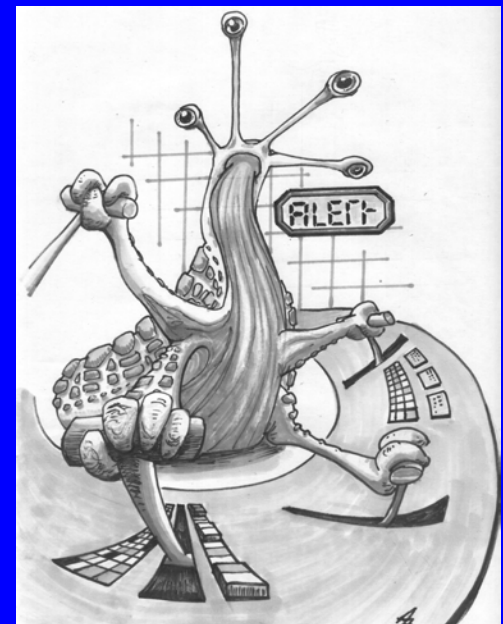
The processing sequence is as follows:

1. Food is trucked in from the local fields and hydroponic domes. There are 3 hover-trucks each with 1 driver. They arrive at staggered intervals.
2. The food is dumped onto a conveyor belt where it first undergoes a wash and disinfectant. Here there are 2 workers and 1 supervisor.
3. The food travels to a separator that groups food by size and type. Some may also be sliced and diced. Here there are also 2 workers and 1 supervisor.
4. The conveyor belt splits into 3 paths where the food travels to appropriate containers so it can be boxed for shipping. Here there are 3 workers and 1 supervisor.
5. The boxes are labeled, sorted, stacked and put onto hover-trucks which take the food immediately to the docked starships for loading. Here too there are 3 hover-trucks each with one driver.
6. Once the starship is loaded it lifts off and leaves the system. These transports generally have a crew of three.

The poison could be added at any stage of processing, or may in fact be added in the field itself, though the wash would usually counteract this. It is likely that the poison is introduced somewhere between phases 2, 3 and 4. There is no video surveillance nor high tech scanning devices.

Too Many Cooks

In fact, there are 3 Runarian agents disguised as other races. There is one at station 2, station 3 and station 4. They need not stay static in their positions however. There are breaks every 4 hours and the workers rotate positions to alleviate boredom and mistakes. The Runarians are quite capable of changing their disguises



as well, and they are very observant. They will likely notice any suspicious activity around them and will leave it to their redundant cohorts to poison the food if they are being watched.

Unless the party is extremely observant and efficient in their investigations, at least 2 shipments of poisoned food will get through the factory and onto the trucks, though not necessarily together. If so, it must be stopped and the Runarians will try to prevent any interference. The food may even make it all the way to the cargo bay of the transport and the saboteurs will try to insure that it gets shipped unimpeded. The Runarians will try to maintain their cover at all costs but will also try to make sure the mission is a success. They have fusion pistols and vibeknives hidden on their persons. Should a container leave the planet, the party will have to get back to their TSS-assigned scout ship and chase down the transport. Likely a Runarian saboteur will have stowed away upon the ship to see that the cargo is properly delivered.

Clean Plate

It is imperative that the Runarians are captured or killed, else they will disappear into the crowd and find other food shipments to sabotage. Also, while there is food to spare, it is important to salvage any food that has been poisoned (rather than destroy it) to gain a sample of its composition that can later be analyzed. If the party fails, thousands or even millions will die from poison and/or starvation. Some of these may even be friends or relatives of the party. If the party succeeds, they will most definitely be promoted (if they are already TSS agents) or handsomely rewarded with 10,000 credits apiece!

