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own. The NASA/ESA base has a Nighthawk STC that is assigned to the team (it was intended to transport the artifact). It is fueled and ready to go, and can catch the OTV as long as the OTV is not more than two hours and 20 minutes ahead of it. Since the OTV is unarmed, the PCs should be able to get the crew to surrender.

FINISH

If the corporation escapes with the artifact, it will introduce revolutionary new alloys within two years and other products as it solves the mysteries of the artifact. If the corporation escapes with it but it is known that the artifact was stolen, there will be a worldwide search for the artifact and it will be found, spelling the end for that corporation. If the corporation escapes with it and is identified by the PCs or NPCs, it will spell the end for it that much sooner. If the corporation does not escape with it and witnesses or evidence is left, there will be an investigation, the results of which are left to the referee. If the PCs save the artifact, they will be invited to the UN, given medals and praised as "heroes of a new age." They will also have the opportunity to write books and have docudramas made about them. If they fail, they will not make out so well. If they die, the state will pay for their burial (if they aren't vaporized by a nuke, of course).

NASA/ESA TEAM

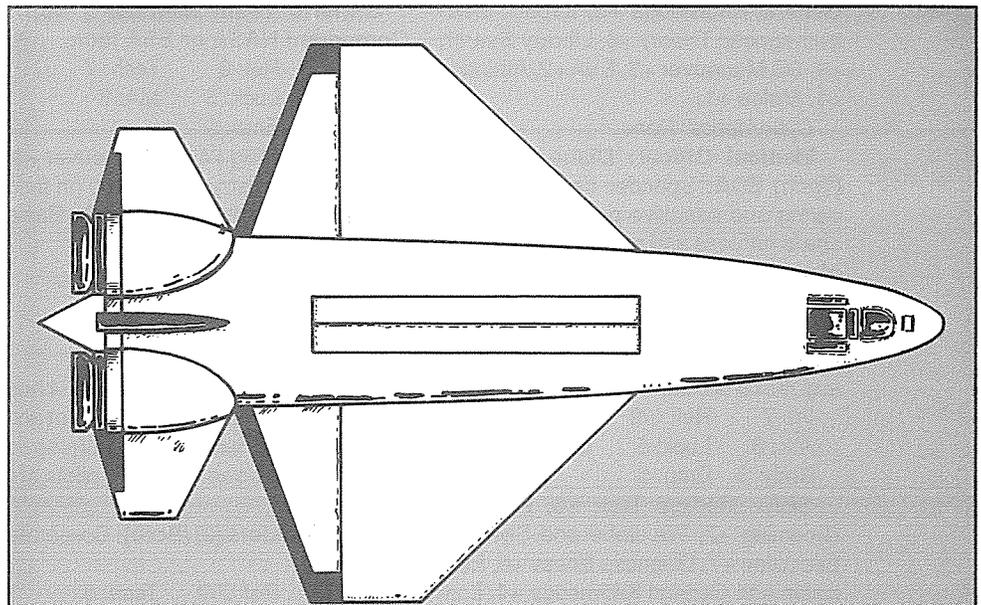
The NASA/ESA team consists of 10 people. PCs will replace NPCs on a one-for-one basis. If there are more than five PCs, another VBC can be added so that there are at least five NPCs.

The team has a moon jumper and a VBC. The VBC is stocked with equipment—tools, chemicals, food, scientific gear, space suits and so forth.

Team Commander: Captain Ruth Milkin (NASA Corporate): Milkin is the "military" leader of the expedition. She was selected because she is known as a calm leader in stressful, dangerous and odd situations. She is an experienced spacer and a good leader.

Int: 7 Ref: 6/8 Tech: 6
Attr: 6 Luck: 7 MA: 6
Body: 5 Emp: 6

Skills: Resources +7, Leadership +6, Human Perception +3, Persuasion and Fast Talk +2, Education and General Knowledge +5, Mathematics +3, Physics +3, 0G Maneuver +4, 0G Combat +2, Astrogation +4, EVA +4, Athletics +3, Handgun +3, Melee +2, Shuttle Pilot +7, OTV Pilot +4, Athletics +4.



Nighthawk STC

The Nighthawk STC (Special Transport Craft) is a high-speed shuttle vehicle produced by Lockheed AeroSpace. It is designed to transport high-priority and special cargoes, possibly through opposition. It is equipped with the latest in avionics and electronics, and is fully stealthed for those "special deliveries." It has room for a pilot, copilot and four passengers in the front section. The cargo bay can be fitted with a pressurized section and can carry 20 passengers.

Armaments and defenses include ECM, flares and chaff, chemical laser, electronic warfare, missiles (two). Fuel is 12 burns.

Cybernetics: Biomonitor, Boosterware (+2), Neural Processor, Interface Plugs.

Equipment: Militech "Black Widow" flechette pistol and two clips, Militech Electronics taser, Kendaichi monoknife.

Jumper Pilot/Security: Lt. Carl Yates (Solo): Yates is the moon jumper pilot and the security chief. He is a competent and experienced officer, and is determined to keep the artifact in the right hands.

Int: 6 Ref: 7/9 Tech: 7
Attr: 5 Luck: 6 MA: 5
Body: 5 Emp: 4

Skills: Combat Sense +6, 0G Maneuver +6, 0G Combat +6, EVA +3, Awareness/Notice +2, Handgun +6, Melee +4, Athletics +6, Basic Tech +6, Akido +4, Pilot (Fixed Wing) +3, Pilot (MV) +5, Heavy Weapons +4, Rifle +5.

Cybernetics: Biomonitor, Boosterware (+2), Neural Processor, Interface Plugs.

Equipment: Smartchipped Militech Electronics laser, smartchipped Militech "Black Widow" flechette pistol and three clips, Militech Electronics taser, Kendaichi monoknife, Kevlar vest.

Science Team Head: Dr. David Yund (Corporate) ESA: Yund is the foremost expert (on the moon) in the area of the

theories regarding nonhuman technology. He is also a skilled and experienced lunar explorer. He grew up on pulp science fiction and will be especially vulnerable to the nightmares.

Int: 8 Ref: 5 Tech: 8
Attr: 5 Luck: 7 MA: 4
Body: 4 Emp: 5

Skills: Resources +7, Chemistry +2, Education and General Knowledge +8, Expert Knowledge: Nonhuman Technology Theory +5, Expert Knowledge: Moon Science +4.

Geology +4, Language (English) +2, Library Search +8, Mathematics +4, Physics +3, EVA +3, 0G Maneuver +3.

Cybernetics: None.

George Evans (Corporate): Evans is the graduate student responsible for the discovery of the artifact. He is a talented and ambitious young man who does not let his ambition override his ethics (which is odd these days). He is, however, a sharp operator and a good scientist. His discovery of the artifact will ensure him an excellent career (if he survives).

Int: 9 Ref: 5 Tech: 8
Attr: 7 Luck: 8 MA: 5
Body: 6 Emp: 5

Skills: Resources +2, Awareness/Notice +6, Chemistry +2, Education and

