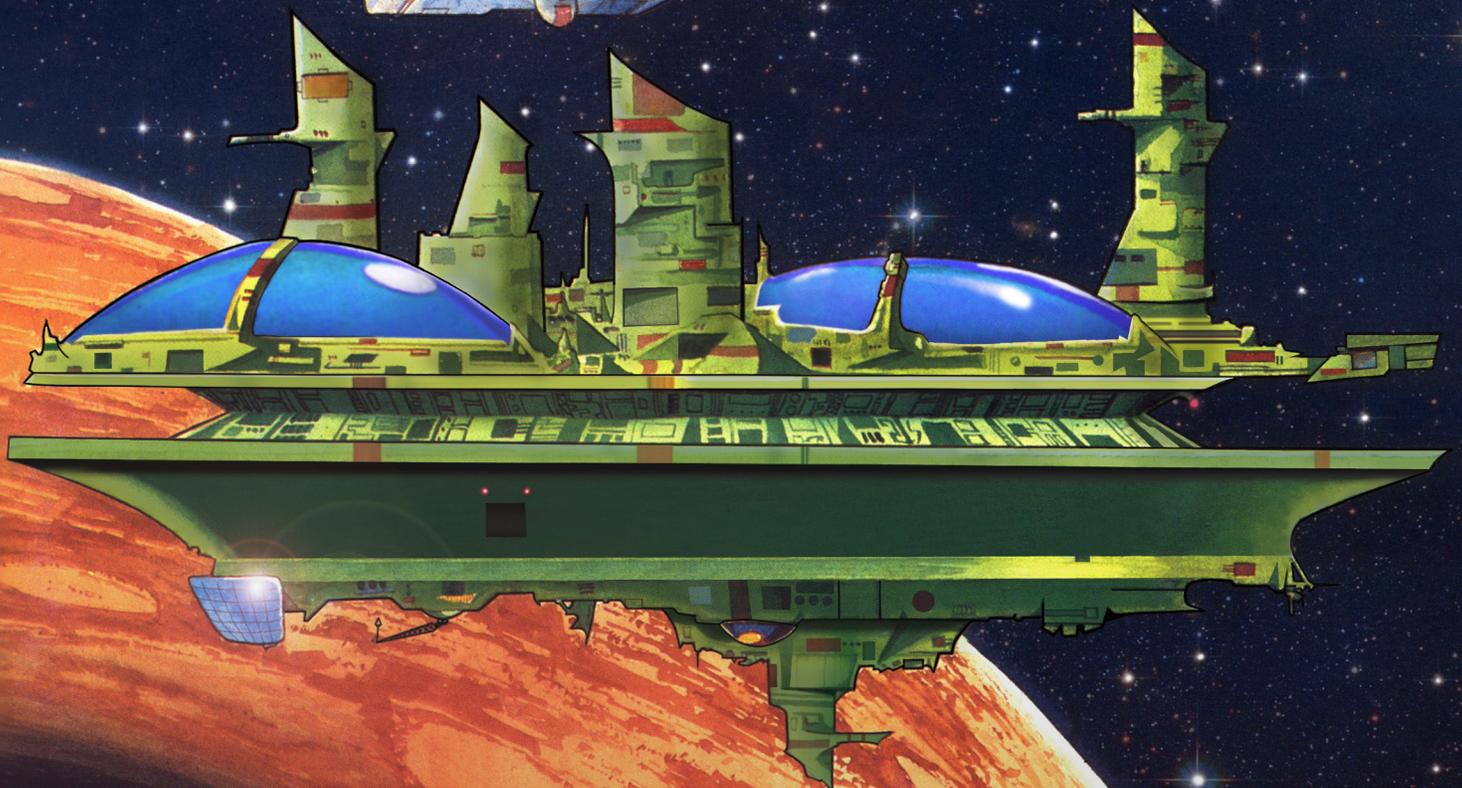




STAR FRONTIERSMAN

VOL 2

ISSUE 26



WINTER 2023

ABOUT THE COVER ARTIST

Steve Crompton is a Canadian born artist and designer who has worked in the role-playing genre since 1981. In Gaming circles he is best known as the artist (and sometimes author/designer) for the Grimtooth Traps books, Nuclear War card Games, along with the Deluxe Tunnels & Trolls rpg. He was the art director for Flying Buffalo from 1999 to 2021

ART FOR GAMES

Besides Grimtooth's Traps and Nuclear War, other notable games his work has appeared in would include Traveller, Immortal, GURPS, Space Opera, Space 1889, Berserker, Deluxe Tunnels & Trolls, Lost Worlds, and many others.

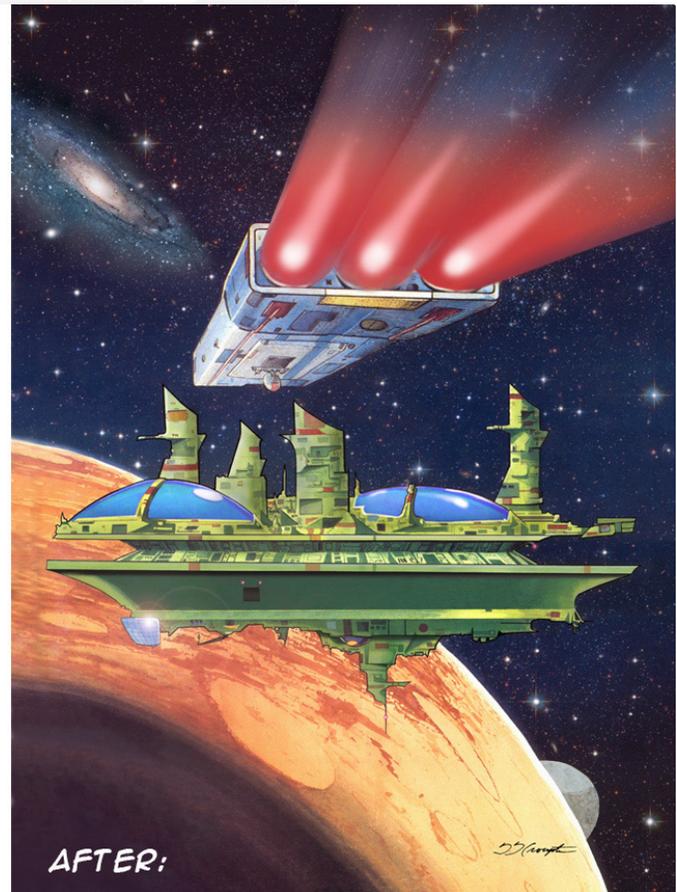
Steve has done work for Flying Buffalo, GDW, Fantasy Games Unlimited, Steve Jackson Games, Reality Simulations Inc. MetaArcade, Task Force Games and many other publishers both in and out of the game industry.

Several of the games he has worked on have won HG Wells Origins Awards, including Citybook, Stormhaven, Nuclear Escalation & Nuclear Proliferation card Games. Nuclear War won the Hall of Fame award as one of the best card games of all time.

Currently he spends most of his time developing the art for Ken St Andre's Monsters! Monsters! RPG and City of the Gods Universe of books and games. He still does freelance work for other gaming and comic companies.

THIS MONTH'S COVER

Is by Steven Crompton. Originally hand painted and airbrushed in the early 1990s and used as the cover for a PBM magazine, Steve scanned in the painting and has digitally enhanced it in photoshop, adding a more detailed star background and enhancing the colors and details on the orbital station. The title of this piece is called "Dorothy returns to the Emerald City"



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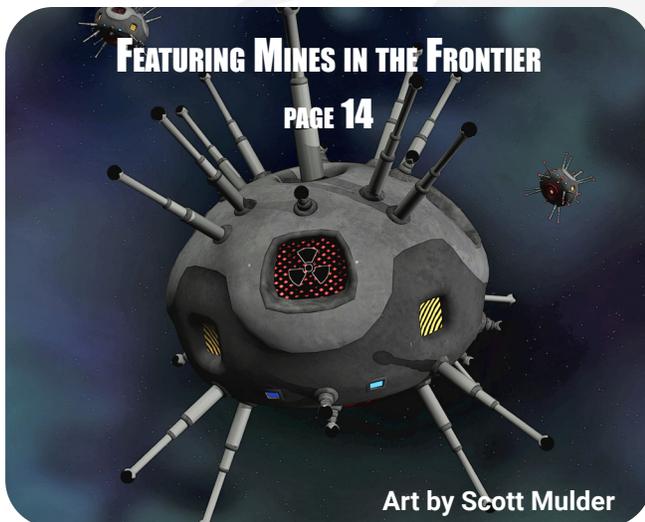
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Support the Magazine

The Star Frontiersman Vol 2 is free and always will be but you can support the magazine and help defray some of the operating cost by dropping a tip on the pay what you like feature of Drivethru RPG.

You can also support the magazine by sending comments, suggestions, and submissions to: starfrontiersman@gmail.com We are looking for Star Frontiers content under 14,000 words and in docx, pdf, odt, rtf, and txt formats. Art in jpeg, png, and tiff formats.

Also consider buying merchandise to support the magazine; check out the [40 Light Year shirt](#).



ISSUE CREDITS

Editor and Chief: Tom "Jedion357" Verreault

Assistant Editor: Oscar Rios

Cover Art: Steve Crompton

Mine Theme Cover: Scott Mulder

Banner Logo: John Buckley

Layout: John Buckley

Letter from the Editor

We are celebrating 40 years of Star Frontiers! It was at Gen Con in 1982 that Star Frontiers debuted and within months had rivaled in sales what the Traveller RPG sold on average in a year. Our new 40th Anniversary logo is a nod to the 40 years by referencing 40 light years and depicts two explorers with our new mascot. He is almost starship trained and doesn't cause too much trouble so he's been adopted.

There have been two fan magazines that have been the heralds of the Star Frontiers revival online, the **Star Frontiersman** (2007-2014) and the **Frontier Explorer** (2012-2022). These magazines represent almost two decades of fan content delivering a total of 61 issues. Today we celebrate the great history of a beloved game and beloved fan magazines by reinstating the Star Frontiersman as Volume 2 and resume publishing it with issue 26! Break out your D10 polyhedrals and get ready to roll some dice because the Star Frontiersman is back and bringing you adventure and tools to play the game!

Our mission is to promote community, game play, and revival in the Star Frontiers fan community. We will also continue the Frontier Explorer tradition of hosting other sci-fi rpg content with a regular feature called Beyond the Frontier to host that content. We're committing to a quarterly magazine published in January, April, July, and October and welcome fan content, suggestions, and feedback, just send to starfrontiersman@gmail.com.

You can expect all the old types of fanzine content and some new things as well. One of our new departments is Frontier Cartography where we spotlight a map, whether it be new or old like Dominic Pelletier's "Port Loren Shuttle Port" that has been available on the web for years but we had him do a write up on it and made sure that it would be published and preserved for years to come.

Jump Routes of the Frontier will spotlight a destination of the web where you can find Star Frontiers content like Gavin Koh's "Palalyn Cluster" where he is resurrecting his Star Frontiers fan page from the early days of the internet.

Palalyn Cluster is a wealth of information and a whole setting to explore.

This issue has a theme: Mines in the Frontier. Contributor Steve Parenteau, has created a beautiful and dare I say even "sexy" deck plan and write up for a minelayer. The Kangaroo class minelayer is a great addition to the Frontier.

A real-world company gave us permission to write them into the Frontier setting and use their real world products as Frontier weapon's systems. So if you like the gadgets then you will want to check out the Pulsefire handheld flamethrower and its rifle attachment version.

As a service to frontiersmen everywhere we are starting a new series called "The Frontiers Most Wanted". Each issue will spotlight a Frontier's Most Wanted criminal with the Star Law file on the back cover. So be on the lookout for these criminals turning up in your game!

Enjoy this first issue of the reinvigorated Star Frontiersman Vol. 2. We hope it will promote play, community and new content for years to come.

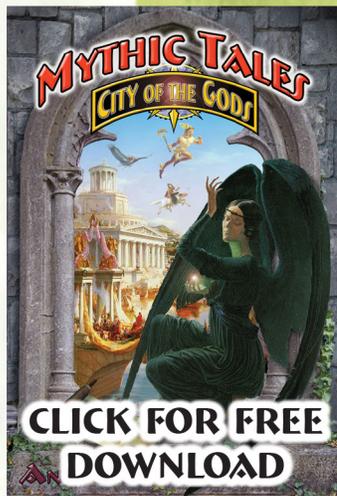
Tom "Jedion357" Verreault



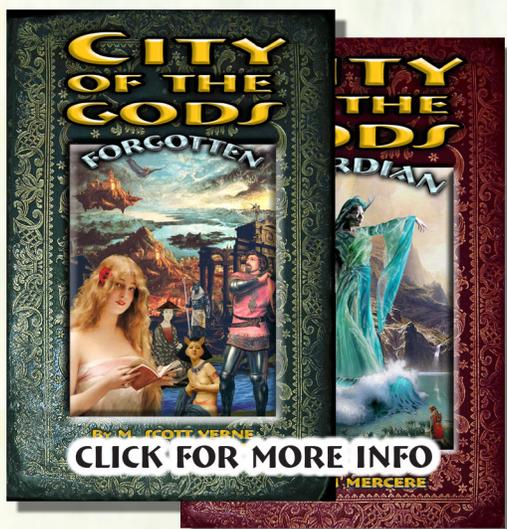
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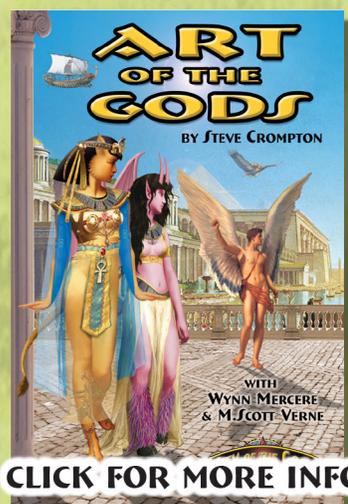
FROM DRIVE THRU RPG - Get a Free Download of the new Monstularity of Zimrala book for all role-playing games or a copy of our City of the Gods Mythic Tales illustrated anthology. We want you to try out our free books so you can discover the City of the Gods Universe. If you like the free ones, maybe you'll try our **other** books!



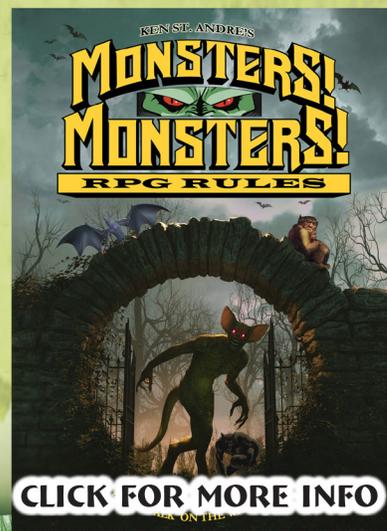
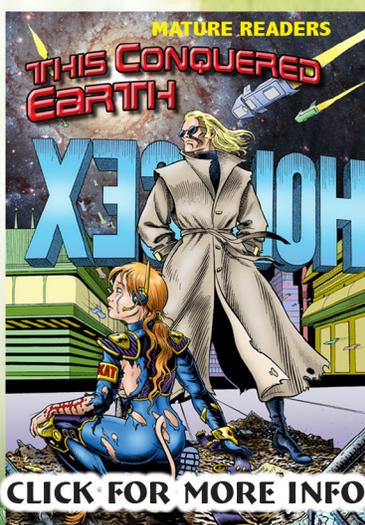
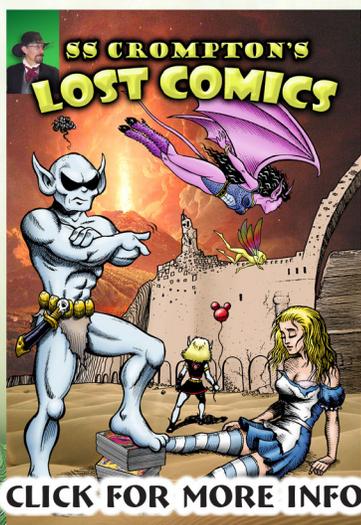
In the distant past, the gods abandoned their Earthly domains, leaving most of their followers behind. But they took some men and women along to serve them as they fought to rule the realms of a new dimension anchored by the City of the Gods. Come learn its secrets...



A unique aspect of the City of the Gods books is their visual appeal. Each book is fully illustrated with new twists on classic art from past masters.



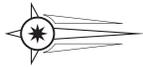
Below are some other books by Steven Crompton and his creative co-horts!



Discover more about our Universe at our recent Monstularity Kickstarter or www.cityofthegods.com Printed copies also available e-mail: sscrompton@cox.net

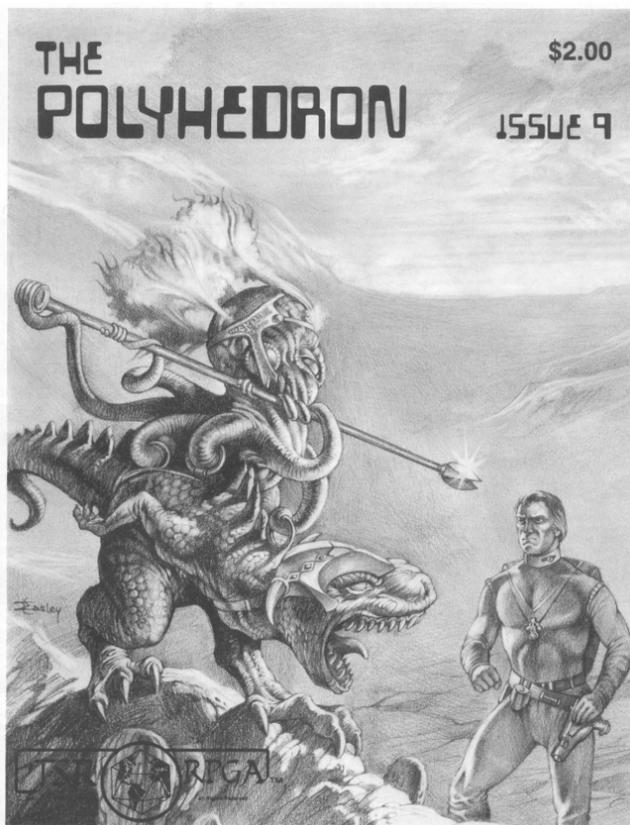
STAR FRONTIERS FACTS & LORE #1

By Thomas Verreault



Welcome to a new magazine feature where we explore “lost” Frontier facts and lore, digging into the past to find gems of interest for the fans of today. We’ll be exploring reviews and letters to the editor in various magazines and publications that often get overlooked in archive compilations of Star Frontiers content.

To kick things off we’ll start with the debut mention of Star Frontiers in Polyhedron magazine, in a review by Steve Winter. The issue is Polyhedron#9 and it comes with a gorgeous Star Frontiers cover drawn by Jeff Easley. It was the illustration for the Zeb Cook encounters article and made a great cover. The cover for the Volturnus Planet of Mystery module might display a mounted Ul-mor in color but the Polyhedron 9 cover is easily my favorite depiction of a mounted Ul-mor. The mounted Ul-mor is in a very dynamic pose threatening the PGC scientist to be played by a player in the Zeb Cook encounter.



While we’re on the topic of the Zeb Cook encounter, it should be noted that this encounter, aside from the article “From Anarchy to Empire” in Dragon #94, and “Coming of the S’sessu” in Dragon #96 are the only Star Frontiers content written by this author of the Star Frontiers game after his involvement in the rules. It is a small window on the direction he might have

taken the game if he had remained on its team. It has a flavor with great appeal: mysterious alien ruins to explore, a touch-telepathic primitive alien ripped from his world by pirates, a scientist in trouble in a desolate wasteland, a friendship forged in adversity that could become a defining partnership like that of Han Solo and Chewbacca.

The Steve Winter review of Star Frontiers describes what is in the box set, the playable species, the setting and that the first adventure is a “Golden Age of Science Fiction” scenario. As I’ve gotten older I’ve tended to focus on the things I didn’t like in this inaugural Star Frontiers adventure but knowing how it was conceived as a “Golden Age” adventure makes me want to take a fresh look at it.

Steve Winter also relayed some sales numbers on the sales of Star Frontiers between GenCon XV (August 19-22, 1982) and November (we can presume November as this was the December issue) compared to the lifetime sales of Space Opera and Traveller. Between 1980 and December 1982 Space Opera had averaged 10,000 copies a year. Between 1977 and December 1982 Traveller had averaged 50,000 copies a year. However, in the 4 months since Gen Con, Star Frontiers sold 49,500 copies.

Naturally they were excited about this at TSR but truth be told Star Frontiers had a couple of advantages: a market-dominant RPG (D&D) on which it could ride the coattails and being released at GenCon the premier gamer convention of the day. In view of these advantages, it is little wonder that the new to the market sci-fi RPG was giving the first “hard science” sci-fi RPG a run for its money. However, the numbers alone do not tell the full story. Traveller and Star Frontiers had different target audiences. Traveller was marketed to “the sophisticated science fiction gamer”* or the college age market while Star Frontiers was marketed to the young teen market. There is little doubt that many Star Frontiers fans eventually played Traveller in one of its many iterations but while Star Frontiers was in print it was the hot new thing on the sci-fi RPG market.

A final comment in the Steve Winter review caught my eye, “a separate book on frontier worlds, star system and planet creation, and adventures is also being planned.” Wait, what?

This book never materialized but some of its material is available. While Zebulon’s Guide was presented

* *The Space Gamer* May–June 1980 (Issue No. 28), Forrest Johnson’s Review of Traveller

as a second edition of the game, we know that it actually recycled a lot of existing material like raffleurs, megacorps and cadres, the Mechanons, and the progress of a corporate war. I would not be surprised if the new star systems and planets included in it were the new star systems and planets referred to here.

This also clears up a Star Frontiers mystery, for me at least, concerning the plague planets in Zeb's Guide. Kim Eastland gave us 6 new quarantined plague worlds but all we get is a Greek letter designation. Elsewhere in the book we have 15 new worlds added to the setting and we know their names, primary colonizers, population levels, type of economy, the gravity, the length of day, number of moons, the moon's names and uses as well as major space stations but they couldn't be bothered to tell us anything about the plague systems? This has been a source of frustration for decades. However, I now realize that the worlds added to the Frontier Astrographic Catalog existed way back in the first year of the game's existence. Kim Eastland had stated in an interview at Sci Con 2 that he wanted to take Star Frontiers in a Gamma World direction, the plague worlds were in all likelihood his creation and something invented only after he became project director for Zebulon's Guide. Suddenly, it's understandable why the plague worlds lacked a simple listing in the Astrographic Catalog and being part of a canceled 2nd edition I'm comfortable with ignoring them in my game.

Next up we have possibly the only mention of Star Frontiers in the Steve Jackson Games magazine, Space Gamer, outside of the few times that Star Frontiers products were reviewed in the regular feature: Capsule Reviews. The reviews I have read have been generally disdainful and it felt like the reviewer was having his teeth pulled just to say something nice about Star Frontiers. Space Opera, Traveller and the Star Trek RPG all had some actual content in Space Gamer but Star Frontiers was snubbed.

I do not know the source of the apparent animosity against Star Frontiers. Even AD&D received some love in the SJG magazines. It is perhaps not surprising that the one Space Gamer mention of Star Frontiers that is not a review comes from the annals of Murphy's Rules. The Murphy's Rules feature presented stupid, idiotic or nonsensical rules from RPGs and table top games in cartoon format.

This cartoon presents as Murphy's Rule, the fact that robotic attacks in Star Frontiers are 30 + 10% per level of robot. In the case of a floor polishing robot its attack would be 40% which is actually more than some starting



character's Ranged or Melee attack scores. The truth is more nuanced. For any robot to be able to make an attack they must have the self defense or the attack/defense robotic program installed. One has to ask themselves, "does it make sense for a level 1 maintenance robot whose mission is to polish floors to have either program installed?" No, not unless they were a sathar floor polishing robot and then is it really such a snafu that a sathar robot attacks at 40%?

I present the cartoon here because I love the fact that a Vulcan is getting smacked in the face with a dirty rag. The Star Trek RPG got far more love in the pages of Space Gamer than Star Frontiers ever did so take that Mr. Spock!



JUMP ROUTES IN THE FRONTIER

This new series in the magazine will spotlight locations on the internet where interesting Star Frontiers content can be found. Effectively a “jump route” in the galactic web of the internet. The goal is to catalog available content and promote community. Adventure is out there, you just need to seek it out.

SET COURSE FOR: THE PALALYRN CLUSTER

<https://sites.google.com/site/palalyrncluster/home>

Created by Gavin Koh, the Palalyrn Cluster was located on Geocities. I discovered it by crawling through the internet archive at the Waybackmachine. It had a sector map, system briefs, new sapient species, new creatures, alien artifacts, new equipment, History, adventure ideas and Knight Hawks scenarios. Gavin had created a mini- setting book with his web site with potential for many Star Frontiers campaigns. It was awesome but sadly inaccessible after the demise of Geocities.

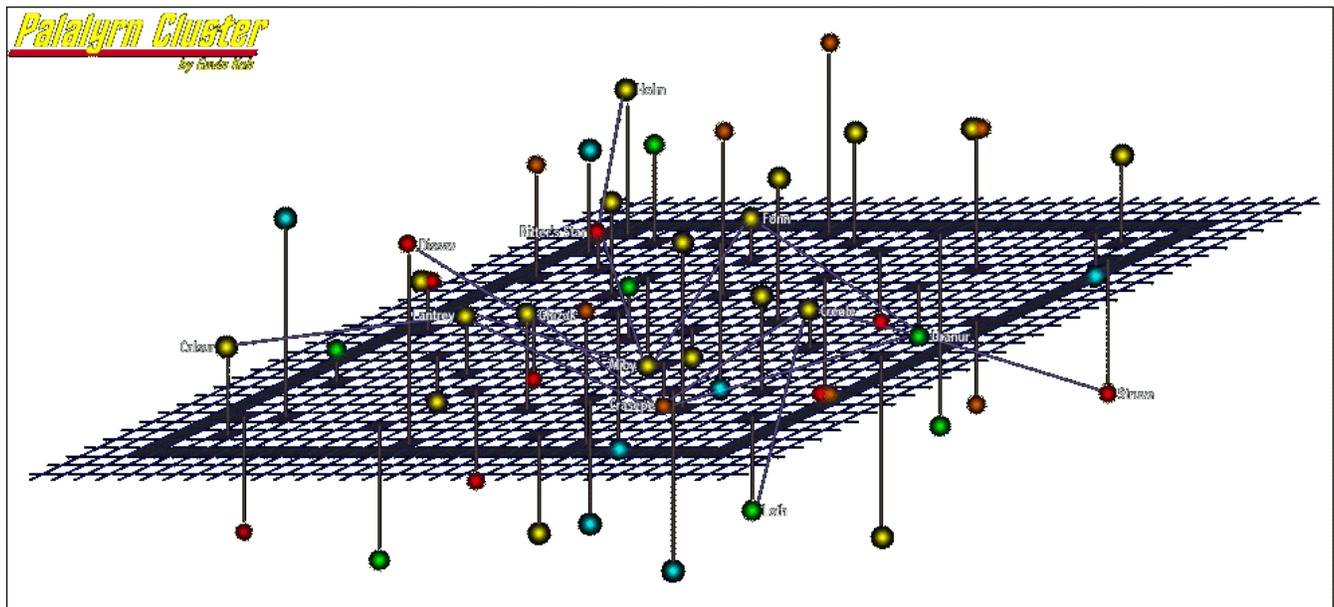
Imagine my surprise years later when I discovered Gavin was resurrecting the Palalyrn Cluster!

“For those of you who have visited the Palalyrn Cluster before (that is until Geocities’ untimely demise), welcome back! As you can see, I am back with a vengeance and am in the midst of uploading and updating the website with much more material do excuse the links that don’t work. I have taken liberty to rewrite the history of the Palalyrn Cluster. Instead of being 8500 light years away from the Core Systems, the Palalyrn Cluster has been re-sited to be just a short haul away from Lynchpin.

For those of you who have helped to archive the Palalyrn Cluster elsewhere, I salute and thank you! Please keep that as version one... I will be revamping some of the graphics here to make it version two. (Most of the new artwork is taken from Pixabay.) It’s great to be back doing something I love Keeping Star Frontiers alive! And do leave me an email or a comment on what you want to see.”

The Palalyrn Cluster is a great resource and a new setting for your Star Frontiers game. Frontiersmen returning from the Palalyrn Cluster can file their scouting, mission, or after action reports with the editors of the Star Frontiersman magazine.

Any new jumps discovered by Frontiersmen can also be reported to the editor at starfrontiersman@gmail.com attention: jump routes.



FRONTIER CARTOGRAPHY

PORT LOREN STARPORT MAP

By Dominic (Nick) Pelletier

When asked if I could do a write-up of the design and comments for the creation of this map, I did a search for this online and was surprised to find that others have been using and enjoying this work for their games! I'm so glad that others have found it useful.

I was in need of a starport map for a short introductory adventure I was designing for a local game convention. The players were hired for a crew to explore a new Jump route that was discovered from Trune's Star to a newly discovered system that had been named Voltornus. But before they can begin their mission, upon arrival at the spaceport something suspicious occurred..

I created this map using Campaign Cartographer 3 software. My first step was that I used the software to create a custom set of tools to match the original Port Loren map as best I could. That allowed me to use things like paintbrush tools and drag & drop elements making for a very smooth and consistent map output. It also gave me a set of tools to be able to create other maps of the same style without extra effort. Perhaps other areas of Port Loren need new maps?

Based on the comments I found online from other users, these are the sort of design thoughts that people have been looking for answers to.

1) My thoughts were that it was NOT adjacent to the Port Loren city map but it was some distance away. Perhaps 10+ km. That said, I also wanted the map to be able to be placed adjacent to the original map, either for player preference or simplicity at the game table.

2) This is a shuttle docking port. Not for full sized ships. An assault scout might be the biggest thing this sort of port could handle. This would be the transfer point for passengers to travel to either other planetary locations (local terminal) or to an orbiting station (main terminal). In a major city like Port Loren, this may not be the only starport. In fact, it may just be a small independent port away from the major spaceport somewhere else in the city.

3) The arrows pointing the wrong way on the main road... yeah, that was totally unintentional. Not sure how I missed that...

4) For the layout and design, I actually took inspiration from my own small-town airport. I was able to get a tour of the layout of the airport from a friend of

mine who works there. I took notes of things like the maintenance and access routes and did my best to incorporate that same idea and style into this map.

Thanks again to Tom for giving me the opportunity to talk about my work and thanks again to all the players who have said so many wonderful things about this map over the years.



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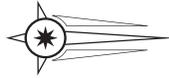
Issue 22

FRONTIER EXPLORER

Check out the other
Excellent Star Frontiers
Fan-Zines on
DriveThruRPG.com

NEW TECH

PULSEFIRE HANDHELD FLAMETHROWER



By Thomas Verreault

Editor's Note: The following items are based on a real world product by a company called Exothermic Industries. The company graciously gave permission to write their products into the Frontier setting. Note: these are marketed in the real world for agriculture not as a weapon of war.

Hezred "Wolfen" Arslan had put in a decade as crew in the Capellan Free Merchants and for his loyalty, his captain had sponsored him to become a ship captain in the CFM. He was now in debt up to his ear tips with the purchase of a used scout class freighter.

His was a small ship, lightly armed but fast that could land and lift off from planets. It had a reasonably sized hold for its size and specialized in small but high-priority cargo. Maintenance and fuel costs were wearing at him but he loved his little ship.

When he heard the news about the outbreak of mutating fungus on Volturnus it had been fortuitous that he was off loading cargo at Kdikit in Madderley's Star as that was the location of Exothermic Technologies. Exothermic was a hot new start up weapons manufacturer specializing in flamethrowers.

He had managed to buy up all of their stock before setting course for Volturnus.

Nobody liked dealing with mutating fungus but a flamethrower made the job much easier. He had managed to sell most of his stock to the Volturnian Rangers, some corporate security groups, and to some mercenaries.

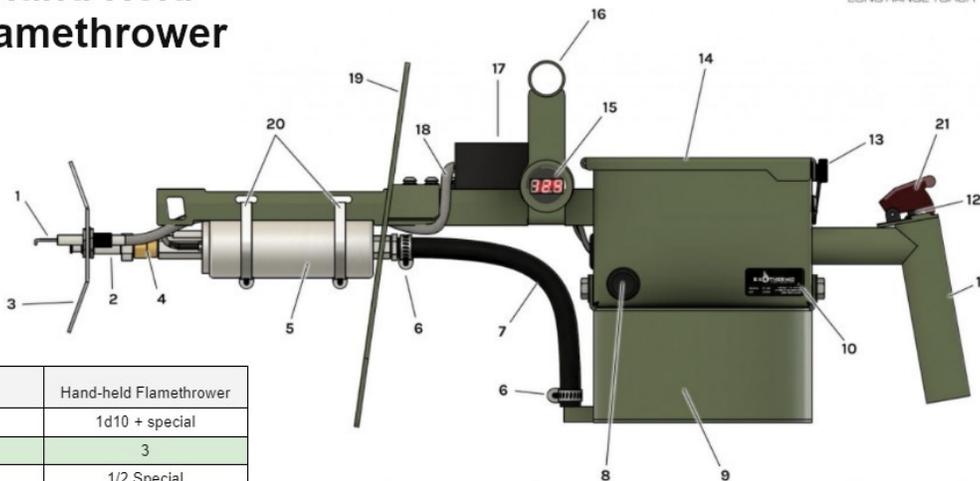
To offload the rest of his stock he had had to rent an explorer and visit village after village of the edestakai primitives. He smiled as the chief pointed at the mat of mutating fungus clogging their river which was the main water source for this village. It was clearly imperiling the farmers and their crops.

Hezred's polyvox translated his sales pitch to the edestakai elders, "This is the hand-held unit, it can be used for a few shots or connected to the backpack tank. This flip up switch prevents accidental firing and the range is 10 meters. That means I can stand on this side of the river and torch the fungus all the way to the other side."

Hezred demonstrated the flamethrower then asked, "Who'd like to try?"

Hand Held Flamethrower

PULSEFIRE
LONG RANGE TORCH



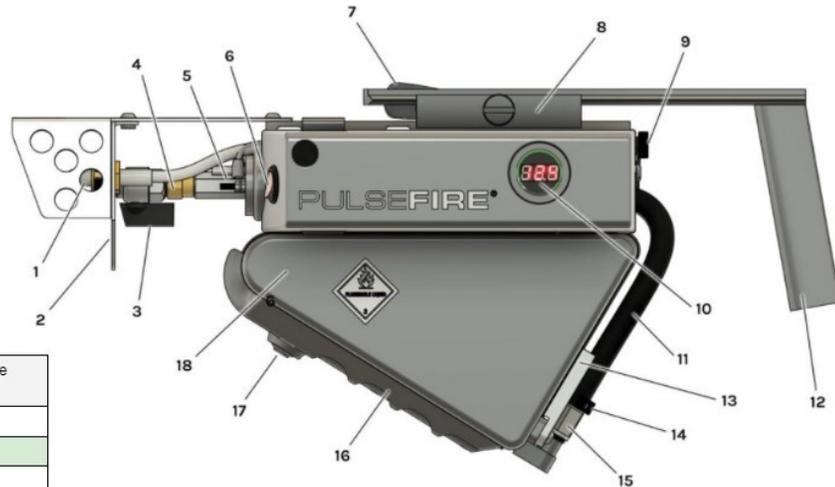
Weapon	Hand-held Flamethrower
Damage	1d10 + special
Ammo	3
Rate	1/2 Special
Defense	Asbestos
PB range	0-5
Short range	6-10
Medium range	n/a
Mass	3
Cost	400

- 1. Electrode
- 2. Nozzle
- 3. Nozzle drip shield
- 4. Check valve
- 5. Fuel pump
- 6. Hose clamp
- 7. Hose
- 8. Power switch
- 9. Fuel tank
- 10. Serial number label
- 11. Rear handle
- 12. Trigger switch
- 13. Thumb screw
- 14. Lid
- 15. Voltage gauge
- 16. Front handle
- 17. Arc ignition box
- 18. High voltage wires
- 19. Heat shield
- 20. Fuel pump clamps
- 21. Trigger switch cover

*under ideal conditions

Rifle Attachment

PULSEFIRE®
UBF



Weapon	Flamethrower Rifle Attachment
Damage	1d10 + special
Ammo	3
Rate	1/2 Special
Defense	Asbestos
PB range	0-5
Short range	6-10
Medium range	n/a
Mass	3
Cost	450

- | | | |
|-----------------------|-------------------|-----------------------|
| 1. Electrode | 8. Clamp assembly | 15. 37" flare fitting |
| 2. Nozzle drip shield | 9. Thumb screw | 16. Grip area |
| 3. Nozzle and valve | 10. Volt gauge | 17. Trigger switch |
| 4. Check valve | 11. Hose | 18. Fuel tank |
| 5. Fuel pump | 12. Rear handle | |
| 6. Power switch | 13. Kickstand | |
| 7. Clamp lever | 14. Hose clamp | |

*under ideal conditions

Later as he drove back to Mercenary Starbase and his ship he wondered how he would unload all the grain and native arts and crafts he had accepted in trade for the remaining flamethrowers. That sort of thing would take up space in his limited cargo hold. He shrugged, a deal was a deal and he'd probably be able to trade the grain at the starbase for spare parts but the arts and crafts trinkets would likely only sell to pretentious art collectors once he got away from Volturnus.

EXOTHERMIC TECHNOLOGIES

Exothermic is a new start up on Kdikit at Madderley's Star. It was founded to sell flame units to the farming industry on Kdikit but also branched into rifle attachment flamethrowers. Its demonstration booths at weapons shows always drew a crowd. The company has done as well selling to the mercenary outfits as well as to the farming industry.

THE PULSEFIRE HAND-HELD

This unit weighs 3 kg empty and 4 kg full. It shoots a maximum of 10 meters at a rate of 1/2. When it hits it does 1d10 points of damage but there is a 70% chance of catching a flammable item on fire. If an item is caught on fire it suffers 1d10 points of damage for 5 turns. This means it's possible to do 2d10 points of damage (maximum amount) by hitting the object or character with a flamethrower shot and through it being on fire. The five turns of burning resets with the

last successful hit from the flamethrower. The unit holds 3 shots or can be connected to a backpack tank. Cost: 400 Cr.

PULSEFIRE RIFLE ATTACHMENT

This rifle attachment operates the same as the handheld unit except that it has a -1 IM penalty added to the character's IM due to the weight. It can hold 3 shots or connect to a backpack tank. Cost: 450 Cr.

BACKPACK TANK

The backpack tank weighs 1 kg empty or 14 full. It holds 40 shots and it comes with a connector hose. Cost: 100 Cr.



Fuel Tank, Backpack (OD Green)

REPLACEMENT AMMO

The cost for replacement fuel/ammo is 3 Cr per shot.

KASBESTOS SUIT

Kasbestos fibers are immune to flame and can protect against extreme heat. Developed by a vrusk trade house from K'Aken-Kar it is lighter than asbestos and non toxic as well. Characters wearing Kasbestos suits are immune to the effects of flamethrowers. Mass: 5 Kg, Cost: 250 Cr.

DEAD WORMS TELL NO TALES

SATHAR TECHNOLOGY FOR AVOIDING CAPTURE

By Eli Ardnt

Mysterious, frightening and deeply ill-understood, the sathar are an ever-present concern and danger to the frontier. While overt conflict with the sathar is rare, the greater danger and concern is that of espionage against the megacorps and the UPF which is most often carried out by agents of other species or by hidden sathar reconnaissance forces. Despite it being known that such operations exist and the frequent discovery and engagement, it is rare that counter-intelligence operatives are able to capture enemy operators of any use or, in many cases, at all.

The primary reason for the lack of useful captures of sathar agents can be attributed to the number of technologies, utilized by the mysterious aliens, to safeguard themselves and their endeavors from being compromised. A combination of implants, post-hypnotic suggestions, and nanotechnology allow the sathar to render their agents unusable. Such technologies are rarely encountered outside a body and, due to their nature, seldom intact when or if those bodies are recoverable.

The main technologies in use are explosive nanites. These nanites come in two types and produce very different explosive effects.

Biophagic Nanites These nanites have a catastrophic effect on the body they are released within but no major effect on the environment or other beings nearby.

Neural-disruption Implants A small implant containing a single dose of chemicals designed to chemically lobotomize the agent.

NANITES

EXPLOSIVE NANITES

The sathar utilize two types of explosive nanites which the UPF has designated as Type A and Type B. Other forms of explosive nanites might exist, but they have yet to be encountered and/or identified by the UPF. Both known types of explosive nanites remain dormant until the host creature Stamina reaches 0. Once this occurs, they activate and explode.

TYPE A

The UPF has designated the lesser class of explosive nanites as Type A. These nanites are designed to terminate the host in the most gruesome way possible sowing panic and fear as the nanites activate



in a cascade of micro explosions that showering everything within 3 meters with blood and viscera.

All sathar in military service have these nanites injected as standard, making prisoners of war near impossible.

TYPE B

Type B explosive nanites are the more catastrophic of the two known types. Unlike the Type A version, these nanites concentrate themselves into a single mass, exploding in a concentrated blast that not only obliterates the host but also inflict damage identical to the effects of a fragmentation grenade (8D10, 6 meter radius, RS check).

The process of centralizing the nanites and charging up to their full explosive energy takes one turn. During this time there is a localized heat build-up at the site of the nanite cluster. Species and technology able to detect subtle shifts in temperature will be able to detect the build-up.

BIOPHAGIC NANITES

While explosive nanites are more common among sathar military and terror agents and troops, these micro machines are used by espionage agents where secondary damage and terror are not desired.

When triggered or when a host reaches 0 Stamina, these nanites quickly attack the cell walls of the host's biology disrupting cell integrity and reducing the host to a puddle of viscous, biomatter within one minute (10 turns).

It is possible to halt the cellular disruption caused by these nanites with the timely application of flash freezing the host (with a freeze field or other means) but this must be done before the host's next turn and even still there will already be substantial damage to the host's tissues that may necessitate further medical treatment. If the host is thawed before the nanites are neutralized, the process will continue to its inevitable conclusion.

DETECTING AND COUNTERING NANITES

Nanotechnology is incredibly rare within UPF space but it is known and the dangers it poses have led to technologies that can detect nanites. Highly specialized, nanite detection technology is rare to see outside of the highest security facilities (i.e. UPF bases, corporate HQs, or Star Law maximum security facilities) and the most well-equipped medical facilities. Nanite scanners (SFm #23, pg. 45) are generally large and not portable, being installed at major access points or hospital emergency facilities and operating rooms. Portable scanners do exist, but are even rarer and very specialized equipment. Not even Star Law has access to nanite scanners in the field. If a scanner detects nanites, it will engage a disruption field that will render the nanites inert. In addition it is recommended that defensive and holo fields be deactivated when going through a nanite scanner because the disruption field will fry the electronics of those devices, requiring repair or replacement.

Alternatively, whether or not nanites have been detected, the use of counter-nanites can be employed. Commonly referred to as Stalker Nanites (SFm #23, pg. 45), these nanites can be injected at any time and will seek and destroy any other nanites in the body for one month after which they will need to be reinjected to continue safeguards.

IMPLANTS

Outside their own species, the sathar prefer to utilize implants to safeguard their operations. Distrustful of other species, they are loath to inject them with their nanite technology for fear that it will be reverse engineered and more effectively countered, or worse,

turned against them. To this end, they have developed simple implants that, in conjunction with hypnotic suggestions and triggers can render their spies and terror agents useless if captured.

NEURO-DISRUPTION IMPLANT

These implants contain a single dose of chemicals designed to neutralize all higher brain functions among the core species of the frontier. Contained within trojan implants that are often designed to resemble innocuous, conventional implants used for other purposes.

When an agent carrying this implant is captured or receives a coded chronocom message, commonly "prepare for extraction", they will trigger the implant, flooding their brain with toxins that leave them in a vegetative state and unable to recall or communicate any information, speak, or perform even the simplest of actions.

Once injected, there is no reversing the damage done by the chemicals and the victim is essentially dead, even though autonomic function persists and keeps the body alive. It has been postulated that the sathar have engineered these implants so as not to simply kill the agent to make their fate more gruesome and effective at spreading the terror they desire.

DETECTING AND COUNTERING IMPLANTS

Implants are easily detectable through conventional medical scans and examinations. The difficulty lies in determining the insidious nature of the implants. Because they are concealed as ordinary implants, a Repair Machinery skill check is required. Any failed attempt to tamper with these implants will cause it to automatically trigger.

PLOT HOOKS AND ADVENTURE SEEDS

The nature of these nanites and implants and their implementation makes it unlikely for many PC groups to encounter them very often unless a particular campaign is heavy with sathar activity but that doesn't mean they can't be used for effect. Included below are a few ideas for ways to use these new inclusions in your games.

TERRIBLE NEWS

The players hear stories of mysterious exploding bodies and/or puddles of bio goo being investigated by Star Law. While this may not bring them into direct contact with the nanites and implants, it serves as a great way to add a level of mystery, horror, and suspense. If anything, this should give your players something to talk and think about.

THE AMAZING DISAPPEARING PASSENGER

The PCs take on a passenger but after a run in with the authorities, that passenger seems to have vanished. Of course, what the players don't know is that the passenger was carrying biophagic nanites and disappeared when they were reduced to goo. This could potentially place the PCs in a difficult spot as the authorities will track the passenger back to them and, unable to produce the passenger, the PCs could be held responsible or at least be considered suspects or accessories to whatever the passenger did.

WORMS. WHY DID IT HAVE TO BE WORMS?

While on a seemingly routine mission, the PCs encounter sathar spies or troops. As if finding themselves confronted by mind-controlling terror worms wasn't bad enough, direct conflict with them becomes a nasty, gory mess as the sathar explode upon death and leave the PCs dripping with their remains. This scenario could be played at any scale from a squad on squad encounter to a massive sathar assault or defense.

CRITICAL INFORMATION

What happens when the guy with the information you need is also an agent of the sathar carrying a neuro-disruption implant. This scenario will require creative thinking by the players so their PCs can get to the information they need without the agent triggering his "lobotomy implant".

DESIGN INSPIRATION

The concept of sathar explosive nanites comes from a 2004 D20 Future web article developed by Darrin Drader and Chris Perkins, written by Darrin Drader and published online by Wizards of the Coast. This article strives to expand on the concept and present it for use with the Alpha Dawn rules.

Darrin Drader has done design work for Asgard Online Magazine, D20 Weekly Online Magazine, DRAGON Magazine, Star Wars Gamer Magazine, Bastion Press, and of course, Wizards of the Coast, Inc.. He continues to write and produce gaming content.

The Star Frontiersman Presents: WoWL 001

TAKING OUT THE TRASH

A WARRIORS OF WHITE LIGHT 2.0 ENCOUNTER



By Thomas Verreault
Deck Plan by Tom Stephens
Art by Scott Mulder

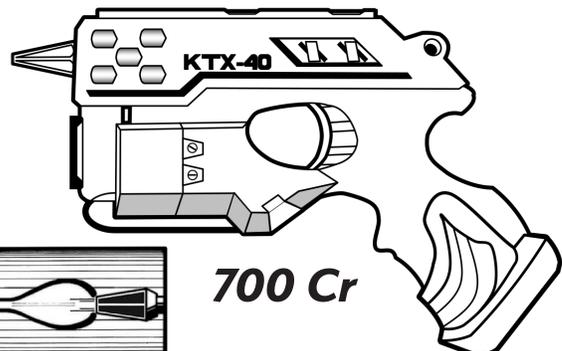
"I didn't mean to say that your ship should be hauling garbage. I meant to say that it should be hauled away as Gollywog garbage!" -Korax

Those might be fighting words in the White Light System but the Royal Marines will still have to prove they are more than capable of "taking out the trash"!

Taking Out the Trash is a Warriors of White Light 2.0 adventure ready to expand the classic WoWL campaign. Download for free today.

Built for the Duration, the KTX-40's variable Power settings can be set for 8 shots to 40 shots depending on your needs. And it's recycle time is in milliseconds when you need to get off those shots.

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FROM STARFRONTIERSMAN #15

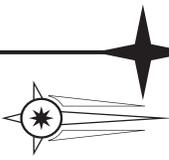
MINES IN THE FRONTIER



Art by Scott Mulder



KANGAROO CLASS MINELAYER



By Steve Parenteau

UNSUNG HERO OF THE FRONTIER

HISTORY

The Kangaroo class minelayer was conceived after the first Sathar War but was very slow to implement. Warships of the line were prioritized over strategic ships and the Kangaroo was almost too late to be available at the outbreak of the Second Sathar War in 80FY.

During the First Sathar War, the UPF attempted to mine the space between Prenglar and Dixon's Star using commandeered cargo ships and proximity triggered nuclear bombs. These early attempts in setting a minefield were ineffective for numerous reasons.

During the defense of Prenglar, the mining strategy was reviewed, and data analyzed. Mines were not set properly, the space between the

mines were not consistent, the mines didn't work together, and the "mines" were not optimized for their use. A secondary issue came after the end of the war, how to remove or disarm the mines in the shipping lanes.

As a result of this analysis, the UPF conducted numerous studies to set up future mining strategy doctrines. Requirements drawn up by the UPF were submitted to the Pan Galactic design bureau in 8FY with a request for a proposal. PGC put a research and design team on the project, but it was nearly 3 years before the first draft would make it back to the UPF. Several of the requirements had never been incorporated on a starship before. A new prototype electronic system that the minelayer needed was still years away from completion.



Then the UPF rejected the first draft further adding to the delay of the design reaching any shipyards. It would take until 15FY before the design meeting the scope of the project and the cost was accepted by the UPF planners.

Once the design was accepted, the first prototype needed a shipyard slip to be constructed.

However, the UPF budget was geared towards building ships that could fight a war, not building ships for defense. So, with each passing year, when budgets were allocated, the Kangaroo was nowhere to be seen on the construction list. It wouldn't be until 35FY that the first Kangaroo would get added to the roster of construction projects.

The Araks shipyard began construction on the UPFS Kangaroo in mid 35FY but wouldn't be completed until 37FY. She would go through trials and shakedown until 39FY. There were numerous issues involving the ion drive blinding the ship's sensitive electronic detection systems. An investigation was conducted when the design group and admiralty argued on where the fault was. In the end an extensive software overhaul was needed.

Once the Kangaroo was accepted by the UPF, a doctrine on how to use the vessel needed to be developed. The Kangaroo was deployed to the binary system between Athor and Araks along with the Light Cruiser K'vark, and the frigates Darro and Lazar. The maneuvers were to understand minelaying and mine sweeping techniques that could be used for defense if the Sathar returned.

The examination went on for six months with the Kangaroo returning to Araks to reload with mines several times. During the trials something occurred that has never been reported publicly. The only thing known is that once the testing was over and the reports were filed away, The Kangaroo received "Fleet Unit Commendation". Why it was given this during testing remains a mystery to this day.

It would be another thirty years before another minelayer would fill the construction slips. In 71FY "The Z'Rak't Zoz" would leave the shipyards and begin its shakedown phase until 72FY when the UPF accepted the ship. In 76FY work began

on the third minelayer "The Possum" and in 79FY it entered service with the Space Fleet.

Further minelayer construction was halted when the sathar attacked the frontier again in 80FY. Each of the minelayers saw combat duty on different fronts during the ten-year conflict.

The Kangaroo was called in to mine the space near Cassadine when the attempt to halt the Sathar at Madderly's Star failed. The Z'Rak't Zoz fought valiantly defending Ken'zah Kit from a sathar strike. Ultimately, its crew would have to abandon ship when a sathar cruiser crippled her with a long-range salvo. The Possum joined the task force that liberated Solar Minor. The Possum entered the battle without stripping off most of its deceleration speed. Instead it coasted through the battle without firing a shot, then dispensed its entire arsenal of seeker missiles. The sathar, unaware, had their battle line thrown into chaos when the seeker drives turned on directly in front of their line of battle.

Once the Second Sathar War ended a fourth ship "The Wombat" was commissioned into service in 95FY. As of 111FY The Kangaroo is due for decommissioning due to its 75th anniversary of service in 112FY.

KNOWN SHIP REFITS

Refit S: There are no alternate versions of The Kangaroo design. A proposed design would be one that dispenses seeker missiles instead of drones. Removing the mine spreader and mine storage, add a second seeker missile rack and bring the complement of seeker missiles to ten.

MINELAYING

The primary task of the Kangaroo is to lay mines. During the First Sathar War, cargo ships were used to dump "dumb" munitions out of the cargo holds to slow the fleet advances. These attempts were less than effective and proved problematic later for cleanup of the space travel lanes.

The Kangaroo devotes a large amount of its on-board space to mine storage and dispersion. A mine pattern (one mine in game terms) consists of 20 mines working through a data link network with one another. When a pattern is placed, rail guns fire them away from the ship. The mines, noting the time they are launched, add that to

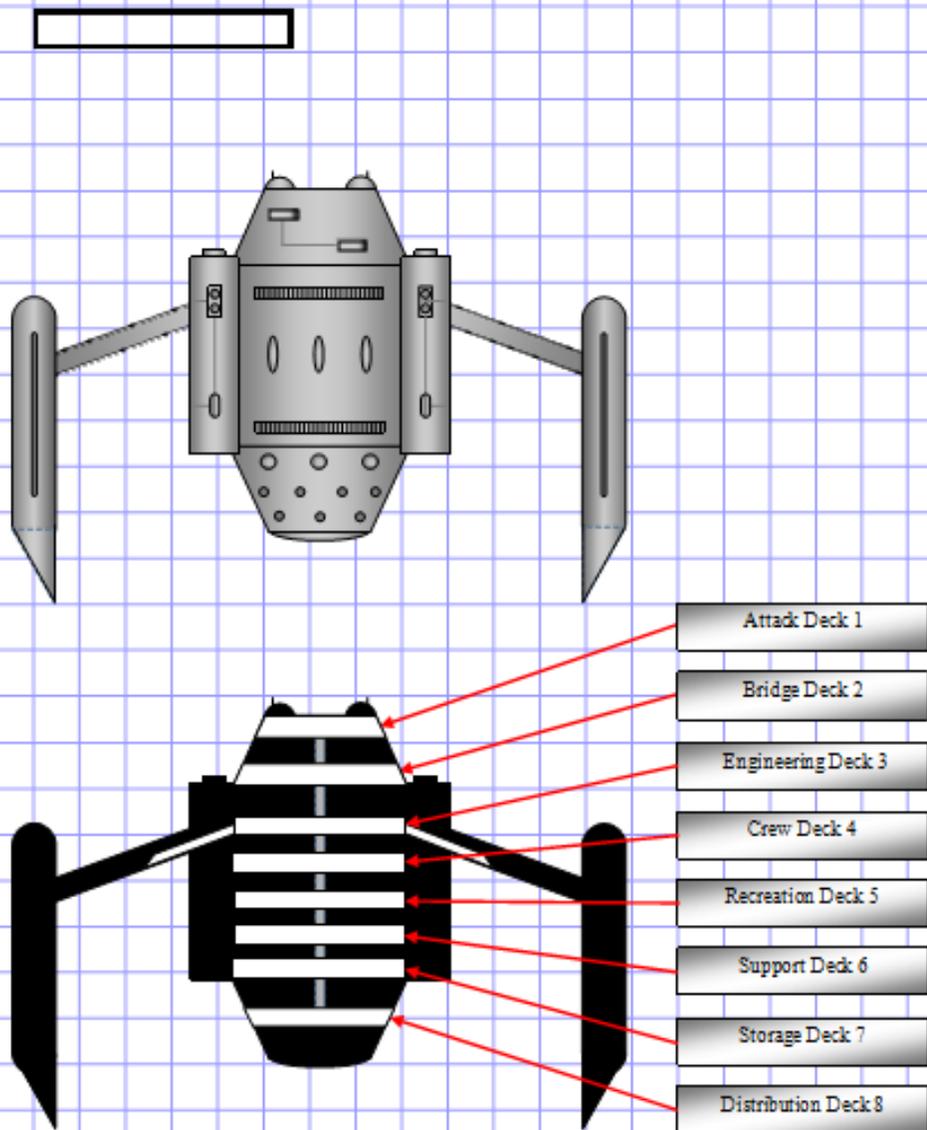
UPFS Kangaroo Class Minelayer

Kangaroo Class Minelayer

Builders: Araks Shipyards
 Operators: UPF
 Preceded by: n/a
 Succeeded by: n/a
 First Commissioned: 39FY
 First Flight: 37FY
 Hull size: 7
 Length: 40 meters
 Width: 28 meters
 Decks: 8
 Hatches: 3
 Cargo Hatches: 3
 Engines: 2 Ion B
 Range: 3 jumps
 Emergency Power: Para Battery (x18)
 ADF: 1
 MR: 2
 DCR: 75
 Hull Points: 50

Standard Crew:
 -Officers: 6
 -Crew: 32
 -Marines: 0
 -Option: 0
 Computer... 220FP
 Starship Astrogation
 Videocom Radio
 Comm Screens... 7
 Intercom with mics... 32
 Radar
 Energy Sensor
 Full Cameras
 Skin Sensors
 Escape Pods... 5
 Life Boats... 4
 Life Support:
 -Primary: support 60
 -Secondary: support 35 (x5)
 Armament
 ... 1 Buzz Saw Laser Battery
 ... 1 Death Dealer Minelayer
 ... 20 Mark 12 Smart Mines
 ... 1 Hunter Seeker Missile
 Launcher
 ... 4 Type 82 Seeker Missiles
 Defenses:
 ... Second Skin Reflective Hull
 ... 4 Mongoose Interceptors

Total=\$2,054,240
 Class I shipyard
 Total=\$2,224,240
 Class II shipyard



Kangaroo Class Minelayer Computer

Computer... 220FP
 Master Panel
 Ion B... (24)
 Life Support... L4(3)
 Backup Life Support... L3 (15)
 Alarm... L3(4)
 Communication... L3(12)
 Computer Lockout... L5(16)
 Computer Security... L5(32)
 Damage Control... L(8)
 Maintenance... L3(8)
 Astrogation... (24)
 Skin Sensors... (1)
 Laser Battery... (16)
 Mine Spreader... (1)
 Seeker Missiles... (36)
 ICM Launcher... (12)

their receiving frequency. Once reaching their predetermined distance, mines fire a one-shot maneuvering rocket to slow down their movement. At this point they are a cohesive web of mines in a ten-thousand-kilometer sector of space.

Any ship entering this space will be detected by the mines and they react by a maneuvering thruster to point in the direction then a single short burn engine pushes the mines towards the target. The mines will then all detonate at once, destroying the pattern. For a few seconds the space is filled with nuclear fire as 20 mines all destroy themselves.

The mines can be deactivated by transmitting a signal with a specific coded frequency. Part of the code that determined the frequency is the precise time they were launched. Generally, only the minelaying ship has that information.

MINELAYING GAME OPTIONS

The mines are not infallible, and the space of a single hex is too large for a ship to simply run into a mine. The mines must move to the ship and detonate before the ship leaves the hex.

If a ship is travelling through a mined hex at speed 15 there is a 25% chance the mines will miss. At speed 18 there is a 50% chance the mines will miss and at speed 20 there is a 75% chance the mines will miss. The mines always have a 25% chance to hit but will always trigger emptying the hex of mines.

The ship travelling through the hex will also be EMP blinded for the current round and the next round while systems reset from 20 nuclear detonations in close proximity. In game terms: all ships screens are down; fire control operates at the worst possible chance on the "Combat Table" and seeking weapons cannot be launched as they have no locks.

MINESWEEPING

The other half of the Kangaroo's design mission is that of sweeping space of mines and other objects. With a combination of energy detectors and radar they can scan the space for items ahead and destroy the targets with their laser batteries.

MINESWEEPING GAME OPTIONS

The Kangaroo starts its turn at range 1 from the hex it intends to scan and spends 1 round with its sensors "sweeping" the space. Once that is completed it can then begin destroying targets in that hex. Mines or seekers are destroyed with a single hit, but each must be targeted individually.

For example, if a mine sweeper was clearing a hex that has a mine pattern in it, one round would be used to scan the hex then it would take ten turns clearing the mines out (2 laser batteries shooting out a 20-mine pattern) for a total of 11 rounds to make a hex safe for transit.

SHIP CONFIGURATION

Deck 1, Attack Deck: The deck houses the ship's laser battery along with sleeping quarters for 4 combat ready crew. The deck also has an extra 12 lockers of emergency equipment, 4 escape pods, emergency life support and a type 4 parabattery.

Deck 2, Bridge, Officer's Quarters: The main controls for the ship are located on this deck with stations for major departments: navigation, weapons, astrogation, radio/radar, engineering, electronic warfare & command seat plus emergency lockers for all bridge crew. Most of the officer's quarters are also here plus the officer's mess which seconds as a conference room. The deck also has a launch that seconds as a lifeboat that will support all crew members on the bridge and officer's and one of the ship's docking points is part of the airlock. There is a room next to the launch used for equipment storage (space suits, bags etc, from people visiting) there is also a backup life support, and 3 backup type 4 parabatteries.

Deck 3 Engineering: The chief engineer of the ship is quartered here. Also, the engine room itself has controls here for all the engines and life support systems throughout the ship. Access to the ion engines can be gained here through the access tunnels that help in overhauls and repairs and is limited to the chief engineer. Primary life support and main battery supply is here crammed in the tight spaces of the deck. The engineering crew has quarters on this deck. And the deck has

a lifeboat and one of the ship's docking points is part of the airlock. In addition, the ship's armory is located on this deck along with 4 emergency lockers located near the lifeboat.

Deck 4 Crew Deck: The deck has accommodations for the bulk of the ship's crew. There are bunks for 24 crew members with all necessary accommodations. The main laundry room is also located here that the crew uses in daily shifts.

Deck 5 Recreation Deck: There is an exercise room for the crew along with the rest and relaxation area for off duty crew members. There is also accommodations for another 8 crew members here along with the other laundry room used for the crew on the deck and the officers' (although officer's often pay other crew members to take care of that for them. To complete the deck, there is a backup life support, and 3 backup type 4 parabatteries.

Deck 6, Support Deck: The deck is primarily used as the ship's mess hall and kitchen for the crew. There is storage here for kitchen food and supplies. The ship's sickbay on this deck, accommodates up to 5 incapacitated crew members plus the ship's doctor quarters are here. There is an airlock with a lifeboat here with access through the sickbay. There is a backup life support, and a type 4 parabattery.

Deck 7, Storage Deck: The bulk of the ship's stores are also located on this deck. The cargo space is broken down into 3 separate compartments in case of decompression, but cargo enters through the bulk doors located in Cargo A. The ship's interceptor missile control room is located here along with an escape pod for the crew member. There is a backup life support, and 3 type 4 parabatteries.

Deck 8, Distribution Deck: On this deck is where the mines and seeker missile launch, and storage facility are located. Controls for the catapults that distribute the payload are in the center of the mine storage area. Access crawl space is used to reach the catapult system in case there is a fault in the complicated distribution mechanism. Normally several crew members are on hand to clear incorrect loading into the catapult systems so that the crew manning the controls do not have to leave their post. There is an emergency lifeboat

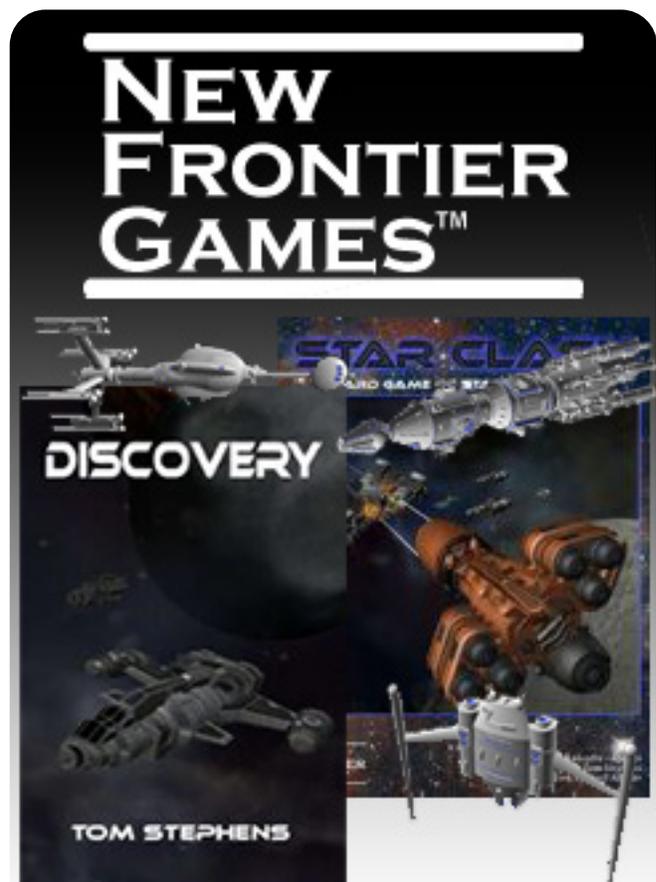
here incase of decompression. Unfortunately, there wasn't room in the design of an airlock, but the designers knew that if there was a fire on this deck it would ultimately lead to the destruction of the ship considering the cargo.

AUTHOR'S NOTES

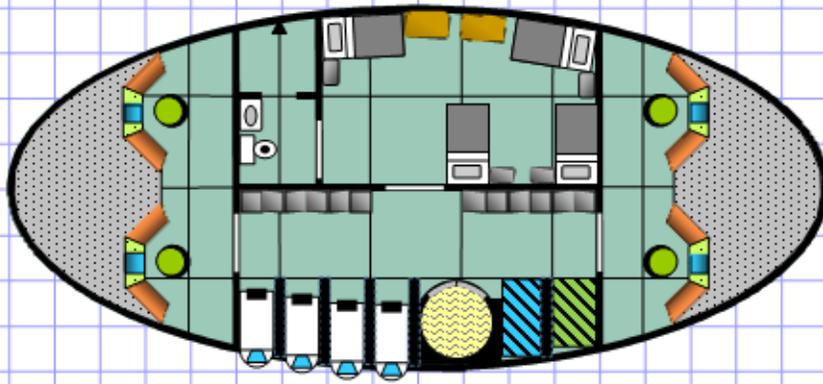
The ships design is based on the miniature created by New Frontier Games distributed thru Drivethru PRG.

Each square is 2 meters by 2 meters with a height of 2.5 meters giving them an area of 10 cubic meters.

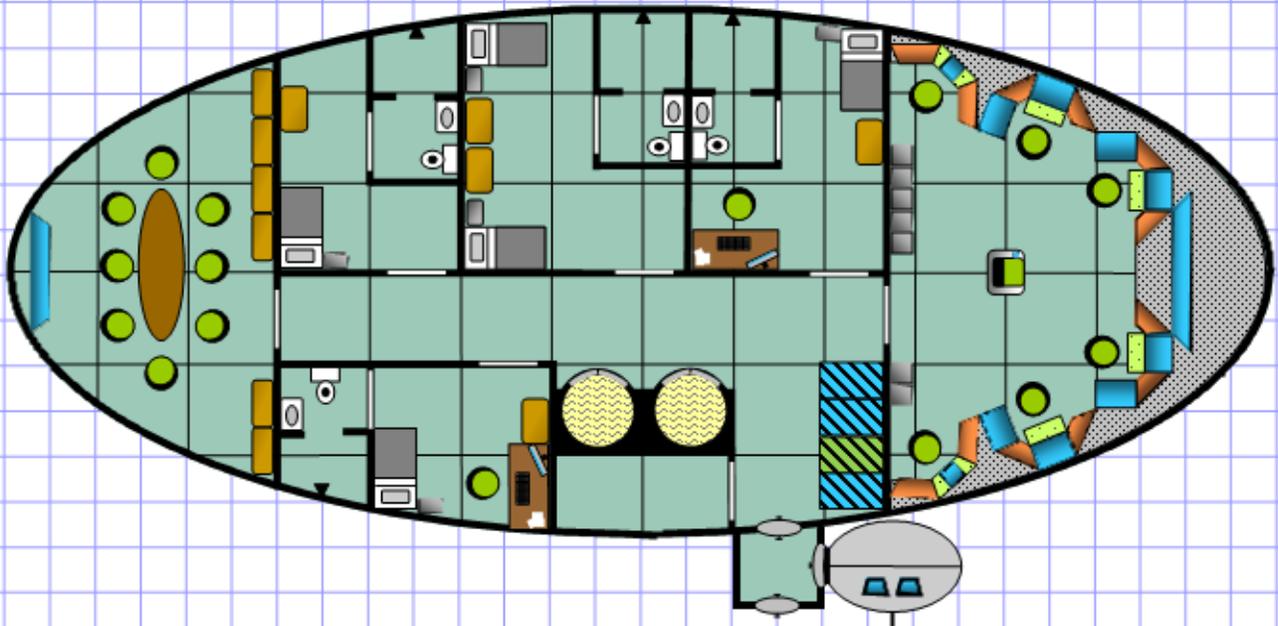
The footprint space usage for weapons and defenses is based on the rules from the Knight Hawks rule book and that each square is 10 cubic meters.



***Minis and More at New
Frontier Games on
DriveThruRPG.com***

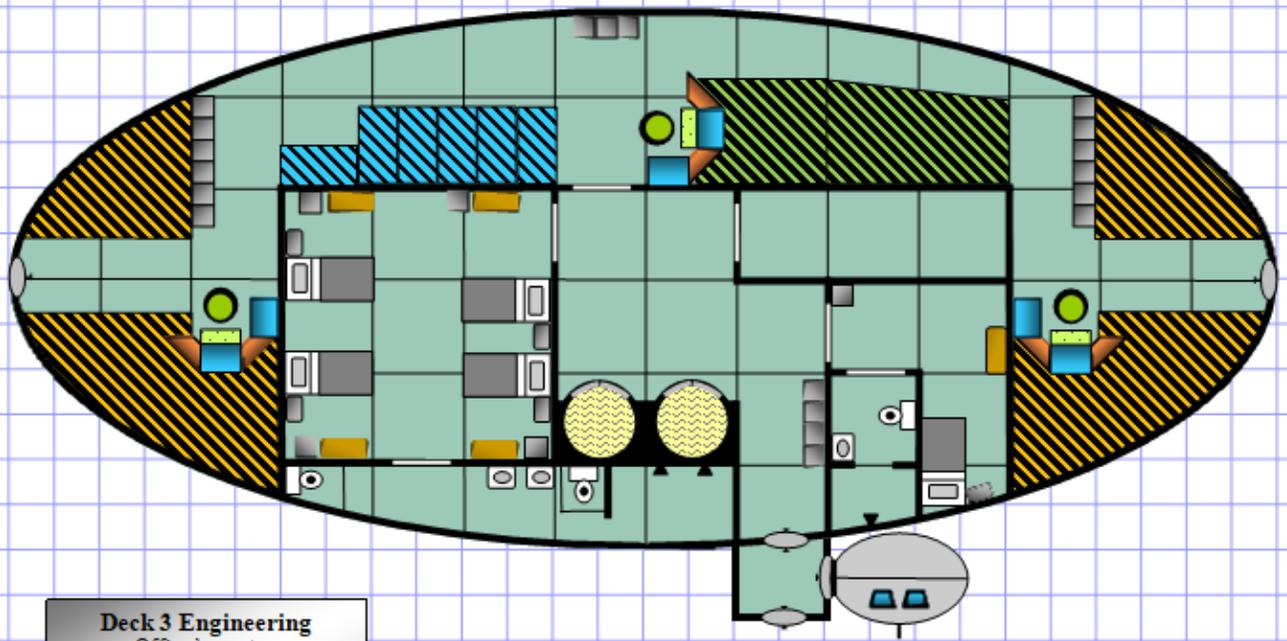


Deck 1 Attack Deck
 Laser Batteries
 Ready combat crew quarters



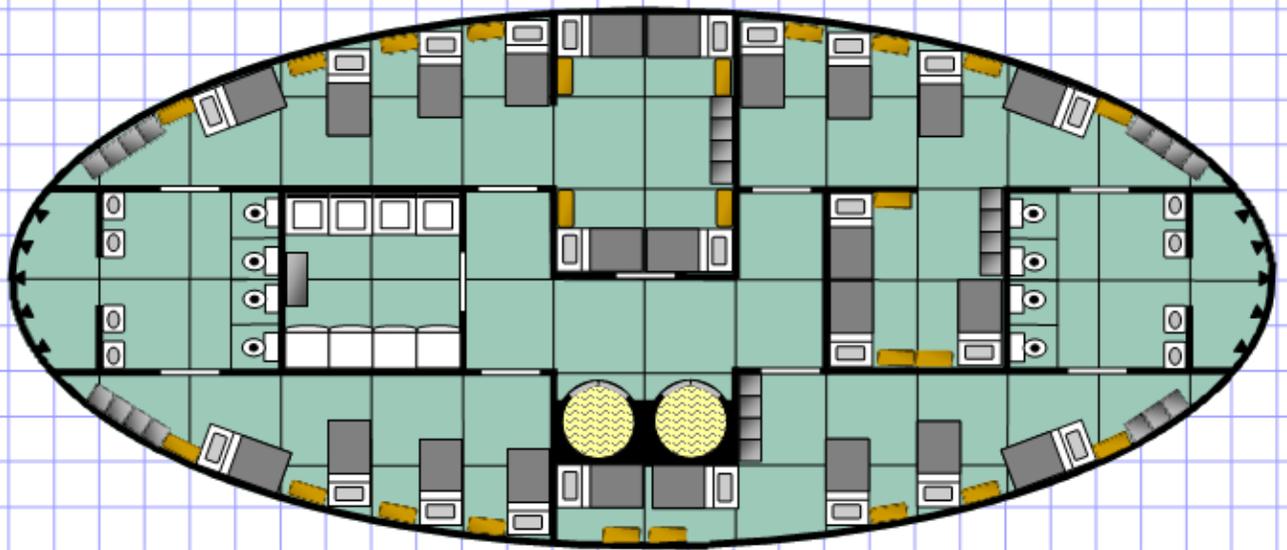
Deck 2 Bridge
 Bridge:
 Seats: Navigation, Astrogation,
 Weapons, Radar, Engineering, Elec-
 tronic Warfare
 Officers Quarters:
 Captain, XO, Navigation, Astroga-
 tion, Weapons
 Officer's Mess/ Conference Room

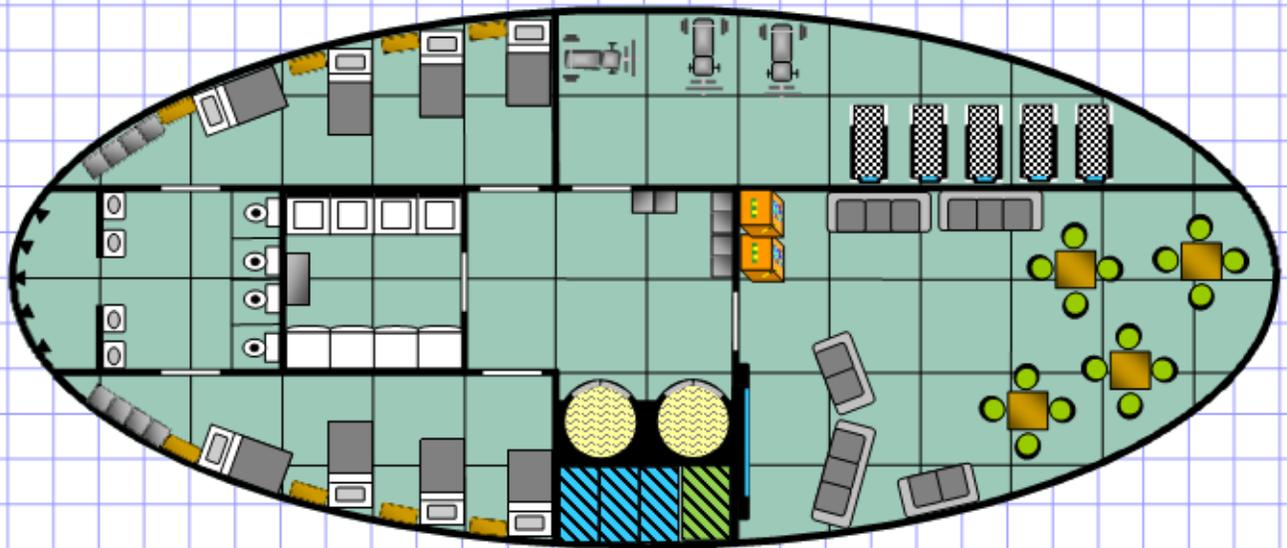
KEY:			
Emergency Lockers:		Life Support:	
Cabinet Storage:		Para-Battery4:	
Night Table:		Engine Equipment:	



Deck 3 Engineering
 Officer's quarters
 Crew Quarters
 Main life support
 Engine access
 Armory

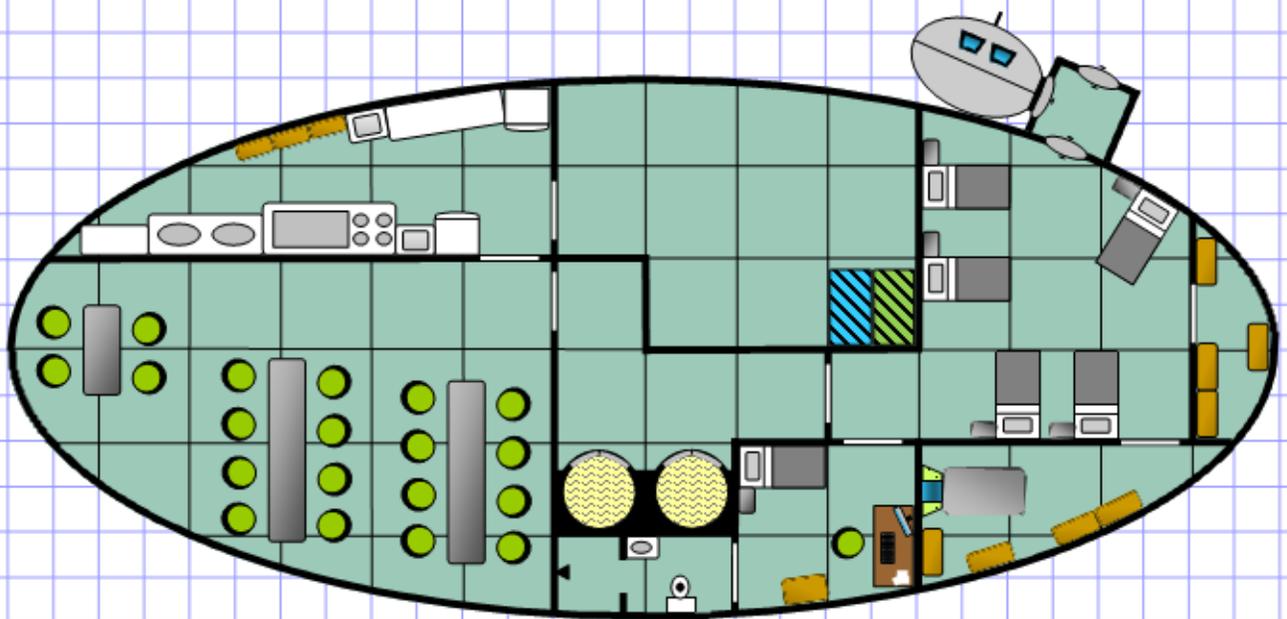
Deck 4 Crew Deck
 Sleeping Quarters
 Laundry Room



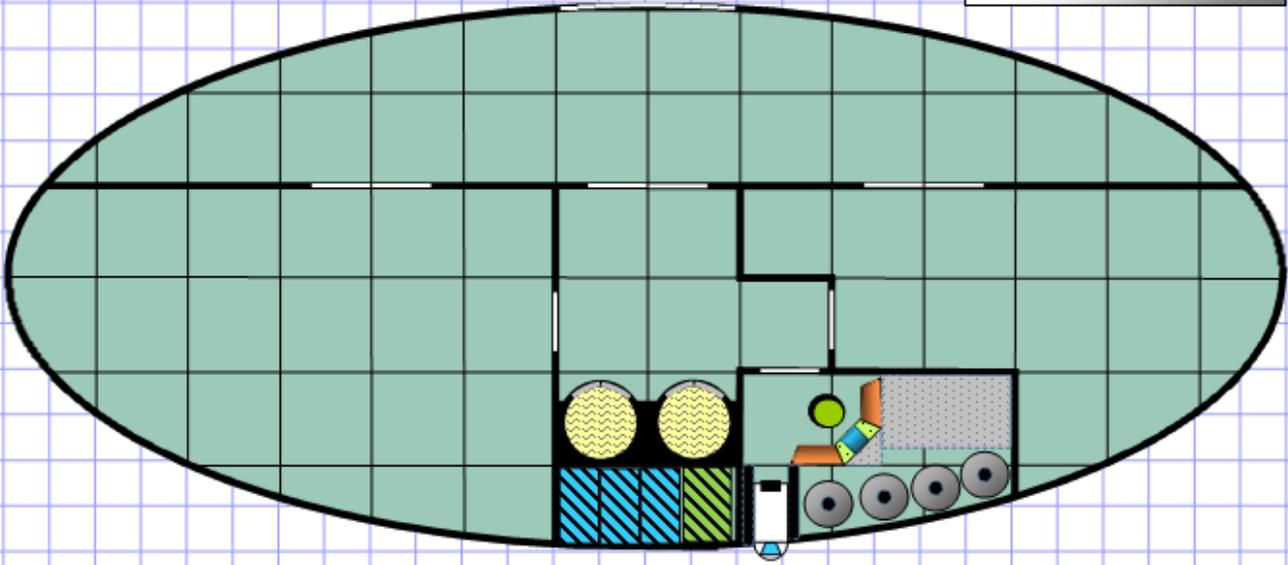


Deck 5 Recreation Deck
 Crew Quarters
 Laundry Room
 Exercise Room
 Recreation Room

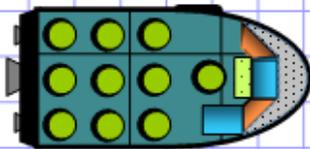
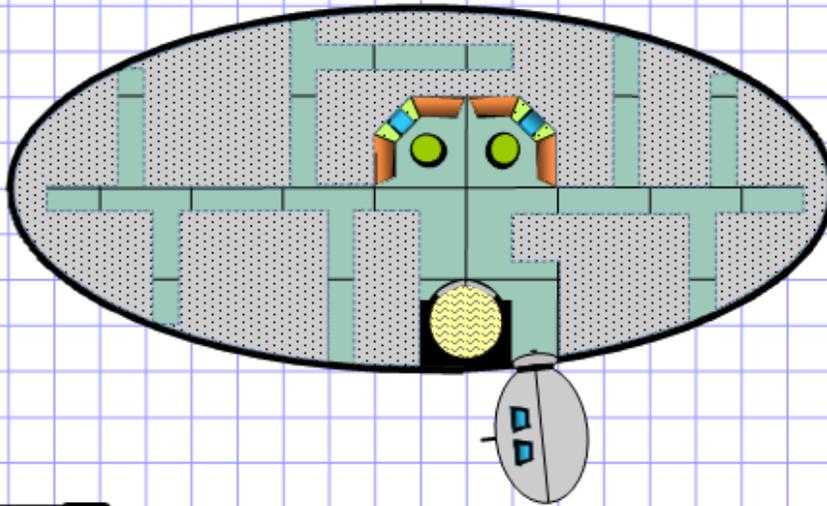
Deck 6 Support Deck
 Kitchen
 Crew Mess Hall
 Supplies
 Sick Bay
 Surgery
 Medical officers quarters



Deck 7 Storage Deck
Storage A, B, C
Intercept Missile System



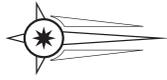
Deck 8 Distribution Deck
Mine Laying Control
Seeker Control



Life Boat

MIND THE MINES

By Thomas Verreault



I've never been a fan of the mines in Star Frontiers. It's a weapon that you HOPE the enemy will trigger when I much prefer weapons where I pull the trigger. When you consider that the UPF minelayer has only 20 mines and the hex map provided for use with die-cut counters, has 2,145 hexes it seems like a pitifully ineffective weapon system.

If you are using the Knight Hawks map and the counters, the hexes on the map are numbered. This facilitates laying mines and simply recording the hex number where they are laid. It would work but it is prone to being fiddly as you will be constantly checking hexes to see if the opposing player has moved his ships through the mined hex.

Without the objectivity of the hex map, mines become problematic for game use with miniatures. The only solution I see for using the mines rule as written with miniatures on a wargaming table is to place three markers for every mine pattern deployed. Two of the markers are dummies and one is actually the mines; this was the process used in another wargame.

That is not to say they don't have a use in-game because if you can lay them where the enemy is forced to travel then it can be very effective. The weapon system has a -20 modifier to the Advanced Damage Table which means its $3d10+5$ damage is likely to be against the hull and not soaked up in extraneous hits on a wide variety of ships system and there is always the possibility that the negative modifier will push the Advanced Damage Table result below "10" which means double damage to the hull. It is conceivable that a double damage result ($6d10+10$) could outright destroy a frigate or a destroyer that only has 40 and 50 hull points respectively.

The potential to wipe out a small ship in one blow is one of this weapon system's few positives. The other is that once secretly laid the mine pattern attacks all ships that move through its hex but at the end of the turn. Thus a whole fleet can be attacked with one weapon and a large fleet can be savaged with strategically placed mines.

Mines could be an option for an outnumbered militia to hold off a major sathar fleet. By ruthlessly mining the orbital approaches to their planet a militia could even the odds on a sathar task force. The nimbleness of its assault scouts to dance around the mined hexes while shooting any crippled enemy ships could win the day for the outnumbered militia force.



One might actually set up an unbalanced scenario where right before the first turn you state that the enemy fleet has flown through a pattern of mines then roll the attack against all of its ships and then proceed with the game.

COUNTERMEASURES

The Knight Hawks rules do not include a method for minesweeping. However, history suggests a workable method: mine-running. This countermeasure was employed in WW2 by the German Kriegsmarine. With a surplus of shipping bottled up in port, the Kriegsmarine would run a cargo ship through minefields to clear a path for their military ships. It was considered an expensive method as over half the ships used were sunk. It's conceivable that the UPF's first experimentation with robotically controlled ships was for this purpose. The modern Kriegsmarine uses the Seahund, a specially designed ROV ship for minesweeping.

The Knight Hawks decoy is described in the rules as a rocket that mimics the firing ship and unless an enemy ship has energy sensors then the decoy is indistinguishable from the real ship although the decoy remains with the firing ship. So while the rules do not specify that the decoy can travel away from the firing ship it's not illogical to suppose that it could. I suggest allowing the KHs decoy to be used as a mine-running drone. It moves with the ADF and MR of the launching ship for 3 KHs turns then goes inert. During that time if it enters a hex with mines they will attack it at the

end of its move, the same as would happen for a ship. In this way, the decoy could pass through multiple hexes and trigger multiple patterns of mines. It is automatically destroyed if it triggered mines during its movement phase.

THE FORGOTTEN MINE

As a child, I remember watching a movie where a ship spotted a floating mine left over from WW2. A sharpshooter with a rifle detonated the mine safely from a distance. I was fascinated by the thought that shipping could be threatened by relics of a past war.

Since the Frontier has a history of conflict the device of a relic of war threatening a starship and its crew is a viable plot hook even if it's by referee fiat.

Simply have a mine be in the path of the player character's starship. If the mine successfully attacks the ship then the crew faces the emergency of damage control. If the mine explodes and does not damage the ship the players have to wonder if there are more mines out there. Could there be a pattern of mines that they have drifted into?

A SATHAR PLOT

Since the sathar love nothing more than plots that disrupt the Frontier economy, secretly placed mine patterns in Frontier systems would be a threat to commercial shipping.

The sathar will have obtained a freighter of Frontier origin and staffed it with turned agents. This ship will

need to rendezvous with a sathar ship to resupply their mines and might also become the taxi vessel for delivering a sathar agent to the nearest port of call.

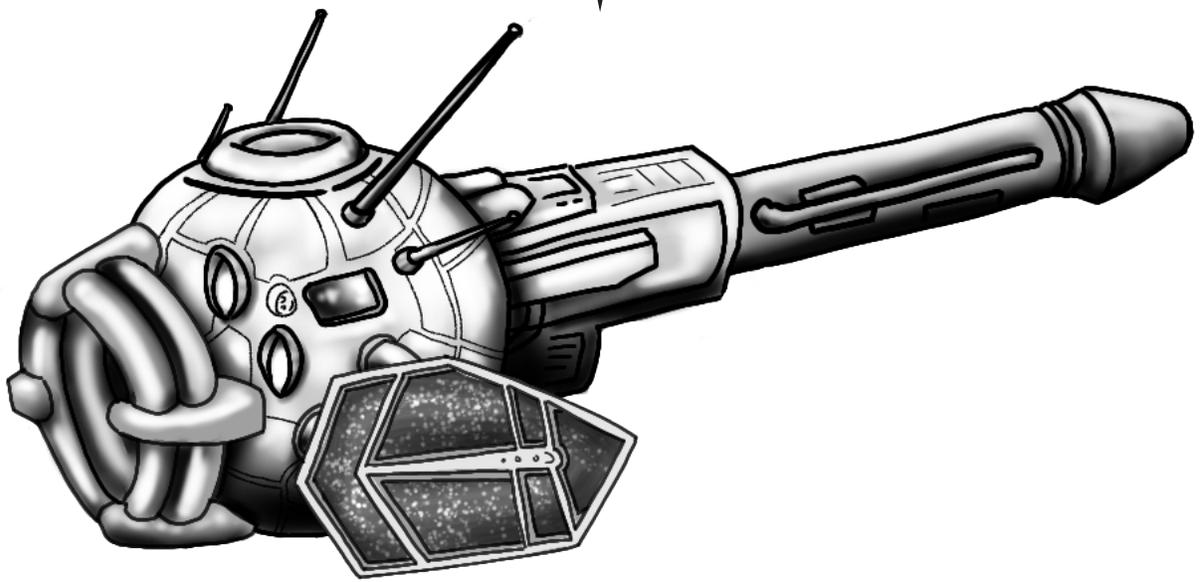
In the case of a naval inspection, they will either attempt to disguise the weapon system as something else or install it on a cargo pod that gets left in deep space when the ship ventures into port for refueling and resupply.

NEW EQUIPMENT

Rocket Battery Decoy Ordinance: this new rocket battery ordinance is an adaption of the decoy rocket. It is fired by the standard rocket battery and then travels 3 hexes in a straight line and will trigger mine patterns in any of the hexes it traveled through. They cost 7000 Cr per salvo.

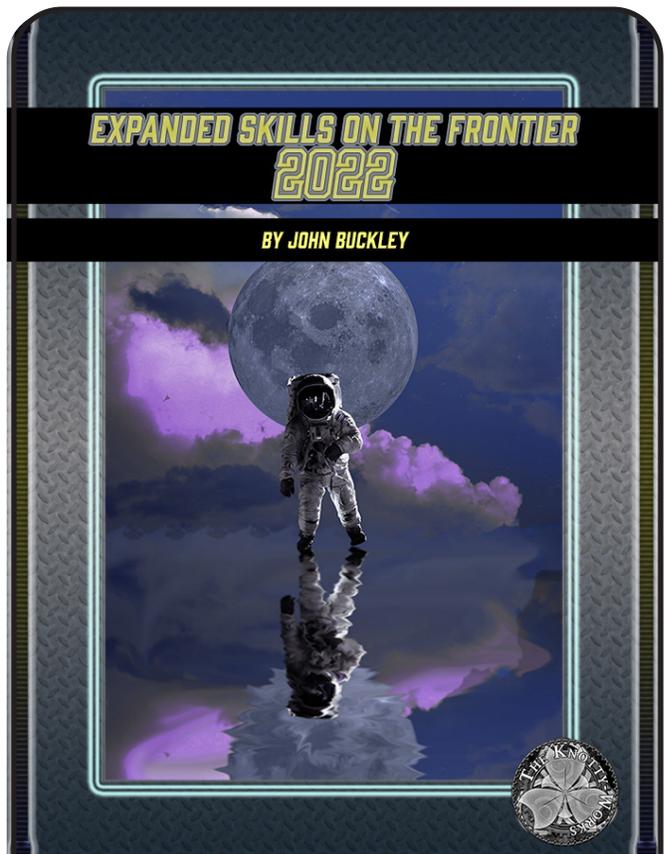
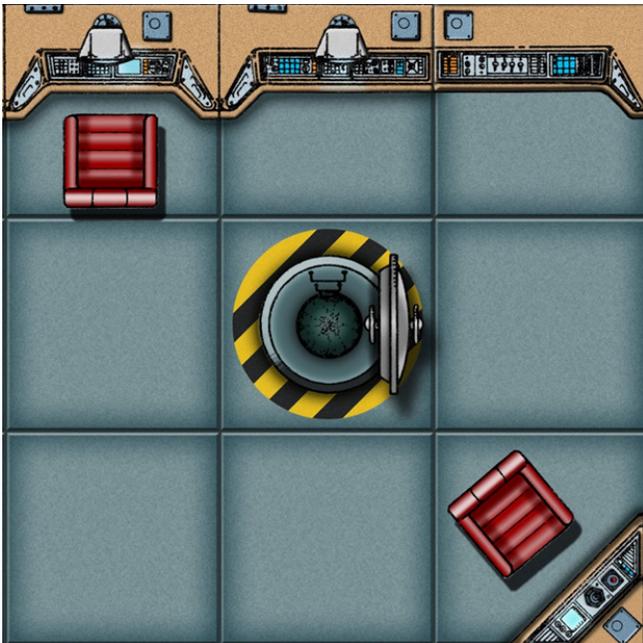
Mag Field Projector: this is new MHS 2 & FF Knight Hawks weaponry that projects a magnetic signature strong enough to trigger mines one hex ahead of the ship. To be used the ship must sit in a hex for 10 minutes (a KHs turn) projecting the mag field. At the end of the turn if there are mines in the adjacent hex they will be detonated. The process is slow and time-consuming with the typical sweep using this device only covering 60,000 kilometers of space (6 hexes) per hour. It is small enough that most minelayers can be retrofitted with the device without a major overhaul. 5,000 Cr. The weapon program is equal to that of the laser battery: level 1 (4 fp).

Space Hound Construction Worksheet			
Equipment	Program	Cost (CR)	Notes
Hull Size 2		100,000	
Type A Ion Engine		100,000	Type 1 SCC
Life Support		300	
Astrogation Package		1,000	
Radar		10,000	
Mag Field Projector		7,000	New Equipment
Computer - Level 3	Life Support 1 (1)	1,000	
	Drive Program 3 (12)	12,000	
	Damage Control 1 (2)	2,000	1 level per engine
	Atrogation 4 (24)	24,000	
	Weapons Control 1 (4)	4,000	
	Computer Lockout 2 (2)	2,000	Same level as computer
	Alarm 1 (1)	1,000	1 level per engine



The Space Hound: is a robotic brain controlled HS 2 minesweeping shuttle. These robotic ships are typically operated as a parasite ship mounted on an external hatch of a minelayer. The deck plan for this ship consists of a small control room connected by a tunnel with a ladder to the airlock at the belly hatch.

HP 10, ADF 1, MR 3, DCR 40, Weapons: Mag Field Projector, Defenses: RH



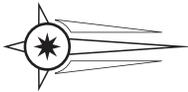
A Zebulon like Skill rules based on Alpha Dawn mechanics for free (or donation as desired)!

ENEMY MINES

WoWL 2.0 ROYAL MARINES ADVENTURE

By Tom Verreault

CGI Artwork by Scott Mulder



INTRODUCTION

The space fleet captain in the hologram pointed to a secondary holographic display that was obviously a recreation of a space battle based on ships logs and scan data, "You can see here that this is the point at which the CMS Osprey gets in behind the sathar destroyer designated Vampire. From this vantage the heavy forward fire weapons of the destroyer are nullified and the superior speed and maneuverability of the assault scout means the Osprey can stay in behind the destroyer. In theory the other destroyer designated Deathwind would have been able to turn and savage the Osprey but the sathar failed to fight as a cohesive unit and therefore they were both destroyed by the smaller ships of the Clarion militia. The trade off is that the Osprey was pounded very nearly to scrap, which is why the doctrine is to always go in behind a sathar destroyer with a second assault scout which increases survivability for the assault scouts by 46%..."

Senda was earnestly scribbling notes with a stylus into her data pad and didn't notice Jake enter the galley until he spoke, "Advanced Tactics course? Are you still looking to transfer to Space Fleet?"

Senda paused the hologram, leaned back in her seat and scratched her eyebrow with the stylus. "Yes, and you should too if you ever want to advance in rank. The Royal Marines is too small of a service and the number of slots for advanced rank is too limited. A fish can only grow so big in a small pound."

Jake was about to reply when the general quarters alarm blared and they both scrambled for the lift. The paused hologram remained ominously focused on the sathar destroyer in its display.

"...this is the Stardust Dawn we've got explosive decompression, multiple decks, the captain and first officer are dead, power is fluctuating, we can't get to the storage class passengers and must take to the lifeboat. Send help, I think we hit a mine."

Kreagan the astrogator adjusted the holographic plot for the rest of the crew and began to explain, "That is all we have from the Mayday. We were tracking her IFF beacon since she arrived in-system but it went off line right before the mayday went out. We estimate her speed at 3.1 million km/minute headed in system on this track and the lifeboat is on this track and decelerating. At full military speed we can close with the Stardust Dawn and match speed in 4 and a half



hours while the CMS Falcon could only do so in 7 hours. So we've drawn the straw to go to the Stardust while the Falcon recovers the lifeboat."

As the senior most Lieutenant, Jake gave the order, "Alright, people, you have 10 minutes to secure loose equipment and make sure you're strapped into your acceleration couch. This is a rescue mission but we'll be going to full military power to get there in the least time possible."

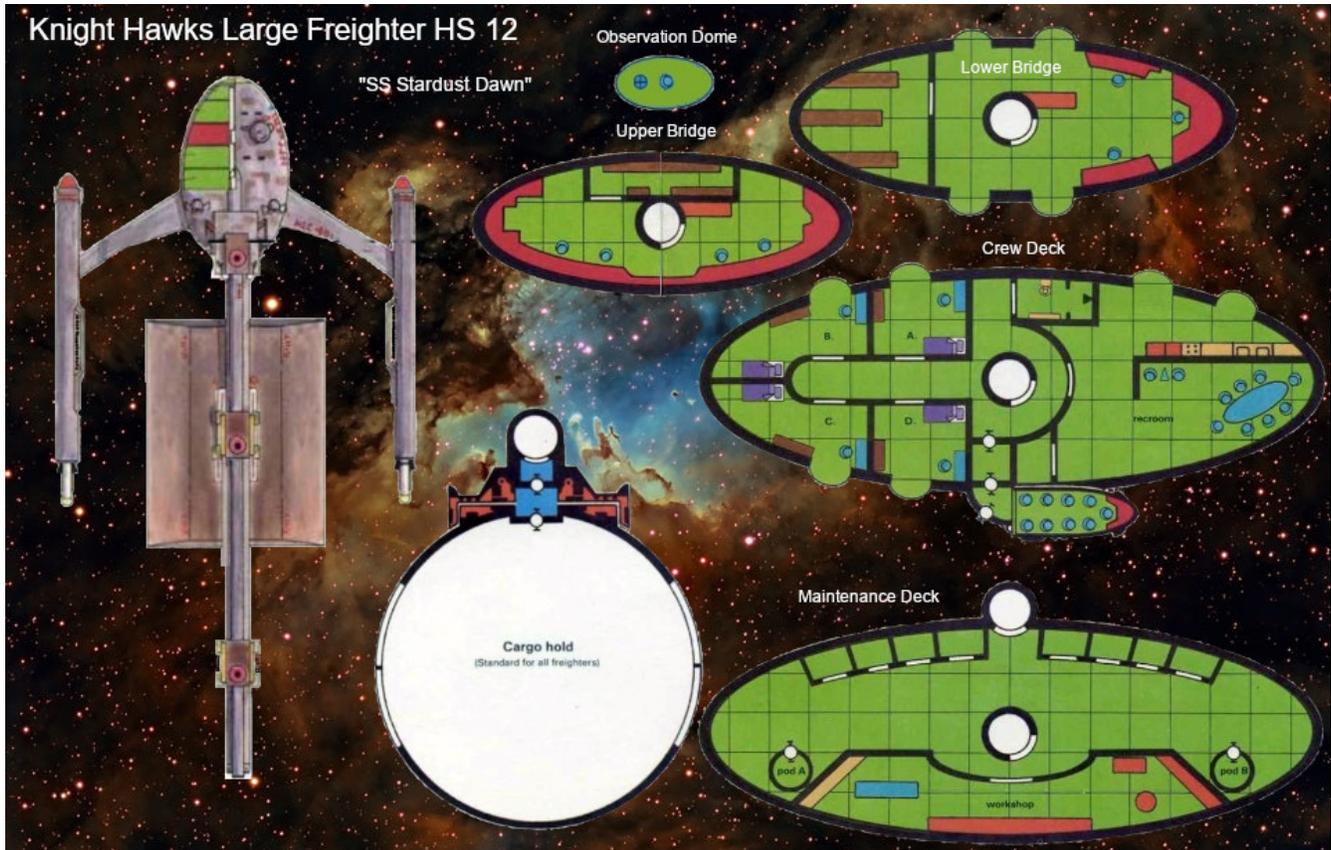
This adventure is a WoWL 2.0 adventure expanding on the original Warriors of White Light module. The player characters will be Royal Marines serving aboard one of the Clarion Militia ships. Setting resources for this adventure are Warriors of White Light module, [Frontier Explorer #1](#) "Planaron Station", [Frontier Explorer #22](#) "Assault Scout Standard Equipment", and [Frontier Explorer #23](#) "Clarion Station Expanded" & "10 Things on Clarion Station".

ALPHA ENCOUNTER: WE STRUCK A MINE

The Stardust Dawn is drifting in system at a speed of 32 but her engines are offline. So the ship is on emergency power supplied by parabatteries on each deck. The mayday mentioned storage class passengers who must be located and rescued.

When approaching the Stardust Dawn, the player characters can observe extensive damage to the ion engines and fuel leaking. The observation dome and two portholes are shattered on the dorsal side of the ship (the side opposite the side with the ship's launch. One porthole on the starboard (right side) of the ship on the lower bridge deck. The other on the starboard (right side) of the ship on the crew deck opening to the galley.

Knight Hawks Large Freighter HS 12



Use 10 minute turns to explore the ship and perform reasonable actions. Basically a PC can travel to a location within reason with in the ship and do something like access the computer or something similar. The players have 5 plus 1d5 turns to rescue the storage class passengers and confirm no one else is on board. After that the two ships will coast into range of a second mine pattern.

Observation Dome: empty

Upper Bridge Deck: computer access, ship controls, weapons locker/vault level 4 card lock (1d5 random weapons for repelling intruders)

Lower Bridge Deck: depressurized, computer access, engineering station is destroyed, cargo management station, and flight ops for monitoring the ship's small craft, and main computer

Crew Deck: depressurized, two dead bodies in the rec room (captain & first officer), cabins are card locked level 2. Only personal effects in the crew cabins

Maintenance Deck: Workshop (engineer's tool kit), 1 hull patch, only one work pod, 4 out of 8 closets hold storage class passengers in cold sleep pods. The pods act exactly as a freeze field, thus a medic can wake a passenger or the pods can be disconnected from the ship's power supply and moved. They are coffin sized and weigh 150 kg but are still moveable in 0g. The cold sleep pods will operate on internal power for 3 days.

Main computer [level 4] programs: Drive 4, Lock out 4, Astrogation 4, Commerce 1, Information Storage 1, Life Support 1, Backup Life Support 1

Invoice of storage class passengers: Yerba (yazirian female pregnant with two pups- if revived she will go into labor), Santos Smith (human male), Gencon (dralasite neuter), Vrsss'k (vrusk female)

Invoice of Cargo: 10 cargo units of liquid hydrogen in double walled tanks. Note hydrogen is explosive and when the two ships drift into range of the second mine the cargo exploding will severely damage the freighter and cause significant damage to the assault scout's engines.

EPILOG

After the detonation of the second mine, the breakup of the Stardust Dawn, and the critical damage to the PC's assault scout, the PCs are forced to transfer any rescued survivors to the Falcon and limp into Planaron station until the critical power regulators are shipped out.

EXPERIENCE AWARDS

1 to 3 EXP for each PC based on performance.

BETA ENCOUNTER: BAD NEWS FROM THE BELT

The PCs will spend a few days waiting for critical drive components to be shipped to Planaron Station



(Frontier Explorer #1 "Planaron Station"). This means they will get most of their repairs finished and be able to explore Planaron Station. They have briefly visited it a few times before but have never had the opportunity to really explore "the Core". There is an opportunity to shop and do some R&R activities. While this is happening a nondescript spacer seems to be keeping an eye on or following one of the PCs.

The NPC is Gulliver Isaacson, a suspected smuggler. He wants to quietly report witnessing a freighter rendezvousing with a sathar ship. His ship was hiding in an asteroid cluster when the sathar ship turned up so it continued to lay low and witnessed cargo of some sort being transhipped from the sathar destroyer to a freighter that also turned up. Then the freighter left a cargo pod and headed for Planaron Station. What his ship was doing hiding in an asteroid cluster he'll be evasive about as it was criminal in nature. He will say, "I'm no straight arrow but the sathar are bad for business and that cargo pod was loaded with a minelayer and mines." He has a data pad with the passive scans his ship took, the location at the edge of the asteroid belt where this occurred, and the IFF beacon of the freighter.

This is an opportunity for the PCs to gain Gulliver as an NPC criminal contact. It's not known what his ship's name is and all that naval intel has on him is that he is suspected of being a smuggler. It's possible that he operates under an alias.

The ship that Gulliver observed is a freighter called Bear's Folly. It's an independent freighter that stays mostly in the White Light system ferrying refined ore from Planaron to Clarion and food and supplies back to Planaron. It occasionally takes cargo bound for other systems. It is a known ship in the White Light system but because it only rarely makes interstellar

trips it has flown under the radar or the Royal Marines and managed to not have a cargo inspection in 4 years.

If the PCs check it just delivered a cargo at Planaron station a day and a half ago with a contract to meet a mining ship deep in the asteroid belt, deliver supplies and return to Planaron with unprocessed ore.

Allow the PCs to scrounge a used power regulator from a junk dealer to go after Bear's Folly or they can wait another day for the part coming from Clarion. The difference is that the scrounged part is used and will have a harmonic resonance that will cause the ship to lose 1 ADF of performance (35% chance per day). Once the harmonic resonance kicks in no further checks are made. In addition, on any turn that the ship fires its laser battery more than once (basically in both movement phases of the KHs turn) then on the next turn ADF is temporarily reduced by 1. This means the PCs ship is reduced by 1 ADF and when they use the laser battery twice in a combat turn a drop in power causes the ship to lose another ADF on the next turn.

A star ship engineer attempting to repair it and making a successful roll will realize the damage is permanent (until a new one is installed) and will be able to advise the crew about the laser battery limitation before they find out about it in combat.

Note: the power relays being sent to Planaron Station are on a freighter and cannot be rerouted to meet the PCs ship in the belt as it chases down Bear's Folly. The advantage of using scrounged power regulators is that the PCs will catch the Bear's Folly at a speed of zero picking up the cargo container it left at the edge of the belt. If they wait for the new power regulator they will catch the Bear's Folly along the edge of the belt headed for their delivery to the CSS Comstock mining ship.

EXPERIENCE AWARDS

Award minimum of 1 EXP for this encounter or 2 for good role-playing.

GAMMA ENCOUNTER: THE BEAR IN THE BELT

Catching and boarding the Bear's Folly starts as a Knight Hawks scenario but ends as a boarding action.

KHs SCENARIO #1

In this scenario the players have decided to scrounge used power regulators for their ship and set out immediately and caught up with the Bear's Folly just after it loaded up the cargo container outside the asteroid belt.

SETUP

Place the PCs ship along a short side of the map with a speed of 15 on its last turn. Place the Bear's Folly 30

Bear's Folly (modified freighter)

HS 5, HP 25, DCR 35, ADF 4, MR 3

Weapons LB x1, RB x3, in cargo pod: Minelayer x10, Seeker x1

Defenses Reflective Hull

Auxiliary Equipment External Cameras, Small Launch

Engine Upgrade to Pion Engines described in [Star Frontiersman #7](#) (ADF 4 & MR 3)

hexes deep toward the middle of the map with a speed of 0 on its last turn and facing away from the PCs ship. Setup asteroid markers along the long side of the map that is considered the "in-system" direction up to 12 hexes deep into the center of the map.

The players may be led to expect that Bear's Folly is equipped with ion engines but the ship has been upgraded with pion engines (see [Star Frontiersman #7](#)) giving it an ADF just shy of that of an assault scout. This should be a surprise to the players. The crew of the Bear's Folly will not know about the PCs power regulator troubles and will consider using the asteroid field as a means to funnel the Royal Marine ship into a laid mine instead of attempting to exploit the reduced ADF of the Royal Marines vessel and simply running away.

SCENARIO 2

In this scenario the players have decided to wait for the delivery of their new power regulator and then set

out after the Bear's Folly. They will catch up with the ship a day after it has retrieved its cargo container with the mines and seeker missile.

SETUP

The setup is identical as scenario 1 except that the Bear's Folly is cruising at a speed of 15 and the PCs ship is cruising at a speed of 20 to overtake the freighter. The astrogator has advised against a faster speed lest the scatter and interference from the asteroid field causes them to overlook the freighter if it is creeping along within the field.

BEAR'S FOLLY'S OBJECTIVES:

The crew of the freighter are all sathar agents. Their first objective is to destroy the Royal Marine vessel if they can. Their secondary objective is to escape. Their third objective is to warn the sathar destroyer that the Royal Marines have discovered them so that the sathar may simply slip away.

THE ROYAL MARINE OBJECTIVES

Their first objective is to confirm the information supplied to them that the Bear's Folly is crewed by sathar agents and that it was potentially the source of the reports of mines being hit by freighters in White Light system. The second objective is to develop actionable data on any sathar assets in the White Light System. Outright destruction of the freighter is not an option. The selective targeting subskill of the gunnery skills will come into play and for that reason you should use the advanced damage table.

BOARDING ACTION!

Use the small freighter deck plans included in the KHs box set.

The observation dome is staffed with the astrogator who is watching to see where the PCs will try to board the ship via the external camera system. He will warn the crew and move to back them up.

The bridge deck has access to the level 4 computer with a level 4 card lock. There is plenty of evidence to demonstrate the crew are sathar agents and to hint at a location where the Bear's Folly is supposed to meet with a sathar destroyer. Also on the bridge deck is the captain who is monitoring the ship's external camera system. He will move to the location that the PCs are attempting to enter the ship or summon the rest of the crew if the PCs are attempting to blow the observation dome and enter there.

The crew deck has 4 members of the crew in prepared positions waiting for the PCs to penetrate the ship. They expect that the PCs will enter via the airlock connected to the ship's launch.





Captain Weiggar (RW 50, M 30, PS 3, IM 3, RS 30, STA 45) Vacuum suit, space suit armor, power belt, inertia screen, laser pistol, power backpack, shock gloves, one 20 SEU clip.

Astrogator Zzzzk (RW 30, M 30, PS 3, IM 3, RS 30, STA 35) Vacuum suit, space suit armor, power backpack, albedo screen, 2 laser pistols, 6 x20 SEU clips, electric sword

Crew 1 human male (RW 50, M 30, PS 3, IM 3, RS 30, STA 45.) Vacuum suit, space suit armor, grenade rifle, 2 tangler shells, 2 frag shells, auto pistol w/2 clips, power backpack, inertia screen

Crew 2 human female (RW 40, M 50, PS 3, IM 4, RS 40, STA 45) Vacuum suit, space suit armor, power backpack, albedo screen, laser rifle, 4 x20 SEU clips, electric sword, tangler grenade

Crew 3 dralasite neuter (RW 50, M 30, PS 3, IM 4, RS 40, STA 45) Vacuum suit, space suit armor, power backpack, inertia screen, rocket launcher, gyrojet pistol, 3 clips ammo

Crew 4 yazirian male (RW 50, M 30, PS 3, IM 4, RS 40, STA 45) Vacuum suit, space suit armor, power backpack, inertia screen, auto rifle w/3 clips, electric sword

EXPERIENCE AWARDS

Award 1 – 3 EXP for this encounter.

DELTA ENCOUNTER: FISHING FOR A WORM

Kreagan the astrogator pointed to the astro plot, “This is the area we believe the sathar destroyer is stooging based on the data recovered from Bear’s Folly. We can be there in approximately 4 hours but the next nearest Royal Marine vessel is 9 hours away. There is no real guarantee as to where the destroyer will be so

we might need to set up a grid search banging away with radar if she’s lying low. The real question is do we wait for the Falcon or go looking for a sathar destroyer alone?”

The players have a choice: begin a solo grid search and risk encountering the sathar destroyer alone or wait for a second assault scout and work together to hopefully flush the sathar destroyer.

SCENARIO 1

The PCs will not be able to return to Planaron Station and swap out the power regulators if they had scrounged the used power regulators. This means they will still be under restrictions of the scrounged power regulators for this scenario.

The players plot a course to the area they suspect the sathar ship is in and begin a grid search. There will be 5 hours before the CMS Falcon arrives in the area. Roll 1d5 to determine which hour they discover their sathar destroyer with their radar. Allow the astrogator to make an astrogation skill check and if successful he can choose the 10 minute segment of the hour in which they discover the destroyer otherwise roll it randomly. This will tell you how many KHs turns before the Falcon arrives. Note: KHs turns are 10 minutes, which is 6 per hour. If the PCs discover the destroyer in the 4th hour and the astrogator makes a successful skill check then the players could dictate that the destroyer was found in the last 10 minutes of the hour which will mean the Falcon will arrive in 7 turns. If the battle lasts that long then the Falcon can intervene by entering the map with a speed of 35 on its last turn.

Setup: Place the assault scout at the edge of the map with any speed the players choose. The destroyer is placed 30 hexes away with any facing and a speed of 0.

The sathar ship is waiting to rendezvous with a sathar cutter but it is too early for that to happen. It will seek to destroy the militia ship but will try to escape if it looks like the odds are turning against it or self-destruct if it cannot escape.

EXPERIENCE AWARDS

If the PCs ship is wrecked and the sathar ship escapes, award the PCs 1 EXP each.

If the sathar ship is destroyed with the assistance of the Falcon, award the PCs 2-3 EXP each.

If the sathar ship is destroyed without the assistance of the Falcon, award the PCs 4-5 EXP each.

SCENARIO 2

Having made the choice to wait for backup the PCs will have had time to retrieve the new power regulators from Planaron Station and install them.

Both ships will arrive in the search area and begin the search pattern stationed 30 hexes apart and must declare their speed that they are executing the search pattern.

SETUP

Place both assault scouts 30 hexes apart along one side of the map and their speed on their last turn was their declared search speed. Place the sathar destroyer 30 hexes away with any heading the game master desires and a speed of 1d10. A sathar cutter will arrive in 1d5 turns at a speed of 20. The direction from which it arrives will be what is "out" system.

EXPERIENCE AWARDS

If one or both of the assault scouts are wrecked and the sathar ships escape, award the PCs 1 EXP each.

If one sathar ship is stopped, award the PCs 2-3 EXP each.

If both sathar ships are stopped, award the PCs 3-4 EXP each.

If the players stop one or more sathar ships and one or more of their ships are wrecked there is no penalty for this as it's considered a good trade in weight to take out a sathar destroyer with a small assault scout.

ROYAL MARINE ORDER OF BATTLE

CMS (Player's Ship)

HS 3, HP 15, DCR 50, ADF 5 or speical, MR 5

Weapons AR X4, LB

Defenses Reflective Hull

Auxiliary Equipment External Cameras, WNB (note this is a time in the future of the WoWL module and we can presume that all Royal Marine vessels have been equipped with a WNB)

CMS Falcon

HS 3, HP 15, DCR 50, ADF 5 or speical, MR 5

Weapons AR X4, LB

Defenses Reflective Hull

Auxiliary Equipment External Cameras, WNB



SATHAR ORDER OF BATTLE

Sathar Cutter

HS 4, HP 25, DCR 60, ADF 4, MR 3

Weapons LB X2, Grapple

Defenses Reflective Hull, MS X2

Originally published in [Friend or Foe](#)

Sathar Viper Class Destroyer

HS 6, HP 50, DCR 75, ADF 3, MR 3

Weapons LC, LB, EB, RB X4, Torp X2

Defenses Reflective Hull, MS X2, ICM X5



SEEKERS REVISITED

by Steve Parenteau

The seeker missile is the only guided “on board” weapon system in the original Knight Hawk rules. This means it has a guidance system that tracks an enemy to hit unlike lasers that simply fire. The target can see the seeker and can react to being chased by the missile.

I’ve always thought of the seeker missile as something lifted directly out of Frank Herbert’s Dune. The hunter-seeker that hunts Paul in his bedroom in Arrakeen has a lot of similarities to the seeker drone used in Knight Hawks rules. It only starts moving once activated and is attracted to the closest movement to deliver its payload. It makes you wonder if a ship being pursued by a seeker cuts its drive, will the seeker search for a new target? Maybe that’s a good discussion for another article.

In this article I would like to break down the seeker to understand what its components are and what they do for the overall “system”. From that review, I’d like to show how changes to the base design can add some versatility to this weapon. Some of these ideas will add a new dimension to play but may also become very limited in their use.

SEEKER SYSTEM BREAKDOWN

The seeker missile system has four primary components: Guidance, Payload, Fuel, and Drive.

Guidance: This section contains the targeting system as well as the maneuvering thrusters.

Payload: Contains the weapon being used against the target vessel. Generally, this would be a small nuclear bomb. However, the Knight Hawks rules state that a seeker has a -20 modifier for its damage on the Advanced Damage Table, leading me to believe that it is just some sort of explosive charge since a nuclear blast would damage the electrical system but we’ll talk about this more later.

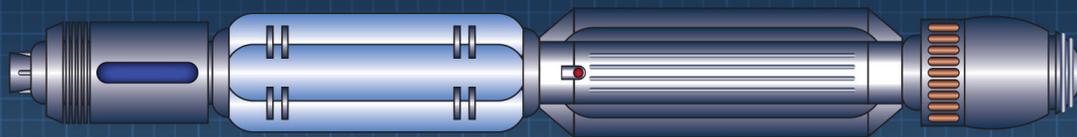
Fuel: This section determines the range of the seeker. More fuel, more range, less fuel, less range.

Drive: represents the engines that accelerate the seeker to its target to deliver the payload.

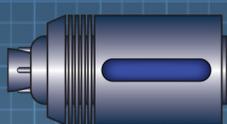
SEEKER LAUNCHER

The shipboard seeker launcher can discharge the weapon to space through a sealed airlock. Using the Knight Hawk rules, the seeker has a maximum size that will allow it to fit into the launcher.

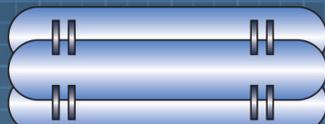
UPF SEEKER DRONE



LENGTH: 5.4 M
DIAMETER: 0.6 M



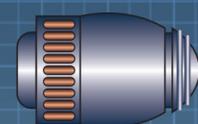
DRIVE



FUEL



PAYLOAD



GUIDANCE

In my opinion this is another spot where the rules fail. The launcher doesn't do anything for the seeker except drop it into space. For all it matters, you could roll it out an airlock, you don't need a launcher. But let's just keep this for play balance, otherwise you would just have hull size 7 cargo ships rolling 3 seekers out of their bays per turn taking out heavy cruisers. I assume most of the launcher space is an auto loader to handle the 1,400kg drone.

DECONSTRUCTION

In the above example drawing, I made seekers 5.4 meter in length (about eighteen feet) this about the size of a modern torpedo used by United States submarines. I figure they are difficult and bulky to

Component	Size
Guidance	4
Payload	6
Fuel	6
Drive	2

handle so getting much larger would make them impractical.

Next, I assigned a size for each section using the standard rules book unit as guidance:

From this point on instead of using measurements, I'll just call them "spaces". So, a seeker from the Knight Hawks rules is 18 spaces (5.4 meters or 18 feet) and each space breaks down to 30cm.

With that information, we can start modifying the seeker while maintaining some rule balance and, at the same time, keeping the flavor of the game intact.

STRUCTURING SEEKERS

To create a seeker, you need the four main components and the overall size of the seeker system cannot exceed eighteen spaces.

I would not recommend changing the design of the guidance section. If you change how the guidance section works, you will change how the system targets vessels and the drone would no longer be a seeker.

The fuel section is enough to break down in spaces. For every space of fuel, the seeker has two fuel points. A standard seeker has a six space tank giving it twenty-four fuel points. This will make more sense after we discuss the drive.

The drive is easy enough to change. It's a short-lived rear thrust engine that uses up all available fuel. It uses up two spaces to have an acceleration of two. I'd say that it burns up two points of fuel giving the standard seeker six turns of endurance. Using that simple math, if we increase to a three-space drive, the seeker will

have a three acceleration but only an endurance of four turns.

Last is the payload, which is the reason for the seeker drone in the first place. The standard seeker in the Knight Hawks rules list the payload of inflicting 5d10 damage with a -20 modifier on the critical damage chart.

There are numerous modifications we can do to change the payload. For instance, the charge could be tungsten reflectors inside helping to shape the explosion to force it to hit a single spot (0 mod on the table) from a blast explosion (-20 on the table).

The payload could be changed from an explosive to a low yield nuclear bomb causing electrical damage (+20 on the table). In addition, the nuclear blast would blind sensor equipment in the hex it detonates for a full turn.

Ships do not visually make contact; space is far to vast. A seeker could be loaded with an electronics package to simulate a ship like a navel "Nixie". It could be used to fool other ships into thinking it was another ship until they shoot at it.

Naval wargames would use a "dummy" load that probably does nothing but signal an electronic hit once it reaches its target like "MILES" gear used by NATO forces.

Possibly the most devastating weapon would be a drone with a laser and a thermo nuclear bomb. This combo would create a bomb pumped x-ray laser! It could be programmed to detonate at range 4 for 3d10 damage. Also, a side note, x-rays are not affected by masking screen or reflective hull.

System	Module / Load	Space Reqs	Fuel Points	Cost (CR)
Guidance	Standard	4		5,000
Drive	2 accel	2	2	2,000
	3 accel	3	3	4,000
	4 accel	4	4	6,000
Fuel Tanks	2 point tank	1		200
	4 point tank	2		300
	6 point tank	3		450
	8 point tank	4		600
	10 point tank	5		800
	12 point tank	6		1,000
	14 point tank	7		1,200
16 point tank	8		1,450	
18 point tank	9		1,750	
20 point tank	10		2,000	

I'm sure there are many other uses and ideas that can be incorporated into the seeker modular design. There are many science fiction stories and games that use drones and missiles that could easily be incorporated into Star Frontiers.

Type	Seeker Payloads			
	Space Reqs	Damage	Table Mod.	Cost (CR)
Standard Explosive	3	2d10	-20	2,500
	4	3d10	-20	3,000
	5	4d10	-20	3,500
	6	5d10	-20	4,000
	7	6d10	-20	4,500
	8	7d10	-20	5,000
Shaped Explosive	4	2d10	±0	3,000
	5	3d10	±0	3,500
	6	4d10	±0	4,000
	7	5d10	±0	4,500
	8	6d10	±0	5,000
	9	7d10	±0	5,500
EMP Explosive	4	2d10	+20	6,000
	5	3d10	+20	6,500
	6	4d10	+20	7,000
	7	5d10	+20	7,500
	8	6d10	+20	8,000
9	7d10	+20	8,500	
Decoy	4	NA	±0	15,000
Dummy	2	NA	±0	2,000
X-Ray Laser	8	3d10	+20	8,000



Citizen!

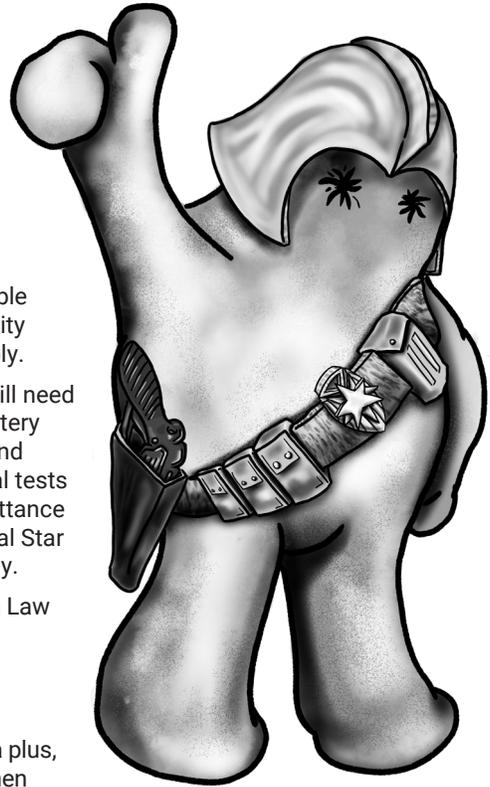
Why settle for a job when you can have a Career of the lifetime?

Star Law is looking for a few recruits of extraordinary temperament and talent.

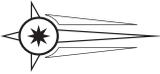
Anyone with prior felony convictions or questionable mental stability need not apply.

Applicants will need to pass a battery of physical and psychological tests prior to admittance to the regional Star Law Academy.

Experience in Law Enforcement or Security preferred but not required. Social skills a plus, especially when dealing with various frontier species.



MISFIRE!



DANGERS IN TRAINING

by Steve Parenteau

"All hands this is the XO, the 0900-hour test drill will now commence", blurted over the ship's intercom. "All crew man battle stations, prepare for deployment. That is all."

"I was hoping they were going to forget about the first drill since we just got here 8 hours ago." Marcus said dropping into chair and activating the control console. "You know a day off for good behavior or something like that."

"Maybe next time you should send the old man a birthday card with a bottle of Gran Whiskey, that might get us a day off", Grawad howled from his other console. "And why would anyone give you time off for good behavior? You barely got back to the ship in time from shore leave."

"I couldn't just leave the young lady in a rush you know, I had to...console her."

Grawad gave out a howl. "Consooollle! That's what you call it. We dropped in at the hole in the wall that that Grobb recommended."

"I heard my name mentioned", was said from down the access hall by a teardrop shaped dralasite in grey

coveralls and a tool belt with various items hanging around it.

A wave of furry hand was dismissively given from Grawad, "I was reviewing our adventures at that dive you brought us to last week on shore leave".

"You mean when Marcus ditched us for the whole weekend with that tall blond in the blue outfit." Grobb exclaimed coming up the access crawl with his third arm growing from his center mass waved towards Marcus while one of his other arms was fiddling with his belt.

The intercom blared to life again, "XO to stations, check go or no go. Helm? Go! Astrogation? Go! Communications? Go! Deployment?"

Marcus triggered the intercom system, "Go bridge!"

"Very well, begin drill 15A. XO out." The ships intercom silenced.

"Grobb, you had better keep an eye on cat 12. I know the dock guys said they fixed that jamming issue, but you know how the station decker's are about fixing things." Marcus threw him a look and made a lewd comment with his hands.



"Don't you worry, I have my repair tool right here." Grobb lifted a 2 kilo hammer in the air. "I know how to make the equipment sing!" He said with a mischievous look as he disappeared back down the access way.

Marcus shook his head as he went through his screens looking for an issue that might halt the exercise. "You two just aren't going to let last weekend go, are you?"

"All I'm saying is, we get to our first port in a month, and you disappear for the whole forty hours with the first girl who blows a kiss at you. We were going to catch the game with the team from Inner Reach, remember?"

"I can watch the game in reruns, and she was stunning." Marcus looked at Grawad raising his eyebrows.

Grawad gave another howl of amusement. "I just have one question then; does she have a sister?" A howl of laughter broke from Grawad again.

The intercom from the bridge broke the jovial laughter. "Ship approaching deployment position."

Marcus touched his screen for the intercom line. "Roger bridge." Grawad, load the mines.

Grawad reached for his touch screen, switched on the active displays, and started the load sequence. Machinery all around them began to whirl and clank as storage racks moved and catapults were loaded. One by one Grawad's panel went from 20 red lights to 20 green lights showing that the racks had fed the catapult launchers and closed the inside hatch so that the payload could be deployed.

"Racks loaded and system ready." Grawad said with a serious work tone, flat and monotone.

"Roger, my board confirms green." Marcus flatly said. "Deployment to bridge, green ready."

"Roger that, standby." The intercom said.

Seconds passed and after a count of about 30 seconds the red light blazed on the screen, the command to deploy the payload. But nothing happened.

Grawad sat still for about 5 seconds, then "He buddy, drop our load would ya". He said in a familiar tone rather than in the professional military note.

But Marcus just sat there staring at the screen, his hand frozen in mid movement, now rigid as if some outside force was holding it from triggering the "Deploy" icon. A few more seconds passed then smoothly his hand moved to the other side of the screen and instead he touched the "ARM" icon then the "Confirm" icon.

Grawad could see the "dead" mines on his screen switch their mode to "Hot" and the icon for "Lock" appear over the hot symbol.

"Marcus, what are you doing? This is an exercise! The K'vark is going to move into the area and scan for them, the mines will swarm them." Grawad exclaimed.

Marcus didn't acknowledge the plea and instead his hand moved without pause and pressed the "Deploy" icon. The ship jostled like someone just kicked their seats as 20 mass driver catapults distributed the mines into a pattern of ten thousand kilometers, sure to catch any unsuspecting ship crossing through their detection web.

Grawad's eyes opened wide as the mines cleared the catapults and all the lights on the display showed a good clean deployment. The mines would reach their predetermined destinations within 30 seconds turning the region of space behind them into a waiting trap.

"Marcus, what the hell is wrong with you? Abort the mines!"

But Marcus just sat there staring at the screen with the last command still flashing in red, "Deploy" over and over.

Grawad's hand quickly reached down and triggered the release on his five-point harness releasing him from the couch. He pushed out of his seat fighting the 2G acceleration holding him down to get to Marcus's panel to send the code to disarm the mines.

As he reached for the panel, Marcus left his catatonic state and his hand snapped up to intercept Grawad's hand. He didn't hurt Grawad but held him fast, overpowering him as Grawad was weaker than the average human and fighting the G-forces working against him.

"Marcus! Stop! We can't do this! The K'vark will be destroyed, they have no defenses up." Grawad struggled panting as he tried to break the grip. Marcus just staring at the screen.

Grawad noticed the screen change. The "Deploy" flashing winked away on Marcus's display replaced by a new notification, "SET"! Grawad howled with rage, trying to trigger his species' instinctive Battlerage to summon the strength to overcome his friend who had clearly gone mad!

Instead, he reached down from the screen that Marcus was protecting and hit the harness trigger releasing Marcus from the acceleration couch In hopes of releasing the hold Marcus had over him. With some martial arts he had picked up from his childhood, Grawad managed to swing Marcus from the chair. Both immediately hit the deck of the ship with a wrenching crash. Grawad saw stars in his eyes as the wind was knocked out of him, his light frame crushed under the G-forces of acceleration.

Marcus looked stunned and briefly released his grip from Grawad's wrist giving Grawad the opportunity he needed. He summoned up what he had left and lunged



to Marcus's couch. He managed to get into the seat before Marcus grabbed him from behind pulling on his mane with his weight and the leverage from the back of the seat.

Grawad started to lift from the couch backwards as Marcus pulled on him causing him to let out a howl of pain mixed with defeat but the pain suddenly stopped as Marcus's grip loosened and stopped pulling him. Grawad lunged forward towards the screen but it was too late. The mines had gone to active seeking and were targeting the K'vark!

His hands flew over the display to the communication tab. He pressed the icon "Load Last Deployment" loading the mines contact frequency into the transmission register, then thumbed "Abort"! One by one the mines stood down as the codes reached each of the twenty mines. The mines were now just dead blocks in space.

Grawad looked behind him for Marcus laying on the floor and was surprised. Behind him was Grobb, holding the hammer in his hand. "Well, I guess I clubbed the right person. What the Spoo happened to him?" Grobb said pointing the hammer at Marcus's unconscious body.

"I have no idea. He activated the mines." Grawad said while rubbing the back of his head where his mane was nearly yanked out by the roots.

The intercom snapped to life, "Deployment, Bridge. What just happened down there? We detected hot mines a moment ago." The XO said with a noticeable strain in his voice being held in check.

6 Months Later...

UPF Headquarters Gran Quivera

The room was silent with only UPF military personnel present, no press or anyone below the rank of commander except for the three sitting at the center of the room behind a 2-meter-long wooden desk. They faced opposite a tall interposing bench raised a full meter above the floor level. Behind the brown ornate bench sat 5 persons all wearing the insignia of admiral.

The admiral in the center looked to his left at a captain and nodded his head.

"Defendants rise!" He snapped in a brisk military manor.

The three seated, a human, dralasite and yazirian all dressed in their grade A military uniforms stood up, looking forward showing as little expression as possible.

The admiral in the center called out, "Sergeant Marcus Rivendell, Specialist Grobb, Specialist Grawad Kalra you are here under the charges of: Piracy, assault,

destruction of UPF property, and disobeying orders. After review of the evidence, including recordings on board the Kangaroo and the drinking establishment "The Misfired Torpedo" it has been determined that Sergeant Marcus Rivendell was under the influence of a form of mind control by sathar agents."

"Sergeant Marcus Rivendell unknowingly was programmed to sabotage the Kangaroo trials in an effort to erode away the confidence in the new minelayer design to slow or halt the deployment to the fleets." he finished. It is the judgment of this court that Sergeant Marcus Rivendell is not guilty but will be remanded to Bassette Fleet Medical Facility for further examination and treatment for sathar psychological manipulation until such time as he is determined to be clear of sathar influence.

"Specialist Grobb, Specialist Grawad Kalra acted appropriately with the best interest of the fleet and protection of UPF citizens in mind. It is thus the verdict of the court that Specialist Grobb and Specialist Grawad Kalra are not guilty." The presiding admiral declared.

"In addition," he started again after a pause, "The crew of the Kangaroo, acting professionally before, during and after the events on the 23rd 9th 41FY is a testament to the officers and the training of this new vessel, with new protocols and procedures were able to avert a negative outcome and managed the issue in a proper way. The ship and crew are to receive the Fleet Unit Commendation on a later date yet to be determined but no later than one year from this date."

"This incident is labeled "Top Secret" and should not be spoken about outside of this courtroom. Bailiff put in the court documents that this document is to be sealed with the appropriate security. This court of inquiry is adjourned." The admiral finished dropping a black gavel onto a block.

Specialist 3rd Class Grawad Kalra

Male, Yazirian, Technology PSA

STR/STA	40/45	PS	2
DEX/RS	60/60	IM	6
INT/LOG	55/55	RW	30
PER/LDR	50/50	MV	10/30

Skills: Engineering 2, Computer 2, Robotics 3, Technician 3, Beam Weapons 2, Martial Arts 2

Grawad Kalra had always imagined himself seeing the stars as a young child on Hentz. He finished a basic education but had little prospects because he was an average student and wasn't overly thrilled with the sometimes-oppressive religion of his world. He left to join the UPF in 33FY. In 35FY he was assigned to the UPFS frigate Shimmer. There he served as an engineer's mate and has had a good career with a few bumps from minor shore leave incidents. Currently he is assigned to the Kangaroo during its trials.

UPF Sergeant Marcus Rivendell

Male, Human, Technology PSA

STR/STA	65/60	PS	4
DEX/RS	50/50	IM	5
INT/LOG	55/55	RW	25
PER/LDR	50/55	MV	10/30

Skills: Engineering 2, Computer 3, Robotics 3, Technician 3, Beam Weapons 2, Projectile Weapons 2

Marcus Rivendell was from a military service family on Rupert's Hole. As a young boy growing up there was little doubt what his future would be and in 31FY he enlisted at the age of 17 years old. His first on ship service was 33FY on board the UPFS frigate Driadia which he served as an engineering specialist. Since then, he has worked up the ranks with an exemplary career and is now an assistant engineer sergeant currently assigned to the Kangaroo during its trials.

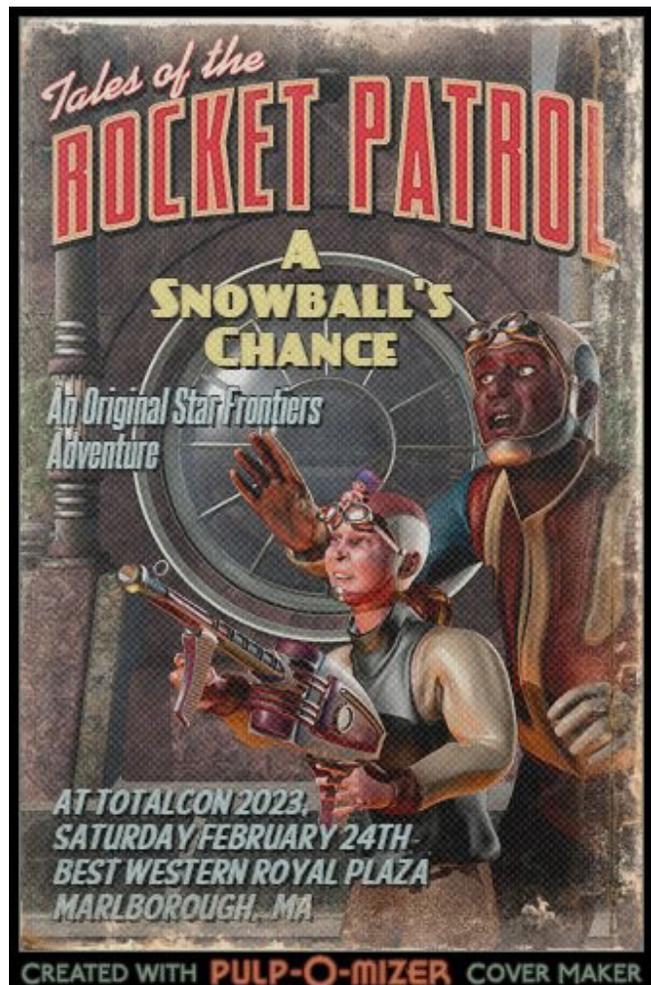
Specialist 2nd Class Grobb

Male, Dralasite, Technology PSA

STR/STA	55/55	PS	3
DEX/RS	70/70	IM	7
INT/LOG	55/55	RW	35
PER/LDR	40/40	MV	5/20

Skills: Engineering 3, Computer 3, Robotics 3, Technician 3, Beam Weapons 2, Psychosocial 2

Grobb was a typical dralasite growing up on Inner Reach. He was often causing mischief and getting lots of laughs over it. He was especially fond of pulling practical jokes on an older dralasite from school. This older schoolmate eventually got the last laugh, tricking Grobb into enlisting in the UPF but he had no aspirations and took it as an excellent prank and has been in the service since 31FY. His good nature and fun personality make his crew mates be at ease with him. Of course, his practical jokes do get him in hot water sometimes especially with yazirian crew members. Grobb was assigned to the Courageous in 35FY after serving at a station in the Prenglar system. Currently he is assigned to the Kangaroo during its trials.





27/000000

THE FRONTIER'S MOST WANTED

STATS

Vrusk
RACE

STR/STA 45 55
DEX/RS 65 65
INT/LOG 55 60
PER/LDR 40 50
IM/PNCH 7 3

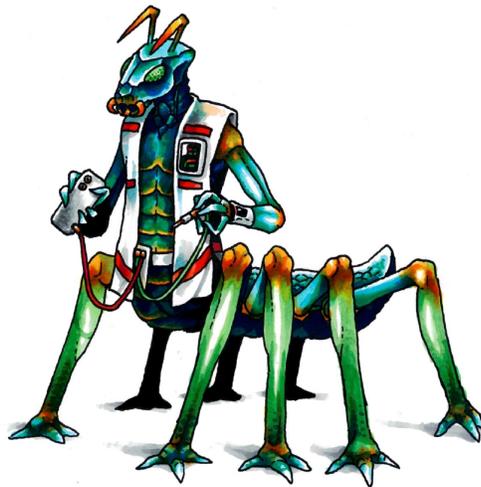
PSA Technological

SKILLS

Technician 6
 Computers 6
 Beam Weapons 6
 Thrown Weapons 2
 Melee Weapons 3
 Starship Piloting 3
 Astrogation 1
 Energy Weapons 2

The Star Devil

NAME



WARRANTS FOR

Gun Running
 Piracy
 Kidnapping
 Murder
 Theft

HEIGHT

1.5m

WEIGHT

80 kg

DESCRIPTION

including distinguishing characteristics

Blue/green carapace with yellow tinge, holographic tattoo implant in left shoulder that projects the classic Star Devil pirate band tattoo holographically into the surface of his carapace (note: the hologram can be turned off)

ALIASES

Ri'k-Evik T'III (CEO of MINER)

Diabolus Insectum

AFFILIATIONS

MINER (Mining for Industrial use of Natural Earth Resources)
 PGC (Pan Galactic Corporation)
 Wartech Corporation
 HUSP (Human Superiority cadre)

ARMAMENTS

Believed to carry laser weapons as primary armament and known to use high SEU setting to "vaporize" opponents and subordinates that displease him

Sonic Sword-identifiable with cast vrusk skull for a pommel

ASSETS

Bases of Operation in Gruna Goru, Prengular, Dixon's Star, Voltturnus, Araks, Athor, Scree Fron.

Fleet of privateer class vessels including personal runabout

At least one illegal mining operation