

# STAR FRONTIERSMAN

## VOL 2

### Issue 28

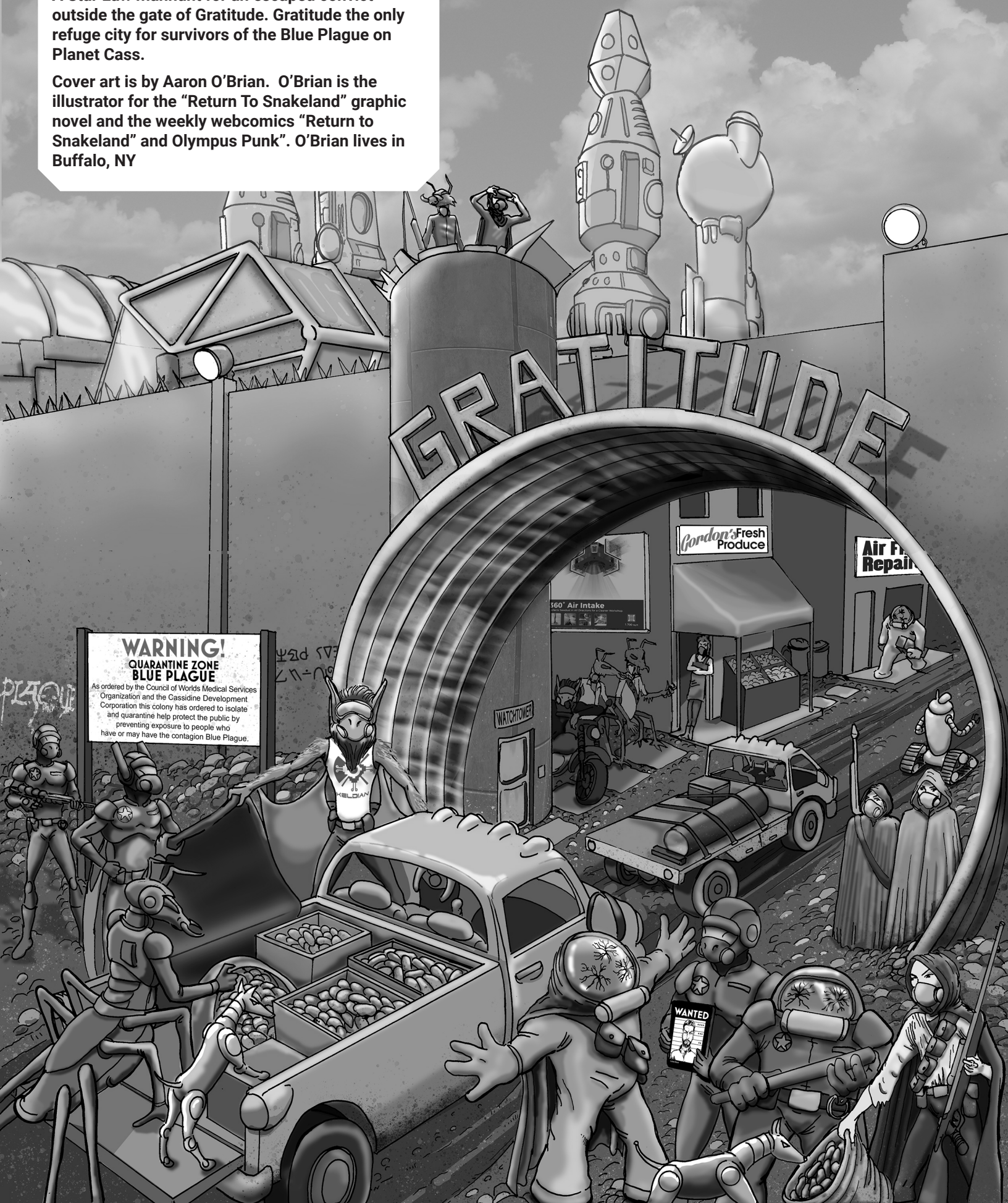




## THIS MONTH'S COVER

A Star Law manhunt for an escaped convict outside the gate of Gratitude. Gratitude the only refuge city for survivors of the Blue Plague on Planet Cass.

Cover art is by Aaron O'Brian. O'Brian is the illustrator for the "Return To Snakeland" graphic novel and the weekly webcomics "Return to Snakeland" and Olympus Punk". O'Brian lives in Buffalo, NY





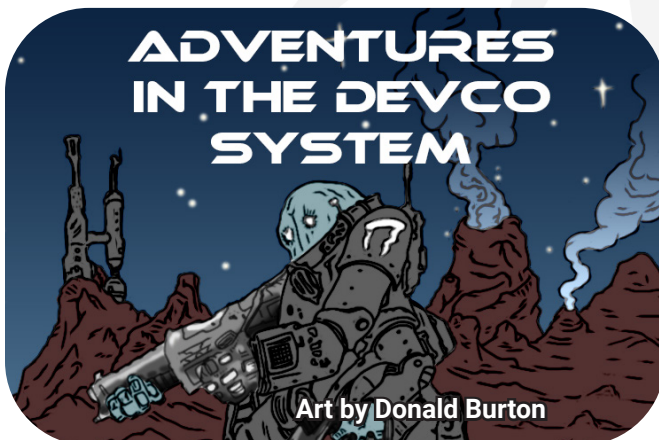
# STAR FRONTIERSMAN VOL 2

## ISSUE 28 SUMMER 2023

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### ADVENTURES IN THE DEVCO SYSTEM



## Support the Magazine

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You can also support the magazine by sending comments, suggestions, and submissions to: [starfrontiersman@gmail.com](mailto: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.

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### ISSUE CREDITS

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# Letter from the Editor

AI art is the hot topic of debate right now and it seems to have a lot of people worked up. As with many new technologies, AI art has created some disruption and many people are unsure what to make of it.

I have spent the past month delving into AI art and one thing I am sure of is that it is a technology in its infancy. It produces images with numerous problems like incorrect anatomy, badly framed scenes, and illogical images due to lack of human experience. I also have become convinced that it is like that person you try to explain something to and they don't fully listen to what you are saying. You know the person that takes one item from your explanation and runs off on a tangent making it clear they were not really listening to you? AI will do this by taking one word that it recognizes as something in its training data and craft a whole image around that to the exclusion of everything else you were trying to tell it. In my opinion all of these things make 99% AI illustrations unsuitable for use without a human artist coming along and fixing problems in Photoshop.

I have also looked into the two current class action lawsuits and the numerous complaints by artists against AI and this has raised some red flags with me. The red flags all surround the issue of copyrights.

The first red flag is actual straight copying of artwork in its training data. A common objection by those championing AI art is that it does not copy art. However there are instances of just this happening, so much so that there is now a term for it: overfixing. It's not actually that big of a problem if the overfixed image does not have a copyright. However, the current open source databases of training data, most notably the LAION 5B that underpins most commercial AI platforms has scoured the Internet and included both copyrighted and non copyrighted artwork in its training data. Since the vast majority of this data is copyrighted it stands to reason that most overfixes are copies of copyrighted material. As an editor I would consider anyone providing me with a copy of copyrighted material they don't have permission to share to be a problem.

That leads me to the second red flag which is the issue at the center of the class action lawsuits and most artist objections. While this is a copyright issue, it is not that copyrighted work is being copied and shared but that the basic right of artists to benefit from their work is being denied them. The reason an artist's work is copyrighted is that as a matter of law we all have the right to benefit from our labor. The artist produces art as his labor but when his labor is taken through scouring of the Internet without the artist's permission to train an AI to create work just like that particular

artist's, takes away his ability to benefit from his labor and vision when you can have a machine reproduce his style of art for free without the artist being able to benefit. The reason a master plumber, master mechanic, or a master artist gets paid so much is they have invested 100s if not 1000s of hours to master their craft and they have a right to benefit from that investment of time and labor. However, now an artist's lifetime of labor can be taken and reproduced in style with no benefit to them. Sure another artist can study a particular artist and learn to reproduce that style but even then their art is an investment of time and labor from which they benefit and it is informed by their 100s if not 1000s of hours of investment in their skill. As the son of a man that came home from repairing aircraft for the USAF and would paint landscape paintings to sell for side money that helped put shoes on my feet and food in my belly I am greatly troubled by this development that can steal an artist's ability to make money. After all, why would anyone commission an artist for \$500 or \$5000 to create a picture when you can just push a button on a computer and in seconds you have a picture in the style of that artist.

My final red flag is that the coming music AI platforms are all being built on data sets that carefully exclude copyrighted material and the companies doing this freely admit that it is because the music industry is historically litigious and they frankly fear being sued. This is clearly a double standard and one born of the idea that they can take advantage of non musician artists who lack the backing or ability to sue. The fact that very deep pockets fund the non profits that are assembling the data sets for AI art under the copyright rules for research (only applicable to non profits) but then put the data sets into open source so that the same deep pockets can benefit from them with for profit AI platforms is clearly an exploitation.

I have no doubt that eventually the class action lawsuits will come to a conclusion with potentially a precedent being set that brings regulation to this situation or legislation will come from governmental sources. Until that happens my policy as editor will be no AI art. We can revisit the issue in the future when something changes. Due to the fact that we only just came to these conclusions we are going to turn a blind eye to any AI art currently submitted and in the cue to be published for this issue of the magazine. We will simply call those instances as "mulligans". Going forward we simply ask that art submitted to the Star Frontiersman be non AI in source. CGI art produced by an artist will continue to be accepted.

Thomas "jedion357 " Verreault





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# STAR FRONTIERS FACTS & LORE #3



## EQUIPMENT RULINGS

By Thomas Verreault

Players and fans queried the magazine staff at TSR concerning numerous equipment related issues. The various rulings were published in the columns: Star Questions, Sage Advice, and Dispel Confusion in both Dragon and Polyhedron Magazines. We've arranged the ruling by equipment item in alphabetical order below to make them accessible to fans 4 decades after the fact.

In hindsight it might seem that some of these rulings should be modified in light of what we now know decades later although they were perfectly adequate at the time. We've made no attempt to change the rules or harmonize conflicting rulings.

### ANESTHETIC (FROM THE MEDKIT)

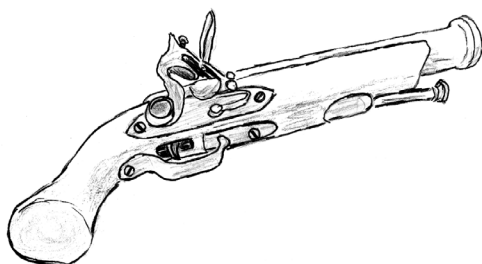
A hypo containing 10 doses of anesthetic costs 50 Cr.

#### Dragon 135 Sage Advice

### ARCHAIC WEAPONS

For mass and combat statistics, treat a crossbow as a musket, nunchucks as a nightstick, and a throwing star as a knife. These are very rare and archaic weapons, so their cost will vary with availability; prices will be similar to the comparison weapons listed above, but could rise to extreme levels.

#### Dragon 92 Star Questions



### COMPUTER PROGRAMS

It is not possible to upgrade a computer program module from one level to another.

#### Polyhedron 27 Dispel Confusion

### FLAMETHROWER, HANDHELD

A hand flamer appeared in the original rules, but was dropped in editing. It was similar in size and weight to a small needler, and it operated on a replaceable fuel cartridge. Statistics are as follows: Damage - 6d10;

Ammo - 1 shot cartridge; Rate - 1; Defense - inertia; Range - no medium, long, or extreme, with statistics as per a sonic disruptor for point blank and short.

#### Dragon 92 Star Questions

### GRENADES

The rules list grenades, standard energy clips, and pistol bullet clips as having no weight or mass. This is causing real problems in my campaign. My players insist that their characters can carry several hundred of these items at no encumbrance penalties. These items are so lightweight that carrying a few of them will not significantly affect a character's encumbrance. Normally, a character should carry no more than four grenades and six clips of ammunition. If a character insists on carrying more than this, each grenade weighs .25 kg and each clip weighs .10 kg. Carrying too many grenades could result in an accidental triggering of one or more grenades; the referee should assign a chance of this occurring for every grenade over the limit of four.

#### Dragon 135 Sage Advice

Grenades weigh less than .5kg a reasonable amount to carry is 20 grenades. -Polyhedron 11 Dispel Confusion.

#### Polyhedron 19 Dispel Confusion

Grenades weigh less than .5kg and a reasonable amount to carry is 20 grenades.

#### Dragon 85 Star Questions

Under Zebulon's Guide rules a grenade can be thrown a distance equal to STR+DEX/4.

#### Dragon 125 Second Look at Zebs

The rules list grenades, standard energy clips, and pistol bullet clips as having no weight or mass. These items are so lightweight that carrying a few of them will not significantly affect a character's encumbrance. Normally, a character should carry no more than four grenades and six clips of ammunition. If a character insists on carrying more than this, each grenade weighs .25 kg and each clip weighs .10 kg. Carrying too many grenades could result in an accidental triggering of one or more grenades; the referee should assign a chance of this occurring for every grenade over the limit of four.

#### Dragon 135 Sage Advice





## IR GOGGLES

IR goggles can indeed see infrared beams.

**Polyhedron 19 Dispel Confusion**

## HEAVY WEAPONS

Can a character use a heavy laser or other heavy weapon if he is strong enough to carry it? Heavy weapons must be mounted on vehicles or tripods if they are to be aimed properly. If a character wishes to lug a heavy weapon, tripod, and power source along with him, and if he is willing to take time to set up the weapon every time a fight breaks out, more power to him.

Tripods weigh 15 kg and cost 50 Cr.

**Dragon 135 Sage Advice**

## HELMET RAFFLURS

Helmet attachments cost 20% more than their regular counterparts (page 70 Zebulon's Guide). The weights of the helmet and regular versions are identical. Helmet rafflurs, for example, are merely two rafflur M-1s attached to a helmet. The cost and weight of the rafflur M-I are given on page 34 as 300 Cr and .50 kg. Therefore, helmet rafflurs cost 720 Cr ( $300 \times 2$ )  $\times$  1.2 and weigh 1 kg.

**Dragon 144 Sage Advice**

## PARABATTERIES

Connecting pistols and rifles to parabatteries cause power feedback and damage them.

**Polyhedron 20 Dispel Confusion**

## POLYVOX

Polyvoxes apparently use memory tapes which must be changed for every language.

**Polyhedron 19 Dispel Confusion**

## POWER BELTS/PACKS

Power beltpacks and backpacks cannot be recharged by parabattery/generator or in the field but must be done at a recharge station.

**Polyhedron 19 Dispel Confusion**

## ROBOTS

Robots have programs developed to mimic character skill.

Security lock on a robot was intended to function as a computer security program.

A standard Robot body can carry 150 kg at full movement or 300 kg at half movement.

A standard robot body travels 1 km per SEU.

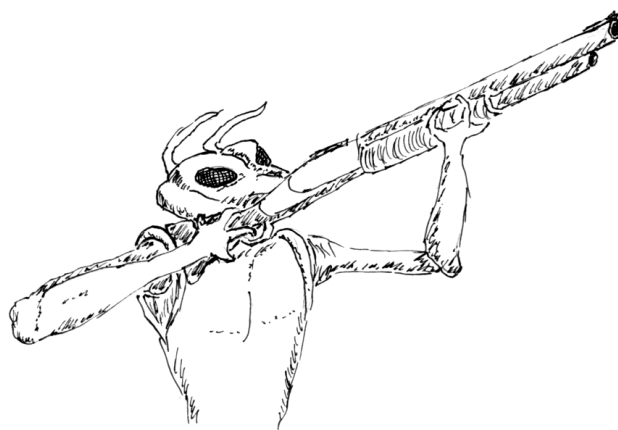
**Polyhedron 19 Dispel Confusion**

A robot can become deranged by improper removal of its security lock or damage to its circuits.

**Polyhedron 20 Dispel Confusion**

How do you determine a robot's Strength score? The referee must decide this on a case by-case basis. In general, a robot will be weaker than an average individual of the race that built it, unless the robot is specifically designed for warfare or security. (No society wants to risk the consequences that might arise if a superstrong robot malfunctions and goes berserk.) Construction and industrial robots will have cranes, forks, or lifting arms that are very powerful, but these are designed to perform specific functions such as lifting bulk materials, compacting trash, excavating, etc. Decide how much strength a robot should have to get its job done (with some extra strength as a safety measure).

**Dragon 135 Sage Advice**





## **SALGEL**

This item, not "Basegel", is an effective defense against the acid foam grenade.

**Dragon 125 Second Look at Zebs**

## **SCOPES FOR WEAPONS**

Benefit of a scope is that you use the next lower range penalty.

Scopes can be added to any ranged weapon except the electrostunner, machine gun, recoilless rifle, grenade mortar, rocket launchers, grenades, or archaic weapons.

A telescopic sight is 50% of the cost of the weapon.

**Polyhedron 18 Dispel Confusion**

## **SONIC SCREENS & SONIC HEADPHONES**

Sonic screens or sonic headphones provide full protection from the effects of marble grenades unless three or more are detonated at the same time. The third marble grenade, and all others following it which detonate in the same turn, are then treated as polyhedron sonic grenades for defense purposes.

**Dragon 125 Second Look at Zebs**

## **STANDARD EQUIPMENT PACK**

150 Cr is the correct cost for the standard equipment pack, not 250 Cr.

**Polyhedron 13 Dispel Confusion & Dragon 85 Star Questions**

## **TOOL KITS**

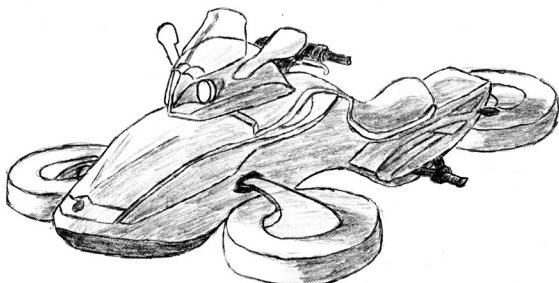
The tech kit is included in the engineers tool kit.

**Polyhedron 31 Dispel Confusion**

## **TD 19 EXPLOSIVE**

TD 19 is only 50 grams while it weighs 1 kg due to packaging and to limit how much is carried.

**Polyhedron 14 Dispel Confusion & Dragon 85 Star Questions**



## **VEHICLES**

Gli Jets and hovercycles cannot mount heavy weapons like the machine gun.

**Dragon 85 Star Questions**

The referee should assign a structure point value to the armor. Until these extra structure points are eliminated, an attacker cannot roll on the vehicle damage tables. Information on vehicle armor is given on page 83 of Zebulon's Guide.

**Dragon 135 Sage Advice**

## **VEHICLE MOUNTED WEAPONS**

It costs 150 Cr to mount a weapon on a vehicle.

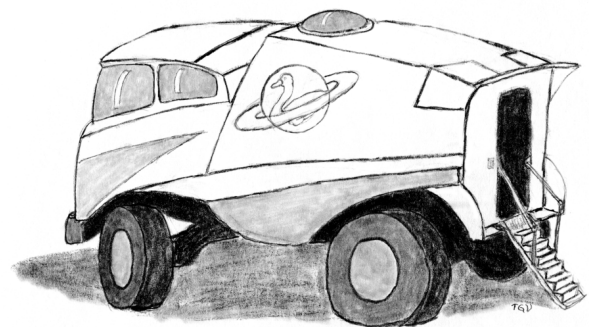
**Dragon 85 Star Questions**

Vehicle mounted weapons do not eliminate the combat modifiers for shooting from a moving vehicle.

**Dragon 85 Star Questions**

The referee might allow a weapon mounted on a vehicle a 5% bonus to hit (or one column shift in the combat system in Zebulon's Guide) due to its improved stability. Page 83 of Zebulon's Guide gives costs for mounting weapons on vehicles.

**Dragon 135 Sage Advice**



## **VITASALT PILLS**

Vitasalt pills are not the same as salt pills. They contain vitamins and minerals and thus supplement nutrition.

**Polyhedron 19 Dispel Confusion**



# ACTION STRENGTH FOR STAR FRONTIERS

By JD McDonnell



## RESOLUTION OVERVIEW

Rolling under is a good way to see if someone succeeded or failed at a task, but it's not a very good way to judge the performance of a task. If you truly want to know just how well a character did the percentile dice will leave you hanging. Zebulon's Guide does address this. Unfortunately, Zeb's Resolution system also uses a large color coded table as well some instructions which are bound to leave all but the most hardcore players feeling a bit glassy-eyed.

Action Strength is an alternative system of resolution which seeks to measure performance but using a very small table that doesn't require the ability to see the difference between Cobalt and Blue. How small? It's two columns of numbers which you read from the bottom up like a thermometer.

The number to the right of the colon is your Action Strength. This is what the percentile dice rolled when making the check. The number on the left is your Success Count. When it comes to success, bigger is better.

Basically, you want to roll as close to the number you are checking without going over. Against a score of 60, rolling 1 to 24 is a half-success, rolling 25 to 49 is a single success, rolling 50 to 60 creates two successes, and rolling a 61 or higher is a fail.

The implications of success are left up to the referee. Often all you need is one success to do what you want to do, but in a pinch a half-success will probably work with some kind of complication.

In combat, success becomes a damage multiplier. If you made your attack and rolled up 10 points of damage with your Gyrojet pistol, a half success will do 5 points of damage, a single success will do 10, a double does 20, a triple does 30 and so on.

## EXCESS BONUSES

You're probably looking at that table and thinking, "okay, that's neat, but don't ability scores top out at

100?" Not any more! Another interesting thing about the Action Strength system is you don't have to worry about abilities increasing to the point where rolling the dice seems pointless. Even at the upper echelons of ability you are still trying to roll the best strength possible.

Normally, nothing adds to the action strength - you get what the dice roll and that's it - but when checking a score that is greater than 100 you get an Excess Bonus equal to that score minus 100. So if you have 125% chance to hit, you roll the dice and add 25 points to what they roll. Your chance to fail or even land a half-success is non-existent but you still could roll anywhere from a single to a quintuple success.

## INCREASING ABILITY SCORES

This stands to make ability scores far more important than they once were. To keep them from dominating the game it's also recommended that you enforce the law of diminishing returns when it comes to increasing character abilities.

It takes 1 XP to increase a score by 1 point but only until +20 is hit. At +20 the costs jumps to 2 XP per point until +30 is reached. At +30 every point costs 3 XP. At +40 every point costs 4 XP and so on.

## PLAYING IT SAFE

For characters with less than stellar ability scores we also have a new way of rolling the dice. Called Playing it Safe you tell the table you are "playing it safe" and roll two d00's and a d10. Use the lesser of the d00's as your 10's die. So if the dice roll up 20, 70 and 3, playing it safe would give you an action strength of 23. Not the greatest strength of all time but at least you half succeeded where you could have failed.

## RISKING IT!

The flip side of playing it safe is called Risking It. Essentially you do the same thing but this time tell the table you are going to "risk it" and use the greater of the two d00's as your 10's die. Roll up a 20, 70 and 3 now your action strength is 73 instead of 23. Of

**Action Resolution Table**

Success Count	Action Strength
200	8
175	7
150	6
125	5
100	4
75	3
50	2
25	1
01	½

**Ability Score Cost Table**

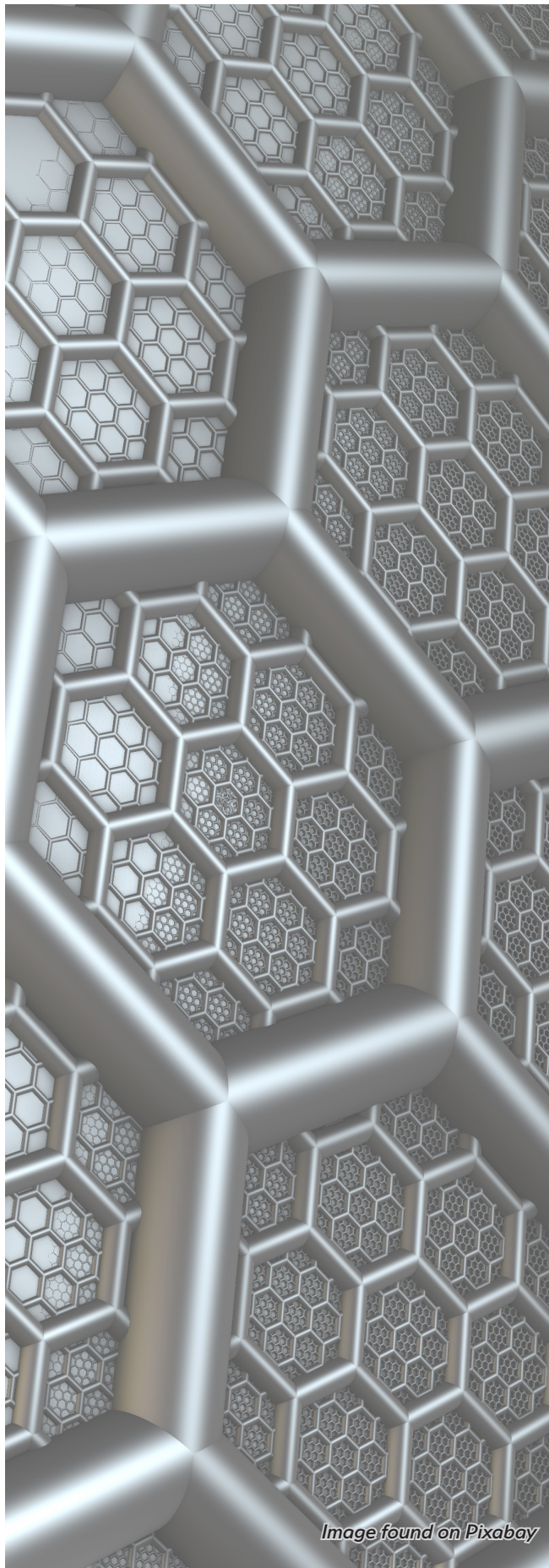
Overall Range Increase	XP Cost per point
Up to 19	1
20 to 29	2
30 to 39	3
40 or more	4



course, if you were checking a 60 that would be a fail but against a 75 it's a double success.

## In The End

Why not let that number on the percentile dice mean something and give Action Strength a try? It opens a whole new dynamic in the game of Star Frontiers. It gets rid of the 100 point cap on abilities, solves the problem of weapons that do too little damage, and who knows? Maybe someday the decision to play it safe or risk it all might just save your interstellar bacon.



*Image found on Pixabay*

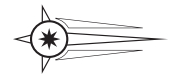


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# FRONTIER CARTOGRAPHY

## LONGRUNNER HEAVY EXPLORER



By Eli Arndt

While there are several models of the heavy explorer in the frontier, the Longrunner differs in that it attempts to be a more compact vehicle with a less complex chassis and configuration. This is accomplished by making the vehicle slightly taller than many other versions. Longrunner also avoids any sort of articulated chassis making the vehicle a solid piece of machinery.

The vehicle uses independently powered wheels with self-inflating tires and a hydraulic suspension that allows it to customize its ride to its mission as well as aiding in entry and exit from the vehicle. Communications and exterior sensors are facilitated through a number of small clusters and remote turrets on the vast roof of the vehicle but do not obscure the rotation of the roof-mounted weapons turret which can hold two heavy weapons.

Designed with the central precept that this vehicle would be everything that made the standard explorer the popular vehicle it is and improve on it, resulting in a vehicle that was every bit a mobile base that a group of exploring adventurers could use to make long-term expeditions on virtually any world. The interior of the vehicle is divided into two distinct decks. The main or upper deck is the primary operational deck where the crew will work and live.

At the front of the vehicle is the main cab with positions for four crew - driver, navigator, sensor operator, and a dedicated science station. The driver and navigator positions are able to fully mirror the functions of one another and can remotely operate the weapon turret. A door to a small office and a ladder up to the weapon turret connect to the cab. The office is often used for science and mission control purposes and has full computer access. The vehicle's main computer station is located in an equipment closet across from the office.

A full service medbay is located in a compartment behind the office and features tools and supplies for basic first aid, trauma care as well as general preventative medicine. An automated med table can aid in surgical procedures and even perform surgery on its own if needed. The medbay is also equipped to perform life sciences work as well. A sealed and locked compartment to the rear of the vehicle, across from the dining area is designed for isolation and storage of specimens.

Full living accommodations are made for four crewmen with a seat for each in the cab and a bunk for each. Additional crew can easily be accommodated by utilizing the fold-out bunks built into the seats of the dining area with an additional bunk being made from the medical table in the medbay. The dining area comfortably seats four. The bunks are mounted high off the floor to allow for the headroom needed for the airlock below.

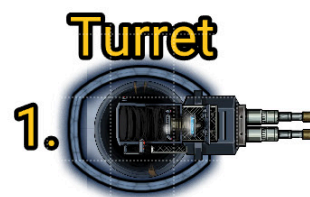
Living facilities include a full toilet suite with a sink, shower, and toilet. A kitchenette is also built into the vehicle, allowing for the reheating of simple pre-packaged meals or cooking of fresh meals. Refrigeration is provided for a small store of perishable items. Additional cold storage can be achieved using freezer-packed cases kept in the ready storage bay located across from the sleeper bunks. All fluids used for cooking and sanitation are recycled and processed for reuse with solid waste materials easily cleared through pumps. A basic hatch with a telescoping ladder is located at the rear of the vehicle, allowing for emergency and casual ingress/egress without need for the airlock.

The lower deck of the vehicle is dedicated to the mechanical workings of the vehicle. More akin to the engineering deck of a small vessel than a simple vehicle engine bay, the layout of the engineering deck allows crew to access the various life support systems and both engine wells without having to leave the interior of the vehicle. The port side of the engineering deck is taken up by a large cargo bay where mission supplies, additional stores and equipment can be stored. It is large enough to hold a couple of cycles if no other cargo is held there. The starboard side of the engineering deck holds an airlock and attached locker/ready room. The airlock can be accessed from the interior of the vehicle through a narrow staircase down from the operations/living deck. The airlock has room for proper storage of four spacesuits and a weapons/equipment wrack.

Access to the engineering deck is made through a floor hatch in the crew compartment above as well as service hatches in the back of the cargo hold and the airlock ready room, though this last hatch requires dismantling a locker as well. The engine wells can be accessed by service hatches from the life support compartment.



# Longrunner Heavy Explorer



## Operations/Living Deck



## Engineering Deck



- |                  |                              |
|------------------|------------------------------|
| 1. Turret        | 9. Dining                    |
| 2. Cab           | 10. Specimen Storage         |
| 3. Office        | 11. Bathroom                 |
| 4. Medbay        | 12. Cargo                    |
| 5. Main Computer | 13. Power/Water/Life Support |
| 6. Bunks         | 14. Engine Wells             |
| 7. Ready Storage | 15. Lockers                  |
| 8. Kitchenette   | 16. Airlock                  |



# BROILING UNDER AN ALIEN SUN



## ENHANCING VOLTURNUS

By John Jamieson

Considering the introductory, yet epic nature of the Voltornus series, it occurred to me that many experienced players might have a whole lot of questions regarding the assumptions of the adventure and some of the obviously missing details. So as I sat near my Loper taking shade from the midday sun, I feverishly scribbled these thoughts. I hope you find them useful.

—John Jamieson, “missing” explorer of Voltornus

## SPOILER ALERT: SPOILERS AHEAD. DO NOT READ IF YOU HAVE NOT PLAYED THE ADVENTURE

\*\*\*\*\*

### HOW BIG IS SERENA DAWN?

I’ve assumed it is a small liner, Hull Size 6 with atomic or ion drives. Considering how it was destroyed, it could have been atomic drive powered. But a deep-space long distance haul would more easily make use of Ion Drives with their ability to store 10,000 units of hydrogen each.

### WHAT SHIP’S BOATS DOES IT CARRY?

It carries two modified (non-standard from Knight Hawks) lifeboats (8 capacity each) and six escape pods. It also carried a shuttle, possibly two, for the planetary landings.

### MAKING USE OF ALL THOSE ABILITIES!

Keep in mind the era of this game. Old School. Skills were still a new “thing” and attributes were king. This is really a great chance to get the full feel of the game’s Ability Checks. Make generous use of Intuition checks to sense a pirate ambush or presence, or to get a “feel” for what may be around the next corner. Obviously, Logic can be used for many areas not covered by a Skill. PC’s trying to trick foes can use Personality. Finally, the Leadership trait can be used to bargain with pirates or natives, command Throm to leave his mutating fungus island, to intimidate a captured pirate, and more. Military PSA players might use Leadership to give a slight (+5%) tactical boost to player’s attacks (GM’s discretion).

Technicians with Robotics or Computers: I’d allow them the Computer Access Computer and the Robotic variant from the Zebulon’s Guide Equipment list. Also include all of the programs that those computers

have in their descriptions (it makes little sense to not include them). They can write programs for the various robots and computers they find during their travel days.

Keep in mind the text about Security Doors requiring a Level 1 Technician to open (pp. 4). I’d have them make a Technician: Open Locks roll vs. a Level 1 (simple electronic) lock.

### Serena Dawn

#### Small Armed Passenger Liner

HS 6, HP 30, DCR 38, ADF 1, MR 4

**Drives** 2 Ion B engines

**Weapons** LB

**Defenses** Reflective Hull

**Auxiliary Equipment** subspace radio, radar, intercom

**Computer** Lvl 3, FP 108, Mass/SP 100

**Programs** Alarm 3, Analysis 1, Astrogation 4, Bureaucracy 1, Commerce 1, Damage Control 3, Drive 4, Information Storage 1, Language 1, Laser Battery 1, Lockout 4, Life Support 1, Maintenance 1, Transporation 1, Self-Destruct 1

**Cargo Capacity** unknown

**Crew Accomodations** first class x8, journey class (double occupancy) x4, storage class x12

**Ships Vehicles** small lifeboats x2, escape pods x6, landing shuttles x2

Cost 1,404,800 Credits at Class 1 SCC

## GAMMA SECTION: SPACE PIRATES

**Why is there no evidence of a forced docking? Why are the pirates geared out the way they are?**

First off, the scenario is a bit meta-gamey in that it is designed to teach the players all the basics of movement and combat. This is obvious from the first fight using brawling versus an unarmed pirate. Encounters then proceed against melee weapon armed foes, powered melee weapons, guns and a grenade. Again, all against very manageable foes using very light weapons.

**In-Game Reasoning:** The pirates under Captain Slag did not board the ship. They were onboard Serena Dawn the entire time! (Hence why the scenario is called hijacking). Once a signal was given, a hidden





*Image produced in AI and adjusted by an artist.*

doze grenade downed the bridge crew, and the pirates began to grab weapons. Some pirates were further back in the ship and had not yet picked up guns. Then they ran into resistance from the passengers.

#### **Why is the ship falling apart, why was the weapons locker destroyed?**

Someone messed up on the Pirate side and the jig was up. It can be assumed the loyal crew fought back. Engineering set a self-destruct or scrambled the engines. A bridge crew member activated a charge in the arms locker before being taken out. Considering there were four pirates with automatic rifles in the final encounter, it is likely they were sweeping the rest of the ship including engineering.

#### **Why do the majority of pirates not have armor, screens, communications, and heavier weapons?**

Meta: in order to not provide an overwhelming challenge in the first hour or play. In-Game: As the pirates were clandestinely put aboard, having armor and screens would have been too obvious. The takeover should have been a cakewalk. Something went wrong.

#### **The first pirate the characters fight is unarmed?**

Well, not to be gruesome, but it can be assumed he broke his laser pistol in half cracking open the skull of the poor (dead) crewman in the hallway. I would make it so he tries to intimidate the PCs to return to their room, pushing and shoving them until they start fighting back.

#### **Making the initial fights exciting?**

Keep it fast. Perhaps a pirate will try to peel off and dive for the intercom, shouting for help. Fortunately, the computer Lockout program will block intercom usage. Also keep in mind characters can make two bare hand attacks each round, with Dralasites possibly making up to three. And any roll 01-02 or ending in 0 means a knockout.

Don't forget to remind the players about the options for Wrestling (Alpha Dawn pp. 25), Disarming, and Defending. Perhaps a sheet or some 3x5 cards could be provided to each player.

Play up the fun of the aliens while fighting. Yazirians baring their huge teeth (really just for threat display and chomping through tough fruit) and screaming; Vrusk with chitinous clicking sounds and mandibles clacking, and Dralasites extending pseudopods to trip and grab and slap.

#### **Is Star Frontiers Damage and Stamina too forgiving?**



Several articles in Frontier Explorer have addressed this. The simplest way to handle it is to add 1d10 to all damages listed. (Lasers would do 2d10 +1d10 per added SEU). So clobbering a pirate with chair (-15 to hit) would inflict 2d10 + Punching Score. A character with 81 Strength could inflict 25 damage (15 average) in a blow! You could also halve Stamina values in the same way FrontierSpace does. This would mean an unarmored person (23 Stamina) could be downed in one decent blow. Combining both means a more GURPS or Traveller level of lethality. Be aware of the consequences!

#### **Can – or should – I beef up the pirates?**

It's your game. If you have experienced PCs, you will need to up the skills of the pirates. For the pirates armed with grenades, it would not be too unreasonable to give them a club (a pipe wrench or piece of metal tubing) or broken bottle. There's a reason the Star Frontiers weapons list has bottle/mug, chair, club, pistol butt listed! You could give a pirate or two some raggedy armor (such as an albedo suit with only 10 points left)

#### **Were there other friendlies aboard?**

It can be assumed there were on another deck or two. Most are dead, unconscious or fled the ship. There were also likely additional folks for a landing/rescue party including shuttlecraft pilots, a doctor, and a scientist or two. In fact, replacement player characters can be assumed to have come from these ranks either via the other lifeboat or an escape pod.

#### **What's the deal with the computer?**

It is using a Level 4 Lockout program and is perhaps running a Level 2 to 3 Self-Destruct program.

#### **What the heck were the characters supposed to use to explore the planet?**

If they ask, the shuttle would have been able to land an explorer, a modular field base, food, water stills, a small power generator, and various sensors and the like. It was all stowed on another deck. Emphasize they don't have time to go uncrate all this as the ship is obviously in distress. The PC's also did not obviously mingle with the crew and other landing teams for security reasons. The whole mission was supposed to be secret.

#### **What's the use of all the oddball items in the cargo bay?**

If your PCs are anything like mine have been over the years, they take everything. It's a good call, too, as it all might have uses. For example:

- Handaxe: obviously a decent weapon.
- Holographic fireworks projector: can be used to confuse or blind opponents.



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

- Ball bearings: useful as a trip hazard. Moving through scattered ball bearings: roll Reaction Speed or fall prone.
- Chocolate anchovies in aspic: each large tin of unsweetened, chili-spiced salty fish in a clear meaty jelly is good for one meal or as a trade item! They technically weigh nothing, but assume 1 kg for 10 of them. Yum!
- Computoy: extra electronics parts; can be made into a timer/detonator. (Technician: Repairing Machinery and Demolitions: Setting Charges).
- Costume jewelry, prize Vrusk statue, bolts of silk, and high-fashion human dresses are all useful as trade items. Note the weight. Also see Starspawn of Volturnas, pp. 21, with the picture of the Edestakai merchant in the marketplace selling obvious off-world trinkets such as Dralasite toys, a busted helmet, a snake, some crystals, and a machine part. Wonder where it got that?





*Image produced in AI and adjusted by an artist.*

- Steam bath perfume: great for splashing on predator's noses or concealing scent tracks. No weight.
- Galacticana Encyclopedia would be immensely useful in negotiations with the Eorna and perhaps the Mechanons. I'd also allow players to use it to look up general subjects with a +10% to Logic checks.
- Machine gears could be used to repair mechanical devices such as ground vehicles and the like. Obscenely heavy, but if they take it allow them to use it. Can also be used as a big club (base 2d10 damage, -10 to hit).
- Yazirian punching bags: can be torn apart and used to make shelters, bedding or for fire-starting. Perhaps a +10% to Environmental: Survival?
- Vrusk body wax: provides +5 to Stamina rolls for Vrusk in desert environments.

For inexperienced players, you could make subtle suggestions as to how to use these.

Keep in mind Encumbrance rules (carrying more than  $\frac{1}{2}$  Strength is encumbered) if the players choose to grab all this stuff!

*So Blerg the Dralasite tech is carrying his Techkit (20 kg), a Standard Equipment Pack (1 kg), an axe (1 kg), power backpack (4 kg), and from storage picks up ball bearings (0 kg), the Computoy (10*



kg), and costume jewelry (0 kg). He later takes the lifeboat's survival kit (14 kg) for a total of 50 kg. His Strength being 60, he is unencumbered at 30 kg, and encumbered at 60 kg (his max load). Shortly after planetfall, he strips the components out of the Computoy and makes a crude timer/detonator and keeps some wiring for spare parts, dropping his load to 50 kg (still encumbered).

Obviously, this level of detail depends on your players. For those wanting "realism" it makes sense to track encumbrance, food, water, and have lots of details during the survival portion of the trip. Other groups prefer "roll and shout" ignoring gritty details, which makes sense since Star Frontiers is in the "spandex and blaster" genre.

## DELTA SECTION: CRASH IN THE DESERT

### Thoughts on making the initial foray

Don't forget the wreckage of the lifeboat is toxic from the burning/leaking chemical engine propellant. However, at this point the team's medic and environmental specialists will shine. The medic can heal wounds should such be needed.

### Keeping in Mind the Gear

Ask the PC's what gear they are wearing before setting out. Once they reach the caverns, ask again this is important.

### The Trek

Remind environmentalists of their sub-skills. They can chart a direction (Finding Directions), use Making Tools/Weapons from the wreckage of the lifeboat (crude spears, clubs, and perhaps a bow and 1d10 arrows). As the party travels, keep track of the hours – after 200 hours they can make an Analyzing Ecosystems check. When the party stops for a period, they can use Concealment. Here is where those floral human dresses and tan or grey Yazirian punching bags may come in handy for making concealed blinds half-covered in sand.

### Pirate Search Craft

Play this out like a real combat, just to keep the edge on! Use the desert the map and counters. Just ignore/fudge any hits rolled on the jetcopter and PCs.

Here are a few more thoughts by subsection as per the module:

## EPSILON SUBSECTION 3

### 3. POISON GAS FISSURE

Obviously characters wearing gas masks will be unaffected. Also a Toxy-Rad Gauge if worn and active will provide warning. Meta: This will teach the PCs the value of using sensors and environmental gear.

## 7. WHAT TO DO WITH THE SKELETON?

It's up to you. Probably a pirate who was lost or killed or perhaps a member of the Truane's Star initial team? The laser pistol works. The team's medic could take the remains (it's the decent thing to do) and perform forensics on it later to get some details you may wish to convey about where the Human came from and how he or she died.

## 9. MAINTENANCE EQUIPMENT

Giving this back to the Maintenance Robot further on in the caverns could give a +5% bonus to Robotics: Repairing Robots to restore the robot's core programming or reprogramming it. For fun's sake, I assumed the machine had tracks instead of legs or wheels so it can move across the wilderness. It most likely has magnetic pads per Knight Hawks to move in zero-G on ships.

## EPSILON SUBSECTION 4

### 8. EXPLOSIVE GAS FISSURE

If the heroes are proceeding cautiously using Toxirad Gauges, it will alert them to the explosive gas ahead of time.

### 9. SALT DEPOSITS

Thoughtful characters or those with Environmental skill will know to harvest the salt to help cut down on water consumption. A kilogram will be more than sufficient for a long period.

### 11. LAKE OF FIRE

A gas mask will prevent the 1d5 smoke inhalation damage.

## 13B. THE UNDERGROUND SHORE

I really like Throm and many PCs want to rescue this being from a horrid fate. This is where the party's ability in Leadership or Personality or Psych-Pathology skill will come in handy. Or they can just knock Throm out. The party's medic can then try to destroy the

### Throm the Banished

Slightly insane outcast Ul-Mor infected with alien fungus.

STR/STA	45/45	PS	3
DEX/RS	50/50	IM	5
INT/LOG	40/20	M/RW	45/45
PER/LDR	40/40	MV	Slow

Skills: Melee 2, Thrown 2, Environmental 1

Throm has flint & steel, a spear, and two waterskins. Note that his Logic score is normally 40 but is currently diminished due to his mental delusions.



infection with Medical: Diagnose and Medical: Cure Disease and a dose of Antibody Plus. Keep in mind the roll is at -20% as Throm is an unfamiliar alien. If the characters take extra time to really understand the readings from the medscanner, they could (in this one case) reduce that penalty.

In case they manage to save Throm physically and then cure his mental delusion, I've made him into a full character. Make Loyalty checks for Throm as usual (pp. 60 Alpha Dawn).

### 17. THE DERANGED ROBOT

I had several groups repurpose (and really violate and mangle) the core programming of this poor Level 1 bot. It would be reasonable to give it tracked locomotion, and it will serve well as a mobile luggage cart or can lug a travois with a wounded PC aboard. Keep in mind it needs a computer to communicate through.

### 18. PHALAN THE BLACK

Here is another opportunity to use those skills. Sedating the pirate and then using Psycho-Social: Psycho-Pathology to cure his madness will restore him back to functioning, but he will probably not be an ally. One character can make a Leadership check to gain Loyalty (Alpha Dawn, pp. 60), but a -20% penalty would be reasonable. For the sake of keeping the mystery/exploration alive, don't allow him to blab about the entire pirate operation or assume he only recently arrived on a ship and knows little.

## ZETA SUBSECTION 2 & 3

### Phalan the Black

Pirate suffering from paranoid delusions.

STR/STA	55/55	PS	3
DEX/RS	55/55	IM	6
INT/LOG	45/20	M/RW	30/30
PER/LDR	40/35	MV	Medium

Skills: Melee 1, Beam 1, Pilot 1

Phalan has ragged clothing and boots, canteen, laser rifle with power backpack (100 SEU).

Phalan's Logic is normally 40 but is currently diminished due to his mental delusions.

#### 1. Battle at the Place of True Warriors.

Yeah, this battle could be a TPK if the party gets unlucky. If the party has had too easy a time of it so far, or you want to take them to the edge, play the monster as a ravenous killer.

They will be shocked when their laser blasts bounce! And be sure to describe the awesome speed of this

thing (-25% to hit ranged). Meta: the goal of this is to have a good-old-fashioned melee against a boss monster in true D&D style. Enjoy!

Smart PCs could establish a pike hedge (spears) or quickly dig a pit. If they have explosives, a mine might be handy.

## CONCLUSION

I hope you enjoyed my musings and thoughts. Now, it is time to mount my Loper and ride off into the Crystal Mountains to explore rumors of a crashed starship!

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# STREAMLINING STAR SHIP CONSTRUCTION IN STAR FRONTIERS



## WITH A CAR WARS STYLE WORKSHEET

By Thomas Verreault

The words that I would use to describe starship construction in the Knight Hawks rule book are awkward, complicated, and maddening. Every time I've tried to generate a price for a starship I've ended up with a couple of pages from a legal pad scribbled on with things left out, crossed out, or smudged out. Sometimes trying to calculate the total cost of a ship can involve mental gymnastics. For example, as you try to price out a starship you will discover that in the original rule book numerous computer programs and ship fittings have difficult to locate prices.

What follows is a ship design sheet to simplify this process and take some of the sting out of it. It is inspired by the vehicle design sheet from **Car Wars™** by Steve Jackson Games. You will still need the **Knight Hawks** rule book as there are too many charts to recreate here but some costs are listed right on the ship design sheet to save you some time. The charts that are provided are some of the harder to find charts and the Alpha Dawn rules computer info.

### HOW TO USE THIS DESIGN SHEET

I recommend having a deck plan first. It's not strictly needed but it helps when you have to decide how many intercoms does the ship need or how many portholes should I pay for?

### NAME AND CLASS

Name the ship and name its class. Naming the ship is not absolutely required and can be skipped. The class can be a showy name like Meteor Class or as simple as a freighter, a scout, or a mining ship. I recommend penciling in the basic type of ship like a freighter, a scout, etc. even if you are going to give the class a flashy name as this will help you conceptualize the sort of fittings your ship will need.

### STARSHIP CONSTRUCTION CENTER

Decide what type of Starship Construction Center (SCC) will be used to build the ship. This is important as it can affect some prices like the cost of the hull and the engines. A type 1 SCC is always preferred. Freighters that are mass-produced for the megacorp Trans Travel will always be built at a type 1 SCC. However, if the players are building their own custom freighter to their own personal specifications the referee might rule that there is just no space at a type 1 SCC and they may be forced to build at a type 2 SCC or if the ship is just a shuttle maybe they are forced to build at a type 3. Most of the time you will want to just

go with type 1 for the best prices available, particularly if you are trying to determine what a ship is worth for insurance or salvage reasons.

### HULL SIZE

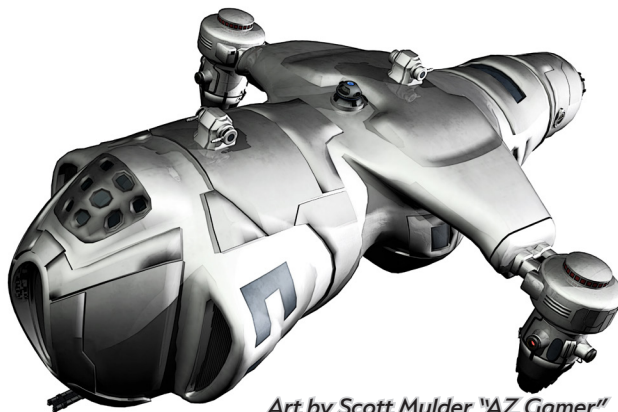
Decide on a hull size. The Hull Specification Chart in the **Knight Hawk's** rulebook will provide you with the length, diameter, number of hatches, number of engines, and base ADF/MR (note: ADF is subject to change due to type of engines or overloading the ship with weapons and defenses.)

The next line is for recording the game stats of the ship. It's probably best to wait to do this until you've finished the design process.

### SHIP FITTINGS

Next is the ship's fittings worksheet. Record the Hull Size and compute the cost of the hull based on the SCC the ship is to be built at. Record the cost in the first column. Since this is the first fitting recorded its cost is also the total cost of the ship so far, thus you will also record the cost in the total cost column. The hull does not require a computer program so you will ignore the next three columns for now.

Compute the cost of your engines by size (A, B, or C), by type (chemical, ion, or atomic), by type of SCC, and the number of drives required for this hull size. Note: hull size 3 and 4 hulls both use a Size A drive but the chart says that an HS 3 ship needs two engines and a larger HS4 ship only needs 1. I believe this to be a type O. A HS 4 ship should probably have two engines. Once you've totaled the cost for the engines, record this in the first column on the line for drives. Then add it to the total cost on the line for Hulls and record this number in the total cost on the line for drives. The next line is the drive program. Consult the Drive Program





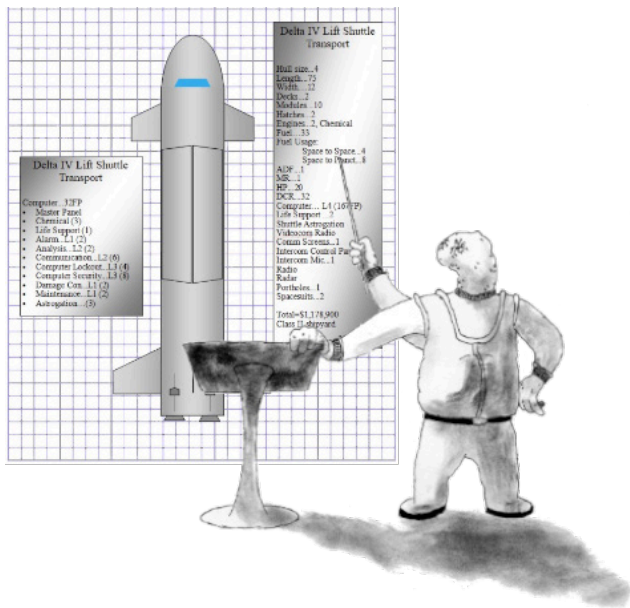


Table in KHs and record the cost (1000 x FP); the level and the function points needed for the size and type of drives on your ship. Again, add the cost of the program to the previous total cost and continue your running tally of costs. Also, begin your running tally of function points. This will save you time when you go to pay for the computer lockout program as you need to know the total FP of the computer to determine its level which will determine the lockout program's level. The final column will track your running tally of FP. The lines with computer programs as fittings — highlighted in light grey — to help them stand out and be tracked for your convenience.

Continue adding fittings to your ship. In the first 33 lines, the fittings are pre-recorded as these are the most common fittings to most ships. You do not have to buy all of them, for example you could omit the port holes or the expensive subspace radio. You will omit the cost of fuel to determine the value of the ship but might include it to determine how much of a mortgage the player characters require.

Some of these fittings have the cost listed with the fitting to save you time or because the cost was omitted from the original rules. After decoys, the fittings become more specialized: weapons, mining equipment, agricultural equipment, exploration equipment, and scientific equipment). There was no cargo arm in the original rules and in the digitally remastered rules, it was listed as 1,000 Cr x hull size. I've created a price for the storage class berths of 500 Cr each since the original rules omitted a price and I disagreed with the digitally remastered rules' price for this fitting. Once you get into specialized equipment like weapons and mining equipment you will have to list these items on the sheet and record cost and update the total cost.

## COMPUTER AND PROGRAMS

If any of these fittings require a computer program, list it underneath the fitting then record its cost, level, and function points and update the total cost and total FP. I also recommend highlighting computer programs that you add to the sheet to facilitate locating them when creating a master list of programs for the ship. Once you are done, calculate the level of the computer and purchase a lockout program of the same level. Don't forget that many of the Alpha Dawn computer programs might need to be installed: the description for the Communication program states that a level 1 communications program comes with an entertainment package for a ship's crew- something the crew might consider extremely important.

The computer lockout program has to be at the same level as the ship's computer so it will need to be purchased last after the size of the computer is known.

## CALCULATE THE STATS

Now you can determine the KH's stats like hull points, DCR, ADF, and MR according to the rules and record weapons and defenses. Too many weapons and defenses may degrade the ship's ADF and MR. Also, fighters, assault scouts, and civilian ships can add 5 hull points by sacrificing a point of ADF or MR.

## COMPUTER AND INTERCOM PANELS

The ship will need a master computer panel that usually is positioned near the pilot. No provision is made in the rules to have multiple computer access points even though it seems likely that these would be needed for astrogation, in the lab, engineering, etc. The computer access points can just be hand-waved or

Life Support System Rating Chart			
Number Supported	Equipment Cost	Function Points*	Program Cost (Cr)
1 to 2	300 Cr	1	1,000
3 to 6	500 Cr	2	2,000
7 to 12	900 Cr	2	2,000
13 to 20	1,500 Cr	2	2,000
21 to 35	2,500 Cr	3	3,000
36 to 60	5,000 Cr	3	3,000
61 to 100	9,000 Cr	3	3,000
101 to 200	18,000 Cr	4	4,000
201 to 500	30,000 Cr	4	4,000
501 to 1,000	60,000 Cr	4	4,000

\*All life support programs are level 1 regardless of function points.



they can be accounted for. Since the intercom system goes into details of a master control panel for 50 Cr and each room's intercom for 10 Cr it seems to me that any workstation on the ship where a character might require computer access should have a computer panel similar to the master computer panel costing 100 Cr each. Any ship's officer will be able to lock out the ship's controls via the lockout program through any of these control panels. I suggest costing out multiple computer panels because it just seems logical to me but a strict reading of the KHs rules will lead one to think that only one should be purchased.

Space is provided on the design sheet to compile a master list of computer programs. This is just for player and referee convenience.

The intercom master control panel will likely be placed on the bridge near the master computer control panel. The ship may even have a communications station where it locates the master com panel and a computer access panel as well as the equipment for the video-com radio, the subspace radio, and the white noise broadcaster if the ship has one.

## SELECTED ALPHA DAWN COMPUTER PROGRAMS FOR STAR SHIPS

In some cases I've edited these descriptions heavily to display how the program would be useful on a starship.

Alpha Dawn Computer Level Table	
Level	Function Points
1	1 to 10
2	11 to 30
3	31 to 80
4	81 to 200
5	201 to 500
6	501+

**Analysis:** An Analysis program allows a computer to perform mathematical calculations and computations. Level 1 is basically a sophisticated calculator. At level 3 the program can do advanced algebra and calculus. A starship could use at least a level 2 Analysis program but a ship with labs and a major science department would require a higher level program

**Commerce:** A Commerce program enables a computer to handle business transactions. Commerce covers such areas as banking, stocks, market trends, bookkeeping, imports, and exports. A level 1 program could be used by starship computers to record the

Knight Hawks Computer Program Chart						
Level	Alarm		Computer Lockout		Damage Control	
	FP	Cost (Cr)	FP	Cost (Cr)	FP	Cost (Cr)
1	1	1,000	1	1,000	2	2,000
2	2	2,000	2	2,000	4	4,000
3	4	4,000	4	4,000	8	8,000
4	8	8,000	8	8,000	16	16,000
5	16	16,000	16	16,000	32	32,000
6	32	32,000	32	32,000	64	64,000

cargo manifest, passenger records, and the ship's books.

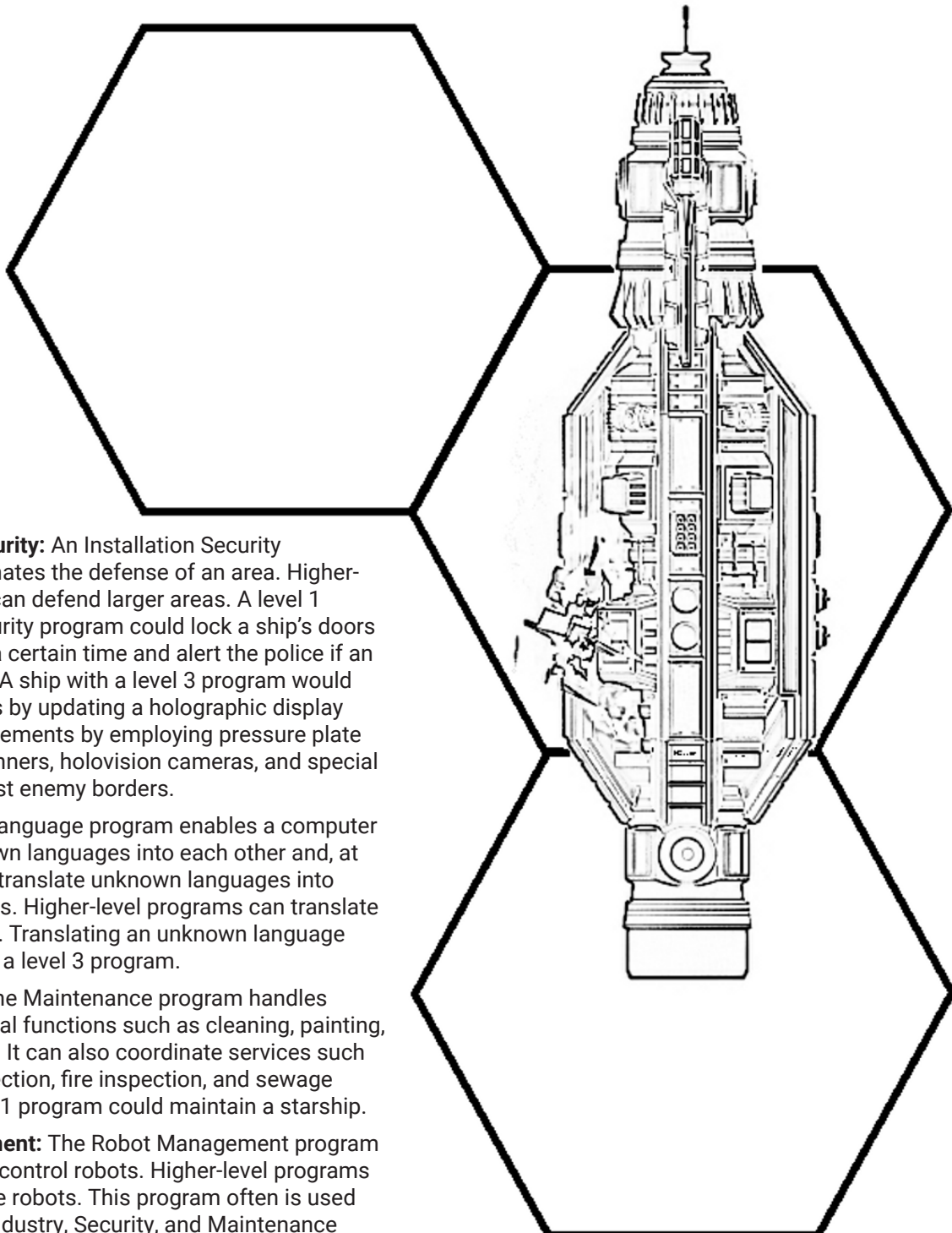
**Communication:** A Communication program deals with all aspects of communication, including news, entertainment, and public service announcements. It can control and monitor subspace radios, radiophones, and communication devices. Higher program levels can handle more complex systems. A level 1 communications program might be used to handle communication and to provide packaged entertainment on a starship.

**Computer Security:** Computer Security programs protect a computer against both physical and program tampering. A Computer Security program must be defeated or bypassed before a computer specialist can change any programs or interface two computers. Computer Security programs can also control physical defenses guarding the computer. A level 1 Computer Security program is simple code words that lock other programs, plus a simple recognition code such as a fingerprint reader. A level 6 security program sets up a complex system of codes and special directions and guards the computer with robots or remote guns. Note: the KHs Lockout program locks out the ship's controls this program would be used to protect the computer.

**Industry:** An Industry program deals with turning raw materials into products. It can be used for both agriculture and manufacturing. At level 1 an Industry program could run a starship's hydroponics system and machine shop.

**Information Storage:** The Information Storage program is passive. It is simply a record-keeping system. A level 1 Information Storage program could be used by a business to record its yearly sales data. A level 6 program could store an entire university library. A starship would benefit from a level 1 or 2 program.





Art by Scott Mulder "AZ Gamer"

**Installation Security:** An Installation Security program coordinates the defense of an area. Higher-level programs can defend larger areas. A level 1 Installation Security program could lock a ship's doors and hatches at a certain time and alert the police if an alarm is set off. A ship with a level 3 program would aid its defenders by updating a holographic display with enemy movements by employing pressure plate sensors, I-R scanners, holovision cameras, and special weapons to resist enemy borders.

**Language:** The language program enables a computer to translate known languages into each other and, at higher levels, to translate unknown languages into known languages. Higher-level programs can translate more languages. Translating an unknown language requires at least a level 3 program.

**Maintenance:** The Maintenance program handles standard janitorial functions such as cleaning, painting, and basic repair. It can also coordinate services such as garbage collection, fire inspection, and sewage removal. A level 1 program could maintain a starship.

**Robot Management:** The Robot Management program lets a computer control robots. Higher-level programs can control more robots. This program often is used along with the Industry, Security, and Maintenance programs. The Robot Management program must be at least as high a level as the robots it is controlling. The number of robots that a program can control equals its level multiplied by its number of function points.



SHIP NAME		CLASS			SCC TYPE	
HULL SIZE	LENGTH	WIDTH	HATCHES	ENGINE	BASE ADF/MR	
KNIGHT HAWK STATS						

Ship Fittings	Cost	Total Cost	Level	Points	Total FP
Hull (Size:_____)					
Drives:					
Drive Program					
Fuel					
Life Support kg x 100 Cr					
LS Program 1000 Cr x FP					
Back Up LS					
Back Up LS Program					
Computer Panel 100 Cr each					
Alarm Program					
Damage Control Program					
Astrogation Equipment					
Astrogation Program					
Video Com Master Panel 50 Cr					
Subspace Radio 20,000 Cr					
Video Com Master Panel					
Rm Intercoms 10 Cr/room					
Radar 10,000 Cr					
Energy Sensors 200,000 Cr					
Port Holes 50 Cr each					
Cameras Full 25k, Half 15k					
Skin Sensors HS x 1,000 Cr					
White Noise Broadcaster 100k					
Escape Pods = HS #; 30k each					
Lifeboat 1/5 HS; 100k each					
Decoys 1/5 HS; 10k x HS					
Sm Launch 75,000 Cr each					
Lg Launch 100,000 Cr each					
Workpod 75,000 each					
Cargo Arm 1,000 Cr x HS					
First Class Berth 2,000 Cr					
2nd Class Berth 1,000 Cr					
Strorage Class Berth 500 Cr					



[illegible]

**Ship Programming (Computer Level:                      Total FP:                      )**

[illegible]



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# THE STAR DEVIL'S TRIANGLE

By Richard "Shadow Shack" Rose

Welcome to the Star Devil's Triangle, a new column of the Star Frontiersman that will offer referees a new antagonist that can be utilized in their games. These antagonists can be used as simple random encounters or recurring nemeses as the referee sees fit.

As for the column itself, the name derives from the famous antagonist of the original Star Frontiers adventure (Crash on Volturnus) coupled with that mysterious urban legend in the Atlantic Ocean covering the area between Miami, Puerto Rico, and Bermuda otherwise known as the Devil's Triangle. Since both were popularized in the early 1980s — Star Frontiers and numerous tales of the Bermuda Triangle alike — the amalgam of names just makes sense. So, without further ado, it is time to bring on the bad guys!

In this opening piece we'll dive into the deep end with a major player that rose from the minor leagues of the Star Devils, one that veteran Star Frontiers referees should recognize. Arlo Shockley unwittingly signed on with the Star Devils on Pale, thinking they were just another outfit hiring unskilled laborers. He was whisked away by shuttle to a waiting tramp freighter that he spent a tenday training for boarding actions. He was given several plastisheets with the layout of a star liner they would be boarding, and as the day drew closer he learned that the boarding action was more of an intrusion for takeover. Therein lay the truth behind his "employment"...and it really didn't bother him.

As the freighter and her escort closed in, the high pitched wail of the laser battery resonated through the ship's hull. Soon the craft slowed, eventually attaining zero-G. Arlo was herded towards the airlock with half a dozen others, led by a surly pirate sergeant. Another pirate mook tossed him a pair of metallic gloves and a power backpack from a crate, tossing other items to the rest of the boarding party such as a bullwhip and a club to the pair he was adjacent to. Several others behind him were given pistols...he had a bad feeling about this.

Once positioned in the docking collar connecting both ships' airlocks, a demolitionist was preparing a charge to blow the other craft's outer hull hatch open. While Arlo was admiring this, he received a harsh tug on his shoulder...it was the sergeant and he barked "You! When that hatch blows, you go first!"

This was followed by hushed whispers from several veterans at the rear of the pack, which numbered several dozen by now. He overheard something regarding how the first person in usually gets brutally slain by defenders as the intruders start piling in. Nay, this job definitely wasn't worth the 20 credits per day

he'd signed on for...money he'd not even seen as of yet and it was ten days now!

The time had come, there was no turning back now. Activating the shock gloves, Arlo began chewing on his upper lip as the timer stuffed into the Tornadium counted down. When it reached zero, an explosion filled the docking collar and the hatch had blown open. He rushed in with the others and was met with gunfire. Oddly enough the shots were somehow absorbed by the unfortunate soul behind him. Arlo closed the gap and wrapped his metallic gloves around the throat of the closest guard, and the man's hair stood up as his eyes bulged out of his head. The rest of the boarding party made short work of the remaining guards, and the first wave was on their way into the liner.

Arlo and two others made their way to the passenger cabins on the next deck where a small group of explorers got the drop on them. He was knocked





unconscious during the melee, but not without delivering a shocking wallop to one of the attackers. Arlo woke up later on, sans shock gloves, and made his way back to the airlock just moments before separation. The freighter and another pirate craft hulked the liner with their battery weapons afterwards, and then made their way to the base world the pirates were operating from: Volturnus.

Arlo served on the planetary surface afterwards, spending some time at Outpost One followed by a tenure at Slave City One. Both of those compounds were taken while Arlo was out on assignment, and he soon found himself on his own. He observed a group of explorers, the same ones that knocked him out on the star liner, as they made allies with the local indigenous tribes. He eventually learned the Sathar were en route to Volturnus and the explorers were forging an alliance with the various intelligent species to stand against the worms. Arlo was tempted to join, alas he felt waiting out the storm was more beneficial.

Following the Sathar skirmish on Volturnus, he was eventually captured by victorious UPF & Truane's Star forces. He was detained and later imprisoned, but he managed to break out and escape. He has since been caught and imprisoned five times, each time resulting in a bold and daring escape. At present he is being held under a very watchful eye at a Star Law prison in Cass. Officials question if the barely breathable thin atmosphere will actually prevent any attempts at another unscheduled departure...

Arlo is highly skilled in Environmental and Technical aspects, although restricted to non-science in the former and only security systems in the latter...he has no analytical or operational/repair knowledge. This makes him rather crafty as he is good at stealth and concealment, survival, and locating/defeating various security systems. On top of that he is versed in close combat and energy weapons, with a long standing preference for shock gloves and other electrical/stun weapons. All of this makes him a very dangerous opponent should one get too close to Mr. Shockley.



## ***Citizen!***

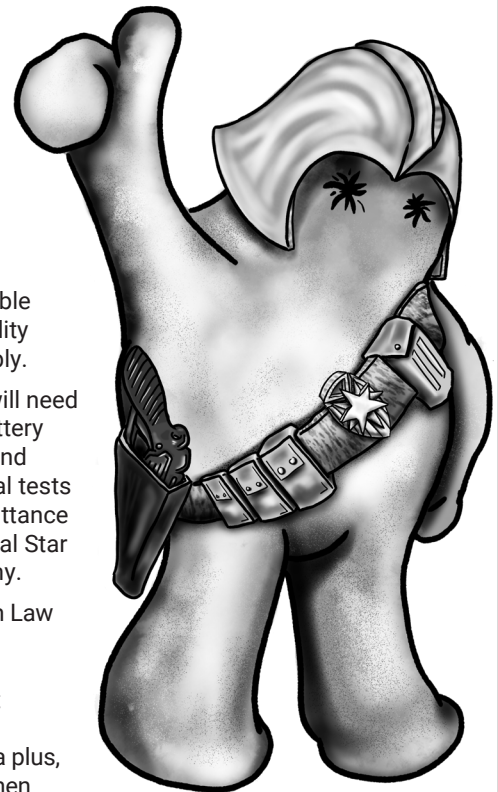
***Why settle for a job when you can have a Career of the lifetime?***

***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.







## AN EXPANDED TWIST OF THE ORIGINAL SCENARIO PRESENTED AS A PLAYER VS PLAYER BOARD GAME

By Richard "Shadow Shack" Rose

The following ships and crews were utilized during the second attempt by the Truane's Star government-sponsored exploration mission to Zebulon. This adventure, as written, is meant to be portrayed as a board game between two or more players portraying the invading pirates on one side and the defending explorers on the other. Full statistics are given for the scenario and can be used as an expansion in the original module if desired or as a separate scenario befitting to challenge the eight pre-generated characters in the Omicron mini-module included with the Star Frontiers Referee Screen.

The SS Serena Dawn, an independently owned star liner operating under charter to the government of Truane's Star, is transporting an exploration crew to the adjacent system of Zebulon, bound for the newly discovered world of Volturnus. This is the second attempt by Truane's Star officials at exploring this world; the first mission disappeared without a trace. Therefore, it was decided that it would be more cost effective to hire out rather than commit further resources, just in case history repeats itself.

### SS Miss Taken

**Trans Travel TT-615TF Pacific class tramp freighter**

**HS 6, HP 30, DCR 38, ADF 3, MR 3**

**Drives** 3 Type B Atomic Engines

**Weapons** none

**Defenses** none

**Auxiliary Equipment** subspace radio, radar, intercom with 3 master panels, cargo arm

**Computer** Lvl 4, **FP** 127, **Mass/SP** 100

**Programs** Alarm 3, Analysis 4, Astrogation 4, Bureaucracy 1, Commerce 1, Communication 1, Damage Control 3, Drive 5, Industry 1, Life Support 1, Maintenance 3

**Crew** 8, **Cargo Capacity** 6

**Crew Accommodations** captain's suite (double occupancy), crew cabin (triple bunks, double occupancy), journey class (double occupancy) x2, storage class x12

**Ships Vehicles** lifeboat, 2 workpods

Cost 2,249,400 Credits at Class 1 SCC, doesn't include fuel, spacesuits, toolkits, weapons, or defenses.

Financially, it was a good call...as history is about to repeat itself! Once the Serena Dawn arrives at Zebulon, a class-VI freighter dubbed the SS Miss Taken will be awaiting them. The Knight Hawks board game can be utilized to portray the combat session, although this is purely optional as the Dawn is presently disarmed so the attacking ship can eventually be victorious in knocking out her propulsion and maneuvering systems...the boarding action should be inevitable. However, note that the Dawn's battery is damaged, a successful repair during the repair turn can re-enable this system and get the Serena Dawn back into the fight. Nonetheless, the KH board game can provide that extra flavor to the overall game, and specifications for both ships are provided below to meet this end.

At this point, the Instigator board game begins: the pirates intend to invade and overtake while the Serena Dawn crew and passengers will have to defend against and repel these hostile boarders. All characters on each side are detailed with each craft.

### THE SS MISS TAKEN

Trans Travel's TT-615 is a popular choice for independent haulers, designed in the early f.y. 30's the design has been around for a while. As such it has been tried, tested, and found to be true. The overall design makes it optimum for a wide variety of roles beyond cargo hauling, a crew can make additional income via the trio of passenger cabins as well as offering courier duties to local governments. The deck arrangement is simple and straightforward, separating various duties efficiently enough. Many owners are quick to modify the basic design both during the construction phase or after acquisition. In fy:61, one such famous example dubbed the SS Gullwind made what has been historically referred to as "the Dramune Run", running an illegal cargo from Clarion to Inner Reach thus exposing a criminal organization which kicked off the third Dramune War. Rumor has it an earlier model was used by the Star Devils in taking the Serena Dawn as well (this scenario offers legitimacy to such rumors).

These fine craft, with a rich history of service in the independent field, are the envy of many freight haulers. Small, fast, and agile, they make up for smaller payloads by proving rapid delivery. With the recent advent of Pan Galactic's "Eureka" drive, added acceleration has made this more so for such equipped Pacific freighters (adding 250,000Cr per drive and an ADF: 4). The optional laser battery, perhaps not the

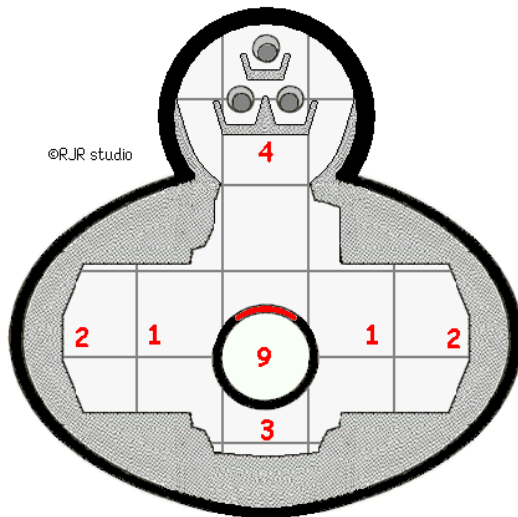


most offensively minded possibility, ensures that such loads can be protected to say the very least.

Used samples can be had for 20 to 50% of the new price, depending on condition & upkeep.

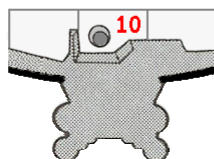
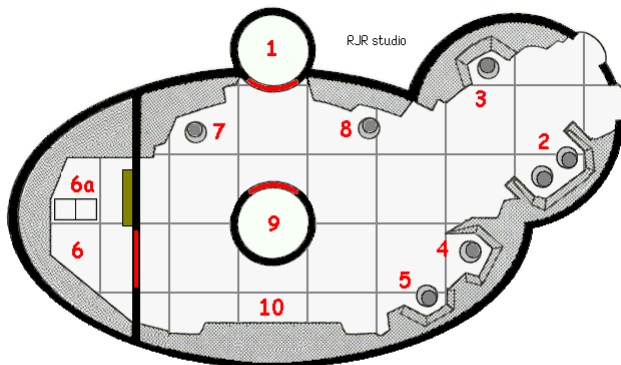
The following deck plans have been altered and amended from the original source material found in SF/KH:1 Dramune Run, including additional decks not depicted. Maps are scaled at two-meter squares.

## DECK 1A FLYING BRIDGE



1. Hydroponic bins
2. Communications & sensor equipment
3. Avionics
4. Flying bridge, positions for pilot, copilot or computer operator, and engineer
9. Elevator to main bridge

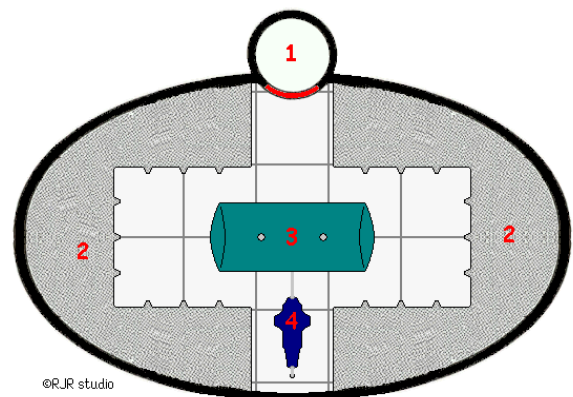
## DECK 1: BRIDGE



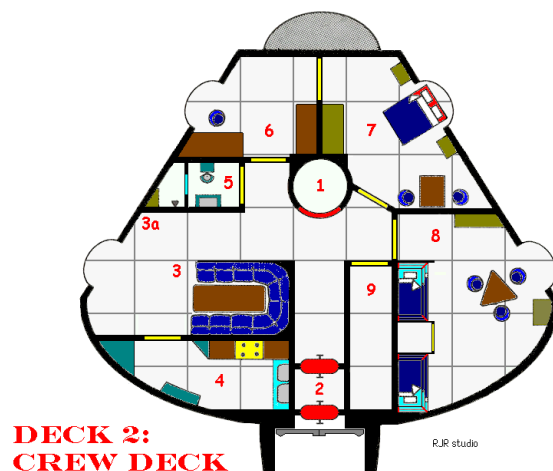
OPTIONAL  
LASER BATTERY  
DETAIL

1. Main Elevator
2. Helm, positions for pilot and copilot
3. Chief Engineer station
4. Astrogator station
5. Computer Operator/Asst. Astrogator position
6. Computer room, 6a is a maintenance shaft. Small arms storage nearby
7. Optional radar operator station
8. Optional communications officer station
9. Elevator to flying bridge
10. Optional Laser Battery, where applicable

## FORWARD MANEUVER DRIVE



1. Elevator
2. RCS thruster banks
3. Water tank
4. Water purification/sewage management



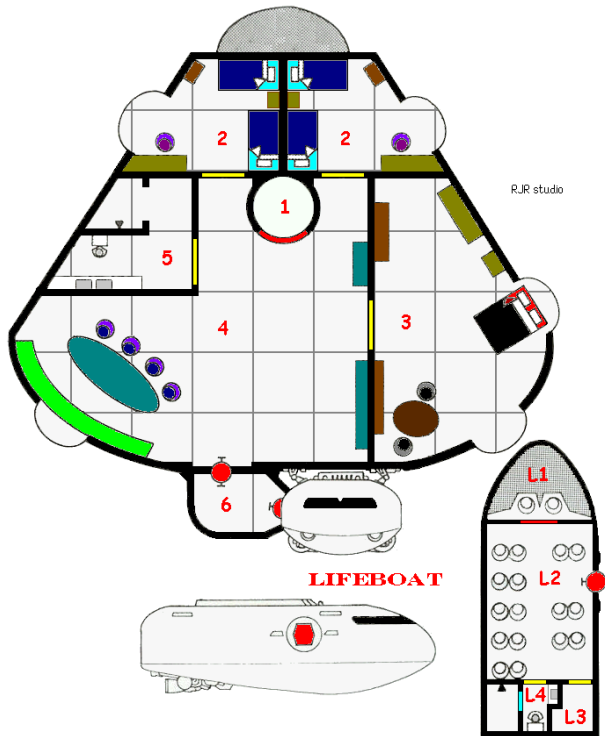
## DECK 2: CREW DECK

1. Elevator
2. Airlock/Outer hull hatch (Universal Air Dock)

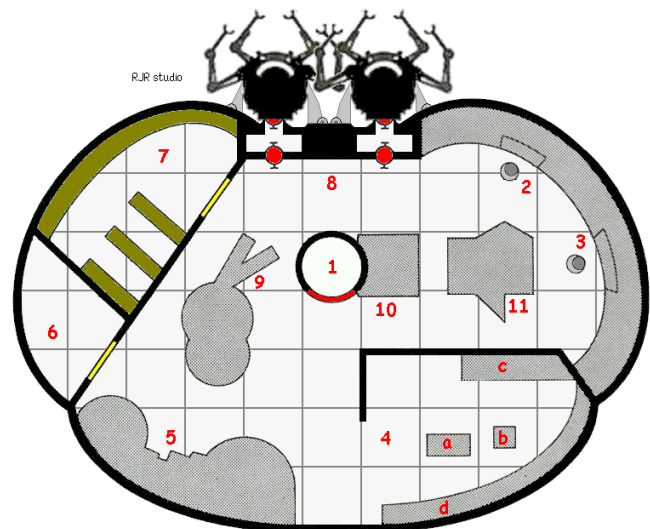


3. Common area, 3a is the holo-entertainment console
4. Galley
5. Fresher/sanitation
6. Captain's office
7. Captain's suite
8. Crew cabin
9. Storage area

### DECK 3: PASSENGER DECK



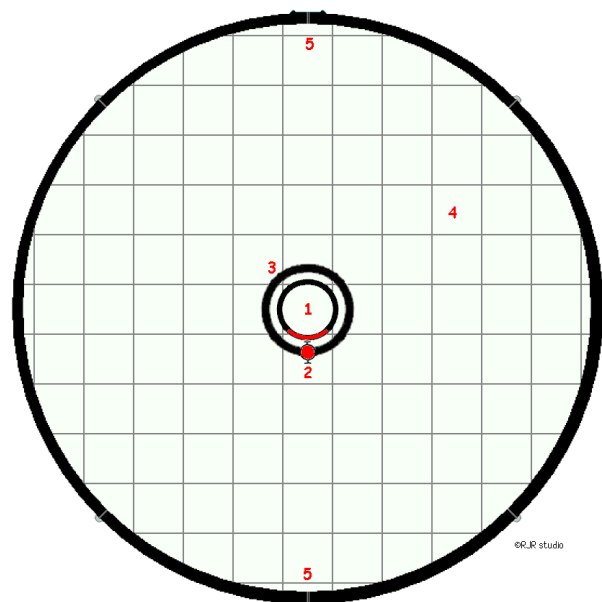
1. Elevator
2. Journey Class cabin
3. First Class cabin
4. Common area
5. Fresher/sanitation
6. Lifeboat/airlock
- L1. Lifeboat helm
- L2. Passenger area
- L3. Emergency equipment storage/LS equipment
- L4. Fresher/sanitation



### DECK 4: ENGINEERING

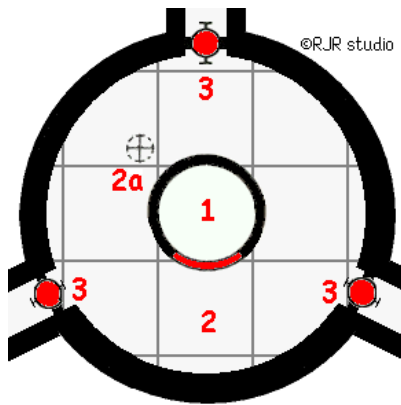
1. Elevator
2. Engineer's station (half of overhaul time spent here)
3. Freight handler station
4. Workshop - 4a is a laser/lathe. 4b is a laser drill press, 4c is a workbench w/tool storage, 4d is a foundry
5. Life support unit
6. Misc. storage
7. Parts storage
8. Workpod airlock pens
9. Optional backup life support unit (not standard equipment, additional software also required)
10. Power relay station w/recharging terminals
11. Generator – provides basic power when the atomic drives are offline

### CARGO HOLD





1. Elevator
2. Airlock
3. Cargo arm tracks
4. Hold
5. Bay doors



## ENGINE ROOM

1. Elevator
2. Monitor panels, 2a is a ceiling access-way to the aft RCS thruster banks above
3. Airlock/Decontamination chambers, access to engines, half of overhaul time spent within engine room and drive access-ways

### DECK LAYOUT

The SS Miss Taken is an earlier example of the Pacific class freighter, one which has been overtaken by representatives working under the Star Devil piracy faction. As a reward for their bounty, her new crew was accepted into the criminal ring as full-fledged members. Her first mission under their new colors is to ransack an inbound chartered exploration vessel, as the government of Truane's Star is quite persistent with their efforts to explore this recently discovered world that the Star Devil has already engaged in raping

the planet's natural resources. As such the Star Devil prefers to keep this world a secret from civilization, the last thing they want is wildcat miners or explorers discovering their profitable and illegal mining operation.

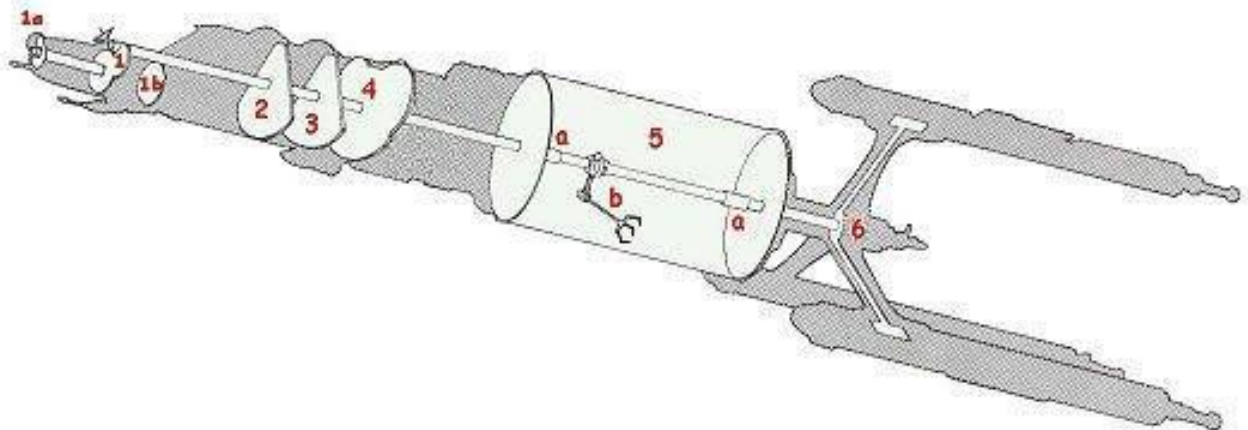
To that end, the ship is to ferry a boarding party and hijack the inbound craft. Any intel from the invading craft's computers is desirable, with surviving crew making fine slave labor. After which, all evidence of the inbound ship is to be destroyed including the ship itself. The crew of the Serena Dawn is about to have a bad day...

The Miss Taken has been upgraded with the optional laser battery weapon system along with a reflective hull coating, however she is still running the stock single life support system. Note that there are more beings on board for this scenario than the ship is capable of supporting..which is moot as the ship took on the boarding party while orbiting Volturnus and will only spend several days accelerating to meet the Serena Dawn so the life support will not get taxed. Temporary "quarters" have been established in the hold consisting of portable pallets & bunks with linen along with a potable water system and food storage. Naturally the hold remains pressurized. Acceleration seats have been installed for the combat maneuvers, otherwise these boarding party members can move about the ship freely while it accelerates at one G.

### MISS TAKEN CREW ROSTER

#### Mooks

The first wave of boarders will be the pawns, fierce and brave yet poorly equipped and under-skilled. Their "leader" brings up the rear, barking orders along the way. They are tasked with wearing down the Serena Dawn crew, taking as many as possible along the way. The mooks are not named, rather simply assigned a letter that corresponds to the counters that are used for the board game. Their leader will be the last to enter, utilizing a PC counter if all four human pirate counters are still in use. Note the mooks are slightly





better skilled than originally presented in the module

SF-0 Crash on Voltarnus...that is to say as originally presented they were unskilled.

### Mook A

Mook with a vibroknifke

STR/STA	35/35	PS	2
DEX/RS	50/50	IM	5
INT/LOG	45/45	M/RW	35/25
PER/LDR	45/45	MV	Medium

Skills (Military): Melee 1

VibroKnife with 2 20 SEU Power Clips

### Mook E

Mook with a laser pistol

STR/STA	35/35	PS	2
DEX/RS	70/70	IM	7
INT/LOG	40/40	M/RW	35/45
PER/LDR	30/30	MV	Medium

Skills (Military): Beam 1

Laser Pistol with 3 20 SEU Power Clips

### Mook B

Mook with a nightstick

STR/STA	55/55	PS	3
DEX/RS	55/55	IM	6
INT/LOG	45/45	M/RW	35/25
PER/LDR	40/40	MV	Medium

Skills (Military): Melee 1

Nightstick

### Mook F

Monk Mook

STR/STA	45/45	PS	3
DEX/RS	40/40	IM	4
INT/LOG	45/45	M/RW	30/20
PER/LDR	40/40	MV	Medium

Skills (Military): Martial Arts 1

None

### Mook C

Mook with a auto-pistol

STR/STA	35/35	PS	2
DEX/RS	55/55	IM	6
INT/LOG	35/35	M/RW	35/25
PER/LDR	45/45	MV	Medium

Skills (Military): Melee 1

Automatic Pistol with 3 Clips of Ammo

### Mook G

Mook with a bullwhip

STR/STA	45/45	PS	3
DEX/RS	30/30	IM	3
INT/LOG	40/40	M/RW	25/15
PER/LDR	45/45	MV	Medium

Skills (Military): Melee 1

Bullwhip

### Mook D

Mook with a blackjack and tangler grenade

STR/STA	65/75	PS	2
DEX/RS	45/45	IM	5
INT/LOG	45/45	M/RW	30/20
PER/LDR	40/40	MV	Medium

Skills (Military): Melee 1

Blackjack & 1 Tangler Grenade

### Mook H

Mook with a club

STR/STA	25/25	PS	2
DEX/RS	55/55	IM	6
INT/LOG	45/45	M/RW	35/25
PER/LDR	40/40	MV	Medium

Skills (Military): Melee 1

VibroKnife with 2 20 SEU Power Clips



### Mook I

Mook with a pair of shock gloves

STR/STA	50/50	PS	3
DEX/RS	40/40	IM	4
INT/LOG	50/45	M/RW	30/20
PER/LDR	30/30	MV	Medium

Skills (Military): Melee 1

Shock Gloves with a 50 SEU Beltpack

### Mook M

Mook with a sonic stunner

STR/STA	40/40	PS	2
DEX/RS	40/45	IM	5
INT/LOG	45/45	M/RW	20/30
PER/LDR	40/40	MV	Medium

Skills (Military): Beam 1

Sonic Stunner with 20 SEU Power Clip

### Mook J

Mook with gyrojet pistol

STR/STA	35/35	PS	23
DEX/RS	35/35	IM	4
INT/LOG	45/45	M/RW	15/15
PER/LDR	40/40	MV	Medium

Skills (Tech): Computer 1

Gyrojet Pistol with 3 Clips of Ammo

### Brooks 'the Bully' Morrow

Human male Mook Leader

STR/STA	70/70	PS	4
DEX/RS	45/45	IM	5
INT/LOG	45/45	M/RW	40 (55*)/20
PER/LDR	40/50	MV	Medium

Skills (Military): Martial Arts 2, Melee 2

Gyrojet Pistol with 2 Clips of Ammo, Electric Sword with 20 SEU Power Clip

\*Martial Arts attacks due to Strength

### Mook K

Mook with 2 axes

STR/STA	50/50	PS	3
DEX/RS	50/55	IM	6
INT/LOG	50/50	M/RW	35/35
PER/LDR	45/45	MV	Medium

Skills (Military): Melee 1, Thrown 1

2 Axes

## SECOND WAVE

The "elite" group is small yet better skilled with slightly more equipment. They will enter the Serena Dawn any time the pirate player wishes, with a minimum time span of ten combat turns after the first wave boards. Much like the mooks, they are led from behind albeit by their captain. The captain is accompanied by three others (said three are listed after the captain) who will stick with him like glue...their job is both protecting him and acquiring info from the ship's computer.

### Mook L

Mook with fragmentation grenades

STR/STA	50/55	PS	3
DEX/RS	50/55	IM	6
INT/LOG	50/50	M/RW	35/35
PER/LDR	45/45	MV	Medium

Skills (Military): Melee 1, Thrown 1

3 Fragmentation Grenades

### Simon Wesley

Human male Chaos Specialist

STR/STA	50/50	PS	3
DEX/RS	40/40	IM	2
INT/LOG	45/45	M/RW	40 (55*)/30
PER/LDR	50/45	MV	Medium

Skills (Military): Martial Arts 3, Melee 2, Projectile 1

Automatic Rifle with 4 Clips of Ammo, Electric Sword with 20 SEU Power Clip, Military Skeinsuit

\*Martial Arts attacks due to Strength



**Belinda 'Big Bertha' Bertholini**

Human female Technician, Former Pro-Wrestling Celebrity

STR/STA	65/75	PS	4
DEX/RS	60/50	IM	5
INT/LOG	45/45	M/RW	50/30
PER/LDR	35/35	MV	Medium

Skills (Tech): Tech 2, Robotics 1, Martial Arts 2, Melee 2

Automatic Rifle with 5 Clips of Ammo, Electric Sword with 20 SEU Power Clip, Military Skeinsuit

**Carlyle 'Slag' Rastifer**

Human male Ruthless Pirate Captain

STR/STA	65/75	PS	4
DEX/RS	60/70	IM	7
INT/LOG	50/50	M/RW	50/70
PER/LDR	45/55	MV	Medium

Skills (Tech): Tech 6, Computer 2, Beam 4, Melee 2

Laser Pistol with 5 20 SEU Power Clips, Vibroknife with 20 SEU Power Clip, Military Skeinsuit

**K'wik Z'wik 'Quickdraw'**

Vrusk male Demolitionist and Syndicated Vruskan Cowboy Holo-Actor

STR/STA	35/45	PS	2
DEX/RS	65/75	IM	8
INT/LOG	50/50	M/RW	30/50
PER/LDR	40/40	MV	Medium

Skills (Military): Projectile 2, Demolitions 1

2 Automatic Pistols with 5 Clips of Ammo, 2kg D-19 with 3 variable timer detonators

**Byron 'Crusty' Barton**

Human male Astrogator

STR/STA	30/40	PS	2
DEX/RS	50/50	IM	5
INT/LOG	50/50	M/RW	25/25
PER/LDR	45/45	MV	Medium

Skills (Tech): Computer 6, Astrogator 1

Needler Pistol with 3 Clips of Ammo

**Eric 'the Mouse' Stromm**

Human male dwarf Nomadic Hovercycle Club Member

STR/STA	55/70	PS	3
DEX/RS	60/50	IM	5
INT/LOG	45/45	M/RW	40/40
PER/LDR	35/35	MV	Medium

Skills (Military): Melee 1, Projectile 1, Thrown 1, Tech 1

Automatic Pistol with 3 Clips of Ammo, Stun Stick with 2 20 SEU Power Clips, 3 Throwing Knives, Techkit

**Gavin 'Quartermaster' Klark**

Human male Weapons Maintenance Officer

STR/STA	40/55	PS	2
DEX/RS	35/35	IM	4
INT/LOG	40/40	M/RW	15/25
PER/LDR	35/35	MV	Medium

Skills (Military): Tech 1, Projectile 1

Automatic Pistol with 5 Clips of Ammo

**Norton 'Balder' Chatham**

Human male Ship's Doctor

STR/STA	30/30	PS	2
DEX/RS	60/60	IM	62
INT/LOG	55/55	M/RW	30/40
PER/LDR	45/45	MV	Medium

Skills (Bio-Social): Medic 2, Beam 1

Electrostunner with 3 20 SEU Power Clips, Medikit



## REMAINING CREW

Last but not least are the crew remaining aboard the pirate ship. They will not join the boarding actions but are entrusted to keep any stragglers from wandering onto their host ship. If word gets back that Captain Slag has perished and the fight is not going well, they are instructed to detach and leave the Serena Dawn with any boarders left behind. However, if the protagonist characters manage to make it aboard the pirate craft, these crew members will fight to the death, breaking away from the Dawn if needed.

### Rebekka 'Storm' Sharman

Human female Co-Pilot

STR/STA	40/50	PS	2
DEX/RS	50/50	IM	5
INT/LOG	50/50	M/RW	35/35
PER/LDR	50/50	MV	Medium

Skills (Tech): Tech 1, Computer 1, Pilot 3, Beam 2, Melee 1

Laser Pistol with 2 20 SEU Power Clips

### Venghar 'The Ghost'

Yazirian male Gunner

STR/STA	45/45	PS	3
DEX/RS	60/50	IM	5
INT/LOG	45/45	M/RW	30/90
PER/LDR	45/45	MV	Medium

Skills (Military): Beam 6, Energy Gunnery 2

Laser Pistol with 3 20 SEU Power Clips

### Tik'Chotl

Vrusk male Chief Engineer

STR/STA	50/60	PS	3
DEX/RS	50/50	IM	5
INT/LOG	55/55	M/RW	35/35
PER/LDR	50/50	MV	Medium

Skills (Tech): Tech 5, Robotics 3, Engineer 3, Projectile 1, Melee 1

Automatic Pistol with 3 Clips of Ammo

### Lolung

Dralasite male Auxiliary Engineer

STR/STA	70/70	PS	4
DEX/RS	45/45	IM	5
INT/LOG	50/50	M/RW	40/20
PER/LDR	50/50	MV	Medium

Skills (Tech): Tech 4, Robotics 2, Engineer 2, Melee 2

Sonic Sword with 2 20 SEU Power Clips

## THE SS SERENA DAWN

### SS Serena Dawn

**Trans Travel TT-599PL Dawn class star liner (modified)**

**HS 6, HP 30, DCR 38, ADF 1, MR 3**

**Drives** 3 Type B Ion Engines

**Weapons** none (LB damaged and not repaired)

**Defenses** Reflective Full

**Auxiliary Equipment** subspace radio, radar, intercom with 3 master panels, cargo arm

**Computer** Lvl 4, FP 166, Mass/SP 100

**Programs** Alarm 3, Analysis 4, Astrogation 4, Bureaucracy 3, Commerce 1, Communication 1, Damage Control 3, Drive 4, Industry 1, Installation Security 4, Laser Battery 1, Life Support 1 x2, Lockout 4, Maintenance 3, Robot Management 4

**Crew** 15 (max 20), **Cargo Capacity** 2

**Crew Accommodations** officer suite (double occupancy) x2, crew cabin (double to quadruple occupancy) x4, journey class (double occupancy\*) x24, journey class (single occupancy) x 12, storage class x40

\*currently set up for single occupancy

**Ships Vehicles** 2 lifeboats, 2 workpods, shuttle

The Serena Dawn is a heavily modified version of the base Dawn class liner. She is essentially a high passage tramp freighter...capable of carrying far more cargo than a standard liner while maintaining a fair representation of passenger cabins. Her crew has developed a good reputation with ferrying teams and equipment to remote locations, be it a mercenary force, exploration team, or even political refugees; along with any and all associated equipment. Due to significantly restricted cargo and passenger accommodations compared to standard freighters



and liners, the engineer was able to shoehorn a second lifeboat into the equation...something that any passenger certainly finds appealing. A shuttle bay is nestled adjacent to the cargo hold for loading/unloading cargo at source/destinations.

The captain is adamant about passenger transport with regards to equipment permitted while onboard. All weapons & ammunition are to be stowed in the locker at the starboard bridge section and armor & defensive screens will be kept in the central holds. Even the rank & file crew are restricted to melee weapons while officers are permitted one firearm and a melee weapon. However, if unwanted boarding is inevitable, the crew will arm themselves from the ship's stores in the locker and passengers will be permitted access to their gear if needed.

Note that the following deck plans are not Knight Hawks compliant as the original module was written before KH was a pipe dream. For the sake of simplicity with the board game, ignore the physics and presume both ships are in a state of 1G for the sake of movement and combat resolutions. Also, because

the ships will be docked with an extending docking collar connecting the two airlocks, normal atmospheric conditions will be maintained with no need for space suits.

The following deck plans are reprinted from the SF-0 Crash on Voltarnus module and the Omicron mini-adventure included with the Referee Screen, utilizing those when resolving the board game. Both maps are rendered in 2-meter squares.

## SERENA DAWN CREW ROSTER

### OFFICERS

Officers and crew begin the game at their assigned duty stations listed after their title. However, once the Serena Dawn has been disabled, the protagonist players may position them anywhere they see fit in order to repel boarders. Officers and crew may also equip themselves with any of the ship's stored weapons from the weapons locker listed after the crew descriptions.

#### Elaine Anderson

Human female Captain/Pilot (port bridge area)

STR/STA	35/55	PS	2
DEX/RS	60/60	IM	6
INT/LOG	50/60	M/RW	30/50
PER/LDR	45/60	MV	Medium

Skills (Tech): Projectile 2, Tech 6, Computer 2, Pilot 3, Medic 1

Automatic Pistol with 2 Clips of Ammo, Civilian Skeinsuit

#### Mark Larsen

Human male Astrogator (starboard bridge area)

STR/STA	45/65	PS	3
DEX/RS	50/50	IM	5
INT/LOG	50/55	M/RW	25/25
PER/LDR	45/45	MV	Medium

Skills (Tech): Tech 6, Computer 6, Pilot 2, Astrogator 3

Automatic Pistol with 2 Clips of Ammo, Civilian Skeinsuit

#### Jacob Hearn

Human male 1<sup>st</sup> Officer/Co-Pilot (port bridge area)

STR/STA	50/70	PS	3
DEX/RS	65/65	IM	7
INT/LOG	60/70	M/RW	30/50
PER/LDR	45/45	MV	Medium

Skills (Tech): Beam 2, Tech 6, Computer 2, Pilot 3

Laser Pistol with 2 20 SEU Power Clips, Civilian Skeinsuit

#### Vaclav Kazek

Yazirian male Chief Engineer (port bridge area)

STR/STA	25/25	PS	2
DEX/RS	55/55	IM	6
INT/LOG	65/55	M/RW	25/25
PER/LDR	50/50	MV	Medium

Skills (Tech): Tech 4, Robotics 2, Engineer 3

Automatic Pistol with 2 Clips of Ammo, Civilian Skeinsuit



### Mario Santino

Human male Auxiliary Engineer (port computer room)

STR/STA	55/70	PS	3
DEX/RS	65/65	IM	7
INT/LOG	45/50	M/RW	30/50
PER/LDR	65/65	MV	Medium

Skills (Tech): Beam 1, Melee 1, Tech 4, Computer 3, Engineer 1

Laser Pistol with 2 20 SEU Power Clips, Stunstick with 20 SEU Power Clip, Civilian Skeinsuit

### Stanislaw 'Stanley' Wilson

Human male Gunnery Officer (anywhere)

STR/STA	55/60	PS	3
DEX/RS	50/50	IM	5
INT/LOG	40/50	M/RW	30/50
PER/LDR	60/60	MV	Medium

Skills (Military): Beam 6, Tech 1

Laser Pistol with 2 20 SEU Power Clips, Military Skeinsuit

## CREW

### Nichole Hoffmann

Human female Chief Deputy Maintenance Officer (starboard computer room)

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

Skills (Tech): Projectile 1, Tech 4, Computer 3, Robotics 2

Automatic Pistol with 2 Clips of Ammo, Civilian Skeinsuit

### Jack Ross

Human male Technician (upper deck, repair room)

STR/STA	40/55	PS	2
DEX/RS	35/35	IM	4
INT/LOG	45/50	M/RW	30/50
PER/LDR	30/30	MV	Medium

Skills (Tech): Tech 3, Computer 2

Stunstick with 20 SEU Power Clip

### Floyd Thomas

Human male Technician/Shuttle Pilot (upper deck, auxiliary control)

STR/STA	50/55	PS	3
DEX/RS	50/50	IM	5
INT/LOG	55/50	M/RW	35/25
PER/LDR	55/55	MV	Medium

Skills (Tech): Melee 1, Tech 6

Stunstick with 20 SEU Power Clip

### Stephanie Fontana

Human female Ship's Doctor (upper deck, medical lab)

STR/STA	40/40	PS	2
DEX/RS	45/45	IM	5
INT/LOG	65/70	M/RW	30/50
PER/LDR	60/60	MV	Medium

Skills (Bio-Social): Medic 3, Computer 1

Stunstick with 20 SEU Power Clip, Medkit



**Isidora Davies**

Human female Steward (anywhere)

STR/STA	45/45	PS	3
DEX/RS	50/50	IM	5
INT/LOG	45/50	M/RW	25/25
PER/LDR	65/50	MV	Medium

Skills (Tech): Computer 1, Environmental 1

Stunstick with 20 SEU Power Clip

**Hal Davis**

Human male Security Chief (anywhere)

STR/STA	50/50	PS	3
DEX/RS	60/50	IM	5
INT/LOG	45/45	M/RW	50/60
PER/LDR	45/50	MV	Medium

Skills (Military): Beam 3, Melee 2

Laser Rifle with 20 SEU Power Clips, Stunstick with 20 SEU Power Clip, Military Skinsuit

**Byron Baylor**

Yazirian male Sensor Officer (starboard bridge)

STR/STA	35/45	PS	2
DEX/RS	50/50	IM	5
INT/LOG	45/45	M/RW	25/25
PER/LDR	50/50	MV	Medium

Skills (Military): Tech 1

Military Skinsuit

**Dollop**

Dralasite neuter Security Trooper (starboard bridge)

STR/STA	60/60	PS	3
DEX/RS	40/40	IM	4
INT/LOG	45/45	M/RW	30/40
PER/LDR	45/45	MV	Medium

Skills (Military): Beam 2, Melee 1

Laser Rifle with 100 SEU Power Backpack, Stunstick with 20 SEU Power Clip, Military Skinsuit

**A'Krs-I'is**

Vrusk male Robotcist (anywhere)

STR/STA	40/40	PS	2
DEX/RS	50/50	IM	5
INT/LOG	55/55	M/RW	35/35
PER/LDR	45/45	MV	Medium

Skills (Military): Robotics 4, Projectile 1, Melee 1

Military Skinsuit

**V'rs-Kiin**

Vrusk male Security Trooper (port security corridor)

STR/STA	40/40	PS	2
DEX/RS	50/50	IM	57
INT/LOG	45/45	M/RW	30/50
PER/LDR	45/45	MV	Medium

Skills (Military): Gyrojet 2, Melee 1

Gyrojet Rifle with 5 Clips of Ammo, Sunstick with 20 SEU Power Clip, Military Skinsuit

**Yikiera Dyson**

Human female Communications Officer (starboard bridge)

STR/STA	45/45	PS	3
DEX/RS	50/50	IM	5
INT/LOG	45/45	M/RW	25/25
PER/LDR	50/50	MV	Medium

Skills (Military): Tech 1

Military Skinsuit



### Yaslan

Yazirian male Security Trooper (starboard security corridor)

STR/STA	50/50	PS	3
DEX/RS	40/40	IM	4
INT/LOG	45/45	M/RW	30/40
PER/LDR	45/45	MV	Medium

Skills (Military): Projectile 2, Melee 1

Automatic Rifle with 5 Clips of Ammo, Stunstick with 20 SEU Power Clip, Military Skinsuit

### K'rs-T'al

Vrusk female Security Trooper (lower deck, anywhere)

STR/STA	40/40	PS	2
DEX/RS	55/55	IM	6
INT/LOG	45/55	M/RW	30/40
PER/LDR	40/40	MV	Medium

Skills (Military): Projectile 2, Melee 1

Two Automatic Pistols with 6 Clips of Ammo, Stunstick with 20 SEU Power Clip, Military Skinsuit

### Tsar-B'kal

Vrusk male Computer Operator (port computer room)

STR/STA	40/55	PS	2
DEX/RS	75/75	IM	8
INT/LOG	45/55	M/RW	35/55
PER/LDR	50/50	MV	Medium

Skills (Tech): Gyrojet 2, Computer 5

Gyrojet Pistol with 3 Clips of Ammo

### Juliana Santos

Human female Security Trooper (upper deck, anywhere)

STR/STA	40/50	PS	2
DEX/RS	45/45	IM	5
INT/LOG	45/45	M/RW	30/40
PER/LDR	55/45	MV	Medium

Skills (Military): Beam 2, Melee 1

Laser Pistol with 2 20 SEU Power Clips, Stunstick with 20 SEU Power Clip, Military Skinsuit

## MISSION SPECIALISTS

This group is considered as the Serena Dawn's "second wave" as they will have to equip themselves after the boarding actions begin. All specialists begin the game in their passenger cabins, the player(s) may arrange them in any order as such at one per cabin. Once the antagonist characters have breached the outer airlock and begin flooding into the corridors, the specialists will be called to retrieve their non-weapon items from the cargo holds and their weaponry from the locker on the bridge. Utilize normal movement rates from the passenger cabins to resolve their acquisition phase, the player may opt for any route but the characters must travel to both the central holds and to the bridge to be fully outfitted. They will start the game fully equipped once they spend two game turns in each area and may join the fighting at any time afterwards.

Note that any items left in the locker by the officers and crew can also be utilized by the mission specialists as well.

### MSGT Lucas Anderson

Human male Mission Commander (retired LandFleet NCO)

STR/STA	55/60	PS	3
DEX/RS	45/45	IM	5
INT/LOG	55/55	M/RW	40*/30**
PER/LDR	70/70	MV	Medium

Skills (Military): Gyrojet 3, Projectile 2, Melee 2, Beam 1, Martial Arts 1, Tech 2, Computer 2

Gyrojet Pistol with 5 Clips of Ammo, Electric Sword with 20 SEU Power Clip, Military Skinsuit, Techkit

\*40 for Melee, 35 for Martial Arts

\*\*30 for Beam, 40 for Projectile, 50 for Gyrojet



**Ivica Sarang**

Yazirian female Chief Scientist

STR/STA	40/50	PS	2
DEX/RS	50/50	IM	5
INT/LOG	50/55	M/RW	25/25
PER/LDR	45/45	MV	Medium

Skills (Bio-Social): Environmental 2, Medic 2, Computer 2

Military Skeinsuit, Envirokit, Medkit

**Rosalie Robinson**

Human female Diplomatic Relations

STR/STA	40/45	PS	2
DEX/RS	65/65	IM	7
INT/LOG	50/60	M/RW	30/40
PER/LDR	70/70	MV	Medium

Skills (Bio-Social): Psycho/Social 3, Computer 2, Beam 1

Laser Pistol with 4 20 SEU Power Clips, Military Skeinsuit, PolyVox

**Kilitki' Til**

Vrusk male Cartographer

STR/STA	40/40	PS	2
DEX/RS	55/55	IM	6
INT/LOG	50/55	M/RW	25/25
PER/LDR	35/35	MV	Medium

Skills (Tech): Tech 1, Computer 4

Military Skeinsuit, Portable Computer (Level 1, 10fp, 3kg) w/Analysis-4 &amp; Information Storage-1

**Jerrick Harrison**

Human male Security Specialist

STR/STA	55/60	PS	3
DEX/RS	50/50	IM	5
INT/LOG	45/45	M/RW	45/35*
PER/LDR	45/45	MV	Medium

Skills (Military): Beam 3, Melee 2, Gyrojet 1, Computer 1, Medic 1

Laser Rifle with 6 20 SEU Power Clips, Gyrojet Pistol with 2 Clips of Ammo, Stunstick with 20 SEU Power Clip, Military Skeinsuit, Medkit

\*35 with Gyrojet, 55 with Beam

**Blodikir**

Dralasite male Technician

STR/STA	60/50	PS	3
DEX/RS	45/45	IM	5
INT/LOG	70/60	M/RW	20/20
PER/LDR	40/40	MV	Medium

Skills (Tech): Tech 4, Robotics 3, Computer 2

Military Skeinsuit, Techkit, RobComkit

**Oliver Schmidt**

Human male Geologist/Prospector

STR/STA	55/60	PS	3
DEX/RS	50/50	IM	5
INT/LOG	45/55	M/RW	35/25
PER/LDR	50/50	MV	Medium

Skills (Bio-Social): Environmental 4, Martial Arts 1

Military Skeinsuit, Envirokit

**SHIP'S STORE (WEAPON LOCKER)**

4 Automatic Rifles  
 4 Gyrojet Rifles  
 4 Laser Rifles  
 10 Automatic Pistols  
 10 Gyrojet Pistols  
 10 Laser Pistols  
 4 Electric Swords  
 10 StunSticks  
 20 Rifle BulletClips  
 30 Pistol BulletClips  
 16 Rifle JetClips  
 24 Pistol JetClips  
 4 Power Backpacks  
 10 Power Beltpacks  
 36 PowerClips



+ all mission specialist weapons & ammo

All weapons have one ammo clip inserted in addition to stored ammunition.

## ROBOTS (ROBOT STORAGE, UPPER DECK)

The Serena Dawn has eight robots in storage in varying states of operation. Once the inbound craft is detected, the roboticist will have time for ten "jobs". Repairing a robot is one job, programming the missions & functions is one job, and arming a robot is one job... hence if a particular robot is not functional it will take one job to repair it, a second job to program it, and a third job to arm it (if applicable).

### 4 Maintenance Robots

**Level:** 2                      **Type:** Maintenance  
**Body Type:** Standard      **Parabattery:** Type I  
**Move Mode:** Magnetic    **Move Rate:** 10m/turn  
Wheels                      **Max:** 60m/turn  
**Limbs:** 1 pair standard limbs  
**IM/RS:** +5/50              **Stamina:** 100  
**Att:** NA                      **Damage:** NA  
**Defenses:** None  
**Programs:** Computer Link, Routine Maintenance  
**Operational Status:** 60%  
**Mission:** To be determined by Technician  
**Functions:** To be determined by Technician

### 4 Security Robots

**Level:** 3                      **Type:** Security  
**Body Type:** Standard      **Parabattery:** Type I  
**Move Mode:** Magnetic    **Move Rate:** 10m/turn  
Wheels                      **Max Rate:** 90m/turn  
**Limbs:** 1 pair standard limbs  
**IM/RS:** +5/50              **Stamina:** 100  
**Att:** 50                      **Damage:** 1d10 melee  
**Defenses:** None  
**Programs:** Restrain, Self Defense, Attack/Defense  
**Operational Status:** 30%  
**Mission:** To be determined by Technician  
**Functions:** To be determined by Technician

## BOARD GAME RESOLUTIONS

### COMMUNICATION

All characters on both sides will be capable of constant communication with their respective team members via chronocoms as well as a radiophone located on the bridge of each ship (starboard bridge for the Serena Dawn). The two sides will obviously be operating on different frequencies, however if one side can capture the radiophone of the opposite side then they will be able to listen in on said other side's radio traffic.

### MAXIMUM MOVEMENTS IN MAP SQUARES

Race	Walking or Dodging	Running
Dralasite	3 squares	10 squares
Human	5 squares	15 squares
Vrusk	8 squares	18 squares
Yazirian	5 squares	15 squares

### MOVEMENT MODIFIERS

When moving through a door, a character must stop in the square directly in front of the door and open it. A character opening a normal door may move only 1/2 his normal distance afterwards, while a character opening a pressure or security door must spend two full turns opening that door. The character ends his movement directly in front of the pressure or security door, waits two turns, and moves through the following turn.

Under no circumstances may a character move diagonally through any door, whether it is opened or closed. Similarly, a character may open a door only when in the square directly in front of the door. Normal doors, once opened, will remain open until closed manually. Both pressure and security doors, however, close automatically unless held open. Normal and security doors slide open, but pressure doors swing into the pressure chamber.

Only characters with level 1 or higher Technician skills can have a chance to open security doors without a security key (all Serena Dawn officers and security personnel have such a key, the specialists do not have a key).

### SIGHTING

A character can see into any square within his straight line-of-sight, as long as nothing obstructs his view. A character cannot see around corners, through walls, or into any square normally impossible to see into.



This means characters should not know the location of opponents until they can see those characters according to sighting rules.

## TIME

Use normal six-second combat turns in this section.

## COMBAT AND MOVEMENT

Normally, only one counter may occupy a single square. Two counters may occupy the same square only if one counter represents an unconscious individual, or if the two counters are involved in melee.

A character may move through a square occupied by another character if the occupying character allows him to pass without engaging him in combat, or if the occupying character is unconscious. If a conscious character wishes, he may stop any counter moving through a square he occupies and engage it in combat.

Any character within a square containing a chair, computer, engine, or similar object may use it for cover during ranged combat. The map key distinguishes between hard and soft cover objects.

Any characters rendered unconscious are considered out of the game unless a medic on their team is able to reach and revive them. Simply turn any such counters upside-down to indicate them as such.

## RESTRICTIONS

Some protagonist characters will not be immediately available for combat. The chief and auxiliary engineers will be busy attempting to repair the drives, with one in each engine room (it doesn't matter which engineer is in which engine room). Either the pilot/captain or co-pilot must remain behind at the port bridge in case the drives are restored in order to get underway. Both the computer operator and chief deputy maintenance officer will also remain posted in their respective starting locations. Since repairs will take at least half an hour, it is highly unlikely that this will happen during the boarding actions...nonetheless these characters are bound to these locations. However, any of these characters may abandon their duties to join the combat following the first protagonist casualty.

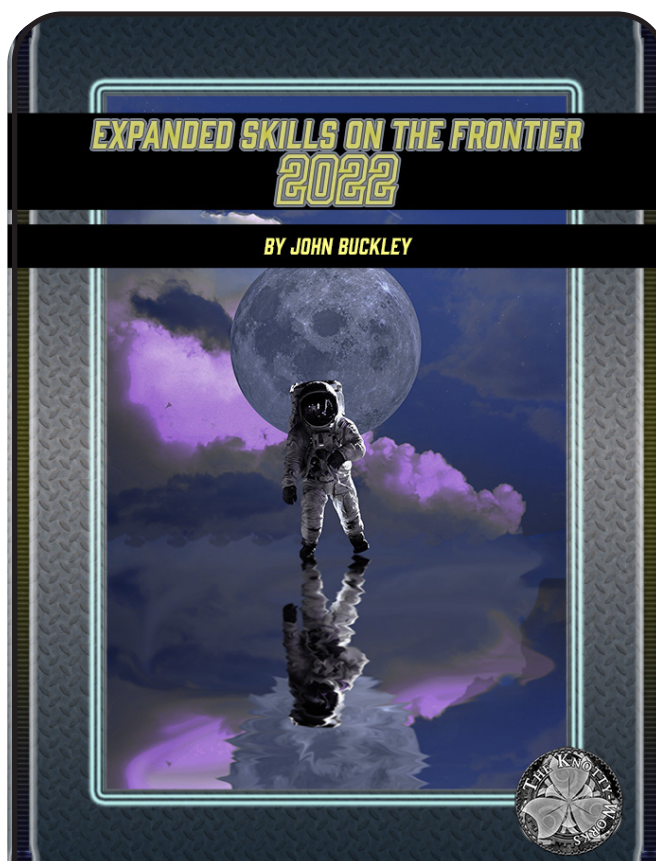
Antagonists must enter via the outer hull hatch at a rate of four characters per combat turn, and no more can enter until those characters exit the airlock into the corridors. As such the antagonists may enter one for one as the team makes their way into the ship, with no more than four in the outer hull hatch airlock at any given time. The second wave will not begin until someone from the first wave makes it down to the main deck below, however they may begin their advance should the entire first wave perish before accessing the lower deck.

## VICTORY CONDITIONS

If the protagonists can fend off the boarding pirates with at least one surviving pilot and engineer, they may break away and continue along their original mission or retreat back to Truane's Star (the latter assuming the astrogator survives). They do not need to infiltrate the pirate ship; however, they may still do so if the opportunity presents itself.

If the antagonists can overtake both computer rooms and both bridge sections while eliminating all officers, they have achieved victory and may begin pillaging the *Serena Dawn* at their leisure. Naturally, if one side completely eliminates the other side, they can claim total victory.

Anything else results in a draw, however if the pirates meet their victory condition and the specialists can escape via lifeboat then the protagonist side will be awarded "partial victory" as their mission on *Volturnus* can continue, albeit just not with any of the equipment they had planned on operating with . . .

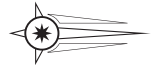


***A Zebulon like Skill rules  
based on Alpha Dawn  
mechanics for free (or  
donation as desired)!***



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# WORKING IN AN ORE MINE AND GOING DOWN, DOWN



## d10 THINGS AT AN ABANDONED MINE IN STAR FRONTIERS

By Tom Verreault

Need to dress an abandoned mine on the fly for your players? Try out the following Gm's D10 list of Things at an Abandoned Mine in Star Frontiers.

1. Pushed out of the way at the mine entrance is a rusted and broken heavy duty excavation robot. The parabattery is gone as well as the treads on one side and its sustained damage equal to 400 STA out of 500. The damage does not seem to be from weapons fire but rather heavy wear and tear.
2. A toxy-rad gauge (wall mount type not personal equipment) mounted near the entrance of the mine has one of its indicator lights just barely flickering. Choose randomly for toxic gas, radiation or faulty devices. Also by the entrance is a wrack of 1d10 hardhats with lights mounted on them. If necessary, roll 2d100 for hours of operation left on each light.
3. Cracked and leaking parabattery abandoned in the mine. Toxic and acidic sludge will cause 2 STA of damage for 3 turns if it makes contact with the skin. Easily neutralized with acid neutralizer from the med kit or rinsed with a liter of water to dilute the acid.
4. Flash light (almost dead will work for 1 hour more) and clip on name badge – lost or discarded.
5. Service Robot (mining) ordered to hold up the support beam is still following that order. If convinced to do something else the ceiling will fall in this 10 m stretch of tunnel burying the robot and anyone present: 4d10 damage and trapped under rock and debris but RS check for half damage and not trapped. If all characters are buried and trapped, allow STR checks to escape otherwise trapped characters must be dug out.

Suggested stats: Standard Robot body 100 STA; Level 3 service robot; Move: 30m/turn; Toxy-rad gauge, chronocom and dual flashlights installed. Mission: Support Mining Operations for [name of mine location] obeying instructions from mining staff. Function 1 will define the location, possibly with a map. Function 2 will define who is mining staff by uniform, proper name badges or presence of hardhat with a light on it worn by individuals giving the orders.

6. Smells like methane in this area.
7. Wheeled, hand-controlled cart half loaded with ore (type A parabattery with 5 SEU of power- maximum

range is 5 km). Roll for ore type on the Raw Mineral Chart in Knight Hawks (page 47).

8. Mining robot buried under a cave in. Randomly determine if destroyed by cave in or still operable. Suggested stats: same as the mining robot in #5 but with 4d10 damage to the robot.
9. Discarded Geo-scanner from the Environmentalist's tool kit.
10. Creature. A creature native to this world and comfortable underground has wandered into the mining tunnels. High potential for it to feel cornered or trapped by the PCs- roll initiative.

Suggested creature stats:

Large Omnivore- Number: 1; Move: Slow; IM/RS: 5/45; STAMINA: 50-150; Attack: 60; Damage: 1 to 5d10.

Medium Carnivore- Number: 1-2; Move: Medium; IM/RS: 6/55, STAMINA: 20-120; Attack 75; Damage: 1 to 3d10.

### RANDOM SOUNDS: 1d5

1. A moan can be heard in the tunnels. It's probably just the wind, right?
2. The drip of water somewhere in the distance
3. Rumble of rocks falling
4. The hiss of escaping gas
5. A short scream but it didn't really sound like it came from a sapient being.

### SUPPORT BUILDINGS AROUND THE MINE: 1d10

Most of these building are standard temporary buildings (trailers really) marketed by the Uni-Ho mega-corp. Roll d10 to determine the building(s) or place as desired:

1. Operations Hut printed map of the mine 0.5 x 1 meter of plasti-paper pinned to the wall. Marks and notations in permanent marker made on it. One such marker stands out because it is in red and circles a location deep in the mine but does not specify why the location is important.

Level 2 computer (17 function points) with installed chronocom is present with Analysis (1), Communication (1), Computer Security (2), Industry (1), Information Storage, Maintenance (1) and Robot Management (1). Computer was used for mine operations and management of









# ADVENTURES IN THE DEVCO SYSTEM

## STAR LAW PRISON

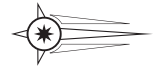
MEDIUM SECURITY HOUSES  
500 PRISONERS

THE FACILITY IS 10 KMS  
FROM GRATITUDE



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# How Devco Was Shortchanged



## A PREAMBLE TO THE SYSTEM BRIEF

By Joseph Cabadas

Just a few more minutes and the weekend would begin, Greevi thought as he checked over the compendium once more. This will be a masterpiece. A jaw-dropping – at least for those beings that had jaws – work of epic proportions that would catalog every little planetoid, major comet, dust cloud or stream of every system of the United Planetary Federation. It will be so...

Greevi froze as it scanned over the planetary notes section once again. Drawing air into its voicebox, it let out a thunderous bellow, “AH-NOR-REE! Honoree come HERE!”

There was a clatter from elsewhere in the room, behind the shelves of artifacts and the thump of feet as Dale Honoree came into view. The student came into view, his light hair disheveled. “What is it, Professor Greevi? I was just heading out.”

The Dralasite tapped on the desk, indicating that Honoree should come closer. “Look at this description you wrote for the Devco System, it’s too long.”

“But, but it’s one of those Zebulon discovered worlds,” Honoree said nervously. “You always want to gush about that fact...”

“Not this time. The description needs to be short and catch the reader’s eye. It can’t be an essay about ghost ships and pirates and all that stuff.” Greevi highlighted a paragraph. “Here. This is what we’ll say about it.”

“Just about the Blue Plague?”

“Precisely. It will make its description distinctive.” Greevi wrote: Cass is a mega-corp planet founded by the Cassidine Development Corporation. It eventually became a refuge... It paused again and looked at Honoree. “How many plague refugees lived there?”

“Well, there were some three dozen ships, I think...”

“You think?”

“I wrote this a couple weeks ago, professor. Can’t I get going? The game starts in an hour...”

“You can wait a moment for your youthful indulgences. Remember it is a privilege to be working in this office.”

Shrugging, Honoree nodded. “Yes, professor.”

“And we want the best compendium ever published about the Frontier, don’t we?”

“Yes, professor.”

“It will be one that will do justice to all the research time and effort of all the explorers, astrogators,

historians, scientists and biographers who’ve gone before us. Correct?”

“Yes professor.”

“Now some three dozen ships... Many of those were passenger liners, right?”

“I think so, or others who were stowed in storage class aboard freighters.”

“Ah, I’ve got it.” Greevi then wrote: ...a refuge for the multitudes that were left homeless by the Blue Plague. “Now, that ought to be a tearjerker statement, as you Humans would say.”

“I guess so, professor, but multitudes?”

“Hey, we’re being brief. We can debate about it now... which I don’t mind. Or later.” The Dralasite got up from his seat. “I’ll do it later, after ‘The Zebulon’s Guide to the Frontier’ makes its debut!”

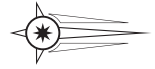
**Author’s note:** The following system brief on Devco makes several changes to the Zeb’s timeline. For example, I believe that the Volturnus modules should come long after the First Sathar War, but before the Third Dramune War. I place them more in the 40s or 50s decade of the Federation Year calendar. So, that means institutions such as the University of Zebulon are established later.

First contact with the Rim races also comes after the Volturnus modules, but before the Second Sathar War.

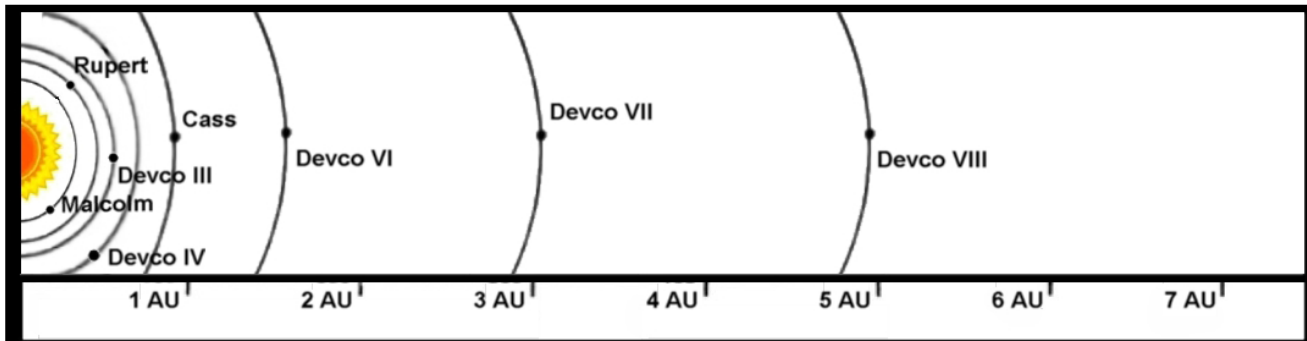


# SYSTEM BRIEF: DEVELOPING DevCo

By Joe Cabadas



## Devco System Display



**Spectral Type:** F9 Yellow-White Dwarf

**Total Planets:** 8

**Inhabitable Planets:** Cass

**Major Trade Routes:**

· *Inner Reach and Outer Reach (Dramune)* – Distance: 4 light years

· *Groth and Terledrom (Fromeltar)* – Distance: 5 light years

## SYSTEM HISTORY

Devco is a rather young F9 star in the Vrusk/Dralasite Arm of the Frontier. In 3 PF, famed explorer Alorne Zebulon, who had finally separated himself from the Pan-Galactic Corporation, and became an independent operative, plotted a star route from Dramune the star system F9C4572 and verified that it had eight major planets.

While preparing to leave the system, after conducting a month-long survey, he encountered the wreck of an unknown spacecraft sheathed by a crystalline skin. If his ship hadn't been in the right place, at the right time, the vessel would have gone unnoticed, probably to current times, because it was outside the system's plane of the ecliptic. The vessel appeared to have been attacked and was the equivalent of a hull size 5 craft. Inside it contained the bodies of more than two dozen dinosaur-like creatures.

Zebulon took several samples and set a radio beacon on the craft, hoping to retrieve it later before successfully jumping back to Dramune and to the news that the Frontier was at war with the Sathar. The explorer turned military scout and was of great aid to helping Admiral Vincent Morgaine and his rag-tag fleet of the Second Common Muster.

Years later, after the founding of the United Planetary Federation, Zebulon turned his attention back to star system F9C4572 and the samples he had collected. He was loath to just register the route with the new Frontier Office of Survey and Statistics. Although he would have received a modest finder's fee and a royalty from any proceeds from future developments, he wanted much more than that.

During the First Sathar War, Zebulon had made contacts with Cassidy Dynamics, a major corporation based on Triad (Cassidine) that had offices throughout the Human arm of the Frontier<sup>1</sup>. He approached the company and was warmly received. They offered him an undisclosed sum for his discoveries and promptly made a deal that made him a consultant, but allowed Zebulon to maintain his independence.

When Cassidy Dynamics was reorganized in 8 FY as the Cassidine Development Corporation, the development of F9C4572 was one of top projects on its agenda. Zebulon returned to the system, but was unable to find the crystalline craft. (After Volturnus was opened to exploration, later tests on the samples that Zebulon had collected confirmed that the craft was Eorna in origin).

The CDC established a series of unregistered mining operations on the fifth planet, which they named Cass. By 12 FY a star route had been charted from Devco, as the CDC began calling the F9C4572 system, to Fromeltar. Pirates soon discovered the system too and the CDC hired mercenaries to protect its mining operations and defend its cargo vessels.


## GHOST SHIPS OF DevCO

Yet, CDC explorers were not the first to visit the system. Besides the ancient Eorna craft that Alorne Zebulon encountered, on the planet Cass itself, the

<sup>1</sup> Trussell, Allen. "System Brief: Cassidine," Star Frontiersman, Issue 17.



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corporation has documented finding the remains of at least five previous expeditions. It discovered three Vrusk scout vessels, a Human scout/colonization ship and a Dralasite scout vessel.

The oldest Vrusk ship found dates from roughly 160 PF. The Human vessel originally came from the ancient Recon-Development and Exploration Council, an agency of the old Terran Empire that was responsible for mapping the Frontier before colonists began arriving en masse. It is believed that many of these early explorers came to Cass because it had the best climate out of any in the Devco system. Somehow they became trapped on the planet. In most cases, the wrecks were found with evidence that the crews ran out of food and eventually succumbed to starvation or the elements. The recordings left behind showed in each case a growing insanity amongst Vrusk or the Human crews that helped lead to their final downfall.

The Dralasite vessel – the UoVorreeo, which was an Outer Reach registered vessel – was the newest wreck. It is estimated to have landed on Cass in 19 PF. Based on evidence of blast damage, archeologists believe that the UoVorreeo's crew was attacked and killed by an unknown assailant. Speculators have blamed everyone from space pirates to the Sathar to the Pan-Galactic Corporation for carrying out the action. But until further proof is unearthed, if it ever is, those theories are just speculation.

Since Devco is near the Cassidine-to-Dramune and Dramune-to-Fromeltar star routes, any number of ships misjumped into the system during the past centuries. The CDC later found at least four depowered, pre-UPF ships floating in the system with the bodies of crews that never made it home. Others who misjumped into Devco and made it home, though, provided the enough anecdotal reports about the system that prompted the Zebulon to chart a path to the star and back.

## SYSTEM GOVERNMENT

Devco is a corporate system under the governance of the Cassidine Development Corporation. Its capital is at Cass City on Cass. Early on the CDC formally granted colonists the right to freely elect the planet's governor, legislators and representatives to the UPF along with choosing local government leaders. This practice stands in sharp contrast to the governments of Pan-Gal and New Streel that are firmly controlled by their respective corporations.

The colony has an elected governor, a part-time, unicameral legislature and an independent court system.

## PIRACY AND THE CORPORATE MILITIA

Another bane to the CDC's operations has been the occasional pirate bands that have preyed on its ships. Some pirates have even landed on Cass and attacked mining camps to steal equipment.

The CDC has three armed merchant scouts that patrol the system, though generally one or two of the ships are down for maintenance at any one time. Cass's only ground-based defense lasers and anti-missile systems are located around the three cities, which means there are many areas where ships can slip in and away from the planet without detection.

Every so often, the CDC dispatches a Q-ship – a heavily armed and armored freighter with powerful engines, but with very little cargo – to give any pirates a nasty surprise. These ships have often meant the end of more than one pirate band.

Ground-based forces consist of a typical security/police force that operates around the three cities. The CDC supplements its security personnel with a force of 50 mercenaries who have access to some heavy weapons, vehicles and about a dozen warbots and combat robots. All citizens are encouraged to be armed and be prepared to defend themselves for a prolonged period of time if pirates attack. Citizens can own heavy weapons and armored vehicles, though not many have the financial wherewithal to buy such armaments. Individuals and families have been known to pool together their resources to buy a few such weapons that may be stored in a public armory.

A Spacefleet patrol occasionally visits the system.

## STAR LAW PRISON

In an effort to prove that it is a good corporate citizen – and as a way to increase the Spacefleet's patrols in its system, in 44 FY the Cassidine Development Corporation agreed to host a Star Law prison on Cass. The facility was built 10 kilometers away from the city of Gratitude between 46 and 52 FY, though it accepted its first prisoners in 49 FY. This is considered a medium-security prison and houses up to 500 prisoners at any one time<sup>2</sup>.

## DEVCO SYSTEM'S PLANETS, PLANETOIDS AND NAVIGATION HAZARDS

The star Devco has eight planets with Cass, the fifth world, being the only one permanently inhabited due to its potential for terraforming and rich, rare earth mineral deposits.



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Malcolm (Devco I) is named after Malcolm Cassidy, the founder and CEO of Cassidy Dynamics, the predecessor company that became the Cassidine Development Corporation. It is an airless rock planet orbiting at 0.22 AU, an orbital period of 0.17 GST years and gravity rating at 0.69. One face is tidal locked toward its star. Pockmarked by craters, it is considered unremarkable.

Rupert (Devco II) is named after Rupert Cassidy, brother of Malcolm Cassidy. It is another rock planet with a dense, corrosive atmosphere and heavy radiation, indicating the presence of radioactive isotopes. It has one small moon and dull, greenish-tinged planetary rings. The CDC has established an automated mining base here with mostly heavy-duty type robots and controlled by a robot brain. Robotic shuttles are used to transport raw ores and any robots that need extensive maintenance work to an orbital processing station. The shuttles then ferry down any replacement parts, repaired robots and (rarely) maintenance crews. Orbital Radius: 0.3 AU, Period: 0.27 GST years, Gravity: 1.21.

Devco III is a rock planet with a trace atmosphere. Its orbital radius is 0.36 AU, its orbital period is 0.36 GST years and its gravity rating is 0.37. It is mostly unexplored but considered unremarkable by the CDC.

Devco IV is a rock planet beset with heavy volcanism and earthquakes. It has a standard, unbreathable atmosphere but also has water covering about 20 percent of its surface. At some point, the planet could be terraformed, but the CDC has not yet decided if it will be in the future. Although there are no permanent installations on Devco IV, the corporation does occasionally send down survey teams to evaluate potential mining sites. Two small moons orbit the world. Orbital radius: 0.54 AU, Period: 0.66 GST years, Gravity: 0.93.

Cass (Devco V) is detailed separately.

Devco VI is an ice planet with a medium but unbreathable atmosphere. It has been identified as another potential world for terraforming. Moons: 1, Orbital radius: 1.62 AU, Period: 3.42 GST years, Gravity: 1.06

Devco VII is an ice planet with a trace atmosphere. Moons: 3, Orbital radius: 3.02 AU, Period: 8.67 GST years, Gravity: 1.06

Devco VIII is an ice planet and the final major world in the Devco System. It has a standard and breathable atmosphere; however, surface temperatures average -40 Celsius. Its one satellite is a minor, ice-bound planet with its own breathable, but cold atmosphere. Moons: 1, Orbital radius: 4.99 AU, Period: 18.41 GST years, Gravity: 1.5

The system has more than 30 significant planetoids, mostly orbiting beyond 6 AU from its star plus a number of comets.

Ships jumping in and out of the system are advised to plot a trajectory that takes them above the system's plane of the ecliptic by 20 degrees. This adds two days to the in-system transit time that it takes to reach Cass.

## NEIGHBORING BROWN DWARF

About half a light year from Devco, "south" of the system's plane of the ecliptic, is a massive brown dwarf, known as a Jovian 28, or 28 times the size of Jupiter. Several planet-sized objects have been detected orbiting the brown dwarf.

Unlike the brown dwarf that greatly disrupted the Yazarian's home system, this brown dwarf, currently called Devco B, is not on a collision course with the Devco System. The dwarf, however, apparently has disrupted some comets in Devco's Oort cloud, helping to lead to some of the system's navigational hazards.

The brown dwarf's system is unexplored.

## PLANETARY BRIEF — CASS (DEVCO V)

**Moons:** None

**Space Stations:** 1 small, automated survey station

**Distance from Star:** 0.86 AU

**Axis Inclination:** 26.7 degrees

**Climate Range:** Strong seasons, Greenhouse effect; Avg. Temp. 20 degrees C, Min. 30 degrees C, Max. 64 degrees C

**Atmosphere:** High pressure, tainted atmosphere

**Hydrosphere:** 40 percent water, 12 percent ice

**Gravity:** 1.6

**Colonists:** Light, Corporate, approx. 25,000

**Trade:** R (resources/mining)

**Diameter:** 19,921 kilometers

**Length of Day (hours):** 12 GST Hours, 6 GST Minutes

**Length of Year:** 0.98 GST Years

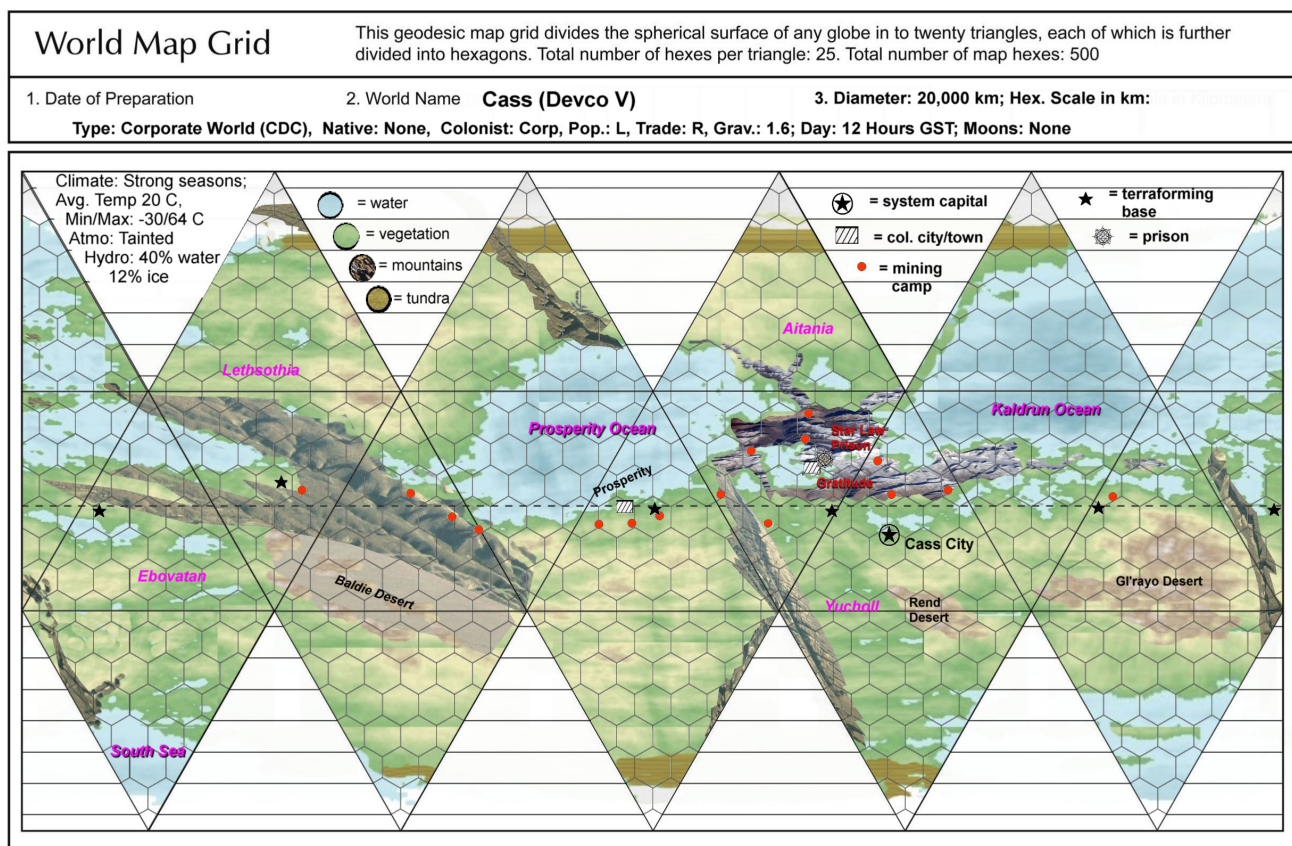
**Native Life:** simple sponges, corals, jellyfish, algae, mosses

## PLANET DESCRIPTION

Cass is a fairly young terrestrial world and the only one colonized thus far in the Devco System. Its rapid spin and large size contribute to its nearly crushing 1.6 gravity. The world is often shrouded in heavy cloud cover and it is often beset by violent storms.

The planet has a nearly breathable atmosphere, but colonists need breathing filter apparatus to survive more than a few hours outside. Treat the atmosphere as a S5/H\* poison -- meaning that once a character fails a Stamina check, he will take 5 points of damage every hour that he breathes in the tainted atmosphere. A character would need to conduct a





## IS Map Form 8

stamina check every 5 minutes outside to avoid its effects. Fortunately, once a character has access to an untainted air source, the being can shake off any further damage from the atmosphere's toxin. However, the character will then need to rest or receive medical treatment to heal from the damage that's been done.

Cass has many jagged mountain ranges and four major continental plates that rub up against each other and the ocean plates, resulting in occasional earthquakes and volcanic activity. The continents are Aitania, Ebovatan, Lethsothia and Yuchall. Its major bodies of water are Kaldrun Ocean, Prosperity Ocean and South Sea.

It also has two large deserts – Baldie and Gl'rayo – plus the smaller Rend Desert.

Plant and animal life are fairly simple, with mosses and algae, sponges, corals and jellyfish being the major native life forms. The CDC is working with GODCo to terraform the planet, which may take a few decades before the atmosphere becomes breathable<sup>3</sup>. Between 38 and 50 FY, GODCo built six large terraforming plants along the equator. These facilities are operated by about 20 personnel each supplemented by robots.

## World Map Grid

As of 40 FY, the planet has only three major communities: the capital, Cass City, which is a massive arcology where Star Law has an office; Gratitude, which was mainly built from salvaged starliners and cargo ships and supplemented by other preform buildings; plus Prosperity, the newest arcology which supports dozens of mining camps. All three communities have starport and airport capabilities.

The arcologies are massive buildings with residential, agricultural, manufacturing, governmental, power, life support, water purification, sewage treatment and other sections. They are built to survive massive earthquakes without any significant damage.

The mining camps are partially automated, with numerous robot types overseen by CDC employees. Ground and hover vehicles supplemented by railways transport raw ores to centralized processing plants, which conduct the first few stages of refining, before the materials are sent on to one of the three major communities.

### ARTIFICIAL SATELLITES

Cass does not have any major space stations, though the CDC is contemplating building a docking station

<sup>3</sup> Jedion357, <http://www.starfrontiers.us/node/4154>



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to help with space traffic and provide a base for its space-born militia.

## **PLAGUE COLONY**

Late in 17 FY an epidemic broke out in the Frontier that became known as the “Blue Plague” because its earliest symptoms included large blue welts that appeared about the face and extremities of Humans and Yazarians – or around the eye nerve bundles of Dralasites or the joints of Vrusk. As the disease progressed, it caused multiple organ failures in Humans and Yazarians, possible death or blindness in Dralasites and a bursting open of the Vrusk’s protective carapace that often led to secondary infections and death.

The initial death rate approached 40 percent but quickly fell as quarantine and medical measures were brought to bear on the disease. Many survivors, however, were left horribly scarred by the plague.

For years the ultimate source of the plague was unknown. Scientists discovered that vermin of an unknown planet had gained entry to a merchant scout vessel that had made several stops at major Frontier worlds. The plague spread rapidly leading to a virtual halt to space travel and paralyzing the economy of the entire sector.

In desperation, a number of passenger liners with suspected plague carriers were refused landing or docking rights. Some worlds packed their plague victims into hibernation containers and then loaded them into robotic freighters that were sent out to orbit their worlds.

In the midst of the disaster, the board of directors at the Cassidine Development Corporation offered to take in the “plague ships” at its unincorporated planet of Cass. The ships that could land were sent to an area that was 200 kilometers from its closest mining operation, but where they had access to fresh water. Robotic shuttles were used to ferry down others who were in ships that couldn’t land. The atmospheres of the orbiting ships were then vented to space and the empty hulks were towed to the third planet where they were placed in orbit until it was determined that they could be salvaged safely.

The ships on the surface were cannibalized so the plague colonists could make makeshift shelters, air purification equipment and hydroponic gardens. The UPF granted the CDC several waivers so it could transport donated goods including food, housing modules and medicines to the colony. In all, some 4,872 survivors lived in the community which became known as Gratitude.

As the Blue Plague mutated, it became less virulent and the Medical Services Organization eventually discovered a vaccine to inoculate Frontier beings to

prevent further outbreaks. The vaccine, of course, would only prevent the plague from passing on to those who hadn’t had it before. It was not a cure for those whom had already contracted the disease, but better medical techniques improved the survival rate to more than 80 percent.

By 27 FY, the last travel restrictions were lifted as the MSO’s chief surgeon, Gretl Grohn, declared that the Blue Plague was eradicated from all inhabited planets in the Frontier. In all, 17 million beings died from the disease.

About a fourth of the plague survivors on Cass left the planet to return home, but many lacked the resources to book passage off world. Some 2,000 needed long-term care, so the UPF and the CDC helped establish more permanent structures at Gratitude.

## **BECOMING A CORPORATE SYSTEM**

In 32 FY, the CDC officially registered Devco with the UPF. It became the third mega-corporation controlled system registered with the United Planetary Federation which gave it representation on the Council of Worlds.

The fact that the CDC opened Devco to further development only two years after the Pan-Galactic Corporation registered the Pan-Gal System and a year after Streel Corporation registered its New Streel System is no coincidence. The CDC has been locked in occasional rivalries with its larger rivals. Many observers viewed the incorporation of Devco as an act of corporate hubris and as an effort to gain greater political clout.

Other political observers later pointed out that by formally designating Devco as a colonial system, the CDC has been able to protect its interests there from outside rivals, which also include the Vrusk trade houses and Dralasite companies. The system also gained a measure of protection by the Spacefleet to defend against pirates and Sathar raids.

After Cass was given representation on the Council of Worlds, the governments of Clarion (White Light), Hentz (Araks), Yast (Athor), Inner Reach (Dramune), and Gran Quivera (Prenglar) began lobbying for legislation to place limits on any future corporate colony worlds, including limiting their right to full membership on the council.



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# ECOLOGICAL REPORT OF CASS

By Thomas Verreault



*Image found on Pixabay*

The planet Cass is a young planet with simple biology. Its mountains are barren, in fact the moss line is generally 600 meters, above which the predominant carpet of moss will not grow. The dominant terrestrial biome is labeled the “moss back” whether its plains or hills; it’s all dominated by moss species. At this time scientists have identified 200 different species of moss.

The most bio-diverse biome on Cass is the oceans which are teeming with sponges, algae, corals, and jellyfish. Lakes are often choked with algae but swift moving rivers will run clear although the water still requires filtration for sapient consumption. Potable water on Cass is most easily obtained by pumping from underground aquifers.

The atmosphere is what they call “almost breathable”. Most species and animals can only breathe it for short periods of time without a breath mask. As the terraforming program goes forward the period of time a sapient being can breathe the air will lengthen. Until GodCo completes their work on the atmosphere there are only three off-planet species of animal adapted to Cass atmosphere.

## FLORA REPORT

### ALGAE

There are 800 species of algae identified by science on Cass but it is estimated that there are 40,000 to 1 millions different species. Many are toxic and 5% pose a threat as a contact toxin causing severe pain -10% pain penalty to all actions until treated with anti-tox from a standard med kit (STA save for half penalty). Algae constitutes the majority source of photosynthesis on Cass.

### Moss

At present 200 varieties of moss have been identified but it is estimated the number could be as high as several thousand. Moss generally will not grow above 600 meters on Cass.

One significant variety of moss is called stinging moss. It occurs 5% of the time and when it contacts skin a toxin similar to that found in algae causes severe pain: -10% pain penalty to all actions (STA save for half) and can be cured with a shot of anti-tox.



Another important variety is called root moss. Root moss grows woody roots that are a favorite food of the omnivorous Cassidium Porcum.

## FAUNA REPORT

### SPONGES

Science has identified 60 species of sponges but it's estimated that the number could be in the thousands. The iron sponge affixes iron in its skeleton and this variety is collected and used in arts and crafts. Iron sponge lamps are a very popular item.

### CORALS

There are many species of corals on Cass. Most are harmless but one species, the ink coral, reproduces through the release of an inky substance that has a similar contact poison to that of algae and stinging moss: -10% pain penalty (STA save for half) cured by shot of anti-tox.

### JELLYFISH

There could be more than 100,000 species of jellyfish on Cass, most of which are exceedingly dangerous. Hook cells on their tendrils can cause a variety of harmful effects roll on table below:

Roll 1d10	Effect
1 – 4	Stun (STA save for 1/2 effect)
5 – 7	Pain toxin (similar to algae and moss)
8 – 9	Poison (S= 1d10/ T=2d5)
10	Poison (S 8/T10)!

### THE GRAXX

TYPE	Tiny Parasite
NUMBER	Usually 1 to 2
MOVE	Fast
IM/RS	7/70
STAMINA	5 – 20
ATTACK	55
DAMAGE	1d5
SPECIAL ATTACK	Stun Enzyme
SPECIAL DEFENSE	None
NATIVE WORLD	Unknown

The graxx is feared by most sapient beings since it can stun then it will enter any bodily orifice to deposit its larva. For this reason it is known as the original "space herpes". Like the Cass Moss Snake it is believed to be imported on one of the crashed "ghost ships".

The creature resembles a segmented worm approximately 15-20 cm long. Once it incapacitates a being or creature it will locate and enter a bodily orifice to lay eggs before leaving to die. The 2d5 eggs will incubate for 150 hours causing an infection. The strength of the infection is the number of eggs deposited inside the character and the duration is 15 (S 2d5/ D15). When the eggs hatch and the larvae begin seeking an exit they will excrete their stun enzyme and the character must save verse stun for each larvae or be stunned while the larvae crawl out of whatever orifice they were deposited in. An Omnicyn hypo-spray injection will control the infection for 20 hours but the symptoms will return unless the eggs are removed by surgery (minor surgery procedure).

The miniature pot-bellied Terran pig is used as a counter to the graxx as the pigs are immune to the stun enzyme and the pigs love eating them. The pig's sense of smell will identify the presence of the graxx once it is within 10 meters and be followed by high pitched squeals of excitement. For this reason, this Terran animal is a popular pet on Cass.



Image produced in AI and adjusted by an artist.



### THE CASS MOSS SNAKE

<b>TYPE</b>	Small Carnivore
<b>NUMBER</b>	Usually 1 to 2
<b>MOVE</b>	Fast
<b>IM/RS</b>	6/60
<b>STAMINA</b>	20
<b>ATTACK</b>	65
<b>DAMAGE</b>	1d10
<b>SPECIAL ATTACK</b>	Poison
<b>SPECIAL DEFENSE</b>	Immune to Graxx Stun Enzyme
<b>NATIVE WORLD</b>	Unknown

It is believed this creature was imported on one of the crashed "ghost ships". There is only one species and it has survived eating the graxx. Its planet of origin is unknown. They can be territorial and will bite if cornered or bothered. The bite is venomous (S5/T8).

### THE POT-BELLIED TERRAN PIG

<b>TYPE</b>	Small Carnivore
<b>NUMBER</b>	Usually 1 to 2
<b>MOVE</b>	Fast
<b>IM/RS</b>	6/60
<b>STAMINA</b>	20
<b>ATTACK</b>	65
<b>DAMAGE</b>	1d10
<b>SPECIAL ATTACK</b>	Poison
<b>SPECIAL DEFENSE</b>	Immune to Graxx Stun Enzyme
<b>NATIVE WORLD</b>	Unknown

Brought to the Frontier by humanity this animal was by chance brought to Cass by survivors of the Blue Plague which led to the fortuitous discovery that they made an excellent counter for the graxx parasite. These pigs rate smarter than the Terran K9 and are very easy to train.



Pig found on Pixabay

The Star Frontiersman Presents: WoWL 001

## TAKING OUT THE TRASH

A WARRIORS OF WHITE LIGHT 2.0 ENCOUNTER



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

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

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

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



# THE FATE OF ALBION

## A SHORT KH ADVENTURE FOR 3-8 PLAYERS

By Richard "Shadow Shack" Rose

### ALPHA SECTION: INTRODUCTION

Several years ago, the freight hauler SS Albion was lost by Trans-Travel en route to Cass in the DevCo system. The final transmission stated the ship was savagely attacked and she was never heard from again. In more recent weeks, a scientific research vessel detected a class-V starship hull in the outer fringes of the system on the surface of the third moon orbiting Devco VII.

The party has been hired by a representative of Trans-Travel to locate and recover the downed craft, and if possible, transporting her to Cass Station along with her destined cargo of hover vehicles for that world. Should the players manage this, they can earn a hefty reward up to 100,000Cr.

### BETA SECTION: ARRIVING ON THE LUNAR SURFACE

If the players lack any landing craft on their own ship, allow the use of this scouting drop ship under the supervision of the Trans-Travel representative that has hired the party. The drop ship can be stored in the players' hold or temporarily affixed to the hull near an

ship that he has been entrusted with. The drop ship specifications are as follows:

#### Drop Ship

**WarTech/Trans-Travel DS-357 Dragonfly class drop shuttle (scout variant)**

**HS 3, HP 21, DCR 29, ADF 1, MR 3**

**Drives** 4 Chemical Drives

**Weapons** none (4 quad laser rifle turrets for ground defense)

**Defenses** none (medium hull armor)

**Auxiliary Equipment** subspace radio, radar

**Computer** Lvl 3, FP 59, Mass/SP 20

**Programs** Alarm 4, Analysis 3, Astrogation 1, Lockout 3, Damage Control 4, Drive 2, Industry 1, Life Support 1, Maintenance 4

**Crew 4, Cargo Capacity** Vehicle Bay

**Crew Accommodations** Four-bunk crew cabins x3

#### 1<sup>st</sup> Officer Z'Rax K'Zax

Vrusk male local representative of Trans-Travel's Kdikit office

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

**Skills (Tech):** Tech 6, Computer 6, Robotic 1, Beam 2, Astrogation 2, Pilot 1

Laser Pistol with 6 20 SEU Power Clips, Trans-Travel Civilian Skeinsuit, Techkit & RobComkit - typically stored away when not in use.

airlock. The TT representative is detailed below:

Z'Rax K'Zax will take command of the drop ship to ferry the players between their host ship and the lunar surface. He will take the port side cabin for himself while the party makes use of the two starboard cabins. However, he will NOT assist the players with recovering and/or repairing the derelict ship or its cargo...he is only present to manage the drop

The Dragonfly drop ship is a large VTOL shuttle designed to ferry troops or crew from an orbital ship to a planetary surface and back. The design is a cooperative venture between WarTech and Trans-Travel, TT makes transports and WarTech makes them combat-worthy.

Trans-Travel's contribution to the effort includes the four chemical drives that are mounted on winged gimbals, thus designed for landing & lifting off like a helicopter followed by rotating parallel to the hull for air flight like a jet plane. The Dragonfly is available in two versions: troop transport and scout. The troop transport has acceleration seats for up to thirty troops along with equipment and vehicle accommodations, whereas the scout has a trio of cabins for a smaller crew intended for a longer-term operation.

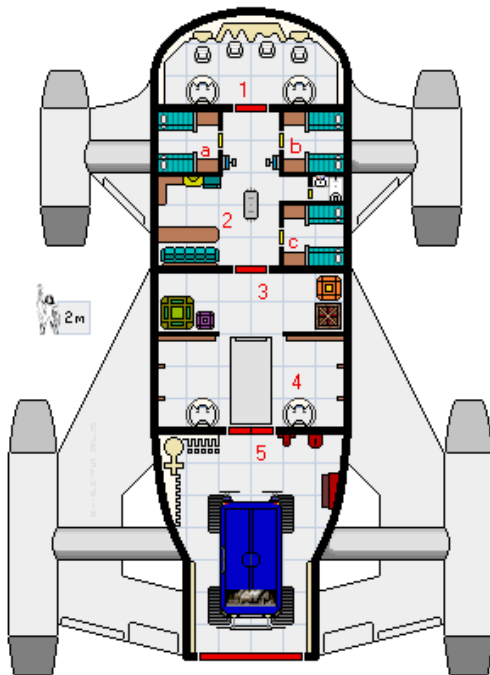
Meanwhile WarTech threw in several features designed to better protect the occupants as the ship is often inserted into hostile environments. First and foremost is an armored hull to absorb potential damage during hot zone landings as well as potential enemy space-based weaponry on either end of the flight. Four anti-personnel turrets can be arranged as needed, with the turrets mounting either dorsally or ventrally depending on the mission...troop transports often mount the forward turrets on the bottom to clear landing zones while the aft turrets are up top to provide



cover fire for troops and equipment exiting the rear. Meanwhile the scouts mount all four turrets up top for their lengthier surface-based operations.

Deck plans are rendered in 2-meter squares:

(original Dragonfly design by Rob Nill, re-rendered/respecified by author & used with permission)



## DROP SHIP KEY

### 1. HELM

The center console has controls for the pilot and navigator, flanked by optional crew positions for sensors and comms. Both consoles in the center have computer access. A pair of periscope controls for the anti-personnel turrets are nestled against the aft bulkhead. The gunner “stands” against a backrest with safety restraints, rotating the turret with food controls while raising/lowering the gun barrels with hand controls. The scout has dorsal turrets which are armed with four laser rifles on setting:5 that can be fired individually (eight to-hit rolls for 5d10 damage each) or in unison (two to-hit rolls for 20d10 damage each). Each pair of laser rifles is powered by a 100SEU powerpack (equivalent to a power backpack), which can be recharged when the main drives are activated. A secure pressure door is the sole access point to this area.

### 2. CREW AREA

This open area is a crew lounge consisting of a cold storage unit, auto-cooker, a booth that doubles as an acceleration couch with travel restraints, a holographic entertainment console, a pair of public access

terminals, and a fresher. A trio of cabins (a through c) completes the crew area, each with a pair of twin bunks and closet space for personal items. Cabin (a) is typically occupied by the drop ship command crew.

### 3. CARGO HOLD

The forward portion of this bay has mooring points to secure larger items being ferried to and from the surface. Airtight pressure doors are located both fore and aft, this entire bay (areas 3 and 4) can be pressurized/depressurized as an airlock. As such any perishable cargo tends to get loaded in self-contained/pressurized containers.

### 4. STAGING AREA

Weapon racks and space suit closets flank a boarding ramp that allows crew access to the exterior aft of the ship. Another pair of anti-personnel turret controls are to the rear of this area, equivalent to the pair in the helm. The area is currently stocked with wilderness survival equipment including the following:

- 12 All Weather Blankets
- 12 Backpacks (can be affixed to a space suit)
- 4 Compasses
- 12 Flashlights
- 12 Gas Masks (four for each race)
- 24 Holoflares
- 2 IR Goggles
- 2 Magnigoggles
- 1 Poly-Vox
- 1 Radiophone
- 6 x 25-meter lengths of rope
- 60 Survival Rations
- 4 Toxy-Rad Guages
- 12 Water Packs

### 5. VEHICLE BAY

This vehicle bay is large enough to secure a standard explorer inside with a pressurized loading ramp at the aft. Life support equipment can be found to port along with space suit LS recharging equipment, and a tool shop with a laser drill press and lase (laser-lathe) is to starboard. Much like the hold, the vehicle bay can be pressurized and depressurized like an airlock. The scout craft presently has one explorer secured here.

Note — if the party lacks enough members to operate both their own craft and the recovered craft, Z’Rax K’Zax can arrange for a leased ship to drop them off at the moon with a prearranged recovery if needed (deducting the lease from the reward). Otherwise, the Albion only needs to break the gravity well and enter orbit where the PC ship can take it in tow with grapples if available. Allow the party to brainstorm other plausible methods as well, up to and including stuffing the wounded bird into the hold of a HS:10 or larger freighter. Naturally such strategies should



be discussed and resolved before proceeding any further...

## GAMMA SECTION: THE CRASH SITE

As the lander is making planetfall, the SS Albion's beacon signals are readily identified and locked in. Two separate signals are being transmitted, one from the ship itself and a second from the cargo container with roughly 50 kilometers between them.

The moon has just under 0.1g and a very thin atmosphere. Space suits will be needed as the air is too diluted to breathe. To make matters worse, the atmosphere is always thick with fog which limits visibility. Basic flora & fauna flourishes despite the thin atmosphere, mostly grass and weed growth with occasional spurts of shrubs. If an environmentalist takes a soil sample near the downed craft, it will be determined as a moist silt with a very mild salt concentration.

### SS Albion

**TT-500F Lighter class freighter (wrecked)**

**HS 5, HP 25 (3\*), DCR 35\*, ADF 3\*, MR 2\***

**Drives** 2 Type B Atomic Engines\*

**Weapons** Laser Battery\*

**Defenses** Reflective Hull

**Auxiliary Equipment** subspace radio, videocom, radar, intercom network\*

**Computer** Lvl 4, **FP** 122, **Mass/SP** 100

**Programs** Alarm 2, Analysis 4, Astrogation 4, Commerce 1, Communication 1, Damage Control 2, Drive 5, Industry 1, Life Support 1, Lockout 4, Maintenance 2

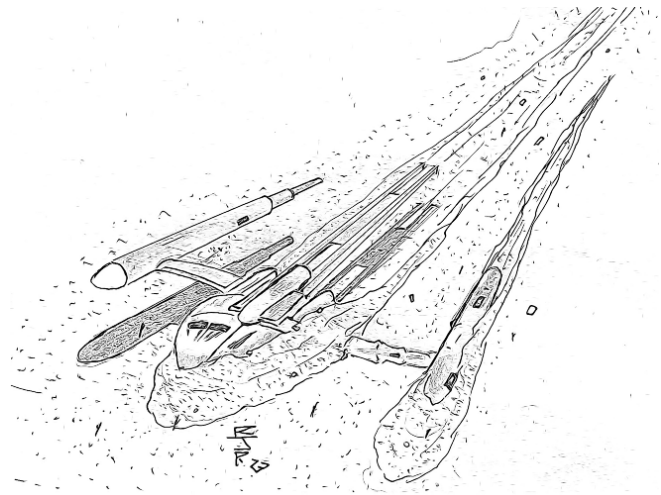
**Crew 8, Cargo Capacity** 4

**Crew Accommodations** captain's suite (double occupancy), crew cabin (triple bunks, double occupancy) x2

**Ships Vehicles** lifeboat, Lifeboat\*, workpod\*

\*The SS Albion currently has 3 hull points, its engines are disabled so ADF, DCR, and MR are 0. The laser battery has been destroyed and intercoms are out systemwide on the ship. The engines can be repaired in the field but will only grant an ADF and MR of 1 until full repairs are made. Both the lifeboat and workpod have been destroyed.

The ship itself appears to be in rough shape, having plowed into the soft earth on her belly while leaning to port. The hull is severely compromised on three of the four decks, well beyond the means of wellasers and



plastiseal. In addition to the obvious destruction, signs of light oxidizing can be seen where the hull contacts the ground. While digging & tunneling under the craft to gain access is certainly feasible, the easiest way to access the interior will be climbing onto the cargo boom and crawling through the exposed elevator shaft.

Remember, the moon has a very thin atmosphere. While it won't immediately kill anyone not wearing a space suit like a vacuum would, it is still fatal albeit at a slower pace. Anyone exposed to the atmosphere will lose 1 STA per turn until they are rendered unconscious and will continue losing 1 STA per turn afterwards until they expire (below -30 STA). As long as the character is still conscious, they can don a space suit (or return to a pressurized environment such as their host ship or drop shuttle) and regain lost STA points at a rate of one point every 10 minutes of non-strenuous duty or 10 per hour of actual rest. Anything semi-strenuous such as walking, exploring, working on equipment, etc will heal at one point per hour.

### STARSHIP WRECKAGE KEY

Note that the vertical orientation of the decks will be thrown off by the belly-landing stance, up and down will be inverted by 90° as such..."up" is what would normally be the dorsal face of the craft while "down" is the ventral side. Naturally this will have an adverse effect on movement, consider half movement rates since traversing will be somewhat difficult with walls acting as floors & ceilings while floors & ceilings end up becoming walls. Hence, moving "up" to the next deck will be the equivalent of moving forward. Regarding the >0.1 gravity relating to the deck configuration, this is roughly twice the "sideways pull" that was described for the Gullwind when it was berthed in the docking hub mentioned in SF/KH-1 Dramune Run. That being the case, the "sideways pull" is now an actual force that simply does not permit normal movement nor does it allow for zero-G effects either. The upside is characters will be



ten times “stronger” at such low gravity, thus able to carry far more weight before suffering the effects of encumbrance.

Prior to entering Albion’s aft, the party will find a figure in a space suit lying face down near the cargo boom bearing the decayed remains of the human pilot/captain. His civilian grade Trans-Travel skeinsuit/uniform is still intact with the name “Lawson” embroidered on the left upper pocket, as is a laser pistol at his hip with a 50SEU powerpack (with 35 SEU remaining). The space suit, uniform/armor, and pistol are the only items of significant value here.

Upon entering, the ship will be pitch dark as there is no power for lighting or other systems. The party will have to depend on emergency equipment to navigate the craft and eventually make repairs to restore emergency power. With the altered orientation, expect numerous incidents while traversing the decks...more so considering all the debris scattered about. The referee may opt to initially have the players roll vs DEX on occasion with failed rolls resulting in a stumble/low-G fall (no damage). There will also be numerous dangling wires and components, some of which may arc and start a fire when power is restored. Be sure to toss other such spur-of-the-moment incidents that can be thrown in as well.

While moving about the downed craft, there will be a 25% chance per area for characters to briefly notice human apparition in peripheral vision. When such an encounter occurs, pick a random PC and have that player roll against the INT score to notice this mystical being. If anyone removed the captain’s helmet outside, roll again for INT to recognize this spirit as the captain himself.

On the crew deck there will be a similar chance to see the spirit of the vruskan astrogator as well, although no visual recognition will be possible if the party hasn’t been to the bridge yet. Allow for other strange paranormal events — especially prior to fixing the generator/restoring lighting — such as ectoplasmic

energy arcing between pieces of equipment, glowing apparitions, and small objects “floating” about to give an eerie feel to the craft.

### 1. CARGO BOOM ELEVATOR SHAFT

This shaft was compromised when the cargo container was jettisoned, so anyone can ascend via the outer hull and make their way forward to the decks.

### 2. MAINTENANCE DECK

This area was the business end of the freighter, where the engineer could monitor all the electrical and mechanical activity of the once versatile craft. Location (a) is a workshop with tools and equipment scattered about from the crash...a foundry is dorsal with a lase (laser-lathe) adjacent to it and a laser drill press on the port side. The workbench and tool rack is adjacent to the port engine access.

### 3. ENGINEER MONITORING STATION

A decomposed dralasite in a spacesuit is slumped over in this command chair. He died from asphyxiation when the suit’s life support ran out. His TT skeinsuit with the name “Qhods” is still intact along with a stunstick hanging on a belt loop.

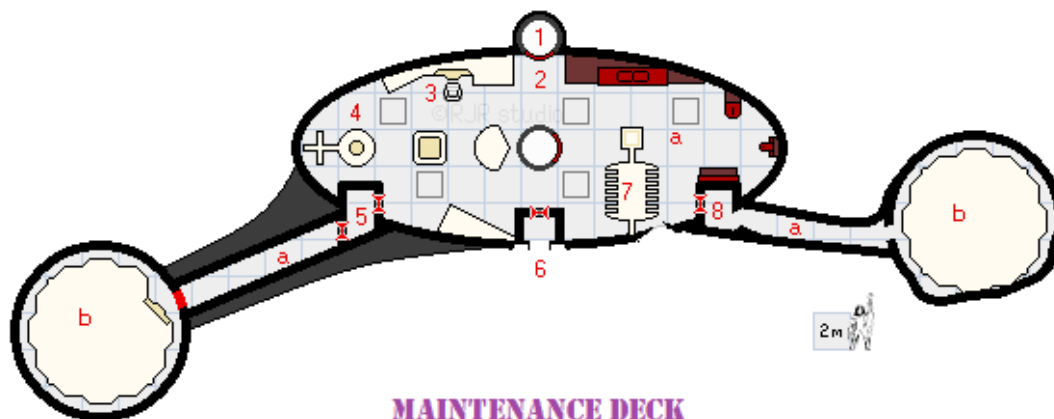
This station has computer access via a control panel and any work performed on the computer has a 10% chance of being interrupted by an occasional message requesting help from the crew.

### 4. LIFE SUPPORT EQUIPMENT

This equipment is still functional but needs to be restocked as the preserved food supplies expired after power was lost. This can easily be performed by allocating some of the drop ship’s reserves, as a minimal amount is needed to get the craft back to Kdikit Station. This can be expedited once power to the ship has been restored, and as such is a second priority.

### 5. STARBOARD DRIVE AIRLOCK

This airlock/decontamination station is still functional once power is restored. Location (a) is the access way, location (b) is the damaged atomic drive which is accessible via a maintenance hatch.



MAINTENANCE DECK



## 6. WORKPOD PEN

The pod was sheared off and destroyed upon impact, along with the retaining collar that held it in place.

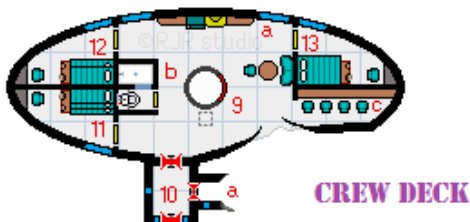
## 7. GENERATOR

Damaged but repairable with basic tools from a TechKit. Otherwise, allow a technician to spend 1d5 hours searching through the scattered mess in the workshop area for the necessary tools. The adjacent hull breach and debris will hinder repairs with a -10% adjustment, although multiple repairs can be attempted should prior rolls fail. The generator is both solar and fuel powered, neither of which is functioning or available as both the fuel supply has been exhausted and the exterior solar panels have been shattered. One of the drive reactors can be powered up and rerouted to get the generator working again albeit as a Type-1 generator, however once either drive is powered up the generator works normally again as a full Type-4 unit providing the required electricity to manage the spacecraft's various systems.

Providing power should be the priority at this point...

## 8. PORT DRIVE AIRLOCK

The inner hatch broke loose when the strut bent on impact, and it is quite remarkable that the strut did not break apart. The accessway (a) is still passable with careful footwork (roll vs DEX or stumble and fall for no damage). The drive itself (b) is beyond repair, although parts can be salvaged from it to repair the starboard drive.



## 9. CREW DECK

This open deck was the gathering and recreation area for the crew. Location (a) is the galley featuring the auto-cooker and cold food storage (spoiled food inside which will leave a foul stench once the refrigerator is opened, dousing anyone "below" who opened it). Location (b) is a communal fresher and water closet. Location (c) was a dining area that is remarkably preserved despite being presently impassable due to the crushed hull and framework. A ceiling panel ventral to the elevator leads to a computer maintenance shaft with a ladder bolted to the elevator shaft. The maintenance shaft can be pressurized or unpressurized (50% chance for either), which can be controlled via the computer terminals on the bridge or the mainframe itself within the shaft. There is a

significant amount of debris along the port-ventral area where the hull was breached from the crash.

## 10. MAIN AIRLOCK

Oddly enough the airlock was not compromised during the crash landing. The same cannot be said about the lifeboat that was once moored adjacent to the airlock...much like the workpod it was crushed along with the mooring station and much of the hull work that accommodated the small craft.

## 11. CREW CABIN

This triple bunk cabin has much of its contents piled along the ventral bulkhead as a result of the crash. Rifling through the wardrobe locker will reveal the astrogator and engineer resided here based on vruskan and dralasite apparel within. The engineer's spare TechKit can also be found in the bedding piled along the ventral divider.

## 12. CREW CABIN

A brief search will reveal two yazirians once resided in this cabin based on apparel found in the wardrobe lockers (one female and one male set of apparel). A Laser Rifle with a scope and seven PowerClips can be found under the lower bunk/against the ventral bulkhead.

## 13. CAPTAIN'S CABIN

This cabin was slightly more luxurious than the other two, featuring a double bed instead of bunks, with higher quality bedding and linen which is jumbled against the ventral bulkhead now. A floor safe within the desk (protected by a level-3 lock) contains 10,000Cr. A polished silver ceremonial Laser Pistol along with a rich leather TT logo embossed holster is in the wardrobe locker, it is worth 2,500Cr to a firearms collector.



## 14. BRIDGE

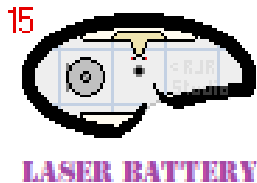
The decomposed remains of a female yazirian (co-pilot) is seated at her station (a) while a male vrusk lies motionless on makeshift bedding laid across a ventral console near the astrogator station (b). Both have intact TT civilian skeinsuit/uniforms bearing the names "Etheiya" (yazirian) and "S'tem" (vrusk). Since this was the only deck that could be pressurized, neither was wearing a space suit although one suit is present for each of them nearby. They have no other items of value on them. A ceiling hatch adjacent to the elevator leads to the gunnery deck, a floor panel ventral to the elevator leads to the computer maintenance shaft



(see area 9 for details). All four duty stations have a computer access panel that can be used once power is restored.

Once power has been restored, the computer will begin relaying occasional messages from the captain's spirit requesting that the crew be given proper burials through cryptic messages (numbers relating to coordinates to the gunner's burial site, pleas for help, threats, and other such acts). If the party has not encountered the apparitions yet, give them opportunities to explore the computer programming and allow the spirit to occasionally appear during such times. While the ghosts cannot communicate verbally, they can still manipulate the mainframe computer within the 'tween decks area under the bridge or via any other access panel to relay such messages.

Unfortunately, no amount of attention will get the subspace radio or videocom system functioning again as the transmitting & receiving equipment was destroyed in the crash. At the referee's discretion, a repair machinery roll of 01-05 will allow a very brief use of either system for one transmission with no reply, citing an atmospheric fluke that amplified the radio unit signal ever so briefly.



## 15. GUNNERY STATION

This command chair for the battery weapon was knocked loose during impact, crushing and killing the gunner instantly. The remains of the chair are scattered about along with blood stains (a medic can determine the blood to be of yazirian origin). There is no sign of a body anywhere.

Once the engineer(s) begin(s) to analyze the wreckage, the following will be determined: First and foremost, the emergency generator will need to be repaired (repair machinery roll) before anything can be powered up. Once fixed, the generator can produce power for up to four days. Once emergency power is restored, an analysis will reveal the following:

- Neither of the drives are operational, however the wrecked port drive can be salvaged for parts to repair the battle-damaged starboard drive. Either reactor can reroute power to the generator in the meantime. The Repair Machinery skill will get power to the generator while the engineer's Damage Control roll will get the starboard drive operational (with the applicable ship DCR if power is restored). Restoring power to the generator will take 1d10 hours, repairing the drive will take 1d5

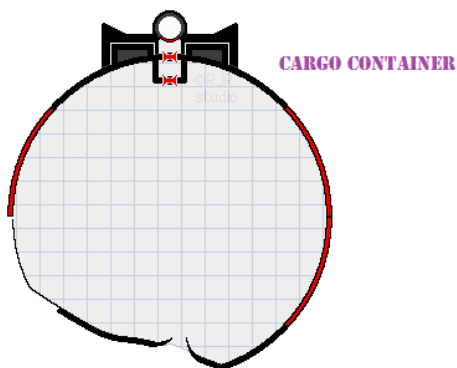
days. Multiple attempts can be made should initial repairs fail.

- Communications are out as the transmitting and receiving equipment was destroyed in the crash.
- The laser battery has been completely sheared off the nose and is in shambles, there is no repairing this system.
- The bridge level is the only airtight deck, if the crew can make the ship operational again, they would have to utilize spacesuits on the other decks once underway. At the minimum the fresher and galley components would need to be moved to the bridge (along with rerouting the various support equipment).
- If the ship can be sufficiently repaired, it can lift off and hover long enough to affix the container back onto the cargo boom.
- Standard repair rules apply. Note that the crew can work shifts and/or recharge their space suit life support in the landing craft or host ship as needed.

If the Albion's computer is accessed, the following entries will be noted:

- Total crew aboard numbers five officers and no other contracted crew: Captain/pilot Alistair Lawson (male human), First Officer/co-pilot Etheiya Nawef (female yazirian), 3rd Officer/astrogator S'tem D'rtir (male vrusk), 4th Officer/engineer Qhodsqot (male dralasite), and Merchant Apprentice/gunnery officer Palla Benti (male yazirian).
- The Commerce program reveals the cargo hold contained one unit of hover transports, one unit of hover cars, and two units of hovercycles destined for law enforcement departments on Cass (DevCo). The point of acquisition for this load was Terledrom (Fromeltar), contracted by Trans Travel.
- The ship fell under attack by unknown forces, possibly of Sathar or Zuraqqor origin.
- The cargo container was jettisoned during atmospheric entry, just prior to crashing.
- Damage assessed after the crash includes loss of both drives, complete loss of communications, and full destruction of the battery weapon along with the death of the gunner. The bridge level is the only pressurized deck, all other access mandates space suits.
- With both drives down, emergency power was utilized with a tenday's worth of fuel.
- After nine days emergency power began fluctuating with various unsuccessful attempts at repairs to prolong power.
- Day ten saw the failure of life support as power dwindled (final entry).





Rendered in 2-meter squares

## DELTA SECTION: THE CARGO CONTAINER

Once located, the party will see the container module is severely damaged. One of the starboard bay doors has been completely torn off and as a result much of the cargo has been scattered about the crash site. As if the container didn't look bad enough, the contents would be much worse...the good news is one unit of hover transports (10 total) remains secured and intact within the hold. The second tier of the container once held a unit of skimmers — 25 total, of which  $2d5+3$  remain intact and secure...the rest will be littered about a 5-kilometer radius around the container. A skimmer must be within 50 meters to be seen visually in the fog...roll  $d\%$  to determine how many of the remainders can be easily found before a lengthy search must be conducted to detect the others. Each loose car will have a 25% chance of being damaged beyond repair, the rest will be operable albeit cosmetically damaged. If the party can manage a combined 300 strength by adding up their strength scores (6 characters max per vehicle), they can heave individual skimmers back up into the hold and secure them.

The top two tiers held a combined two units of hovercycles (100 per unit/200 total), of which  $d\%$  remain intact within the container. The rest will be scattered within a 10-15km radius circling the container. A hovercycle will have to be no more than 25 meters away to be visually seen, roll  $\frac{1}{2}d\%$  to determine how many can be found before an extensive search can be conducted (which will only net  $d\%$  of those remainders). These loose cycles will have a 50% chance of being destroyed, another 25% can be repaired to operational status despite their cosmetic issues, while the remaining 25% are operable and cosmetically damaged. If two to three characters can combine their strength to over 100, they can hoist individual cycles up into the hold and secure them.

Despite the thin atmosphere, any operable hovercraft can be driven back to the container (albeit at near-maximum power and slow moving speeds). Non-functional vehicles will have to be towed, dragged, or carried; with carried vehicles requiring the same

number of characters detailed in lifting above and at half movement.

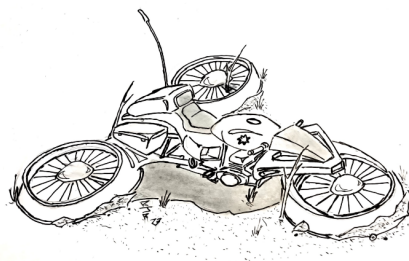
Figure  $1d5+2$  days plus one day per recovered unit for time spent searching for the vehicles. Each day there will be a 20% chance of encountering a Slither outside. The Sathar set four of these monsters loose on this world, genetically modified to tolerate the thin atmosphere. With the soil being somewhat salty in nature, they naturally gravitated toward this area.

Once the cargo (or as much as can be recovered) is secured and the Albion is operational, the party may fire the solitary starboard drive and begin transport back to Cass Station. It will take  $d5+2$  - (pilot skill level) hours to attach the cargo container with a one hour minimum regardless of the die roll. Remember, the bridge will be the only inhabitable deck for the three day in-system journey at ADF:1...if the players neglect to transfer & reroute the necessities from the crew deck (fresher, auto-cooker, food storage, & basic bedding) they will suffer the consequences of fatigue, hunger, and other discomforts. The in-system voyage will be otherwise uneventful, although expect problems to arise if the party does not have an operational communications device upon arrival at Cass Station... i.e. they will either have to rely on their own vessel flying tandem formation with the Albion or the drop ship's radio if the party thought to rig a docking device to the freighter's hull.

## EPSILON SECTION: XP & CASH REWARDS

Award 1-3 experience points per player based on participation. Players can earn 1 bonus XP per PC for each unit of cargo recovered (rounded down, the party will simply have to find ALL of the vehicles to earn the maximum 4XP bonus, which is unlikely). When factoring units of cargo, figure four hovercycles equals one hovercar to make up any differences...as such a 2XP bonus shouldn't be difficult to obtain. Award one more bonus XP per player if the party gave the former crew a proper burial.

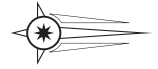
A premium of 60,000Cr will be paid for the return of Albion to Cass's orbital commercial station. Furthermore, add another 10,000Cr payment for recovering the crash details from the Albion's computer along with an additional 10,000Cr for reporting the presence of Slithers (if any were encountered). Trans-Travel will award a further bonus of 5,000Cr per unit of recovered hovercraft as well (again, rounded down).





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# THE AZURE PROGENY



## CHILDREN OF THE BLUE PLAGUE

By Oscar Rios

The tragedy of the Blue Plague was one of the most significant events in Frontier history. Most people were all too glad to put the tragedy behind them and move on, but for some that proved impossible. A few select beings of various races survived infection and recovered. However, about half of these beings became carriers of the Blue Plague, immune to its effects but forever carrying the active virus within their bodies. Another group of people never became sick after infection, and also carried the virus.



These two groups were never allowed to leave the planet of Cass, in the Devco system. Here they formed their own communities, mostly small self-sufficient and well isolated towns, communes, or collectives. There are about two dozen such communities, some of mixed race like Bogginsville or Devona's Hole, some are home to a single race like Kaltraz (Yazarian), Zubodovu (Dralasite), Ticonderoga (Human), or Zik-Tip't'cree (Vrusk). It is estimated there are about 8,500 such carriers living on Cass, but this story is not about them.

It is about their children, who are collectively called Azure Progeny.

An Azure Progeny is the child of two Blue Plague carriers. Such children are rare as most carriers have severely damaged genetics, making producing viable offspring nearly impossible. But, despite an infertility

rate of nearly 80% children were inevitably born to these pairing. Luckily such children are completely immune to the Blue Plague, and while they still carry the virus in their cells and blood, it is in such a weakened form that it could only effect those who are severely immunocompromised. That being said Azure Progeny are discriminated against in many planets, with their entry into some systems being prohibited by law.

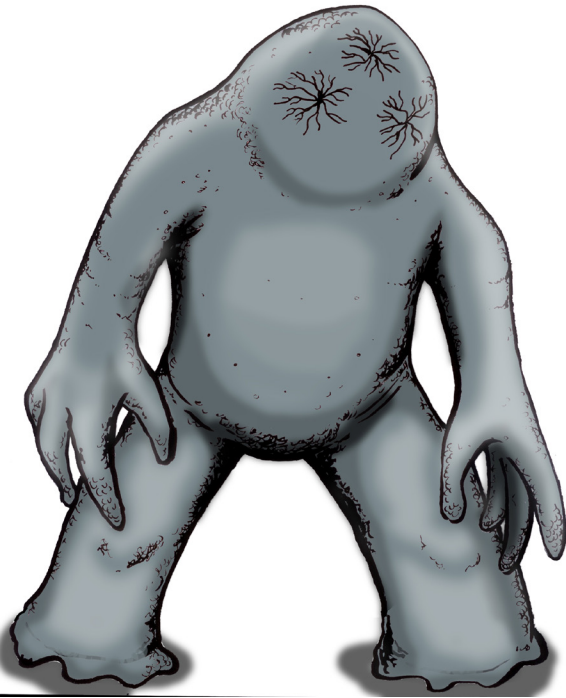
The major thing that marks Azure Progeny apart is their appearance. The virus changed their parent's genetics, causing the few children born from such pairings to possess some unusual physical and behavioral traits. Azure Progeny do not suffer from the infertility issues their parents do. While they can reproduce normally their unique genetic traits are all recessive, only appearing in offspring if both parents are Azure Progeny.

Below are a few of the most common examples.

### DRALASITE AZURE PROGENY

These individuals tend to be slightly larger than the average Dralasite, being 1.5 m tall, and 1.2 m wide. They are unable to produce more than 5 limbs, regardless of DEX score. The most striking is a third nerve cluster, giving them essentially a third eye. This eye is actually functioning and grants these Dralasites the ability to see in color. Biologically they heavily lean towards one extreme in gender, be male or neutral, or female or neutral. No Azure Progeny Dralasite can ever between all three (males cannot become females and females cannot become males). Personality wise these Dralasites tend to be exceptional at lie detection (starting at 15%). Strangely they also have quite different senses of humor, having no appreciation of puns, parodies, or slapstick humor. Their sense of humor leans towards the dark, surreal, and sarcastic.





## HUMAN AZURE PROGENY

The humans born to Blue Plague carriers have striking appearances. Their natural hair color tends to fall in the middle of the color spectrum, with the most common being greens, blues, and purples. Their skin color tends to also be extreme, being either extremely pale or dark (snow white or a dark black to be nearly bluish). Their eyes are either red, purple, or black within black (the rarest). There is a rumor (which is completely true) that such beings are also born with a limited form of telepathy, although Human Azure Progeny completely deny it. Telepathy only works between Human Azure Progeny who are within 5 meter of one another. It only works if both individuals agree to communicate, and cannot convey anything but the simplest messages and concepts (ex – go, stop, hi, I'm hungry/sleepy/hot/cold, caution, run, etc). In play, a Human Azure Progeny can send a message of 1 word for every 15 points of LOG they possess.

## VRUSK AZURE PROGENY

These individuals have very striking appearance, so much so that at a glance most people think they are a different species. Azure Progeny Vrusk come in a wide variety of colors, possessing typically three different colors arranged in a camouflage like pattern. No two color and pattern combinations are alike either. Lastly these Vrusk are also covered in a number of spines, mostly at their joints, along their backs, and on the sides of their heads. Azure Progeny Vrusk can use these spines to good effect when defending themselves, granting individuals a +2 to their Punching Score. If they should ever learn the Concealment skill,



as part of the Environmental Skill, one of the three Biosocial Skills, they gain a +10% bonus when using this skill.

Personality wise Azure Progeny Vrusk are far more individualistic than other members of their race. Because of this they begin play with only 5% of the Comprehension racial skill. Their personalities tend to lean towards what Vrusk call Ky'ki, or "one who is insane" (see – An Industrious Life, issue 32 of Frontier





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Explorer). They tend to be mavericks, innovators, and leaders, exuding a confidence and charm that many Vrusk find hard to resist even when it makes no logical sense. Among Vrusk even their enemies of a Azure Progeny Vrusk tend to begrudgingly admire them. To reflect this Azure Progeny Vrusk gain a +5% to their PER/LDR statistics.

## **YAZIRIANS AZURE PROGENY**

These individuals tend to be stronger and bulkier, lacking the hollow bones of typical Yazirians. This makes them on average 5 kg heavier, but reduces their ability to glide considerably. Azure Progeny Yazirians can only glide 1 meter for every 2 meters they descend and must begin gliding at least 15 meters above the ground. Statistic wise this has Azure Progeny Yazirians have the following modifiers: -5% STR/STA, +5 DEX/RS. They are marginally less intelligent than standard Yazirians but a bit more aggressive in temperament, starting play with 25% on Battle Rage.

Physically Azure Progeny Yazirians have some striking traits. Males have enlarged lower canines that grow upwards to form a pair of tusks. These tusks offer no benefit in combat but seem to be used to attract mates, as female Yazirians, both Azure Progeny and standard members of their race, find them to be very attractive. Female Azure Progeny Yazirians develop very full hair on their heads, the backs of their necks, and often their shoulders as well, forming a thick, luxurious mane. These are always a different shade than the fur covering their bodies, often being jet black, bright red, orange, blonde or snowy white. Some Yazirians scientists surmise that these traits were reawakened by the Blue Plague virus, and are holdovers from earlier evolutionary stages of the race's development.

## **AZURE PROGENY IN THE FRONTIER**

Some Azure Progeny do leave Cass to travel and settle beyond the Devco system. Some can be found living in the Madderly's Star, Drammune, and Fromeltar systems. But many Azure Progeny grew up with dreams of leaving Cass to explore the wider frontier, so they can and do turn up everywhere. A number of Azure Progeny have achieved fame and success, helping to inform the wider frontier of their existence. While they have no animosity towards other members of their race Azure Progeny typically marry and produce offspring with other Azure Progeny of their race. Many share a wish for their uniqueness to persist, and not slowly be bred out of the genome. Whether, in time, this forms the basis of a new sub-species of the core frontier species remains to be seen..





# THE HIVE

## A STAR FRONTIER'S BLACK SITE

By Oscar Rios

In the Devco system, on the planet of Cass, situated on the island of Jistvanta is a maximum security prison run by Star Law called The Hive. It is defended by fast attack hover transports, attack zoomers (see issue 32 of Frontier Explorer) and jetcopers, and batteries of missile air defenses. The garrison has a shoot first and ask questions if there are any survivors policy, and only two warnings are issued (the second typically includes a warning shot). The existence of this site, and the prisoners it holds, is one of the most guarded secrets in the frontiers.

The Hive / Towers of Cass – Sathar do not allow themselves to be taken prisoner, so prisoners of war were never a concern for the Frontier Authorities. However, their allies, the mysterious insectoid race called the Zuraqqor do not follow this doctrine. There have been dozens of encounters with the Zuraqqor, and on many occasions enemy combatants have been captured, the gravely wounded saved from death by swift medical treatment, and the rare surrender accepted. These scattered prisoners needed to be kept somewhere, in the hopes that a prisoner of war exchange might one day be arranged with the Zuraqqor. For that reason, the Hive was established.

The facility, a massive domed enclosure, has evolved over the years. What started as a prisoner of war camp slowly shifted into something of a refugee camp, until today it is the center of anthropological study and cultural education. While the prison component still exists, only 20% (mostly of the warriors' caste) of their nearly 1,200 Zuraqqor held here are housed there.

The rest live in a large town, called The Towers of Cass, designed and built by the prisoners themselves, with materials donated by the UPF. It is a strange settlement, filled with tall towers linked by flying bridges. Here Zuraqqor live much as they once did before being drafted into the Sathar war machine. This part of the settlement is minimally patrolled by guards, who keep a hands off policy so long as there are no signs of insurrection. Weapons are, of course, totally forbidden to prisoners, although their internal constables are allowed to carry sonic stunners.

### THE PRISONERS

The Zuraqqor race is composed of five distinct orders, set a birth, and maturing into specific physical forms. Most (75%) are genderless workers, without much individual personality, dependent on direction from the higher castes. There are warriors, who are also genderless, but physically stronger, more agile,

and larger than the other castes of their race. Only a handful of warriors are living within The Towers of Cass, with the majority considered too dangerous to have roaming about freely. The few who are trusted serve the ruling council (see below) as a constabulary to maintain internal order.

The last caste living at the hive, and serving as the community leaders, are the Technicians. These have gender, but cannot reproduce. While smaller and weaker than both the Workers and Warriors, they have larger brains and better developed intellects. They lead the Towers of Cass through a ruling council of seven individuals. They negotiate with the guards and biosocial core for supplies, and in return cooperate with them in their research into the Zuraqqor culture.



*Image produced in AI and adjusted by an artist.*

### THE GUARDS

The majority of the guards here are either Vrusk or S'sessu (see Dragon magazine issue 96). While Vrusk and S'sessu don't generally get along with one another, both seem to get along well with the Zuraqqor. Vrusk and Zuraqqor share many similar traits with Technician Zuraqqor, and Zuraqqor are comfortable dealing with the S'sessu, due to centuries of dealings with their culturally similar and nearly identical physiology to the Sathar.

The guards are all well trained in hand to hand combat, as personal firearms or melee weapons are heavily restricted in the hive. As the warrior caste is the only type of Zuraqqor who would even think of fighting, control over the Workers and Technician castes seldom require more than diplomacy or a show of forces. Each has also been vetted extensively for



loyalty, and trained in the speaking of the Zuraqqor language, as well as their cultural nuances.

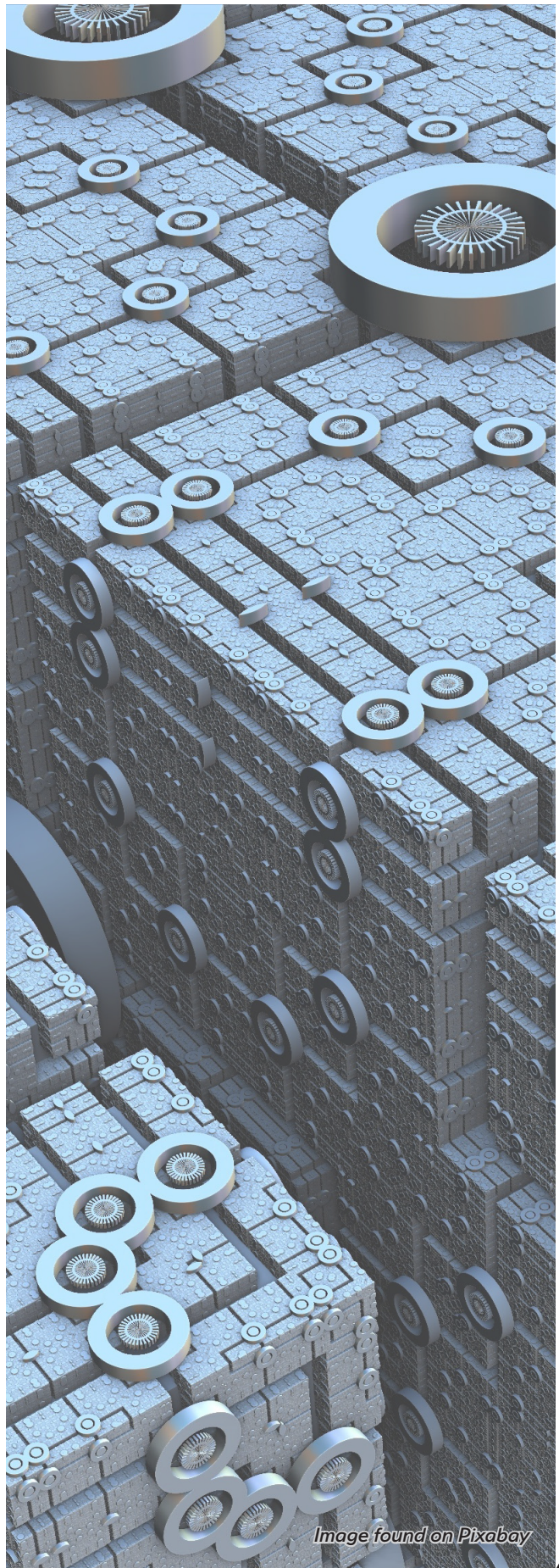
## THE BIOSOCIAL CORE

Composed mostly of Vrusk and S'sessu, the Biosocial Core has members of all races represented, including those of the Rim Coalition and the Saurians. It was through their efforts that the Zuraqqor language was finally translated and what little is known of their culture was learned. They have also managed to learn quite a bit about how the Sathar / Zuraqqor alliance was formed, maintained, and how it might one day be destroyed.

## ORIGINS OF THE SATHAR / ZURAQQOR ALLIANCE

- About three hundred years ago the Sathar attacked Zuraqqor space, but were mostly repelled. The two races fought on and off for the next 75 years.
- Dissatisfied with the stalemate the Sathar pretended to send a diplomatic mission to one of the Zuraqqor colony worlds. This was a betrayal, and the colony's King and Queen were both captured.
- It is unclear if the king and queen were controlled by cybernetic implants, hypnotic suggestion, or outright coercion, but the colony became a vassal of the Sathar.
- Using the ships and troops of this one Zuraqqor colony, the Sathar launched dozens of strikes deep into Zuraqqor territory. In the confusion of being attacked by their own troops the Zuraqqor were unable to mount a defense.
- Kings and Queens were either eliminated or captured. Those captured were soon turned into controlled slaves, and joined the Sathar along with all of those under their control. Within 15 years all Zuraqqor systems fell under the control of the Zuraqqor.
- In over 150 years no independent thinking Zuraqqor King or Queens has been born.
- The technician council of the Hive would like the UPF help in restoring independence from the Sathar by the restoration of its non-corrupted monarchy.

The ultimate goal of the Hive is to find a way to free the Zuraqqor from the Sathar's control, and forming peaceful diplomatic relations with the systems under their control. Once this happens it may be possible to return the population of the Hive to their various home worlds, and have frontier citizens held by the Zuraqqor repatriated to the Frontier Space. Until that day, should it ever come, the Hive remains one of Star Frontiers, the most secretive black sites.



*Image found on Pixabay*







# THE FRONTIER'S MOST WANTED

## STATS

Human (male)

### RACE

<b>STR/STA</b>	50	50
<b>DEX/RS</b>	40	40
<b>INT/LOG</b>	50	45
<b>PER/LDR</b>	35	35
<b>IM/PNCH</b>	4	3

**PSA** Military

### SKILLS

Melee Weapons-4  
Martial Arts-3  
Beam Weapons-2  
Environmental-4\*  
Technician-4\*\*

\* No Analytical or Naming  
subskills

\*\* Restricted to  
Detecting/Deactivating Alarms &  
Defense and Open Locks  
subskills

Arlo Shockley

## NAME



## WARRANTS FOR

Piracy  
Murder  
Assault with Intent to  
Maim and/or Kill  
Hijacking  
Kidnapping  
Slavery  
Trafficking  
Robbery  
Grand Larceny  
Possession of Stolen  
Property  
Destruction of Private  
Property

## HEIGHT

1.87m

## WEIGHT

75kg

## DESCRIPTION *including distinguishing characteristics*

Tall, lanky, and awkward; red hair, brown eyes, missing several teeth  
Tattoo on upper right arm: red devil flanked by two silver stars (top & bottom)

## ALIASES

"Shock Glove Guy"  
Mr. Shockley

## AFFILIATIONS

Star Devils piracy faction

## ARMAMENTS

Shock Gloves w/ 50SEU Power  
Beltpack  
StunStick w/20SEU PowerClip  
ElectroStunner w/20SEU  
PowerClip

SkeinSuit  
Anti-Shock Implant

## ASSETS

--- UNKNOWN ---