



SCIENTIST SNATCH

A Savage Worlds One Sheet for use with Aether Adrift
by Demonskunk Studios



A scientist researching ancient alien technology is kidnapped from his lab and taken to further the goals of an evil alien empire. Will the Heroes be able to rescue him before they complete their diabolical schemes?

Setting Rules: No Power Points

Characters: The Heroes are members of the Voyagers, currently on a routine patrol a few hours from the main Voyager base, Odal.

The Voyagers are a coalition between the crash-landed humans and native Mikwa. Their goal is to protect the Mikwa from the sinister Fulgori Empire and prevent them from excavating artifacts from any number of advanced structures scattered around the landscape.

The heroes have just finished a routine patrol near Voyager Base Odal. They are preparing to head back to base when their Pocoms light up with a distress signal from Doctor Vadim Alkaev - a specialist in advanced Precursor technology.

"The Fulgori are attempting to break into my lab!, please send help!"

They realize that they're the closest team to Alkaev's lab, so they climb into their Nomad ATV and rush to help him.

Encounter 1: Alkaev's Lab

You skid to a halt in front of the doctor's lab and see that the entrance has been forced open. You run inside to find his lab being torn apart by Fulgori soldiers. "You're already too late!" they shout while moving to defensive positions. You just barely catch sight of the Doctor being dragged around a corner on the other side of the room.

Fulgori Soldiers (1 per Hero)(1/2 Shotgun, 1/2 SMG)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d6, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7(9)

Gear: Scout Armor (+2/+4, Torso only), Knife (Str+d4), Shotgun (Range 12/24/48, Dmg 1-3d6*), SMG (Range 12/24/48 Dmg 2d6), Rifle (Range 30/60/120 Dmg 2d8)

Special: One of them is a commander. He grants the others a +1 bonus to all rolls while alive. If he is defeated, the others suffer a -1 penalty instead.

As the last of the soldiers collapses, The heroes see a fulgori plane taking off through the window. The fulgori were right, they were too late to stop them, but that doesn't mean they can't follow them.

The plane is too fast to follow by ground, so the players will need to interrogate one of the Fulgori to find out where he's been taken. A successful Persuasion or Intimidation test will reveal that there is a Fulgori base 3 days away. A Raise will get them to spill details about a shortcut that reduces the trip to 2 days.

The Heroes only have enough supplies for one day, so they will need to make Survival rolls to find food every night. A Raise will give them 2 days of food, and a failure means they take a point of Fatigue. Feel free to spice the trip up with random challenges.

a monolithic compound comes into view as the heroes crown a

grassy hill on the 3rd night. The brutally efficient design and drab maroon color makes it very clear they're looking at the Fulgori military base, pressed back against a tall mesa.

They can see it's heavily guarded, but it looks like they might be able to sneak in if they're careful.

Encounter 2: A Sneaking Mission

Have everyone make Stealth rolls. If the players come up with some sort of clever way to make sneaking in easier (a distraction or something) give them a +2 bonus to stealth.

If they all pass, they manages to sneak in unseen, creeping under vehicles and in through a vent on the outside. As they are climbing through the vents they hear a couple of guards talking about the human scientist being taken to a precursor installation inside of the mesa.

"Did you see that human they brought to the precursor ruin?"

"Yeah. Creepy looking things. Round face, no snoot, weirds me out."

"I dunno... I think they're kinda cute..."

If any of them fail they seem to be sneaking in successfully, but when they get over the room with the two guards, the vent gives out underneath them and drops them into the room. They are shaken for the first round of combat as one of the guards runs to start the alarm.

Fulgori Soldiers (2)

Gear: Battle Helmet (+4, 50% Chance), Battle Armor (+2/+4) Rifle (Range 30/60/120 Dmg 2d8)

Encounter 3: Elevator Approach

The back of the facility is a wide open area with staggered waist-high barricades leading back about 50 yards back toward a large cave mouth with an elevator platform illuminated inside. There is a guard tower on either side of the cave with a sniper inside.

The area is too open and well guarded to attempt to sneak through the entire area. If the party successfully snuck into the Base, they can make a Stealth roll to try to sneak up closer to make reaching it easier, or just run through to the cave entrance. If they decide to run through the area, they will enter combat. If they decide to sneak they begin in front of the first line of cover. Their goal is to reach the cave. Guards audibly yell over the radio that they've found the intruders, they're at the elevator. every 2 turns, reinforcements will appear from behind the players.

If the party failed the stealth roll, the combat begins immediately, and reinforcements immediately appear behind them.

Fulgori Snipers (2)

Use Soldier Attributes and Skills

Gear: Scout Armor (+2/+4, Torso only), Sniper Rifle (Range 50/100/200 Dmg 2d10+1 AP4)

Encounter 4: Elevator Action

Once the players reach the elevator and push the button, a glassy hard light wall forms behind them and the elevator begins to descend down an angled elevator shaft. Have the Heroes attempt a

Notice roll. A success means they act in the surprise round of the upcoming encounter. Afterwards 4 elite fulgori jump down into the elevator, initiating combat with a surprise round.

Elite Fulgori (4)(1 Shotgun, 1 SMG, 1 Rifle)

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d8, Notice D8, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8(10)

Gear: Battle Helmet (+4, 50% Chance), Battle Armor (+2/+4), Heat Blade (Str+d6, AP4), Shotgun (Range 12/24/48, Dmg 1-3d6*), SMG (Range 12/24/48 Dmg 2d6), Rifle (Range 30/60/120 Dmg 2d8)

Encounter 5: Boss encounter

With the 4 Spec Ops fulgori dealt with, the elevator crawls to a stop at the bottom of the angled shaft, allowing you to see a wide platform, littered with what looks like scraps of precursor machines. A long console stretches across the left hand side, a human scientist - Doctor Alkaev - working feverishly at something as an imposingly large Fulgori wearing what seems to be Precursor power armor stands over him with his arms behind his back.

"T-there, it's... it's done..." Alkaev says to the Fulgori, his head hung over the console.

"Very well done, your knowledge of the Precursors is commendable." The fulgori glances toward the elevator "I would love to leverage your skills further, but it seems we have company. Radli! Make sure our guests are entertained while I make the final preparations!"

The Fulgori walks to the railing and turns back to Alkaev "And just so you don't get any ideas of using this facility against us..." He points his arm at the console, and what appears to be a tiny missile shoots into the control panel from his wrist before exploding, throwing Alkaev backwards. The fulgori leader then hops the railing into the darkness below.

Finally the glassy barrier dissolves, allowing the Heroes through. As they take their first steps onto the platform, a massive shape leaps onto the center of the platform from out of view.

It looks like some sort of mech, an armored body standing on two digitigrade legs with a missile rack on one side and a heavy cannon on the other in place of arms. They can see a fulgori - Radli - through the thin segmented glass visor. Precursor security drones rise up from the floor. Their single vertical eyes light up red as they notice the heroes. Radli shoots the control panel on the elevator before the fight begins, rendering escape impossible.

Ω Radli (1)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d8

Skills: Fighting d4, Shooting d8

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 7 (11)

Abilities: Armor +4, Construct, Kick (Str+d6), Rocket(4) (SBT, Dmg 3d6, Explosion), Cannon (Range 50/100/200 Dmg 3d6+1 AP4)

Precursor Security Drones (1 per Hero)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6, Shooting d6

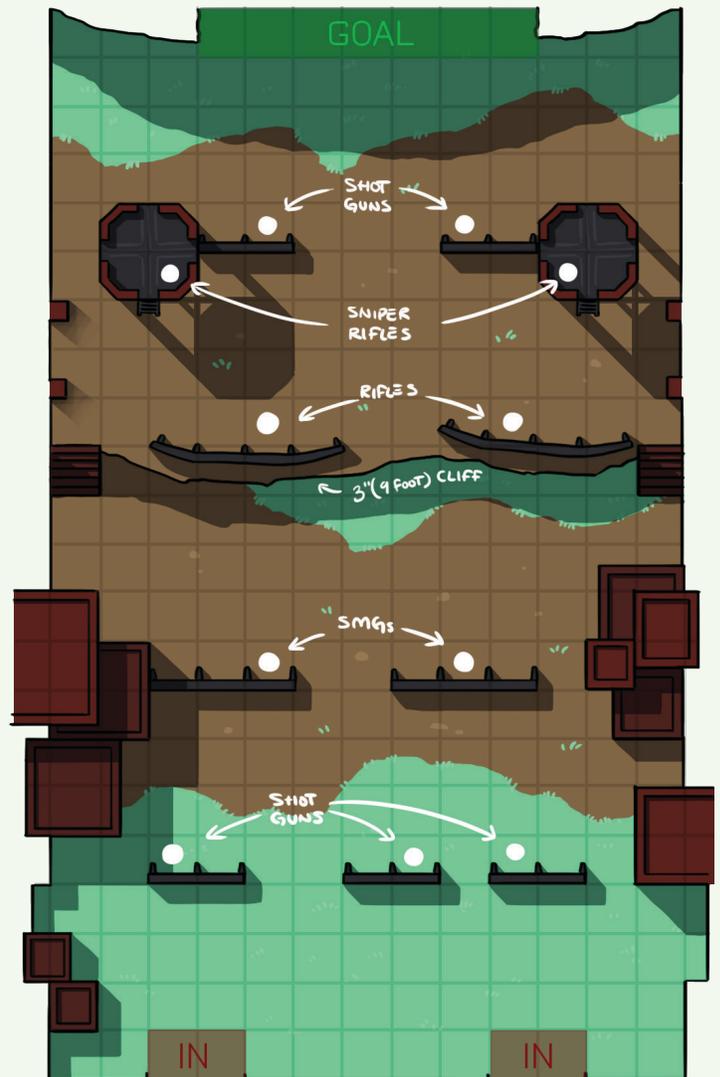
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Abilities: Construct, Flight, Claws (Str+d4), Stun Grenade (SBT, Stun (Vigor roll or become shaken for 1 round), Laser (Range 6/12/24, Dmg 2d6+2)

When Radli is defeated, his mech slumps to one side and he comments that they will never win, that they'll die here with him, and starts the self destruct sequence on his mech. A red light flashes inside and out and an audible countdown starts.

Let the players sweat as they try to figure something out. The elevator is inoperable without the control panel and they wouldn't survive the jump over the railing. Give them a notice roll to see a hidden hatch, or let Alkaev take them to it. As they get through the door and close it, the mech explodes, warping the door and sealing it shut.

This is a maintenance route that leads to a smaller elevator that goes straight up, leading to the top of the mesa. When the players walk out onto the mesa the shaking finally stops and they see what looks like a flying precursor battleship emerge from the side of the mesa, with the armored Fulgori standing, looking at them, on the helm. If the players ask what it is, all Alkaev has to say is "I-I'm sorry..." before you finish with "To Be Continued."



ENCOUNTER 3 MAP

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