

The cover art features a vibrant purple and blue nebula background. In the upper left, a white and red spaceship with a long, segmented cargo or fuel tank is shown. In the lower right, a more complex, grey and yellow spaceship is depicted. The bottom left corner shows a large, fiery orange and red celestial body. The title 'STAR FRONTIERSMAN' is written in a large, stylized, white font with a black outline, with a yellow sunburst graphic behind the word 'STAR'. Below the title, 'VOL 2' and 'Issue 27' are written in a similar but smaller font. The entire cover is framed by a metallic, cylindrical border at the top and bottom.

STAR FRONTIERSMAN

VOL 2
Issue 27

SPRING 2023



THIS MONTH'S COVER

The assault scout and freighters were created by Jay Thurman and the composite image was created by John Buckley. The assault scout color scheme has been changed from the original and the caduceus logos were added to both ships.

The planet was composited from an image posted on Pixabay by Wikilimages for the planet Venus.



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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](#).



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Letter from the Editor

Well we made it past the hurdle of a second issue! This is good because many have contacted me to ask, "When will the new issue be out?" Our publication schedule is January, April, July, and October.

In this issue, we introduce our new mascot. He was seen in the previous issue in the "40 Light Years From the Frontier and Still Exploring" logo. He is a primitive though intelligent alien (somewhat more advanced than a terran chimpanzee) encountered by our explorers on their travels and has tagged along with them. He's very curious and known to take apart equipment without any idea how to put it back together. What he needs is a name and we'll be taking



suggestions on the Star Frontiers Alive & Well Facebook page in the near future. Post your idea there.

This issue's theme is Medical Adventures in the Frontier. To build that theme we have a rescue scout deck plan and write up as well as fiction from the cartographer, Steve Parenteau. Next we have a d100 random table of medical equipment and the introduction of med labs for star ships written by Richard Rose, aka Shadow Shack.

Oscar Rios of Golden Goblin Press chimed in with "Notes from a Medical Convention" which is sort of ironic to me because the first time I met him in the real world was at a convention! Lastly and as the centerpiece, we have a group of articles to facilitate running a colony med adventure in your game.

The Colony Med material is something I've been working on for a couple of years. It includes a basic map and write up on the Colony Med Hospital and an introductory adventure with 4 encounters. As we were preparing to do layout we realized that a comprehensive list of all the pharmaceuticals ever created for the game would be exceedingly handy and so we worked up a catalog of them to put them all in one place and at your fingertips.

In support of the colony med we have a planetary brief and article on New Pale where the adventure is set and special thanks goes to Jerry Boucher for helping to flesh out the creatures of New Pale with his fabulous artwork. Taken altogether, you have the equivalent of a setting resource document and an adventure all in this one issue! The only thing we did not address was a doctor archetype, as that was published way back in Star Frontiersman #4.

There are a host of other articles not specifically of a medical nature like our "Jump Routes", "Frontier Facts & Lore", and "Cartography" features; as well as a new NPC sapient species. I am especially excited to locate some "lost" Star Frontiers content from the listserv days of the internet: The Challenger Deck Plans by Doug Horton but kept alive on the internet by Tim Norris and is this issue's "Jump Route".

This is the mission of the magazine to facilitate community, game play, and new content. Happy Gaming!

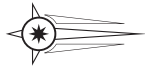
Tom "Jedion357" Verreault



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STAR FRONTIERS FACTS & LORE #2

THE CORE FOUR



By Thomas Verreault

Official rulings for the Star Frontiers game appear in the columns Star Questions, Dispel Confusion, Sage Advice and in the one off article "A Second Look at Zebulon's Guide". These rulings are published in 8 issues of Dragon and 14 issues of Polyhedron Magazine both of which are out of print. In addition, article archives from these magazines may not even include these columns. Thus the average fan may be unaware of or unable to access this "lost" lore for Star Frontiers. The Frontier Facts and Lore series is an effort to remedy those deficiencies.

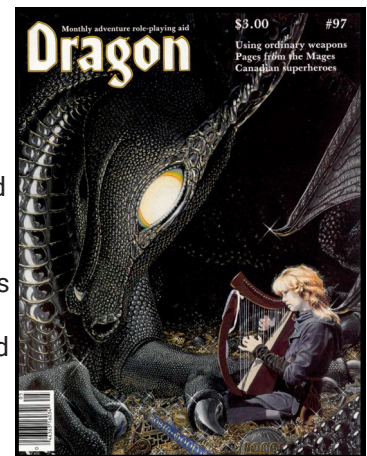
Dralasites more than any other member of the core four species generated questions. They cannot flatten themselves more than 10 cm or squeeze through a hole smaller than 10 cm in diameter. This detail came up in Dragon #85 & #97 as well as Polyhedron #11 & #18. Although one ruling said it would take an hour to flatten down to 10 cm or squeeze through a 10 cm diameter hole.

Another repeated question was whether they could form themselves into a ball and roll Dragon #85 & #135 as well as Polyhedron #10. From Polyhedron #10, we learn that a dralasite rolling as a ball will move at its walking speed. And Dragon #135 warns us that attempting to roll down a steep incline will result in the equivalent of falling damage.

A dralasite's skin is not self adhering which means they cannot have a finger bend around and stick to their wrist and detach at the "knuckle" Dragon #135 & Polyhedron #18. The implication of that is that their ability to form a pocket of air so they can float in water is a matter of muscular contraction not absorbing air into their body. This would mean that if the dralasite was knocked unconscious in water they would relax, release their air pocket and drown. It also means that they could hide a small item, perhaps even a weapon within their body through muscular contraction around it. Note: not knowing this ruling I ruled that the Frontier society was aware of this possibility and had appropriate safeguards in place for a player in the mid 2000s who was trying to hide a gun within his dralasite's body to smuggle it on a starship. I also ruled that hiding objects in your body could have consequences like infection but in light of the muscular contractions ruling then there is no possibility of infection as I previously ruled. The extent of their elasticity does not extend to shaping themselves into a boat to float or creating yazirian wings to glide.

On the positive side I had previously suggested that a dralasite martial artist with a DEX score of 100 could indeed make 5 melee attacks Polyhedron #22.

However the ruling suggests that it is melee attacks not bare hand attacks. However, on page 25 of the expanded rules, under "number of attacks" it explicitly says bare hand attacks are 1 per arm leg pair but if using a weapon it is only 1 attack. Thus a dralasite with a DEX score of 100, who could generate 10 limbs would thus be able to punch bare handed 5 times if he had generated 5 arms and 5 legs, however, if using a weapon he could only attack once. This is significant as punching is a skill or ability check done with STR or DEX at the player's discretion but the dralasite's ability modifiers means that they get a bump for STR at character creation so their punch score tends to be higher for dralasites. If you add on at least one level of martial arts then you get an expanded knockout range for punching for the min/maxer in the best of us. Although the highest possible starting STR score for a dralasite is 90: naturally rolling 70 STR + the species ability mod + the transfer of 10 from STA to STR. This still represents an investment of 10 EXP to raise STR to 100. While I would tend to use a dralasite with a high strength to play a heavy gunner archetype (Frontier Explorer #22) an equally



valid choice would be the dralasite stongman/martial artist.

Other questions from fans was whether the vrusk can carry another character on their back or be a beast of burden Dragon #85 & Polyhedron #11. The answer is yes but similar to a human carrying someone on their back. If you were having the vrusk carry heavy loads then they could suffer back injuries just like a human.

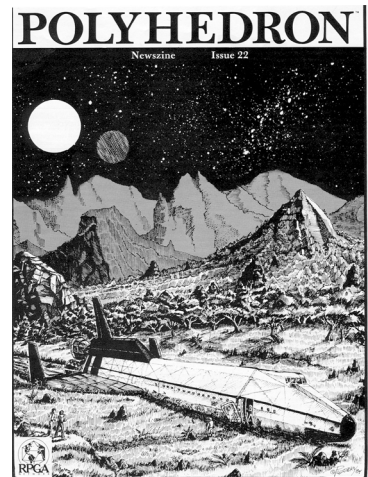
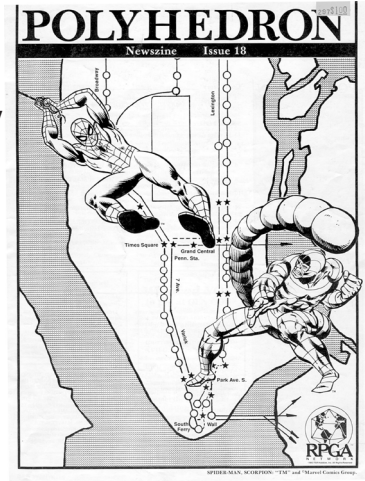
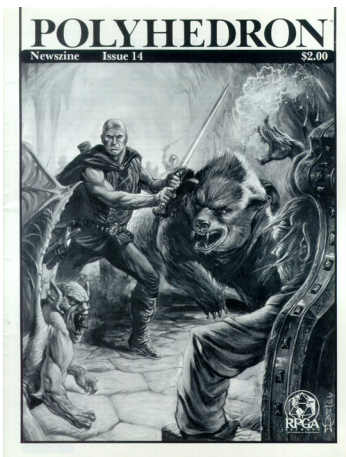
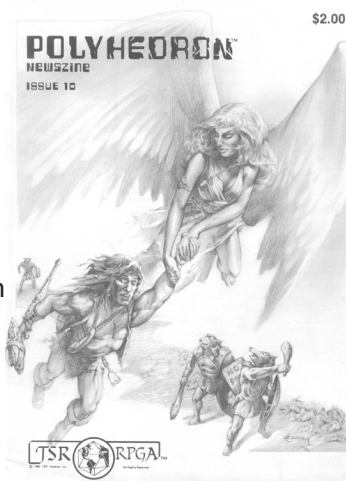
Another concern was whether a vrusk, who has 8 legs, had a broken leg and how fast could they move Polyhedron #18. The ruling was at half movement but if they splinted the leg they could move at $\frac{3}{4}$ movement.

In Polyhedron #22 a question was raised about vrusk seats. The answer was that they were like a paddle board table and the vrusk folded their legs underneath. I had previously ruled that seats in the Frontier had a locking mechanism that let the seat rotate 90°s so that the back portion that the other species leaned against became the seat portion for the vrusk. I do believe I actually drew an illustration for the Frontier Explorer illustrating a vrusk doing this sort of sitting.

Another important question was whether Frontier PC species could interbreed Dragon #85 & Polyhedron #14. The answer was categorically no, the core four species are totally different species and Star Frontiers is not a fantasy game with half orcs and half elves.

Finally we learn from Polyhedron #22 that yazirians are from a lower gravity home world. Not that we ever really questioned this with their gliding ability. This was

also the justification for their moving slower than humanity on an hourly basis. Apparently their musculature is not suited to higher gravities.



JUMP ROUTES IN THE FRONTIER

SET COURSE FOR: THE UPFS HEAVY CRUISER CHALLENGER



<http://www.starfrontiers.com/Horton/>

<http://www.starfrontiers.com/Horton/cruiser2.html>

<http://www.starfrontiers.com/Horton/cruiser3.html>

This ship, its deckplans, schematics, and vehicles are hosted at [starfrontiers.com](http://www.starfrontiers.com) but date back to the listserve days of the internet i.e. they are pre turn of the century. What surprises me is that I have never laid eyes on them and I thought I was knowledgeable about Star Frontiers! Although I had read the associated Star Frontiers novel, "Sathar Onslaught".

What you get at the above links is a fully fleshed out UPF military ship with external views, decks, and detailed vehicles it can deploy to the surface of a planet. There is also a history and written descriptions of the decks.

This is ideal for running what is called a "Big Ship Campaign" described in [Polyhedron #21 & #22](#). A big ship campaign usually has the captain as an NPC and the PCs as department heads or lower decks crew having adventures as the ship explores space on an extended cruise (5 year mission anyone?). The ship, its supplies, armory, and fuel need to be detailed and off your group goes exploring what is usually uncharted space.

On the negative side I don't think it has enough decks. A ship 500 m long is Hull Size 18 and it just seems like 12 decks is not enough for that size ship. I would feel better with hand waving that this is a Light cruiser. Still it feels big and would convey a big ship if you were running a big ship campaign. You could duplicate some decks like the main crew quarters deck and state there are two of that one. If not make up a few more decks like a big round empty deck that would be a cargo hold. In addition the rule book does not tell us how many crew for a heavy cruiser but that the light cruiser has 70 and the battleship has 400 so I would guesstimate that a heavy cruiser has 200 to 250?

Despite any deficiencies (which really are miniscule) this is a very usable deck plan and opens up possibilities for gaming.

Note the ship is featured in a Star Frontiers novel on the web, [Sathar Onslaught](#).

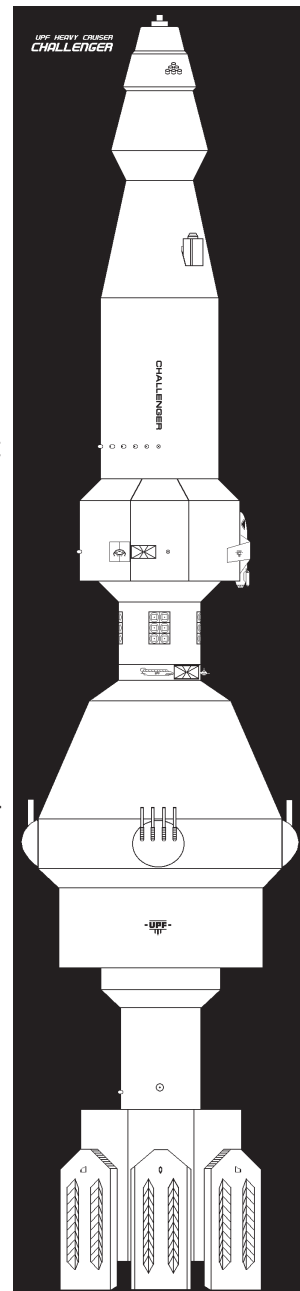
The following are recovered emails that are effectively design notes on the Challenger. They were found and sent to me in the format of a subspace radio text message. They date from 1996 and the subspace radio station had the call letters AOL.

SUBSPACE RADIO MESSAGE FROM DOUG HORTON

First I'd like to thank those who have written with kind words about the Challenger. Next I'd like to add some adventure ideas for those who might wish to use it in their campaign. When I created the Challenger, I had in mind a full length campaign with my players being bridge officers and department heads. Eventually, one of the P.C.'s would be promoted to Captain of the Challenger, but in the meantime, there were still many possibilities. First, the Challenger can serve as a mobile base of operations for exploration or combat missions (obviously) and can serve as the means by which the characters can get from one adventure to the next.

Most plots of a Star Trek like nature can be adapted to Star Frontiers, but perhaps with a slightly harder militaristic edge due to the constant threat that the sathar pose to the Frontier. Many players are a little too independent minded to want a career in Spacefleet though, so for those GMs, the Challenger can be used as a "one shot" adventure. These are a few of the plots that spring to mind.

1. Die Hard : Just prior to the launch of the Challenger from Spacedock, sathar



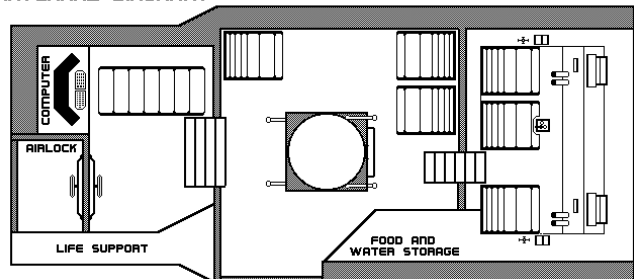
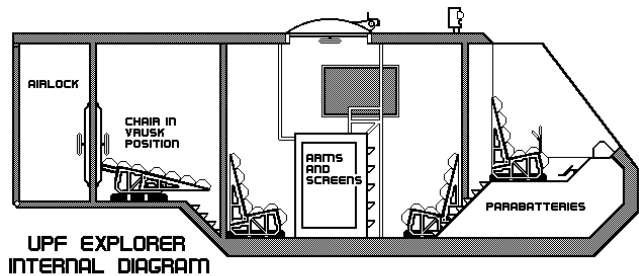
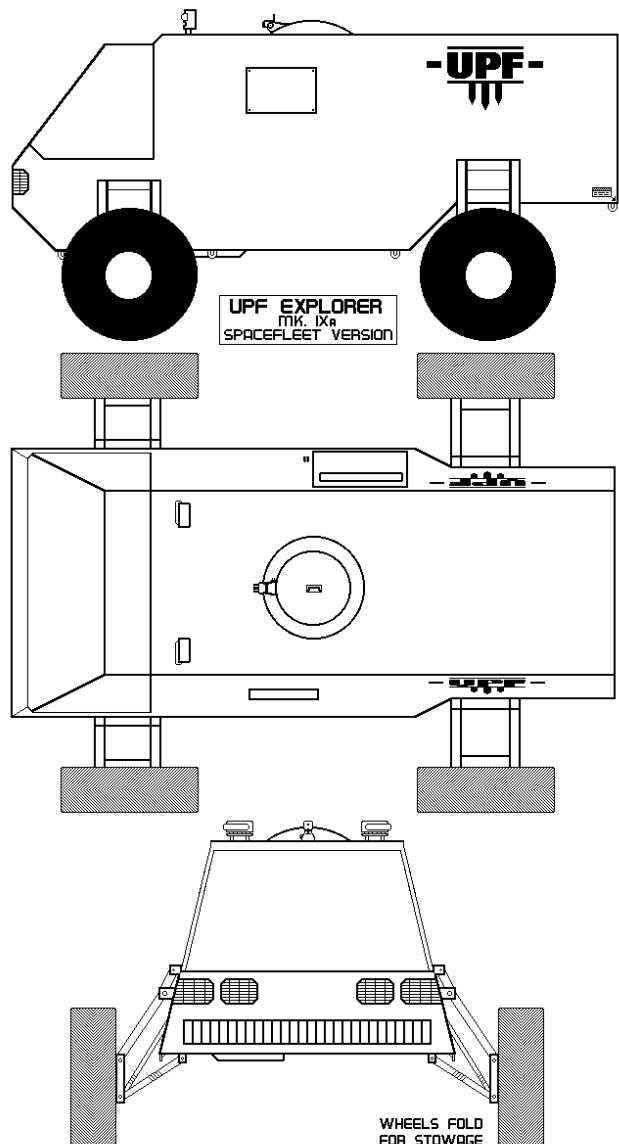
insurgents or pirates attempt to steal this powerful new vessel. The player characters just happen to be taking a tour of the ship when this occurs, or are assigned to infiltrate the new group to steal the ship back before all hell breaks loose.

2. **Stranded** : The P.C.'s are cruising around on a planet in the Explorer van when a sathar fighter or military force destroys or captures the Cricket shuttle. The Challenger leaves to pick up another so that they can rescue the P.C.'s, but the players must run and hide from the forces on the planet until it can return.
3. **Gunboat Diplomacy**: Perhaps the best plot for after a P.C. becomes the Captain, the Challenger is sent to diffuse a tense political situation within the Frontier. Inner Reach and Outer Reach are on the edge of a renewed shooting war while a new sathar fleet threatens the UPF. A shooting war between the two would further weaken the UPF forces, so the Captain is urged to find a way to resolve the conflict peacefully. The players spend most of the time unraveling the real cause of the conflict and backing both militia fleets down using threats and negotiation. This will really challenge players who are used to simple solutions (Problem? Shoot it!)
4. **Alien** : Self explanatory, a dangerous alien lifeform is brought back inadvertently on the Cricket and flees inside the Challenger. The players must neutralize the critter without a) getting killed, and b) damaging the ship
5. **Search and Rescue** : A disaster strikes the Challenger, and the P.C.'s are sent to find any survivors in the wreckage. This will require some GM modifications of a print out of the deckplans to allow for the damage, but can lead to some interesting zero G maneuvering.

SUBSPACE RADIO MESSAGE FROM DOUG HORTON:

As the author of the original Challenger deck plans and the novel in which it's featured, I think I'm qualified to answer the questions. First, for game stats, the Challenger is identical to a standard (fully equipped) heavy cruiser with two small improvements. The technology level used on the Challenger is slightly higher than the older heavy cruisers due to its recent refit. The old engines were replaced by new atomic drives of the same type used on the UPF battleships, giving it the same acceleration and maneuverability as a battleship. (ADF 2 and MR 2). This can come as arduous shock to enemy vessels expecting a more ponderous ship.

The second modification to game stats is the addition of an emergency Masking Screen. Although it can be used only once, it can give the Challenger a bit more time to run away and fight another day. I kept



the improvements minor because I am a fan of the original Knight Hawks game and I wanted to make the Challenger a fully fleshed out heavy cruiser that could, if the GM wished, use only the original stats for heavy cruisers.

Internally though, the Challenger has many improvements that help it fulfill its scouting and exploration role as well as the typical combat role.

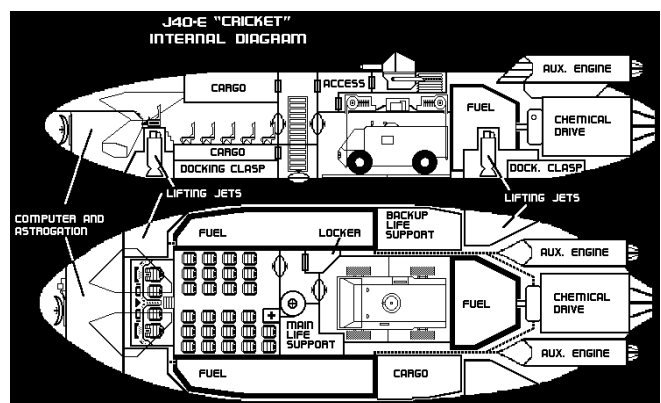
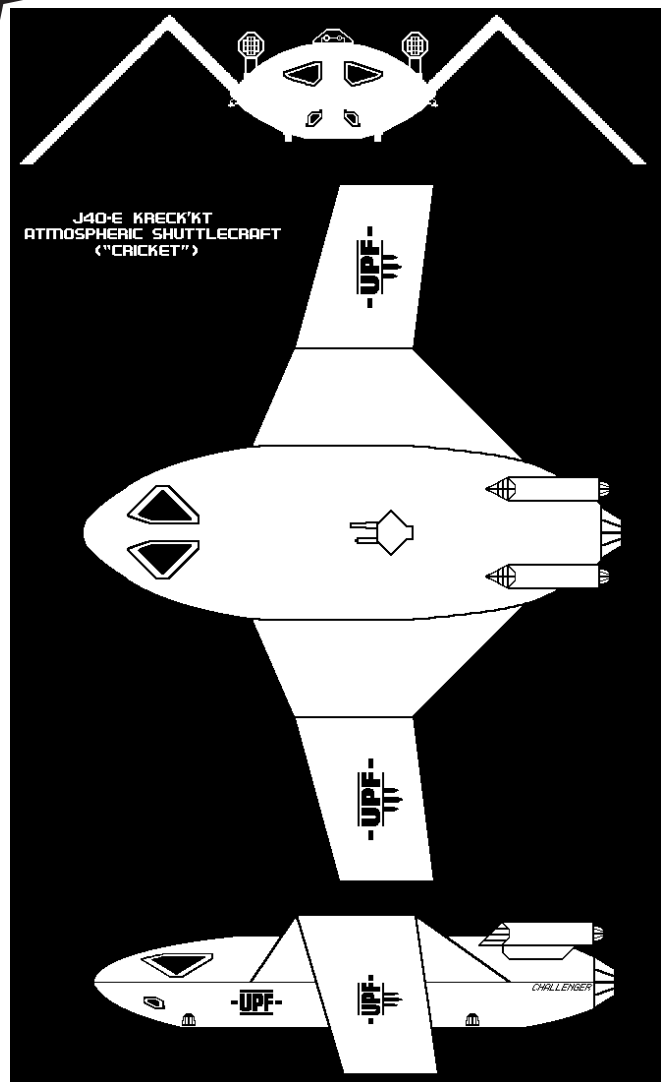
To answer your second question, Kev'cect is a member of Landfleet. I had always envisioned Landfleet as fulfilling the duties of security aboard Spacefleet vessels. Prior to it's Landfleet's creation, spacefleet probably had its own security schools and training courses, but Landfleet is now far more capable than a spacer with some weapons training. This also eliminates the need for duplicate schools. Most Landfleet personnel are highly trained infantry but, like our infantry today, there would be numerous add-on courses for other skills which soldiers could opt for. These would include Glijet training, demolitions, Zero-G, orbital assault/pathfinder, heavy support weapons, installation security, and motorized/airborne assault infantry. If a soldier wants to have a shot at a Spacefleet security position, he/she must first get the add on courses to qualify for the position (installation security and Zero-G).

For your next question, the stats for the cricket shuttle. It is rather unremarkable for a shuttle. In Knight Hawks terms it would be: Hull size: 2 Hull points: 10 ADF : 1 MR : 1 DCR: 26 defenses: RH weapons: None (Knight Hawks only. The heavy laser and recoilless rifle can be used against enemy fighters making laser attacks instead of assault rocket attacks. Because they're turret mounted, the chance of hitting is 40% plus 10% per skill level of the gunner regardless of relative position).

For the last two questions, yes, spacefleet personnel on the Challenger will be detailed more as the novel progresses, particularly Kev'cect, who will become a main character soon. You haven't missed out on anything, but Chapter six will soon be posted on Mark White's webbook soon.

Chapter seven is about 3/4 done also. I hope to speed up my writing pace soon, but I've promised that too many times already. I think that covers it for now.

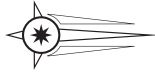
Editor's Note: the above discussion of skills and training appears to be using either Zebulon's Guide skill system or a fan creation from the 1990s called SF 2000 which I would describe as Zebulon's Guide on steroids as it heavily multiplies the number of skills available.



FRONTIER CARTOGRAPHY

THE EARLY FRONTIER

By Thomas Verreault



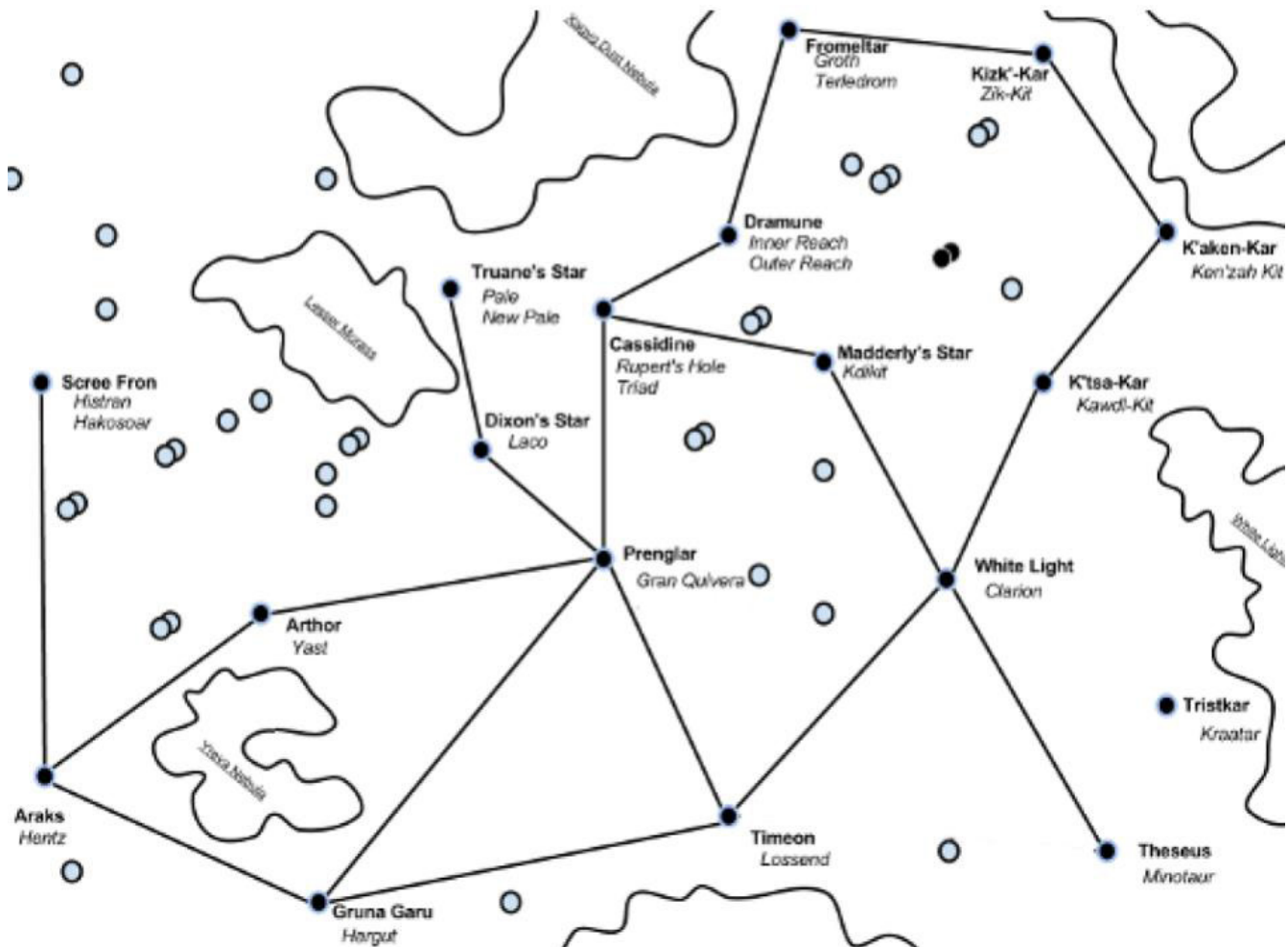
This map was created by Larry Moore/w00t circa 2012

The time period is early frontier history, toward the end of the Age of Colonization. Colonization and exploration have progressed slowly. Up till now the reliable ion engine has powered most starships. A breakthrough technology called the atomic drive promises to usher in a new age of faster starships allowing the pace of exploration and colonization to grow exponentially.

This map is valid for gaming during the time of Hatzk Naar, the 1 & 2 Common Musters, the discovery of the Zebulon system, and the advent of the sathar. The United Planetary Federation is not yet formed. The

first mega-corporation, Pan Galactic Corporation, has arisen and become a unifying force within the Frontier, introducing a standard monetary unit (the credit), a universal trade language, and a universal standard of time (Galactic Standard Time).

The somewhat rough first contact between the yazirians and the other space faring species as well as the rising threat posed by piracy has caused many planetary governments to begin building warships with the new atomic drive. This would be fortuitous as both the Hatzk Naar pirate raid and the sathar war are looming in the near future.



SUGGESTED TECH CHANGES FOR THIS TIME PERIOD

Working lasers are a new but bulky technology. They are limited to tripod mounted heavy lasers and larger. The breakthrough in laser technology that will facilitate constructing personal lasers will come from sathar lasers captured during the war.

Defensive screen technologies are in their infancy and they are not wearable. A defensive screen weighs 10 kg and must be powered by a parabattery (usually a type 1). This means they are heavy but portable and tend to only be used in prepared positions. Holoscreen are likewise cannot be worn although they only weigh 7kg.

Sonic Weapons from this era are not as efficient as they will be later in history. Reduce all sonic weapon damage by 1d10.



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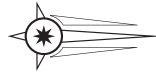
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THE CANON ACCORDING TO CAPTIVE PLANET



HARMONIZING CAPTIVE PLANET WITH THE STAR FRONTIERS SETTING

By Thomas Verreault

"Captive Planet" is an Endless Quest book by Morris Simon published by TSR in 1984. The Endless Quest books were targeted at the pre-teen market. The books set in the Star Frontiers setting were notorious for not adhering to established setting details and are often problematic because of the technology, new setting details or story details introduced by the authors. The easiest remedy is to treat them as the scripts to action-adventure holo-dramas filmed by Star Play Enterprises within the setting for the juvenile market. Weird or outrageously contradictory details can then be treated as creative license by the screenwriters.

What follows is my gleaning of setting details that I think may be worth endorsing as canon material. Like all other material published in the Dragon, Ares, and Polyhedron magazines this material should be considered optional although it probably should hold canonical weight greater than Zebulon's Guide which was a half-rushed 2nd edition of the game intended by Kim Eastland to take it in a Gamma World direction.

Of VRUSK AND DRALASITES

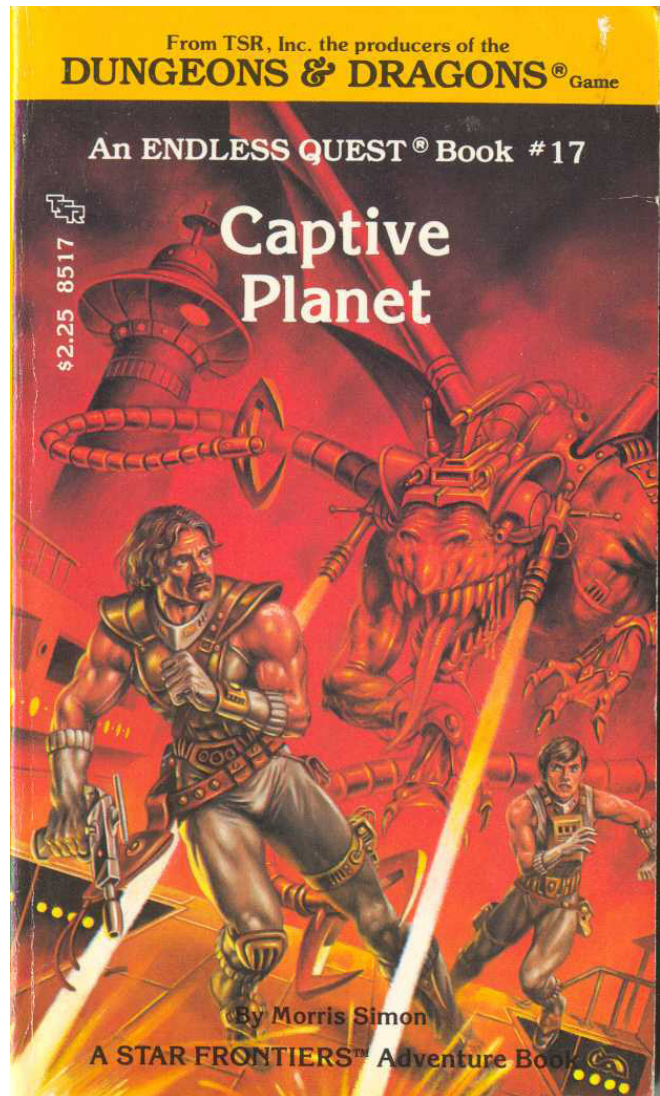
It would seem that de-oxygenated dralasite blood is purple-ish. This is a small detail and mirrors the detail of humans turning blue when unable to get oxygen. One might refer to a dralasite as turning purple with hypoxia.

Vrusk, we learn, have a habit of chopping the air with their mandibles when they are deep in thought and their shells glow when they are enraged. I would not interpret this glowing to be like a light source but on the level of when we refer to a pregnant woman as glowing otherwise this glowing will give away a vrusk's position in the dark unless they exercise extreme emotional control.

Finally, there is the cliché of the "smart vrusk". Vrusk are portrayed in "Captive Planet" as being smart and technical but in another Endless Quest book, "Villains of Volturnus" one of the supporting characters is a vrusk mentor/instructor. This idea of vrusk being smart is not reflected in their species ability score modifiers but rather seems to be a cultural convention in Frontier society. It's a nice touch and could encourage more use of the vrusk in game. Perhaps it is somehow linked to their species' ability of comprehension.

Of YAST AND HENTZ

Yast has a large "terrible" creature called a fire dragon that flies. Despite the fact that the cybo-dragon of



the sathar is flightless the flying fire dragon of Yast is portrayed as the source of the sathar cybo dragon. This would create a problem in that the sathar would have to have visited Yast before the First Sathar War. The Yast fire dragon can be kept as a real creature within the setting and native to Yast but its use as a cybo-dragon is pure creative license by Star Play.

In the story, war was narrowly avoided by the hero when one of his yazirian companions pushed a yazirian priest into a sacred pool. This fictional war almost ended a "Galactic Peace treaty" which I would interpret to be the founding documents of the UPF since if a war breaks out between member planets that would effectively break the confederation that the UPF government is described as being. Many sources of fan material portray friction between the planets

Hentz and Yast so the potential for war between the two yazirian colonies is very appropriate. The event in Captive Planet is fictitious but sacred pools are possibly an important feature of the Family of One religion.

Of PRENGULAR AND PGC HEADQUARTERS

The Computer Institute is sponsored by the Pan Galactic Corporation, located in the PGC building, and invites the brightest youth from across the Frontier to study there. It is a prestigious school teaching computer technology with the official name of The PGC Computer Institute. The dean of the Computer institute is a vrusk known as Luxtar but the Vrusk spelling of that name is probably L'xt'r in the Pan Galactic trade language.

The top floors of the PGC building is a communication center that maintains subspace radio links with most of the planets of the Frontier.

Of NEW PALE

New Pale is a PGC colony and research station. The capitol is Truane City. This is interesting in that the star in this system is named Truane's Star and the other inhabited planet is Pale. It implies that an explorer named Truane discovered and named the system. Pale was founded as a colony and when it came time to found New Pale either Truane was still active as an explorer and he named the city or the capitol city was named in his honor.

Truane City is run by a level 6th robotic brain that manages almost everything on the planet from city operations to agriculture. It is housed in the security center at the center of Truane City. There is also an entertainment center near the center of town.

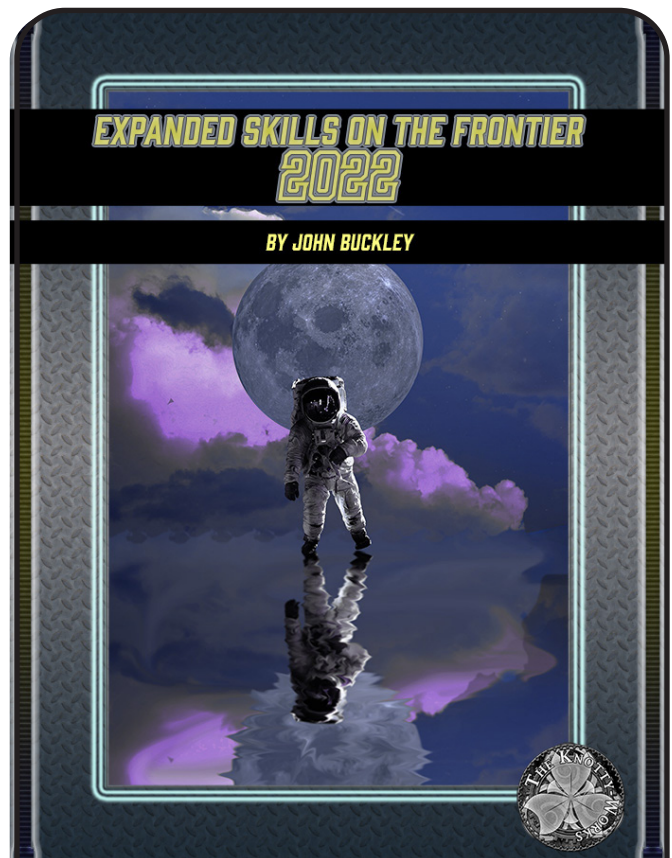
The principal crop is mannakan which is a major export that is significant in feeding the whole Frontier. I would treat this as a food crop that is digestible by all four of the core members of Frontier society: humans, vrusk, dralasites and yazirians as an explanation for its importance. Large heavy-duty harvester robots are used to bring in the mannakan crop. Despite what the story says, they do not blow up with the power of a nuke when their power source is hit by a laser.

Agricultural outposts are scattered around New Pale and have Greek alphabet designations like Alpha, Beta, Gama, and etc. These far flung outposts are most easily accessed by air. Many will have developed nicknames despite the official corporate designation of a Greek letter.

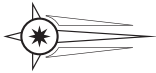
PGC starships arrive every 3 days for a load of mannakan. This implies a substantial star port at the capitol with many shuttles in operation for ships that cannot land to take on food. PGC has also installed an air defense to defend against space-based attacks. I

would imagine it as a combination of a big gun (laser cannon) and ICM missiles but the ICMs do not have an inexhaustible supply.

Soccer is the popular sport on New Pale.



***A Zebulon like Skill rules
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BUILDING A HARMONIZED CANONICAL PLANETARY BRIEF

By Thomas Verreault

WHAT THE CANON MATERIAL TELLS US

Alpha Dawn: New Pale shares the habitable zone with Pale around a star called Truane's Star (G7). It is colonized by humanity but only has a light population density with an agricultural economy. There are no moons, the gravity is 1.4 and its day is 20 hours.

Knight Hawks: The government of Truane's Star has a space militia of 3 assault scouts and a frigate. These are just what is available for the KHs campaign game but may not be all of the militia ships available to the system. The campaign game specified a certain number of ships for Space Fleet and the militias but it's clear from other passages in those rules not all of Space Fleet's ships are listed. Likewise, we can assume that the number of militia ships specified for the campaign game may not be all of the ships that Truane's Star has in its militia.

SF0 Crash on Voltornus: In the planetary brief for Voltornus we see the statement, "the government of Truane's Star" implying a unified government for that star system. In addition, Commander Louis V. Jameson, the leader of the first Voltornus Survey Expedition, is a 22-year veteran of Truane's Star military forces, a combat veteran (we can presume a veteran of the First Sathar War), holder of the Truane's Star Medal of Valor, and commander of two previous exploration expeditions.

SF1 Voltornus Planet of Mystery: There are two endings to this module. The reason for this is whether or not the 3rd module in the series is available. Between the two endings, we learn the Truane's Star has a battle fleet that is already mobilized for routine training and this fleet will respond to the mounting sathar threat in the Zebulon system. Even if we assume 1/3 or 2/3 more ships in the Truane's Star militia over and above the 4 listed in the KHs campaign game these numbers are hard to imagine as a battle fleet so we can assume it's a joint militia and Space Fleet training exercise.

SF2 Star Spawn of Voltornus: At the end of the Cybo-death for the Eorna encounter, we read that Lt. Col. Jameson volunteered to fight at the far end of the eorna skirmish line and he was found dead on the battlefield afterward. The issue here is the change in rank since SF0. It seems like a Lt. Col is an awful lot of brass to send on what was originally a 6-man survey expedition. It might also be that Jameson received a brevet promotion to Lt. Col for purposes

of commanding the ground forces in the battle or alternately it's a posthumous promotion.

At the end of the Battle of Volkos we learn that the Truane's Star battle fleet will arrive to finish driving out the sathar starships. We've previously addressed the small number of Truane's Star militia ships and the need to inflate that number with Space Fleet vessels. We can presume it is a political/pride/prejudice issue that caused the battle fleet to be ascribed to Truane's Star despite the presence of a large Space Fleet contingent.

"Captive Planet" an Endless Quest book: In this document, we learn that New Pale is a private corporate colony belonging to Pan Galactic Corporation. The capital is Truane City and there are numerous agricultural outposts scattered across the planet with Greek letter designations: Alpha, Beta, Gamma etc. New Pale's cash crop is mannakan and it is significant in the effort to feed the Frontier.

PGC has invested significantly to protect its financial investment on New Pale in the form of air defense weapons to prevent starships from landing. I would surmise that these defenses compromise a laser cannon and perhaps 2 dozen ICM missiles. One PGC freighter arrives at New Pale every three days.

Truane City is a research center and is fully automated with the city run by a level 6 robotic brain. The robotic brain controls all city functions, the army of harvester robots and the air defense system.

"The Voltornus Connection," Dragon magazine #98: In this article we learn that New Pale is a warm world rich in vegetation with plains and jungles populated by large dangerous dinosaur-like creatures. This means that New Pale's orbit is closer to Truane's Star than Pale which is a mineral rich world dominated by ice.

Each planet was independent but as Pale began to send non-human colonists to New Pale a terrorist group named HUSP for Human Superiority began to interrupt the food supply with terrorist attacks. PGC and the Star Devil worked to supply HUSP with weaponry to resist the efforts of Pale at taking over New Pale. Despite these efforts, the weight of numbers told for Pale and they essentially conquered New Pale.

"The Zuraqqor Strike Back" Dragon magazine #95: In this article we learn of a space battle called The Voltornus Incident in which PGC's forces fought off a Zuraqqor incursion. PGC has invested heavily to exploit the mineral wealth of Voltornus, even building

an armed space station in orbit. This information is important in that it established the motive for their large investment in developing New Pale as a corporate colony- PGC's strong presence in Truane's Star protects their supply chain to Volturnus the fact that PGC is able to exploit a rich agricultural resource in Truane's Star is a bonus.

Zebulon's Guide to the Frontier: The data on New Pale has not changed other than there being an Armed Space Station in orbit. Pale has three stations: a space fortress, a docking station, and a trading station. Between the medium-sized militia, four space stations, and a presumed Space Fleet presence, Truane's Star's space is quite a busy place.

HARMONIZING THE DATA

THE PALONITE BRAHMANS

It was an explorer named Truane that charted the system and its inhabited planets. He gave his name to the system primary. Later Truane settled on New Pale, founding a small settlement that took his name. The Truane family hold's pride of place among the Palonite Brahman (first families with elite social status).

An accidental explorer charted the route to the Zebulon system named Seccitte Zebulon. Later, a member of his family, Professor Alorne Zebulon, founded the University of Zebulon. The Truanes and the Zebulons with other founding families like the Headows became the Palonite Brahman in much the same way as that of the Boston Brahman on "Earth That Was". Names like this are legendary, respected and wield influence in Pale and New Pale society.

Adventure Hook: A player character can inherit a "McGuffin" from one of these famous ancestors with or without prior knowledge that they were related to such an august personage.

PAN GALACTIC CORPORATION ON THE MOVE

PGC, along with anyone else who could manage it, was desirous of exploiting the wealth of Zebulon after the system became a territory of the UPF. In the early days of the Federation, PGC was the first and preeminent megacorp. It began exploiting Laco in Dixon's Star, New Pale in Truane's Star, and Volturnus in the Zebulon star system. Armed space stations were built at Volturnus and New Pale to act as both warehouses and to protect shipping in a region that had had significant pirate activity (Star Devil pirate band).

THE RISE OF STREEL AND CORPORATE WAR

The rising Streel corporation, headquartered on Pale, became a major competitor with PGC. The conflict between the two corporations famously exploded on Laco in a decade-long war. The situation on New Pale was manipulated by Streel to cause the government of Pale to take over New Pale and force PGC out.

New Pale's original colonists were human but with PGC bringing in their personnel to create factory farms there was a sudden influx of the non-human members of the Frontier. As PGC effectively turned New Pale into a "company town" many of the original colonists began to organize a resistance movement against PGC, Humanity United to Save New Pale or HUSP. Propaganda would later claim HUSP stood for Human Superiority and the group would become radicalized and manipulated by both the Star Devil pirates and the Streel megacorp to destabilize PGC's grip on New Pale. Due to the famine and food riots on Pale and the terrorist strikes on New Pale which disrupted the food supply the government of Pale was pushed into nationalizing PGC's operation on New Pale.

Once the shooting war on Laco got into full swing, PGC was forced to divide its efforts between fighting that war with Streel and protecting its freighters coming from Zebulon. Streel, the underdog never really stood a chance at pushing PGC out of Laco but the decade of corporate war between the two created opportunities for the other megacorps to establish themselves. PGC was forced to share the Frontier with a half dozen other megacorps and was no longer "the company" of the Frontier. The negotiated settlement of Laco's War had Streel relinquishing claim to Laco, PGC relinquishing its claim to New Pale as well as the UPF and Space Fleet taking over control of the PGC space station in orbit over Volturnus. The Truane's Star government agreed to pay PGC for the value of its assets on New Pale.

THE STATUS QUO

Today any vessel can dock at the armed space stations at Volturnus or New Pale. There are those that view the government of Pale as a worse oppressor than that of PGC. Streel is plagued by a perception that they lost the Laco War but in truth, PGC was the real loser. PGC is no longer the most powerful corporation in the Frontier, instead it's just first among equals.

TIME LINES

In the interest of thoroughness, I'm providing the following timelines. They, unfortunately, contradict each other in numerous details. However, I felt it was important to make the timeline from the "Volturnus Connection" accessible to referees.

The Timeline According to "Volturnus Connection"

FY 44 Seccitte Zebulon misjumps and discovers Zebulon system then sells its location to the government of Pale

FY 45 Government of Pale creates the Planetary Research and Development Division to open and exploit the Zebulon system and an automated probe is sent to Zebulon

FY 46 Contract to develop Zebulon awarded to MINER (Mining for Industrial use of Near Earth Resources)

FY 47 MINER's planned colonization of Volturnus is derailed by terrorist attack on New Pale and the kidnapping and apparent murder of MINER's CEO leading to a 20 year hiatus where Zebulon is all but forgotten

FY 53 Streel has gained control of all major mining operations on Pale

FY 54-63 The Star Devil, worried about the development of Zebulon, begins arming the HUSP terrorist of New Pale and fermenting civil unrest

FY 63 The HUSP terrorist are finally crushed by Streel pouring millions into the Pale government's militia coffers

FY 64 Streel becomes aware of the long-forgotten Zebulon star route and funds a new Planetary Research Division and a Volturnus Survey Expedition is sent

FY 65 A second survey expedition is sent to Volturnus tasked with completing the survey and finding the first team

A SELECTED TIMELINE ACCORDING TO ZEBULON'S GUIDE

PF 200 Pale and New Pale discovered in the Truane's Star system

PF 61 Zebulon system is discovered by professor Alorne Zebulon, the Frontier's most noted scientist, explorer, and educator. The Planet Volturnus is settled almost immediately.

PF 57 Anker (Zebulon System) is explored and settled. Professor Zebulon founds the University of Zebulon

PF 3-2 The First Sathar War is fought.

PF 3 The sathar invade Truane's Star, Pale and New Pale fall. The Great Exodus to Dixon's Star takes place.

FY 1 The United Planetary Federation is founded as a mutual defense organization

FY 2 Streel is founded on Pale.

FY 22 Pale suffers massive population loss during the Blue Plague and is temporarily quarantined.

FY 25 The Mechanon Menace on Volturnus first comes to the UPF's attention but cannot be dealt with because of the Blue Plague.

Clearly elements of both timelines contradict each other. I would not fault any game master for using one over the other because it suited them. For myself I go with Seccitte Zebulon discovering Zebulon and Alorne Zebulon latter establishing the University of Zebulon.

MAPPING NEW PALE

The maps on the back of the Port Loren map are ideal. Treat the desert map as savannah; the forest, crater and mountains maps can be used as is. The town map works as one of the corporate agricultural outposts, and the fort map can be any number of independent outposts. What is certain is all outposts will require a fence, probably electrified, due to the dangerous and large creatures roaming the planet.

BIOMES OF NEW PALE

The dominant environments on New Pale are forests, swamps, grasslands & hills, mountains, rivers and lakes, and oceans. Settlement by the core four sapient species of the Frontier is largely limited to forests, grasslands, and hills. However, there are small farmsteads or outposts even in the most inhospitable of New Pale's environments. The uniqueness of New Pale's magnetic field's interaction with the solar wind encourages smugglers and pirates to try to establish hidden bases and outposts on New Pale in its most isolated locations.

Deforestation is becoming a concern on New Pale. Pan Galactic Corporation clear-cut many forests and swamps to create farming outposts in the early days of the colony. Conservationists are raising alarms that the trees of New Pale take more than 10 decades to reach full maturity, on the other hand, many point out that the planet is only lightly populated and habitat loss is minuscule at this point. This is a political concern but the non-inertia of the government has ensured that nothing has been done about

THE NEW PALE SWAMP

The classic environmental indicator for a swamp vs marsh or other wetland is the presence of trees. The New Pale Swamps are luxuriant with the Paleocypress tree growing over 100 meters tall and often covered with a barely mobile and carnivorous swamp moss. The swamps are dotted with small hommocks of ground and shallow channels of water. Characters



wading in the water are usually slowed by 1/3 due to the thickness of the aquatic plant growth. This is the only environment where the giant blade back (see the section on fauna) can be found.

FOREST

Forests on New Pale are similar to the swamps in that they are luxuriant with tall woods which are similar to the Paleo-cypress but grow even taller (100 to 150 m and 7 to 10 m in diameter). There are many species of moss and undergrowth but few are dangerous like swamp moss. Forests are often laced with game trails wide enough for vehicles due to the large creatures creating them.

GRASSLANDS & HILLS

The hills on New Pale are typically rolling in character and covered in what passes for tall grass on New Pale. The hills and the flat grasslands are similar in character and zoological content. The grasses run .5 to 1 m tall.

MOUNTAINS

There is tectonic activity on New Pale and active volcanism. The mountainous regions are rocky and dotted with plants called rock buds (see the flora report). The vegetation line in the New Pale mountain ranges is 4,000 m, above that the mountains are bare except for snow cover.

RIVERS & LAKES

Lakes are common in low depressions and rivers are usually sluggish. Both tend to be choked with aquatic plants which draw herbivores. Water on New Pale is not potable and requires purification before consumption. Wading in a river or lake is slowed by 25% when the referee judges that the locale is thick with aquatic plants.

OCEAN

There is one ocean on New Pale and due to the presence of large predators few if any venture out on the ocean. Even coastal areas can be dangerous. Despite the presence of some beautiful beaches, there is only one resort on the coast but it is dedicated to trophy hunting.

FLORA REPORT

PALEO-CYPRESS TREE

These giants of the swamp are the anchor that holds the swamp ecosystem together. They grow 100 m tall and 7 m in diameter. Their bark is rough and pocketed making it easy to climb (+20 to climbing maneuvers) facilitating the mats and streamers of moss that



grows everywhere. The bark is soft the wood of this tree is hard and it's desirable for use in furniture and decorative uses with great water and weather resistant qualities.

Swamp moss thrives on the paleo-cypress growing all up and down the tree trunk. It is mobile moving 1 m/hour and will attack creatures lacking a natural repellent common to the native creatures of New Pale. Its attack is only dangerous if the victim is asleep and the moss will seek to drain moisture to the tune of 1d5 STA/hour. Luckily a moss repellent has been synthesized and is available almost anywhere on New Pale but every year a half dozen tourists are injured or killed by swamp moss.

TALL-WOODS

This is a category of 14 different species of trees that grow even taller than the paleo-cypress (100-150 m and 7-10 m diameter). The bark is not as climbable as the cypress (only a +10 climbing bonus). These trees group together into forests with heavy canopies high above that facilitate moss and fragile plants growing below. Logging of these trees is a new industry on New Pale supplying the luxury building and furniture markets.

Forest moss grows close to the ground giving the tall woods a fuzzy looking "foot". This moss is rarely dangerous with only 15% of specimens attacking living creatures like swamp moss. Some studies have suggested the potential value of forest moss to pharmaceutical research.

ROCK BUDS

Rock buds are a class of plants that grow in rocky regions. The buds are hard husks shaped like inverted onions. They store water against dry times and they are a great source of water to explorers in the mountains. Unlike the rivers and lakes their water is very drinkable. A sharp rock, multi-tool, or knife is

required to open a rock bud for the water inside. Each rock bud holds about a half-liter of water.

FAUNA REPORT

ARMORED BULL FISH

TYPE	Medium Carnivore
NUMBER	1 to 5
MOVE	30 m/turn
IM/RS	6/55
STAMINA	100
ATTACK	45
DAMAGE	3d10
SPECIAL ATTACK	Ambush Attack
SPECIAL DEFENSE	Armored Hide acts as skein suit -50% damage
NATIVE WORLD	New Pale

The armored bull fish is an ambush predator. It embeds itself in the mud and automatically attacks with surprise. They have lots of aggression and rarely retreat from a fight unless they are being shocked with bio-electricity. They are a mottled muddy brown in color. There are at least 4 different species of this fish identified by science and they are found in all aquatic environments: oceans, rivers, lakes, and swamps. Note: characters using an electric sword to drive off an armored bull fish while they themselves are in the water will suffer damage as well unless they have an anti-shock implant.



DOTENGU

TYPE	Large Herbivore
NUMBER	1 to 10
MOVE	70 m/turn
IM/RS	4/40
STAMINA	100 – 150
ATTACK	45
DAMAGE	1d10
SPECIAL ATTACK	None
SPECIAL DEFENSE	None
NATIVE WORLD	Pale

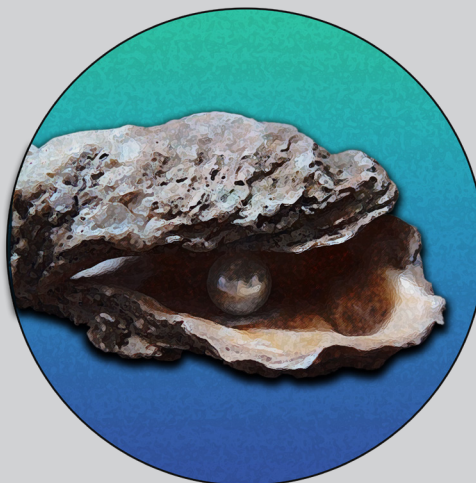
The domesticated dotengu is a mild-mannered, hardy, riding beast imported from Pale. It has six strong legs and a thick, gray-green hide. It is not particularly fast or agile, but its ability to thrive in even the harshest environments makes it a favorite among many explorers who need a mount able to go where ground cars cannot. Price: 450 Cr per head.

Original Source [Star Frontiersman #21](#)

MOONCLAM

The moonclam, a valuable commodity on Pale, was transplanted to New Pale. While the moonclam made the transition, it is impacted by the change in environment. The seas on Pale are very mineral-rich and the moonclams residing there produce pearls and mother of pearl inlay that is striking, but those of New Pale are not quite as valuable. The moonclams on New Pale tend to weigh less as well (40 kg) and only produce 1d10 pearls. New Pale prices: Pearls- 3-7Cr; Mother of Pearl inlay- 1-3 Cr per square cm; the meat- 20-25 Cr/ kg

Original Source [Star Frontiersman #21](#)



BLADE BACK				
SWAMP	SWAMP	FOREST	JUVENILE	GIANT
TYPE	Large Omnivore	Medium Omnivore	Small Omnivore	Giant Omnivore
NUMBER	1 to 2	1 to 2	2 to 3	1
MOVE	35 m/turn Swim 20 m	40 m/turn	45 m/turn Swim 15 m	35 m/turn Swim 20 m
IM/RS	6/45	6/55	6/60	4/40
STAMINA	100 – 150	75 – 100	25	200 – 300
ATTACK	60	55	50	65
DAMAGE	3d10	2d10	1d10	6d10
SPECIAL ATTACK	Ambush Attack in Water	Shake and Toss	None	Tail Slap
SPECIAL DEFENSE	Camouflage in water 70% -25% damage when attacked from above	-25% damage when attacked from above	None	-25% damage when attacked from above
NATIVE WORLD	New Pale			

Blade Backs are a six-legged large lizard-like creature with two rows of blade-like spines running down their back. They can be found in swamps, forests, rivers, lakes, and even sometimes the savannahs of New Pale. Their diet is dominated by aquatic plants, moss, and brush but they are also opportunistic omnivores and will avail themselves of carrion and the cultivated manakin crops which makes them a pest to be driven off from the plantation outposts.

They have a hostile temperament and always react aggressively when young are present. The radius at which they consider another creature a threat is 35m. If a character is beyond that radius and visible the blade back may settle for threat displays unless juveniles are present in which case it is likely at least one adult will try to drive off the threat. Creatures within 35 m will be treated as a threat. Juvenile blade backs only appear with their parents.

Special Defenses: All blade backs except the young enjoy a special defense where the back blades will deflect kinetic or ballistic damage from above (by a larger taller carnivore or from an air vehicle). This protection reduces kinetic or ballistic damage by 25%.

Camouflage in Water: Swamp blade backs enjoy camouflage when submerged in water- 70% chance to go unnoticed.

Special Attacks: By species

Ambush in Water: submerged and hidden swamp blade backs can make a surprise first attack whereby they spin their bodies and flail all characters within 3 meters of them with their back blades. Roll attack as normal but opponents must INT save or be stunned for 1d5 turns.

Shake and Toss: Forest blade backs that move or charge to attack may shake and toss their opponent. The opponent must RS save to avoid this special attack otherwise the blade back does 3d10 instead of 2d10 for the attack and tosses the opponent 1 3 meters.

Tail Slap: The giant blade back may make a tail slap against any opponent that is behind or flanking the blade back in addition to its normal attack.



HEXIMONITOR

TYPE	Small Carnivore	Medium Carnivore
NUMBER	2 to 10	2 to 5
MOVE	70 m/turn	65 m/turn
IM/RS	6/60	6/55
STAMINA	20	80
ATTACK	65	75
DAMAGE	1d10+1	2d10+2
SPECIAL ATTACK	Infection	
SPECIAL DEFENSE	None	
NATIVE WORLD	New Pale	



The hexmonitor is named for its six legs and is a small to medium carnivore. They are orange, brown, tan, and gray in color. Their oversized skulls are filled with hollow passages between their nose and brainpan that give them a powerful sense of smell. They can smell carrion or blood from kilometers away.

Anytime there is combat where a creature is killed or blood is spilled it's likely that several hexmonitor lizards will show up. Calculate the chance as +10% per creature wounded or killed in the combat with a bonus of +20% if one or more creatures were large or giant.

Although they are solitary creatures, they are opportunistic and will cooperate when zeroing in on large or giant carcasses. These lizards will cooperate to steal a meal from one of their kind. The small hexmonitor will give way to the medium-sized ones. They don't really have a threat radius as they view everything as a meal but they will exercise caution and leave a distance equal to half their movement per turn between themselves and a larger opponent.

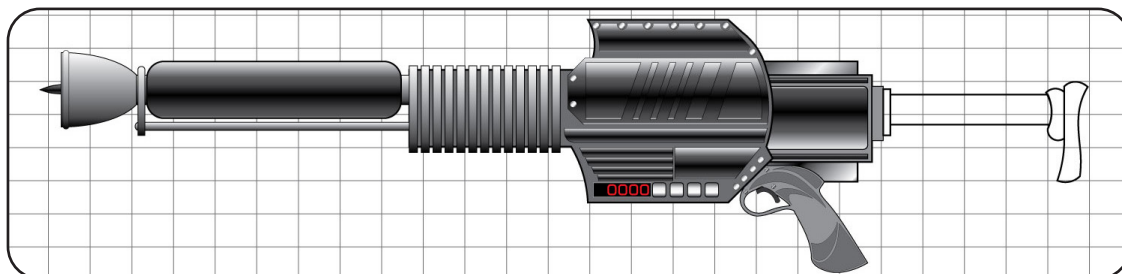
The small hexmonitor can be found in mountains, savannahs, and forests. The medium variety can be found in swamps and forests. Their bite causes an infection S8/D10! but the victim gets a STA save for S4/D10. Note the "!" indicates that the infection is dangerous and if left untreated causes death.

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ELECTRIFIED KELP EEL

TYPE	Tiny Herbivore
NUMBER	5 to 50
MOVE	40 m/turn Swim, 70 m/turn darting
IM/RS	8/75
STAMINA	5
ATTACK	30
DAMAGE	1d2
SPECIAL ATTACK	Electric Shock
SPECIAL DEFENSE	None
NATIVE WORLD	New Pale

The kelp eel, a tiny herbivore, uses its tail digits to grip the stalks of what passes as kelp on New Pale and goes limp to hide from predators. They are not strong swimmers but can exert short bursts of speed. When disturbed, a school of kelp eels will try to drive off the disturbing creature by swimming at max speed and spearing the opponent(s) with their sharp bills and then deliver an electric shock (anti-shock implant nullifies). If a group of characters are in the water together when a school of kelp eels attack, total the number of kelp eels and this will be the total electric shock in the water and spread this among all the characters. If the characters leave the area or kelp bed the kelp eels will discontinue attacking. Their bio-electric shock needs 1d10 hours to regenerate. These creatures are found in the oceans, rivers, and lakes of New Pale but not the swamps. Pickled kelp eel is a local delicacy but it's also what they call an "acquired taste".



NEW PALE SEA DRAGON

TYPE	Giant Carnivore
NUMBER	1 to 4
MOVE	100 m/turn Swim, 120 m/turn darting, 5 m/turn crawling (on shore)
IM/RS	6/55
STAMINA	300 – 400
ATTACK	55
DAMAGE	5d10
SPECIAL ATTACK	Fast Ascent from below
SPECIAL DEFENSE	None
NATIVE WORLD	New Pale

See [Frontier Explorer Issue 14](#) for more in-depth detail on this giant carnivore; the stat block is provided for referee convenience.

The following changes from the Frontier Explorer #14 article I recommend:

The sea dragon can now crawl on land but this is part of its dart attack where it will swim rapidly and attempt to grab prey onshore. It will not spend a long time on shore as its 5 m/turn crawl speed is awkward for it but it is not above trying to snatch prey close to the water line.

The fast ascent from below special attack should be treat as a standard attack but also add a stun effect for knocking the target clean out of the water. STA save to avoid stun.



New Pale Sea Dragon by Scott Mulder

VULTURE LIZARD

TYPE	Medium Carnivore
NUMBER	1 to 10
MOVE	70 m/turn
IM/RS	6/55
STAMINA	50 – 75
ATTACK	75
DAMAGE	2d10
SPECIAL ATTACK	None
SPECIAL DEFENSE	None
NATIVE WORLD	New Pale

The vulture lizard is a carrion feeder and opportunistic carnivore. They will attack if they have the numbers but may opt to shadow prey looking for an opportunity to attack. They have been known to wait to attack at night when a party is sleeping. They are not excessively aggressive and will break off an attack if 1 or 2 of their number are killed. They can be found in the mountains, savannah, forest, and swamps.

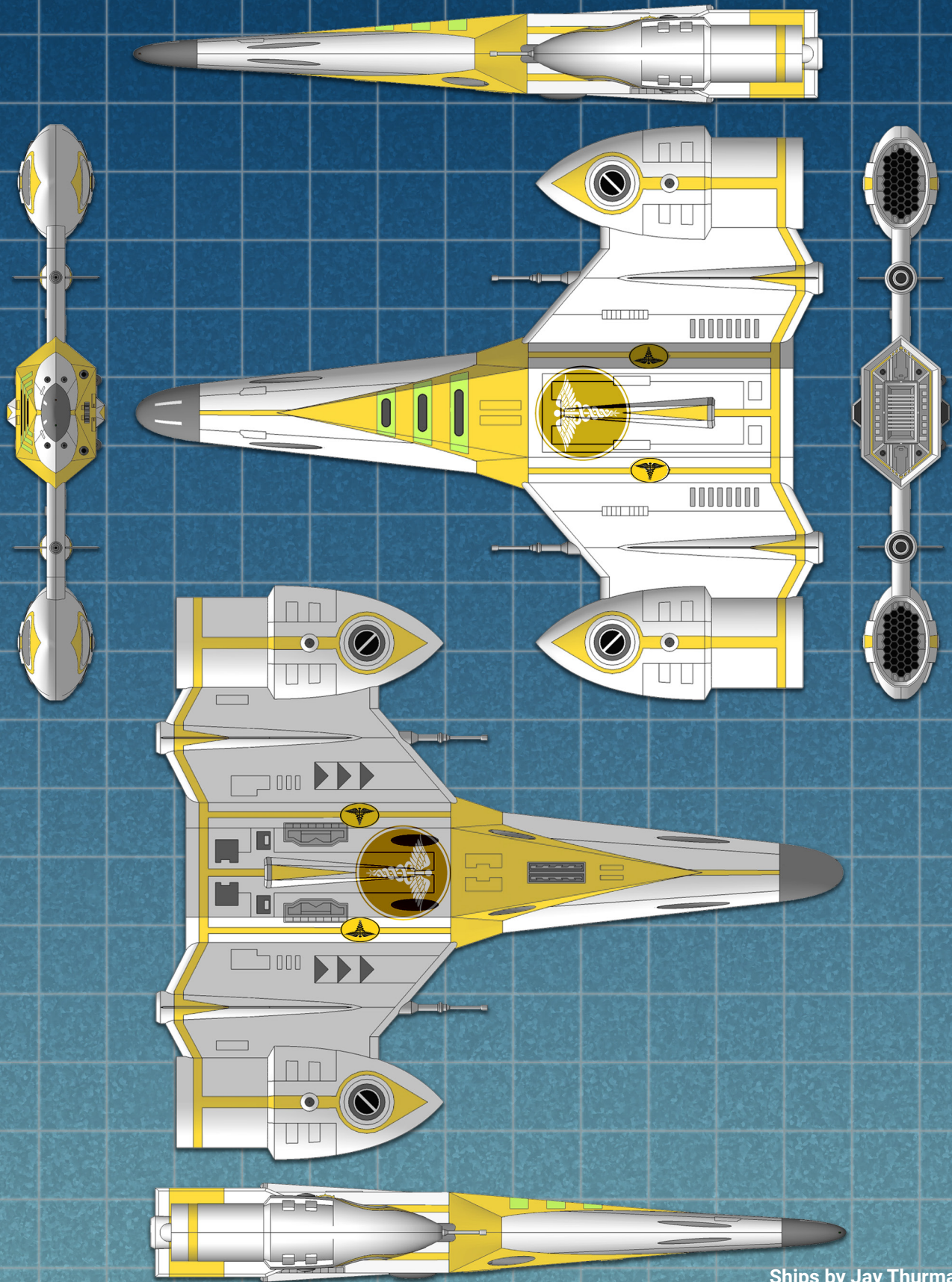
The fisher vulture employs dive-bombing into the water to spear small fish. They can be found along coastal regions of the ocean and on rivers and lakes. They pose little danger to parties traveling in these areas other than to make a raucous nuisance of themselves and only disappear when they feel threatened (either the player characters begin shooting at them or a large aquatic creature moves in the area). Most natives of New Pale have learned to use the fisher vulture as an early warning system that something large and dangerous is nearby in the water.

FISHER VULTURE LIZARD

TYPE	Small Carnivore
NUMBER	1 to 20
MOVE	40 m/turn
IM/RS	6/60
STAMINA	20
ATTACK	65
DAMAGE	1d10
SPECIAL ATTACK	None
SPECIAL DEFENSE	None
NATIVE WORLD	New Pale

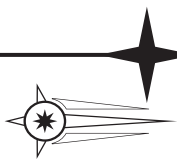


MEDICAL ADVENTURES



Ships by Jay Thurman
Composited by John Buckley

FLIGHT OF MERCY



FROM THE FILES OF THE ARCADIA RESCUE SHIP

By Steve Parenteau

"This is Arcadia, say again. What is your position? Over."

"Captain, I've got no response after their last message, I think they had complete power loss," Benebop said, stretching his hip to peer over his crash chair.

Lights from the display screen showed their speed and heading to the captain. It illuminated his features in the low light of the bridge, showing off the long mane on his face. "Did we manage to figure out which radar blip was theirs before they stopped transmitting, ensign?"

"I believe the computer has worked it out. One of the larger signatures is moving in a different trajectory than the rest," Benebop said tracing the image on his radar display panel causing a POI to open feeding him data on trajectory and heading of the blip.

"Ensign, feed the target to my screen so I can adjust course. I need to know when to roll over, we're nearly pulling ten gees."

"Yes sir, you should have it now," Benebop replied.

A vibration could be felt throughout the deck of the ship. Captain Brak pressed a button on his communication panel, "Varek, how's it going down there?"

After a brief pause that seemed to drag on for minutes, "We're okay Cap, still below redlining here, but she'll do fine. How much longer do we have?" the engineer asked.

"The computer says ten minutes then roll over to target, then another thirty minutes of decel. What do you think?" Brak inquired.

"I think if we don't shake apart in the next thirty minutes, I'll suit up and get us ready for docking. That's if you can line us up," Varek said with obvious sarcasm.

"I'll see if I can manage it. Brak out." He touched the screen and pressed the button again. "Doc figure forty minutes before we rendezvous with the Rurik. Headquarters says the ships register has her for five crew."

"No problem captain, I'll be all set before we link up," the voice over the intercom said.

"Great doc, hang on, we have turn over in nine minutes."

"Thanks for the heads up, I won't take anything loose out yet."

"Brak out." He keyed the intercom closed.



Nine minutes later, main thrust cut and the maneuvering thrusters pitched the nose of the ship up and over one-hundred and eighty degrees. During the maneuver, the crew got some relaxation from the 30 minutes of ten gee acceleration to catch Rurik, the crippled spacecraft. Now for the next minute the Arcadia experienced free fall, like being in the eye of a hurricane, it was still and quiet. One minute later the main engines kicked in again from zero to one hundred percent. Once again, everyone was crushed back into their seats, ten times heavier than they were when they got up this morning.

If it wasn't for the inertia fields built into the military crash seats, no living person would be able to survive high gee space travel. The ship was capable of even higher gees if the captain of the ship felt it was necessary but that would strain the engines to the point where an overhaul might be needed. Luckily, this distress call was only about two light seconds away, a mere six hundred and fifteen thousand kilometers.

"I really hate that," Benebop exclaimed.

"I bet you do," Brak said with a smirk on his face that no one could see.

Thirty minutes passed and the main engines cut off when the Arcadia was down to a mere one-thousand meters a minute. Short, controlled bursts rolled the ship and put the Arcadia parallel with the stricken Rurik.

"Captain, radar has us five-thousand clicks from the Rurik. ETA five minutes to docking maneuvers," Benebop said.

"Roger that. Have you been able to raise them on comms?"

"No sir, and nothing on radar. The good news is I'm not detecting atmospheric bleeding, so they won't suffocate but if their power is out, they'll just freeze to death instead."

"Thanks for the visual, ensign."

"Four thousand. Sir, do you think we'll get this done by eighteen hundred hours? I got fifty credits riding on the game tonight."

"Well, I'll see what I can do for you, but I'm not sure if the meat popsicles are going to cooperate with your schedule," Brak said, concentrating on the screen. "Negative two roll adjusted."

"Three thousand. Well, my game wasn't until later, didn't you have a date with that Lieutenant Leiuse. Isn't she an MP?"

"Ya well, she'll have to get over it if I don't get back in time," Brak said feigning disinterest.

"Boss, I'm not sure she's the type of person you want to stand up for dinner, if you know what I mean. Remember how you two met? Two thousand".

"Don't remind me, I still have the scar," Brak said, rubbing his left shoulder with his right hand.

"Captain, I see something on the cameras. Looks like someone is flashing a light out of a porthole at us. It might be SOS, then again it could be a recipe for Spoo, I'm a little rusty. One thousand."

Brak made some moves to his control board, "Slowing to two hundred fifty meters a minute. Fine bridge officer you'll make, can't even read code. Do you know if that was vanilla or chocolate Spoo?" Brak said, egging Benebop on.

"Think it was marrow root flavor. Five-hundred meters."

"Switching over to maneuvering thrust, docking range in thirty seconds. Marrow root flavor is the worst," He said, recalling the time Benebop bet him ten credits to try it and he had the taste in his mouth for two days.

"They're belters, never said they had good taste. Sir you're just about on top of them, call it one hundred."

Captain Brak opened the intercom, ship wide, "Docking in ten get ready for it."

Varek piped back over the intercom, "I'm on it, extending the docking tunnel." The intercom clicked off.

In space, from the rear of the modified scout ship a docking tube extended away from the Arcadia and as the ships matched rolls precisely, thanks to the aid from the ship's computer, Arcadia linked to the Rurik.

The intercom snapped back open, "Got them captain, hard lock established. The tunnel is pressurizing," Varek said over his spacesuit's intercom.

"Good, activate the life support system and once we know the pressure is good, let's see how they are over there. Ensign, how does the radar look?"



Commander Melor Brak

Male, Yazirian, Technology PSA

STR/STA	40/45	PS	2
DEX/RS	65/65	IM	7
INT/LOG	45/45	RW	30
PER/LDR	60/65	MV	10/30

Skills: Pilot 3, Astrogation 2, Technician 4, Computer 4, Beam Weapons 2, Gyrojet 2, Melee Weapons 1, Thrown Weapons 1

Melor was born on Pale in 80FY and after a normal teenage life he joined the Truane's Star Defense Force. He entered in the academy in 100 FY but dropped out after the first year but returned in 102 and completed officers school entering service with the rank of junior ensign. He served on board the TSS Visage for 2 years and was later reassigned as the XO of the TSS Prism. He was later offered the assignment of Captain for the Arcadia where he has served for 2 years.

"Radar is clear captain, nothing close enough to be an issue or in our trajectory path."

"Good," his hands touched the comm panel again. "Doc, I'm heading down to get a report from Varek. Ensign, keep an eye on the store while I greet our guests," Brak said, pulling the release on his straps, letting him float out of his crash seat. "And keep an eye on the radar and off of the game, I don't want anything sneaking up on us."

"I was going to call your date and let her know you aren't going to make it tonight. Then see if she would like Spoo by candlelight?" Benebop said in amusement.

"Good luck with that," the captain said as he punched the open on the lift door and floated inside. "She likes to yank on hair," he said, smiling as the lift door closed.

"I knew she wasn't my type," Benebop said softly to himself looking over the readout panels.

In the early days of the frontier, especially after the first Sather war, statistics showed that a good percentage of crew were lost after the fact of an "incident". An incident could be anything where the vessel is left disabled: piracy, prospecting incident, or overdo maintenance check.

At first the UPF fleets and local planetary militia were deployed when a distress signal was sent, but the fleets were supposed to safeguard the shipping lanes and planetary systems, not chase mining ships off course. More than once, distress signals were sent up

Captain James "Doc" Hangerton

Male, Human, Biosocial PSA

STR/STA	50/50	PS	3
DEX/RS	60/60	IM	5
INT/LOG	55/55	RW	35
PER/LDR	60/65	MV	10/30

Skills: Environmental 2, Medic 5, Psychosocial 3, Computer 2, Robotics 2, Beam Weapons 3, Melee Weapons 2

James was born on Minotaur in 76FY. He drifted from vocation to vocation, studying technology mostly, until he was 23. He then took a turn towards learning about medicine and at 24 entered the University of Labyrinth. He graduated from school 106FY and started practicing mostly in clinics moving from city to city every 6 months when finally, he went off world, he seemed to have a wandering foot and never felt tied down to anyone place. After several stops offering his service, he wandered into Truane's Star and applied to the Academy for a ship's doctors' job. He was checked out, tested, and accepted into the Truane's Defense Force in 110FY and was assigned to the Arcadia. According to him, he's never even stepped onto Pale or New Pale's surface.

to draw militia ships away from a port to raid a target on the other side of the system.

The UPF handed the duty off to Star Law. Again, Star Law didn't have vessels or crew available to rescue ships in distress along every system or every world. Their main task was to catch criminals, they couldn't keep ships posted on standby at every mining and trade station. Plus, these ships didn't have the equipment or crew trained to deal with emergency rescue operations.

The growing problem was highlighted in the Solar Minor system, when in 67FY a cargo ship inbound to Circe was ambushed by a Synthcorp interceptors. Synthcorp crippled the ships engines, claiming they suspected arms smuggling to Circe for rebels¹. The ship was left crippled, and a distress call went out for aid from Starlaw, but Synthcorp was jamming all communication channels. Later when the wreck was discovered, a crew of four were dead and all that was onboard was seed and farming equipment. Synthcorp was sanctioned and fined, but nothing more happened. Tempers flared on Circe and there was a crop shortfall that Synthcorp penalized the farmers on Circe for.

The UPF government decided that rescue operations should be carried out by the Medical Services

Lieutenant Commander Benet Varek

Male, Yazarian, Technology PSA

STR/STA	50/50	PS	3
DEX/RS	60/55	IM	6
INT/LOG	65/65	RW	30
PER/LDR	50/40	MV	10/30

Skills: Engineering 3, Computer 3, Robotics 3, Technician 4, Beam Weapons 3, Marital Arts 2, Medic 1

Benet Varek was born on Hargut in 73FY and spent most of his younger years taking everything apart, seldom did he get it back together again, to his parents' dismay. Luckily for Benet, he grew up next to a private starport where he would sneak onto the base and check out the ships and talk to the crews working there. From that point on, he was hooked on ships and has been working on them his whole life. He found his way into the UPF and worked on the UPFS Nakk'T for 5 years then transferred to the UPFS Valiant a light cruiser for 8 years as chief engineer. He retired from the UPF and made his way to Truane's Star. After a 6-hour card game and several bottles of whiskey he woke up on a shuttle docking at the Pale Space Fortress as a crew member of Arcadia. That was 4 years ago.

Ensign Benebop

Male, Dralasite, Technology PSA

STR/STA	55/55	PS	3
DEX/RS	65/65	IM	7
INT/LOG	45/45	RW	20
PER/LDR	45/45	MV	5/20

Skills: Pilot 2, Astrogation 2, Gunnery Beam 1, Technician 3, Computer 3, Robotics 2, Beam Weapons 2, Gyrojet 2, Martial Arts 2, Psychosocial 1

Benebop born on Pale in 83FY in a town where dralasites were a far and few in between and the other kids didn't understand his humor. So, he spent most of his childhood being bullied by the other students after he pulled a prank on them. He entered the Truane's Star Defense Academy in 103FY and graduated in 107FY as a junior ensign. He was assigned to the TSS Pale, frigate and flag ship of the Truane' Star Defense Force. In 109 he was implicated in a gambling scandal on Pale Station. Benebop was the one that led officials to the discovery of the ring, but it was very embarrassing for some of the crew on the TSS Pale. Benebop was promoted to Ensign and reassigned as far away as possible on board the Arcadia.

Organization, MSO², working in conjunction with the local planetary governments. The MSO would provide the upfront cost for the rescue ship while the planetary militia would provide all upkeep costs and crew the vessel from their own militia forces. Any government that refused the terms would not have their government trade contracts renewed since they were not supporting humanitarian aid to merchants in their own system.

Once that was decided, a new starship was needed that would provide the necessary emergency aid as fast as possible until other ships could make it to the location to help. The MSO tapped Trans-Travel corporation with a list of requirements for a rapid deploy, emergency aid vessel. In 69FY a draft of the vessel was delivered to MSO following their requirements on speed and flexibility.

The new plans called for a modified assault scout that had its cargo bay converted into an emergency triage hospital complete with a small surgery room. The cargo deck was further modified with two airlocks, one supporting a work pod to make quick repairs to hull damaged ships and the other has a telescoping docking collar to link to other airlocks. The recreation

deck was reconfigured to maximize the use of the space wherever possible, since the cargo bay space was filled with patient beds. The largest change to the vessel was the standard weapons array found on an assault scout was removed and a battleship sized life support system was installed instead. The Hermes could support a ship of any size with emergency life support to keep the other crew alive while other ships arrived to evacuate their crew.

The Hermes class does have several drawbacks. It can only support a crew of four, so they need to be highly trained, needing to cover more than one job on board and backup another when necessary. The second is that due to limited storage space the ship doesn't have the endurance of other ships when it comes to supplies. It has not been unheard of for the crew to store crates of food in their cabins to get more tour time on board. This trick would prove invaluable in the upcoming years.

The first pilot test ship class named the Hermes rolled out of the Fromeltar construction yards in 71FY and started trials and shakedown tests. Over the next 8 years Trans Travel delivered two Hermes class ships each year as they weren't high priority over cargo ship construction. That was all before 79FY when

the worms returned to the frontier. The Hermes ships were recalled from the system protection duties and attached to the fleet heading to Zebulon as auxiliary support ships. The UPF pressed Trans Travel to increase their construction to 4 ships a year expecting a long but that was short lived when damaged ships from task force Cassadine begin arriving in 82FY and the Sather pass near the system retreating fleet#1 towards outpost #1.

The Hermes class ships on station in Fromeltar were able to support some of the smaller vessels in distress from task force Cassadine and Prenglar before pushing on to K'aken-Kar. The frontier fleet moved to engage the Sather invaders last space fleet around Outpost#1, the Hermes rescue ships were sent to support damaged ships during the fight. Sather had no need for such emergency ships since they fought to the death, even blowing up their own ships. But the UPF had spent years training its Navy personnel and didn't want to lose any person they didn't have to. There were eight of the Hermes rescue ships attached to the Grand Fleet of the Federation flying in, sometimes while shooting was still going on, supporting stricken ships to save the crew. After reports listed the Achaea as docking with the heavy cruiser Hercules after a proton beam strike burned out the ship's entire electrical system. The Achaea provided life support for everyone on the cruiser until a tug could be brought up and tow her out of combat.

Once the war was over, the Hermes ships were returned to their home systems and resumed in-system rescue missions. Almost every system in the Federation trade route network has at least one of these ships on their fleet roster.

TSS Arcadia (Rescue Ship)

HS 3, HP 15, DCR 50, ADF 5, MR 4

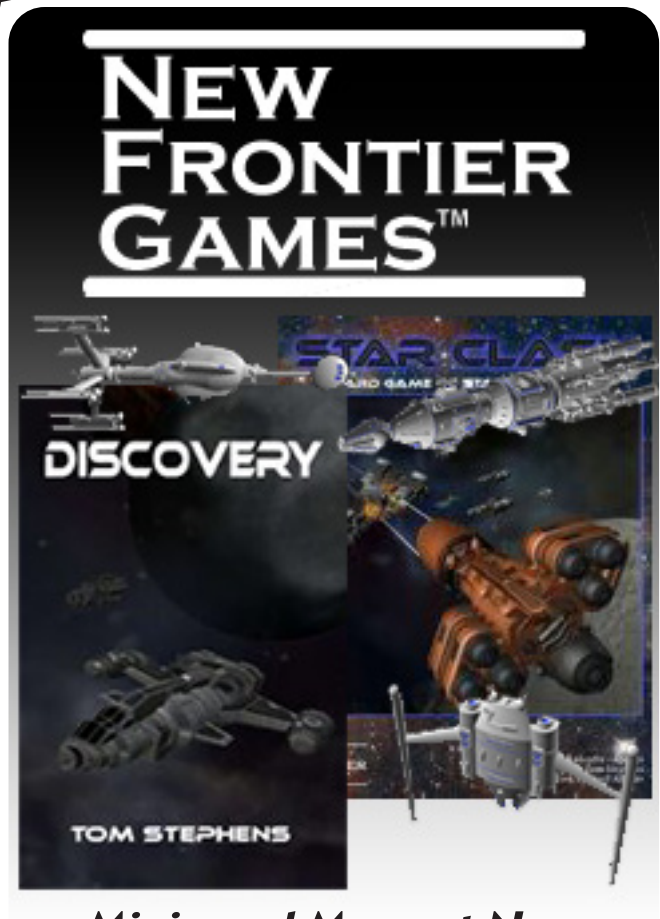
Weapons None

Defenses Reflective Hull

Crew: 4

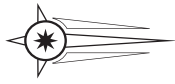
See Hermes Rescue Scout for deck description and layout schematics.

1. [Frontier Explorer Issue 33](#) — page 23, Solar Minor System Brief by Oscar Rios
2. Zebulon's Guide page 105, Star Frontiers Timeline



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HERMES RESCUE SCOUT



RESCUE RANGERS OF THE FRONTIER SPACE

By Steve Parenteau

The Hermes rescue scout was conceived based on the need for a rapid “on station” ship that can deploy and arrive whenever a ship is under duress of any type. The key factor was “rapid” response to provide the highest probability for a stricken starship crew to survive until help could arrive on site.

During the Second Sather War, the fleet would often detach its frigates or would use the local militia in life saving efforts to war-stricken ships. This of course put a strain on resources that were needed in defense or to carry information up the line to other star systems. Once the war was over, reports and analysis of battles were done through the military intelligence review boards. The data on support and secondary roles were not reviewed until 92FY, as the Navy Board of the time was more interested in building up the fleet strength in preparation for a “second wave” after the victory of Outpost #1. Of course, a second assault never followed, and the reviews started.

Years would pass and administrations would change hands as the admiralty would move from a war time climate to a peacetime politics. After battle reports were reviewed and subcommittees formed to investigate and evaluate the information. A morbid and sobering picture from the war took form.

One of those reports was “Crew Survivability and Life Expectancy Post Battle Casualties”. The subcommittees evaluations report presented an alarming statistic that, 30% of crew that had survived the incapacitation of their ship, had died before they could be recovered from their inoperable ships.

The reports had somehow been leaked to a public information news service. The public outcry at the UPF’s inability to protect their sons and daughters blackened the UPF’s shining armor after the success of the Second Sather War. The new political admiralty moved ahead quickly to find a solution for post battle rescues.

Once the analysis and reports were reviewed a set of system requirements were drawn up and were submitted to corporations for concept designs and bidding. Several corporations were approached for bids, 3 corporations replied with designs, but the surprise concept came from Streel Corporation. Within two months they had proposed a design that utilized the already tested and trusted assault scout design modified for rapid response support.

The ship was designed with a crew of four: pilot, astrogator/ co-pilot, engineer, and doctor. The rescue ship would respond under high G’s, faster than any other system ship could and supplement the stricken ship with its own life support. All offensive weapon systems were replaced with a massive, STR-LS 1000 support system. The main cargo area was replaced with a triage medical bay supporting six beds and one surgery. The ship also has an extending docking collar at the rear so it can dock and umbilical life support to the other vessel and has a work pod that can retrieve escape pods that are within range.

Besides these new features, the ship lost none of its speed or maneuverability, came in at a cost of one million credits, winning Streel the contract with the military. But since the ship had little to no military secrets, the ship could also be sold to planetary governments and private businesses.

To date, the UPF Navy has purchased six units along with another half dozen units so far to planetary governments. The ships have been well received, some feedback has been submitted to Streel corporation, mostly about comfort items for the crew.

Ship Configuration:

Deck 1, Storage Deck: On a standard assault scout this would house the “flying bridge” but for the rescue ship, space is even more of a premium than in the standard model. The control systems & crash chairs are removed, and most crew supplies are stored here.

Deck 2, Bridge: The bridge has two control seats, both seats can pilot or astrogate in the event that the bridge is undermanned. Communications, sensors, and the main computer are also accessed from here. The ship generally needs two crew to pilot. One crew could operate the ship as not in congested space or trying to perform interstellar travel.

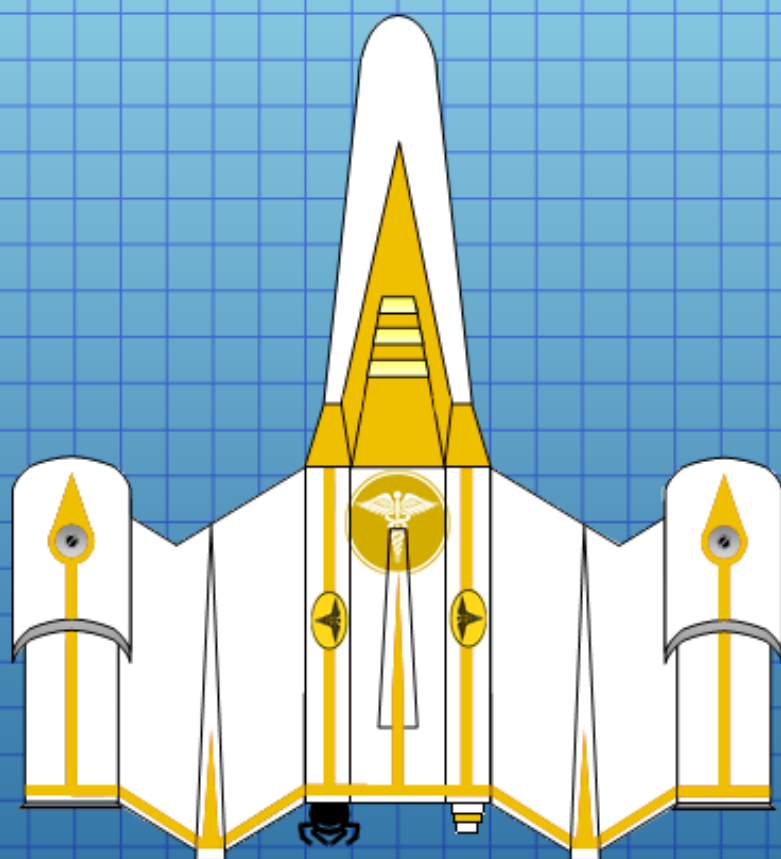
Deck 3 Recreation Deck: The deck contains the crew’s kitchen and storage for kitchen needs. The dining room as well as the crew shower and bathroom fill out the balance of the space.

Deck 4 Sleeping Quarters: The ship has four sleeping quarters on this deck. Each room contains a bed with under bed storage drawers for clothes and personal possessions and a desk workstation.

Deck 5 Engineering: The engine room primarily controls the two engines of the ship. In addition, the ship’s primary life support is located here along

HERMES CLASS SCOUT

Rescue Ship



Hermes Class Computer

Computer...158FP

- Master Panel
- Atomic (32)
- Life Support (4)
- Alarm...L2 (2)
- Analysis...L3 (4)
- Communication...L4 (24)
- Computer Lockout...L5 (16)
- Computer Security...L5 (32)
- Damage Con...L2 (4)
- Maintenance...L2 (4)
- Transportation...L3 (12)
- Astrogation...(24)

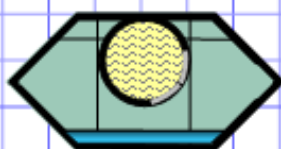
Hermes Class Rescue Scout

Hull size...3
 Length...50
 Width...8
 Decks...6
 Hatches...1
 Engines...2, Atomic A
 ADF...5
 MR...4
 HP...15
 DCR...50
 Computer... Level 4
 Life Support ...1000
 Starship Astrogation
 Videocom Radio
 Comm Screens...4
 Intercom with 9 mics
 Subspace radio
 Radar
 Portholes...3
 Full Cameras
 Workpod...1
 Reflective Hull
 Telescoping Docking Collar
 Spacesuits...4
 Spacesuit (vrusk)...1
 Rocket packs...2
 Magnetic Shoes...12
 Velcro Boots...12
 Spacesuit patches...12
 Fuel Pellets...6
 Medical Kits...5
 Medical supplies...20
 Freeze Fields...5

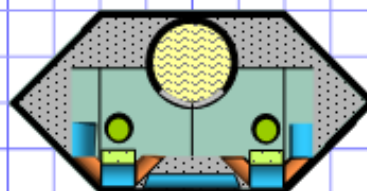
Total=\$1,100,390
 Class II shipyard

HERMES CLASS SCOUT

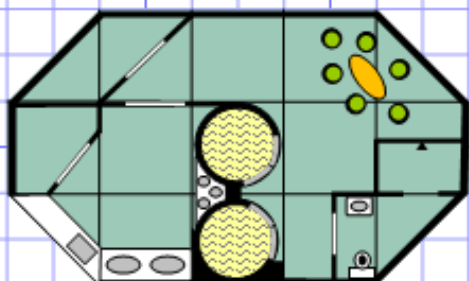
Rescue Ship



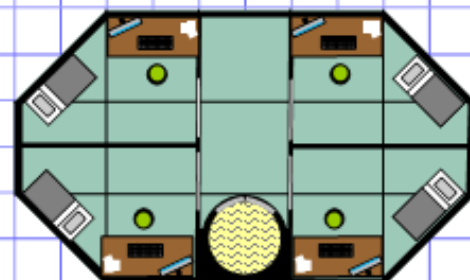
Deck 1
Storage



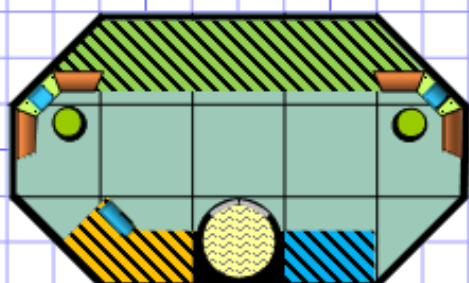
Deck 2
Bridge



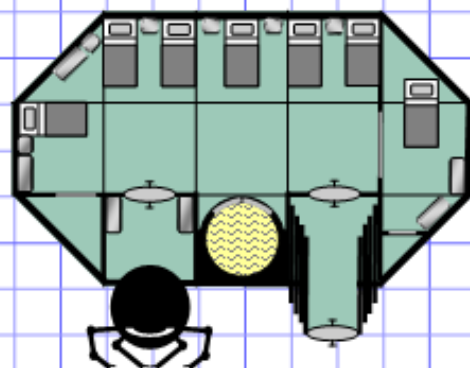
Deck 3
Recreation



Deck 4
Sleeping Quarters



Deck 5
Engineering



Deck 6
Medical Bay

Computer Equipment	
Engine Equipment	
Life-Support Equipment	
Parabattery	

with the controls for the emergency life support (the oversized life support system is in the nose of the ship where the laser battery would be mounted). The emergency ship batteries are also located here.

Deck 6, Medical Bay: The medical bay is the largest change to the ship. Normally just containing a cargo bay, the space is now a triage hospital with six beds.

There is a small separate room for emergency surgery along with twenty doses of all medications to attend to those who need immediate medical attention.

There is a workpod to retrieve escape pods or help perform repairs on the outside of ships. The extending docking collar can lock the ships together and carries the umbilical for the emergency life support system.

ALTERNATE STANDARD EQUIPMENT FOR THE RESCUE SCOUT

By Thomas Verreault

The following is a suggested alternate standard equipment listing for the rescue scout. This list will give some random results and include some interesting fan created items. It also has a much more comprehensive pharmacy than just the contents of 5 med kits. If using this list disregard the 5 med kits and specified pharmacy of the rescue scout write up.

This equipment list is potentially too fiddly for a one shot or convention game. Under those circumstances just use the 5 med kit as specified in the rescue scout write-up.

Weapons	No.	Source
Sonic Stunner	1d5	Alpha Dawn
Electro Stunner	1d5	Alpha Dawn
Stun Stick	1d5	Alpha Dawn
Electric Sword	1 to 2	Alpha Dawn
Needler Pistol	1 to 2	Alpha Dawn
Anesthetic Needler Pistol clips	2/pistol	Alpha Dawn
Needler Rifle	1	Alpha Dawn
Anesthetic Needler Rifle clips	2	Alpha Dawn
Laser Rifle	1	Alpha Dawn
Laser Pistol	2	Alpha Dawn
20-SEU Clips	30	Alpha Dawn
Dose Grenades	1d10	Alpha Dawn
Tangler Grenades	1d10	Alpha Dawn
Solvaway	1d5	Alpha Dawn

Damage Control	No.	Source
Fire Extinguisher	1/deck	n/a
Laser Power torch and power pack	1	Knight Hawks
Engineer's Tool Kit	1	Knight Hawks

Medical Equipment	No.	Source
Auto-Doc	1 to 3	Alpha Dawn
Freeze Field	5+1d5	Alpha Dawn
Medicated Bio-Pack	1d10	Frontier Explorer 11
Medkit Or use the next 3 kits	5	Alpha Dawn
Medkit 1, First Aid Pack	2d10	Frontier Explorer 17
Medkit 2, First Responders Kit	1 to 3	Frontier Explorer 17
Medkit 3, Doctor's Kit	2	Frontier Explorer 17
Oxy Drug Injector	1	Dragon 112
Radiation Treatment Kit	1	Frontier Explorer 33
Smart Flesh	1d10	Star Frontiersman 15
Synthplasma	1d10	Star Frontiersman 15
VITAL Scanner	1	Frontier Explorer 11
Wave Field Surgical Tools	1	Frontier Explorer 11

Emergency Supplies	No.	Source
Gas Mask	2d5	Alpha Dawn
Toxy Rad Gauge	2d5	Alpha Dawn
Environmentalist Tool Kit	1	Alpha Dawn
Flashlight	1d5	Alpha Dawn
Water Packs	3d10	Alpha Dawn
Holoflare	0 to 4	Alpha Dawn

Pharmacy	No.	Source
Aller-Tab	2d5	Zebulon's Guide
Anarad 5	1d5	Frontier Explorer 32
Anarad 10	1d5	Frontier Explorer 32
Anarad 20	1d5	Frontier Explorer 32
Anesthetic Drug	10+ 1d10	Dragon 112
Antibody Plus	4d10	Alpha Dawn
Antitox	4d10	Alpha Dawn
Athilor 4 Cream	0 o 4	Frontier Explorer 11
Biocort	30+ 2d10	Alpha Dawn
Dehy-Tab	2d5	Zebulon's Guide
Fungi-Tab	2d5	Zebulon's Guide
Hydro-Gel	10+ 1d10	Frontier Explorer 11
Narc-Dose	10	Frontier Explorer 32
Neutrarad	20	Zebulon's Guide
Neutrarad Suppliment	10	Frontier Explorer 32
Neu-trex	5	Frontier Explorer 32
Omnimycin	2d10	Alpha Dawn
Oxy Drug	1d10	Dragon 112
Rad-trex	1d5	Frontier Explorer 32

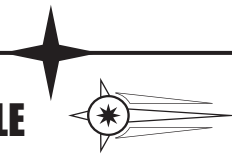
Pharmacy	No.	Source
Salgel	20	Zebulon's Guide
Sed-Dose	10+ 1d10	Frontier Explorer 32
Sporekill	2d10	Zebulon's Guide
Staydose	30+ 2d10	Alpha Dawn
Stimdose	30+ 2d10	Alpha Dawn
Telol	10	Alpha Dawn
Temporary Restorative Dose	1d10	Frontier Explorer 2
Universal Antibody	2d10	Dragon 112

EVA	No.	Source
Vacuum Suits	1/Crew	Knight Hawks
"Glad ""Glad Bag"" emergency space suits*	10	Frontier Explorer 22
Extra Suit LS	10+ 1d10	Knight Hawks
Extra Suit Patches	2d5	Knight Hawks
Mag Boots	1/Crew	Knight Hawks
500 m rope on Powered Spool	1	Frontier Explorer 22
AETHOS tube	6	Frontier Explorer 22



Art by Jay Thurman

RANDOM d100 MEDICAL ITEM TABLE



By Thomas Verreault

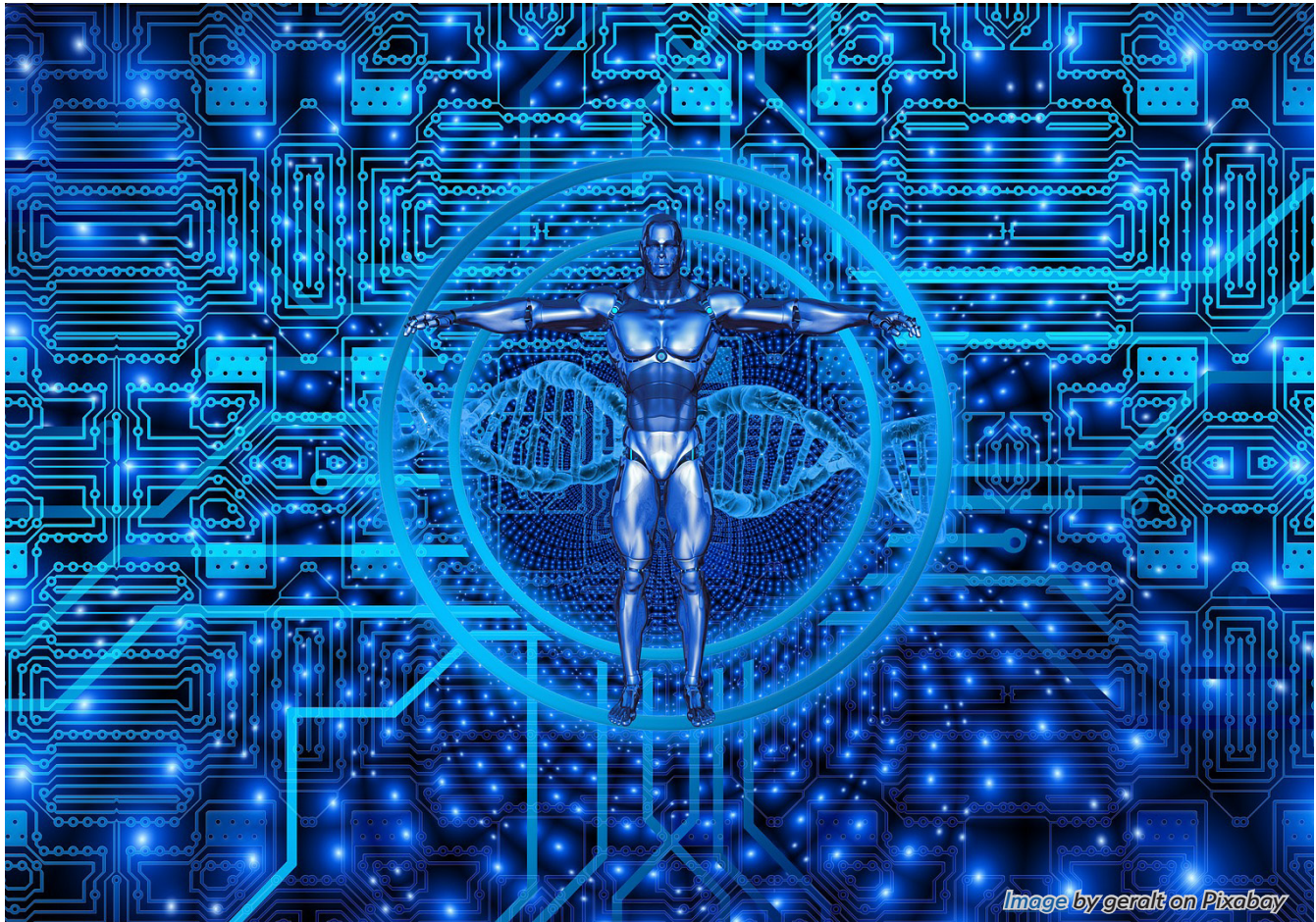
D100 Roll	Item	No. Found	Weight	Source
1	Anti-Shock Implant	1 New in the box	-	Alpha Dawn
2	Autosurgeon	1	2	Alpha Dawn
3	Electrosurgeon	1	1	Alpha Dawn
4	Freeze Field	1	4	Alpha Dawn
5	Hypno Detection Scanner	1	1	Frontier Explorer 32
6	Hypnotism Focus Tool	1	-	Frontier Explorer 32
7	Laser Scalpel	1	1	Alpha Dawn
8	Medicated Bio Pack	1d5	-	Frontier Explorer 11
9	Medkit	1		Alpha Dawn
10-11	Medkit 1, First Aid Pack	1-2	0.5	Frontier Explorer 17
12	Medkit 2, First Responders Kit	1	3	Frontier Explorer 17
13	Medkit 3, Doctor's Kit	1	5	Frontier Explorer 17
14	Med Scanner	1	2	Alpha Dawn
15-16	Microforceps	1	-	Alpha Dawn
17	Nanite Scanner	1	-	Frontier Explorer 23
18	Nerve Block Nanites	1-3	-	Frontier Explorer 11
19	Oxy Drug Injector	1	-	Dragon 112
20	Pharma Fanny Pack	1	-	Frontier Explorer 32
21	Phych Kit	1	-	Frontier Explorer 32
22-23	Radiation Treatment Kit	1d5	0.5	Frontier Explorer 33
24	Radiation Treatment Kit, Deluxe	1	12	Frontier Explorer 33
25-26	Smart Flesh	1d10	-	Star Frontiersman 15
27	Sonic Scalpel	1	-	Alpha Dawn
28	Spray Hypo device	1	-	Alpha Dawn
29	Stalker Nanites	1-2	-	Frontier Explorer 23
30	Synthplasma	1d5	1	Star Frontiersman 15
31	Three Monkeys nanites	1	-	Frontier Explorer 23
32	VITAL Scanner	1		Frontier Explorer 11
33	Wave Field Surgical Tools	1 set	-	Frontier Explorer 11
34	Accelerator Drug	1 2		Dragon 112



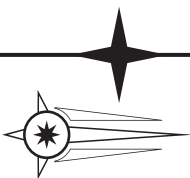
D100 Roll	Item	No. Found	Weight	Source
35-36	Acid Neutralizer	1-5	-	Alpha Dawn
37-38	Aller-Tab	1d10		Zebulon's Guide
39-40	Anarad 5	1d5	-	Frontier Explorer 32
41	Anarad 10	1d2	-	Frontier Explorer 32
42	Anarad 20	1	-	Frontier Explorer 32
43-44	Anesthetic Drug	1d10	-	Dragon 112
45-46	Aniseptic Spray	1d5 cans	-	Alpha Dawn
47-48	Antibody Plus	1d10	-	Alpha Dawn
49-50	Antitox	1d10	-	Alpha Dawn
51	Athilor 4 Cream	1d5	-	Frontier Explorer 11
52-54	Biocort	2d10	-	Alpha Dawn
55-56	Dralasite Gender Control Med	1-3 month supply	-	Frontier Explorer 32
57-58	Dehy-Tab	1d10	-	Zebulon's Guide
59-60	Fungi-Tab	1d10	-	Zebulon's Guide
61-62	Hydro-Gel	1d5	-	Frontier Explorer 11
63-64	Local Anesthetic	1d10	-	Alpha Dawn
65	Nano-Rad Treatment	1	n/a	Frontier Explorer 32
66	Narc-Dose	1d5	n/a	Frontier Explorer 32
67-68	Neutrarad	2d10	-	Zebulon's Guide
69-70	Neutrarad Suppliment	1d10	n/a	Frontier Explorer 32
71	Neu-trex	1d5	n/a	Frontier Explorer 32
72-73	Omnimycin	1d10	-	Alpha Dawn
74	Opossom-Dose	1-5	n/a	Frontier Explorer 32
75	Oxy Drug	1d5	-	Dragon 112
76-77	Platiflesh	1d5 cans		Alpha Dawn
78	Rad-trex	1d5	n/a	Frontier Explorer 32
79-80	Salgel	2d10	1	Zebulon's Guide
81	Sed-Dose	1d10	n/a	Frontier Explorer 32
82-83	Sporekill	1d10	-	Zebulon's Guide
84-85	Staydose	1d10	-	Alpha Dawn
86-87	Stimdose	2d10	-	Alpha Dawn
88	Telol	1d5	-	Alpha Dawn



D100 Roll	Item	No. Found	Weight	Source
89	Temporary Restorative Dose	1d5	n/a	Frontier Explorer 32
90	Universal Antibody	1d5	-	Dragon #112
91	Athilor Cream, natural remedy	1 2 jars		Frontier Explorer 11
92-93	Blood Infused Fortified Targ Jerky	1d10	-	Frontier Explorer 23
94	Elast A-Balm	1d5		Frontier Explorer 23
95-96	Pain Ease Gum	1d5 packs	-	Frontier Explorer 23
97-98	Vrusk Alert Kzz Grubs	1d10		Frontier Explorer 23
99	Void Jump Tea w/Zero G Tea Brewer and tumbler	2d10 tea bags	-	Frontier Explorer 23
100	Pain Ease Tea w/Zero G Tea Brewer and tumbler	2d10 tea bags	-	Frontier Explorer 23



SHIP EQUIPMENT: MEDICAL LAB



By Richard 'Shadow Shack' Rose

When constructing your next starship, one thing to consider is the addition of a medical laboratory. While it is not a cheap endeavor, it will pay for itself in the long run as your crew suffers injuries during the course of your misadventures. It's a must-have if you engage in any form of passenger service, let's face it: a week or so in deep space can yield a sick passenger or two along the way, and they are going to beg for treatment if you lack the facilities.

Sure, any character with a level-1 medical skill can treat minor symptoms, but successful surgery rolls can be much tougher even at higher levels of experience. Wouldn't that generous +20% bonus from a hospital or sick bay come in handy right about now? Let's not forget how that bonus is applicable to ALL of the medical subskill rolls...

Since such a thing is not truly covered in the rules, let's explore what is detailed and go from there. Since it's a medical lab, let's start with the obvious: laboratories. This is covered in the Scientific Research section on page 22 of the Knight Hawks Campaign Book. Granted, the text details something more along the lines of an environmentalist's lab rather than a true medical lab, so let's look a little deeper into this. The lab gives a significant bonus to environmental skill rolls at the rate of 90% plus 1% per level. That's huge! Far more than medics get for their respective "specialty center" bonus.

I'll say po-tay-toe versus po-tah-toe because medical and environmental skills are both covered under the Bio-Social PSA, so it stands to reason a parallel laboratory can be made for medics as well...are we agreed? However, the going rate of 100,000 credits for a scientific research lab is pretty steep considering starship construction rates. Seriously, what else can you get at a construction center for 100K?

- a size-2 hull
- a size-A Ion drive
- a pair of size-A Chemical drives
- a size-B Chemical drive
- a lifeboat
- a large launch
- an orbital processing lab (different from the science lab)
- a landing drone
- an atmoprobe

And of course, the science lab. Hulls and drives aside, the only other things that will ever exceed the 100K mark is a mineral refinery or energy sensor at 200,000 credits each or the deluxe WNB at 400,000 credits.

Everything else is five figures or less. 100K is starting to sound quite plausible for that parallel lab.

Page 61 states 60 cubic meters for a laboratory. Assuming a 3-meter ceiling, the minimum requirements for a Journey-Class cabin (4 meters square) comes out to 48 cubic meters and a First-Class cabin (4 x 6 meters) is 72 cubic meters, so that lab is exactly in the middle of those parameters. 1000 credits for a Journey-Class cabin and 2000 for the First-Class cabin says 1500 is far too cheap for a medical lab (that's a mere three medkits), but at least we know the minimum dimensions for our deck plans now.

We can also safely presume that life support is already covered...a given ship is designed to accommodate X number of beings so passengers and extra crew should already be factored in, and if these are just injured strangers being rescued, they would tax any overages to the equipment just like a normal healthy person would, so we're covered on that angle.

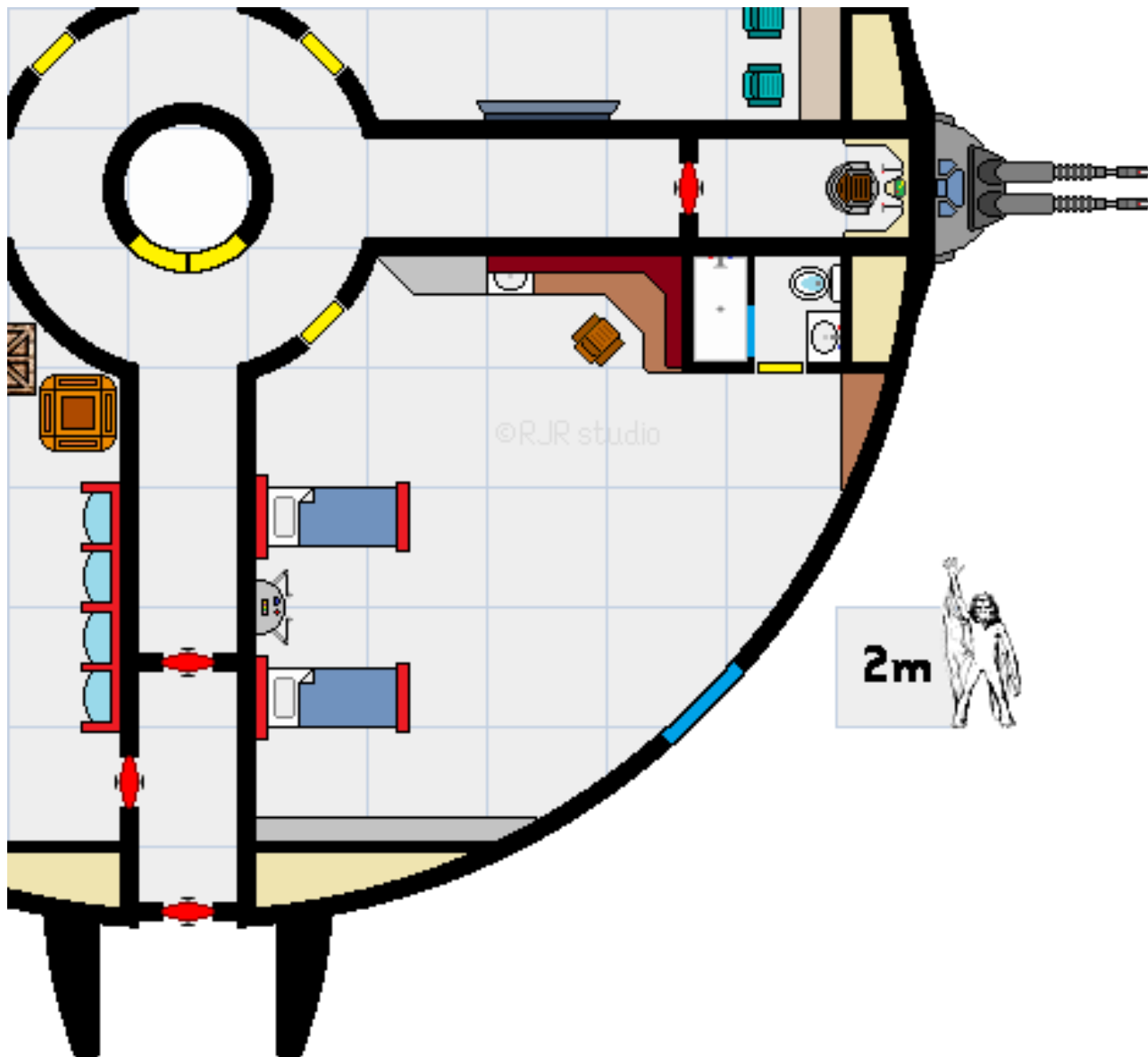
What will this medical laboratory be stocked with? Well, what is a typical hospital room stocked with? A bed or two for starters. There should probably be a fresher as well for the patients to use as they recover. A desk and chair for the medic is a good idea, perhaps even with a hand sink. Certainly, a storage locker for the various medical drugs listed on page 40 of the Alpha Dawn Expanded Rulebook. A cabinet or two for general storage as well. Let's not forget an intercom speaker/mike, if the ship is equipped with such a system (as well it should be, because even smaller ships are just too large to rely on yelling back and forth).

How about a larger wall (or ceiling) mounted AutoSurgeon/ElectroSurgeon combo? A small-scale version of each comes with the 500 credit medkit, so a large-scale version should be part of the lab (call it a level-6 service robot if it helps you to sleep at night). Naturally all the items from the medkit should be available, perhaps enough to stock several medkits.

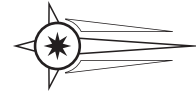
Finally, a level 3/9 function point program is required for the science lab. I feel a similar program should be available for the medical lab too. After all, it's been established in canon sources that both a Laser Canon and Laser Pod use a level-1/3-function point program to do the same thing with different versions, all we're doing here is repurposing a science lab for medical use so there you have it: a simple software solution.

Personally, if we're just tallying everything I've mentioned outside of the 100K lab itself, that few

thousand credit tally is just not enough to warrant that 20% bonus. 100K for a parallel purpose lab sounds quite feasible. So that's what I'm going with, it really is a vital addition and well worth the extra price. Unless of course your dying pilot is okay with his medic-1 ship doctor's 30% chance for a successful life-saving major surgery that is being performed in less than sanitary conditions of the cargo hold...



NOTES FROM THE MEDICAL CONVENTION – PART ONE



NEW DRUGS, BOTS, AND MEDICAL TECHNOLOGIES FOR STAR FRONTIERS

By Oscar Rios

The Gran Quivera Medical Conference is held every other galactic standard year, and plays hosts to hundreds of small companies, government funded researchers, and mega corporations. Here they introduce the latest in life saving tools, drugs, and technologies. There are also talks held by law enforcement, informing the community of the latest medical technologies being employed by criminal enterprises and enemy civilizations from outside Frontier Space. Here are a dozen of the new items from this year's conference.

NEW MEDICAL IMPLANTS

Reactor Implant (2500cr – 4500cr)– This medical device is embedded into a subject and consists of three components, a body chemistry analyzer, a microprocessor, and between one and four single dose hypos. The way it works is that it has preloaded pharmaceuticals dealing with a number of issues, which are delivered when certain conditions arise. For example, a type three reactor implant is loaded with Antitox (to cure poison), Omnimycin (to control infections), and Sporekill (to combat plant and fungal internal growth). The person with the implant is bitten by a venomous alien creature while exploring a derelict spacecraft. As soon as the body chemistry analyzer detects the toxin entering their body it administers the pre-loaded dose of Antitox.

Such implants only work for things that involve biochemistry. It does not monitor brain activity, so it cannot react to pain, consciousness, or heart rate. For example, a person in a Jetcopter crash, suffers broken bones and is knocked unconscious. A Reactor Implant would not be able to administer doses of Anesthetic for pain from the injuries, Biocort for induce fast healing, Stimdose to revive the unconscious victim, or Staydose if they start to die from bleeding out.

Reactor Implants must be installed, and spent hypos reloaded, at a hospital by a medical professional. The reactors come in four types; type I having a single hypo, type II having two hypos, type III having three hypos, and type IV having four hypos. Commonly installed drugs are Omnimycin, Antibody Plus, Antitox, Sporekill, Insominex*, Telnone*, and Biotox* (*see below). The cost of purchasing and installing, or servicing an already installed implant (250cr) does not include the cost of the drugs.

- ➔ Reactor Implant (Type One): 2500cr
- ➔ Reactor Implant (Type Two): 3250cr
- ➔ Reactor Implant (Type Three): 4000cr
- ➔ Reactor Implant (Type Four): 4500cr

Medical Tracker Implant (2500cr): This implant monitors an individual's vital statistics and precise location and transmits it to a central computer hub. It is designed for exploration, combat, and first responders to be remotely monitored at command and control centers. Vitals reported are brainwaves, blood pressure, body temperature, pulse and respiration rate. The Medical Tracker Implant does not run blood chemistry, so it cannot report things like poisoning, infection, or disease. The implants have a range of 25 km, which can be extended using satellite boosting. This range allows for a spacecraft in low orbit over someone with a tracker to locate and monitor their medical vitals.

NEW DRUGS

Insominex (10cr) – This drug allows users to miss one sleep cycle (typically 40 hours, or two standard days) without any impairment to their physical or cognitive function. This drug is used by those needing to stay awake and alert for long periods of time, such as military, law enforcement, pilots, students and researchers. The drug does have one major and unexpected effect; it negates the effects of both inhaled Doze gas and anesthetic needler ammunition.

Once taken it should not be re-administered for at least 100 hours (5 standard days). If it is taken sooner than that the drug does not work, but it does cause nausea, itching rashes, and dizziness for 20-40 hours (10% penalty to all rolls. These negative effects can be removed with a dose of Antitox. However, 1 in 100 people will suffer a seizure when trying to overcome an overdose of Insominex with Antitox. Most doctors advise just riding out the unpleasant overdose effects, rather than risking a possible fatal reaction to Antitox.



Telnone (25cr) – Used by government and corporate covert agents, as well as criminals, Telnone negates the effects of Telol (the common truth serum). A single dose of Telnone is effective for 20 hours. Those protected by Telnone can pretend that the Telol was effective and give false statements, although this requires a successful Personality roll.



Biotox (50cr) – Originally discovered being used by sathar agents, Biotox is quickly becoming illegal on all civilized worlds. The drug lies dormant in a person's system for up to 2 standard days before becoming inert and expelled from the body as waste. However, it is formulated in such a way that if another chemical is administered it activates. It then triggers a chemical reaction throughout the body, generating massive doses of toxic gas. This kills the subject within seconds, and then fills a 30-meter radius with S8/T5 toxin. The body basically becomes a deadlier version of a poison grenade, although the toxicity only lasts half as long. In past cases sathar agents have formulated Biotox to react to Stimdose, Staydose, and Telol.



MEDICAL TECH

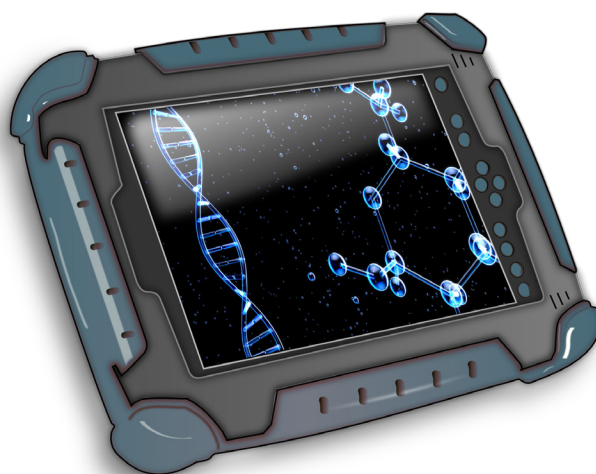
Field Surgical Tent (standard 500cr / Merco variant not for sale to public) – This device when purchased appears to be a small, tightly packed collapsible tent, easily carried in a backpack or on a belt. When placed on the ground and the button pressed it immediately forms itself into a 3-meter-tall, 4-meter-long, and 2-meter-wide tent. Inside are several retractable shelves, a single 2-meter-long collapsible table in the center of the tent, numerous lights giving the tent a bright interior, and a high powered ultraviolet light projector above the table. The tent also has heating, cooling, and air filtration systems. When the tent is closed and the word sterilize is uttered the UV light projector goes off and the air filtration system begins. At that point everyone and everything inside the tent are completely sterilized. Once activated each tent has enough power to operate for about 100 hours, with

multiple activations of the UV emitter shortening that by 5 hours per use.

This item was developed by the planetary exploration division of Cassidine Development Corporation. It is used by exploration teams traveling in remote locations to deal with medical emergencies. Within just a few minutes an exploration team could have a completely sterile, well lit, and secure location for dealing with medical emergencies in hostile environments. Landfleet, the standing ground based army of the United Planetary Federation, is reported to have purchased several thousand units.

Merco is rumored to have secured a licensing agreement with CDC to produce their own version of the field surgical tent. This version is rumored to be made with ballistic resistance fibers and equipped with a camouflage displaying holo projector. The Merco version acts as a skeinsuit to anyone inside the tent, effective up to 250 points of damage, and the holographic camouflage mimics the surroundings and requires a successful INT check to discover. Merco does not offer this version for sale, and its license is only for use by its corporate personnel.

Medical CAS (800cr) - What is a CAS: A CAS, or Computerized Analysis Scanner, is a highly specialized and sophisticated piece of equipment. Weighing about 1kg and about the size of a common computerized tablet, it can scan for information (within a 1-meter range), compile and analyze gathered data, and present that information on a display screen or vocally through its speakers. CAS can be programmed for a wide variety of scientific and technological disciplines, such as a Robo-CAS, Mechanical-CAS, Geo-CAS, Demolition-CAS, and in our case, the Medical-CAS. Only those trained in that field can successfully interpret the data. Commands and queries can be issued to the CAS via typing on the display screen or issued verbally. CAS should be routinely updated to contain the most up to date information and research from experts in their specific fields from across frontier space.



A Medical-CAS is used to scan a patient or victim. It indicates the patient's physical condition, diagnoses ailments, suggests treatments for wounds or ailments, estimates time of survival under present conditions, etc. Those employing a Medical-CAS to assist in their treating of patients receive a +10 to all medical skill checks.

NOTE – Originally appearing in Zebulon's Guide to Frontier Space, updated and re-edited.

Virtual Assisting Physician (500cr) – This upgrade module to the standard Medical-CAS increases its weight slightly while nearly doubling its processing power. It comes equipped with a holo-projector and an algorithm with mimic's true intelligence. This projects an assisting physician, of the race and gender of the owner's choosing, to assist in any medical procedure. It may give advice on the latest medical technique or medication, respectfully suggesting alternative and statistically more effective forms of treatment. A Virtual Assisting Physician (aka VAP) can also display three dimensional scans of damaged organs and blood vessels, enlarging them to give their user the best possible view of a damaged area.

The VAP also supports the physician in ways tailored to best improve their individual performance. This is because a Virtual Assisting Physician also scans the person performing the medical procedure, and can read their vitals as well. The algorithm also analyzes its owner's behavior, learning over time their history, personality, and mental quirks. The longer the program works with its owner, the more it learns about them. Over time they even seem to form their own personalities, but this is not true intelligence. A VAP cannot create anything new, it does not have imagination or free will, and can develop no true interests of its own. It is only a very complex algorithm.

For example: A dralasite medic is tending to a human burn victim, and is horrified. Their vitals show elevated heart rate and respiration, indicating an increased possibility of them performing under optimal efficiency. Suddenly the Virtual Assisting Physician (in the shape of a vrusk) waves at them to get their attention and says, "Hey, you got this. Just make sure you don't leave your thermometer up their anus, no matter how much they ask for it." The dralasite medic then laughs, remembers the bad doctor joke, and calms down. They take a deep breath, steady their nerves, and return to work.

In other cases, a VAP may talk about sports to the medic while they are working, if that bit of distraction helps them focus better. VAP may coddle (Good, nice incision, that won't leave a scar at all) or criticize (Hurry up dumbass, their pressure is dropping. You got maybe ninety seconds to clamp this off. You're better than this!). Once a VAP syncs up with a user it increases

the Medical-CAS' bonus a further +5%, granting the physician a total bonus of +15 to all medical rolls.

NEW ROBOTS

Nurse-Bot

A nurse bot is a small floating robot, about 1-meter square, that hovers near the physician and supports them while performing their duties. It can keep track of a patient's vitals and verbally update a physician to dangerous changes in a patient's condition. They are another set of competing hands to assist in surgeries, that can help move a patient above, pass the physician medical tools, administer drugs, and activate medical devices. They can also diagnose patients with an 80% success rate and perform first aid, which helps triage the cases that need the physician's most immediate attention. Most importantly they save a physician time, allowing them to safely and effectively treat a much larger number of patients.

Level: 3

Type: Service

Body Type: Standard

Parabattery: Type I

Move Mode: Hover

Move Rate: 30m/turn

Limbs: 3 tentacle limbs

Cost: 6,500 cr

IM/RS: +5/50

Stamina: 100

Att: 50

Damage: 1d10 melee

Defenses: None

Programs: Restrain

Equipment: Hypo-spray, chronocom, preloaded with everything in a standard medical kit.

Description: A spherical body with three tentacles, two lifters/manipulators and one ending in a hypo-spray.

Medic-Bot

These bots are very similar to nurse-bots, and do all the things a nurse-bot can do. However, where a nurse-bot is designed for use in a hospital or medical bay, a Medic-Bot is designed for use in the field. They assist physicians in hostile environments such as exploring alien worlds, disaster relief, or active combat zones. Medic bots come with a fourth tentacle, often armed with a laser or electro pistol. They have an inertia screen projector and a coating of reflective paint to protect them while under fire as well. In addition to the hypo-spray, chronocom, and standard medical kit each medic-bot is equipped with a freeze field (which it can administer with a 75% success rate). Lastly each Medic-Bot has a collapsible plasteel shield which can provide soft cover. This detaches from the Medic-Bot once employed and is a single-use emergency item. This is typically used to assist a physician in recovering a wounded patient while under hostile fire.

Level: 4 **Type:** Service/Combat

Body Type: Standard **Parabattery:** Type I

Move Mode: Hover **Move Rate:** 30m/turn

Limbs: 4 tentacle limbs **Cost:** 9,000 cr

IM/RS: +5/50 **Stamina:** 100

Att: 70

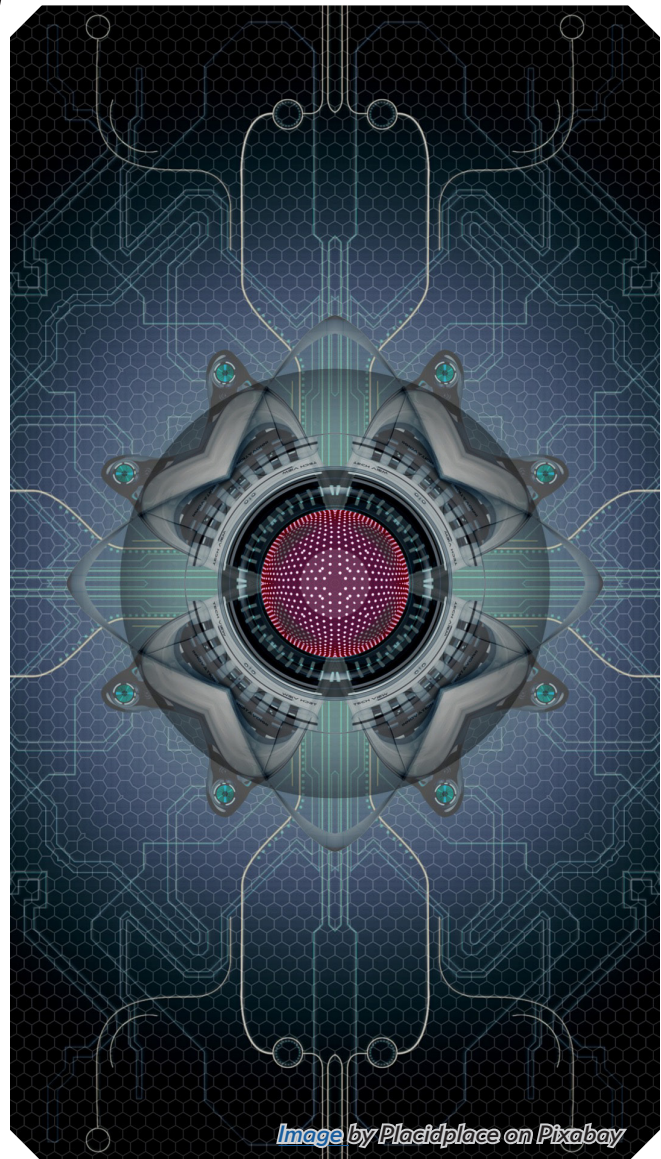
Damage: Laser or Electro Pistol (50 SEU), + melee (2d10, sonic or laser scalpel)

Defenses: Inertia Screen (50 SEU), Albedo paint (100 points)

Programs: Restrain, Self Defense, Attack/Defend

Equipment: Hypo-spray, chronocom, inertia screen, laser or electro pistol, standard medical kit, freeze field.

Description: A spherical body with four tentacles, two lifters/manipulators, one ending in a hypo-spray, one ending in an offensive beam weapon.



Medical Rescue Bot

This heavy duty robot is about the size and shape of a small aircar. It is designed to fly up to 100km, land and recover a critically injured patient, stabilize them in a Staydose or freeze field, and then quickly transport them to a medical facility. Each medical rescue bot has four arms, two designed for lifting a patient into the body of the robot for transport, one arm for lifting heavy objects, and another for cutting away barriers. The heavy arms are used in cases where the injured person is buried under rubble, or trapped in the twisted wreckage of a vehicle. When a patient is loaded up a full medical diagnosis is made and the results are transmitted back to whatever medical facility the medical rescue bot, or MEB, is programmed to deliver them to.

Level: 4 **Type:** Service
Body Type: Heavy **Parabattery:** Type II
Move Mode: Rocket **Move Rate:** 30m/turn
Limbs: Four arms (2 for handling patients, 2 for rescue)
IM/RS: +5/50 **Stamina:** 500
Att: 40 **Cost:** 12,000 cr

Damage: Sonic cutting beam (on rescue arm – as Sonic Sword, 5D10, 50 SEU power), Power lifting claw (3D10)

Defenses: None

Programs: Restrain, Self Defense

Equipment: Hypo-spray w/ Staydose, chronocom, freeze field.

Description: A streamline 3-meter oval robot, similar in appearance to an aircar, with a plasteel bubble over a full medical diagnostic couch. It has four manipulator arms, two for lifting patients, one for lifting and moving large objects, one for cutting away debris with a sonic beam.

Combat Medevac Bot

The combat medevac bot, is very similar to the standard medical rescue bot in purpose and overall design. However, it is designed to recover critically injured patients from active battlefields. If a situation is too dangerous to risk the crew of an aerial vehicle this robot is sent instead. It is equipped with weapons, defenses, and programmed with full combat protocols. Its standard rescue is the same as that of its civilian counterpart, but if under fire that instantly changes. The Combat Medevac bot employs its machine gun to suppress enemy fire and its grenade launchers to obscure its recovery sight with a thick blanket of smoke. Once the patient is recovered they are quickly flown out of the combat zone. The CMB may use its machine gun to strafe an enemy position while on approach, while departing a combat zone, or against pursuing air targets.

Level: 4 **Type:** Service/Combat
Body Type: Heavy **Parabattery:** Type II
Move Mode: Rocket **Move Rate:** 30m/turn
Limbs: Four arms (2 for handling patients, 2 for rescue)
IM/RS: +5/50 **Stamina:** 500
Att: 40 **Cost:** 20,000 cr

Damage: Sonic cutting beam (on rescue arm – as Sonic Sword, 5D10, 50 SEU power), Power lifting claw (3D10), Machine Gun (100 rounds), Two Grenade Launchers (5 smoke grenades each)

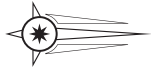
Defenses: Inertia Screen (100 SEU), Albedo paint (100 points)

Programs: Restrain, Self Defense, Attack/Defend.

Equipment: Hypo-spray w/ Staydose, chronocom, freeze field, Infrared sensors, Inertia Screen, Machine Gun, 2 Grenade Launchers

Description: A less streamlined, bulkier version of the medical rescue bot. It has a 360-degree underside turret armed with a heavy machine gun, and two 180-degree grenade launchers mounted on the bow and stern.

Colony Med



by Thomas Verreault

Clinic Maps by Eli Arndt (Elf Bait)

Colony Med Adventures are set on New Pale and are styled after the Warriors of White Light module, meaning the adventures are episodic like a weekly TV drama. The referee is free to craft larger story arcs with recurring villains and or player character story arcs that develop slowly over the course of many episodic adventures. However, the base form of these adventures will be episodes designed to be finished in one tabletop session.

BACKGROUND

New Pale is a dangerous and turbulent colony. Its flora and fauna outright want to eat you but they are not the most dangerous threat around. It was conquered during the Great Sathar War (Note: the First Sathar War is not called that until there is a Second Sathar War). Relics of the sathar invasion linger in dark corners of the jungle and are potentially lethal.

Originally an independent outpost until the Pan Galactic Corporation moved in and transformed it into what has been referred to as a “company town.” A resistance group called the HUSP arose to push back at PGC but it was not initially effective. That was until a pirate known as the Star Devil began supplying them with weapons and explosives seeking to destabilize the situation in Truane’s Star.

Eventually, Streel began running guns to the HUSPs terrorist group as their attacks on the PGC agricultural production led to famine and food riots in the neighboring world of Pale. Thus, the government of Pale was manipulated and forced to step in and take over New Pale as a matter of national security. PGC was ousted to the delight of the Streel megacorp.

The HUSP took a dim view of their new overlords but without the active support of the Streel Corporation they were eventually crushed. The sentiments that drove the HUSP are still present and expressed as a general slow boil of hostility toward the government.

Quirks in the magnetic field and particle density of the local solar wind have made it possible for skilled pilots to slip a small ship past the watching orbital defenses. Smugglers and pirates have used the thick jungle and forest to hide and conduct their trade for decades. One never knows when one will encounter these dangerous types in the outback.

Civil order is maintained by the presence of Pale’s Peace Keeper Battalions (PKs). The Peace Keepers are staffed by natives of Pale and most of them are not happy about being on New Pale. Some have friends that were killed by terrorist attacks. Encounters with

the PKs can range from surly to hostile. Since they are the authority, they tend to throw their weight around.

THE HOSPITAL

Colony Med is the only hospital on the planet and it is located in the capital city. It was a rudimentary clinic before the Blue Plague but since that time the Medical Services Organization has stationed a team here which greatly upgraded its capabilities.

The MSO team is independent and has its own equipment but the original medic/administrator of the original clinic, a former Peace Keeper acts as if he’s in charge of the MSO team. The reality is that he essentially runs the walk-in clinic with a nurse bot (service robot with programming to perform diagnosis and first aid skill checks) but he also sells stims on the black market. The Colony Med side has a surgical suite, morgue, lab, isolation room, 12-bed ward, pharmacy, conference room, and a robotic security checkpoint that controls access from both the street and the day clinic side. Colony med has a nurse bot (see below), a security robot (level 4 security robot), and a secretary bot (level 4 service robot). Assigned to the MSO team are an explorer and an air car both outfitted as ambulances (capacity 2 patients this is in addition to their normal passenger compliments). Note: the referee should provide two air cars if the number of player characters (PCs) exceeds 4.

The MSO team has worked out an arrangement with the clinic director whereby they supply him with a case of stims per month and he will more or less leave them alone. The security robot has a specific function to watch him and guard against theft.

NEW EQUIPMENT

Medical Support Robotics Program — this program allows a robot to perform diagnosis and first aid skill checks at 30% + 10%/robot level. When a robot with this program assists a medic/doctor that character gains a +10% bonus to all surgery skill checks. Cost 500 Cr

MSO Uniform Skein Suit — this is not the same as a standard skein suit as MSO personnel are not expected to behave as a SWAT team. It only absorbs 25 STA, not the standard 50. It clearly identifies the wearer as part of the MSO. These defensive suits are manufactured under contract to the MSO and they are issued to MSO personnel who work in dangerous locations. The cost is the replacement cost if the MSO

staff member must replace a uniform out of pocket.
Cost: 150 Kg 1

Note: There is a regular Civilian skein suit that looks like the standard MSO uniform but carries the standard cost for that item and retains the ability to absorb the full 50 STA of damage. If a player wishes for their

Nurse-Bot

Level: 3 **Type:** Service
Body Type: Standard **Parabattery:** Type I
Move Mode: Legs **Move Rate:** 30m/turn
Limbs: 2 pair standard limbs **Cost:** 5,900 cr
IM/RS: +5/50 **Stamina:** 100
Att: 50 **Damage:** 1d10 melee

Defenses: None

Programs: Medical Support

Equipment: Hypo-spray, medical scanner

Mission: Diagnose patients that enter the clinic/hospital perform first aid for those with minor wounds and refer all others to the resident doctor and assist him/her as directed.

Function 1: defines patients as any sapient-being complaining of a medical problem or exhibiting damage to its Ability scores (STA, LOG, and etc.).

Function 2: defines the clinic or hospital usually with a floor plan. Function 3 defines who the resident doctor is with a specific bio or as anyone dressed as a doctor.

character to have the 50 pt version they must pay for that themselves.

NPCs

Dr. Hartbart Rhude — human male Medical-2, Beam Weapon-1, Technician 1

Dr. Rhude is a bureaucratic administrator relieved to let the MSO team pick up the slack. He was first posted to New Pale as a medic attached to the Peacekeeper battalions. Rather than return to Pale when his term of service ended, he transferred to the Colony Clinic and has remained here ever since. There are rumors he can't return to Pale for some reason. He spends his time avoiding real work, selling stims on the black market, and trying to act as if he's in charge of the MSO team. His medical skills are a bit rusty (-10% penalty until he's forced to really use them perhaps in an emergency) and he will insist on using the nurse-bot as an assistant for everything.

CREATING AN MSO INVESTIGATOR

Start each character with a 3rd and 2nd level skill in their PSA as well as two 1st level skills from any skill area. Each character gets an MSO uniform skeinsuit (25 STA), tool kits and a non-lethal weapon appropriate for the skills the character has plus 5d10 x 10 credits more of equipment. A security specialist will have a lethal weapon of at least rifle size.

The team will need a driver, a security specialist (New Pale is a hostile environment with dangerous creatures), one or more doctors, and an environmentalist to run the lab and analyze samples. A character with Psych Social skill would help and a technician won't hurt although the technician and the driver will probably be the same individual. It may be that one character covers multiple roles, for example, the driver could also be the security specialist or technician and the doctor might also be the Psycho-social specialist.

Using Alpha Dawn Rules: make sure both medical and environmental skills are represented among the PCs. This skill system is more appropriate for smaller parties.

Using "A Skilled Frontier" from Star Frontiersman #9: each character should cover at least one of the science skills and more than one character should have the medical skill. This skill system is well suited for larger parties of PCs.

Other suitable rule sets are Frontier Space and Stars Without Number, although some adaptation may be required on the part of the game master.

THE COLONY MED CLINIC HOSPITAL

DAY CLINIC SIDE

1. **Day Clinic Waiting Area:** 1d2 patients per day with minor complaints. 1d2 individuals per day seeking blackmarket stims. Anyone with a minor complaint is taken to area 3 for treatment by the Nurse-Bot, anyone seeking stims is sent to area 2 to see Dr. Rhude, and anyone with a serious issue is sent to the hospital side.
2. **Office of "Dr." Hartbart Rhude:** most of the time Rhude is here with his feet up playing "Sathar Sweeper" on an electronic device. He keeps enough stims in his desk for daily sales.
3. **Clinic exam/treatment room:** here the Nurse-Bot handles minor ailments but has been programmed to defer cases it cannot handle to the hospital proper and not bother Dr. Rhude.
4. **Clinic storage area:** normal clinic supplies are kept here. There is a cabinet with a level 3 card lock where Rhude stores his supply of stims, a pistol and other illegal pharmaceuticals. He's been



known to get his hands on Rage Dose from time to time ([Star Frontiersman #18](#)). Currently there is a loaded laser pistol with no serial number.

5. Empty space used by Rhude for storage.

HOSPITAL SIDE

6. **Hospital waiting area:** 1d2 patients seeking treatment during normal times.
7. **Pharmacy:** locked dispensary for all pharmaceuticals.
8. **Reception/Check In:** run by a secretary bot.
9. **Offices/consult rooms**
10. **Lab/Testing Area**
11. Hospital employee break room and sleeping rooms
12. Garage with hover ambulance
13. **Elevator:** to basement (morgue and storage) or to roof (air car landing platform & type 4 generator)
14. **Storage room**
15. **MSO Director's Office**
16. **Isolation area**
17. **Twelve Bed Treatment Area:** 0-2 patients receiving long term care.
18. **Security Checkpoint:** staffed by the hospital's security robot with specific functions to monitor Dr Rhude from the clinic and only allow him access area 6.

RESOURCES FOR MEDICAL ADVENTURES

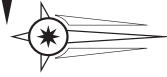
- **Star Frontiersman #3** "Miscellaneous Equipment" (medi trace tags)
- **Star Frontiersman #8** "Equipment" (autodoc)
- **Star Frontiersman #16** "Diseases in the Frontier"
- **Star Frontiersman #17** "Radiation Sickness in the Frontier"
- **Star Frontiersman #18** "Frontier Toxicological Report" & "The 'Magic' of the Frontier" (Rage dose and death juice)
- **Frontier Explorer #11** "In the Minzii Marketplace" (medical supplies), "Power of the Poultice", and "Countering Poisons"
- **Frontier Explorer #17** "Healing and Med Kits"
- **Frontier Explorer #32** "The Expanded Med Kit"

Issues can be found on [Drive Thru RPG](#) or the [Frontier Explorer](#) website.



THE ULTIMATE FRONTIER PHARMACY

Compiled by Thomas Verreault



Over the past 40 years the original authors plus the fans of Star Frontiers have created 32 different pharmaceuticals for the game. These are listed in at least 6 different sources and that does not count the natural remedies nor the illegal drugs. Originally I was only going to supply a table of possible Frontier pharmaceuticals but realized that would not facilitate game play and since the mission of the Star Frontiersman Vol. 2 is to facilitate game play whola: the following morphed into a catalog of pharmaceuticals, natural remedies, and illegal drugs that I have been able to compile over 40 years.

Nurse vrusk says, "Bend over and take your shot like a sapient!"

PHARMACEUTICAL CATALOG

Accelerator: This drug speeds up the body's actions. Only a medic may administer this successfully. When under the effects of the drug, a character adds +2 to the initiative die roll (in addition to normal bonuses) and can make one extra attack per turn in melee combat. The effect will last for a number of turns equal to the character's Stamina score (at the time the drug is taken) divided by 10. Each turn the character is accelerated, the person will lose four Stamina points. Lost points are healed like normal wounds.

Acid Neutralizer: Comes in a bottle and used to neutralize acids.

Aller-Tab: One tab blocks the effects of most allergies to alien flora or fauna for twelve full hours.

Anarad 5: Anarad-5 protects a character from radiation at a rate of 5 rads per hour.

Anarad 10: Anarad-10 protects a character from radiation at a rate of 10 rads per hour.

Anarad 20: Anarad-20 protects a character from radiation at a rate of 20 rad per hour.

Anesthetic Drug: This drug works exactly like a doze grenade, except that it must be injected into the target. Anyone may give the injection.

Antibody Plus: Injectable by hypo-spray, antibody plus increases the body's ability to recover from diseases.

Antitox: Injectable by hypo-spray, antitox is used to neutralize poisons.

Athilor Cream: Athilor Cream is an ancient herbal remedy developed by yazirians before their Star Exodus. It boosts the body's natural healing processes. Typically an injured character will heal at a rate of 1 STA per 20 hour period of rest (see Alpha Dawn page 28) but Athilor cream will triple this for a yazirian (3

STA for 20 hours of rest). This herbal concoction only works on the yazirian biology. Only one dose may be applied per 20 hour period. The cream does not require medical skill to use. One small jar holds 5 doses.

Value: 40 Cr.

Athilor 4 Cream: Athilor 4 Cream was synthesized by SynthCorp to be a broad spectrum version of the traditional yazirian remedy. It works on all four species of the "core four" doubling the natural healing of any of a character for a 20 hour period of rest. Only one dose may be applied per 20 hour period. The cream does not require medical skill to use. One small jar holds 5 doses. Value: 25 Cr.

Biocort: Injectable by hypo-spray, biocort is used to stimulate very fast healing.

Blood Infused Fortified Targ Jerky: Nobody but a yazirian likes the taste of this product. A yazirian who ingests this gains a +5% bonus to battle rage attempts one hour later and this effect will last 5 hours. It comes in small resealable pouches; 5 doses to a pouch. Cost: 20 Cr. per pouch

Death Juice: Also known "the Dose of Last Resort", death juice is a suicide drug and highly illegal. It is likely to be only used by NPC's. One dose of this drug by a hypo spray or med-inject device provides a +20 Temporary STA points, +20 STR, and +20 RS for the duration of one combat. The user will remain conscious and on their feet even at a negative STA score until damage exceeds -9 STA. All wound modifiers are ignored for the duration of the drug's effects. At the end of the combat the character using this drug must make a STA check against current STA levels or slip into a coma and die in a number of minutes equal to their current STA. A medic can freeze-field a comatose character or try to stabilize him. To stabilize a character who failed their STA check after a combat the medic must make a successful major surgery roll before death occurs. In the case of a character with negative STA but not below -9 the medic must be next to the character when they go comatose and has one minute (-15% to the major surgery roll) to stabilize him before he is dead. Death juice costs 250 cr per dose and possession is generally punishable by jail time of up 3-6 months and fines up to 3,000 cr.

Dralasite Gender Control Med: Dralasite gender control meds were mentioned in the dralasite player character description in the Alpha Dawn rules. They come in patch form and work for a week.

My gut feeling is that these are the kind of thing you handwave in a game. I assume that any dralasite has access to them and keeps a one to three month supply on hand and that the cost is subsumed in the cost of living rule where ½ the character's income is consumed through taxes and cost of living.

However, if the cost of these drugs is required its 5 Cr per patch or 20 Cr for a GST month. Remember, dralasites have 3 genders: male, female, and neuter. The neuter form of the drug is probably the most common.

Dehy-Tab: One tab prevents the human, ifshnit, humma, or yazirian body's dehydration from heat for twenty-four hours.

Elast-A-Balm: This product is for dralasites but some humans claim it's great as a hair gel, especially in zero G. Elast-A-Balm comes in a small pocket sized jar and will last one GST week of continual use. It cuts the dralasites limb formation time in half and artificially increases the dralasite's DEX score ONLY for purposes of computing the number of limbs he can generate (max score = 100). If used as hair gel it imparts a greasy look but hair won't move except under extreme circumstances. Yazirians dislike the smell -5% for NPC reactions to a user of this product. Cost: 10 Cr

Elasti-Tab: One tab prevents the dralasite body from losing its elasticity or the vrusk's chitinous body from locking up in freezing weather.

Fungi-Tab: One tab prevents most alien fungi from growing on or in the user's body for eight hours.

Hydro-Gel: Hydro-gel was developed by the eorna and is now produced under license by SynthCorp. At its introduction during the Second Sathar War it was difficult to come by since there were production bottlenecks when the eorna were producing it on Voltarnus. It comes in a plastic envelope/pouch that must be torn open and liberally applied to the burns of a victim. It will heal 5 STA lost to burns of any form (including laser) for each application but it cannot be applied more than once per day (20 hours). It does not require medical skill to be used. Value is 25 Cr.

Ixiol: This drug is readily available on Outer Reach, selling at a "street price" of 100 credits per pill. The drug produces a long-lasting euphoria, but it is highly addictive; an Ixiol habit debilitates and eventually kills its victim. Little is known about this drug but some suspect the Malthar of producing it, and how the drug is produced remains a mystery.

Medicated Bio Pack: This item is a commercially produced medicated poultice or cataplasm. It also comes with gauze for securing it in place. It can be applied by anyone to speed healing (5 STA for 20 hours of rest with rest being limited activity). However, one pack is only good for 20 hours and must be

changed with a fresh pack to maintain the accelerated rate of natural healing. Cost: 10 Cr

Nano-Rad: Treatment covered in Frontier Explorer 32

Narc-Dose: Narco-dose is an injectable pain killer that neutralizes the effects of the pain penalty for 10 hours. It is only administrable by a character with medical skill. This is by design as many colonies in the Frontier have strict controls on narco-dose in pill form to control abuse of the drug. In addition, most medical authorities do not like the carrying of narco-dose in pill form in a medkit as it makes the medkit a target for theft. The pill form is generally found in hospitals and pharmacies.

NOTE: the opioid crisis in the real world is a very real and ugly thing. I would not introduce this item to my game if someone sitting at the table has had their life touched by this issue and might be made uncomfortable by this. This is a game and the point is to have fun. Cost: 10 Cr/ dose or 10 doses for 100 Cr

Neutrad: An injection of neutrad is necessary with the Medical Treatment: Radiation skill to stop radiation poisoning. Radiation poisoning is most commonly caused by nuclear battery or plant leakage or by a character being exposed to ancient nuclear weapons or their residue in nuked areas.

Neutrad Supplement: These pills are to be taken daily while a character is suffering from radiation sickness. It will reduce the intensity of the radiation contamination by 5 points for that day; intensity is the number after the "S." Taking multiple pills has no effect other than to induce vomiting. These pills do not require medical training to administer and are available on most worlds. Cost: 20 Credits for 10 tablets.

Neu-TreX: This drug is often used in conjunction with Neutrad, though it can be administered to a character up to week after the initial (or subsequent) exposure to radiation. A potent diarrhetic, Neu-TreX comes in a one-liter dispenser and must be given intravenously over a period of at least 20 hours. A character usually should be confined to bed (or immobilized) while this solution is given.

Radiation particles bond to the chemical solution which then passes out of the patient's system. It will remove 2d10 rads from a character's rad count. (See Frontier Explorer 32 "Radiation Hazards in the Frontier Part1") Neu-TreX will also reduce the effects of radiation sickness by one-fourth (round numbers down), these benefits are in addition to any help that Neutrad treatment provides. If the character needs to make a current Stamina check to avoid death, the player receives a +5 percent bonus, but it will not help if the result of an illness is death (when the duration number is followed by an exclamation point "!").

Pharmaceuticals	Cost	Mass (kg)	Source
Accelerator Drug	10	-	Dragon 112
Acid Neutralizer	7	-	Alpha Dawn
Aller-Tab	2	-	Zebulon's Guide
Anarad 5 ¹	500		Frontier Explorer 32
Anarad 10	800		Frontier Explorer 32
Anarad 20	1500		Frontier Explorer 32
Anesthetic Drug	5	-	Dragon 112
Antibody Plus	5	-	Alpha Dawn
Antiseptic	7 for 5 cans	-	Alpha Dawn
Antitox	5	-	Alpha Dawn
Athilor 4 Cream	25	-	Frontier Explorer 11
Biocort	10	-	Alpha Dawn
Dralasite Gender Control Med	5 or special ²	n/a	Frontier Explorer 32
Dehy-Tab	1	-	Zebulon's Guide
Elasti-Tab	1 ³	-	Zebulon's Guide
Fungi-Tab	3		Zebulon's Guide
Hydro-Gel	25	-	Frontier Explorer 11
Medicated Bio Pack	10		Frontier Explorer 11
Nano-Rad Treatment	20,000	n/a	Frontier Explorer 32
Narc-Dose	10/dose	n/a	Frontier Explorer 32
Neutrarad	10	-	Zebulon's Guide
Neutrarad Supplement	20	n/a	Frontier Explorer 32
Neu-trex	1,000	n/a	Frontier Explorer 32
Omnimycin	5	-	Alpha Dawn
Opossom-Dose	25/dose	n/a	Frontier Explorer 32
Oxy Drug	10	-	Dragon #112
Plastiflesh	15 for 5 cans	-	Alpha Dawn
Rad-trex	3,000	n/a	Frontier Explorer 32
Salgel	30	1	Zebulon's Guide
Sed-Dose	5/does	n/a	Frontier Explorer 32
Sporekill	20	-	Zebulon's Guide
Staydose	5	-	Alpha Dawn
Stimdose	5	-	Alpha Dawn
Telol	10	-	Alpha Dawn
Temporary Restorative Dose	15/dose	n/a	Frontier Explorer 32
Universal Antibody	100	-	Dragon 112

1. The name "Anarad" and its effects were created by the user Aramis in June 2008 on the starfrontiers.us website.
2. Dralasite gender control meds were implied in the original rules and I've always assumed their costs were actually subsumed in the rule on "Cost of Living" on page 52 of the Alpha Dawn rules. In other words they were one of the "many small expenses" players and referees did not want to track. For purposes of this table we've assigned a nominal cost.
3. Elasti-Tab is described in Zebulon's Guide but the pricelist omits it. We have assigned the same price as the lowest Tab medicine in the guide

Although multiple Neu-TreX treatments can be given, it will remove no more than 50 rads total from a character during that character's lifetime. Additional treatments – after the first one – while a character is still suffering from radiation poisoning will not further decrease the character's symptoms or provide any additional modifiers when conducting a Stamina check.

For example, the pirate Rum Rogue is suffering from serious radiation poisoning (S15/R30*). A medic successfully administered a Neutrarak treatment, which reduced the illness to a S10/R20*. Rum Rogue would still need to make a current Stamina check with a +10 percent modifier, but then the medic successfully treated the character with two Neu-TreX doses. The chemical knocked down Rum Rogue's rad count by 26 rad (a 2d10 roll of 17 for treatment one and a roll of 9 for treatment two). Thanks to the Neu-TreX treatments, Rum Rogue's illness was reduced to S7/R15*. His player can make a current Stamina check with an additional +5 percent modifier. Cost: 1,000 Credits. Total package weight: 1.5 kilograms.

Omnimycin: Injectable by hypo-spray, Omnimycin is used to control infections.

Opossum-Dose: Opossum-dose is an injectable drug that allows a character to play "dead" with no "apparent" life signs. If a medic with a med scanner attempts to scan the "corpse" for life signs the skill check has a -60% penalty.

To use this drug the medic rolls a skill check to attempt to tailor the amount of dose against the biology of character and their weight and can try to get the dose to work for a specific amount of time 1-5 hours. A failed roll means the referee shifts the "wake up" time to a different hour or he can randomize the hour.

A character waking up from Opossum-Dose must pass a STA check to be able to function immediately. Otherwise, they need a number of rounds to shake off the effect and should be treated as if stunned. The number of rounds this stun effect last is 100 minus the STA of the character and divided by 10 with the result

being the number of turns. Round down when making this calculation.

If someone is observing a character trying to shake off the effects of Opossum-Dose, they get an INT check to realize the character is not dead.

Additionally, Opossum-Dose can be instantly neutralized with an injection of Stimdose from the standard med kit. This is very much a specialty item and may not be widely available for general purpose. Cost: 25 Cr/ dose

Oxy Drug & Injector: This slowly releases oxygen into the bloodstream, supplying all needs for twelve hours. Oxy drug injectors are usually worn on the wrist, feeding the drug directly into the blood. The injector must be attached at a hospital. Once the injector is attached, the character may refill it with oxy drug as needed. The cost of a refill is noted on the price list. Note that an oxy injector will not protect a character in space; a vacuum suit **MUST** be worn. The injector device costs 500 Cr and the refill costs 30 Cr.

Pain Ease (gum or tea): These products are formulated for individual species and floods the user's system with pain killing compounds and triggers the release of endorphins or endorphin-like compounds from the user's brain as per their specific biology. One cup of tea works for 5 hours or one stick of gum for 1 hour (5/pack) will nullify pain penalty and limitation due to 1/2 STA. Adequate as a self administered anesthetic substitute. Cost: 2 Cr. Per 1 tea bag or pack of gum

Rad-Trex: A much more powerful solution than Neu-TreX, Rad-Trex must also be given to a patient in an IV fashion over the course of 20 hours and the patient must be immobilized during this time. It can be given before or after a character receives Neu-TreX and/or Neutrarak.

Rad-Trex removes 4d10+5 rads from a character; it will also reduce the effects of radiation poisoning by half (round any figures down) and provides a +10 percent modifier if the character needs to make a current Stamina check to avoid death. If the results of the illness still call for death (when the duration number is followed by an exclamation point "!"), the character

Natural Remedies	Cost	Mass (kg)	Source
Athilor Cream	40	-	Frontier Explorer 11
Blood Infused Fortified Targ Jerky	20/ pouch	-	Frontier Explorer 23
Elast-A-Balm	10	-	Frontier Explorer 23
Pain Ease gum or tea	2/tea bag or pk of gum	-	Frontier Explorer 23
Vrusk Alert Kzz Grubs	10/dried grub	-	Frontier Explorer 23
Void Jump Tea	2/tea bag	-	Frontier Explorer 23
Zero G Tea Brewer and tumbler	20	1.25	Frontier Explorer 23

can make a current Stamina check, but without the +10 percent modifier to avoid dying.

Although multiple treatments of Neu-TreX and Rad-TreX can be administered, the combination of these drugs will eliminate no more than 150 rads from a character during that character's lifetime. Additional treatments – after the first one – while a character is still suffering from radiation poisoning will not further decrease the character's symptoms or provide any additional modifiers when conducting a Stamina check.

Rad-TreX comes in a one-liter dispenser unit. Cost: 3,000 Credits. Total unit weight: 1.5 kilograms

Rage Dose: Also known as Roid dose, rage dose is fairly cheap but illegal. It can be created in a lab by any half competent chemist. One dose provides a +25% bonus to battle rage attempts by yazirians and a +15% for all other species per dose. This means non yazirians can attempt battle rage. Multiple doses can be used at one time and the bonus to battle rage is cumulative.

Use of the drug is dangerous and a critical success on the battle rage roll means the user must attack the closest being, friend or foe; with the critical success range increased by 3 for each extra dose used. A character must choose how many doses to use before making a battle rage roll and the effects of this drug last for a number of rounds equal to the target battle rage score rolled on divided by 2; thus a yazirian with 5% battle rage score uses one dose for a 30% chance of going into battle rage and if successful will be in rage for 15 combat turns. This duration is important if a critical success is scored as the yazirian must always attack the closest being. If there was no critical success then a user can stop attacking at any time he judges the battle to be over but if the negative side effect presents then the character must continue to attack anyone he can see until the rage is over. During any turn a PC is attacking something or someone that the player does not wish to attack, a PER or LOG (whichever is lower) roll can be made to stop that round's attack but this check must be repeated each turn. Rage dose costs 20cr per dose and possession is generally punishable by up to 30 days jail time and a fine of up to 500 cr

Salgel: An oily blue goo that effectively protects surfaces from all but the worst concentrations of acid. Explorers often coat themselves or any exposed items

with it to counteract the corrosive effects of severe acid rain or acidic gas. It can only be removed by a special liquid that accompanies its purchase.

Sathar Submission Serum: Known as 3S dose, this drug was discovered among captured sathar supplies on Pale and Laco during ground operations of the First Sathar War and later on Volturnus after the Battle of Volkos. It's used to make sentient creatures susceptible to hypnosis (+10%) and has the side effect of boosting STR/STA by +15 and reducing INT/LOG by -5. It's believed the sathar developed this drug to shortcut the hypnosis process with a view to creating drone soldiers. Use of this drug allows anyone to attempt to hypnotize the victim but only at a 10% chance of success. A sathar or any other character with the skill or ability to hypnotize may gains the +10% bonus and may make a second attempt at ½ if the victim resists the first attempt.

The drug, in its original packaging must be used with the sathar version of the hypo-spray (it's not compatible with the standard hypo-spray). 3S dose can be opened and added to food. If it is ingested it has the same effect as being injected. Any medic, environmentalist or scientist can easily reload 3S dose into standard hypo capsules with access to a lab and then use the standard hypo-spray with this drug. The street value for 3s dose runs between 300-600 cr/ dose. The street value for a sathar serum injection device is 50-75Cr and possession of the drug is generally punishable by jail time of up to 1 year and fines of 5,000Cr.

Sed-Dose: Sed-dose is a broad-spectrum sedative that is used when an NPC is agitated, upset and "psychologically disturbed". It is only administrable by a character with medical skill.

For 5 hours it will sedate and calm a disturbed character although that character can make a current STA check to reduce the effect by half to 2.5 hours.

If used in conjunction with a character with Psych-social skill attempting the Psycho-Pathology subskill, that skill attempt receives a +15% bonus. Cost: 5 Cr/ dose or 10 doses for 50 Cr

Sporekill: An injection of sporekill is necessary with the Medical Treatment: Infestation skill to stop spore or parasite infestation. Spore infestation is most often caused by alien plantlife seeking to spread its spores to a fertile growth medium like lungs.

Other	Cost	Mass (kg)	Source
Death Juice	250	-	Star Frontiersman 18
Ixiol	100	-	Dramune Run
Rage Dose	20		Star Frontiersman 18
Sathar Submission Serum	300-600	-	Star Frontiersman 18

Staydose: Injectable by hypo-spray, staydose is used to sustain a dying character for 20 hours.

Stimdose: Injectable by hypo-spray, stimdose is used to revive unconscious individuals. It has also been used recreationally as a stimulant. Recreational use can cause feelings of euphoria and allow an individual to stave off exhaustion from lack of sleep but has potential to be addictive.

Telol: Injectable by hypo-spray, telol is a truth serum and only works 80% of the time. It only allows for 5 simple 1d10 questions to be asked and then causes the individual to pass out for 1d10 hours.

Temporary Restorative Coma Dose: TRC, or Temporary Restorative Coma dose, knocks out character for 20 hours GST. It requires medical monitoring by a medic for 20 hours, BUT the character wakes up with 4x the STA he would have gotten from just resting 20 hours.

Should the medic need to revive the character immediately, he can apply Stimdose from original tool kit and the character is up and, as long as he has had 5 hours in TR coma, he gets the standard 1 STA for resting and forfeits the bonus STA but can function, move, and even fight if necessary. Cost: 15 Cr/ dose

Universal Antibody: This antibody helps protect the person from any type of disease. It may only be injected at a hospital. Characters with the universal antibody have a +20% chance to resist any disease (if the chance to resist the disease is 0% (nil), the character is given a 20% chance. This product is a great boon to galactic tradesmen and explorers of new worlds.

Vrusk Alert Kzz Grubs: The Kzz grubs are a traditional vruskan medical practice. The grubs are grown and fed certain compounds which are stored in their bodies. When the grub was ingested by a vrusk the medical properties of those compounds were experienced by the ingestee. This was a very old and traditional practice. A trade house on Ken'zah-Kit in the K'aken-Kar system has revived this practice marketing The Vrusk Alert compounds which boost a vrusk's ability to pay attention conferring a +5% bonus to both INT and Comprehension ability. They take effect within 10 minutes of ingestion and last for 5 hours. Originally the grubs had to be kept alive but the Vrusk Pharmicopia trade house developed a secret method of drying the grubs and retaining the efficacy of the drug/ compounds. This is their flagship product. Cost: 10 Cr/ dried grub.

Void Jump Tea: Void Jump Tea has a calming effect for those who experience nausea and distress during void jumps. Void Jump Tea is 2Cr/tea bag.

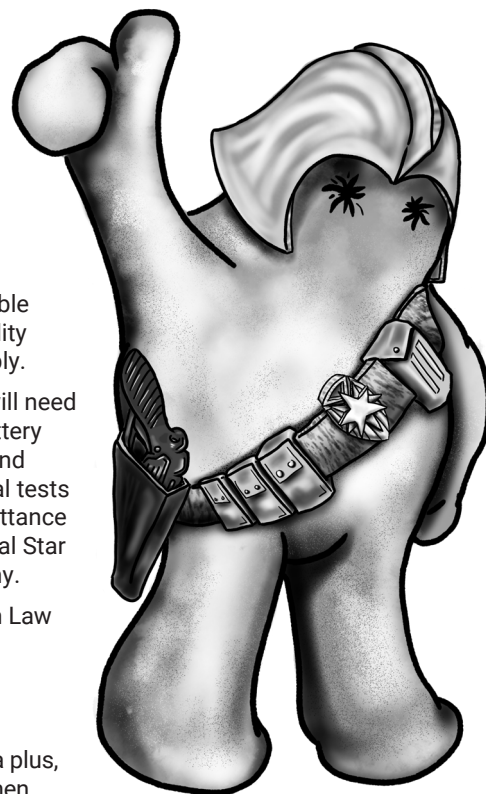
Zero G Tea Brewer and Tumbler: Brew and drink tea in zero G with just one device: 20 Cr



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 temperment and talent.

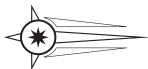


Anyone with prior felony convictions or questionable mental stability need not apply.

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.

KAPPA CONTAGION



COLONY MED ADVENTURE

by Thomas Verreault

Author's note: This adventure is inspired by a "Solve The Outbreak" game on the CDC website from years ago.

MED ALERT

The Medical Services Team attached to the Colony Med Hospital at Truane City New Pale has received a distress call from agricultural outpost Kappa. It's mid-summer and time for one of the tri-annual manakan harvests. Several workers at the plantation are sick with a mysterious illness and one man is in the med bay. The work is physically demanding and done under tough conditions. Is it an infection or something they got from working close together in the heat?

Kappa station is 1100 km away and can be reached by either ground (22 hours for the explorer) or air transport (2.75 hours). Use the town map on the back of the Port Loren map.

ALPHA ENCOUNTER: KAPPA STATION

Kappa Station is one of the many farming outposts scattered across the surface of New Pale. Heavy duty robot harvesters manage the manakin crop but work crews occasionally have to venture beyond the fence to service and repair these machines. These work crews never go unarmed due to the dangerous nature of the wildlife.

The members of one such crew have suddenly become ill after one such venture beyond the fence.

CAST OF PRIMARY CHARACTERS

Raymonda Vassel (human female)-station admin: She is concerned about Kappa Station falling behind in its production but is also deathly afraid of the feared viral infection known as cerebrovascular lesions.

Gordal Dal (dralasite neuter)- station hunter/pest control: he will be detailed to initially escort the PCs if they go outside the fence. (dralasite neuter, RW 69, M 47, PS 4, IM 7. RS 67, STA 75) Laser rifle, power belt, skein suit, tangler and frag grenades

THE OUTBREAK

CLUE #1

The automated harvester for Kappa Station was damaged by one of the large creatures from the surrounding forest and has broken down in the manakan fields. Being immobile the workers had to haul parts out to the field and rebuild it in place. That took two days after which 7 of the workers complained



Dralasite Medic by Brian Phongluangtham

of headaches, fatigue and muscle aches and 6 of them had fevers. The station admin told them to take some painkillers and get some rest.

After another day one of those workers, a 28 year old human male named Winston, began sneezing large amounts of blood, having seizures and losing motor control. The station admin then called Colony Med fearing cerebrovascular lesions, a viral infection that had killed hundreds of New Pale's residents a little over 3 years ago. By the time the MSO team arrives Winston will be in a coma.

CLUE #2

Medical scans of the afflicted will NOT turn up a diagnosable condition since this illness is not an infection nor a standard toxin. The good news is that cerebrovascular lesions can be ruled out almost immediately due to the lack of a viral infection being detected. However, an environmentalist will need to test blood samples taken by a doctor to fully confirm that it is not cerebrovascular lesions.

CLUE #3

All of the afflicted have elevated levels of stim-does in their system but this will not turn up in a normal med scan. The players will need to specify something that indicates they are looking into trace chemicals in the blood chemistry. However, this is not medical grade stim-dose but a cheap analog manufactured in a low

grade chemistry lab and it has toxic components that are poisoning the users.

CLUE #4

At the location of the broken down harvester there is another crew working to get the robot up and running. Several used hypo spray dose cartridges litter the ground and the foreman of this crew will state that the cartridges were there when they arrived. The cartridges are unmarked except for a red half sun symbol which is odd as they should have a label clearly identifying the contents. There was also a hypodermic but it was found by a stim user and pocketed. This user has injected himself with a red sun stim-dose that was in the hypo-spray and will begin to show symptoms soon: headaches, fatigue, and muscle aches. He may ask the medical team for something to treat those symptoms or for a pick me up stimulant. If asking for a Stim he will do classic drug seeking behavior of asking for the stim without actually asking for it directly but beating around the bush in a way to maneuver the medical team into prescribing a stim-dose for him.

This location might be a good time for a dangerous critter to show up (see [Harmonized New Pale Brief](#) on pages 17-21).

THE PLOT

A rogue drug operation has set up deep in the outback on New Pale and it is manufacturing substandard stim-dose for the thriving illegal stim trade on New Pale. The product is marked with a red half sun symbol and is contaminated with toxic elements that do not readily clear the body and build up and make the individual ill and in a heavy stim user can put them in a coma.

When it looks like PCs will be discovering the source of the problem and are likely to question the sick individuals as to where they got their stims the compound's hunter, Gordal Dal will slip away with a laser rifle and a hovercycle [by game master fiat it should get away as it will turn up in a later encounter].

Gordal is the supplier for the Red Sun Stims at Kappa Station. When he leaves he will seek out his supplier and offer his services and thereby join the smugglers. In the future the PCs will be familiar with and recognize it.

TREATMENT

Anyone who has been using stims needs to stop using them as even proper medical grade stims can initially exacerbate their condition. Naturally this is a problem for the addicted as they will face withdrawal and most will seek a "fix" against medical advice.

The toxic compounds can be cleared from the body but this will require the development of an antidote

type treatment that will bind to these toxins and allow them to be harmlessly flushed from an individual's system. However, to develop this antidote will require a skill roll similar to the environmentalist subskill "Analyze Ecosystems" to study the samples (both of raw Red Sun Stim and of samples taken from patients. A doctor or an environmentalist can make this roll. The procedure for the analyze ecosystem subskill roll is 200 hours must be spent in study then a skill check is made. Multiple individuals may contribute to the 200 hours of study providing they have environmental skill or medical skill. The character with the highest level will then make a skill check: 30% + 10%/level of skill and they can get a bonus of +10% for the assistance of a qualified individual assisting (anyone with at least 1 level of environmental or medical skill). Failure means they must spend another round of 200 hours of study then perform a skill check. Success means they developed an antidote.

The antidote can be manufactured at the hospital by an environmentalist for a skill check and 1 hour's time and produces 1d10 doses of antidote.

EXP Awards: award 1-3 EXP based on performance.

BETA ENCOUNTER: PANIC IS SPREADING

More cases can be attributed to Red Sun Stims. Have the PCs treat some random stim users including one that entered a coma while operating a vehicle. They can be called to the accident scene (use the Port Loren map to simulate Truane City). Rumors are spreading that it is a cerebrovascular lesions outbreak. Despite what the PCs say, scared people are not prone to listen or use rational thought.

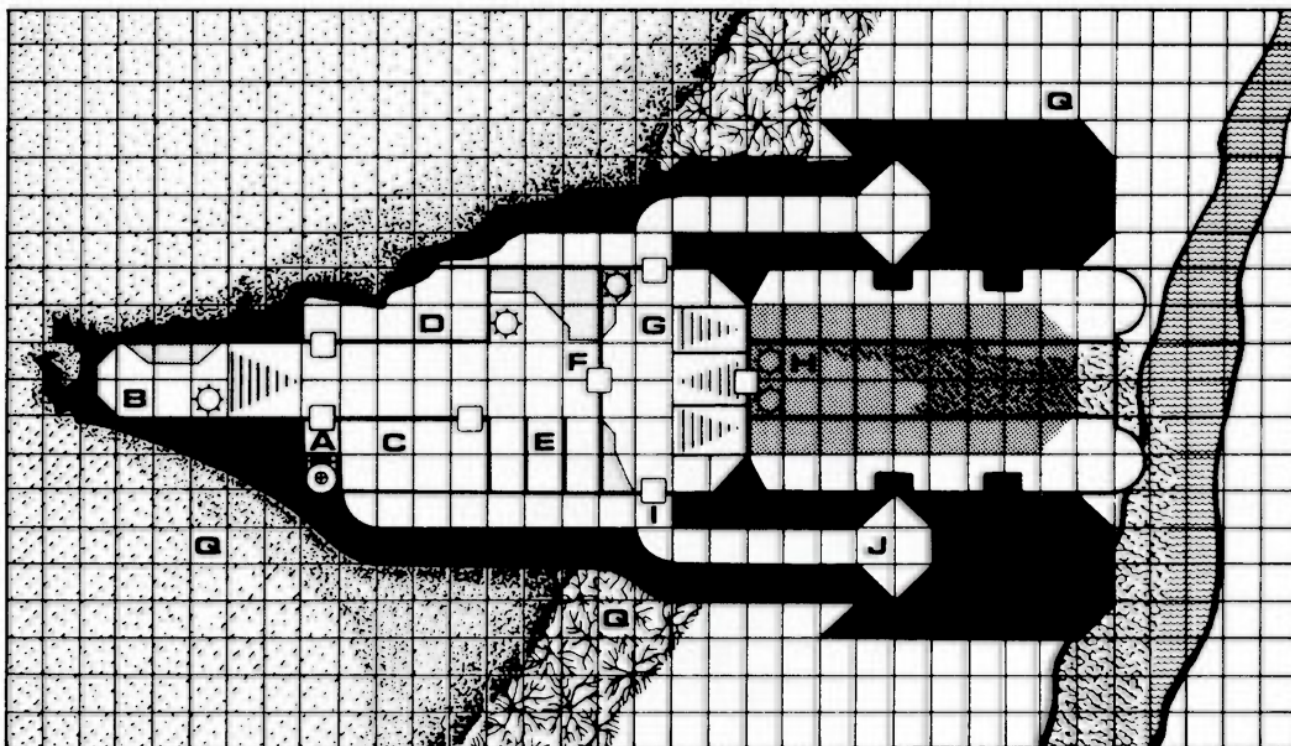
The governor of New Pale is putting pressure on the Colony Med team to find the source of the Red Sun stims. The team does not actually answer to him but they need to maintain positive relations with the local government. This can be a role play encounter.

EXP Awards: award 1 EXP for treating a few stim addicts and 1 EXP if the players have a role play encounter with the governor.

GAMMA ENCOUNTER: SHUTTLE DOWN

A cargo shuttle out of Truane City star port hyper-ignited on lift off, declared an emergency, and crash landed in the swamps outside of town. The Colony Med team is summoned to respond to the crash scene. Use the map of the Hepplewhite Crash in the sample adventure in the Alpha Dawn rule book.

The shuttle rests in the swamp in a meter of water and mud all characters wading in this are slowed ½. The port (left) side of the shuttle is slightly lower in the water and mud which means the airlock is submerged and partially obstructed by mud. There is wreckage and damage on the starboard side but it is not possible



to enter here without cutting away the wreckage. The cargo bay doors that open on the dorsal (top) side of the craft are jammed, without power and slightly buckled, thus they will need to be cut open. A starship's hull has 200+ 2d100 structural points (Knight Hawks p36), the wrecked and crumpled area of the hull only has 250 structural points due to the damage of the crash. If the players don't have an engineer's laser power torch (they probably don't) they will have to use hand weapons- the table for this is on page 24 in the Alpha Dawn rules.

Unfortunately the shuttle is settling and will fill with water and drown all of the survivors in 2d10+5 turns.

Wildlife, in the form of 1d5 heximonitors will show up in the first 1d3 turns (see the [Harmonized New Pale](#) brief). They will probe and test the med colony team looking for easy prey but will not necessarily rush them if they are on guard or aggressively trying to drive them off.

The smugglers, who had a load of cargo on this shuttle, will show up in 1d5+1 turns. They will seek to order any of the med team to not move while they employ an engineer's power torch to cut into the cargo hold and retrieve their cargo. They will not share the power torch with the PCs although the players are free to try to negotiate for it. They are also free to not remain still but this could result in a firefight unless the PCs manage some sort of bluff. Once the smugglers have their cargo they may rob the PCs of their pharmaceutical supplies 35% before leaving.

The heximonitors will not come close once the smugglers show up but will begin to close in when the smugglers leave.

THE SMUGGLERS

The smugglers arrive in a hover car and a hover truck. The Kappa Station hunter Gordal Dral is standing in a roof hatch on the car operating a heavy laser on a pintle mount. The heavy laser is powered by a dedicated type 1 parabattery (500 SEUs). There is a driver and 4 other smugglers in the hover car and a driver and one other smuggler in the hover truck. In the back of the hover truck is 4 Hauler Bots (level 1 maintenance robots, STA 100, type 1 parabattery, 125 kg, walking movement 60m/turn, see Frontier Explorer #36 page 11) These robots cannot fight and are just here to haul the cargo at the orders of the smugglers.

Gordal Dal, the hunter from Kappa station is now with the smugglers (dralasite neuter, RW 69 [59 w/heavy laser], M 47, PS 4, IM 7. RS 67, STA 75) Heavy Laser, laser pistol, power belt, skein suit, tangler and frag grenades

Car Driver (human male, RW 70, M 40, PS 3, IM 7. RS 70, STA 50) skein suit, albedo screen, power belt, Gyrojet Rifle & Gyrojet pistol w/2 clips each, Sonic knife w/power clip

Smuggler 1 (human female, RW 65, M 35, PS 3, IM 6. RS 55, STA 45) skein suit, autorifle, 3 clips, nightstick, 2 frag grenades

Smuggler 2 (human male, RW 40, M 35, PS 3, IM 7. RS 67, STA 50) skein suit, grenade rifle, bandolier w/6 frag grenades, machete (treat as sword)

Smuggler 3 (human male, RW 45, M 55, PS 3, IM 7. RS 70, STA 60) skein suit Gyrojet rifle w/3 clips, chain (treat as whip)

Smuggler 4 (human male, RW 40, M 55, PS 4, IM 6. RS 60, STA 70) skein suit, sonic devastator, power backpack, sonic knife /powerclip

Truck Driver (vrusk female, RW 53, M 43, PS 2, IM 7. RS 65, STA 30) skein suit, albedo screen, power belt, 2x autopistols w/2clips each, machete (treat as sword)

Smuggler 5 (dralasite neuter, RW 60, M 65, PS 5, IM 8. RS 67, STA 90) skein suit, engineers power torch, power pack, laser pistol w/2 clips, knife

Turn 1: Smugglers arrival- the car will swing a little wide to cover the med team with the heavy laser and the hover truck will back right up to the cargo area of the shuttle so that the back doors can swing open and the dralasite with the engineers power torch and 4 robots can debark directly onto the back of the ship and expertly cut the latch to the cargo bay doors. Gordal and driver #1 will order the med team, "don't move and no one will get hurt" + "we just want what's ours" other role play may happen between the PCs and the smugglers.

Turn 2: the dral with the laser power torch will cut the latch on the cargo doors and he and the 4 robots will pull one cargo door open

Turn 3-4: the robots load the recovered Red Sun Stims from the cargo hold.

Turn 5 the smugglers depart with their guns trained on the med team or rob them (35%) of their pharmaceuticals then depart. If the players have managed some sort of bluff the smugglers will not bother trying to rob them.

THE SHUTTLE

Throughout the ship dim emergency lighting provides an eerie glow.

Air Lock (A): The shuttle has settled more on the port side and the airlock is submerged and partly occluded with mud making it extremely difficult to open. It will take a STR check at -20 to succeed at pulling it open. A second character can assist and with a successful STR check they add +10% to the primary person trying to open the hatch. Once the outer hatch is opened the airlock will fill with water. The inner hatch can be opened for a STR check but the pressure of the water will begin rushing into the shuttle. Characters in the airlock must make a STR check or be swept into the shuttle and knocked prone. In addition, if both hatches on the airlock are opened the ship will begin to sink faster -2 turns from the deadline.



Cockpit (B): The pilot is trapped in his chair. One turn to cut his restraints with an appropriate tool and a STR check to lift the console off his legs. Since you must go up stairs this will be one of the last areas to flood.

Passenger Compartment (C): Groaning and growls can be heard from here. There are 3 passengers. Passenger A- Michelsome human male who is unconscious from a massive head trauma. He will eventually need brain surgery to repair damage. He can be awaked with a Stim dose and can walk with help. Passenger B- Wonna, a young human female frozen with fear but otherwise uninjured. Wonna will do nothing but hug a stuffed animal and will scream in panic if someone tries to move her. A psycho-pathology subskill will need to be used to get her to comply peaceably with being led out of the shuttle. Passenger C is Kannellian, a yazirian female who is going into labor with twins. She will have contractions every turn. She has Birthing Battle Rage Syndrome which causes her to lash out in battle rage at the nearest character for her full punch score (3). Damage is automatic. The only way to prevent this is for two characters to hold her hands or one dralasite with four arms and then another character can assist her with moving. Every turn she moves there is a cumulative 10% chance that she will deliver a cub that turn. Continue rolling the cumulative 10% chance for the second cub but it will be breached. The breached diagnosis is obvious so the attending medic will only need to perform a Minor Surgery skill check to deliver the cub.

Wrecked area (D): A dead vrusk crewman (ID card in pocket) can be found here.

Storage Area (E): Toppled luggage and a structural member of the ship traps a panicked human male named Reggie. If the PCs entered from the airlock (ie the water rushed in) then Reggie's head is no longer above water. The PCs have 4 turns to rescue Reggie from the moment the inner airlock is opened before he begins taking 2d10 damage (STA 25). If they entered from elsewhere then his head is still above water. Reggie is easily rescued by making a STR check to lift luggage and the structural member from him.

Security Door (F): Level 2 card lock prevents passengers from accessing engineering and cargo areas. Crewmen's ID cards give access or a technician must make an opening locks skill check.

Auxillary Control (G): The ship's generator is still running and giving out electrical shocks to anyone in the water on a roll of 33% or less each turn (2d10 + stun with STA save for no stun). Characters with an anti-shock implant are immune. The generator can be shut down by a technician or anyone may locate the circuit breakers for a LOG check and throw them.

Cargo Hold (H): the smugglers will have cut the latch mechanism and forced one cargo door open. The hold is filled with crates.

Access to landing gear (I): if this door is opened or its identical twin on the other side water will rush in and sink the shuttle faster by one round per door.

Landing Gear Access (J): flooded.

Note: Since we are recycling the ship from the sample adventure, "The Hepplewhite Crash" there may be an expectation on the part of the players to find Rinny from the Hepplewhite crash. If that is the case go ahead and include him.

EXP Awards: award 1-3 exp based on performance during this encounter. Good performance is based on not letting any of the NPCs drown while trapped in the shuttle.

DELTA ENCOUNTER: SMUGGLERS BLUES

One of the smugglers that the team encountered in the Gamma Encounter will walk into hospital with symptoms of poisoning from Red Sun Stims. He will say that everyone is sick [at the outpost lab] before going into a coma. Even if the PCs have developed an antidote he will need 1d5 days to come out of the coma. If they wait that long to ask him, most of the smugglers will be dead or dying when they find them. Under that circumstance they will only earn 1 EXP.

They can learn the locale of the smuggler's outpost/lab by checking the smuggler's body comp or by locating his vehicle which is the stolen Kappa Station hovercycle. Both items have a mapping progit and will allow them to go straight to the smuggler hideout.

The Star Law marshal for Truane City is out of the office at the moment. If they try to contact her, their calls will go straight to a voicemail. The other authority with police powers is the Peace Keeper battalions from Pale. They will take over and shut the PCs out (only 1 EXP awarded) and 1-2 smugglers will be delivered to the hospital in a coma.

If the characters go investigate for themselves they can gain the most EXP rewards. Use the fort map from the back of the Port Loren map.

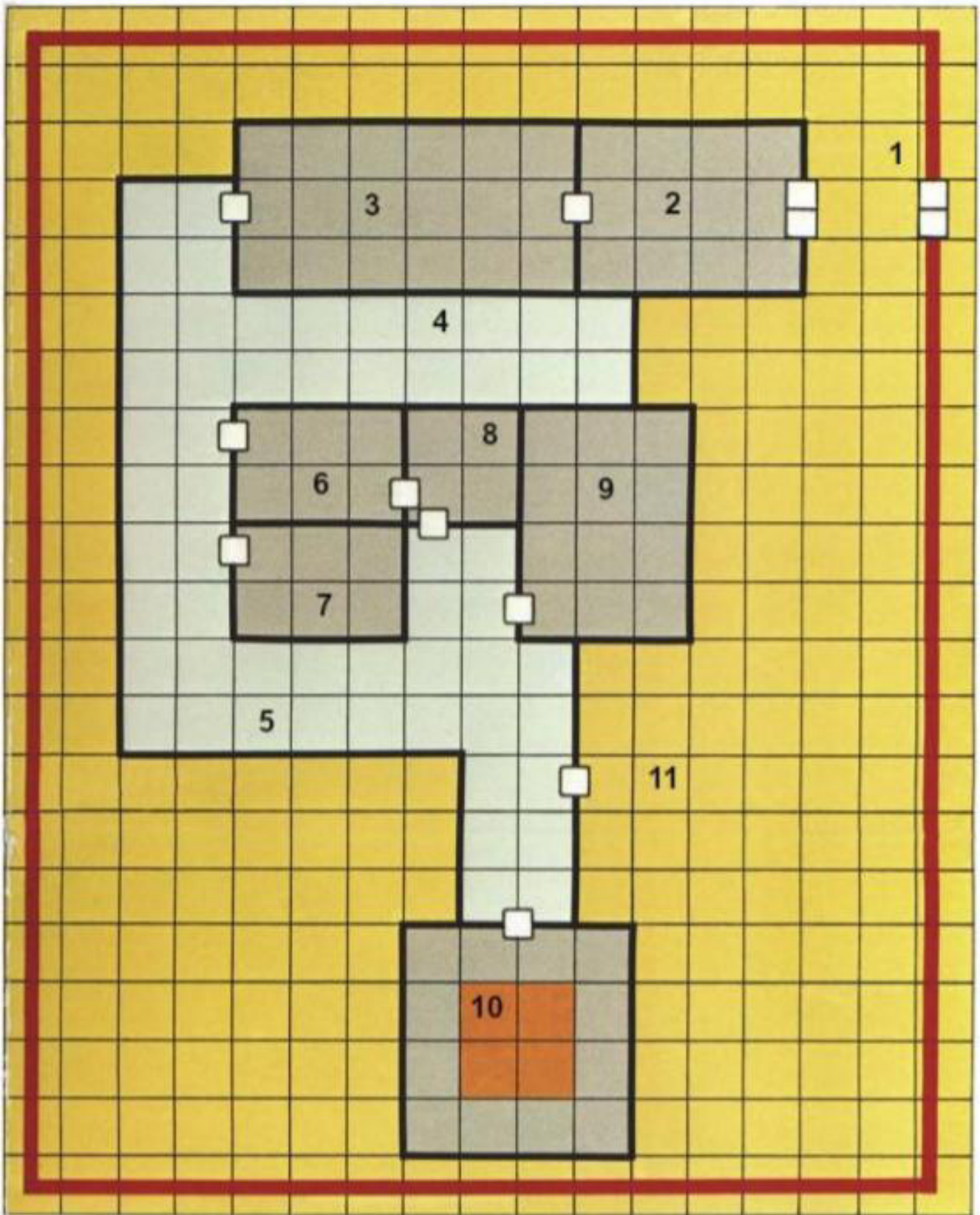
THE SMUGGLERS LAB/OUTPOST

Electrified Fence (1): The fence is high voltage and an anti-shock implant will only block 4d10 of the 6d10 damage that touching it will do. The gate has a level 1 mechanical lock so that the electricity does not fry an electrical lock. The gate or any section of fence has 25+ 1d10 structural points (Alpha Dawn page 24 details weapon damage versus structural points). Inside the fence is a security robot on patrol that will travel from one side of room #10 to the other side room #10 each turn and passes in by the gate in the process of its patrol. Security robots can travel 90m/turn so for simplicity have the robot pause at the end of its route before turning around and going back around to the other side of the outpost. Thus it passes the gate once per turn.

Garage (2): The doors are locked with a level 2 card lock. The hovercar with the heavy laser is here and Gordal Dal's body. It appears he was in a firefight with someone and was killed by laser fire. His laser pistol is lying next to him. The 4 maintenance robots stand mutely to the side of the garage. The contents of a tech kit are spread over the workbench and the engineer's power torch is present.



Yazirian Medic by Aaron O'Brian



Warehouse (3): One of the smugglers has barricaded himself in a mini fort made from crates and containers. He will be raving nonsense about “the eyes” and shooting wildly (-10% penalty). Smuggler 4 (human male, RW 40, M 55, PS 4, IM 6. RS 60, STA 70) skein suit, sonic devastator, power backpack, sonic knife /powerclip. He is suffering the standard symptoms plus paranoia. Psycho-pathology sub-skill can be used to treat the paranoia enough that he might be examined and treated for the Red Sun Toxins.

Hallway (4 & 5): Area four is stalked by Smuggler #3 and his chain. He is currently high on stims, suffering from the Red Sun toxins, and paranoia as well. He is equipped with a holo screen and will seek to sneak up behind a character and beat them with his chain. Smuggler 3 (human male, RW 45, M 55, PS 3, IM 7. RS 70, STA 60) skein suit, power belt, holo screen, chain (treat as whip)

A Security Robot can be located in area 5 and will engage the PCs as intruders (STA: 100, Speed 120 m/turn, Attack: 50, IM/RS: 5/50, Programs: Attack/Defense, Security Lock, Installed Equipment: Radiophone, Compass, IR Optics)

Dorm (6): 3 of the smugglers are in comas in their bunks.

Galley (7): One of the smugglers is dead by suicide.

Office (8): The truck driver, a female vrusk is sitting behind the desk with both of her pistols laid on the desk just centimeters from her hands. Her mandibles and antenna twitch in agitation. She will ask the question, “can you ever get the eyes out of your head?” then snatch up both autopistols and shoot herself in the head. The PCs have one chance to perform Major Surgery subskill to save her life or she is dead. Freeze fielding her will not preserve her life although the players can try. (RW 53, M 43, PS 2, IM 7. RS 65, STA 30) skein suit, albedo screen, power belt, 2x autopistols w/2clips each, machete (treat as sword)

Radio Room (9): A radiophone, subspace radio, and a level 2 computer occupy this room. The radios have been shot with an autopistol and are inoperable and nothing can be learned from them. The computer has com logs and it appears a sathar has been communicating with the leader of the smuggling ring. The last com traffic instructed the leader to destroy the radios and kill himself.

The Chem Lab (10): The leader of the smuggling ring is here (human male, RW 70, M 40, PS 3, IM 7. RS 70, STA 50) skein suit, albedo screen, power belt, Gyrojet Rifle & Gyrojet pistol w/2 clips each, Sonci knife w/ power clip. He is frantically doing things with the lab’s array of beakers, condensing coils, and burners. Liquids bubble and steam fogs the room. There is a hissing and if the players look for the source of the hissing they will spot two large gas cylinders



Vrusk dual wielding Pistols by Brian Phongluangtham

of unknown gas venting in a corner. The smuggling leader will engage the PC’s maniacally and what is also troubling is that he has frag grenades on the desk in front of him and is gripping one in his hand. When the players enter this room roll a d4 and this is how long before the leader activates the frag grenade. The players have that long to incapacitate him, attempt psycho-pathology on him, or flee before he brings down the whole lab. If the leader blows the lab it will collapse the walls and injure anyone in the hallway leading up to room 10. Treat the explosion as a frag grenade going off just outside the door to room 10 with a RS check for ½ damage.

THE PLOT

The leader of the smuggling ring was/is a sathar agent. Red Sun Stims were intentionally formulated to harm, when it appeared that the ring was to be discovered the sathar handler ordered for evidence of his involvement to be destroyed and the smugglers to OD on Red Sun or kill themselves.

EXP Awards: if the PCs discover and document the sathar plot as well as save a few of the smugglers award 3 points. Otherwise results will go down from there.

ÉPILOGUE

It turns out the Red Sun Stim conspiracy was a sathar plot. The colony will breathe a sigh of relief that it was not a return of viral cerebrovascular lesions. This will mean that the med team has left a generally positive impression on the colony’s population. The governor’s attitude will be opaque to the PCs and the Peace Keepers’ will still seem gruff toward the team.



THE FRONTIER'S MOST WANTED

STATS

Human (Female)
RACE

STR/STA 45 45
DEX/RS 45 45
INT/LOG 60 60
PER/LDR 55 55
IM/PNCH 4 3

PSA Military

SKILLS

Beam 4
Melee 3
Thrown 3
Demolition 6
Martial Arts 3
Computer 3
Environmental 2

Zenovia Boulivar

NAME



WARRANTS FOR

Murder
Destruction of public
and private Property
Committing acts of
terrorism
Creating weapons of
mass destruction
Extortion

HEIGHT

1.6 M

WEIGHT

50 Kg

DESCRIPTION including distinguishing characteristics

Dark eyes, dark short hair, slight build, burn scar on left side of next and shoulder, Typically wears black civilian gridsuit and sun goggles. Both hands are top of the line cybernetic prosthetics. Walks with a slight limp, left left from knew down also a cybernetic prosthetic.

ALIASES

The Baroness
The Briar Rose Bomber
The Black Pixie

AFFILIATIONS

Silver Death Cult
Black Pulsar (A Solar
Minor based group,
with similar aims to the
Kraatar Liberation Front)
Kraatar Liberation Front

ARMAMENTS

Raffler M-2 Proton
Pistol, Sonic Knife, 6
Frag Grenades
augmented by TD-19
(double blast radius and
destructive power, her
own design). Inertia
screen powered by a 50
SEU belt-clip. A CAS
granting +10 to all
Demolition rolls.

ASSETS

Several safe houses and
well stocked bomb
workshops in Solar
Minor, Theseus,
Tristkar, White Light,
Madderly's Star.
Nebula Gold – An Imp
Class Yacht