



STAR FRONTIERSMAN

VOL 2
Issue 29

FALL 2023

THIS MONTH'S COVER

The crew of the Red Thunder scout ship encounter a giant Teropa while scouting the New Streel system. Your players can experience this encounter in the adventure, "Journey Into a Far Country".

Cover art is by Aillen Taylor. Aillen Taylor has been an artist for 30 years, doing spot illustrations and graphic works. He can be reached for commissions at Richard.Aillen.Taylor@gmail.com





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Support the Magazine

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

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

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



ISSUE CREDITS

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FTC disclosure: Many of the links for ads in this magazine are affiliate links.

Letter from the Editor

Here we are with the 2023 Fall issue of the Star Frontiersman Vol 2. We have now successfully delivered a year of quarterly fan magazines for the Star Frontiers community. It doesn't seem like a major milestone: four issues, but it feels good to have reached the one-year mark, and to celebrate we are delivering a Mega issue of the magazine with 90 plus pages of Star Frontiers sci-fi goodness!

I am pleased to announce a Patreon Campaign to support the magazine and defray some costs. It will employ the subscription pricing feature that Patreon just rolled out to prevent double billing during the first month, and it will have 3 subscription levels. Our lowest is \$3.01 because we noticed that Patreon charged higher fees for payments under \$3.00 and we figured with a bottom tier of \$3.01 we would game the system and keep more of the money.

[Announcement video](#)

This is the first Patreon Campaign I have run. In light of all the advice I received, the plan is to under-promise and over-deliver, until we get a good feel for managing the campaign. We are initiating a monthly patrons-only newsletter called Subspace Signals which will deliver the usual monthly newsletter content but will also have bonus content of new creatures, new equipment, and other offerings. I have a suspicion that patrons will care more about the bonus content than the news.

There are plans for swag items and bonus publications over and above the quarterly fan magazine and monthly newsletter. These rewards will be both as PDF and print

copies depending on the tier of support. Please check out the campaign and consider supporting it.

[Our Patreon Account](#)

The Star Frontiersman continues its support of real artists over AI art and we are proud to say we currently have 57 pieces of art in our production folder for this issue. I doubt other fanzines can make such a claim!

It has become obvious that AI art is becoming commonplace on DrivethruRPG. I understand the urge of some content creators to use AI art. I remember the early days of the Frontier Explorer magazine when I begged artists on DeviantArt to let us use their art. That was not fun. However, the Star Frontiersman Vol 2 continues to take a stand to support real living artists and not use AI art until there is government regulation or a settling of the class action lawsuits involving AI art and a more equitable situation develops for artist.

Looking forward, the Star Frontiersman will chart a course into uncharted space. Community polls on Facebook revealed a strong desire among fans that we give new star systems outside of the cannon setting the theme treatment that has been the hallmark of the Star Frontiersman Vol 2. So, cinch down your five-point harness on your acceleration couch – the magazine will be rocketing to the undiscovered country beyond the existing systems of the Frontier setting. We are setting ADF to maximum and pointing this scout ship toward the second star to the right and blasting straight on till void jump speed!

Thomas "jedion357" Verreault

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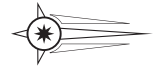


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CUP.



CREEPY CRAWLIES IN SPACE



FIVE OF THE MOST COMMON PESTS ABOARD STARSHIPS IN STAR FRONTIERS

By Oscar Rios

Banner Art: Scott Mulder/AZ Gamer

From the earliest days of sailing ships crossing vast planetary oceans, onboard pests have always been a problem. On interplanetary spacecraft and later intergalactic starships the problem remains the same. While good hygiene practices among the crew and efforts to keep the ship's environment clean do minimize the possibility of having a shipborne infestation, they by no means guarantee a pest free ship. Pests are likely to be found on floating ghost ships returning crewless from the depths of space, derelict craft floating just off established shipping lanes, and well-worn ships for sale at too-good-to-be true prices.

Here are five of the most common pests found infesting Frontier Starships.

SEEPS

These very small organisms thrive in damp dark places and look like large drops of water. They are actually gelatinous life, able to move slowly about as they continually seek out moisture and nutrients. They can be found in areas of standing water, inside a ship's cooling systems, and in the worst casts infesting a vessel's life support system. When digesting liquid chemical compounds, they break them down into usable parts and extrude the remains as slimy foul smelling paste. Spacers describe the scent as that of an uncollected dumpster in the middle of a heat wave.

The real problem with Seeps, aside from their smell, is that they can affect the performance of a ship and threaten the health of its crew. Seeps which get into the cooling system of a ship reproduce quickly, filling these systems with noxious gasses and clogging them with their slimy waste material and vast numbers. This can lead to loss of performance, breakdowns, and in the most neglected cases, the overheating of shipborne systems. In extreme cases, on board the dirtiest most infested ships, Seeps have been blamed

for causing full blown engine explosions. These have crippled and even destroyed some vessels.

When Seeps infest a life support system they often go unnoticed at first. Food and water will have a strange taste, slowly becoming more and more foul tasting, until fluids become tainted by the Seeps waste slime. The smell is like hot garbage, and food tastes like something described as "the aftertaste of vomiting after a night of hard drinking." Of course, at this point the foodstuff onboard has become completely inedible. Before this happens there is a more benign symptom that may alert crews that Seeps have gotten into their life support: horrific, nearly uncontrollable diarrhea. Seeps cannot survive inside of an organic body, as they are not parasites. They die shortly after being ingested, but as they break down they cause the ingesting organism to expel dead Seeps as quickly as possible.

BEDSLUGS

These strange creatures are attracted to bioelectricity, often infesting the bunks or sleeping births of crew members. They are about 5 cm in length, appearing as one-eyed, long slug like creatures with a pair of claw tipped flippers and a retractable sail-like dorsal fin. They are able to phase out of this reality, becoming ghost-like and intangible, for long periods of time. This allows them to hide when not feeding, and makes them incredibly hard to eradicate.

What they do is lurk just outside of reality, and when a living thing approaches they phase fully into our reality and attach themselves to the skin of a victim. They are covered with numbing gel that allows them to slither all over a victim while feeding, without the victim ever feeling a thing. The only time a Bedslug can be harmed is after they have fully gorged themselves on a victim's bioelectricity, and even then only for a few short minutes. Once a Bedslug has fully fed, a process that

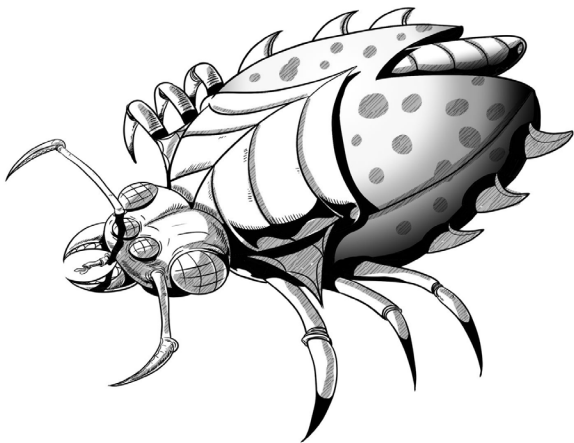
takes about three hours, they detach from their victims and phase out of reality again. Anywhere from one to four Bedslugs can infest a specific set of bedding.

Bedslugs cause fatigue in their victims (5% to LOG & PER), who may go several days without even realizing they are being fed upon every time they sleep in their infested bunk. These creatures are notoriously hard to eradicate from a ship. It typically requires that all infected bedding be removed from the ship and destroyed, as well as having these areas deep cleaned by pest control professionals before new bedding is installed. To inspect for these creatures when they are phased out of our reality ultraviolet goggles are required. While this detects them, they cannot be destroyed unless lured into our reality by a source of bio-electric energy. Pest control companies claim to have traps which lures and destroy Bedslugs, but the best of such products are only 60% effective.

CROCHES

These insects have been a plague to spacefarers since the earliest days of interplanetary exploration. They are small, black and brown creatures that infest a ship, devouring everything from insulation, power cord coating, and especially unsecured foodstuffs. Even secured foodstuff is not safe from coaches, as they can flatten their bodies to .05 mm (roughly the thickness of a sheet of paper) in order to squeeze into sealed compartments and secured areas.

They multiply very quickly, and it is said that if you see one moving about the ship with the lights on there are probably a thousand hidden away. They flee from bright light, and in infested ships the sight of hundreds of croches fleeing into every crack and crevice as they flee from the illumination is quite common. The inner working of an infested ship could have 25,000 Croches, per hull size, lurking behind every panel, console, and air duct.



A ship infested with Croches is a threat to every other vessel or space station they interact with. These pests infest cargos, the inner working of electronic devices, and even the clothing of crew members, easily spreading to other vessels. Ships are commonly inspected for Croches before being allowed to dock with space stations, and those found carrying the pests are always denied docking privileges. So hated are these pests that infected vessels are sometimes fired upon should they try to force a docking at a space station or a ground landing at a space port.

Eradicating Croches from a ship is an expensive and time consuming task. Standard poisons sold by exterminator companies are effective only 40% of the time, and require 2 5 uses. A round of treatment takes 1 day per hull size. These cost 250 credits per hull size. If poisons are administered by a pest control company, robot, or specialist they are 80% effective, require 2 3 uses, and cost 500 cr per hull size. The most effective way to rid a ship of these pests is decompressing and irradiating the hull, which is 95% effective, costs 1000 cr per hull size, and can only be performed by a licensed professional pest control company, and takes 2 days per hull size.

VELVET MITES

These tiny furry looking creatures are small, completely round, and covered with small tendril-like legs. They infest energy systems, robbing a ship of performance as they drain energy off a ship's power grid. An infested ship could lose 1 point of ADF, have energy weapons be 5% less accurate, and cause 25% less damage. They are hard to detect because of their small size and because they are only found in the inner workings of a ship's hull. They'll only be discovered when someone begins removing panels and delving into a ship's power network, usually when they are looking for the reason for a discrepancy between a vessel's power production and available power levels.

To remove Velvet Mites from a ship all power must be shut down, the hull vented into the cold vacuum of space, and placed in the shadow of an astral body. For example, a ship must be placed in orbit on the night facing side of a planet or the dark side of a moon, left open to the void of space while all systems are powered down. It takes 48 hours of such extreme treatment, per a vessel's hull size, for the infestation to be eradicated. For example, a hull size 7 destroyer would require 14 days with power shut down, vented to the cold void of space, in the shadow of an asteroid to rid itself of a Velvet Mite infestation. Even after the infestation is eradicated the dust left behind by the destroyed mites is highly explosive, and must be removed by licensed professionals. This post eradication cleaning costs 500 cr and takes 24 hours per ship's hull size.

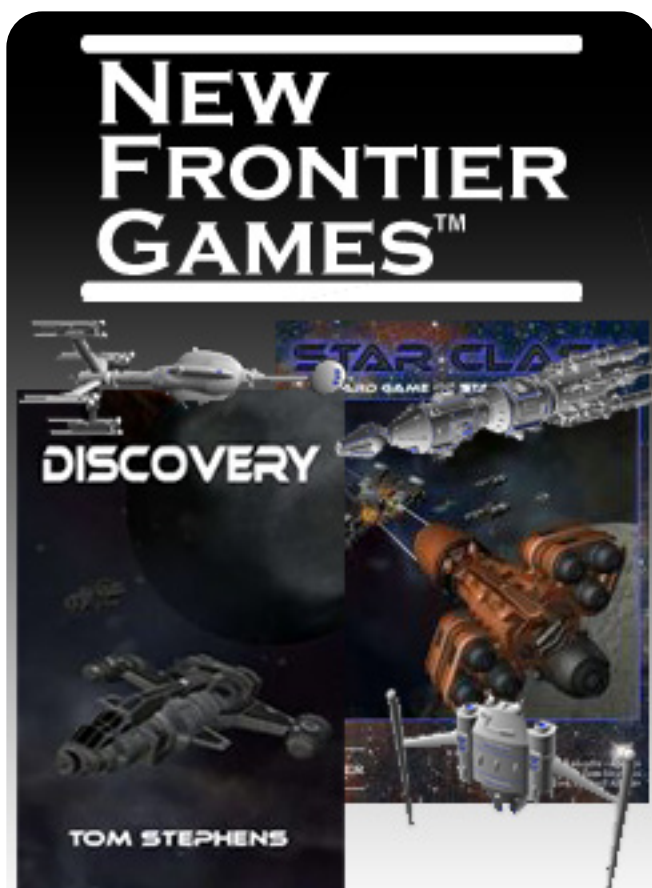
TELDARIAN RATS

These mammalian pests, and with their bald tails, greasy hair, beady eyes, frilled ears, and sharp teeth they are the largest pests typically found onboard starships. They are most common on cargo ships carrying foodstuffs, agricultural ships and stations. Wherever there is food Teldarian Rats aren't far away. They typically flee from threats but will attack if cornered, launching themselves at opponents with their sharp teeth.

On ships infested with Teldarian Rats the real threat is when there is no cargo onboard and the creatures run out of food. When this happens the creatures get desperate, with the largest and most aggressive Teldarian Rats cannibalizing the other members of their colony. When the colony is reduced to the last 20% these creatures then seek out whatever food they can find. In such cases Teldarian Rats will sneak into a crewman's bunk to take a bite off a finger or toe. In extreme cases a pack of such creatures may swarm

vulnerable crewmen and literally strip the flesh from their bones in a matter of minutes.

Luckily these pests are the easiest to get rid of. Venting the ship to the vacuum of space works well, as does flooding the ship with poison gas. While professionals can trap and poison Teldarian Rats with ease, 150 cr and 1 day per hull size, many crews try to eradicate these creatures themselves. With simple traps, poison grenades, sonic stunner, and needler pistols a small crew can get infestations under control. However, ships whose crews have personally been ordered to deal with such infestations are universally ridiculed and shunned. A common Dralasite joke is "When you join this ship's crew you are given two stun sticks: one to keep jumping the failing power grid and the other to fend off the Teldarian Rats."

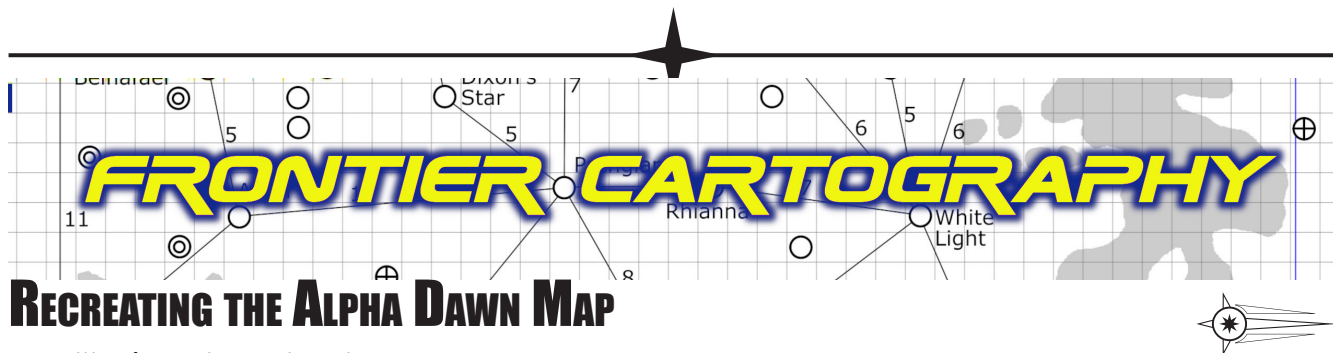


*Minis and More at New
Frontier Games on
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TELDARIAN RATS

TYPE	Tiny Carnivore
NUMBER	20 to 200
MOVE	Fast or 80 m/turn
IM/RS	7/65
STAMINA	1-10
ATTACK	55
DAMAGE	1d5
SPECIAL ATTACK	N/A
SPECIAL DEFENSE	N/A
NATIVE WORLD	Unknown





By Nijineko Prismaticpsion

Banner Art: Expanded Star Frontiers Map by Tom Stephens

While I was in the planning stages of making a 3D map for Alpha Dawn, I suddenly felt motivated to whip out a new 2D version of the map. I took a break from the research and spent a few evenings putting together a new map. My first attempt was to transcribe from bitmap, but there were scaling issues, which led me to decide to make a fully vectorized map instead so that it could be scaled freely.

I created a grid of 100x100 px matching it to the original number of squares on the AD map. I actually placed numbers onto a scan of the original AD map so that I knew how many squares in the x and y axis, but also so that I could place the stars later on without error. After all, it is much easier to find everything on a map if there is a good coordinate system in place. I left the lines long enough so that I could box in the numbers later on to make it look nice. Then I created a few simple star symbols and laid them out on the grid, using the number system I had placed previously. I laid out all the jump routes and played with the colors and effects until I found one I liked.

The nebula was trickier since it needed to be a solid-ish mass that was transparent on the edges, but also had very non-standard shapes. I found a decent gradient and texture and layered a number of simple shapes to produce both the solid center and the faded edges. As the nebula is supposed to be unmapped, I placed them on a layer above the grid lines so as to obscure the grid.

I realized that having 1, 1 in the upper left corner of the map didn't really make sense from the point of view of the races mapping the Frontier. Most races would start any coordinate system of mapping from their home system. After the races met, they would have to agree upon a common system. After some thought and re-reading the descriptions of the planets in the Alpha Dawn Expanded book, I decided that Prenglar would be the logical common "center" of the Frontier. Thus I adjusted the number system accordingly and added colors to make it easy to pinpoint an exact square.

I hunted around font sites for a bit and found some commercial-use free fonts: one futuristic font that was a good match for the original title font for star and nebula names, and another sans-serif font that

would be good for all the smaller map text. I wanted to present more info about the star systems since any good sci-fi map or interface will obviously have lots of floating info boxes. I decided to take the codes from the star and planet table in AD and present them as if they were planetary codes, similar to what Traveller did with theirs. I had to move the text elements around a bit until I found a balanced way to present it all, and as a bonus added in all the grid coordinates for all the inhabited stars, something that did not exist in the original map. A simple title with a subtle glowing effect went up top.

I added the legend of the star types, nebula, and jump routes at the bottom, and filled in the rest of the space down there with an explanation of the planet data I had placed on the right. That left me with an empty strip on the left and an empty square in the upper right. I hunted around a bit and found a UPF symbol on one of the Knight Hawks books, so I recreated a close match and added some nice metallic effects. That fit perfectly into the empty square. I decided to place a large strip of the same metallic effect on the last empty space to the right - plus a few interface-type elements to the legend in monochrome orange - to suggest that the map is being displayed on a computer or astronaut console.

As a final touch, I colored the inhabited stars based on the colors given in AD, which by the way are how they would look as seen from an atmosphere, not from space. Actual star colors are much less varied than one might expect, especially since the color naming system is arbitrarily assigned based on temperature and not the actual star color! Now that it is fully vectorized, I can scale it to whatever size is needed. I am pretty pleased with how it turned out, despite being a quick little project.

EXPLANATION OF THE MAP

"The Frontier Worlds" list on page 50 of the Alpha Dawn Extended book is where the planetary codes came from. The list has the following columns:

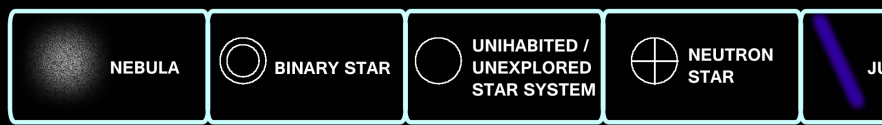
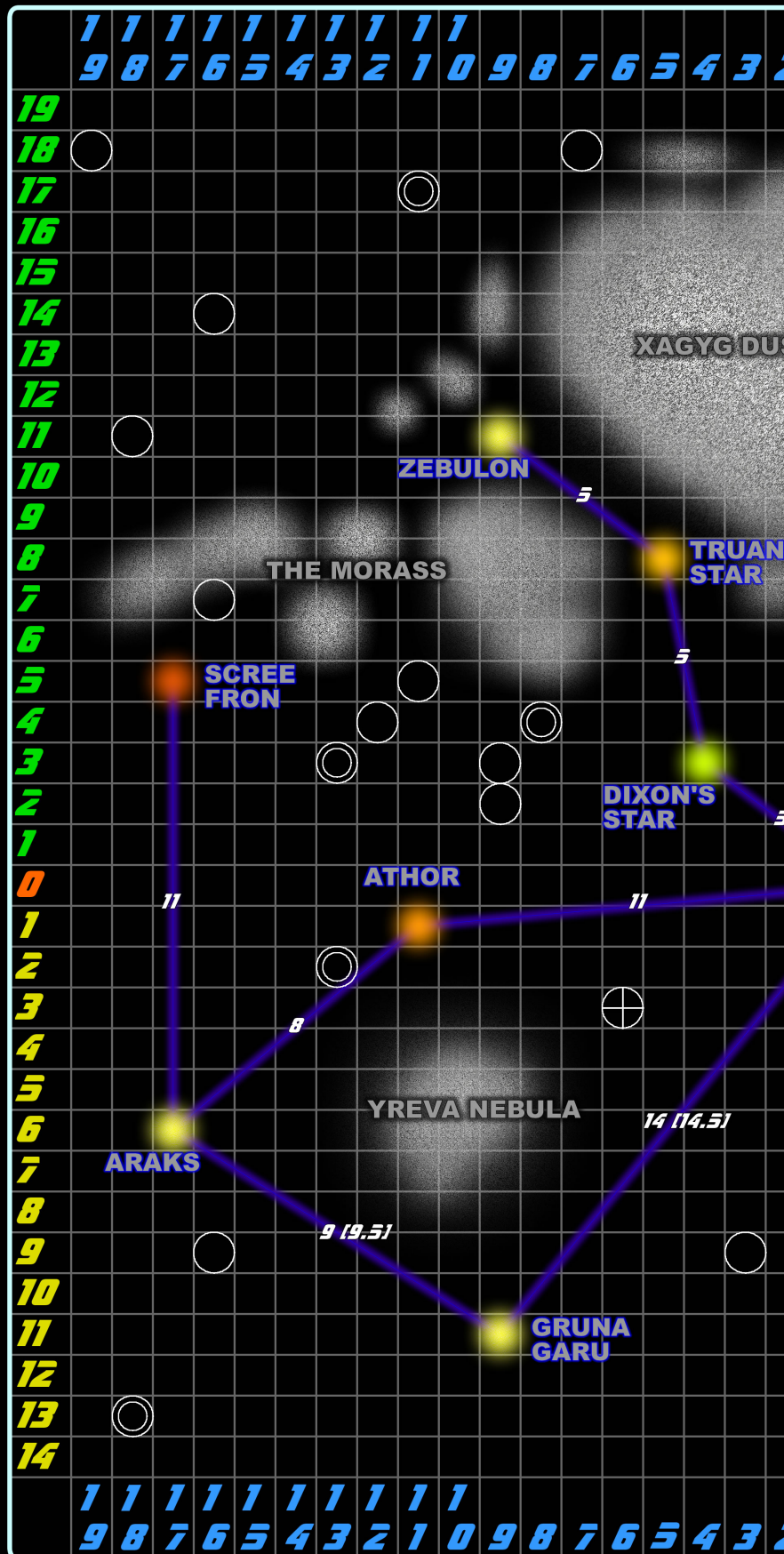
- System/Planet(Name)
- Colonizers (D=Dralasites, H=Humans, V=Vrusk, Y=Yazirian)
- Population and Trade (H=Heavy population, M=Medium population, L=Light population, O=Outpost) & (I=Industry, R=Resource Mining, A=Agriculture, E=Education)
- Gravity (#.#)
- Moons(#)
- Length of Day(##)
- Star (color)

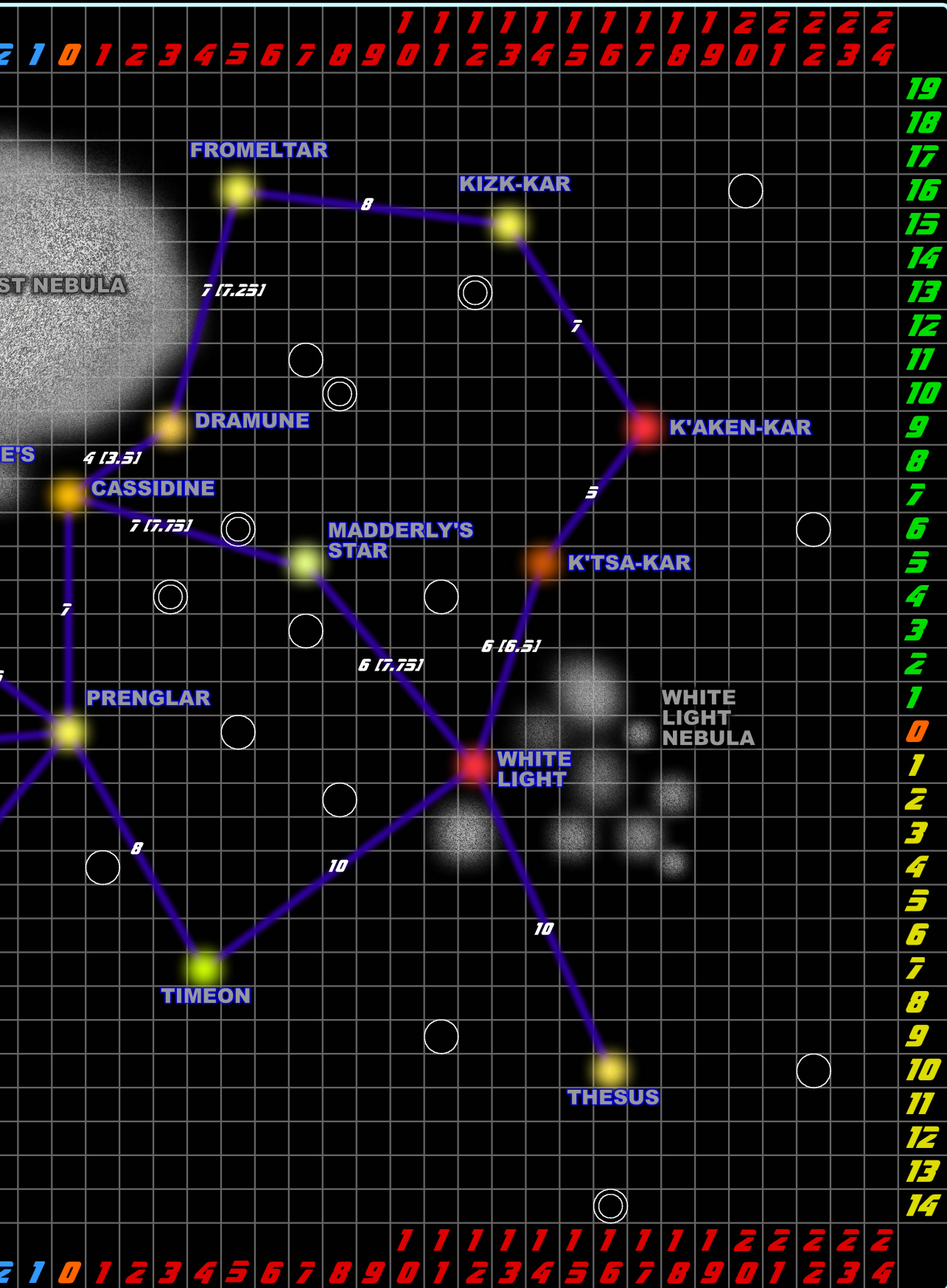
One of the stars on the AD map was missing from the AD list (K'Tsa-Kar), so that information had to be pulled from Zebulon's Guide, which incidentally added Education as a Trade since that Trade did not exist in AD.

Insofar as other mapping projects go, I was tentatively thinking of also releasing a blank AD map without any identifying data for those who wish to use it to make their own customized Star Frontiers (or for other sci-fi games). After that would logically be matching filled and blank versions of the extended map from Zeb's.

NOTE: A separate PDF is provided for the sector map provided on one page.

STAR FRONTIERS





ARAKS	(Y) Y6:B17 HENTZ (Y-HI-0.7-0-25)
ATHOR	(O) Y1:B11 YAST (Y-MA-1.0-2-15)
CASSIDINE	(OY) G7:0 RUPERT'S HOLE H-MIA-0.9-0-20 TRIAD *-HI-1.1-1-30
DIXON'S STAR	(GY) G31:B4 LACO H-O-1.4-1-60
DRAMUNE	(OY) G9:R3 INNER REACH D-MAI-0.8-1-20 OUTER REACH *-MIR-1.0-5-35
FROMELTAR	(Y) G16:R5 GROTH D-LA-1.2-0-45 TERLEDROM DV-HI-1.0-3-60
GRUNA GARU	(Y) Y11:B9 HARGUT Y-HR-1.1-1-20
K'AKEN-KAR	(RO) G9:R17 KEN'ZAH KIT V-MA-0.9-0-25
KIZK-KAR	(Y) G15:R13 ZIK-KIT V-MIR-1.0-1-65
K'TSA-KAR	(OR) G5:R14 KAWDL-KIT V-LE-0.7-0-30
MADDERLY'S STAR	(YG) G5:R7 KDIKIT H-MAI-1.0-5-30
PRENGLAR	(Y) 0:0 GRAN QUIVERA *-HI-1.0-1-15 MORGAINES WORLD H-O-1.5-4-40
SCREE FRON	(OR) G5:B17 HISTRAN Y-O-0.6-7-25 HAKOSOAR Y-LAI-0.9-5-50
THESUS	(YO) R16:Y10 MINOTAUR H-HI-1.2-0-15
TIMEON	(GY) R4:Y7 LOSEND H-LAI-0.7-0-70
TRUANE'S STAR	(OY) G8:B5 PALE *-MAI-0.9-3-55 NEW PALE H-LA-1.4-0-20
WHITE LIGHT	(RO) R12:Y1 CLARION H-HR-1.0-0-50
ZEBULON	(Y) G11:B9 VOLTURNUS U-U-1.0-2-24

JUMP ROUTE

Star Name

Primary Planet

Secondary Planet

PRENGLAR (Y) 0:0

GRAN QUIVERA *-HI-1.0-1-15

MORGAINES WORLD H-O-1.5-4-40

Star Color and Coordinates

Planetary Codes

Colonizers

Population / Trade

Miscellaneous Codes

Notes:

Trade codes are listed in order of importance.

JACKETTSVILLE

By Jason Messier

Art by Abigail Messier

Editors Note: Non-Player Character (NPC) stat blocks have a skill column with a number like 40 or 50 and this is a measure of the capability of the NPC. Simply stated they have the skills they need to have but all a game master need to be concerned with is what number to use if they attempt a skill check.

ADVENTURE BACKGROUND AND SYNOPSIS

This adventure takes place on the backwater planet Swanson's World in the Grand Enigma system (see system brief at end of adventure). The players are drawn into a plot of theft, murder, and revenge by a pirate organization with a beef against Star Law. The Star Devils have never forgotten those early incidents on Volturnus, that wonderful planet of mystery...

Cousin Cleveland Blud-Mustard, star of the Cousin Cleveland's Traveling Road Show, an antique program beamed all over the Frontier, has come into possession of an old datapad with the location of a derelict frigate. Unbeknownst to Cousin Cleveland, this frigate, The Kodiak, is carrying a top-secret cargo hidden in the engineering deck.

Star Devil operatives are aware of the datapad, and will stop at nothing to secure the location of The Kodiak. They plan to use the cargo, which they assume is a weapon, to strike a blow against Star Law for the disruption of their operations on Volturnus so many years ago.

The characters have some sort of notoriety in their background, having starred in the recent "Volturnus, Planet of Mystery" reality show, celebrating the early years and discoveries on that world. This adventure can be run with an optional camera crew and production company following the players, if you wish to insert some comedic relief to the proceedings! The use of a camera crew following the players provides opportunities for the players to:

- Conduct interviews on their heroic feats or classic blunders, and of course plans as the adventure moves on.
- 'Reshooting' action sequences that were missed in filming
- Resolve hostage situations when a cameraman or producer gets used as a human shield by the pirates

Alpha — Encounter with Cousin Cleveland Blud-Mustard, an attempt on his life by salty Star Devil pirates, and the theft of his briefcase by the same operatives. There is a combat with the Star Devils



outside the tavern, as several pirates emerge from the hotel across the street with Cleveland's suitcase as the pirates' explorer waits out front in 'getaway' mode. There will likely be a wild chase through the town, toward the north gates of Jackettsville, ending in a crash and standoff.

Beta — Travel to the Star Devil base in the mountains. Encounters involving the wilderness, wildlife, pirates, and robots on a bridge rigged with TD-19.

Gamma — Assault on the Star Devil Mountain base, a full frontal, 'Mission to Alcazzar' style affair.

Delta — After the assault.

ALPHA SECTION

JACKETTSVILLE

Having gained a bit of a reputation as Frontier badasses and unlikely reality-show darlings, you have had to flee to the relatively safe haven of Swanson's World, a mostly backwater wilderness planet, far off the beaten path of spacers, paparazzi, and gangs of Star Devil space pirates bent on exacting revenge on you and the production company responsible for your fame.

Winter is starting to set in all about the mountainous region that is home to Jackettsville. Many of the mining families that make up the community have already left town for jobs in the southern hemisphere of the planet. Already, there is a couple of inches of snow on the ground, and the evergreens on the peaks above and the forest below glisten with an icy-white blanket. Only restaurants, taverns, food stores and hardware markets are open, and

municipal services have been dialed back in preparation for the 4 months of snow and ice.

The town's most notorious heroes and protectors, The Jackettsville Five, disappeared into the void several months ago on some urgent mission, and are not expected back anytime soon. Abdul Jacketts, famed Yazirian pirate-buster and founder of Jackettsville, is with them.

You happen to be hanging out at one of the local watering holes, Clyde's Place, owned by an aging Yazirian named Clyde. The Yaz Lite sign, and ancient fluorescent job lifted by Clyde from some unnamed planet in his smuggling days, buzzes in the background, casting dim, flickering light across the billiard table. The flat-screen viewer in the room replays the Frontier's top stories, likely a week old at this point, to a room full of filthy Human and Yazirian miners who have completed their shifts, or perhaps are just gearing up for another! Hair of the dog...not condonin'- just reportin'...

Clyde speaks up to the heroes:

"Glad to have you boys in here. Good for my business. Celebrities are hard to come by this end of the Frontier, and with The Five off gallivanting for Star Law, or whatever it is they are doing, and whoever they doing it for, you guys will do nicely. A nice attraction. With the snowbirds down South for the winter, I gotta do whatever I can to get people out of their homes to do some grubbin' and drinking."

That damn buzzing sign...is it getting harder to hear over that noise? Is the sign flickering more than usual?

"Listen, I'm willin' to give you all 100 credits a month to just hang around here...drinks will be on the house. Just hang around and look, you know, FAMOUS. Maybe pick a fight and clean someone's clock every once in a while. Good for business. A spectacle of that sort. I'll tell security that the other guy started it, no problem there. I don't know what Tory is planning down the street at his so-called upscale joint, but a little celebrity and ruckus is good for the ale sales!"

That beer sign just keeps buzzing and throwing the strange flickering, and some of the lights are dimming here and there throughout the tavern. Flickering and dimming. Clyde may ask one of the heroes with Tech skills to throw a check that way. A little bit of tinkering will reveal that something on the circuit, possibly the ancient light or another piece of equipment is drawing more power than Clyde's Place's wiring can handle. Never been a problem before, Clyde insists.

A look around the room will eventually reveal a Dralasite in winter coat and hat sitting in a corner, his

beltpack plugged into the wall charging, hidden behind his backpack. (This is the culprit of the flickering!)

ENCOUNTER

The party will eventually be approached by a grizzled old Human with the look of sun and wind on his cheek, wearing a bushranger-type hat and a long brown rain jacket. Mittens hang from his sleeves, attached by little metal chains. He walks with a cane and asks if he can join them for a few.

"I gotta news story for you reality tv stars, I tell ya! I think something dangerous is going on, and I think I've been tailed here as well! Oh, I see that look, no need to thank me!"

The gentleman introduces himself as Cleveland Blud-Mustard, antiques dealer, history buff, and Frontier traveler. A successful Logic check allows that players to recognize him from Cousin Cleveland's Traveling Road Show, an antique program beamed from the Prenglar system all over the Frontier.

THE STORY

Cousin Cleveland was at an antique and artifact show, and made a bunch of purchases, like he always does. A 200-year-old plastic coffee cup, an old goblet, some toy groundcars, and an ancient datapad of some sort.

"I liked it because it was still made of plastic and glass, unlike these new plasteel items we get all over the place nowadays. A rare find...and completely without power, obviously!"

"Two days later, I was the victim of a hotel room invasion, carried out by a half dozen Yazirians and Humans, armed with needlers, stunners, and claiming to have a bomb! They left me with my credits, coffee cup, took a couple toy groundcars, but left really anything of value- except the datapad. Then they stunned the hell out of me! On my way down to the floor and unconsciousness, I heard one of the Humans say "This changes everything brothers - now we even the score!"

"I managed to tinker with the datapad earlier in the week and download its contents after much fussin' and shopping around for the correct battery configuration to get it running...it was encrypted data, and it took me several more days to learn that there was a hidden file- the location of a ship contained in a file- The Kodiak!"

Making a successful Int/Log check will provide the following information: The Kodiak was a legendary ship from the First Sathar War that vanished during a jump through The Void. Its hold contained a cargo

hold full of experimental tech that was to be used as against a Sathar space station as a last resort to cripple the fleet.



FIGHT AND FLIGHT!

There is a sudden crash of a breaking window, surprising you that glass is still used in some of these settlements...and Cleveland slumps forward onto the table, and onto your nachos, with a cluster of needler rounds in his back, a scarlet circle starting to stain his jacket!

Medical check, anyone?

Cousin Cleveland has been stunned and poisoned. Poison S5/T5 plus unconsciousness. The Star Devils have a guy up at their mountain base named Meegs, who is whipping this poison up from some local flora.

Heroes can make an Int/Log check to notice the lights dim and suddenly flicker and come back on brightly. A three-legged Dralasite in the corner just unplugged a backpack from the wall, pulls down his winter hat and goggles, and quickly heads straight for the door as all the rest of the patrons dive for cover. If anyone from the party investigates, or the Referee is feeling powerfully generous, a patron can point out there is a backpack left behind where the fella was just sitting. The backpack has a detonator taped to it, and is full of Tornadium D-19, left behind by a Level 4 Demolitions expert.

(100 gram charge- 5d10+25 damage, radius 1 meter. The timer is not functioning- will go off in 1d10 turns)

"TAKE IT OUTSIDE, BOYS!" – CLYDE

Heavy snow flurries circle the cold air outside Clyde's Place, and the heat from the front door and broken window starts to escape. Across the slippery street, a beat-up snow-cameoed Explorer is idling, its driver-side window down and a goggled Human aiming an assault pistol steadied on the front door of the tavern. Another Yazirian in winter

gear hangs out the top hatch of the explorer, leveling his own Assault Rifle on the front door!

A Int/Log check will reveal 3 other sets of legs on the other side of the explorer, 2 Human and Yazirian legs. Most of the nearby buildings are closed for the winter, but the lights are on across the street at the sole 2-story motel building. They may notice a Yazirian running along the front balcony of the 2nd floor, brown suitcase in hand. He will make a jump and glide to the Star Devil explorer parked out front. He has just ransacked Cousin Cleveland's hotel room, looking for decrypted data on The Kodiak!

THE COMBAT

Both the driver (Human) and the Yazirian in the hatch will spray bursts at anyone exiting Clyde's Place. The driver will then take off as soon as the Dralasite demolitions expert and motel thief make it into the explorer. The 2 Humans and Yazirian will fire careful shots on round 2 from under the explorer before climbing in and firing out the side hatch, as the explorer does a big U-Turn to head towards the North Gate of the town. Yeah, they parked facing the wrong way!

There is a chance that another patron, or the characters themselves may have removed the Dralasite's backpack from Clyde's Place. Keep in mind that this will go off at some point if not disarmed!

THE PIRATE CREW

Race	ST/STA	DEX/RS	IM	RW	M	SKILL
DRA*	45/70	60/40	4	40	40	50
YAZ	15/35	44/25	3	40	30	50
YAZ*	25/50	65/45	5	43	33	50
YAZ	20/45	65/45	3	43	32	40
HUM	60/85	40/20	3	30	40	40
HUM*	25/50	55/35	4	38	38	40
HUM	35/60	40/20	2	30	30	40

Weapons: Auto Pistols, Laser Pistols, Tangler Grenades, Machetes

*- Driver, dralasite, and Hatch dralasite wearing Inertia Screens w/ Belt Packs

Clyde will throw the heroes the keys to his Chevy Suburban-looking ground truck to follow. It holds up to 5 passengers, is not armored, but has a nice set of snow tires on it and 4 crank-down windows.

"Bring her back intact---she's a classic!!"

THE CHASE

The driver will step on it in 2 rounds, and need to do a U-Turn, attempting to run down any characters in the road that may be firing or trying to get into Clyde's ground truck. Use the vehicle combat rules found in **Star Frontiers: Alpha Dawn Expanded Rules**. A passenger and another pirate will continue to fire towards the characters as they approach the North Gate of the town, which is slowly being closed as the explorer approaches. If the players do not spin out or disable the explorer in time, it gets caught in the closing North Gate. Surviving pirates will jump out the front doors with the briefcase, and a couple will pop the rear hatch and take up defensive positions to fire at the players and their vehicle.

During the chase, one pirate will radio the decrypted location of The Kodiak to the pirate base 2 days away. Characters will hear a loud buzzing and 'booting' noise coming from any radio equipment or chronocoms.

As there is no getaway vehicle outside the gate, the pirates that escape into the surrounding forest should be easy enough to track down by their footprints within the hour. They will fight to the death.

THE AFTERMATH

The pirates radioed for an emergency pickup during the chase, or immediately after trying to escape into the forest. The characters will eventually see a battered primer-gray shuttle with the Star Devil insignia make a pass overhead, before heading back to their mountain hideout. They will pick up surviving pirates that manage to escape.

A local yokel named Jimmy Liquids monitors communications at the small Jackettsville landing pad. He will advise the players that he was able to find the source of the radio transmission, some 2 days north in the mountains above, transmitting from a summer mining camp, which now lies mothballed for the winter. The Human's name is Jim Liquids.

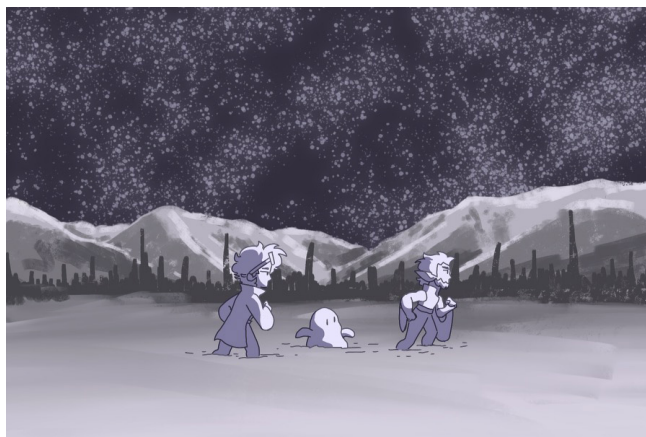
The radio operator will also relay the following information:

- The pirates reported that the mission was a success- they decrypted the location of The Kodiak.
- They took out Cousin Cleveland, but fired too early- and were engaged by the players before leaving the scene.
- They needed immediate pickup in the forest outside of Jackettsville- the explorer was acting up and would likely not make it back to the mountains.
- There was a strange buzzing sound- as if something was sent or uploaded to the radio wave before the signal went dead.

- The shuttle is an old chemical-drive orbital job- not able to leave the system. The pirate may have another Void-capable vehicle in the mountains or orbit.
- Cousin Cleveland survives the attempt on his life but will be laid up for some time in town.

BETA SECTION

OVERLAND EXPLORING



The location of the Star Devil radio transmission is not hard to zero in on: a seasonal Mining Camp near an abandoned landing pad constructed during the initial explorations done by the Cassidine Development Corporation 20 years ago. Some of the local miners and foresters know the area well and have visited the abandoned structure there from time to time during hunting expeditions in the offseason! The mining camp is usually mothballed during the winter months.

Lubed up with some credits and a few drinks, they will describe the prefab compound in detail- consisting of 4 or 5 buildings seen all over frontier worlds.

They will also warn the players about the wildlife in the mountains, including the snow sloth that were introduced to the forest for sport hunting. The wolf-like Kaminski Kats are active in the area this time of year, and can be very aggressive. Bear-like creatures are common as well, but are usually heading into hibernation by now. The Swanson Bear, as large as a groundtruck, is a common sight in the Singing Pines forest. The locals affectionately refer to them as 'Dumpster Divers' for their penchant for knocking over trash receptacles and parked trucks carrying food outside the town gates

The following items will be provided to the players:

- A couple of beat-up explorers (A tech may notice that only one of them is capable of making the trek there and back!)
- Winter clothing, Albedo or Inertia Screens.
- A few days' worth of food.

- A map of the Mining Camp that the Star Devils are using as a base.

OVERLAND!

The gates of Jackettsville close behind you, and it's off on the rutted gravel and dirt road and into the miles of forest to the north of the settlement. Winter is starting to set in, but the towering Singing Pines keep the snow at bay as they groan and creak in the wind. Occasionally a late-clinging acorn the size of a watermelon crashes through the lower branches and trees and hits the dirt and snowy powder, leaving a crater and small mist of snow hanging in the air.

A squelching radio call, garbled and full of static, will burst from the speakers at some point early in the trip. Jim Liquids is desperately trying to get through to the party. A Computer or Operate Machinery check is needed to clean up the signal.

"Jackettsville to Explorers. Come in Explorers. Jimmy Liquids here...We have confirmed that a Hull Size 4 spacecraft exited the Void and is currently inbound towards Swanson's World, maybe a day out. They entered the system from the Void, so I'm guessing we have a couple days to catch them while they overhaul their atomic drives."

ENCOUNTER- WILDLIFE ROADKILL BONANZA

Make an INT check to notice the road blocked ahead at a distance of 50 meters or so. There is something large and hairy in the middle of the road, on top of a recently-downed tree.

A further INT check is required to notice many large footprints in the snow and dirt on either side of the road, and what looks like a bloody military Albedo suit with some bloody human limbs sticking out of it. Feet, legs- go with what suits ya!

The carcass is a huge brown-furred Swanson bear (commonly known as the Dumpster Diver around the settlements). It's about the size of a groundtruck, and has been ripped open from the belly. An INT check will reveal that there is movement in the center of the carcass. The belly is rippling underneath the bloody fur! Kaminski kats will leap from the side of the road at the characters and the two that were consuming the Swanson bear will join in the attack after the initial surprise attack. There will be at least one kat per character plus the two within the bear.

Investigating the Albedo suit will reveal Star Devil patches and a matching tattoo on one of the severed

KAMINSKI KAT	
TYPE	Medium Carnivore
NUMBER	1 to 10
MOVE	Medium
IM/RS	3/30
STAMINA	70
ATTACK	70
DAMAGE	4d10 claws, 3d10 bite
SPECIAL ATTACK	Pounce — If the Kat approaches undetected, it gets a free attack and must make an opposed strength to avoid being pinned and automatically bitten
SPECIAL DEFENSE	Silent Movement/Stalk 60%
NATIVE WORLD	Swanson's World

limbs. A fully charged power backpack, a bottle of Yazirian ale, and 2 bullet clips also turn up. An INT or Survival check will tip the players off to a tracked vehicle nearby- a two-seater snowmobile with the Ludenstech/Jackettsville insignia on it. It belongs to the mining company, and was driven by the deceased pirate, who was sent earlier to plant explosives on the Cluro River Ravine bridge. The storage compartment has detonators and empty casings for TD-19 in it.

ENCOUNTER- KATS, AND STAR DEVILS TO THE RESCUE!

SORT OF...

Have the party make an Int check after the combat with the kats. Success will tip the group off to another approaching vehicle!

A very large snow machine, with 4 treads and an open top and enough seating for 10 in several rows is approaching in the distance, through the Singing Pines. Its headlights and loud noise is tough to miss. It is manned by 4 pirates who were sent to investigate the disappearance of their dead companion near the Swanson Bear. The storage compartment has detonators and empty casings for TD-19 in it. The snow machine has the same stats as a standard ground truck, except that it has tracks instead of wheels.

PIRATES

Race	ST/STA	DEX/RS	IM	RW	M	SKILL
YAZ	20/45	65/45	3	43	32	40
DRA	60/85	40/20	3	30	40	40
HUM	25/50	55/35	4	38	38	40
HUM	35/60	40/20	2	30	30	40

The Yazirian is armed with a rocket launcher, as they were expecting trouble. The Dralasite has a gyrojet rifle, and the humans wield laser pistols and auto rifles. The Snow Machine has a cache of equipment that the GM should utilize to keep the PCs equipped for the upcoming encounters at the mining site.

ENCOUNTER- BRIDGE AMBUSH

A few hundred meters outside of the towering Singing Pines forest, the landscape opens up to a scrub grassed plain dotted with yellowed hills, boulders, and long grasses sticking out of the early snows and wafting in the northern winds. A kilometer ahead along the rutted road, you can make out the top of the one-lane suspension bridge that crosses the Cluro River Ravine.

The Cluro River Ravine soon comes into view, a winding, shear-walled gully carved out by the rapids of the river 50 meters below. The roar of the water is starting to get louder, and a cold mist floats high in the air and settles on characters and vehicles alike. The Ravine Bridge, a one lane metal affair, stretches a hundred meters between the plunging cliffs. The surface looks slippery, and a rusted, tracked mining vehicle blocks the road about two-thirds of the way across the bridge.

There are two Level 4 security robots posted behind the mining vehicle on the bridge, along with 4 Star Devil pirates hiding among the detritus beyond the bridge. The robots will open fire on the party's vehicles when they are halfway across the bridge, and the hidden pirates will hold their fire until the explorers are disabled, or on anyone that exits the vehicles. A jetcopter will approach from the rear and strafe the bridge with machine gun fire. The bridge is set to blow, but unfortunately the detonators were with the deceased pirate found in the forest. The PCs may now be in possession of the detonators.

Security Bots

Level 4

Move

Medium 16

IM/RS

5/50

Stamina

100

Attack

70

Damage

Laser Rifle set at 7 SEU,
Hand to Hand 2d10

Mission/Function

Stop unauthorized personnel
from crossing bridge

Special Defense

Silent Movement/Stalk 60%

PIRATES

Race	ST/STA	DEX/RS	IM	RW	M	SKILL
YAZ	30/45	65/45	3	43	32	40
HUM	60/85	40/20	3	30	40	40
HUM	25/50	55/35	4	38	38	40
HUM	35/60	40/20	2	30	30	40

Weapons: Auto Pistols, Laser Pistols, Tangler Grenades, Machetes, Albedo Suit 100, Inertia Screen w/ beltback

GAMMA SECTION

ASSAULT ON THE STAR DEVIL BASE

The Star Devil pirates have centered their operations on the recently vacated Ludenstech/Jackettsville



Ludenstech Mining Camp

Machine Shop

Guard Room

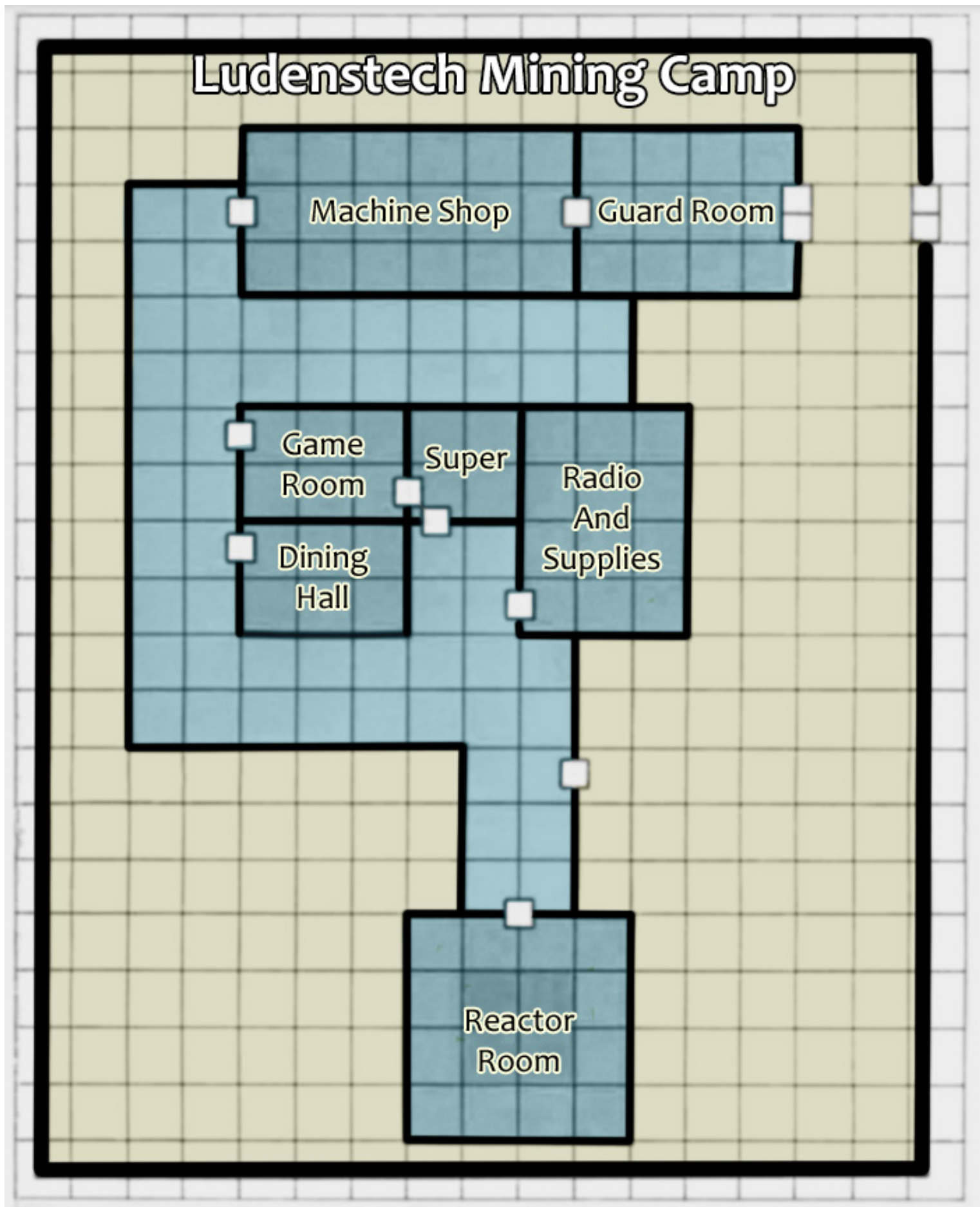
Game
Room

Super

Radio
And
Supplies

Dining
Hall

Reactor
Room



mining camp. The camp is the standard 'Fort' design seen in the Alpha Dawn rules. Ludens Technologies recently bought the patents to the Fort design, and now sells prefab kits of the base, complete with the underground tunnel made famous during the Mission to Alcazzar. Hey, it's a classic! The tunnel itself can be located about a half kilometer away in the woods, marked by a pile of rocks, and leads to a manhole in the lower left portion of the Mining Camp map. It can lead anywhere the referee wants, actually!

There is a rough landing pad, able to accommodate a shuttle or Hull Size 3 vessel. Currently, a slate-gray, primered-looking shuttle belonging to the Star Devils occupies the pad, which is also secured with an electrical fence. There is nothing of interest in the shuttle or pad. The fence is electrified, and will do 3d10 points of damage to anyone touching it. It can be shut off in the Radio Room, or bypassed at the Level 4 lock/security pad near the fence.

There are a total of 10 pirates occupying the base at various locations. They will take up defensive positions wherever is convenient for your game! If the party approaches in motor vehicles, many will take

PIRATES

Race	ST/STA	DEX/RS	IM	RW	M	SKILL
DRA	45/70	60/40	4	50	40	50
YAZ	15/35	44/25	3	50	30	50
YAZ	25/50	65/45	5	53	33	50
YAZ	20/45	65/45	3	53	32	40
HUM	60/85	40/20	3	30	40	40
HUM	55/50	55/35	4	48	38	40
HUM	35/60	40/20	2	40	30	40

Pirate Equipment: Laser Rifles (50 SEU Beltpacks), electric swords (20 SEU), Skein Suits, Albedo Screens (powered by beltpack)

OFFICERS

Race	ST/STA	DEX/RS	IM	RW	M	SKILL
HUM	65/65	55/60	6	65	70	50
YAZ	15/35	44/25	3	50	30	50

Officer Details and Equipment

Rypp Gorgeous, Captain, Human Male- Gyrojet Rifle (20), Auto Pistol (40), sonic knife (20 SEU) Skeinsuit, Inertia Screen (50 SEU beltpack)

Murphy Scarlett, Radio Tech/Pilot, Yazirian Male- Laser Pistol (50 SEU beltpack), Stunstick (20 SEU), Albedo Suit

up a position on roofs to get good shots at oncoming vehicles.

GUARDROOM

The outer door to this room is secured with a Level 4 lock. It contains bunks, chairs and several tables. Each bunk has a foot locker, all of which are empty this time of year. The Star Devils are only staying a few days.

MACHINE SHOP

This garage-like warehouse contains heavy equipment used to work the mines. There are 4 ground trucks, 6 heavy duty robots (minus their parabatteries), wheelbarrows, and anything a mechanic or roboticist would need to repair their specialties. Pictures of Human and Yazirian swimsuit models adorn the spaces about the workbenches lining the south wall, along with something resembling a pile of Dralasites playing twister or hopscotch.

GAME ROOM (FORMERLY WORKERS BARRACKS)

Game consoles, ping pong tables, holo-tables, and something resembling Duck Hunt, complete with a pair of orange rifles, fill out this room. There are a couple of vending machines as well, containing beverages and freeze-dried sandwiches and snacks.

DINING HALL

This room contains 4 long tables, each with a pair of benches that would sit along the sides of it. The benches are upside-down on three of the tables, and a fourth has the remains of the last meal the pirates ate. Plenty of leftovers and half-drunk ales. There is an automated kitchen on the far side, which appears to have been switched off. Two maintenance robots stand near the automat, and have been reprogrammed to attack anyone who enters the room with a variety of electric and analog meat-carving implements.

Maintenance Bots	Level 2
Move	Medium 16
IM/RS	5/50
Stamina	100
Attack	50
Damage	Hand to Hand 2d10
Mission/Function	Attack anyone entering Dining Hall
Special Defense	Albedo Paint — 50 points

SUPERVISOR'S ROOM

This is the quarters of the mine boss. It is currently occupied by the commander of the planetside pirate operation. There are monitors connected to all the cameras in the compound, and a couple kilometers up the mountain at the main mine site. The commander has a stash of power and bullet clips in this room, along with 4 freeze fields, a few extra albedo suits, and 4 power backpacks. A locked safe (Level 4 lock) contains 10,000 credits for bribes, bounties, and the occasional card game.

RADIO AND SUPPLY ROOM

The door to this room is secured with a Level 3 lock. A technician is usually on duty here during the mining season, monitoring the radiophone for communications from the mine and Jackettsville. Currently, only the subspace radio is humming along, beeping in a steady cadence of sound and static. A roll to operate the radio will show that it is being used to track a signal in space- the Corvette that dropped out of the Void and is inbound to Swanson's World to pick up the pirate crew. A successful Technician roll will reveal that the pirates at the mining camp have successfully transferred the location of The Kodiak and its mysterious cargo to the incoming pirate vessel.

Supplies

- Various sized parabatteries to operate all mining robots, vehicles, and machinery for the mining season
- 50 gas masks
- 10 kilograms of Tornadium D-19 (secured in a Level 4 safe)
- 1 Grenade Launcher
- Grenades of all types
- Detonators
- 15 power backpacks

REACTOR ROOM

The door to this room is secured with a Level 3 lock. This room contains the reactor that powers the mining camp, along with monitors for the camera system, a radiophone, and an additional subspace radio. The reactor has been rigged with TD-19, as set by a Level 4 demolitions expert. There is a remote receiver on the explosives.

DELTA SECTION

AFTER THE ASSAULT

It will be another day or two before the Corvette arrives to pick up the Star Devils on the surface of Swanson's World. It is pretty clear that the Star Devils have the location of The Kodiak and its top-secret cargo from

the Sathar War. The characters have some great options for continuing their adventuring along this plot line, including:

- Impersonating the planetside Star Devils and piloting the shuttle to infiltrate the Corvette crew in orbit. Jimmy Liquids is a fully qualified shuttle pilot.
- Interviewing with the local news group about their struggles against the Star Devils in the Jackettsville area. The local news would love an interview with Cousin Cleveland and the stars of the "Volturnus, Planet of Mystery" reality show.
- Heading to the equator settlement of Petite Infernos for some rest, relaxation, and maybe the busting up of a crime ring or two operating on the island
- Signing on with Star Law or another privateer organization to beat the Star Devils to the Kodiak

PLANETARY BRIEF - SWANSON'S WORLD

Planet Name	Swanson's World
Star System	Grand Enigma
Gravity	1.0
Length of Day	25 hours
Atmosphere	72% Nitrogen, 23% Oxygen, 5% Carbon Dioxide
Climate Range	Seasonal, with alternating Summer and Winter seasons between the northern and southern hemispheres.
Surface Temperature	-30C to 40C
Moons	Phobos, Rocton
Space Stations	1
Colonizers	Human/Yazirian

COLONIZATION

The Grand Enigma system was discovered in F.Y. 67 by an offshoot of the Cassidine Development Corporation, after the events on Alcazzar in F.Y. 63 between the Streel Corporation, the CDC, and Star Law. A new corporation was formed for the purpose of exploring the system, and evaluating its sole habitable planet, Swanson's World, for profitable resources. The corporation, Ludens Technologies, Inc., was a joint venture between former CDC security service personnel and Human scientists from a currently unknown system beyond the Frontier.

Swanson's World is mostly unsettled wilderness, with scattered mining or farming settlements inhabited by mostly Humans and Yazirians. These settlements have sprung up over the last 20 years and consist mostly of 'company workers' and seasonal help. There are three major settlements on Swanson's World:

- Jackettsville- located in the northern hemisphere. A mining town and base of operations for Ludenstech operation in the north, during the Spring and Summer months. Has a small spaceport that can accommodate 2 Assault Scout-sized spacecraft.
- Petite Infernos- located in the southern hemisphere. Similar to Jackettsville in the northern hemisphere, another mining and logging settlement populated by Ludenstech workers. Has a single spaceship landing pad.
- New Enfield- located in the tropics. A vacation island used primarily as a rest area for company workers between mining or farming seasons. Casinos, restaurants, amusements, and guided hunts are all offered by Luden Technologies to keep morale high. Also has a Ludenstech administration building, and the home of Burger Robotics.

PLANETARY FEATURES

Oceans- The majority of Swanson's World is covered by ocean, with 4 large continents that span the northern and southern hemisphere. The oceans plunge to tremendous depths, and numerous deep lakes with tidal features dot the landmasses. Rivers are plenty.

Mountains- Forested and snow-capped mountains can be found throughout the planet, some of them steep and sheer, others more gradual with forests clinging to their sides. The valleys are snaked by icy rivers and dotted by lakes teeming with fish and other creatures.

Forests- The lower altitudes are dominated by the towering Singing Pines, maturing to heights of over 100 meters. They get their name from the eerie noises and groaning their upper branches make as they creak and bend with the wind during the winter months. Their coconut-like acorns have been known to kill men and dent explorers when plummeting to the forest floor! Smaller deciduous trees and conifers cling to the mountains and grow beneath the shadows of the Singing Pines. The tropics are covered in haunted jungles and shadowed rainforests, supporting an unexplored ecosystem full of screeching, camouflaged fauna.

Flatlands/Prairies- Expanses of green grasses, rippling like ocean waves, spread to the forested foothills of mountain ranges and broken hills of the large continents. Lazy rivers weave through the prairies, sometimes expanding into bogs, mudflats, and shallow

lakes surrounded by rippling grasslands. Ludenstech is planning on beginning a robotic farming operation as planetary colonization grows.

Economic Interest- Swanson's World is abundant in heavy metals, including gold, silver, iron, lead, and uranium. The wood from the huge Singing Pines is an interest of logging companies, but so far Luden Technologies has managed to keep them at bay. Farming is being explored, and probes are being prepared to check the mineral wealth of both moons, Phobos and Rocton.



The Frontier Explorer presents to citizens of the Frontier the deck plans of a sathar destroyer. Recently declassified from Starfleet records, these plans reveal the true alienness of these creatures and underscore the terror that these ships should instill in all Frontier citizens. This 30-page document contains complete maps and descriptions of the interior of the sathar destroyer, the most common sathar vessel found in the Star Frontiers game. It also includes information on the philosophy of the ship's design and cultural elements about the sathar to allow game masters to develop similar plans for other ships. While the sathar are specific to Star Frontiers, this ship and deck plans can be easily adapted for use in other game systems.

We hope you enjoy this special Frontier Explorer Presents issue. As always, keep exploring!

Available on [DrivethruRPG](#)

LUPUS QUAD LUPUS

TYPE	Medium Carnivore
NUMBER	1
MOVE	Very Fast
IM/RS	8/80
STAMINA	150
ATTACK	70
DAMAGE	5d10 per bite
SPECIAL ATTACK	2 Bites per turn, Pin and Bite
SPECIAL DEFENSE	Stealth/Silent 50%
NATIVE WORLD	Swanson's World

The Lupus Quad Lupus is an elusive four-headed wolf that roams the forests and hills of Swanson's World. The "Four-Dog," as it is known in Jackettsville's taverns and sporting shops, is a legend that is yet to be bagged or tagged. It has never been captured or killed by the forest hunters of Jackettsville, but has been seen in the distance taking down Swanson Bears and fighting off Kaminski Kat attacks. Its long, gray-black fur and shaggy tail have been spotted on trail cams moving past at blinding speed, its eight eyes glowing like streaks as it flies by on the way to another kill.

No one knows where the Four Dog hibernates during the winter months, and it is assumed that the glowing eyes and four heads are a result of a genetic experiment or mutation not of this world. Is it a lone animal? Part of a pack of similar wolves? Native to Swanson's World? Who is responsible for creating this legendary creature? No one knows... yet!

The Lupus Quad Lupus may bite up to twice per turn. If its attack roll is under 20 it pins its prey and bites up to 4 times per turn without having to make an attack roll.

The Lupus Quad Lupus can smell rote and sulfur within 30 meters.



SCIONS OF FARANIS



A FRONTIERSPACE™ ADVENTURE FOR CHARACTER RANKS 0-2

Since before the recession of the Galactic Federation the administration of the navigation buoy network critical to interstellar commerce has been the sole responsibility of Federation Navigation Systems (FNS). Three months ago, FNS started losing reception from seven of its nav-buoy stations imbedded in the Southern arm of the Nagol Dust Clouds in a region of space known as the "Ship Graveyard". These recent reception outages have resulted in several costly navigational mishaps and lost data transmissions.

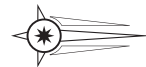
In response to the growing public pressure to expedite repairs, FNS has contracted the Navistar Corporation to send a trouble shooter team to investigate. One problem, the night before the scheduled launch half of the team was afflicted by an infectious spacer's disease and is stuck in quarantine.

In an effort to keep the lucrative contract, the local Navistar office in Kingsport is seeking to recruit anyone they can to fill the vacant crew positions on their starship. No experience, No problem! Our veteran crew can handle mentoring a few new "green horns". After all, what could possibly go wrong on a simple Nav-Buoy repair mission in a mysterious region of space known as the "Ship Graveyard"?

Scions of Faranis is a beginner Frontier Space Role Playing Game adventure for four to six players with Characters ranked 0-2 from **Luminous Design**.

Available on [DrivethruRPG](https://www.drivethrurpg.com/)

OF OCTOPI-MEN AND LAVA MONSTERS



THOUGHTS ENHANCING VOLTURNUS PART II

By John Jamieson

As we continue thinking about the epic three-part Volturhaus series, it's high time to look at enhancing and expanding the second module (*SF1: Volturnus, Planet of Mystery*) and how a little deeper thinking can add more to it. Today, I am in the rebuilt "Desert Sun Inn", a resort that once served as a desert outpost for the dreaded Star Devil Pirates. I earnestly hope you find my musings useful!

—John Jamieson, "missing" explorer of Volturnus

MODIFYING STAR FRONTIERS COMBAT

Star Frontiers combat is very forgiving. The chance to hit is often very low, and even then damage rolls are low and the amount armor subtracts from damage is high. This, along with a high amount of Stamina, means high survivability. This can lead to some very drawn-out combats.

To speed things up, either halve STA for damage purposes or add +1d10 to weapon fire or both (for super-danger).

Also, a rule often forgotten is "Opportunity Shots," mentioned on pp. 24 of Alpha Dawn. Keep this in mind for characters hiding behind cover. Let the enemy move to them.

BETA SUBSECTION 1: THE SHARD GLASS PLAINS

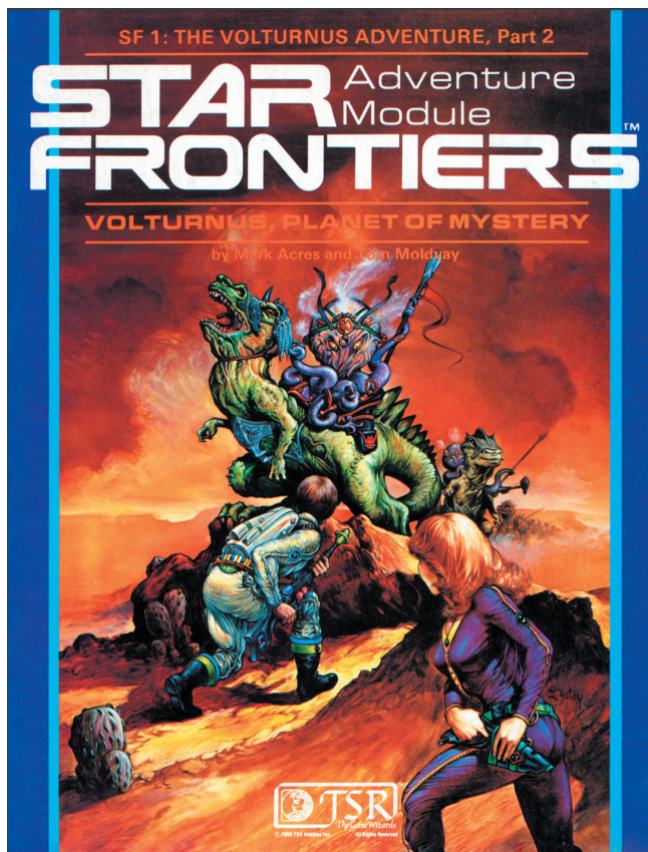
WHAT TO DO DURING THE LONG TRAVEL?

Travel times to the plains through the Caverns beneath the Burning Lands is 12 days with no encounters, and then another 8.5 days on the surface (possible encounters). It should be ample time for several activities or incidents (which GMs can hint at or suggest):

1. Healing. There should be ample time to heal wounds, both with technology and natural healing. Natural healing is 1 Stamina point per 20 hours (day) and the character must rest; assume they are being carried on a travois or other means.

MODIFYING NATURAL HEALING

1 STA per day is so old school it hurts. A more reasonable amount is 1d5 per day and add +1 if the characters note they are changing bandages often, cleaning the wounds, brewing teas, and in general helping make the wounded comfortable. This, of course, is predicated on a lack of modern meds.



2. Environmentalists. Those with these skills can use the sub-skill Analyzing Ecosystems (30% + skill -20% alien environment) to get a real handle on both the Burning Lands caverns and the Shard Glass Plains ecosystems. They can also beef up party melee weapons using Environmental: Making Weapons skill.

3. Programming robots or computer systems. There will be rest periods during the trek and the technicians in the party can fiddle with items. See pp. 12 Technical Skills in Alpha Dawn.

4. Learning new skills. PCs can spend accumulated skill points through the "practice" method as per pp. 11 in Alpha Dawn.

1. INTO THE SHARD GRASS, ETC.

Whether the Rollers or the Spitters are edible and can provide provisions is up to the GM. Spitters are probably less so, due to their high acid volume.

Using Environmental: Making Weapons skill might allow for the creation of shard glass polearms (damage 4d10, to-hit of -10) from shard glass (nasty!) or shard glass spears and arrowheads. GMs may want to hint at this.

4. FIGHT IN THE TREES

This is a fairly complex and interesting fight, and it assumes the basics taught in the first module have been mastered. Adding a vertical movement element as well as sighting issues means it is quite the fight! Be sure to carefully read the entries. Using the maps and counters is very fun, but I could see miniatures and either 3D trees or colored circles indicating the height of trees being used.

The Kurabanda are FAST in the trees, moving at almost three times what the Pirates and heroes move at.

Ammunition seems a bit odd. The single powerclip per pirate and was probably designed to prevent the PCs from obtaining a ton of weapons and ammo. There is an easy fix to this found in many modern RPGS that I shall call "Dramatic Ammo!"

Basically, the Pirates have enough powerclips to keep firing until they are downed, at which point said ammo cannot be recovered. In addition, their beam weapons can either be recovered and used to arm the Kurabanda for later events or have a 75% chance of being dropped and lost in the foliage. (GM's choice.) Alternatively, give the Pirates 4 powerclips each, enough to shoot 20 times at 4 SEU with 4 reloads.

Pirate Explorer: The pirate's hidden Explorer may be found at a (much) later date if the GM so decides. Perhaps the Kurabanda will inform them of it. This could be a chance to insert your own design for an Explorer. (I personally love the Traveller ATV as found on pp. 115 of Vehicle Handbook for Mongoose Traveller 2E).

5. MEETING THE KURABANDA

It's questionable to play the Kurabanda as primitive tribals due to modern sensibilities. The GM may want to show a richer culture of busy harvesters, goods crafting, storytelling, weapon practice, and the like. Primitive/low-tech is not stupid! Keep in mind that insults and hijinks at this point will affect the upcoming meeting with the chief, despite the Kurabanda sense of humor.

In addition, the shaman may not have futuristic Medical skill, but could have a level or two in Psycho-Social skill as well as herbal medicine, increasing natural healing to 1d5 Stamina per day. This will also be done to heal wounded Kurabanda.

See also "Power of the Poultice" in *Frontier Explorer* #11.

This section is pretty detailed. However, several things come to mind. 1. The Kurabanda eat Rollers. 2. What do they do with the rollers' bones and roller – seem like useful resources for tools?

6. HUNT IN THE AIR

Using the glider counters and roller counters with a map can be fun. The GM will need to make a map of

½" squares with one edge showing the Bacaranda Forest trees (see existing map) and a section of the Shard Plains. Be sure to add some crushed paths the Rollers have made. Each Roller counter will need to represent 15 Rollers as there is a herd of 50.

Landing behind the Rollers may incur fire from their defensive hind shards (ATT 60, DM 1d10; Range 5/10/15/20/30) and there may be 2d10 Rollers firing on a PC.

GAMMA SUBSECTION 3: JOURNEY TO THE OUTPOST

Making a jon boat/jack boat: a flat-bottomed 2.5-meter craft would take around 24 man-hours if the modern screws and tools in a techkit are used along with forest wood and sap as a sealant.

A crude raft of logs and ropes/vines would be faster, around 8 man-hours.

See also:

- Swimming: *Star Frontiers: Alpha Dawn*, pp. 20.
- "From Freighters to Flying Boats," *Dragon Magazine* #149, pp. 49
- "Going for a Swim," *Dragon Magazine* #110, pp 88.
- "Don't Go Into the Water," *Frontier Explorer* #1.
- "Balneum Blue," *Star Frontiersman* #25.

GAMMA SUBSECTION 5: PIRATE OUTPOST

This outpost gives a chance for the stealthy characters or those with Technician skill to shine.

Security Devices deactivation rolls:

Electrified Fence: one location only in NE corner.
40%+Skill-10%

Contact Recognition Lock: it is highly unlikely the Tech will be able to get past this and they should recognize that fact. 40%+Skill-60%.

GAMMA 5.1 OUTPOST PIRATES

Kurt Sandovar's MW is wrong and should be 30%.

Joey "The Wrench" Wildson RW score is wrong and should be 25%.

Wally "Red Eye" Jones is fairly dangerous, with a to-hit of 60% with beam weapons, 60% with thrown weapons (his grenade), and 50% with melee weapons.

The heavy hitters are the robots. Players may have a tough time against these using only their laser pistols, bows, spears, or melee weapons. especially bold characters could get the jump on one, remove the access plate, and try to take control of the bot. This is dramatic – and new players could be subtly encouraged to try this.

It involves (per pp. 14 of *Star Frontiers: Alpha Dawn*) removing the security cover (100%, one turn, the character may suffer attacks) and then Deactivate



(100%). Bold techs can try Altering Mission but this takes 1d10x4 minutes as these are Level 4 bots.

Subtle hints about trying to capture/disable the bots and outpost equipment are key for new players. Most tend to blast away, when in fact these robots could make a huge difference in winning on Volturnas. If the characters trash the robots, they could be repaired at the GM's discretion.

2. STORAGE ROOM

The storage room is climate-controlled and kept quite cool to preserve the food.

4. LIVING QUARTERS

Generous GMs may roll up a whole assortment of trinkets and baubles. PCs seem to love this stuff. There are many d100 and 2d6 lists available on drivethrurpg.com.

6. The samples of vibrillium and tomarium are precious. A successful Environmental/Analyze Samples roll will indicate they are worth quite a lot per ton.

DELTA SUBSECTION 1: JOURNEY TO THE EDESTEKAI VILLAGE

If the PCs decide to stop first at the Kuraband village, it is an excellent opportunity to indulge in some roleplaying involving hunts, feasting (and drinking contests), and the like. See "Expanding Volturnas" below.

DELTA SUBSECTION 3: PLANNED ENCOUNTERS

1. ATTACK OF THE AIR WHALE

Be sure to use the illustration. The module's designer was not keen on having the PCs simply bop around in the jetcopter.

Piloting a jetcopter is covered by Technician Level 2. The GM may want to encourage a PC to spend XP on their Technician skill following the outpost battle.

SLAVE CITY ONE ENCOUNTER KEY

4. STAR DEVIL'S PERSONAL QUARTERS

This is an excellent opportunity to introduce a new gizmo or two from the various Star Frontiers magazine articles!

8. PRISONER COMPOUND

See NPCs below. Nearly all of them are in need of Minor Surgery following a Diagnosis check by medics. Some will need Controlling Infection. In addition, the team can be encouraged to use Psycho-Social skills Empathy and Psycho-Pathology skills over a few days to help them recover. However, they still will be in no shape to accompany the PCs.

13. ORE STORAGE AND SHIPPING

At 5,000 Credits per unit, it can be assumed there are 25 Units of each processed ore for a value of 250,000 Cr. Considering the average mining ship or freighter runs from Hull Size 8 to 20 (average 12) it will take 4+ shiploads to move and the ore taking (10xHull Size days) to load.

Yep, it's a lot of cash. But issues come into play: how to stake the claim once the Federation arrives? How to arrange for shipment? PCs can try to arrange chartered haulers (see Knight Hawks pp. 45) or sell to independent haulers. They will pay the "At Source" rate.

This opens up loads of possible adventures. Once the PCs get their hands on the cash, it is time to suggest perhaps putting a down payment on a ship!

16. SICK BAY

It would probably be reasonable to triple the amount of medical doses. Since it serves as a surgical suite, giving a +20% to Medical rolls is appropriate (see pp. 16 *Star Frontiers: Alpha Dawn*).

17. ARMORY

The PCs can cut their way in using a laser or power torch or ... use the remains of a pirate officer to open the lock.

23. RADIO ROOM

The GM may wish to write up the various communications in light of expanding the campaign further. See Expanding Volturnas, below.

26. POWER GENERATOR

Most likely this is a micro-fission reactor but inventive GMs could use a geo-thermal powered one instead as the planet is rife with the possibility.

EPSILON SUBSECTION 6: KEY TO THE EORNA COMPLEX

VERY IMPORTANT: Keep in mind the scale. Each square is 10 meters x 10 meters or 32 x 32 feet. The ceilings are also 10 meters in height. This is because the Eorna are huge – many coming in at 3 meters tall (10 feet).

For flavor, the GM should not only emphasize the odd lighting, crystalline structures, and strange smells but also the sheer scale of everything.

1. PROGRAMMED INSANITY MACHINE

Given there is a lot of discussion today about mental health and stigmas, GMs should probably be cautious about this room. An alternate could be illusions of some kind. See Room 5.

6. QUARTERS

Keep in mind the enormous SIZE of the Eorna at 3 meters tall. Their furnishings will be scaled to match.

8. HYPNOTIC ROBOTS

The GM should also note their size is 3 meters tall.

12. ASYLUM STOREROOM.

This is very much a pixel-b*tch scene resting on player knowledge instead of character knowledge. If the players are stumped, allow for Logic or Technician rolls.

13. ASYLUM BEDROOM

If using an alternate damage system such as adding 1d10 to all weapons (thus 1d10+PS damage) and halving Stamina for hits, this combat could be tricky, especially if the Eorna with their large size decide to use wrestling or disarming (pp. 25 *Star Frontiers: Alpha Dawn*). Characters cannot use wrestling against the Eorna, so breaking free may mean an opposed Strength check.

16. EORNA HISTORY MUSEUM

What a shame Lt. Col. Louis V. Jameson cannot join the PCs for the rest of these adventures! Perhaps some other time?

THE SATHAR ARTIFACT

8, 9, 10. SLAVEBOT CHAMBERS

The slavebot sonic disruptors are Sathar in design, so apply a -20% penalty on Technician and Beam Weapon skills.

NPCS AND VEHICLES

Crude Jon Boat or Raft: Top/Cruise Speed: 15/10 KPH, Passengers: 6, Cargo: 100 kg, Hull Size: A, Bump Number 1, Accel/Devel: varies.

EXPANDING VOLTURNUS

Articles written over the decades (!) can add some additional fun to the series. Some pieces are set prior to or after the events in the modules. See:

- "The Voltornus Connection," (backstory) *Dragon Magazine* #98.
- "Encounters," (scenario) *Polyhedron* #9
- "Dispel Confusion," (correct damage for Rogue Crystals is 5d10) *Polyhedron* #16.

10 Prisoners of Slave City 1

Battered, beaten, abused, and in poor health, these folks are prisoners from other starships. GMs can play up their stories (and skills) once they are fed, rested, and healed. What races they are is up to the GM.

STR/STA	45/20*	PS	3
DEX/RS	45/45	IM	4
INT/LOG	45/30*	M/RW	35/25
PER/LDR	45/45	MV	Medium

Notes: *Scores lowered due to condition. Normally 45.

- #1 Vehicle operator: Technician 2
- #2 Astrogator: Pilot 1, Astrogation 2
- #3 Pilot: Pilot 3, Engineer 1, Melee 1
- #4 Ranger: Environmental 2, Archaic Weapons 1, Melee 1
- #5 Xenobiologist: Medical 2, Environmental 2, Computer 1
- #6 Doctor: Psycho-Social 1, Medical 2
- #7 Analyst: Robotics 2, Computer 3
- #8 Field Gunner: Projectile Weapons 2, Environmental 1
- #9 Outrider: Technician 3, Environmental 1, Beam Weapons 1
- #10 Special Agent: Grenades 2, Melee 1, Demolition 1, Psycho-Social 3. (Note, will keep identity and mission a secret – could be corporate or Star Law).

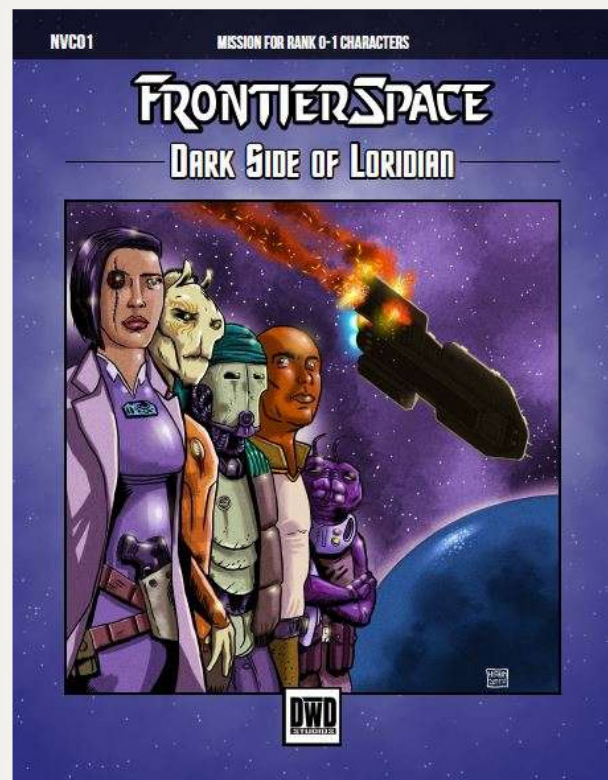
Note: Spaceship skills are based on the alternate rule of not having prerequisites.

GMs could also have some fun rolling up each of these NPCs. Keep in mind Loyalty checks on pp. 60 of *Star Frontiers: Alpha Dawn*.

These folks can also serve as replacement PCs (simply roll up a PC and swap in for one of them.) In addition, PCs could be made from UI-Mor, Kurabanda, or Edestekai if the GM is willing and there is an agreement to keep hidden information secret. See below for such articles.

- "Eorna Defense Installation," (site), *Frontier Explorer* #2.
- "The Devil's Lair," (scenario) *Frontier Explorer* #7.
- "Kurabanda Blowgun," and "Eorna Solar Crystal Lantern," (tech) *Frontier Explorer* #9

- "Voturnian Psicrystals," (tech) **Frontier Explorer** #19.
- "Solving the Star Metal Sickness," (scenario) **Frontier Explorer** #19.
- "The Mechanon Revolt and its Roots in the Battle of Volkos," (history) **Frontier Explorer** #19.
- "Voturnus Before the Day of Doom," (history) **Frontier Explorer** #19.
- "Know thy Enemy: Looking at Sathar Vehicles," (vehicles) **Frontier Explorer** #25
- "The Voturnian Bowler," (creature) **Frontier Explorer** #26.
- "The Battle of Zebulon," (Knight Hawks scenario) **Frontier Explorer** #29.
- "UI-Mor as Player Characters," (PCs) **Star Frontiersman** #5.
- "Arborean," (new species) **Star Frontiersman** #6.
- "Kurabanda as Player Characters," (PCs) **Star Frontiersman** #7
- "Eorna as Player Characters," (PCs) **Star Frontiersman** #8.
- "Voturnas Desert Encounter," (scenario) **Star Frontiersman** #13.
- "Frontier History: Return to Voturnas," (scenario, history) **Star Frontiersman** #16.
- "Monastery of the Divine Flame," (site) **Star Frontiersman** #17.
- "SF: 2KH Liberation of Voturnas," (Knight Hawks scenario) **Star Frontiersman** #19.
- "Quickfungus: Where it Came From, Where it is Going," (creature) **Star Frontiersman** #20.
- "Evaluating Villains of Voturnas for Canonicity," (history, tech) **Frontier Explorer** #28.
- "Crash on an Alien Planet (aka Creating Your Own Adventures)" (scenario), **Star Frontiers: Alpha Dawn Basic Game Rules**
- Shuttle crash illustration, **Star Frontiers: Alpha Dawn Expanded Rules** pp.17



The Barrington Tor is (or rather was) a corporate transport ship used by Nebula Vista Corporation to ferry high value cargo and representatives across the frontier. When the ship went missing two weeks ago it made interstellar news.

Last week a satellite located its remains on the dark side of Lorian (in the Kassel System), and an expensive search was undertaken by local rescuers who failed to find survivors using remote recon drones. Today NVC ordered the search ended and sadly sent news to the families of the eight beings lost in that crash, citing failure in the nav computer as the likely root cause of the accident, killing all aboard. Reparation to families is underway.

Your team has been sent to recover the black box flight data recorder from the wreckage. The dark side of Lorian is a dangerous place, made even more dangerous when the team realizes the ship was sabotaged, and they're not alone among the wreckage of the Barrington Tor!

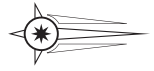
Available on [DrivethruRPG](#)



DIVING INTO HISTORY

ADDING SOME HORROR TO THE FRONTIER

By Steven Parenteau



"Hey Brandon, up here, I found it," Krisk Klak called to his adolescent companion while looking over a rocky outcropping. "I told you that there was a cave up here".

"I'm still curious how you found this spot. Climbing up cliffs isn't exactly your favorite thing to do," Brandon said slightly out of breath from his climbing efforts.

"I saw it with my magni-goggles last week when I was following the canyon below. And what are you complaining about, aren't your ancestors descended from monkeys or something," Krisk exclaimed while making a low clicking noise designating a form of giggling.

Brandon finished his climb to the outcropping. Standing up so he was even with Krisk, he smirked and said, "Ook Ook".

"Funny, let's go check it out. Hopefully, it's not a Karhu lair. You got your light, right?" Krisk said shaking his head.

"Of course, I did, you said we were going to check out a cave. I didn't know it was going to be up 50 meters. We'll probably get defecated on by Darkwing bats." He said with a snort and ducking his head to fit into the cave.

"Watch out on the ground there, looks like bones!"

"I knew it, there's a Karhu around here somewhere, Brandon said looking behind himself and imagining the large fury omnivore blocking the cave exit from them.

"No, I don't think so," Krisk said, his flashlight lowered, scanning the cave floor looking over the scatter of bones through the cave. "I think these bones are old. There's no blood and doesn't look like any animal droppings around. The caves are only about 8 to 10 meters deep, let's have a look around to see find there's anything else here."

Sifting around the bones and moving rocks around, Brandon saw a small brown object wedged between the cave wall and a large rock.

"Hey Krisk, I think I found something." Said Brandon, his hands fumbling in the tight gap trying to work the object free. "Looks like a book or something," his hand pulling free the prize buried in the bolder, scraping his knuckles in the process.

"A book? Probably just belonged to some old homeless Yazarian, Krisk exclaimed.

"Well, it's only a piece of a book, the front section is missing but it looks like a journal. Wholly funnel worm, look at the first date on the journal, 6.2.22." Brandon

read in disbelief, using his flashlight to make out the writing on the old yellowing pages.

Krisk, no longer able to feign his disinterest, turned his flashlight from the cave floor towards the old brown-backed book adding his light to Brandon's in aid. "Well, what does it say? Read it."

6.2.22

I didn't have time to write yesterday, I stayed late at the institution trying to catch up. So many people have called out sick that I needed to pick up the slack for most of the department. Our testing keeps coming up negative or inconclusive. It seems that the blue meanies mutate so fast we can't lock down if we're on the right track or going down another dead end. I know other planets and institutions are working on the problem too, but I would love if we could contribute to a break in the problem. Probably going to end up late again tonight if too many people call out again.

12.2.22

Today was a close one. On the way to work, there were riots on the street and at the city center near where the institution is. People were protesting the government for not doing anything. Then a religious group started screaming it was the end of time and we should all pray. Then a riot broke out and there had to be 300 or more people fighting, blaming each other for the problem.

It's strange how people when they don't have control of their future go crazy and lash out at everyone and anyone to make themselves feel better. Somehow there's a virus making people sick and only science is going to get us out of this. But people don't want to wait and want everything better now and to go back to the way it was before.

So far, I'm feeling fine, things were looking up yesterday. Bralek was back at work and helping in the labs doing buffy coat separations for DNA multiplication. He said he felt better but he had a little bit of a blue tinge, especially around the muzzle.

16.2.22

It's dark here, the power went out so I'm writing using my electro-light. Today was depressing at the institution. I got told today that Bralek died. He was just there helping the other day like it was a regular day, now he's gone. There were less than half of the people at work today.

18.2.22

Well at least the power came back on, I heard rumors that there was an issue, and no one was around to fix the system. Went to the shopping center today, the place is running out of basic stuff, especially imports. It seems that very few ships are landing anymore. That makes me sad, I was hoping to get a Malek ice cream from Gran Quivera, they always cheer me up. I grabbed some extra basic supplies around the house in case stuff temporarily ran out.

22.2.22

I got to work, and the institute was closed, and locked up tight. Yesterday there was no one in reception and the cafeteria was closed. I guess they're sick and couldn't make it in. That's okay, the streets are filled with people going to the market and still protesting in the city center and I would rather not be around them, especially when they turn violent. Plus, so many people being around in one place, there's no doubt someone in that crowd is infected, and even at the institution we still didn't fully understand all the components of how the virus is spreading especially across species.

24.2.22

Well, it was on the emergency broadcast, the planet is closed to all transit in and out except by the UPF or Star law. I guess things are much worse than the media has been reporting to us. I'm going to go out later at night and try to pick up items at the market. I'm hoping it won't be as busy or sold out. The way things are going we could have some issues coming up.

25.2.22

Market was disappointing. I did get a few things plus what I have stored up well let me keep going for a few weeks before I'm in trouble. Maybe I'll start going through my camping stuff later since I don't have a job anymore.

27.2.22

There was just an emergency broadcast. The government has just enacted a curfew and declared martial law. I think things are going very bad and I'm going to look for my camping equipment.

28.2.22

There are riots in the streets and the military has been called. I don't think they are going to be able to stop all the people plus who knows how many of them are sick. There are ground vehicles on fire in the streets and I thought I heard an explosion a few blocks away.

I'm going to pack my supplies and leave the city. I went camping last season in the wilderness for 4 or 5 cycles. I'll probably be safer away from the city until this dies down a bit. I'm sure the federation is working



If you love the cover of this issue our amazing cover artist, Aillen Taylor, you can get it on a [T-shirt](#).

Consider checking out his other creations at his [on-line store](#).

on getting things back under control and order will be restored soon.

30.2.22

It took me two cycles to get out of the city. There are riots, protesters, and robbers everywhere. I saw two Dralasites robbing a Yazarian for his grocery bag. So, I had to divert several times and go through areas I didn't know. The streets were dark tonight as I left the city limits. I guess the power is out again, I'm not expecting the power to go back again for a while. I'm exhausted but I need to keep moving and find a place to hide before I sleep.

31.2.22

I found a drainage ditch before I collapsed. My cronocom says I slept for 8 hours, tough to tell since the sun hasn't risen yet. I'm going to keep heading towards the hills where I camped before. I know there's a stream with water out there, hopefully, there'll be no one else out there.

I keep thinking that if everyone would just calm down and wait all this will blow over. I don't know what they think attacking government central is going to do for anyone. They need to let the institution reopen so we can research what's going on.

32.2.22

I'm at least 10 km from the city now. It's daylight and can see smoke rising from the white stucco central city. I don't know if they're still rioting, or if the military has control.

I'm still feeling tired even after my rest. Maybe once I get to my camping spot, I'll get some rest and feel better.

33.2.22

It finally happened. I noticed my nails have a slight tinge of blue to them. Thought I was just getting tired, but I must have the blue meanies. Well, there was no help back in the city, the hospitals were overloaded plus during the night I could see a fire glow coming from there. Guess things haven't improved.

Not everyone gets seriously ill from the virus, so hopefully I'll be alright. I think I have 5 or 7 kilometers to go before I reach the campsite I used before.

33.2.22

I saw what might have been a family in the distance, heading across the plains towards the same valley as I am. Probably planning to wait out the disruptions until they are over. Couldn't tell if they were Human or Yazarians but looked like they were walking on two legs.

34.2.22

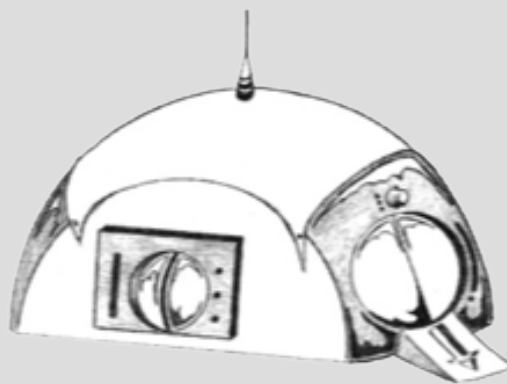
It took me all day to reach the river. I had to stop every hour and rest. I think the virus is wearing me down. Going to set up my camp and auto shelter and get some good sleep. From this far away I can't see any lights from the city anymore. I don't have a lot in the way of tech, but I have my chronocom and I can listen to the emergency channels to find out what's going on.

I wonder how the other people are doing, especially my friends at the institute, but we could have had some results by now if it wasn't shut down. I'm sure the government has a plan to get things going right.

2.3.22

This is the first time I've had a chance to write. I slept for almost a day then woke up starving. I ate some of my supplies, but I got nauseous. The color under my nails has turned almost entirely blue now. So, the virus is running around in my system now.

Next, I'll start to run a fever and splotches will start to appear on my skin. I have some medicine, mostly a



Scree Fron Survival is the interstellar leader in survival gear. Their compact and economical enviro-tents have a 3 being capacity.. Get the Star Scout Envirotent™ when you want dependable, compact and economical protection in hazardous environment.

first aid kit but I do have drugs to control a fever and I have the stream nearby where I can cool off.

Wonder where I picked it up from. Probably the last day I went to the market. I thought going late at night would put me in contact with fewer people but instead, the place was packed. Someone must have been contaminated. Too bad the drone courier service wasn't running I could have avoided contact.

4.3.22

I woke up with a fever and took some medication. That took the edge off the fever. I also took a dip in the river, which was freezing I think it has more to do with my fever but that helped me out a lot too.

I haven't seen anyone else since I was traveling but I can't believe I'm the only one in the city that took to the hills. I know people were afraid of what was going to happen. In my case, I was too afraid of the people.

I'll admit I'm starting to get lonely out here alone but who would want to meet me looking like this. My nails are blue and I'm sure my lips are blue by now although the splotching on my skin has only been a dark blue, not the almost black color bruises I've seen on so many other people.

6.3.22

I can't catch a break here; I woke up covered in sweat again, so I took a dive in the stream, and something bit me. I think it was poisonous too, or something. My foot looks infected, so I've put some anti-bacterial ointment on it and took some other meds from the med kit.

On better news, I found some edible berries about half a kilometer away. They were a good dark purple color, so I think they were good to eat. My stomach is still upset but I'm learning to live with the nausea. I've noticed my clothes are fitting a bit looser, so I've lost some mass.

7.3.22

This will be short; I've started to have severe dizziness. I don't know what's causing it, the blue plague or the thing that took a bite out of me. Hopefully, it will pass.

10.3.22

Very dizzy, can't eat anymore, can hardly see to write. Wish I could see my family in Prenglar.

15.3.22

It's dark out now, I seem to have passed through the worst of whatever it was. I woke up with a terrible headache; I think it was dehydration. Drank the water right out of the stream without my filter. Still feeling weak and off balance but nothing like I was going through.

While I was sleeping, I had the weirdest dreams. Fever dreams of animals running around me in the dark and then running away every time I try to touch them.

16.3.22

I was able to eat food today but I'm still hungry. Tried to find more of those berries, looks like some animals have been eating them. I only got a handful of them, and it did little for my hunger.

The good news is I hiked around today and besides the sun feeling too hot, I felt great. The blue in my fingers has started to fade but the color hasn't come back in my nails yet.

I checked my chronocom today and there is still just an emergency broadcast going on with no change telling people to stay indoors and minimize physical contact between people.

Tomorrow I might hike up to the top of a ridge directly across from my tent. It's got an elevation of almost 250 meters. I should be able to see the city from up there and see what's going on.

18.3.22

Well, I didn't climb yesterday during the day, the sun was still too hot, so I waited until twilight and then started my climb. It was way easier than I thought it would be. I pulled myself right up the cliffside and was up 250 meters in an hour.

I could see the city but there was nothing there. No fires, no lights, no air cars. Of course, it's too far away to see people but I would have hoped to have seen some sort of signs of people there. I sat up on the top of the cliff for a few hours before climbing down.

Still starving though and I'm almost out of supplies. I'm going to either travel back to the city or start finding some food out here.

19.3.22

I constructed a trap using the last of my food for bait. Now I must wait and see if anything wanders into it. I put it down by the water where I've seen tracks, so I know something lives around here.

Of course, I've never killed anything before but I'm starving! My stomach hurts and I have a headache, like a throbbing in my head. Something must still be wrong, could it be an aftereffect of the blue plague? I need to eat something soon.

20.3.22

It's dark out now. My cage caught a strocol, not bad for my first try. It's cute and furry but it also looks delicious. The sun was so hot it burned my skin when I tried to go out and get the cage. I don't know what's wrong with the sunlight, but I thought I was going to blister up. I grabbed my poncho and that gave me enough cover to grab the cage. The strocol was a good size probably about 3 kilos and would be perfect if I could kill it and cook it.

I opened the cage and as it came out, I bashed it with a rock. I felt so bad but I was so hungry now all I saw was red when I hit it. I think I killed it with the one-shot; it was limp when I put it on the fire. After 10 minutes of cooking, I rolled it over to cook the other side but couldn't wait and started eating it after only 15 minutes on the fire. It tasted so good, the best food I've ever eaten, especially the half-cooked part. Guess I've gone from medium-well to the medium-rare.

On the good side, I'm not hungry anymore and the headache is gone.

22.3.22

Something is seriously wrong with me. I'm like two different people now. When I'm hungry I become someone else, then after I eat, I'm back to myself and look over what I've done. Like it was a dream and someone else had done it.

My food ran out again, so I waited by the steam for an animal to show up. This time a grazek came to the water. It must have been at least 45 kilos. I don't know what happened, but I dashed out of the bushes and while I knew I had no chance of catching it, I did. I rolled it over and grabbed its horn and when it tried to break away from me, I twisted it around and snapped its neck! I heard the break and it fell to the ground twitching and I just watched it until it stopped. Then I dragged it to a spot where there would be cover from the sun near the cliff edge and started to eat it without cooking it this time.

I've become something else; I don't know what's happening! But I could be dangerous to other people, but I need help.

25.3.22

I couldn't stay by the river anymore. I heard people the other day while I was out wandering around. Others must have moved here from the city. But I don't want to be around people until I can be isolated. So, I left most of my gear and moved up the cliff. I've found a cave that I can stay in out of the sun, which now blisters my skin if I stay in it for more than a minute. From up here I can see down at night in search of animals to eat. I've found I can go days without eating but I can't save it for days. I must eat fresh kill only.

It's become gruesome but I'm finally getting a handle on it and can control my hunger for a few days at a time but after 4 days, I'll lose myself, and the drive to eat is too strong.

27.3.22

I've had to travel up and down the stream at night searching for prey each night. Luckily, I get at least 25 hours of night so plenty of time to search for prey. In the night I saw light, I was so surprised as I hadn't seen light in so long now, I almost didn't know what to make of it. I slowly crept towards the light going from rock to rock as cover.

I found a small campsite about 6 kilometers north of where I had been staying. How long it had been I can't say as I had never ventured that far north. I saw only two people, a female Yazarian and a male Human. I crept away leaving them alone and headed back south.

The urge wasn't overwhelming yet, so I headed south instead with hours of night left to go. Unfortunately, I came up empty that night. I think may have to start coming up with a plan to head back to the city soon.

29.3.22

I lost it last night; I couldn't find any food the last two nights and I knew where the other camp was. I tried not to do it, I did everything I could but no matter where I wandered, I kept finding myself at the northern camp. I lay there, hiding in the brush like a wild animal stalking its prey. Twice I managed to get up and walk away but I still couldn't leave, I would get 20 paces and walk back like a rubber band yanked me back.

The second time was when I broke. I got up and left but only got 3 steps and then their survival tent opened. I was on the human male so fast he never knew what happened. I covered the 25 meters to their tent in 3 seconds and tore his throat open. No scream just gurgling blood and splatter across the tent.

The Yazarian howled in surprise, but she wasn't fast enough to put up any kind of fight. I easily overpowered and silenced her. I drained both and left

their bodies. I sat on the rock after and wept for an hour. Realizing what I had done, what I have become. I'm like a monster from the holovids now, not even a person anymore.

I'm leaving my journal here buried in the rocks of this cave that has become my refuge these past weeks. Each night I feel my humanity slipping away, knowing I'm going to do more and more horrible things. Just two months ago I was a biochemist trying to help save people, now I've taken lives and I don't think I can live with that. If anyone finds this know that I'm sorry for what I've done and the things I still might do.

The sun is going down again and it's time for me to go out, maybe to a place where I can't hide from daylight for 30 hours and let the issue resolve itself.

WRITERS NOTES

The Pale Vampire was created by a freak accidental biological mutation between the Blue Plague and the spined gallop crustaceous venom, they should never be used as player characters.

The vampires have been designed to add a significant antagonist with a horror element to a Star Frontiers adventure.

PALE VAMPIRE

HISTORY

During Frontier Year 22, the Blue Plague hit the frontier like a hammer on an anvil. The Federation had been looking outward beyond their space and ignored the importation of alien flora and fauna. Lax regulations and customs agents who were easily bought made isolation protocols irrelevant. Almost everyone in the Federation was affected in one way or another, some so severely that whole worlds were permanently quarantined.

Among those worlds hard hit was Pale in the Truane's Star sector. Being the gateway to the Rim, a great deal of traffic passed through their system, and it wasn't long before the plague made its way to Pale, causing panic, riots, and death. Millions died on Pale before the vaccine for the plague was found. Many people were permanently damaged from the after-effects: physical scarring, blindness, deafness, amputations, and sterility to name a few. In addition, some mutations occurred from the virus interacting with other unforeseen environmental factors. One of these mutations became known as the Pale Vampire.

CREATING A VAMPIRE

The victim was either a Human or Yazirian as Dralasites and Vrusk appeared to be immune. In

addition, the vampire cannot feed on either a Dralasite or a Vrusk.

Secondly, a fluid exchange must occur from the attacker to the victim; this is usually a bite. The attacker must make an intuition check if they want to leave the victim alive. (These vampires are alive, not undead as the legends would have people believe.) If the vampire only partially drains its target, or not at all if it chooses, the victim then must succeed in a stamina check using their current stamina.

Example: The vampire attacks its target which has a 55 stamina. The vampire pins the target and drains 15 points of stamina from its target then stops feeding. The target must now roll a stamina check against a 40%.

A failed roll results in the target not being compatible with the virus. They must make their stamina roll every 2 hours; on a failure, they die. Currently, the only way to save them is a full blood transfusion. Dialysis will hold off the need for stamina rolls every 2 hours.

On a successful roll, the victim will begin to undergo the transformation into a vampire. They will run a high fever, pass out, and have strange dreams. They will be completely incapacitated for 7 days. During this time the victim is undergoing a DNA modification throughout their body. Once this is complete, there is no known way to reverse the process.

TRANSFORMATION

Once the vampire awakens from their transformation,

ABILITY MODIFICATIONS

STR/STA	+30/ +30
DEX/ RS	0/ +30
INT/LOG	0/ -10
PER/LDR	0/ 0

they will feel fully recovered from their illness and be very hungry. Vampires still eat food but once they eat, they'll notice they cannot settle their cravings. This is due to a strange form of anemia where their blood no longer has iron in it. Only raw red meat and blood can satisfy their hunger.

Feeding and killing seem to be basic instincts due to a modification of the brain's basil ganglia. Observations of "super-human" strength and severe allergic reactions to light (hyper-photosensitivity) are indicators.

These anomalies have never been studied, as a live specimen has never been captured for study.

It is also assumed that the vampire is unable to reproduce, as a population of them has never been observed. Instead, reproduction is done by the disease being spread from subject to subject.

SPECIAL ABILITIES

Progeny Creation: Vampires create other vampires by transferring the disease from themselves to their victims. This is done through fluid transfer and the subject surviving the attack. The victim makes a survival check based on their current stamina. If they succeed, they will begin the transformation.

Light Sensitivity: Vampires suffer from hyper-photosensitivity. While some other races suffer from this issue as well, such as Yazirians and some Humans, this version causes injury. For every round the vampire is exposed to UV light (equivalent to standard daylight), the vampire takes one point of damage.

Hunger: The vampire's need to feed is not only a physical one but also psychological. The vampire can go a full day without needing to drink blood or eat raw meat. On the second day, the vampire will need to make an INT check to suppress the urge. Each day afterward a -10% penalty to the roll is imposed until the vampire fails.

The vampire will need to drink at least one unit of blood (500 mL or 10 STA) to satisfy their thirst. However, once the vampire starts to feed, they enter a state of euphoria and find it difficult to stop (INT Check) otherwise they will continue to feed until the subject dies (Stamina reaches 0).

If the vampire is successful in a grapple attack by 10% or more (or the victim is incapacitated) the vampire will strike the target in an artery.

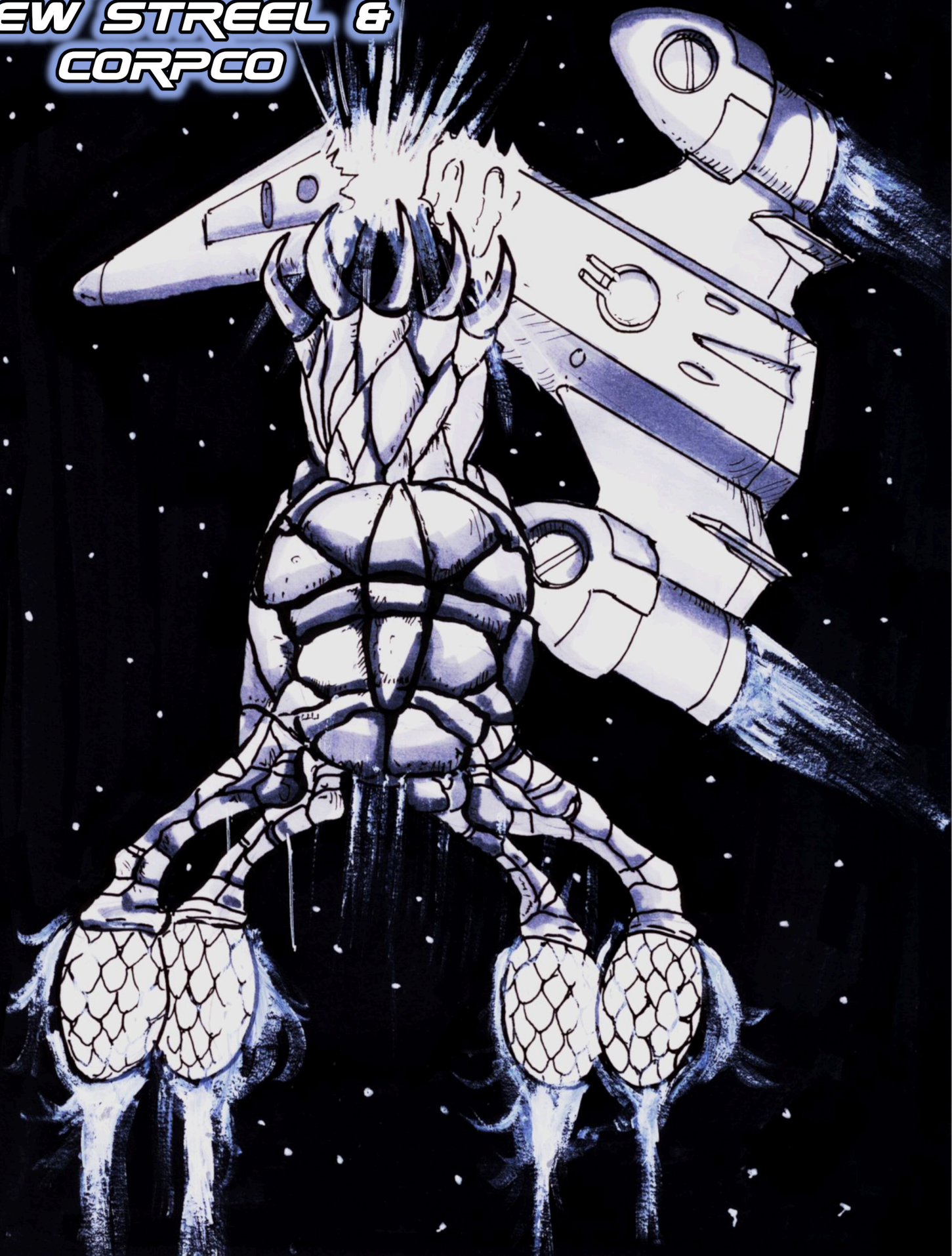
If an artery is struck, the vampire can drain 5 stamina worth of blood per round. If a bite is to another area (arm, wrist) then the drain is slower at 1 stamina per round.

Feeding: The vampire needs to feed on blood or raw meat to survive. Once they do, they temporarily receive physical benefits from the blood. For each 10 stamina worth of blood they consume, the vampire will receive +5 strength and +5 stamina. This effect only lasts for 10 minutes, at which time the ability increase will reduce by 5 points for each 10 minutes. A vampire that has just drained a victim is a formidable foe.

FINAL NOTES

Only two vampires have been observed and neither of the bodies were recovered. Their characteristics were observed and recorded, leading to our limited knowledge of them. Both subjects are assumed to have originated on Pale as they were attempting to stow away on a shuttle, bound for a freighter traveling off system.

**EXPLORING
NEW STREEL &
CORPCO**



SYSTEM BRIEF: NEW STREEL

By Joseph Cabadas

System Data	New Streel
Spectral Type	G2 Yellow
Total Planets	9
Asteroid Belts	2
Inhabitable Planets	Corpco
Major Trade Routes	(Theseus) – Distance: 5 light-years (Timeon) – Distance: 7 light-years

SYSTEM HISTORY

Since the time when Human colonists first entered Frontier Space and settled on Minotaur (in the Theseus system), there were rumors of a “garden planet,” a place of wonder, delights, and wealth orbiting a nearby star. It is believed that the old Terran Empire’s Recon-Development and Exploration Council charted a route from Theseus to New Streel centuries ago. It’s likely the bureaucracy of the Lateral Federation, which was originally responsible for organizing Human settlements in the Frontier, sent a colony ship to travel to the system but then forgot about it.

The Human outpost befell a disaster. The colonists lost access to most of their technology, and the less than 2,000 survivors were reduced to a tribal-like existence. Without access to advanced medicines, their average lifespan fell to 40-50 years. The survivors also became smaller in stature and harder in constitution, adjusting to the cycles of feast/famine and the hardships of a semi-nomadic life.

Occasionally a ship would miss-jump into the system. Some vessels simply reset their bearings and departed, but others explored the system. Most encountered the Giant Terropa, a vacuum-living creature appearing to be related to the small Telpa, a metal-eating organism found at the Triskar System’s Shridkal asteroid belt (see “Creatures of the Frontier,” Star Frontiersman Issue 19). The size of an assault

scout, the Giant Terropa has four large limbs that end in a small hydrogen “engine” that propels them at high speeds.

These creatures have been known to stalk early Frontier ships before latching onto the hulls with powerful claws and mandibles. A Giant Terropa can easily dismantle a large wayward freighter within an hour. Debris from dozens of such destroyed vessels can be found floating across the system.

If they were lucky, the lifeboats from these doomed ships made it to the third planet (later called Corpco). Others ended up in the second world (Unforgiven), which has a barely breathable atmosphere, minimal free-flowing water, and little in the way of flora or fauna. None of the castaways who made it onto Unforgiven are believed to have survived, though there have been unconfirmed sightings of Humans or humanoids in the mountainous areas.

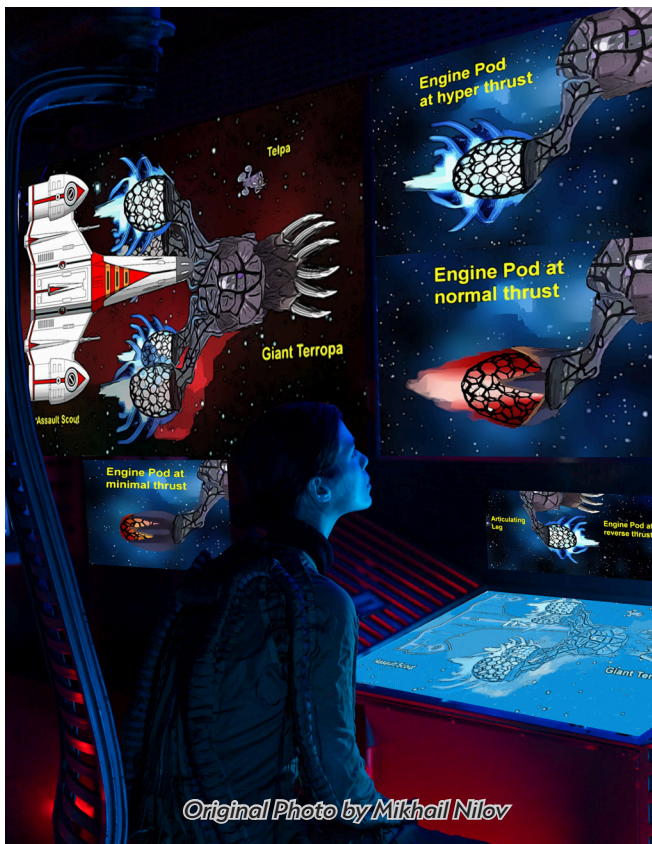
Crews on ships that could land or were equipped with shuttles reaching the surface of Corpco found themselves hunted. Many become prey to a mysterious alien being (or beings) which neutralizes power sources and drains victims of life. It became known as the “Scarlet Ghost.”

Survivors of the Giant Terropa in orbit and the Scarlet Ghost on the planet’s surface can be found scattered around the planet. Some formed their own bands, their progeny eking out an existence reduced to a pre-industrial technological level.

Sometime before the First Sathar War, a group of smugglers plotted a route from Timeon to New Streel and then from New Streel to Theseus. For some reason, they never plotted a route the other way, or at least, didn’t pass that information on. These smugglers bypassed White Light for special runs.

ENTER STREEL

During the time of the Blue Plague a Human trader known as Seccitte Zebulon came into possession of a map of the old smugglers’ route. Better known by his nickname “Scooter” or simply “Scoot,” he was



the cousin of the much more famous explorer Alorne Zebulon. In fact, before they had a falling out, Scoot and Alorne had been a very successful team.

Made wealthy by his earlier discoveries, Scoot Zebulon bought a tramp freighter which he converted into a scout/freighter. He spent his time alternating between legitimate cargo runs, exploration, and smuggling. When the UPF imposed an interstellar travel and trade ban he illegally ran passengers, including some Streeel executives, around the Frontier.

Not satisfied with a one-way path, Scoot charted a star route from Theseus to New Streeel and then onto Timeon. He listed this new system with the simple name "that damn star." He explored parts of the third planet without encountering the Scarlet Ghost and made contact with a few of the tribal Humans.

By 25 FY, the UPF had lifted many of the Blue Plague-related travel restrictions. Scoot sold his smuggler route to Streeel for an undisclosed sum of money. About that year, he was the first to file the star route to the Zebulon Star System with the government of Pale. Ironically, his cousin, Alorne Zebulon, was already in the process of filing similar documentation for that very route. Both Zebulons became involved in a legal battle over precisely who discovered the Zebulon system. This wrangling helped delay Pale's own exploration of the Zebulon System.

Dubbing the system between Timeon and Theseus as "New Streeel," the mega-corporation sent its own exploration teams to the system in 26 FY. Despite

warnings from Scoot Zebulon, several Streeel ships fell victim to the Giant Terropa.

It took the company several years to develop ways of detecting and warding off the metal-eating creatures. These included the use of decoys and/or broadcasting radio interference that seems to disrupt the creatures' sensing abilities. One of the main drawbacks of the second method is that it also disrupts a ship's ability to use a radio to communicate with other nearby vessels and contact Corpco's traffic control center. Actively transmitting radio interference also acts like a beacon to any potential enemies, such as space pirates or Sathar raiders.

The third planet was named "Corpco," an unimaginative designation dreamed up by an executive to confuse corporate spies. It was hoped the competition would believe Corpco was a front company for Streeel. Instead, it was code for Streeel's "wildcat" agricultural and technology operations.

Streeel workers began encountering the first of the Human tribes soon after settling around the Ximtri Sea Basin. Later they discovered the ruins of an older civilization on the planet (see Planetary Brief: Corpco for more information).

STREEEL FIGHTS TO INCORPORATE NEW STREEEL

In the late 20s FY, Streeel's researchers, aka corporate spies, discovered that the Pan-Galactic Corporation was preparing to incorporate its system, Pan-Gal. They even intended to petition the UPF to have the system receive representation on the Council of Worlds. Instead of opposing this effort, Streeel quickly moved to file similar requests for the New Streeel system.

One complicating factor was potential opposition from the Clarion government in the White Light System. Shortly after the Blue Plague travel restrictions were lifted, Streeel began supporting the opposition political parties on Clarion. This support included selling these alleged "revolutionary" and "terrorist" groups "illegal armaments," which was quickly declared a violation of the planet's Demilitarization Act. Clarion banned Streeel from directly doing business on its planet, although such restrictions didn't extend to the orbiting Clarion Station.

As a result, Streeel vessels traveling through White Light were often not well received. They were harassed and sometimes subjected to "enhanced searches" by the White Light Militia. Many of these searches resulted in seizures of cargoes and even whole vessels, depending on the infractions found or planted by the inspection agents. Streeel began using the route between New Streeel and Theseus as much as possible, thereby bypassing the White Light system.

When the PGC petitioned to have its worlds recognized by the UPF Council of Worlds, the government of

Pale (Truane's Star did not have a united system government at that time) initially opposed the mega-corporation. However, the government quickly reversed course and helped vote down a Clarion-backed measure to prohibit the creation of the first mega-corporation-controlled world.

In 31 FY, Streeel also filed documentation to incorporate New Streeel, receiving public and private backing from both its rivals the PGC and the Cassidine Development Corporation. Although the Clarion government had more support and was able to insert several restrictions on Streeel, including having Pale acting as the system's official protector, as a check against "corporate improprieties," New Streeel became the Frontier's second mega-corporation system.

The CDC's Devco System became the third mega-corp system in 32 FY, this time with the support of the PGC and Streeel. Afterward, the Clarion coalition succeeded in limiting the powers and scope of any future mega-corp worlds. These soon came in the form of Circe (Solar Minor) by SynthCorp, Ringar (Solar Major) by WarTech, and the disputed Alcazzar planet in the Rhianna System. Despite misgivings by the governments of Prenglar, Clarion, and most of the Yazirian worlds, the colonial government on Corpco (New Streeel) earned full representation on the Council of Worlds.

SYSTEM GOVERNMENT

New Capital City on Corpco is the seat of government for the New Streeel System, though most of the planets and asteroid belts in the system are unexplored. Officially, the system's government is based on the Pale's (and later Truane's Star's) republican style. There are three branches of government, starting with a legislative body with an upper and lower chamber, the Plebiscites and the Senate; the executive branch with two consuls; and the High Court.

Streeel picks one of the two consuls, while the colonists vote for the second consul. Because Corpco is a "company planet," the corporation effectively controls both executive positions.

Senators are elected by the planet's landowners, which are again controlled by Streeel. All colonists elect a representative to the Plebiscites, though again the corporation's preferred candidates tend to win. Senators serve for 10-year terms, and the plebes serve for two-year terms, for a maximum of eight consecutive terms.

Judges are appointed by the consuls for a 10-year term. The senators approve (or deny) these appointments. There are 13 members of the high court who rule on the constitutionality of any laws or corporate mandates. The court's decisions can be

overruled by a majority vote in both legislative houses and the approval of at least one of the consuls.

In times of emergency, the legislature can choose a dictator to be commander-in-chief of all police, security, and military personnel for a six-month term. The dictator can temporarily suspend laws and overrule contracts. After an emergency, the dictator is answerable for any criminal actions they've taken.

CORPORATE MILITIA

Streeel's space forces include four assault scout-type craft along with four hull-size two scout-type vessels used to decoy any Giant Terropa. Twelve ground-based fighters are stationed at the New Capital City spaceport. Lastly, the city is also protected by two large lasers and anti-missile batteries. Ground forces consist of 250 MercCo mercenaries with military-style vehicles and are supported by warbots, combat, and security robots.

TRAVEL ADVICE

Ships passing through the New Streeel system, en route between Theseaus and Timeon, are advised to jump in and out above or below the system's plane of the ecliptic and to maintain a high speed. That is the best way to avoid the Giant Terropa.

Vessels capable of landing should proceed to Corpco after rendezvous with one of the decoy scouts. If a Giant Terropa is detected on an intercept course, the decoy scout leads it off. Ships achieving orbit should land as soon as possible. Ships too large to land should have an escort of at least one assault scout and two decoy scouts.

NEW STREEEL'S PLANETS AND ASTEROID BELTS

Sestero (New Streeel I) is a rock planet. Atmosphere: None, Orbital Radius: 0.26 AU, Period: 0.13 GST years, Gravity: 1.2, Satellites: None. Streeel has deemed this planet to be unremarkable. It has only been surveyed briefly from space.

Unforgiven (New Streeel II). Atmosphere: standard, barely breathable, Hydrosphere: 0 percent water, 13 percent ice, Diameter: 9,180 km, Gravity: 0.7, Day: 29.4 GST Hours, Axis Tilt: 10 degrees, Climate: Hot, ___, Orbital Radius: 0.78 AU, Period: 0.82 GST years, Satellites: none. The second planet in the New Streeel system, Unforgiven has a very harsh environment, barely suitable for explorers on short-term stays. Streeel has sent down survey missions from time to time to look for any rare earth or other exotic mineral deposits, but so far only a few worthwhile deposits have been found and cataloged for future development. The remains of at least 10 lifeboats from various eras have been found on the planet. Despite the reports of "humanoids in the mountains," no trace of sentient life – native or castaway – has been discovered in

that world. Streel is reportedly looking at a deal with GODCo to terraform the planet at some point in the future.

Corpco aka "The Garden" (New Streel III), detailed later.

Blast (New Streel IV). Type: Rock Planet. Orbital Radius: 1.86 AU, Period: 2.5 GST years, Gravity: 0.35, Satellites: 1 large moon. No significant deposits of rare earth resources have been discovered, but Streel occasionally sends down robot surveyors.

Csara Prime (New Streel V). Type: Jovian Planet 3.5. Orbital Radius: 3.5 AU, Period: 6.46 GST years, Gravity: 2.12, Satellites: 24 small moons, 13 large moons, planetary rings. This large gas giant is about three-and-a-half times the size of Jupiter. Two of its large moons are small planets in and of themselves, with dense but unbreathable atmospheres. The other 11 large moons are minor planets. Streel surveys have shown that many of these moons have a wealth of minerals and chemical compounds that could be extracted. The presence of the Giant Terropa has made normal mining operations nearly impossible. Any space stations or ships in orbit would be quickly attacked and surface bases on moons with a gravity of less than 0.6 are also vulnerable.

Terropa Fields Asteroid Belt. Orbital Radius: 6.8 AU, Period: 17.49 GST years. This asteroid belt is infested with Giant Terropa who appear to feast on any metals they find.

Glaer (New Streel VI). Type: Ice Planet. Orbital Radius: 13.58 AU, Period: 49.39 GST years, Gravity: 0.65, Atmosphere: thin, unbreathable, Hydrosphere: 67 percent ice, Satellites: None. Streel considers this planet to be unremarkable.

Munviw (New Streel VII). Type: Ice Planet. Orbital Radius: 28.31 AU, Period: 148.56 GST years, Gravity: 1.4, Atmosphere: Negligible, Satellites: Large moon. This planet has a moon that is nearly the same size as the planet.

Plunc (New Streel VIII). Type: Ice Planet. Orbital Radius: 56.16 AU, Period: 415.22 GST years, Gravity: 1.28. This planet was discovered in 41 FY; it has not yet been formally surveyed.

K'It'l Asteroid Belt II. Orbital Radius: 111.73 AU, Period: 1,165.12 GST years. The second asteroid belt was discovered in 53 FY.

Faraway (New Streel IX). Type: Ice Planet, Orbital Radius: 198.96 AU, Period: 2768.42 GST years, Gravity: 1.56. The farthest planet in the New Streel system, it was discovered in 55 FY.

GIANT TERROPA

Typically, radar detects ships at 300,000 km (30 hexes) of range but the Giant Terropa do not paint a good radar return and energy sensors are lousy at detecting



Art by Aaron O'Brian

them. At 200,000 to 300,000 km (20-30 hexes) they produce an indistinct return where a GM will place a marker somewhere within 5 hexes of the creature. Under 200,000 km (20 hexes) the Giant Terropa can be seen on radar.

Knight Hawks Stats

HS	3	ADF	3	MR	4	HP	25
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1d10 with an Advanced Table
Attack 60% **Dam.** Modifier of -20

Since the Giant Terropa have no known predators they are not accustomed to being attacked. Ship-to-ship weapons should come as a surprise and even the sting of small arms. Taking damage is a shock to a Giant Terropa and they typically withdraw once injured.

For Giant Terropa attacks, GMs should use Knight Hawks Ramming rules. After a successful ramming attack the Giant Terropa bites into a ship and does an automatic 1d5 HP of damage each turn with an Advanced Table Modifier of -20. Once the Giant Terropa has rammed and bitten into a ship there is only a 50% chance that each battery weapon can still target it.

Characters may space-walk and attack a Giant Terropa with personal weapons. It takes the equivalent of 200+ 1d100 structural points done with personal weapons to do a hull point of damage to the creature. Automatic weapons do 5 structural points per shot, gyrojet

weapons do 10 structural points per shot, lasers do 5 structural points per SEU, and fragmentation grenades do 15 if thrown or 30 if it is placed.

PLANETARY BRIEF

CORPCO AKA "THE GARDEN" (NEW STREEL III)

Moons	None
Space Stations	None
Distance from Star	0.99 AU
Axis Inclination	10.8 degrees
Climate Range	Mild seasons, Avg. Temp. 22 degrees C, Min. -12 degrees C, Max. 71 degrees C
Atmosphere	Breathable
Hydrosphere	60 percent water, 4 percent ice
Gravity	1.0
Colonists	Light, Corporate, approx. 20,900
Trade	AT
Diameter	12,130 kilometers
Length of Day (hours)	35 GST Hours, 10 GST Minutes
Length of Year	1.05 GST Years
Native Life	mammals, grasses, trees

PLANET DESCRIPTION

From space, Corpco appears to have one large land mass, but in reality, it consists of four continents, Scootia, Chuol, Delray, and Ovid. There is also the Adenn subcontinent jammed up against Ovid, resulting in the occasional earthquake and volcanic eruption.

Two large deserts and three smaller deserts cover large portions of the territory, but much of the planet has land that can easily be farmed. The planet also has a number of natural resources.

The Iedov Ocean and the Adenn Ocean cover much of the planet's surface.

During the spring months in the southern hemisphere (fall in the north) the Greater Morass Nebula dominates the sky.

ARTIFICIAL SATELLITES

Due to the presence of the Giant Terropa, Corpco does not have any space stations or normal weather and communications satellites. Streel uses robotic vessels – hull sizes 1 and 2 – that can go into orbit for extended periods of time, but are maneuverable

enough to escape from the space creatures by reentering the planet's atmosphere.

STREEL'S OPERATIONS

Streel's operations are mainly concentrated around the Ximtri Sea Basin in the western hemisphere with about half of the colonial population focused in two main communities, New Capital City and Tech Town. There are eight other villages with populations of 200 or more.

The home of the star system's government, New Capital City, has a population of 8,600. Located at an old smuggler's camp that Scooter Zebulon had identified, the city has access to ample fresh water and cultivatable land. The city has the planet's only fully-equipped starport and major military facilities along with offices for system and UPF governmental agencies, including a Star Law office. New Capital College serves as a major training facility for Streel employees, though it is considered a satellite campus of Truane's Star's Capital University on Pale.

Located some 1,000 kilometers south of the capital, Tech Town has 3,200 residents. It has a rudimentary starport which basically consists of two runways for landing shuttle and limited service capabilities. This community has several automated refineries and factories to produce high-tech farm equipment.

Streel also has several small mining operations in the Samnet Mountains and other locations so the planet's industries are self-sustaining.

REPORT ON TRIBAL HUMANS

According to the scant records that remain from the early days of the Human's colonization of the Frontier, it seems that a Terran colony ship, most likely a Vermillion Bird (Jujak) Class vessel (hull size 30 ship), found the New Streel system. The Vermillion Bird had a crew of 400 with a number of survey shuttles and probes. It would have carried five Lotus arcology landers, each a hull size 5 equivalent system ship. Each lander would have had a crew of 20 along with 20,000 colonists in hibernation storage. Each lander had enough supplies, including vehicles and robots, to establish a small community.

Often a Vermillion Bird would have been accompanied by a frigate-size warship and a hull size 18 supply ship. It is speculated that these early Terran colony expeditions had technology in advance of what is currently available in the Frontier. It is uncertain if the colony ship that went to Corpco had any escort vessels.

Seccite Zebulon and later Streel survey teams found only two intact Lotus landers on Corpco. The remains of a third and possibly elements of a Vermillion Bird

World Map Grid

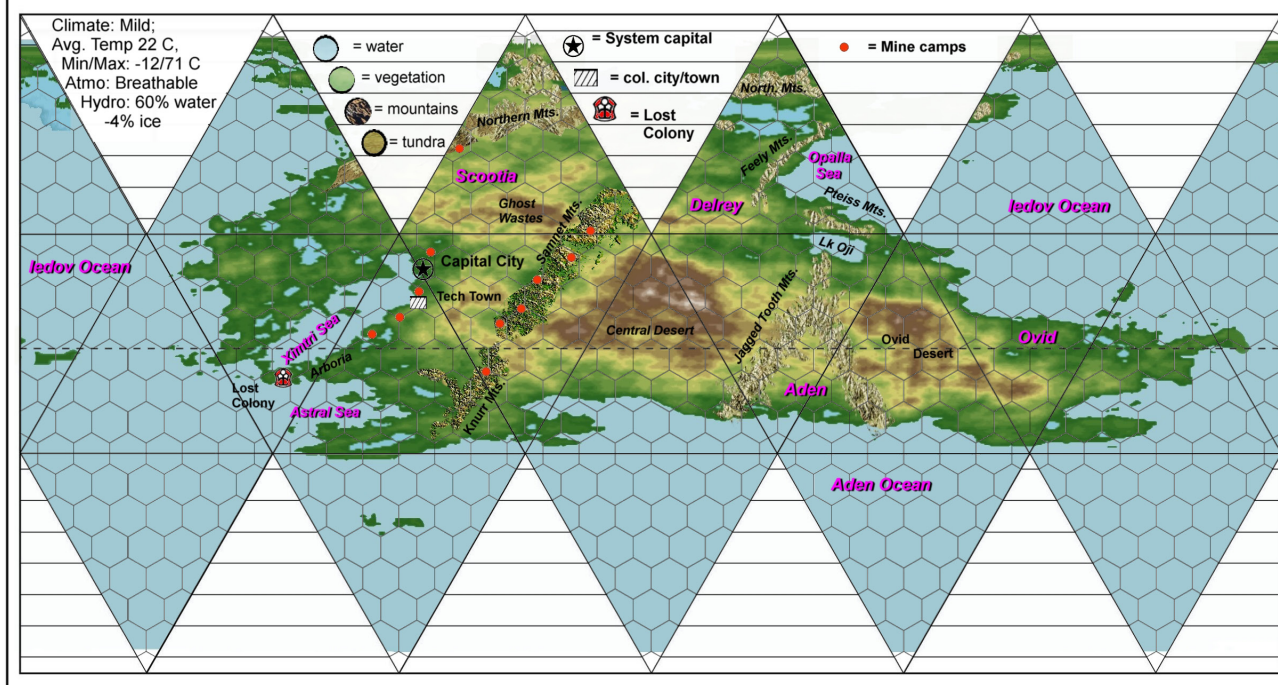
This geodesic map grid divides the spherical surface of any globe in to twenty triangles, each of which is further divided into hexagons. Total number of hexes per triangle: 25. Total number of map hexes: 500

1. Date of Preparation

2. World Name **Corpco (New Steel III)**

3. Diameter: 12,130 km; Hex. Scale in km:

Type: Corporate World (Steel), Native: mammals, Colonist: Corp, Pop.: L, Trade: AT, Grav.: 1.0; Day: 35 Hours GST; Moons: None



IS Map Form 8

Map by Joe Cabadas

World Map Grid

were found scattered along a nearly 2,000 km debris field in the Ovid continent in the eastern hemisphere.

Both deployed Lotus arcology landers were discovered in the Arboria Peninsula, near the Strait of Ozma, a waterway that connects the Ximtri Sea to the Astral Sea. The landers would have had chemical rockets for a controlled descent plus enough fuel to land and take off twice. Any extra fuel would have been used to power the arcology's generators until alternative sources were built/found, such as the construction of a nuclear power plant.

The two landers were found by Steel survey teams in full deployment mode. Each lander had various sections that would unfold, creating additional space for any colonists who would live inside. Typically, the hibernating colonists would be awakened at intervals determined by the colonial leader. For example, the first 1,000 colonists, in addition to the lander's crew, would establish the initial settlement. Another group of 500 to 1,000 might be awakened within a month to help conduct surveys, clear land for farming, and/or begin mining operations. More and more colonists would be awakened over time to build satellite communities.

Such Terran colonies should have been supported with follow-up missions, bringing supplies and additional colonists. But it appears that the first human colonies

on New Steel were abandoned. Steel surveyors discovered that 12,000 of the 40,000 colonists from the two Lotuses had been left in their hibernation units and had subsequently died when the landers lost power.

The first colonists established at least four satellite communities, built a nuclear powerplant, began farming operations, and were mining for resources. Steel explorers found the rusting remains of agricultural robots, and stopped as if they had been working farming fields.

The nature of the cataclysm that struck the lost Human colony is uncertain, though it appears to have been an alien attack. All sources of power were drained and the computer memory data from the landers, individual computers, vehicles, and robot memories had been corrupted. Only fragments remain.

Today there are an estimated 12,000 to 18,000 tribal Humans – descendants of the original colonists who refer to themselves as the Laterie – scattered over much of the planet's western hemisphere from the shores of the ledova Ocean in the west to the Central Desert in the east, from the Chuol Mountains in the north and down to the coastline of the Adern Ocean. Without access to advanced technology, their average lifespans have fallen to about 40-50 years, though their



Art by Aaron O'Brian

IQ levels and other statistics are similar to a normal Frontier Human's.

Maintaining their ability to write and keep records, the tribal Humans make their own tools and shelters, with some engaging in farming or hunting, and taming animals. They even have metal tools and weapons that are leftovers from their forebarers. A few tribes established primitive forges to make their own metal implements. If properly trained, there should be

nothing to stop them or their children from living in the Frontier society.

Some of the humans found in the tribes are the descendants of castaways whose ships apparently had been destroyed in space by the Giant Terropa. Their lifeboats landed on the planet and their ancestors had successfully joined one tribe or another.

In one case, an extended family of 12 Vrusk, from a trade ship that crash-landed about 100 years ago, was also discovered.

SCARLETT GHOST AND THE BRIGHTS

According to a report by Darvin Kur, professor of archeology at Capital University, Pale (Truane's Star), the first colonists were attacked by a being(s) known as the "Scarlett Ghost." Described as a shimmering field of red, the ghost(s) could drain "the cells of power" and "whisk away the life force" of people, animals, and plants. This creature(s) killed most of the original Human colonists within a "two-span," i.e. two local years. The Scarlett Ghost was only "brought to heel" by some sort of gallant action by beings known as the "Brights."

Professor Kur noted that there are no confirmed cases of castaways ever running afoul of this so-called Scarlett Ghost. All legends of such a being appear to originate with the tribal humans of the first pre-UPF colonization effort. However, the Brights are reported to be glowing beings found near areas of desolation. Some say they are malevolent, displaying "life-draining" abilities like the Scarlett Ghost. Still, others interviewed

say that the Brights are protectors and keep the Scarlett Ghost away.

Scooter Zebulon and Streel explorers also have reported seeing some sort of glowing energy in the distance while surveying areas of the planet. When they've attempted to approach these energy fields, however, they apparently vanish.

Aerial and space reconnaissance occasionally picks up small energy fields at times in various locations, but these unexplained phenomena never stay in one place long enough for a survey robot or ground-based explorers to investigate.

ALIEN RUINS

The ruins on Corpco come from an advanced race unlike any encountered previously in the Frontier and one that is not native to the planet. They appear to range in age from 15,000 PF, from the oldest site to about 9,000 PF. Archeologists have not discovered any bones or fossilized remains of the creatures nor did they have any apparent written or pictorial language.

The unknown race made extensive use of glass and copper.

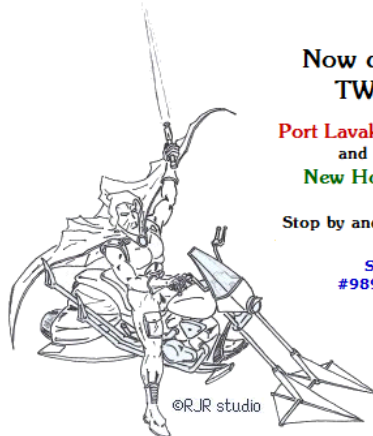
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THE BRIGHTS OF CORPCO

NON-PLAYER CHARACTER RACE

Type	Medium Omnivore (1.6 meters tall while standing, 1.1 m tall with limbs retracted, 80 kg)
Number	1-2 in the open; 5-50 in communities; rare 100-500
Move	Slow, 12/25 meters/turn; 2 movement limbs, 2 movement/manipulator limbs
IM/RS	+5/50
Stamina	40
Physical Attack	35% (20% youth, 43% elder)
PS	+2
Average Lifespan	70 years
Special Attack	Electric shock with physical attack, causes 2d10 damage plus stun; Mentalist: Power Drain (see below)
Special Defense	½ damage from electrical attacks; Mentalist Disciplines (see below)
Native World	Unknown; on Corpco (New Streel) they can be encountered in practically any terrain (not just desolate areas as the tribal humans believe)

Average Statistics for an Adult

STR/STA 35/40, DEX/RS 50/50, LOG/INT 80/50,
PER/LDR 35/35

Average Statistics for a Youth (Age 0-17)

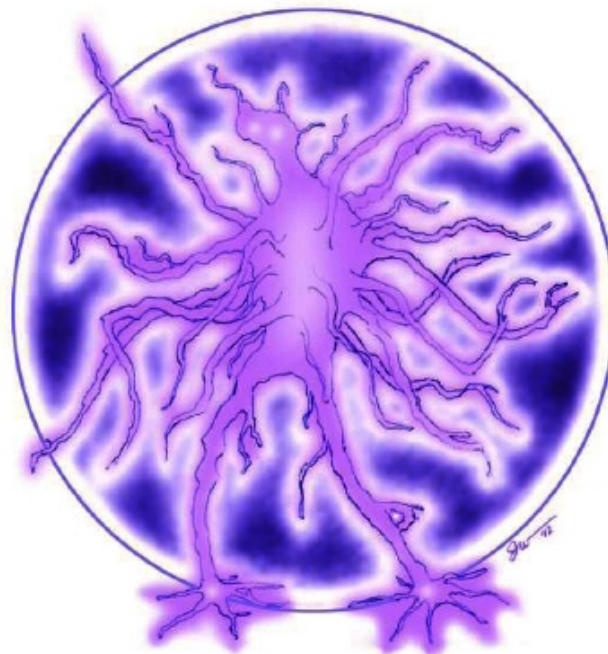
STR/STA 25/25, DEX/RS 40/40, LOG/INT 70/40,
PER/LDR 25/25

Average Statistics for an Elder (Age 65+)

STR/STA 30/35, DEX/RS 45/45, LOG/INT 100/50,
PER/LDR 45/45

DESCRIPTION

A very alien species when compared to the Core Four, a Bright is a silicone-based life form that can feed off of light energy, but it gets much more nourishment from absorbing the energy found in plants, animals, and, of course, artificial sources such as batteries or power grids. Note: they probably should have a need to physically consume some kind of food.



Artwork by CJ William

The body of a Bright is roughly spherical, with translucent skin under which its glowing, gelatinous organs are visible. It has six retractable limbs, two of which to the sides are thin and stalk-like with the equivalent of three fingers at the end that can perform delicate work such as working control panels and holding a beam weapon.

Two other limbs at the front can be either used for movement or carrying heavy objects. Its two rear limbs are normally used for walking movement. In order to run, it must make use of its forward limbs.

Brights do not have traditional senses of smell, sight, taste, or hearing. Their entire outer skin has receptors for detecting light (well into the infrared and ultraviolet frequencies), electricity, radio waves, electrical fields, including those of living organisms, machines, and robots, sound waves, and other radiation. In many ways, these senses are much more acute than the Core Four and most other species. Its sense of touch is worse than many other species.

They cannot detect odors or taste. When feeding, they give off a tell-tale ozone-like smell. Its internal glow also increases, shifting from orange to yellow to green and then to light blue as the Bright goes from being hungry to satisfied.

PHYSICAL ATTACKS/DEFENSES

Brights can fashion and use tools and weapons, but during hand-to-hand combat, they are capable of unleashing an electrical charge that causes 2d10 damage, in addition to punching damage. Characters who are shocked and are not protected by an anti-shock (A-S) implant or a gauss screen would also need to perform a Stamina check to avoid being stunned for 1d10 turns.

Brights will only take half-damage from electrical attacks – including if another of its kind attacked them – but other weapons will affect them as normal unless protected by one of their various Mentalist powers (see Channeling: Energy Barrier). To safeguard themselves, Brights will often use their psionic abilities to misdirect or hide from potential enemies.

COMMUNICATION SKILLS

Brights communicate with each other through bursts of short-range radio waves and light pulses. It can “shout” and be heard by other Brights up to 3 kilometers away under ideal conditions. Normally its Channeling: Energy Barrier, Electrascreen, Infrascreeen, and Static powers are used for communicating with others of its kind.

REPRODUCTION

Asexual – parthenogenesis. Brights are technically female, but they are only fertile generally between the ages of 16 to 20 years GST. They lay but one egg every one to two years. A few are infertile for one reason or another and cannot lay any eggs at all. They, thus, have a very slow population growth rate when compared to the Core Four races.

Laying an egg temporarily decreases the mother’s Strength and Stamina scores by about half. They slowly recover at a rate of 1 point per day, but they can perform normal actions and use their psionic powers. If they are wounded, however, then they would need additional rest to recover from their wounds.

The Bright embryo in the egg takes 13 weeks GST to mature before hatching. During this time, not only the mother but an entire community of Brights will watch over and protect the eggs from harm.

Some Bright legends talk of fertile ancestors who received a promise from the Creator that their offspring would be as numerous as the stars in the sky.

FROM YOUTH TO ELDER

When the egg hatches, the young Bright is fully formed but is rather weak. It has received a partial knowledge of what its mother knew up to the time its egg was laid. Youths still need training and instruction as they grow toward adulthood. Their psionic powers begin to

blossom. Power Drain is the first discipline to manifest itself because that is how the creature feeds.

They reach sexual maturity at about age 16, a year before most of their other Mentalist powers begin to manifest.

Adults are considered those beings between the ages of 17 to about 64 years GST. Elders are generally the wisest and most powerful of the Brights and are the ones who tend to manifest more powerful disciplines such as Link, Link: Focal Point, and a power that Frontier experts have later termed to be “Banishment.” This last power was what was used to imprison the Scarlett Ghosts but at the cost of many lives.

When a Bright begins to die, others in its community will ceremonially feed off of its energies, which is supposed to impart some of the elder’s power and wisdom to the rest of the species.

HISTORY

An intelligent species, the Brights on Corpco are the remnant of a once high technological civilization that existed concurrently with the Tetrarch Societies and appear to have been a client species or a member of that ancient civilization. The Brights had colonized Corpco some 22,000 years ago, building an intricate web of cities with a total planetary population that numbered around 1 billion at its height.

When the Tetrarchs fell, the Scarlett Ghosts rampaged across the world, bringing death and destruction to the Brights. Many fell to the energy vampire-like creatures while cascading power outages and the collapse of their high-tech industries caused additional fatalities.

At some point, the more powerful of the Brights managed to corral the Scarlett Ghosts, banishing them or imprisoning them in a type of psychic cage, but at the cost of hundreds of lives per vampire. By the time this was done, their population had fallen to some 2,000 individuals, but only a quarter of which were of reproductive age.

The Brights entered a dark age, losing much of their history and technical knowledge. They eked out an existence on the planet. Although they are still omnivores – capable of draining the life force energy from animals and plants and even power sources – most Brights will only feast on energy from plants or microbes. They believe that the powers of their ancestors and the practice of absorbing energy from animals somehow unleashed the Scarlett Ghosts.

SOCIETY NOTES

Brights do have a concept of individuality, but because of the partially shared memories of their ancestors, given to them at birth, they have a strong communal concept. They live and work to support their communities.

The “told stories” – speak of a time when their ancestors made great machines, had powers to sustain great communities, and traveled the stars. They even had a written language at one time, courtesy of their “neighbors” (the Tetrarch Societies). If Brights were human, they would be called oral stories, but Brights do not need to breathe and thus don’t have lungs or air sacs, and do not usually use sound to communicate

The Brights long for a time when their race was united (at least according to stories) but now each community is run by its own leadership, whether it is a single leader or a council of elders.

In general, most Brights do not try to fight each other, but they believe that they are a fallen race due to the arrogance of their ancestors and that has led to conflict between individuals and communities. One of the general tenets of most Brights is that they will not feast off of the energy of animals and insects, but it is much easier to get concentrated energy from animals.

Some Brights have abandoned the dictates of the others and do feed off of animal and insect energy. These beings, called feasters, are ostracized by most communities, which is why they’ve started their own. Brights and feasters occasionally come into conflict, leading to battles and killings.

Relations with the Tribal Humans & Streel Colony

One thing that the normal Brights and the feasters agree upon is that sentient beings are not food. When the original human colonists accidentally weakened the prison holding of the trapped Scarlett Ghosts, which nearly killed them all off, the Brights banished it, but at a great loss of life.

For the most part, the Brights and the feasters stay away from the tribal humans and Streel’s operations, though a few more curious types will observe them. Some feasters will even get a quick snack by draining power cells, parabatteries, or tapping into other Streel power sources.

THE MALEVOLENT

The Brights and feasters have a criminal element too. Those who commit horrendous crimes such as feeding off of another Bright or a sentient being are known as Malevolents. The attacks of these criminals are why the tribal humans are confused about whether the Brights are good or evil creatures.

They have the same Mentalist powers as normal Brights but with the addition of the Confusion and possibly the Illusion powers.

Some Brights believe their fallen brethren have become twisted because they’ve frequented places where Scarlett Ghosts have been imprisoned. Although the evil creatures are not supposed to be able to affect

anything from their confinements, they might be able to communicate.

COMMON MENTALIST DISCIPLINES

Brights have inborn psionic powers. The ones listed below are common for adults of the species. Youths have powers with a (Y) after them but lower their chance of success by -20 percent; they have not developed the other disciplines yet. Give Elders a +20 percent modifier.

POWER DRAIN (Y)

Success Rate: 50%. Limit: 1 use every other turn. Range: 10 m radius.

Effect: Similar to Leach Life, the Power Drain discipline saps all non-Bright life forms and energy sources of 1d10 STA (or 1d10 SEU). Half of the total damage inflicted on others becomes a temporary STA boost for the Bright – it will lose any STA above its normal level after an hour. The being can be much more selective in its power by touching a plant (or animal or power source) and slowly feeding at the rate of 1 STA or SEU per turn rather than an area attack; this is how it feeds.

CHANNELING: ENERGY BARRIER

Success Rate: 50%. Limit: 4 uses per day. Duration: 6 turns.

Effect: While this discipline is in use, the Bright cannot use Power Drain. This power allows the Bright to channel any energy attacks, such as beam weapons, electrical currents, and sonic waves, away so it will not be harmed. If a character or object is directly behind the Bright, roll the attack again with a 30 percent modifier to see if it is hit.

ELECTRASCREEN

Success Rate: 60%. Limit: None. Duration: 10 turns.

Effect: The Bright can create and project a shape in the electromagnetic spectrum. Anyone scanning for a force field’s tell tale signature will believe they see one where it doesn’t exist. This discipline also helps fool robots and remote sensors.

INFRASCREEN

Success Rate: 60%. Limit: None. Range: 20 meters. Duration: 10 turns.

Effect: The Bright can create and project an image in the infrared spectrum. Anyone scanning for infrared images or heat signatures will detect the image, believing the Bright is where nothing exists. This discipline also helps fool robots and remote sensors.

Levitation (Y)

Success Rate: 100% (STA). Limit: Two turns of rest after each use. Range: 16 meters above ground. Duration: 12 turns.

Effect: The Bright can levitate off the ground, on average up to 16 meters. It cannot fly, but would rather have to pull itself along somehow to move sideways. This could be accomplished if it floated up into a tree canopy or along a wall or cliffside. If falling, a Bright could use this power to come to a feather-light stop, but the referee should use his best judgment since a lot would depend upon the speed and distance the creature is falling.

MENTAL INVISIBILITY (Y)

Success Rate: 110% - target's LOG. Range: 30 m radius. Limit: Does not affect robots or characters observing an area using remote sensors. Duration: 10 turns.

Effect: The Bright can force all creatures except other Brights within range not to notice it. The character makes an attack roll against all creatures within range (i.e., a Logic contest between the Bright and the intended victims). Any creature or character successfully attacked cannot sense the Bright, but others who succeed can. If other characters enter the Bright's sphere of invisibility, a new attack roll is made for each. Characters who previously detected the Bright but were then forced not to when they entered the area of effect receive a +20% modifier to their defense rolls. Any character or creature attacked by the Bright will immediately notice it, but the Bright gets a free attack. Automatic success and failure rolls have no further effect.

SHIELD

Success Rate: Automatic (LOG); Range: Self; Limit: None, but cannot use other Mentalist powers while in use. Duration: While concentrating.

Effect: This discipline allows the Bright to automatically know when someone is trying to intrude on its thoughts or perform a mental attack. It does not indicate who is doing the intruding or attacking nor does it tell what power is being used. The Bright can (and usually will) throw up the shield the following turn. It will prevent the use of Telepathy (including Read and Send Thoughts), Empathy, Illusion, Suggestion, and Possession. All other mentalist attacks or probing would have a -30% modifier against them. The Bright can maintain the shield for as long as desired but cannot use its other psionic abilities. After prolonged use (more than a day) it will start suffering damage to its Logic score.

STATIC (Y)

Success Rate: 60%. Range: 80 meters. Limit: None.

Effect: With this discipline, the Bright sends out a disruptive field of mental energy that interferes with broadcast transmissions including communications, scanners (radar, sonar, IR, and UV), and radio

communications between a robot and a robot brain or computer control facility.

TELEPORT: LIMITED

Success Rate: 60%. Range: 60 meters. Limit: Every other turn; it can walk but not run while trying to use this discipline.

Effect: The Bright can teleport to an area that it can clearly see within 60 meters of itself (40 meters for youths, 80 meters for elders). If an automatic failure is rolled (98-00) then it is stunned for 1d10 turns and cannot use this power again for 8 hours. If there is a creature, character, or object touching the Bright, it could use this power to send that thing to the destination spot, even in mid-air. This would cause falling damage while any characters directly under the falling object would need to make a Reaction Speed check to avoid getting hit.

ELDER MENTALIST POWERS

Not all Bright elders develop the following Mentalist disciplines and some can learn other ones, but these are important for fighting the Scarlett Ghosts and their ilk.

LINK

Success Rate: Automatic (LOG); Range: 10 meters; Limit: 4 other Brights, Duration: 10 turns.

Effect: The Bright elder can link their mind with up to four other Brights (and possibly Mentalist characters) within range. For everyone linked to the Bright, it receives an additional +10 percent modifier for whatever other discipline(s) it attempts to use the following turn. If the discipline has a range, it is boosted by 50 percent for every mind linked. If the power inflicts damage, that is improved by 25 percent for every mind in the link. The other Brights/Mentalists who joined the link can do nothing else but offer support. If the character they are linked to sustains damage (mental or physical) then they too absorb one-tenth of that damage (round down any fractions).

LINK: FOCAL POINT

Success Rate: Automatic (LOG); Range: 100 meters; Limit: A total of 10 linked groups of Brights/Mentalists, Duration: 10 turns.

Effect: A very powerful and rare psionic power, the Bright elder not only can link its mind to four other Brights but can join that group with 9 other parties of linked Brights/Mentalists within range. The Link discipline is a prerequisite. A maximum of 50 Brights/mentalist can be linked in such a manner. For everyone linked to the Bright, it receives an additional +10 percent modifier for whatever other discipline(s) it attempts to use the following turn. If the discipline has a range, it is boosted by 50 percent for every mind

linked. If the power inflicts damage, that is improved by 25 percent for every mind in the link. The other Brights/Mentalists who joined the link can do nothing else but offer support. If the character they are linked to sustains damage (mental or physical) then they too absorb one-tenth of that damage (round down any fractions).

IMPRISONMENT

Success Rate: 20%. Range: 20 meters. Limit: Once per day; only useful against energy-related beings. Duration: Indefinite.

Effect: This power essentially bonds and imprisons another being in an inanimate object, such as a building, or even a living thing such as a tree. The imprisoned creature is unable to act, move, or even communicate while "encased." The imprisonment ends when either the inanimate object is destroyed or the living being dies.

BANISHMENT

Success Rate: 10%; Range: 10 meters; Limit: once per day; Duration: Indefinite.

Effect: Another very powerful and rare psionic power, the Bright Elder can banish a creature or character to an alternative plain of existence. This power is not used lightly, however, as its chance of success is low. It also causes harm to the elder, possibly even death, and damage and possible death to those supporting it. Often the elder uses this power while using Link and/or Link: Focal Point. The damage that the elder receives is based on the Stamina/Logic of its opponent.

MALEVOLENT MENTALIST POWERS

CONFUSION *

Type: Empath, Telepath

Success Rate: $\frac{1}{4}$ LDR + 10% per level

Limit: Two successful uses per level per day

Range: 10 meters per level

Duration: 1d10 turns

Pr: None

This discipline allows a character to try to confuse the enemy; the target must be within a line of sight. The player must roll 1d10 and the referee consults the Confusion Table to determine how that confusion will manifest itself. The duration of the confusion is 1d10 turns. This discipline can only be used to affect a single target.

A critical success roll means that the target is confused for twice the normal duration. A critical failure means that the Mentalist is stunned for 1d5 turns.

D10 Roll

Confusion Result

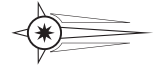
01	The target sits down to think things over. He does nothing else.
02	The target begins weeping or laughing uncontrollably; he gets a -10 percent modifier to all actions and skill checks.
03	The target walks around randomly as if he is lost. Use the Grenade Bounce diagram on every turn to determine what direction the target is walking.
04	The target becomes fascinated with one action and will perform or watch it to the exclusion of all else.
05	The target attacks the nearest character, no matter who it is.
06	The target attacks everyone (a different character each turn).
07	The target attacks the nearest large machine or creature.
08	The target walks up to the nearest character, throws his arm around his shoulder (or an equivalent action), and begins discussing his philosophy of life.
09	The target is so confused he begins to swoon; he receives a -20 percent modifier to all actions.
10	The target rolls over and falls asleep.

EXPANDED SKILLS ON THE FRONTIER 2022

BY JOHN BUCKLEY

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

FIVE NOTABLE LATERIE



NOTES ON FIVE INFLUENTIAL LATERIE, THE “SO-CALLED” PRIMITIVE HUMANS OF CORPCO

By Oscar Rios

Art By Thomas Verreault

The Laterie, what the Humans found living on Corpco in the New Streel system call themselves, are descendants of a failed colony attempt by the Lateral Federation several centuries ago. The colonists survived, but as their technology broke down they spread out to form wandering tribes. When New Streel arrived the Laterie originally welcomed them, until the mega-corporation began denying them rights to prime tracts of farmland. It was clear that life was not going to instantly improve for the Laterie just because they were now in contact with a vast, intergalactic society. They would need to fight, both literally and figuratively, to earn a place in Frontier society. Here are five Laterie which are making a name for themselves in the Frontier, fighting for their peoples in their own ways.

A Quick Note About Appearances - The Laterie come from a lost colony of Humans, cut off from Frontier space since the earliest days of settling in this area of space. As such, some of their genetic composition is currently not represented in the wider Human genome of Frontier space. To non-Humans the differences are not easily noticed, as Laterie and Frontier Space Humans look pretty much alike. However, to Humans, Laterie have exotic, striking, and unusual features. It is much like when Humans from distantly separated star systems reproduce and have children; those children seem strangely exotic and attractive.

The famous Starplay fashion model Dillon Yardly is known for his stunning and exotic good looks, likely due to one of his parents being from Clarion (in the White Light System) and the other being from Pale (in the Truane's Star System). While Mr. Yardly is a rare exception in his good looks, every member of the Laterie shares a similar, exotic and alluring genetic combination.

Dr. ADAMO MOONSPIRE

This native Laterie gained employment at a New Streel settlement at a very young age, sent by his family to assist at a medical center. His family were healers, experts in native plants and what the Frontier would consider “primitive medicine”. His pay was very meager, but he saved and studied hard. Eventually, once he reached adulthood, he was as skilled as any new physician trained from a Frontier medical school. He had also saved enough credits to purchase transport to Grand Quivera in the Prenglar system, where he worked for a decade as a doctor in various hospitals across the planet.



He learned all the cutting edge medical practices of the core Frontier worlds, becoming one of the most skilled and dedicated doctors in the system. He avoided the limelight, refused promotions into administrative roles, avoided making romantic attachments (remaining a very eligible bachelor), and lived a very Spartan, frugal lifestyle while making a number of very shrewd investments. After fifteen years he resigned his positions, used his vast savings to purchase enough medical supplies to stock a top-notch hospital, and hired a ship to return him to Corpco.

Over the next six decades he traveled to dozens of tribes and settlements of the Laterie, training healers and building medical centers. He was not always welcomed in such communities, due to tribal rivalries and distrust, but Dr. Moonspire has always managed to win the trust of his scattered peoples. Once a center is up and running, with a competently trained Laterie staff, he moves on to the next area. This can take anywhere between five and ten years. It is thought that at this point he has established seven modern medical centers among the Laterie, and is in the process of training an eighth since returning to Corpco, almost sixty years ago.

While his initial supplies have long since been used up, he's been able to stock new medical centers with shipments from Grand Quivera, using the proceeds

from his past investments. In the communities where one of Dr. Moonspire Medical centers is located the life expectancy of the Laterie has doubled. Currently Dr. Moonspire is 105 years old, and still in his prime, aging as a standard Frontier born citizen due to his access to high tech medical treatment since he was a child.

MONICAL RIVERSTAR

This captivating, exotic beauty has been the darling of holovids across the Frontier for nearly thirty years. She caught the eye of a documentary holovid creator working on a project about the Laterie people. Her image, with her dark hair, tanned complexion and her striking green eyes, went on to become the cover of the project and a popular poster. She was convinced to travel off world to become a model and actress, but only after negotiating a deal for her tribe to receive modern technology from Starplay Enterprises.

At only twenty years of age Monical became the face of the "savage primitive beauty" in more than two dozen holovids, starring against some of the most popular leading men (and women) across Frontier media. Her tribe were skilled warriors as well, opening action roles for Monical, where she began to star in her own movies, including a twelve holivid franchise featuring her as "Roxy Carmichael", a hard hitting secret agent fighting against everything from Sathar invaders, pirates, slavers, and drug syndicates. Some of the best stars got their start as being one of her partners, who always seem to die within weeks of being assigned to work with her.

More than a pretty face, Monical used her fame as a platform for spreading political awareness of the plight of her fellow Laterie. Her activism has greatly contributed to the public's knowledge of Corpco's often

contentious relationship with the Laterie, leading to vast tracts of land being set aside as a Laterie free zone, free from corporate development. She has also used the proceeds from her various holovids to set up scholarships for Laterie wishing to study on developed Frontier worlds. Called the Riverstar Program, it does have one condition: recipients must return to Corpco and use their skills to better the lives of their tribes.

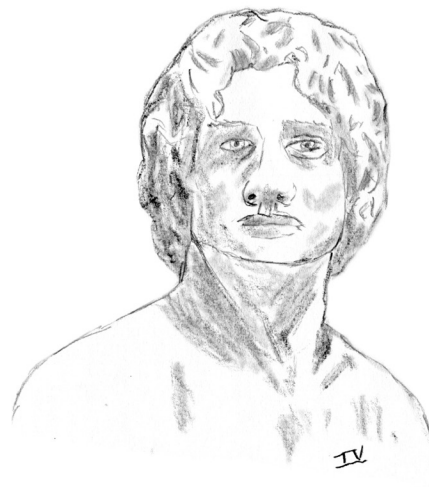
At seventy-three, Monical is still in her prime. She is consistently ranked as one of the top one hundred most beautiful Human women in the media. She has two projects about to come out. The first is "Coming Home," a documentary where she's returned home to Corpco to tour native communities and meet with recipients of her scholarship program. The other is "Roxy Carmichael and the Curse of the Red Devil Nebula," where she's said to take on a gang of Zenk slavers working with the Sathar.

ARMINIUS DARK-BLADE

Coming from a particularly warlike clan, young Arminius trained to fight and hunt since he could stand. By his teenage years, he was already an expert tracker, and began working as a guide and scout for New Streel and Merco. He'd lead teams of explorers to sources of freshwater or good soil, or strike teams to the hidden camps of pirate raiders and outlaws in the wilds of Corpco.

Earning the respect of his commanders Arminius formally joined Merco. He traded his bow and spear for high tech beam weapons, his throwing club for fragmentation grenades, and his hardened leather breastplate for a skeinsuit. The weapons and tactics might change with technology, but the heart of a warrior remained the same.

With Merco, Arminius Blade moved up in the ranks, fighting on various Frontier worlds for whoever his



employer listed as “the enemy force.” Sometimes these were criminals, but at other times they were lawful security forces working for planetary governments or megacorporations. It didn’t matter. Merco fought for whoever paid them. Loyalty was measured in credits.

Eventually Arminius achieved the rank of commander, allowing him to recruit and train his own men. He formed “The Vermillion Legion,” an elite fighting force of about a hundred soldiers, all of whom were Laterie. They excelled in tracking, ambush, hand-to-hand fighting, scouting and evasion. They quickly gained a reputation as Merco’s premier unit for asymmetrical (aka guerilla) warfare.

Arminius has a secret: He is no friend to Merco or New Streel. While appearing to be the perfect soldier, fighting for them, Arminius has been learning the ways of his enemy. To him New Streel are the invaders who drove his tribe from their lands to establish a high tech plantation. For almost thirty years he’s lived a double life, a loyal commander in Merco by day, and by night the leader of a future Laterie insurgency. He’s managed to amass stockpiles of high tech weapons, ammunition, explosives, missiles, personal defense suits, screens, and helmets, hidden in various hidden caches across Corpco.

Arminius is in contact with Penelope Nebula (see below), as she fights for the rights of Laterie against New Streel oppression. While she knows that he’s preparing for a military insurgency, she believes he is maybe 5 years away from gathering the strength he needs to begin hostilities. Arminius is actually ready to launch attacks against New Streel facilities across Merco within 72 hours’ notice.

PENELOPE NEBULA

Penelope Nebula is the daughter of a shaman, trained from an early age to be a peacemaker. While the men in her tribe trained to be warriors, Penelope learned the laws and customs of the various Laterie tribes, in order to negotiate peaceful settlements to disputes. By her teens she was mediating intertribal conflicts with her mother, and in her twenties was running such negotiations on her own. When the plantation robots reached her tribe’s lands it was Penelope who approached the New Streel and Merco off-worlders to inform them of her people’s borders.

The New Streel executives were so impressed with her efforts that they bypassed most of her tribe’s land. The megacorporation still forced some territorial concessions from her tribe. Penelope knew that a successful negotiation involved both sides coming away unhappy, without bloodshed. Soon New Streel was enlisting her help to negotiate settlements with “the savages.” With her keen mind and charming nature Penelope was able to negotiate peaceful



settlements between New Streel and various Laterie tribes.

She became an employee of New Streel to better learn the ways and language of the off-worlders. Most importantly, she wanted to learn their laws. She discovered that local supervisors routinely violated official company policies with regards to the Laterie for their personal gain. Soon she became an expert in New Streel’s company policies and used this knowledge to defend the Laterie’s limited rights.

Penelope worked hard to get off Corpco, eventually being invited to attend a New Streel business party on Lossend, in the Timeon system. Here she ditched her escort, snuck away from the corporate offices, and boarded a star liner to Grand Quivera, in the Prenglar system. Upon landing in Port Loren she transmitted her resignation to New Streel and enrolled in the Krit’li-tel University, a prestigious Vrusk university teaching corporate and intergalactic law. Luckily Penelope was fluent in Vrusk and familiar with their customs, as a number of Vrusk, descendants from shipwreck survivors, were members of her tribe. She graduated at the top of her class, the only non-Vrusk to ever do so.

Today Penelope is a skilled and influential lawyer and lobbyist, fighting against various megacorporation’s for the rights of those living on corporate worlds. Her primary focus is on securing the rights of the Laterie living on Corpco. She’s beginning to fear that a bloodless settlement between the Laterie and New Streel is impossible. The megacorporation is digging in their heels against further concessions and a growing Laterie militant faction is preparing for war. She

is working hard to keep the growing powder keg on Corpco from exploding into a full scale insurgency.

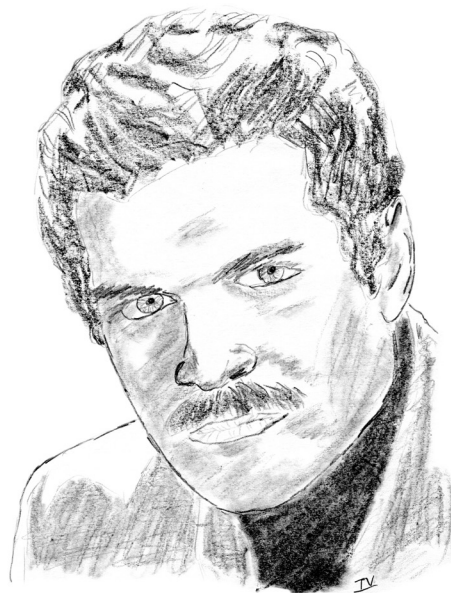
IGNACIO VENTURE

Another popular star with Starplay Enterprises, Ignacio tours with a traveling show called "Wonders of the Frontier." This show features rare creatures and exotic aliens from across the Frontier reenacting famous battles and events, while showing off their skills. The cast features Enora, Ul-more, Heliopes, Mhemne, Zethra, Mechanons, and a number of Latarie.

Ignacio's tribe were experts in hunting and traveling across the vast plains of Corpco, riding on the backs of their Jalgar (a six legged herbivore known for their great speed and leaping ability). His act is one of the most exciting of the show, featuring displays of riding, mounted archery and hurled weapons, and wrestling, where he asks for volunteers from the audience to be his opponents for a chance to win a 500 cr prize. These "volunteers" are usually, but not always, set up by Starplay.

While he leans into his Latarie accent, and acts much as the public would expect (a "primitive savage"), he is actually well accustomed to Frontier culture. He can shed his accent in a moment to speak perfect Pan-Gal when the mood suits him. He recruits other Latarie for the show, as a way to give poor children of his tribe a chance to travel the stars and get rich for doing the things they were trained to do to survive on the plains of Corpco. Most of these young stars leave after a few years, but Ignacio has been with the tour for decades. Every time he threatens to retire they increase his salary, as they are desperate not to lose one of the tour's biggest stars.

One thing worth mentioning is his exotic, striking good looks. It is not surprising that some of the most powerful, beautiful, and influential women on worlds "Wonders of the Frontier" pass through vie for his attention, often paying Starplay incredible sums for his company. Ignacio appears at high profile parties and events as the date of such women, as being holographed on his arm is something of a status symbol. It's rumored that he has fathered dozens of children with wealthy, powerful women, who pay handsomely for either his company or genetic material. His strong Latarie features are undeniable in such children, a number of whom have become models and media stars due to their exotic looks and high profile mothers across Frontier Space.



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.

GHOSTS OF CORPCO

AN ALIEN RUINS ADVENTURE

Adventure and Artwork By Aaron O'Brian

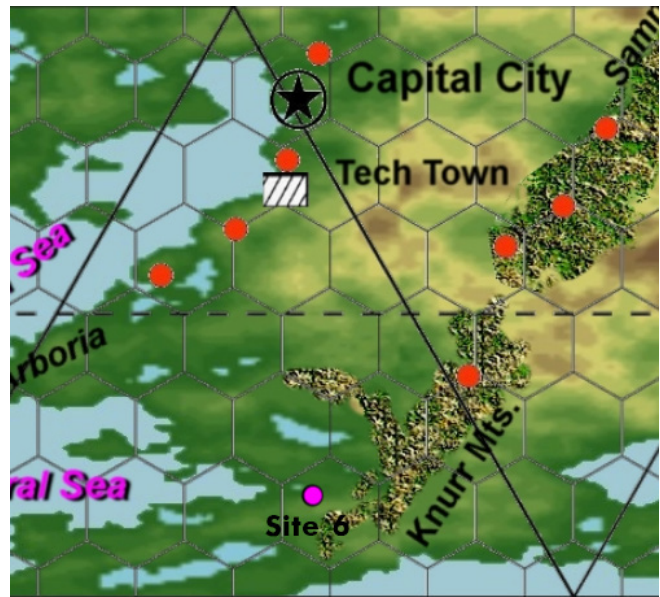
(For simplicity we will be using the Alpha Dawn skill system. There are however more granular skill systems available, like Zebulon's Guide and "A Skilled Frontier" in Star Frontiersman #9)

Ruins of an unknown alien society on Corpco have been of enormous interest to archaeologists and scholars around the Frontier. Scholars from the University of Zebulon, Capital University, Gran Quivera University have flocked to these sites. There are seven central larger archaeological sites with multiple smaller sites connected to the larger hub sites. The ruins are not from a native race that evolved on Corpco. The ruins date from 15,000 PF to about 9,000 PF. Biological remains have yet to be discovered and there has been no written language discovered. Archaeologists flock to the planet, eager for a breakthrough discovery, yet all return with mediocre findings for their scientific journals.

SITE 6

Located between the Astral Sea and the foothills before the Knurr Mountains sits "Site 6" or the "Vaspenn Valley." In 29 FY New Steel explorer Max Vaspenn and his team mapped this area. Vaspenn found half buried structures of the alien ruins. Today in Vaspenn Valley, archaeologists and their graduate students spend long expeditions digging and studying the ruins. They have unearthed most of the structures left behind by this mysterious civilization.

The structures are mostly made up of mainly copper tubing, copper supports, some stone, and concrete and glass containment chambers. The center of Site 6 is a large structure that has been named "the Hub." The Hub has hundreds of copper tubes radiating out of the structure. Within the structure are a maze of tubes that

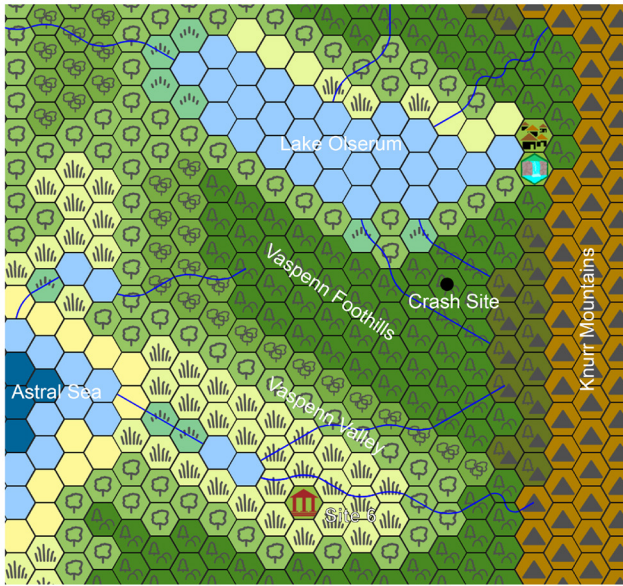


connect to glass chambers that are often spherical in shape. Outside the Hub are small structures that are similar in layout.

ALPHA SECTION

INTRODUCTION

The party is hired by a Yazirian named Howel Dorn, who is the handler of a Steel executive named Orron Ancim (Human). Ancim lives on Corpco in Capital City where he conducts most of his work. Ancim is extremely interested in the alien ruins on Corpco. Ancim has been funding a Vrusk archaeologist named Dr. Thraz'ek Ka'Kex. Dr. Ka'Kex has been studying the alien ruins for many years and she says that she has made a major discovery. The playing characters are to escort Orron Ancim to Site 6 as bodyguards, or as technical or medical support. The playing character will start off in Capital City on Corpco. They all are invited up to Ancim's swanky penthouse. There are drinks and hors d'oeuvres to welcome the playing characters. There Dorn introduces the members to Ancim. Dorn explains the mission. The group is to take an Air Transport down to Site 6 to see what Dr. Ka'Kex has discovered. Each of the player will be paid 800 credits for the mission. As a retainer they will be paid 300 credits for signing on and they will receive 500 credits for safely returning Orron Ancim home with the information of Dr. Ka'Kex's discovery. The group will leave the next day, so they can gather or buy any equipment needed.



ARRIVING AT SITE 6

The Air Transport carries the group from Capital City to Site 6 in about two hours. (The distance is 1557 kilometers.) Howl Dorn pilots the Air Transport. The group arrives at Site 6 to see a massive archaeological dig. Multiple robots work the earth by slowly sifting dirt millimeter by millimeter in gridded sections. Off in the distance the “Hub” is mostly unearthed and looms largely over the whole site. Once the playing characters and Orron Ancim walk off the Air Transport, Dr. Ka’Kex excitedly greets Ancim. The dusty doctor brings everyone to a grouping of tents where the researchers live. On a large computer screen Dr. Ka’Kex starts to explain his discovery.

"Welcome all! Now for the reason you are all here! What I have discovered is quite remarkable! Our current focus is in grid A47, B64. Within this structure that many of us have dubbed the "Flower" we have found an alien mechanism. It was buried deep within the structure's sub basement chambers. As we further cleared the area, we found the mechanism to be perfectly preserved.

As we have studied the mechanism, we have consulted with some engineering colleagues on the purpose of the machine. They have speculated that the mechanism could possibly open a portal in the fabric of time/space. The only parts missing is the mechanism's power source and a circuit. The power source is possible to replicate. But the missing circuit is a different matter. There are two circuits intact on the mechanism so we know what the circuit looks like. And when we created a 3-d model of the circuit the mechanism failed to turn on. But a local guide to the area named Albert Baxter saw the 3-d model of the circuit and claims that he had seen the same object north of here in a small Laterie village. What I purpose is that we attempt to retrieve the missing circuit from

the Laterie's and attempt to activate the mechanism. As our generous benefactor Mr Ancim has brought us this far in this discovery, it is only right that it is he who decides our course of action. It goes without saying that if a lost technology of traveling through time/ space is possible it could revolutionize our society!"

After Dr. Ka'Kex completes his monologue the characters are free to ask further questions or discuss options. Dr. Ka'Kex will later take the group down to the "Flower's" sub basement chamber. There they will see the alien mechanism as well as power conduits plugged into the mechanism, with multiple computers that are being used to monitor the mechanism. After the tour, the characters are free to roam about Site 6. All of the archaeologists and grad students are happy to answer any questions. Only a few know anything about the newly discovered mechanism.

Within an hour or more Howel Dorn gathers the characters back to the Air Transport where they meet Orron Ancim, Dr. Ka'Kex and an eccentric human male named Albert Baxter. Baxter is a local guide and merchant that visits Site 6 from time to time. Ancim explains to the characters that he wants to attempt to travel to the Laterie's village and retrieve the missing circuit. Ancim feels that this discovery is too important not to endeavor. The Air Transport and group leave soon and they are off to the Laterie village.

THE LATERIE VILLAGE

The group sets down just outside the village. Sitting on the east end of Lake Olserum, the settlement is a grouping of 40 dwellings made of stone walls and wooden thatch roofs. Here the Lateries have fished the lake and produced crops for many generations. The Latrerie are not startled by the Air Transport but they are very curious of their visitors. Non-human characters are either curiously approached or they are feared and the Laterie shy away from them. Albert Baxter leads the group to the tribal hall where they are met with warriors of the Latrerie Tribe. They are taken inside as long as they leave their weapons outside. Once inside the Hall the group is introduced to the husband and wife chieftains, chief Bhosla, chieftess Ruvva and the tribe's shaman, Cato. The chieftains welcome Baxter as he has visited the village before. Baxter introduces the group to the Laterie and gives Orron Ancim the platform to speak. Ancim explains the discovery at Site 6 and that he is looking for the lost circuit. The chieftains hear out the request, but refuse giving the circuit to Ancim. Cato, the shaman, is angered by the request. The Laterie call the lost circuit Dayaxe. It sits in their temple where they worship. The Dayaxe (lost circuit) is said to glow and blink lights from time to time. This is taken as the great sky god communicating with the tribe. If asked on how the tribe came into possession of the Dayaxe (lost circuit), Cato

says that many generations ago the Brights gave the Dayaxe to protect.

The chieftains present a banquet of food to their visitors. Baxter explains that after the meal the group can trade with the Laterie and tour the village. The temple is under guard where the Dayaxe is kept. Most of the tribe is friendly and will talk and trade with the characters. After the banquet, Orron Ancim gathers the group and explains that he is going to steal the Dayaxe (lost circuit). If the player go along with Ancim's agenda this should be played out. If the player disagrees with Ancim's plan, all they know is that Ancim and Howel Dorn rush aboard the Air Transport and make a speedy lift off. Ancim and Dorn will steal the Dayaxe no matter what.

BETA SECTION

LIGHTS IN THE SKY

As the Air Transport travels back to Site 6, they have to travel over the Vaspenn foothills. The foothills range from 3000 to 4000 feet above sea level. The sun had set as the group left the Laterie village and it is now dark. Most of the characters will probably be back in the passage area of the Air Transport, But they will hear Howel exclaim, "What the HELL are those?!" If the characters investigate, they will see outside the cockpit window bright orbs flying above the Vaspenn foothills. The orbs buzz back and forth over the hill tops. The orbs then circle the Air Transport and start to drain the electrical batteries of the Air Transport. Howl will try to out maneuver the orbs, but the orbs are too nimble for the large Air Transport. The Air Transport will lose power and crash into the Vaspenn Foothills.

CRASH

The Air Transport falls from the sky quickly and crash lands in the forested terrain of the foothills. All characters, if they were safely in their passenger seats, will only take 2D10 points of damage. If not they will take 4D10 damage and roll on the crash injury table. Ancim has installed Inertia Screens in the passenger seats. (Avoid the crashing rules in Alpha Dawn because it will kill all the characters.)

All Injuries and penalties are temporary until the character receives medical treatment.

The characters will find that Howel Dorn was killed in the crash, a tree limb impaled him through the cockpit window. Orron Ancim is injured also, with a broken arm. Dr. Ka'Kex takes 12 points of damage. The guide, Albert Baxter takes 6 points of damage. All the batteries on the Air Transport are drained. This includes batteries for weapons, computers, radios and other devices. The Air Transport is not salvageable.

Crash Injury Table

d10 Roll	Injury
1-3	Huge laceration on face that will leave a scar - 5 to PER
4-5	Broken ribs -10 to STR, DEX and RS (Dralasites extreme bruising)
6-7	Broken leg -15 to STR, DEX and RS. Reduce movement to 25% (Dralasites extreme bruising)
8-9	Broken arm -10 to STR, DEX and RS (Dralasites extreme bruising)
10	Fractured skull -15 to DEX,RS, INT and LOG (Dralasites extreme bruising)

Below are the salvageable items on the Air Transport:

- Techkit
- Medkit
- Allweather Blankets
- Compass
- Everflame
- 3 machetes
- 100 ft of rope

The Dayaxe (lost circuit) is not damaged in the crash.

Characters can administer medical care if they have the skills with non-battery-powered medical equipment that is onboard the Air Transport.





The Vaspenn Foothills

The crash is closest to Site 6, and with the stealing of the Dayaxe, it is obvious that this is the direction to travel. Orron Ancim elects himself leader, orders the group to take whatever is useful and heads back to Site 6 on foot. Ancim carries the Dayaxe with him and does not let anyone else have it.

The group has no physical map of the terrain, but knows that Site 6 is south of their crash site. The Referee should not share the map to the players. Only draw out or describe the areas where the characters explore.

Characters with the Finding Directions or Survival Skill the Referee can give hints on the direction the group

Vaspenn Foothills Random Encounter Table

d10 Roll	Encounter
1-2	Chagnale
3-4	Broodex
5-6	Visicks
7	Malevolents
8	Laterie Warriors
9	Brights
10	Pirates

needs to travel. The group can travel 2.4 km per hour or 3 hexes per day. When moving through the foothills characters will have random encounters. For every hex (8 KM) the group travels through, the Referee will roll on the Vaspenn Foothills Random encounter table.

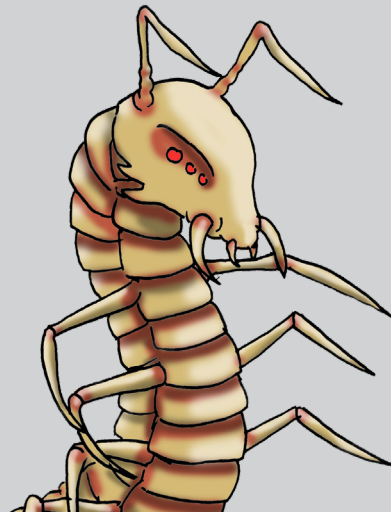
CHAGNALE ENCOUNTER

As the group move through this area, they accidentally disturb a nest of Chagnale large, multi-leg insect. Roll 1D10 for how many creatures are in the nest.

THE CHAGNALE

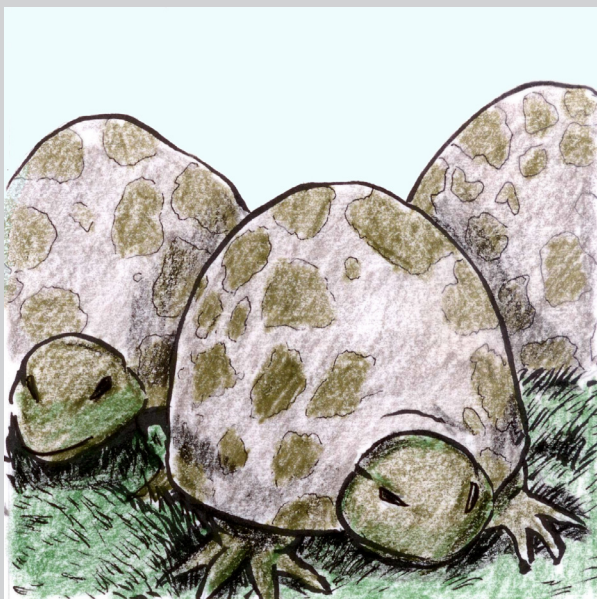
TYPE	Medium Carnivore
NUMBER	1 to 10
MOVE	Fast (90 m/turn)
IM/RS	6/55
STAMINA	80
ATTACK	75
DAMAGE	1d10 Bite
SPECIAL ATTACK	None
SPECIAL DEFENSE	None
NATIVE WORLD	Corpco - forest, wooded areas, hills, plains

Large centipede-like insects



The Broodex

TYPE	Medium Herbivore
NUMBER	2 to 10
MOVE	Medium (40 m/turn)
IM/RS	6/55
STAMINA	100
ATTACK	40
DAMAGE	1d10 Bite and Claw
SPECIAL ATTACK	None
SPECIAL DEFENSE	The Broodex body is covered in a shell like armor. This armor looks like nature rock with moss and plant life growing on it. This feature camouflages the creature as it grazes. The armor also reduces all non energy attacks by half.
NATIVE WORLD	Corpco - forest, wooded areas, hills, plains



Broodex Encounter

As the group move through this area they come upon a grouping of moss-covered rocks. As they walk through, they accidentally disturb a group of Broodex. These creatures' large armored bodies are camouflaged to look like mossy rocks. Roll 1+1D10 for how many creatures are present.

The Visick

TYPE	Small Omnivore
NUMBER	1 to 10
MOVE	Medium (40 m/turn)
IM/RS	6/60
STAMINA	15
ATTACK	50
DAMAGE	1d10 Bite or Claw
SPECIAL ATTACK	Throw stones and branches down from the tree for 1D5 damage.
SPECIAL DEFENSE	15% penalty to hit while attacking from the tree canopy.
NATIVE WORLD	Corpco - forest, wooded areas, hills, plains



Visicks Encounter

As the group walks through a heavily wooded area, they are surprised and attacked by a group of Visicks. Roll 5+1D10 for how many creatures are present. The Visicks will stay in the trees, jumping from branch to branch to ward off the intruders in their territory.

Malevolents Encounter

The characters will see the Dayaxe starting to light up, blinking on and off. Out of the brush and trees attack 1D5 Malevolents. Most likely their first attack is to use their Confusion psionics ability. Afterwards all options of deadly force are on the table. The Malevolents will try to feed off the character's energy. If possible they will take the Dayaxe for themselves. If the Malevolents

take the Dayaxe, it is likely that they will never see it again.

LATERIE WARRIORS ENCOUNTER

Unseen by the group, as they enter into this area, 1D10 Laterie Warriors are here to take back the Dayaxe. If this is the first time the group has encountered the Warriors, the Warriors will demand the Dayaxe to be returned to them. Orron Ancim will not allow this. If the party follows Ancim a fight will ensue. If this is the second or later time the group encounters the Warriors, the Warriors surprise and attack the characters.

Laterie Warriors

Race: Human

STR/STA	DEX/RS	INT/LOG	PER/LDR
---------	--------	---------	---------

45/45	45/45	45/45	45/45
-------	-------	-------	-------

IM: 5	RW: 43%	M: 43%	Punch: 3
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Skills WS Melee Level 2, WS Thrown Level 2

Spear: 58% **Damage:** 2D10

Sword: 53% **Damage:** 3D10

EQUIPMENT: Spear, Sword

BRIGHTS ENCOUNTER

As the group enters this area, the Dayaxe starts to light up, blinking on and off. Out of the brush, 3 Adult Brights approach the group. Over radios, polyvoxes and any other device with a speaker, the characters hear a whisper, "Return what you have stolen." The Brights will communicate this way in a limited manner of simple short responses. Orron Ancim will not give back the Dayaxe. If the party follows Ancim, the Brights will try to take the Dayaxe back. The Brights will try not to harm the characters. They will grapple with the characters, trying to take the Dayaxe back. If the brights are losing the fight, they will retreat. If the group encounter Brights a second time or more, they come with reinforcements of 3+1D10 Brights.

PIRATES ENCOUNTER

The party moves into an alcove in the forest. The characters are caught off guard to see 8 pirates, all armed, waiting to ambush the group. If the characters decide to attack first and ask questions later it will be a fight to the death. If the characters open with a dialogue, the pirates will allow the party to live, but they want all their belongings, credits and the Dayaxe. Orron Ancim will not accept this deal. If the pirates learn who Orron Ancim is the will kidnap him and hold him for

Pirate Stats

Race: Human

STR/STA	DEX/RS	INT/LOG	PER/LDR
---------	--------	---------	---------

45/45	45/45	45/45	45/45
-------	-------	-------	-------

IM: 5	RW: 43%	M: 43%	Punch: 3
-------	---------	--------	----------

Skills WS Projectile Level 2, WS Melee Level 2

Automatic Rifle: **Damage:** 1D10 or 5D10 (Burst), 20 rounds, rate of 3 per turn

Sword: 53% **Damage:** 3D10

EQUIPMENT: Automatic Rifle, Sword, 3 Bullet Clips

Race: Dralasite

STR/STA	DEX/RS	INT/LOG	PER/LDR
---------	--------	---------	---------

50/50	40/40	45/45	45/45
-------	-------	-------	-------

IM: 4	RW: 40%	M: 40%	Punch: 3
-------	---------	--------	----------

Skills WS Projectile Level 2, WS Melee Level 2

Automatic Rifle: **Damage:** 1D10 or 5D10 (Burst), 20 rounds, rate of 3 per turn

Sword: 50% **Damage:** 3D10

EQUIPMENT: Automatic Rifle, Sword, 3 Bullet Clips

Race: Vrusk

STR/STA	DEX/RS	INT/LOG	PER/LDR
---------	--------	---------	---------

40/40	50/50	45/45	45/45
-------	-------	-------	-------

IM: 5	RW: 45%	M: 45%	Punch: 2
-------	---------	--------	----------

Skills WS Projectile Level 2, WS Melee Level 2

Automatic Rifle: **Damage:** 1D10 or 5D10 (Burst), 20 rounds, rate of 3 per turn

Sword: 55% **Damage:** 3D10

EQUIPMENT: Automatic Rifle, Sword, 3 Bullet Clips

ransom. If the pirates learn about the Dayaxe they will take that and hold it for ransom.

Below are four pirates from the four core races. The Referee can use them as needed for this encounter.

Race: Yazirian

STR/STA	DEX/RS	INT/LOG	PER/LDR
---------	--------	---------	---------

35/35	50/50	50/50	45/45
-------	-------	-------	-------

IM: 4	RW: 45%	M: 45%	Punch: 2
--------------	----------------	---------------	-----------------

Skills WS Thrown Level 2, WS Melee Level 2

Knife: 45% **Damage:** 1D10

Frag Grenade: 45% **Damage:** 8D10

Smoke Grenade:
45% **Damage:** -10% to hit

Tangler Grenade:
45% **Damage:** entanglement

EQUIPMENT: 10 Throwing Knives, 1 Frag Grenade, 1 Smoke Grenade, 1 Tangler Grenade

GAMMA SECTION

RETURNING TO SITE 6

Once returning to Site 6 any member of the party will receive medical treatment by the camp medic.

If the group is successful in returning to Site 6 with the Dayaxe, then Orron Ancim and/or Dr. Ka'Kex will begin quickly to activate the mechanism. Go to "Turning on the Machine" to continue.

If the group no longer has the Dayaxe and Orron Ancim is still alive and with the group, he will mount a search party for the lost Dayaxe. This will be up to the Referee on how they want the game to continue. The search could take weeks to find the lost Dayaxe. If the character decide that they have had enough of this adventure. Ancim will pay them their remaining 500 credits owed.

If the group returns without the Dayaxe and without Orron Ancim. The group will not receive their remaining 500 credits owed. Dr. Ka'Kex will continue to research the mechanism and publish a paper on his findings. A year later Dr. Ka'Kex will publish a wildly successful book on her adventure here. If Dr. Ka'Kex dies then another archaeologist will study the mechanism, but it will never be activated.

TURNING ON THE MACHINE

Within a few hours of returning to Site 6 with the Dayaxe, Orron Ancim and/or Dr. Ka'Kex will go down to the "Flower's" sub basement chamber. The characters are welcomed to help them activate the ancient mechanism. Dr Ka'Kex installs the Dayaxe into the mechanism and a technician operates the power flow plugged into the mechanism.

It takes 3 hours for the team to activate the mechanism. If any of the characters are above ground during the experiment, Site 6 is invaded by 3+1D10 Brights and 3+2D10 Laterie Warriors. The Brights seem to know where the Dayaxe is, and they charge to the Flower's sub basement. The Laterie Warriors follow the Brights. If all the characters are in the sub-basement the invaders surprise everyone.

The Brights will not kill anyone, but they will drain batteries and any other electrical sources and use non lethal attacks. The Laterie Warriors will kill anyone that gets in their way.

Dr Ka'Kex and his team will activate the mechanism before the Brights can stop the experiment. Read the below description of what happens...

"The generators that are feeding power to the mechanism are humming loudly in the glass chamber. The mechanism whirls to life with gears clicking and circuits buzzing. When suddenly a globe of plasma energy is seen flowing on top of the mechanism. The globe grows in size. In seconds it envelopes the entire chamber. The energy does not seem to harm anyone in the chamber."

Next the Referee needs to roll on the Plasma Globe Reaction table to determine the outcome of characters entering the plasma globe.

If there are players that are outside the plasma globe by escaping it or because they are outside the sub-basement chamber, they will see the "Flower" light up. An energy beam will emit from the "Flower's" top opening. The beam will last for seconds and then stop. Afterward there is no more activity in the sub-basement chamber. The mechanism is destroyed. This is a small chance that the creatures below are still present down in the chamber, with need of medical attention.

After the activation of the mechanism, all surviving Brights and Laterie Warriors will retreat to the foothills. The other archaeologists and support crew on site will be confused by the attack and the energy burst from the "Flower." There will be many questions. The characters can call for another Air Transport to pick them up for a fee of 40 credits per passenger.

**d100
Roll****Plasma Globe Reaction**

01-09	The globe of energy washes over the characters. The energy is too intense and delivers 5D10 damage to all creatures in the globe. The energy quickly dissipates and stops emitting from the mechanism. The mechanism explodes and it is turned into a lump of metal.
10-19	The globe of energy washes over the characters for a moment and they see orb-like entities just outside the globe. The energy quickly dissipates and stops emitting from the mechanism. The mechanism explodes and it is turned into a lump of metal.
20-29	Characters are transported 4 weeks before the events that have happened in this adventure. The mechanism is in the state it was before the Dayaxe was installed.
30-39	Characters are transported 4 weeks into the future. The mechanism has been removed from the chamber.
40-44	Characters are transported to the planet Snowball in the year 57 F.Y., during the exact moment the UPF is liberating the planet from the Sathar.
45-49	Characters are transported to the prison realm of the Scarlett Ghosts with no way to return to Corpco.
50-64	Characters are transported to an alternate dimension where the aliens that built the ruins are from. These creatures are made of pure energy. The planet is suitable for organic life. The characters have no way to return to Corpco.
65-79	Characters are transported to a part of the galaxy trillions of light years away, on a planet that is life sustaining. The characters have no way to return to Corpco.
70-89	Characters are transported to a dimension where the laws of physics are entirely different. All creatures transported start to agonizingly dissolve into nothing within seconds.
90-99	Characters are transported to a medieval or fantasy setting world.
100	Characters are transported to entirely different game setting or system. The Referee must decide where and how to convert the Playing Character's Stats.

Non Playing Characters Stats**Howel Dorn****Race:** Yaririan

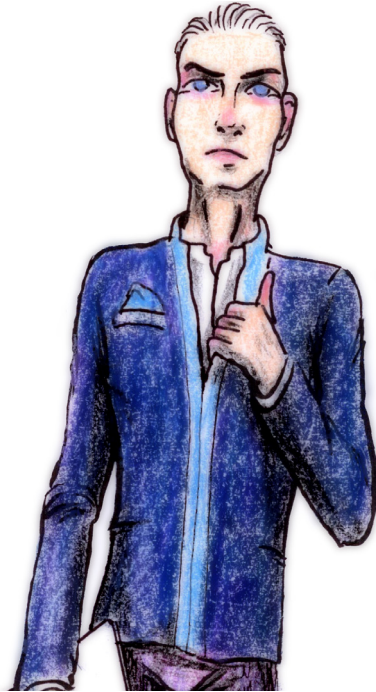
STR/STA	DEX/RS	INT/LOG	PER/LDR
40/40	65/65	55/55	30/30
IM: 7	RW: 53%	M: 63%	Punch: 2
Skills	Piloting Level 2, WS: Projectile 2, WS: Melee 3, Martial Arts 3		
	Automatic Pistol: 53% Damage: 1D10 or 5D10 (Burst), 20 rounds, rate of 3 per turn		
Knife: 63%		Damage: 1d10	
Martial Arts: 63%		Damage: 2	
Notes: Tumbling reduces falling damage by 3 pts			
Defensive Throw for 2 damage			
Knockout on 01 – 05, 10, 20, 30, 40, 50, 60			



Orron Ancim

Race: Human

STR/STA	DEX/RS	INT/LOG	PER/LDR
30/30	45/40	45/55	60/65
IM: 4	RW: 23%	M: 23%	Punch: 2
Skills Communication Level 2, Persuasion Level 2, Computers Level 2			
Equipment: datapad			



Albert Baxter

Race: Human

STR/STA	DEX/RS	INT/LOG	PER/LDR
40/60	45/45	50/50	45/45
IM: 5	RW: 43%	M: 23%	Punch: 2
Skills Survival Level 4, Finding Directions Level 3, WS Projectile 2, First Aid 1			
Damage: 1D10 or 5D10 (Burst), 20 rounds, rate of 3 per turn			
Automatic Rifle 43%			
EQUIPMENT: standard equipment pack, auto-rifle			



Dr. Thraz'ek Ka'Kex

Race: Vrusk

STR/STA	DEX/RS	INT/LOG	PER/LDR
35/35	55/55	45/65	35/35
IM: 4	RW: 23%	M: 23%	Punch: 2
Skills Archaeology 5			
Equipment: digging utensils			





JOURNEY INTO A FAR COUNTRY

By Tom Verreault

This adventure is a simulation of a scouting mission into an unknown system. It makes use of content created by others, primarily the system brief in this issue and the Red Thunder deck plan and write-up from Frontier Explorer #9.

The mission, scouting out the star system designated as Gamma 207 (which eventually becomes known as New Streel), was launched amid trying times for the Streel Megacorp. Laco's War ended in a settlement, one perceived as a loss for Streel. The corporate war with Pan Galactic Corporation (PGC) had lasted a decade, with staggering casualties and a dozen starships lost to enemy action. In the end, PGC secured control of Laco and ceded control of New Pale to the government of Pale. Outwardly, it seemed that Streel gained nothing from the conflict, but in reality, the ousting of PGC from Truane's Star was a major win. However, since New Pale came under the control of the Pale government it did not appear that way. With the passing of the Demilitarization Act by the Parliament of Clarion and the subsequent banning of Streel from Clarion's surface, the public perceived Streel as a megacorp in decline.

Despite the loss of New Pale, PGC still had a corporate-owned planet: Laco. Streel's failed gamble to wrest control of Laco away from them ultimately resulted in them being banned from doing business on Clarion. This triggered a major restructuring within the megacorp, resulting in Hilo Headrow taking control of the flailing Streel, with the goal of forging a new future for the company. In the wake of Laco's War, Headrow's plan is to rebuild Streel's reputation and compete with PGC for the position of premier megacorp in the Frontier. This is where our adventure begins.

BACKGROUND

Laco's War has ended and most of the mercenaries contracted to fight on the company's behalf have been paid. Streel's newest shipbuilding program, the Red Thunder class privateer, is just entering production. Hilo Headrow, Streel's new CEO, has directed his designers to refit the military-designed Red Thunder class into one suited for exploration. The ultimate goal is to find a secure jump route around the White Light system in hopes of locating an undiscovered and inhabitable planet that Steel can claim for itself. The player characters (PCs) have been recruited for this mission.

ALPHA SECTION

THE MISSION

Alpha Section: The PCs are to take command of a Red Thunder class privateer vessel, the *Prodigal Sun*. They take possession of the vessel at the shipyards in Prengular, perform a brief shake-down cruise, and then travel to the Timeon system. Here they'll begin charting the new jump route leading to an unexplored system beyond known frontier space just beyond Timoen, almost perfectly in line with Theseus.

Beta Section: Here PC's scout the system, taking geological samples from the asteroid field and compiling both system and planetary briefs in the hopes of locating a habitable planet. The main focus of these reports is to locate economic opportunities for the Streel corporation. Once this is complete they're to chart a route back to Timeon and report their findings to Streel. Charting the jump routes grants the PC's a bonus of 100,000 Cr, while scouting the system grants them an additional reward of 50,000 Cr.

Gamma Section: A follow-up mission charts both legs of the jump route between the new system and Thesus. Streel, not the UPF, pays the 100,000 Cr bonus for each jump route and the PCs must sign a non-disclosure agreement. Streel intends to solidify its claim on the system before making the jump routes public.

The PCs are authorized to leave the landing/science module behind on any promising planet to help solidify Streel's claim to the planet.



IS THIS SHIP TRYING TO KILL US?

THE STARSHIP

Referees can obtain the full write-up and deck plans of the Red Thunder privateer class from a copy of



Art by Scott Mulder "AZ Gamer"

Frontier Explorer #9 (pay what you like for the PDFs, physical copies available for a small fee). It is a hull size 4 privateer with an LC & LB for weapons. The lack of expendable munitions was a design choice, allowing the ship to operate for extended periods of time without resupply. It has redundant computer capacity in the lander module, which can land by chemical rockets or parachutes, functioning as a lifeboat if necessary.

The SSS Prodigal Sun is the second ship of the Red Thunder class. Not all of the quirks have been worked out yet, due to the vessel's hasty refit from a military to exploratory focus. This first voyage could be fraught with technical issues.

Referees should roll daily for a random quirk or technical issue to crop up, with a 20% cumulative chance per day. Example: for the first two days of the cruise no quirks or issues turned up, so on the third day there is a 40% (20% for each day cumulative thus 40%) for an issue to arise. The referee rolls a "27", triggering a quirk or technical issue crops (see Quirks and Technical Issue table below). Once it is resolved the chance for a new one returns to 20%. This cycle continues until 1D10+5 issues have been resolved,

whereupon the shakedown process concludes and the ship begins performing without further unexpected issues.

If the same quirk or issue occurs three times it indicates a serious design flaw that cannot be addressed outside of drydock. PCs will just have to keep patching it up as best they can until they reach a proper shipyard or docking station. The nearest shipyards are in the Prengular, White Light, and Theseus, while the closest docking stations are Morgain's World and Clarion.

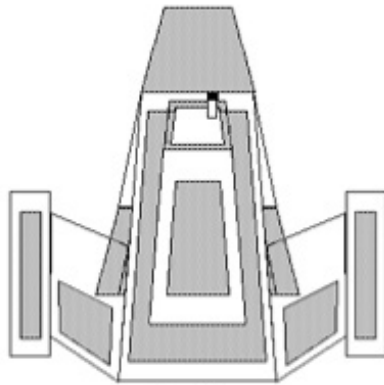
The players' orders are to perform space trials of the Prodigal Sun and her lander, Fatted Calf, cruise in Prengular until they are certain both are space-worthy. However, no one is actually checking to see if they do so. If they do perform the shake-down they likely discover (depending on rolls) that the vessel has a number of small but possibly serious technical and/or design issues. This allows them to reduce the number of ultimate issues discovered, and possibly even get to the point where the Prodigal Sun is truly space-worthy.

QUIRKS AND TECHNICAL ISSUES

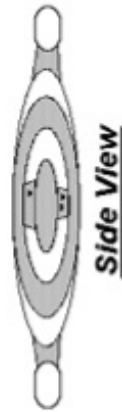
The Red Thunder class has 9 decks and a landing module. Referees need to determine the precise location of a technical issue roll a d10. Results of 1 through 9 indicate the issue's deck, with a 10 placing the issue in the landing module. For the nature of the quirk or issue, referees should roll on the following table. It may not make any sense for some quirks or issues to occur twice. If that is the case, simply roll again.

1. **Electrical Fault:** There is a short in a wire somewhere. Roll 1d10 to determine if it's the lights (1-5) or a specific piece of equipment (6-10) that has no power.
2. **Fuel Leak:** Monitoring systems detect a dangerous leak in the chemical rocket fuel system onboard the lander, Fatted Calf. Roll 1d10 to determine if it's leaking externally (1-5) or internally (6-10). If it is leaking externally the PCs have a dangerous clean up and repair, with the threat of explosion or fire present until the process is complete. An internal leak requires a lengthy repair to the Fatted Calf, with the entire fuel system needing to be disassembled, cleaned, and re-installed after replacing or repairing the faulty components. This is a serious issue, which should alarm the PCs, as it could have resulted in the loss of the ship and the deaths of everyone onboard.
3. **Atmospheric Life Support:** As part of life support, the air system is critical to the health and well-being of the crew. Randomly roll for a deck and the air vent baffles are blocked, circulation fans have failed, or a CO2 scrubber has failed (indicated by

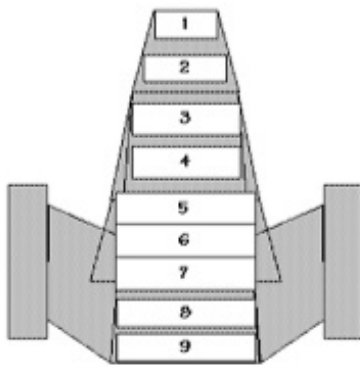
RED THUNDER



Top View

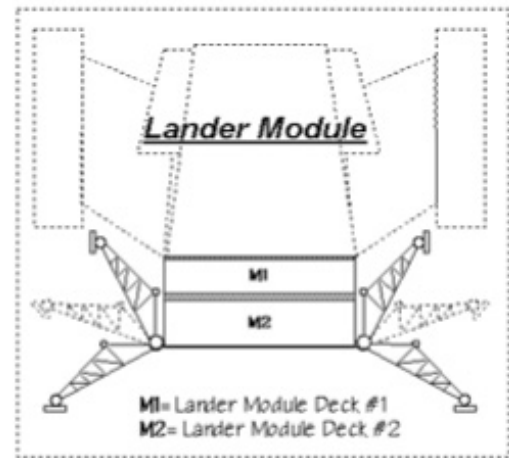


Side View



Deck Cutaway

- Deck 1: Sky Bridge
- Deck 2: Bridge
- Deck 3: Main Hatch
- Deck 4: Computer Deck
- Deck 5: Crew Quarters
- Deck 6: Mess Hall/ Rec. Area
- Deck 7: Lab/ Medical Decks
- Deck 8: Engineering Deck
- Deck 9: Storage/ Landing Deck



Note: Landing Module can be landed with the Red Thunder, or by parachute. The lander can be used as temporary outpost. It has its own Life Support and Power. The legs of the lander are retracted for flight and extended for landing. When used with the ship the lander can be reused. Multiply landers can be attached together.

Designed and Drawn by: Joseph Meagher Revision #3 9/96

an alarm from a standard toxyrad gauge). If this happened on the lander module the crew would have likely passed out or died from Cos poisoning while attempting to land.

4. Astrogation Malfunction: The astrogation equipment is misaligned or calibrated incorrectly. Until repaired accurate mapping of star routes is impossible and the chance of miss-jumps is increased by 20%.
5. Communication System: The communication system on this deck is intermittent at best due to a shorted wire. PCs may not discover this until trying to use the comms to or from that deck.
6. Atomic Drive Issue: A plasma vent baffle is locked open, allowing a bleed-off of power: -1 ADF until repaired.
7. Thrust Gimbal Fault: A critical thruster gimbal in the maneuvering jets is misaligned: -1 MR until repaired.
8. Thermal Management System: The temperature is rising above 30 C within the ship. Randomly roll which deck is affected, with a result of 10 being the entire ship.
9. Failed Water Recovery System: The life support plant stops recycling water. PC's notice this

when the water onboard becomes fouled and undrinkable until repaired.

Item	Number	Source
Fire Extinguisher	1/deck	n/a
RobCom toolkit	1	Alpha Dawn
Tech toolkit	1	Alpha Dawn
Environmentalist toolkit	1	Alpha Dawn
Medical Toolkit	1	Alpha Dawn
Starship Engineers Tool Kit	1	Knight Hawks
Rocket Packs	2	Knight Hawks
Rocket pack fuel	4	Knight Hawks
Extra Vacuum Suit patches	10	Knight Hawks
Mag Boots	6	Knight Hawks
500 m rope on powered spool	1	n/a

Item	Number	Source
Vacuum Suit LS recharge	20	Knight Hawks
Gas Mask	6	Alpha Dawn
Flash Lights	6	Alpha Dawn
Plastiseal	2 packages	Frontier Explorer 22
Sonic Stunner	2	Alpha Dawn
Electro Stunner	2	Alpha Dawn
Survival Rations	180 packages	Alpha Dawn
Needler Rifle w/2 clips of ammo	2	Alpha Dawn
Stun Sticks	2	Alpha Dawn
Doze Grenades	6	Alpha Dawn
Smoke Grenades	6	Alpha Dawn
Tangler Grenades	6	Alpha Dawn
Solvaway capsules	6	Alpha Dawn
Grenade Rifle	1	Alpha Dawn
Frag Grenades	2	Alpha Dawn
Laser Rifle	2	Alpha Dawn
Auto Rifle w/2 clips of ammo	2	Alpha Dawn
Gyrojet Rifle w/2 clips of ammo	2	Alpha Dawn
20 SEU clips	10	Alpha Dawn
Power Belt	1	Alpha Dawn
Power Backpack	1	Alpha Dawn
Inertia Screen	1	Alpha Dawn
Package of TD 19	1	Alpha Dawn
Variable Timer	2	Alpha Dawn
Water Pack (4 L)	240	Alpha Dawn

10. Elevator: Randomly determine which deck an elevator becomes stuck on. On the result of a 10 both elevators become inoperable until repaired.

STANDARD EQUIPMENT ISSUED

The Steel Corporation has stocked the Prodigal Sun with an additional 8 atmo probe reloads over and above what the launcher can hold (4 for this size ship) and a lead-lined vault with 12 atomic fuel pellets. One item can be rolled off of the Random Equipment List table on page 5 of Frontier Explorer #22 for something

unusual or oddball to be added to the following Standard Equipment List for the Prodigal Sun:

Most of the extra food and water is currently stored in the holo theater and the rest of the equipment is stored where it seems most appropriate (the players may specify). Vacuum suits are fitted to the individual so they are considered a personal item and thus not listed in the standard equipment.

CRUISE TIMES

Rather than waste time calculating acceleration to void jump speed at 1g or 1 ADF simply use the times for calculating a jump, as they exceed the time requirements to accelerate the ship. Thus, use 1 day per light year for each leg of the cruise. It is a rough rule of thumb but it works and allows some wiggle room for things like shutting down the engines during a spacewalk to repair a hole from a micro-meteor.

Pregular to Timeon: 8 days.

Timeon to New Steel: 7 days

Theseus to New Steel: 5 days

CHARTING THE ROUTE

Charting a jump route is a pass/fail proposition. An astrogator either makes his skill check and the ship arrives in the proper system or they fail and the ship miss-jumps. A successful jump only charts the route in that direction; it must be charted in both directions.

In case of a miss-jump, the rules state that the target system is not reached. Instead, the ship arrives near a star within a circle of light years centered on the target system at a radius equal to the distance the ship attempted to jump. The referee may randomly determine which system or select one. If there are no systems within that radius, then the radius is increased until there are 1 or 2 systems.

If a miss-jump occurs while plotting from Timeon to Gamma-207 there are 3 systems within the 7 light year range: Theseus, Triskar, and the binary system south of Theseus. (It is presumed that the ship doesn't arrive in Timeon.) If the ship miss-jumps while plotting from Theseus there are no systems within 5 light years. Expanding the circle to 7 light years generates the above 3 target systems plus Timeon.

Alternatively, referees may rule that they arrive at an undiscovered wandering brown dwarf star, too dim to be detected against the surrounding systems. This brown dwarf most likely lacks planets but it is possible that it stripped one from a system it passed through. It's possible that another ship miss-jumped and ended up at the brown dwarf. here are possibilities for adventure even if the Prodigal Sun miss-jumps. Note a jump route charted to a wandering brown dwarf star is not as valuable. The very nature of a brown

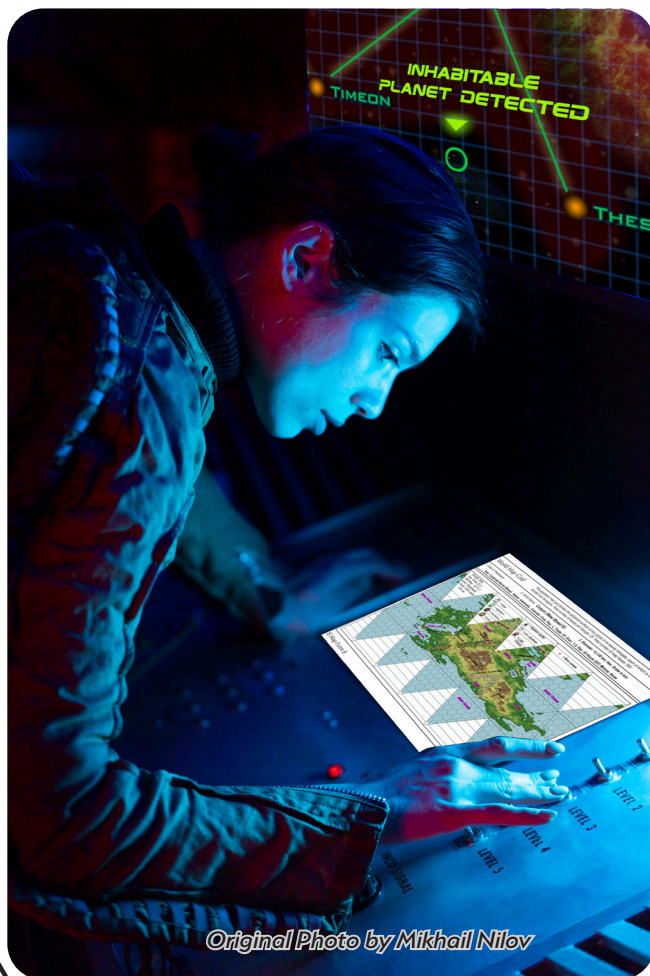
dwarf “wandering” through the Frontier means its jump coordinates become useless over time.

BETA SECTION

THERE IS NO “I” IN EXPLORATION (OH, WAIT A SECOND...)

To simulate the science part of scouting a system, referees can use the rule from Alpha Dawn. The rules for Analyzing Ecosystems (Environmental skill) can be employed as a model for an Astrogator and an Environmentalist combining their expertise to compile a brief on the system, the planets, and the asteroid belt. Astrogators are primarily concerned with the system brief while Environmentalists are primarily concerned with compiling planetary briefs. This requires the environmentalist to make multiple landings on the planet at different locations while using the Analyze Ecosystem subskill.

Analyzing ecosystems requires 200 hours of study and a skill check. Should either or both of these checks fail, the report has contradictions, missing data, or outright errors that prevent the report from being properly filed. This requires 100 additional hours of work to check over everything, whereupon the astrogator and environmentalist can re-try their skill checks.



Original Photo by Mikhail Nilov

REMBRANDT AND THE PARABLE OF THE PRODIGAL

Rembrandt explored the theme of the Parable of the Prodigal Son twice in his life. I was aware of the classic painting before this writing project but not his test sketch. The final work bears little resemblance to the test sketch.

What truly surprised me was the discovery of his work, The Prodigal in the Tavern (or Brothel). It is the better work but I had never heard or read of it. To me, it is evocative of an attitude that I imagine mercenaries who have participated in a 10 year corporate war would have after that war is over and they find themselves lucky enough to still be employed. I thought this might set the tone for the beginning part of the adventure and I imagined that a ship named Prodigal Sun might have such a print hanging in its conference room or galley.



A game master might rule that with enough time a PC will succeed at their job without a skill roll being necessary. Simply assign a time requirement for compiling a system brief or surveying an asteroid field and account for consumables used over that period of time.

BETWEEN A ROCK AND A HARD PLACE

Scouting the asteroid belt and taking geological samples should be a perfunctory phase of the mission, but by referee fiat, it includes an encounter with the Giant Terropa. If members of the crew are spacewalking and taking Geologic scans with the scanner from the environmental tool kit they should be allowed to notice movement by a Terropa as it moves toward the ship.

This encounter is basically a combat encounter between the crew, a handful of space creatures, and their ship. The Terropa views the starship as a snack of refined metal but it can be driven off. The PC's must prevent too much damage to their ship. Complicating

this is the fact that the PCs should obtain biological scans of the creature for their reports. Arrange for three Giant Terropa to attack and add more if the PCs manage to drive them off easily.

Since the Giant Terropa have no known predators they're unaccustomed to being attacked. Ship-to-ship weapons should come as a surprise and even the sting of small arms.

GIANT TERROPA

Normally, radar detects ships at 300,000 km (30 hexes) of range but the Giant Terropa does not paint a good radar return and energy sensors are lousy for detecting them. At 200,000 to 300,000 km (20-30 hexes) they produce an indistinct return where a GM will place a marker somewhere within 5 hexes of the creature. Under 200,000 km (20 hexes) the Giant Terropa can be seen on radar.

Knight Hawks Stats					
HS	3	ADF	3	MR	4
				HP	25
1d10 with an Advanced Table					
Attack	60%	Dam.	Modifier of 20		

Since the Giant Terropa have no known predators they are not accustomed to being attacked. Ship-to-ship weapons should come as a surprise and even the sting of small arms.

For attacks, use the Knight Hawks Ramming rules to attack. After a successful ramming attack the Giant Terropa has bitten into a ship and does automatic damage each turn for 1d5 HP with an Advanced Table Modifier of -20. Once the Giant Terropa has rammed and bitten into a ship there is only a 50% chance that each battery weapon can still target it.

Characters may space-walk and attack a Giant Terropa with personal weapons. It will take the equivalent of 200+ 1d100 structural points done with personal weapons to do a hull point of damage to the creature. Automatic weapons do 5 structural points per shot, gyrojet weapons do 10 structural points per shot, lasers do 5 structural points per SEU, and fragmentation grenades do 15 if thrown or 30 if placed.

RESTLESS NATIVES & THE GHOSTS OF CORPCO

Mapping the planet from orbit reveals signs of an active settlement, ruins of prior civilizations (the Brights and Malevolents), or the abandoned remains of the first Human settlement from the failed colony expedition. The Laterie, as these Humans now call themselves, lost their advanced science and technology and while they are far from being neo-barbarians they have regressed to a state of technology that the modern Frontier would call primitive. See the New Streel brief for details on the

Laterie, the Brights, the Malevolents, or the Scarlet Ghost.

The Laterie know they are not of this world and are generally positive when meeting other Humans and members of the core four sapient species from the Frontier. They're open to trade but there is an initial language barrier (which should be easily and quickly overcome). However, a polyvox or trained linguist recognizes some Laterie words immediately, as they share a root with the earliest forms of Human language still in use in established frontier space.

The Laterie are proud but not arrogant. Some of the legends and stories express a longing to escape the planet. They respect the Brights and credit them with their salvation but view them as almost angelic figures. The Malevolents and the Scarlet Ghosts are viewed as a demon or boogie-man and used to frighten children. It is sacrosanct with all Laterie that the ancient ruins not be disturbed lest a Scarlet Ghost be loose again.

If the PCs inquire about the ancient ruins the Laterie inform them as a warning of the danger. Once it is clear to the Laterie that the PCs could be interested in disturbing the ruins they will clam up and tell them they are no longer welcome at that settlement. Armed warriors and hunters will keep an eye on the PCs until they are long gone.

The experience of the first colonists has made the ancient ruins a forbidden zone, a near-universal taboo of the Laterie. If the players violate this, they can expect hostile reactions and perhaps attempts at capture by the Laterie. Provided a Scarlet Ghost hasn't been released by the PCs the Laterie will settle for returning the PCs to their ship and telling them to leave. If a Scarlet Ghost is released the Laterie will become extremely angry with the PCs for disturbing the ruins.

Encounters with the Brights should be alien and mystical. Encounters with a Malevolent or a Scarlet Ghost should have a "Ghost of Mars" type of feel. Increase tension in the players by making it obvious they are being stalked and having power supplies go dead. The problem with the Scarlet Ghosts is that they cannot be dealt with by normal means and the aid of the Brights is required. A referee might wish to have a mixed party of Brights and Laterie interrupt the PCs at the ruins before a Scarlet Ghost can be released or have these particular ruins not contain an imprisoned Scarlet Ghost. Alternately a Malevolent or two can descend upon the PCs at the ruins. The Malevolent(s) could be psychically urging the PCs to release the "Imprisoned" which should be a warning to the players "to not meddle with powers best left alone."

The article, "The Ghost of Corpco" in this issue can be adapted as an encounter involving the Laterie. This

adventure gives a good description of what the ancient ruins would look like.

SAMPLE LATERIE TRIBE

Chief Brax

Race: Human

STR/STA	DEX/RS	INT/LOG	PER/LDR
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45/45	30/30	45/45	40/50
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IM: 3	RW: 55%	M: 55%	Punch: 3
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Skills WS Melee Level 4, WS Thrown Level 4, Environmental 2

Machete: 65% **Damage:** 3D10

EQUIPMENT: Machete

Brax is normally taciturn but views the opportunity to trade for weapons as a boon he cannot pass up. His close confidant is Shayto the Shaman. He allows Shayto to do most of the bartering with the PCs. His machete has been handed down since the days of the original landing by Humanity on Corpco and was manufactured in Humanity's home world. It is in effect his badge of office. Gaining more steel machetes will increase the status of the tribe and of Brax.

Shaman Shayto

Race: Human

STR/STA	DEX/RS	INT/LOG	PER/LDR
---------	--------	---------	---------

45/45	30/30	50/40	50/40
-------	-------	-------	-------

IM: 3	RW: 35%	M: 35%	Punch: 3
-------	---------	--------	----------

Skills WS Melee Level 2, WS Thrown Level 2, Pscho-social 4

Knife: 40% **Damage:** 1D10

EQUIPMENT: Knife

Shayto is talkative but says little. He won't give up the artifact willingly as it makes him first among equals with the other Laterie shaman. He seeks to gain technology to enhance his position as a shaman; flashlight, everflame, holo flares, holo screen, or a polyvox. Shayto understands that these off-worlders are the first of many and realize the advantage of having a polyvox.

Shayto's Artifact: Spirit Axe, a Bright artifact is normally kept at the temple. It has two modes but is locked into only one of them due to age, grime, and dirt build-up that prevent it from switching between the two modes.

If its switching mechanism is cleaned by a technician it will freely switch between the two modes again.

It draws power inductively when near the network of copper pikes and wires laid around the ancient ruins of the Bright's former civilization. It retains this charge for a year, requiring an annual trip by the shaman to the edge of the ruins.

Currently, it is locked into the directional mode.

This mode shines an invisible beam 40 meters that does 1d10 points of damage to a malevolent and causes them to retreat away from the artifact holder. The other mode is omnidirectional and drives off a Malevolent for a radius of 20m. It might also work against a scarlet ghost but that has never been tested.

Laterie Hunter

Race: Human

STR/STA	DEX/RS	INT/LOG	PER/LDR
---------	--------	---------	---------

45/45	45/45	45/45	45/45
-------	-------	-------	-------

IM: 5	RW: 43%	M: 43%	Punch: 3
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Skills WS Melee Level 2, WS Thrown Level 2 or WS Projectile Level 2

Knife: 48% **Damage:** 1D10

Spear: 58% **Damage:** 2D10

Bow: 43% **Damage:** 1d10

EQUIPMENT: Knife and either a Spear or Bow

Note on Laterie with environmental skill: it only allows the bushcraft subskills of finding direction, survival, making tools, tracking, stealth, and concealment.

Average Bright

STR/STA	DEX/RS	INT/LOG	PER/LDR
---------	--------	---------	---------

35/40	50/50	80/50	35/35
-------	-------	-------	-------

IM: 5	RW: 35%	M: 35%	Punch: 2
-------	---------	--------	----------

Move Slow 12/25 meters

Special Attack Electric shock with physical attack, causes 2d10 damage plus stun; Mentalist Disciplines

Special Defense ½ damage from electrical attacks; Mentalist Disciplines

Malevolent

STR/STA	DEX/RS	INT/LOG	PER/LDR
35/40	50/50	80/50	35/35
IM: 5	RW: 35%	M: 35%	Punch: 2
Move	Slow 12/25 meters		
Special Attack	Electric shock with physical attack, causes 2d10 damage plus stun; Mentalist Disciplines (Confusion, possibly Illusion)		
Special Defense	½ damage from electrical attacks; Mentalist Disciplines		

The Scarlet Ghosts: These creatures were possibly ill-defined by their creator so that each game master could put their own spin on them. They present as a hazy red energy field with life-draining properties that nearly wiped out the original colony within two years. They also drain power sources. It could be that the Gauss screen is an effective defense against them.

DELTA SECTION

Mission Wrap-Up

If the PCs have scouted the system, compiled an adequate brief, and charted both legs of a jump route, they can get paid. The Streel megacorp pays them their contracted wage and the bonuses for charting a new jump route.

It is possible that PCs have charted the route from Theseus to New Streel due to a miss-jump when leaving the Timeon system. If the PCs chart both legs of the Theseus to New Streel jump route they'll still be paid but Streel wants the Timeon to New Streel route charted as well, requiring a follow-up mission.

Should the players be go-getters and provide Streel with two completely charted jump routes: Timeon to New Streel and Theseus to New Streel from one mission they are rewarded for both jump routes (100,000 Cr for each route) and a bonus of 50,000 Cr plus their pay for scouting the system, 50,000 Cr, for a total of 300,000 Cr.

Streel is not making this jump route(s) public until the corporation secures ownership and control of the system. The company is still smarting from its perceived losses in the Laco's War. The knowledge of this jump route is part of the confidential information mentioned in the NDA that Streel required the PCs to sign and they cannot legally reveal it till Streel makes it public.

Scientists, Historians, Biologists, and Anthropologists, not to mention the Frontier at large, would be greatly

AUTHOR'S NOTES:

The Zebulon's Guide timeline has long been considered "problematic," but I have endeavored to, as much as possible, embrace the details it provided. It describes the discovery of the New Streel system before Laco's War. I have chosen to go with a bit of fan-cannon from Frontier Explorer #9, placing the discovery of New Streel after Laco's War, with a ship built for that corporate war. You are, of course, free to rule differently on the timeline. The relevant dates in Zebulon's Guide are 31 FY- the discovery of New Streel, and 50-60 FY- Laco's War.

Gamma207 was the temporary catalog designation for the star system before it was renamed New Streel. It is actually a double Easter Egg. In Zebulon's Guide, we are told that New Streel is a G2-type star. Because of the close association of the Greek alphabet with Star Frontiers, we made the catalog designation Gamma207 for "G2". The three-number code 207 is actually the area code for the state of Maine where I live.

The name of the adventure is, "Journey into a Far Country". This is based on the name of the ship designated decades ago by another fan as having discovered New Streel, the Prodigal Sun. It is clearly a riff on the most famous parable from the Christian Bible which refers to the prodigal son taking a "journey into a far country." For those comfortable with using religious scriptures as a literary reference I would encourage them to use an excerpt from Luke 15:11-32 recited by an NPC at some point during the adventure in much the same way that Sean Connery recited verses about the horsemen of the apocalypse in the movie, "The Hunt for Red October".

I also recommend having a copy of Rembrandt's "The Prodigal in the Tavern (or Brothel)" framed and mounted on a bulkhead in a common area of the ship. This painting by Rembrandt evokes the "devil may care" attitude that one might expect on a ship built for mercenaries in a corporate war.

Finally, the themes of the Biblical parable might be fodder for fleshing out the adventure in your game. The overall theme is one of willful disobedience to the father's authority, which would be the Streel megacorp. Employing the NDA contract in the game sets up this theme of willful disobedience for the players. Will they "do the right thing" and report on the discovery of an alien creature living in the vacuum of space and feeding on asteroids or the primitive Humans from a lost colony expedition from "Old Terra", OR will they stay quiet for the financial benefits and allow Streel to potentially abuse this situation? The theme of forgiveness by the father

interested in what the PCs discovered in the New Steel star system. If the PCs reveal any of this, it garners them some fame but also the enmity of the Steel megacorporation. Bounty hunters will attempt to capture them and bring them to Truane's Star for prosecution by Steel. At least one important executive at Steel should also become a long-term enemy of the PCs.

figure could be explored by having one particular executive forgive the PCs but the jealous elder brother could represent another executive or even a corporate spy from PGC. It could be that the PGC corporate spy is attempting to lure the PCs into betraying Steel.





Non-Disclosure Agreement (NDA)

This Non-Disclosure Agreement ("Agreement") is entered into on this date, the _____ between the Streel megacorporation, hereinafter referred to as the "The Company" and the individual or entity, hereinafter referred to as the "Client"

1. Definition of Confidential Information

1.1 "Confidential Information" shall refer to any and all non-public, proprietary, or confidential data, information, documents, trade secrets, technologies, and intellectual property disclosed by the The Company to the Client and any information discovered or learned by the Client during the course of the scouting mission for which the Client has been hired. This is to include planetary data, star system data, ore and resource data, and the jump routes charted.

2. Obligations of the Client

2.1 The Client agrees to maintain the utmost confidentiality of the Confidential Information and to refrain from disclosing, distributing, or otherwise making the Confidential Information available to any third party, except as expressly authorized in writing by the Company.

2.2 The Client shall only use the Confidential Information for the purpose of the scouting mission for which the client has been hired and shall not use such information for any other purpose without the prior written consent of the Company.

3. Permitted Disclosures

3.1 The Client may disclose the Confidential Information to its employees, agents, or representatives who have a need to know for the purpose specified in Section 2.2, provided that such recipients are bound by confidentiality obligations at least as restrictive as those set forth in this Agreement.

3.2 The Client may disclose the Confidential Information if required by law or a court order; provided, however, that the Client shall provide prompt written notice to the Company prior to any such disclosure, to allow the Company the opportunity to seek a protective order or other appropriate remedy.

4. Ownership and Rights

4.1 The Confidential Information remains the sole property of the Company, and no license or rights to any intellectual property or technology are granted by this Agreement.

5. Duration of Confidentiality

5.1 The obligations of confidentiality set forth in this Agreement shall remain in effect for a period of 5 Galactic Standard Years from the date of the last disclosure of Confidential Information.

6. Remedies for Breach

6.1 In the event of a breach or threatened breach of this Agreement, the Company shall be entitled to seek injunctive relief and/or monetary damages, as well as any other remedies to the fullest extent of the law.

7. Governing Law and Jurisdiction

7.1 This Agreement shall be governed by and construed in accordance with the laws of the jurisdiction in which the Company's principal headquarters is located which is Pale, Truane's Star.. Any disputes arising from this Agreement shall be subject to the exclusive jurisdiction of the courts of said jurisdiction.

8. Entire Agreement

8.1 This Agreement constitutes the entire agreement between the Parties hereto concerning the subject matter hereof and supersedes all prior and contemporaneous agreements, understandings, negotiations, and discussions, whether oral or written.

In witness whereof, the Parties hereto have executed this Non-Disclosure Agreement as of the date first above written.

Disclosing Party (Streel Corporation)

Receiving Party (Client)

Signature: _____

Signature: _____

Printed Name _____

Printed Name _____

Date _____

Date _____

STELLAR STEEL FROM STREEL

By Richard "Shadow Shack" Rose including original artwork

Steel Corporation has its hands in many aspects of business. This article will define three sections of their local shipyards. While the corporate home office is located in Truane's Star at Pale's Class-III Center, Streel has offices at all of the starship construction centers throughout the Frontier. They also maintain a Class-I SCC in an undisclosed star system where their military contracts are handled. Three facets of their SCC operations will be detailed here: civilian freighters, corporate starships, and their S-series of fighter craft.

CIVILIAN SHIPS

This pair of civilian ships represents typical craft found in service by Streel and civilian owners alike. Both designs are rather successful in their own right. It shouldn't take long for your party to encounter one of them during their travels.

"CHEAP FREIGHTER"

AUTHOR'S NOTES

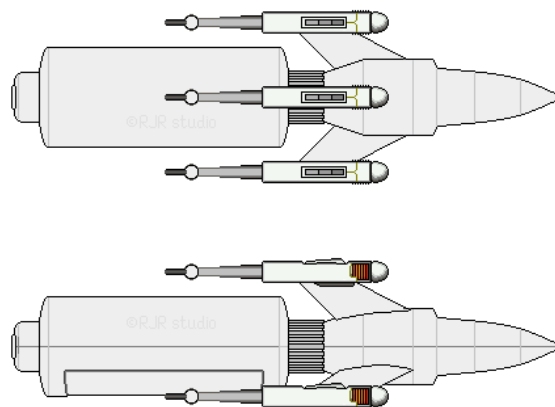
I came across an unfinished exterior view of a ship I had rendered. The file property info has a 2019 creation date, and it baffled me as to what I originally designed it for. It was still on a grid, so I plugged some numbers in to determine what size it was based on proportions and the number of drives. The only parameter that worked involved a 3m square scale. That resulted in a ship that was 115 meters long and 12 meters in diameter, or hull size (HS): 5 (within the +/-25% parameters). What perplexed me was all the odd "stuff" I had rendered on the back half, behind the largest section. That area was too small to be a bonafide freighter hold. I posted the graphic at the Star Frontiers: Alive & Well group on Facebook as a contest, with the winner getting the ship named after them and receiving deck plans to their specified design.

While waiting for results, I began manipulating the original rendering in Microsoft Paint. I rescaled it to 5m squares, lopped off all the "stuff" behind the large

portion, and altered the drives. Suddenly at 105 meters in length and 20 meters in diameter, it became a much more proportional HS:5 freighter than originally theorized with the +/-25% rule applied.

I next set out on a mission: build the cheapest possible freighter as per the Knight Hawks (KH) construction rules. Every corner that could be shaved was cut to make a bare-bones design with minimal equipment to make it space-worthy. We're talking minimalist design: cheapest drives, least amount of equipment, and very little in the way of computer software. Neither luxury nor convenience would be found on this menu!

For instance, the standard subspace radio was shelved in favor of the much cheaper and shorter ranged videocom with a single screen. No portholes or viewports were added to the design. Even the intercom system was nixed, meaning the crew would have to rely on chronocoms for inter-ship communications. You must be getting the picture now; price point is the ultimate objective. Without further ado, allow me to present the SM-5V Vagabond class freighter.



SM-5V VAGABOND CLASS FREIGHTER

HS 5, HP 25, DCR 35, ADF 1, MR 3

Drives 3 Type B Ion Engines

Weapons none

Defenses none

Auxiliary Equipment Videocom, Radar

Computer Lvl 3, **FP 42, Mass/SP 20**

Programs Alarm 3, Astrogation 4, Bureaucracy 1, Damage Control 3, Drive 4, Life Support 1

Crew 6, Cargo Capacity 5, Life Support Capacity 6

Crew Accommodations 3 crew cabins (single or double occupancy)

Passenger Accommodations none

Ships Vehicles none

Cost 771,700 Cr at Class 1 SCC, doesn't include fuel, spacesuits, toolkits, or emergency equipment.

Steel's SM-51 Vagabond class freighter is a bare-bones design for basic interstellar transport at the lowest possible cost, offering basic comforts with minimal amenities. The design is so simple and streamlined that there aren't any portholes on the ship nor an intercom for inter-ship communication. There isn't even a cargo arm for loading & unloading. Everything must be done manually or with robots, assuming the crew redirects their savings toward such items. While the crew can number as high as six, only three are required to operate the craft (pilot, astrogator, and engineer). Additional positions can include a computer operator, communications/sensor officer, and/or an auxiliary engineer.

The base price reflects a standardized design. If buyers wish to customize it then they must hire a level-4 engineer to draft any alterations to the basic design such as adding weaponry, switching to atomic drives, additional quarters and/or passenger cabins, berths for ship's vehicles, etc. It is feasible to extend the computer software package at no cost, save for the additional programs themselves, as there is sufficient space to expand up to a level-4 computer (100kg/structure points). Anything more complicated, level 5 or 6 computers, must again be subject to engineering.

The SM-51/S Transient class system ship variant is also available with similar specifications, albeit with a trio of chemical thrusters, reduced astrogation package, and a level-2/26 function point computer with the following software: Alarm (3), Astrogation (2), Damage Control (3), Drive, Chemical-B (2), Life Support capacity: 6 (1). Price is reduced to 445,700 Cr for the standardized design, with any construction modifications mandating a level-2 engineer for altered

design purposes. Like the starship counterpart, the computer can be expanded up to a level-4 mainframe with no outside costs save for software additions.

Crew Roster/Minimum Skill (Vagabond class)

- Captain (any position, typically highest skilled)
- Pilot (Pilot:3)
- Astrogator (Astrogation:1)
- Engineer (Engineer:1)

Crew Roster/Minimum Skill (Transient class)

- Captain (any position, typically highest skilled)
- Pilot (Pilot:1)
- Navigator (Computer:6)
- Engineer (Engineer:1)

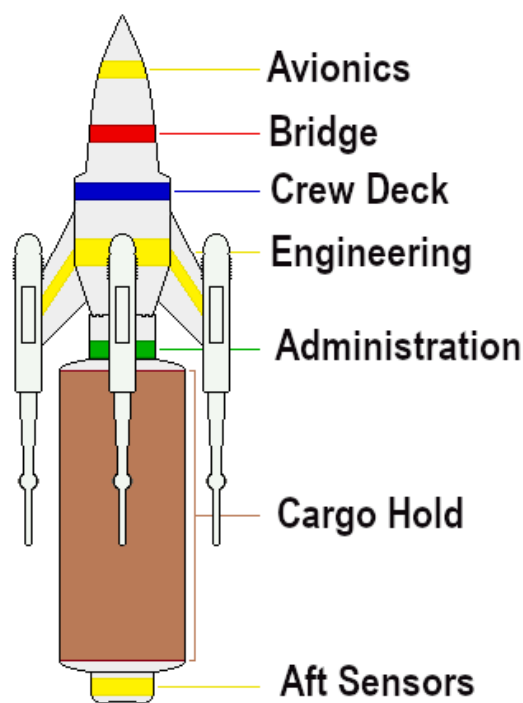
DECK PLANS

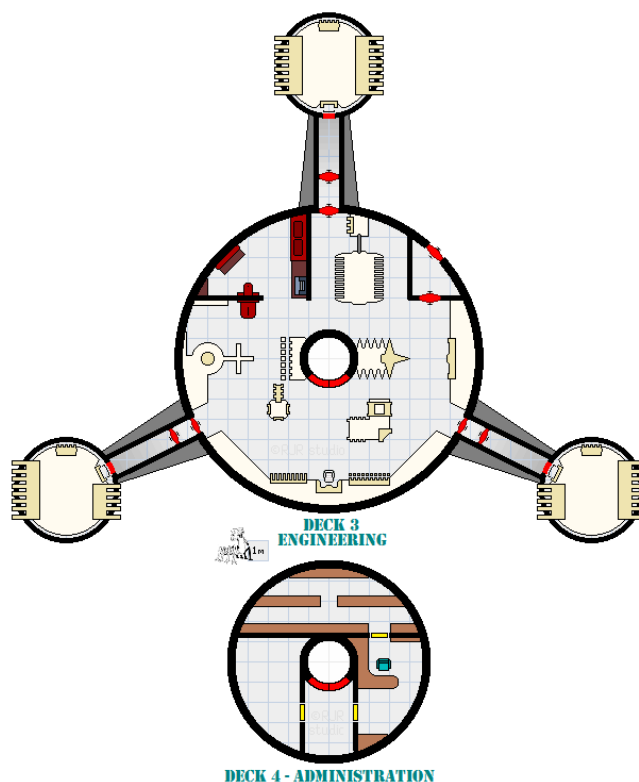
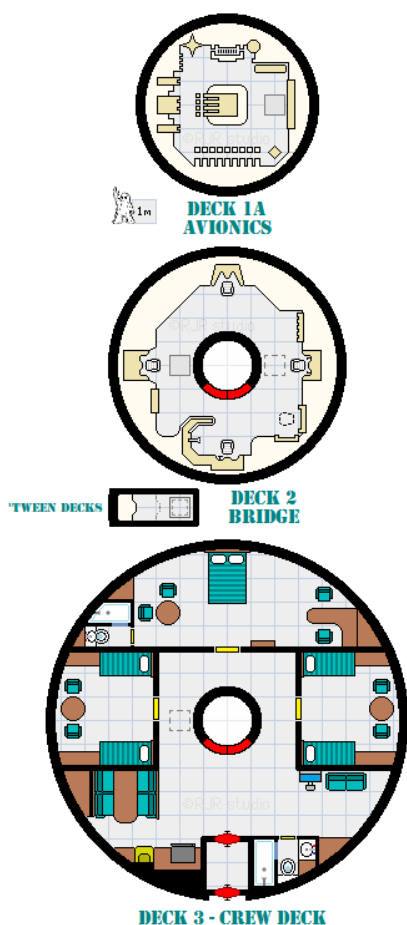
Note: Deck plans are rendered in 1-meter squares. As with all my deck plans, north is the dorsal side, south is ventral, east is port, and west is starboard.

FORWARD DECKS

Deck 1a is the avionics bay along with forward sensors and comms and the lift shaft motor. This area is only accessible via a deck panel that leads down behind the engineer station on the bridge, with a ladder attached to the lift shaft bulkhead.

Deck 2 is the bridge with the helm centered dorsally, an engineer station to port (right side of the map), and the astrogator station centered ventrally. To starboard (left of map) is a computer access station and a





dotted outline to port/ventral is an optional fifth station for a comms and a sensor officer. At the minimum, one computer panel should be at the astrogator position or the computer access station, but the buyer may add additional panels at the helm and/or engineering.

TWEEN DECKS

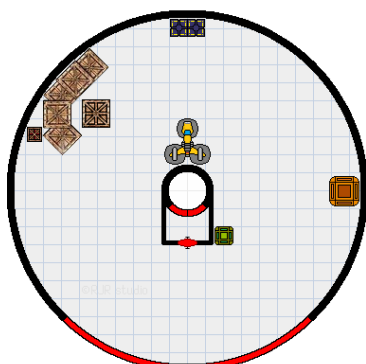
A maintenance shaft runs between decks 1 and 2, allowing access to the mainframe computer for repairs, upkeep, or even accessing the computer itself. Ceiling and deck panels with a ladder on the port bulkhead allow egress between decks. A dotted line between the equipment and panels represents expansion capacity for up to a level:4 mainframe.

Deck 3 is the crew deck, featuring a captain's cabin at the dorsal end, a private fresher, and an office. To port and starboard are double occupancy cabins for the remaining crew. Centered ventrally is the main airlock, flanked by a common fresher to port and a galley to starboard. A booth and sofa provide basic lounging comforts along with a single public access terminal that has a slow response time due to the videocom lag over conventional subspace transmitting capabilities on other starships. A ceiling panel, starboard of the lift shaft, allows access to the maintenance shaft above via a ladder on the lift shaft bulkhead.

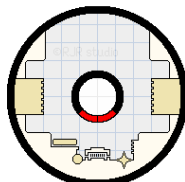
MID-DECKS

Deck 3 is the engineering level. An engineering station is centered ventrally with monitoring banks for the trio of ion drives. A computer access panel can be optionally added here. A trio of access tubes are evenly spaced around the perimeter, each with an airlock and a sloping passageway down to the ion drive access. The life support equipment is to starboard, a workshop dorsally/starboard features a tool rack and bench, foundry, laser drill press, and a laser/lathe ventrally/ behind the drill press. An emergency generator is dorsal along with a power relay station. Other system monitoring equipment is in the area, along with a powerpack/parabattery recharging center on the portside. An auxiliary airlock is centered at dorsal/port, allowing EVA access for hull and drive repairs as well as shuffling parts in and out of the spacecraft.

Deck 4 is the administration deck. To port is an office and the dorsal area is a filing section for manifests past and present, due to a lacking Commerce program, along with other pertinent records. The starboard area can be set up as a second office, a lounge, or simply used as personal storage for the crew. If the buyer wishes to add a cargo arm and associated software,



DECK 5
CARGO HOLD



DECK 6 - AFT SENSORS

this area can be converted to a freight handling station.

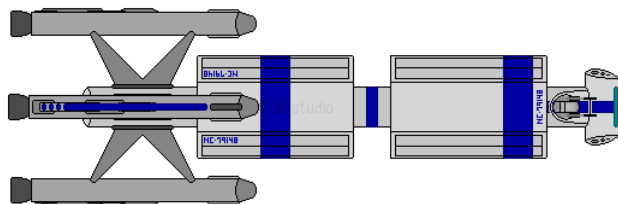
STERN DECKS

Deck 5 is a cargo hold, stretching just over 50 meters, with tiers every 10 meters for storing cargo. An airlock is part of the elevator. The elevator has an indicator to tell if the airlock has been cycled or not, but with no supporting security software, there is nothing to prevent accidental door opening if the airlock is depressurized.

Deck 6 is the aft sensors bay with additional avionics equipment. If an Industry program is added to the mainframe, a hydroponics area can be added to the vacant dorsal area.



Concealable, legal, lightweight self protection has never been more affordable than now with the Light Stun Pistol by Pan Galactic Corporation.



TIMEON CLIPPER ARMORED FREIGHT TRANSPORT

HS 7, HP 56, DCR 50, ADF 3, MR 2

Drives 3 Streel "Big Bang" Type B Atomic Engines

Weapons Laser Battery

Defenses Reflective Hull, Masking Screen (x1)

Auxiliary Equipment Subspace Radio, Radar, Intercom, Heavy Armor, 2 cargo arms (1/hold)

Computer Lvl 4, FP 133, Mass/SP 100

Programs Alarm 3, Analysis 4, Astrogration 4, Communication 1, Damage Control 3, Drive 5, Information Storage 1, Laser Battery 1, Life Support 1, Maintenance 3

Crew 6 – 20, Life Support Capacity 20

Cargo Capacity 7 (2 x 3.5 unit holds)

Fuel Capacity 18 uranium pellets (6/drive)

Crew Accommodations 2 officer suites (single or double occupancy), 4 crew cabins (single to quadruple occupancy)

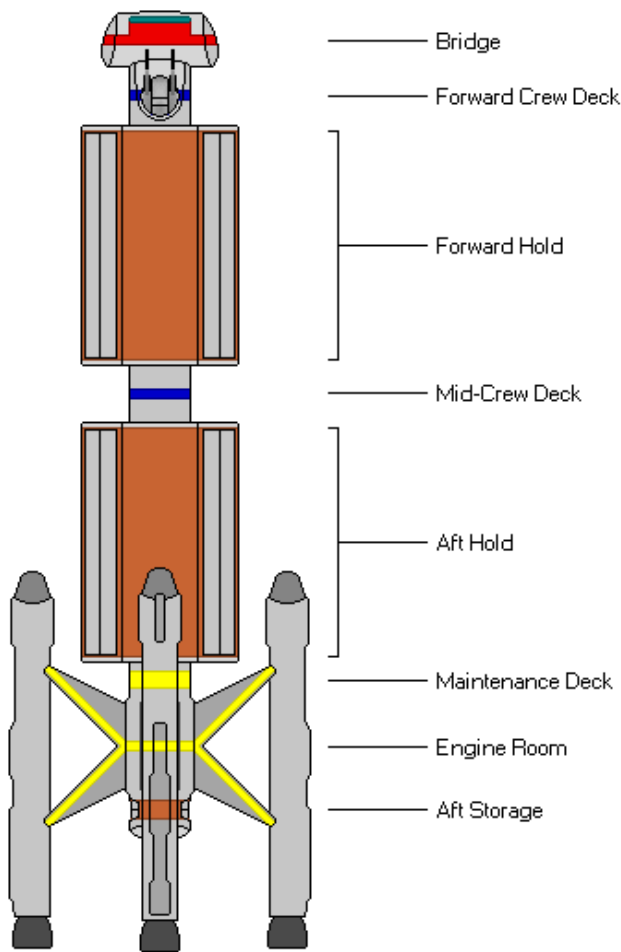
Passenger Accommodations none (empty cabins may be chartered)

Ships Vehicles workpod, large launch

Cost 5, 076,076 Cr at Class 1 SCC, doesn't include fuel, spacesuits, toolkits, or emergency equipment.

Credit by Richard "Shadow Shack" Rose, original concept by Jess "Parriah" Carver

Many years ago, when I first stumbled upon Star Frontiers groups on the internet during the glory days of dial-up connections and free 10-hour AOL CDs in the mail, one of my first online SF buddies asked me to render some deck plans for a ship he had designed. Jess Carver, aka "Parriah" in the early days of forums, gave me a basic idea of the layout and introduced me to his house-ruled "Big Bang" drives, also known as the Streel equivalent of Pan Galactic's "Eureka" drives. These were featured on the Gullwind in SF/KH-1 Dramune Run. This fed into one of my own aspects of Streel in my campaigns where I consider the megacorp as the gaming equivalent of 70's/80's Japan. Japanese firms reverse-engineered designs and made improvements while disregarding trade laws. One example was the "dumping" of their 750cc motorcycle lines on the North American market at below-wholesale level MSRP prices.



Naturally, Jess and I hit it off rather quickly and have become lifelong internet buddies. This is his baby; the only credit I can take is with the MS Paint rendered deck plans and illustrations along with the edited descriptions that follow. One thing I shared with him via this design was my house rules for armored hulls. Standard hulls are 50K per hull size at any SCC-1 at 5 hull points per hull size. Armor doubles the cost for each grade, light armor is 100K per hull size at 6 hull points per size rating. Medium armor is 200K per hull size at 7 HP per size, and heavy armor is 400K per size at 8 points per size. This jibes rather well with the warship specs in the canon books. Performance drops with the medium and heavy grades at -1 to ADF or MR, a choice made during construction, and -2 for heavy, 1 each or both stricken from one performance rating. Note that military designs aren't always affected, much like the additional weapon systems when compared to civilian craft. These performance modifications are just applicable to civilian ships.

Streel Shipbuilding designs and constructs these lower-end freight haulers. Using a class:7 hull as a starting point, these freighters aren't designed for the massive profits that the larger container vessels may reap. Rather, their faster nature allows them to enjoy hauling cargo that needs to be there a little quicker

than the big barges can travel. Also noteworthy is the extra heavy hull armor plating invoked, allowing the Timeon Clipper to absorb considerably more damage than larger craft can take. Further additions include a single laser battery to help ward off any of that damage.

Anything this high in mass requires a little extra boost to propel it to standard performance levels. To this end Streel's own "Big Bang" line of class:B atomic drives offer superior thrust over the PGC Eureka's offered on the Pacific class freighters (eg: the SS Gullwind) with only marginally higher costs. Adding a third drive to the equation also helps retain stock ship performance. The improved efficiency of the Big Bangs along with the increased cargo capacity over the standard smaller haulers sized from class:3 to 6 hulls will maximize profit potential for those independent haulers and greater expansion potential for mid-sized firms with fleets of several ships.

These craft are meant to slip into the market where larger craft could never operate, such as limited markets where the big ship would burn up all the smaller load profits in the reaction chambers. The aforementioned smaller worlds no longer must pay premium prices for goods hauled to them. With twice the room of smaller atmospheric capable haulers, they will be able to flood the markets with their goods and take over the runs they are used on, leaving only the "absolutely positively has to be there right away" market to the small craft.

Few owners opt to ditch the single laser battery in favor of improved performance (thereby allowing MR:3). Most freight captains enjoy some form of self-defense when the nay-sayers show up looking for some free swag to lift. Massive amounts of hull integrity can go a long way in preventing unwanted borders. A battery weapon goes even further by adding an offense to that established defense. The defensive screen also serves to protect the ship further, should the hull integrity be compromised. Removing one system can restore the craft to full performance ratings (ADF: 3 & MR: 3). Removing both systems will not influence this any further, as the ship can retain one or the other with no penalties.

A standard hull reduces the price by 2,450,000 Cr while reducing hull points to 35, and ADF can be increased to 4 while MR is restored to 3. Swapping the "Big Bang" drives for standard class-B atomic drives reduces cost by 450,000Cr and reduces ADF by 1. If both options are invoked, the price is reduced by 2,900,000 Cr with a -1 modifier to ADF or MR, the choice to be made during the construction phase. Removing either the masking screen or battery weapon will restore the performance to ADF: 3 and MR: 3.

The UPF has employed several of these as support craft for SpaceFleet, with at least two examples receiving upgrades via the advanced techniques for miniaturization and high-stress construction methodology that warships enjoy. Such craft has full HS:7 performance (eg: MR is restored to 3) and employs a second battery weapon along with two Masking Screen Charges and a four-missile ICM system, all with no penalty to the cargo capacity. Either version will be staffed with typical UPF officer ranking grades and crew skill levels as listed on pages 50 and 54 respectively in the KH Campaign Book.

Crew Roster/Minimum Skill

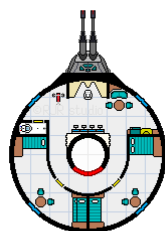
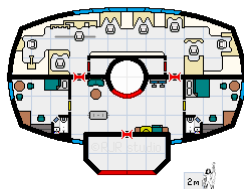
- Captain (any ship skill, typically highest skilled w/ high LDR score)
- Pilot (Pilot:4)
- Co-Pilot (Pilot:3)
- Astrogator (Astrogation:1)
- Engineer (Engineer:2)
- Auxiliary Engineer (Engineer:1)
- Gunnery Officer (Energy Gunnery:1)

Optional Positions

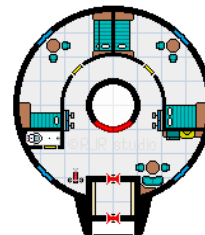
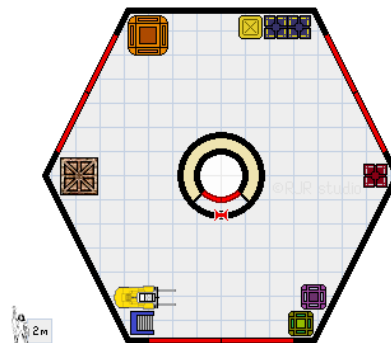
- Executive Officer (any ship skill, high LDR score not to exceed captain's LDR)
- Communications/Sensor Officer (Computer:1, Technician:1)
- Computer Operator (Computer:1)
- Technicians (Technician:1)
- Roboticist (Robotics:1)

DECK PLANS

Rendered in 2-meter squares, as with all my deck plans north is Dorsal, south is Ventral, east is port and west is starboard.



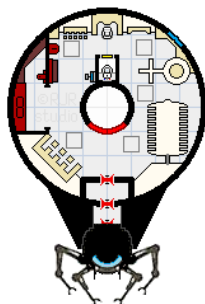
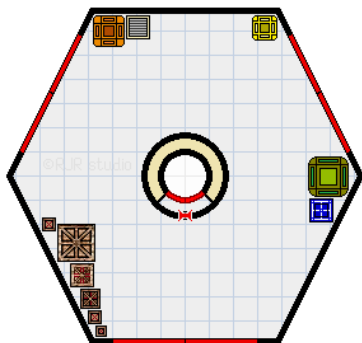
The dorsal helm has stations (left to right) for the astrogator, executive officer, computer operator, pilot & co-pilot, comms & sensor officer, captain, and engineer. A pair of ship's lockers are centered on the ventral bulkhead of the helm. To ventral port and starboard are the two officer suites, typically home to the captain and XO. Either can be situated for single or double occupancy. The ventral bay houses a large launch poised on its tail with the canopy facing the interior hatch. A central elevator runs the length of the ship, and the officer lounge featuring a galley to port, holographic entertainment center to starboard, and lounge and public service terminals fill the rest of the area. Note that computer access panels are located at the astrogator, computer operator, both pilot positions, engineer station, and captain's position. Master intercom panels are located at both pilot positions as well as the captain and XO stations.



The forward crew quarters deck has a pair of cabins that can be furnished for single to quadruple occupancy. The bunks are on rails that can lock into double bunks (up/down), a single bunk (upper lowers onto lower), or a double bed for the crew that is "more familiar with each other" (lower bunk slides out, upper drops down next to it/inside). A small galley is to port with a fresher opposite that positions to starboard. Flanking the gunnery station is a lounge to port and exercise equipment to starboard. Adjacent to the lift shaft at dorsal is a pair of small storage lockers and a quartet of public service terminals.

The forward cargo bay has a cargo arm spanning the elevator tube with an airlock access leading from

the elevator itself. The elevator will not open until the airlock is cycled to atmospheric conditions unless the rest of the ship is already depressurized. A spacesuit rack is adjacent to the main hatch with electronics and railing for the cargo arm surrounding the entire shaft from fore to aft (top to bottom). A trio of bay doors are evenly spaced around the hexagonal hold, and the hold is tiered for multiple levels of cargo storage.

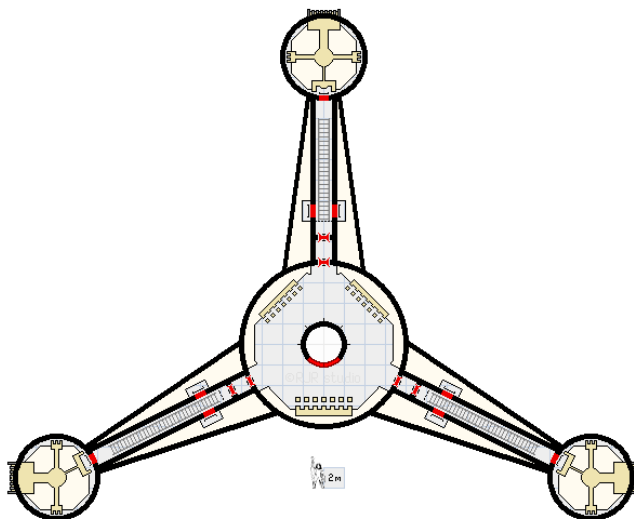


The mid-section crew deck is a mirror image of the forward crew deck with another pair of cabins that can be stocked for single to quadruple occupancy. If the crew is not utilizing these two cabins they can be booked as journey class cabins for passengers at fares the crew can negotiate on the fly. A galley is to port with a fresher to starboard while exercise equipment and a lounge flank the main airlock and universal docking collar on the ventral end.

The aft hold is similar to the forward hold in every regard. The maintenance deck contains the ship's drive monitoring panel with a computer access panel where 50% of the overhaul work is performed and is located dorsally flanked by a workshop with tool rack/bench, laser lathe, laser drill press, and foundry to starboard. Life support equipment is to port. A fresher and public service terminal are adjacent to the lift shaft. Ventrally is an airlock with spacesuit racks leading to the workpod flanked to port by the generator with a power relay station and machinery to starboard. Several removable deck panels are scattered about to access various pieces of equipment in this area.

The engine room contains additional monitoring equipment along with a trio of pylon/Jeffries-tube that

access the Big Bang atomic drives. Each strut has a decontamination chamber leading to the drive where the other 50% of the overhaul work is performed. Note that the struts split and the engineer can ascend or descend towards the fore (up) and stern (down) engine access areas via ladder wells.



Note that there is a 15-meter diameter lower storage area, roughly the same size as the two crew decks, at the stern-most section of the craft that is typically utilized as spare parts storage. A second launch can be stowed here. This area also offers the possibility of small package transport, a euphemism for smuggling. This deck is not accessible via the lift shaft. It can only be accessed by dorsal and ventral bay doors via spacewalk or the workpod.

PARAMILITARY GRADE CORPORATE VESSELS

These craft are the backbone of Stree's interstellar operations. Any time a transport is deemed worth protecting you can guarantee that one or more of these escort craft will be leading the charge. This craft may also be encountered on solo missions, transporting personnel rather than goods or services. Deck plans are not provided as such craft will not be accessible to players, even if they happen to be working for Stree.

Since Stree has secured several UPF military contracts, most recently an updated heavy cruiser design as well as coincidental rumors regarding several dreadnought class carriers, they can access and incorporate such technology into some of their private craft whether the Council of Worlds approves or not.

CS-3S STEEL NOMINAL ULTRA BOAT (SNUB ALSO KNOWN AS SNUB SCOUT)

HS 3, HP 15, DCR 29, ADF 4, MR 4

Drives 2 Type A Atomic Engines

Weapons Laser Battery, optional Laser Pod @ MR:-1

Defenses Reflective Hull

Auxiliary Equipment Subspace Radio, Radar, Intercom, Streamlined, Universal Air Dock, Variable Bay, possible Armor Upgrades

Computer Lvl 4, **FP 117, Mass/SP 100**

Programs Alarm 2, Analysis 4, Astrogation 4, Bureaucracy 1, Commerce 1, Computer Lockout 4, Damage Control 2, Drive 4, Industry 1, Installation Security 3, Laser Battery 1, Laser Pod 1, Life Support 1, Maintenance 2, Robot Management 2

Crew 4 – 12, Life Support Capacity 12

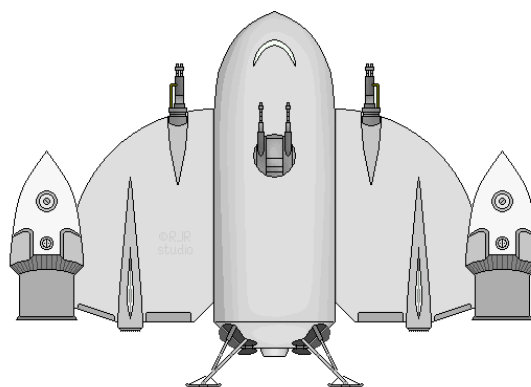
Cargo Capacity 1 (can be converted for other uses including passenger accommodations, labs, etc.)

Crew Accommodations 4 crew cabins (single, double, or triple occupancy)

Passenger Accommodations optional 4 cabins (single or double occupancy)

Ships Vehicles none

Cost CLASSIFIED



On the surface, the SNUB Scout appears to be a reverse-engineered exploration scout, for example, the Eleanor Moraes from the Beyond the Frontier series of modules. The interior can be completely revamped for numerous roles with a convertible stern deck that can be used for cargo storage, executive passenger transport, surveillance and reconnaissance, exploration, or any other such mission parameters.

An eyesore of a laser battery sticks out like a sore pseudopod on an otherwise fluid and symmetrical design, and optional laser pods can further disrupt this

STEEL CF-5G MARK-II GUARDIAN CLASS CORPORATE FRIGATE

HS 5, HP 40, DCR 50, ADF 4, MR 3

Drives 4 Steel Big Bang Type B Atomic Engines

Weapons Laser Cannon, 2 Laser Batteries, Rocket Battery (4)

Defenses Reflective Hull, Masking Screen (1), Interceptor Missiles (4)

Auxiliary Equipment Subspace Radio, Videocom, Radar, Intercom, Energy Sensor, WNB, Heavy Armor

Computer Lvl 4, **FP 195, Mass/SP 100**

Programs Alarm 4, Analysis 4, Astrogation 4, Commerce 1, Communication 1, Computer Lockout 4, Damage Control 4, Drive 5, Industry 1, Information Storage 1, Installation Security 4, Interceptor Missile 3, Laser Battery 1 x2, Life Support 1, Maintenance 3, Robot Management 4, Rocket Battery 2

Crew 24, Life Support Capacity 32

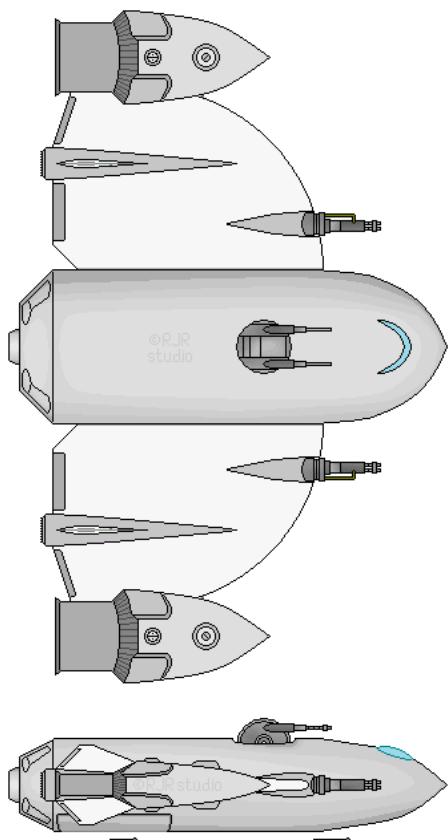
Cargo Capacity 2

Crew Accommodations 12 crew cabins (single or double occupancy)

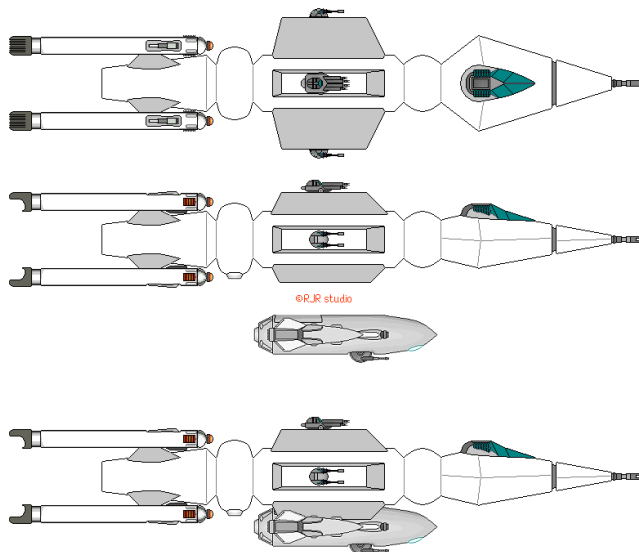
Passenger Accommodations 2 journey class and 1 first-class cabin

Ships Vehicles 2 workpods, corporate scout docking facility, external docking facility (4 S-series fighters, detailed in the next section)

Cost CLASSIFIED



flow. The craft is otherwise streamlined and may enter and leave an atmosphere with no issue. The Scout typically operates as a tail-lander, although it also features under-belly landing gear for low to no-gravity landings.



The Guardian class corporate frigate was originally slated as a contender for the modern SpaceFleet frigate design. The original design had additional laser and rocket battery weapon systems added for more punch. A fourth atomic drive was necessary to maintain performance and this resulted in a significantly higher price tag. After losing the contract to WarTech, Streeel decided to repurpose it for corporate use. The torpedo and second rocket battery systems were nixed on the Mark 2 design in favor of hold space and a ventral docking facility that accepts the Snub Scout in a snug-tight collar that allows for joint void travel. A SNUB is typically encountered with such craft and utilized as a drop-ship in addition to support craft when these vessels are encountered. Note that when berthed or transferring cargo, the SNUB must detach for direct access to the cargo hold, lest the SNUB itself transfers loads from the host ship to the station or surface. When berthed the laser pod system (if equipped) can be linked to the host ship's primary cannon, offering an additional 1d10 damage to any target within range. More distant targets will not be affected due to range diffusion. Nonetheless, any crewman may also utilize the scout's dorsal battery weapon to complement the frigate's batteries.

Streeel has at least half a dozen of these roaming the Frontier, and one can expect to have a high-ranking official or power broker onboard at any given time. These craft will tend to avoid contact as they are used for confidential business missions. Hilo Headow also retained the original Mark-1 prototype for his personal transport, boasting the second laser, rocket battery systems, and torpedo launcher. While the latter is deemed illegal for civilian use, he still has the

system installed, albeit with no access to the nuclear warheads themselves. Cargo capacity is reduced to 1 on the original design, with no facility for the SNUB Scout either. The external docking facility is retained, along with a complement of four S-series fighter craft, typically S-3 Barracudas. One can imagine that a lucrative mission to acquire a pair of torpedoes would offer a beneficial reward to any group daring enough to make such a trade.

S-SERIES STARFIGHTERS

Streeel's most successful military contracted design lies in their starfighter campaign. While other designs may fare better in the long run, Streeel's efficient and inexpensive designs translate into more craft to dispatch. The basic Streeel Corporation design entails a standard cockpit/fuselage and drive module along with airfoils for atmospheric use. The design is inexpensive and easily mass-produced, but where obvious production corners are cut, the advantages come out in performance and easily maintainable/serviceable craft that is cheap to own and operate. Streeel's S-series fighter production plant remains unknown to the public.

The twin-engine design is a single drive with split thrust outlets, otherwise treated as a single drive for KH specifications. The solar-assisted powerplant doesn't require large amounts of space devoted to fuel, nor does any life support equipment chew up any space either. As a result, the craft is quite small and nimble and a larger number of craft can be stored within a given space. External Docking Facilities (EDF) — Fishhooks — allow groups of four craft to be carried outside a ship's hull, accessible via an airlock and scaffolding. One EDF can be attached for every 5 hull sizes, with an MHS:5 for the first facility. This can be in addition to any fighter bays a ship may have. Launch bays can accommodate 1½ times the normal HS:1 fighter capacity with the Piranha, so a small carrier that normally accommodates six fighters can carry nine S-series fighter craft instead.

Note that the S-0 Pike and S-1 Piranha are the only S-series craft that may be purchased/constructed at Frontier construction centers. The other designs hail from Streeel's undisclosed military/warship center and can be ordered and transported through any Streeel shipyard office.

The Pike is a basic trainer with a two-seat cockpit with both seats featuring full control capabilities. The

S-0 FT "PIKE" FIGHTER TRAINER

HS 1, HP 5, DCR 25, ADF 5, MR 5

Drives twin sub-solar/Atomic Type A with jump governor

Weapons Laser Pod sim-gun

Defenses solar panels/sim-gun receivers

Auxiliary Equipment Subspace Radio, Videocom, Radar, Auto-Eject Module, Streamlined

Computer Lvl 3, FP 56, Mass/SP 20

Programs Alarm 1, Analysis 1, Astrogation 2, Auto Eject 2, Computer Lockout 3, Damage Control 1, Drive 4, Information Storage 1, Laser Pod 1, Maintenance 1

Crew 2, Cargo Capacity 0, Life Support Capacity n/a

Crew Accommodations none

Passenger Accommodations none

Ships Vehicles none

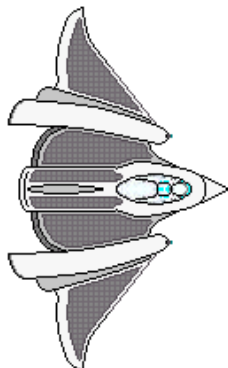
Cost 463,200 Cr at Class 1 SCC, doesn't include fuel, spacesuits, toolkits, or emergency equipment. If purchased in 6-unit squadrons, 347,000 Cr each

trainer takes the rear seat and can override the front seat controls at any time, while the cadet takes the front seat, initially as a jump seat, and earns gradual control with each lesson.

The craft is armed with simulator guns that fire a harmless tracking laser, which the sensors in the numerous fuselage panels can read should the beam connect. While they typically remain unarmed as such, they can be pressed into combat duty by swapping an actual Laser Pod system for the existing simulator guns. Adding a reflective hull is not as simple though

because the solar panels must first be stripped before such coatings may be applied and reinstalled afterward.

It is not uncommon for Streeel to offer deep discounts on trainer squadrons to anyone purchasing a significant number of the other S-series fighter craft. Figure 50% off the single unit price. It is quite rare to encounter trainers outside the visual range of their host planets, at least those that have yet to be pressed into combat service.



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**S-0FT PIKE
TRAINER**

S-1lf PIRANHA LIGHT FIGHTER

HS 1, HP 5, DCR 25, ADF 5, MR 6

Drives twin sub-solar/Atomic Type A with jump governor

Weapons Laser Pod; optional Assault Rocket (1) with -1 MR

Defenses Reflective Hull

Auxiliary Equipment Subspace Radio, Videocom, Radar, Auto-Eject Module, Streamlined

Computer Lvl 3, FP 56 [60], Mass/SP 20

Programs Alarm 1, Analysis 2, [Assault Rocket 1], Astrogation 2, Auto Eject 2, Computer Lockout 3, Damage Control 1, Drive 4, Information Storage 1, Laser Pod 1, Maintenance 1

Crew 1, Cargo Capacity 0, Life Support Capacity n/a

Crew Accommodations none

Passenger Accommodations none

Ships Vehicles none

Cost 474,700 Cr at Class 1 SCC [+20,000 Cr for Assault Rocket upgrade]

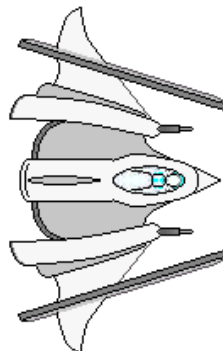
If purchased in 6-unit squadrons, 356,025 Cr each [+15,000 CR for Assault Rocket upgrade]

Cost doesn't include fuel, spacesuits, toolkits, or emergency equipment.

The basic fighter craft is a rather potent machine in battle when used properly. Unable to take much damage, the craft instead relies on the pilot's skill along with an enhanced maneuvering system. Groups of S-1lf fighters can be quite effective but for solo missions, they are somewhat lacking. Auto Eject Module (AEM) technology was recently added to all of Streeel's S series fighter craft. An assault rocket

launcher can be added to the S-1lf at an MR: -1 penalty. While the software is already present, the weapon system itself saps performance.

Streeel sells a lot of these. They are cheap and affordable to maintain so they can be found almost anywhere. What puts these craft on SpaceFleet's radar is Streeel's willingness to sell them to anyone and everyone, from respectable organizations and governments to criminals and pirates alike. This is one of the many reasons why SpaceFleet will never purchase any.



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**S-1lf PIRANHA
LIGHT FIGHTER**

S-2HR MANTA HEAVY ASSAULT FIGHTER

HS 1, HP 8, DCR 30, ADF 3, MR 4

Drives twin sub-solar/Atomic Type A with jump governor

Weapons Laser Pod, 2 warhead bays with 2 Assault Rockets each

Defenses Reflective Hull

Auxiliary Equipment Subspace Radio, Videocom, Radar, Auto-Eject Module, Streamlined

Computer Lvl 3, FP 60, Mass/SP 20

Programs Alarm 1, Analysis 2, Assault Rocket 1, Astrogation 2, Auto Eject 2, Computer Lockout 3, Damage Control 1, Drive 4, Information Storage 1, Laser Pod 1, Maintenance 1

Crew 1, Cargo Capacity 0, Life Support Capacity n/a

Crew Accommodations none

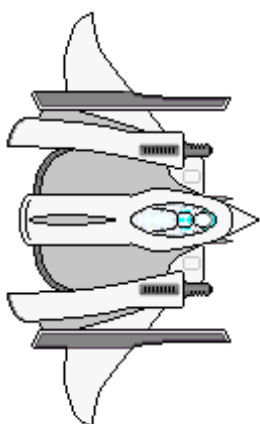
Passenger Accommodations none

Ships Vehicles none

Cost 679,700 Cr at Class 1 SCC

If purchased in 6-unit squadrons, 509,775 Cr each

Cost doesn't include fuel, spacesuits, toolkits, or emergency equipment.



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S-2HR MANTA
HEAVY ASSAULT FIGHTER

inflict more than makes up for the lackluster speed and agility. As such, many a pilot has referred to the Manta as a bomber. SpaceFleet had a brief interest in this craft, capable of fulfilling a heavy fighter role in a light fighter platform. Streel won't contract to anyone without signing on for a Piranha contract first.

S-3GT BARRACUDA ADVANCED RECON/FIGHTER

HS 1, HP 6, DCR 30, ADF 6, MR 5

Drives twin sub-solar/Atomic Type A with jump governor

Weapons 2 Laser Pods (linked) ; optional Assault Rocket (1) with -1 MR

Defenses Reflective Hull

Auxiliary Equipment Subspace Radio, Videocom, Radar, Auto-Eject Module, Streamlined, Energy Sensor, ½ Camera System

Computer Lvl 3, FP 61 [65], Mass/SP 20

Programs Alarm 1, Analysis 2, [Assault Rocket 1], Astrogation 2, Auto Eject 2, Computer Lockout 3, Damage Control 1, Drive 4, Information Storage 1, Laser Pod 1 x2, Maintenance 1, Weapons Link 1

Crew 1, Cargo Capacity 0, Life Support Capacity n/a

Crew Accommodations none

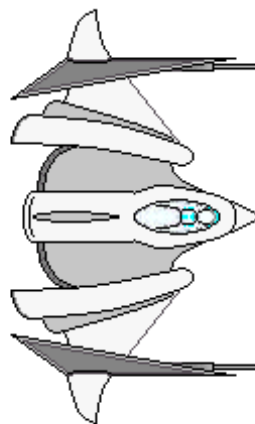
Passenger Accommodations none

Ships Vehicles none

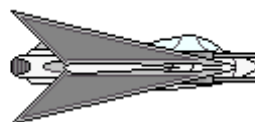
Cost 772,700 Cr at Class 1 SCC [+20,000 Cr for Assault Rocket upgrade]

If purchased in 6-unit squadrons, 579,525 Cr each [+15,000 CR for Assault Rocket upgrade]

Cost doesn't include fuel, spacesuits, toolkits, or emergency equipment.



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S-3GT BARRACUDA
ADVANCED RECON/FIGHTER

The 'Cuda is a racier version of the Piranha,

boasting extra acceleration instead of maneuverability. Also added is an extra set of cannons which can be linked to fire in tandem for more damage or separately for additional attacks, meaning one shot at 2d10 or two individual 1d10 shots per turn. Like the Piranha, no life support equipment is available, but AEM technology is included. An energy sensor array and camera system are easily affixed for recon missions, and an assault rocket launcher with software already included may be added at an ADF: -1 penalty.

S-4HF ORCA PROTOTYPE HEAVY FIGHTER

HS 2, HP 14, DCR 40, ADF 5, MR 4

Drives twin "Big Bang" Solar/Atomic Type A

Weapons Laser Pod with turret, Assault Rocket (2)

Defenses Reflective Hull

Auxiliary Equipment Subspace Radio, Videocom, Radar, Auto-Eject Module, Streamlined

Computer Lvl 4, **FP 96, Mass/SP 100**

Programs Alarm 1, Analysis 4, Assault Rocket 1, Astrogation 4, Auto Eject 2, Computer Lockout 4, Damage Control 1, Drive 4, Information Storage 1, Laser Pod 1, Laser Pod Turret 1, Life Support 1, Maintenance 1

Crew 3, Cargo Capacity 0, Life Support Capacity 3

Crew Accommodations none

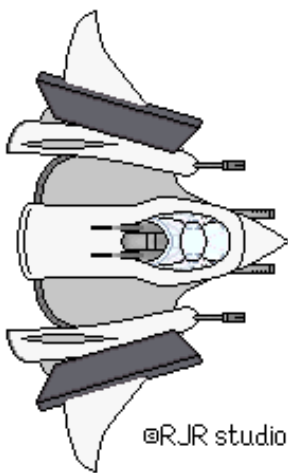
Passenger Accommodations none

Ships Vehicles none

Cost TBA

The S-4 is still in the prototype stage but has been seen more than once performing test flights in the Truane's Star System. Streel wanted to go with a longer-range interstellar capable fighter, thus mandating life support and a larger fuel capacity. The standard fuselage was widened to accommodate the extra equipment.

The cockpit seats three, two side by side up front and one in the rear. The pilot and astro/gunner reside up front while an additional engineer/gunner may occupy the rear, although the rear turret may be remotely operated by the astro/gunner, in which case the A/G may not assist the pilot with the forward firing guns.



It is not yet known when or if these will be released. Streel's basic principle in the Star Fighter campaign is that they don't need to be interstellar capable as that's what carriers and Fishhooks are for. Coincidentally, the S-4 is too large for such external docking facilities. At the same time, they also refuse to sit on the sidelines in any market, hence the design.

APPENDIX S

SE-Series (Streel Economic) Robots

The various economic Streel series robots are visually indistinguishable from each other. Typically their owners will color code them with paint or markings when multiple types are working together. Note that while some level-1 robots are normally not feasible by the rules, along with certain programs as well, Streel has managed to economically solve this for a low-cost entry-level robot series.

Each type of robot has similarly designed anthropomorphic skeletal frames resembling Human, Vrusk, Yazirian, or Dralasite-sized tripod-legged miniature-human nature, with all bodies hailing from a common assembly line with one line per level and four lines per race. Once assembled, the next three assembly lines determine their purpose: combat, maintenance, or security. Note that the various levels of each robot have different STA values. This reflects the cheaper nature of construction. Only the level-4 robots are of normal quality and price. Each consecutive level of robot is constructed with a higher integrity frame; hence the levels can be distinguishable when encountered together with a successful INT check. The robot type still won't be known by the casual observer. Due to their lightweight nature, the level:1-3 robots use a Type-1 Parabattery while the level:4 robots use the Type-2 Parabattery.

All prices reflect the base cost of each robot level and do not include any additional equipment, programs, weapons/defenses, or parabatteries. Because of their anthropomorphic bodies, these robots may be outfitted with standard body armor. Note that additional programs added must adhere to minimal

Streel Economic Series Combat Robots

Series	I	II	III	IV
Level	1	2	3	4
STA	50	60	75	100
ATT	40	50	60	70
IM	4	5	6	7
MV (m/turn)	30	60	90	120
Cost (Cr)	5,200	6,800	8,250	11,000
Programs	Attack/Defense			
Mission	Defined by Owner			
Functions	Defined by Owner			
Anthropomorphic skeletal body with 2 standard manipulative limbs				
Armament	Varies, to be added by Owner			

levels. Only the base programs are available for the level-1 robots so no additional programming is possible with these entry-level machines.

Steel Economic Series Maintenance Robots

Series	I	II	III	IV
Level	1	2	3	4
STA	50	60	75	100
ATT	40	50	60	70
IM	4	5	6	7
MV (m/turn)	15	30	45	60
Cost (Cr)	4,400	5,300	6,750	9,500
Programs	Maintenance/Upkeep			
Mission	Defined by Owner			
Functions	Defined by Owner			

Anthropomorphic skeletal body with 2 standard manipulative limbs.

Note that no additional equipment is added from the factory.

Steel Economic Series Security Robots

Series	I	II	III	IV
Level	1	2	3	4
STA	50	60	75	100
ATT	40	50	60	70
IM	4	5	6	7
MV (m/turn)	30	45	60	90
Cost (Cr)	4,700	6,300	7,7750	10,500
Programs	Restrain			
Mission	Defined by Owner			
Functions	Defined by Owner			

Anthropomorphic skeletal body with 2 standard manipulative limbs

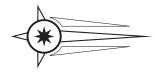
Armament Varies, to be added by Owner

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STREEL MOTOR WORKS

by Richard 'Shadow Shack' Rose including original and composited artwork



Among numerous other fields, StreeL is also involved with the manufacturing of ground transport. They are the parent company to numerous subsidiary marks, some of which are leaders in the industry.

All of them offer line-ups of light cargo transports,

cars, and/or cycles, both ground and hover alike. Trans Travel covets StreeL's mass marketing campaign as TT's terra-firma transport division is their only transport weakness by comparison. StreeL's larger range of transports simply has become more lucrative in that sector.

Avid readers of the *Star Frontiersman* may recognize some of the inspiration behind this article from the Volume-1 run, specifically issues #9 "StreeL-Hyondow LR900V Ride Report", #12 "Ground & Hover Cycle History", and #15 "Vehicle Modifications".

HYONDOW

This company offers all three forms of ground and hover vehicles in addition to being industry leaders in generators, landscaping, agricultural equipment, and more recently recognized in the field of robotics. Unless specified, each model represents both wheeled and hover versions with separate stats for each. Note the abbreviation "mpt" stands for "meters per turn".

XT-10000 Ranger (explorer) - Being the latest contender in the explorer market, Hyondow started with the basics with the Ranger. Use the standard specifications for an explorer found on page 29 of the *Star Frontiers Alpha Dawn Expanded Rules*. Reliability is top-notch on this otherwise basic offering, as such, a -1 modifier can be applied to the vehicle damage

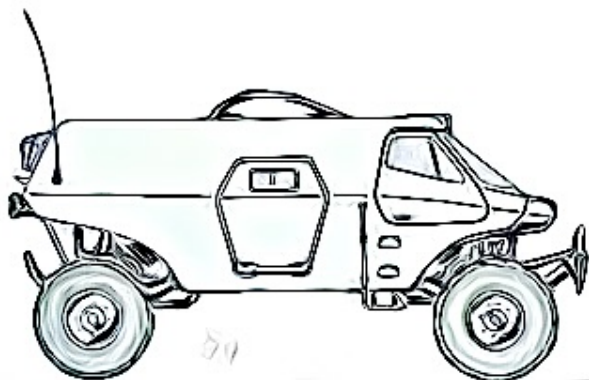


table to reduce breakdowns from rough handling. This is in addition to the standard -2 modifier for explorers. Expect future releases from this company to be as stellar as their other offerings.

TU-9000 Centaur (cargo transport) - The Centaur is Hyondow's ground and hover version of the standard transports with specifications as listed in the expanded rules on page 29.

TU-6000 Stallion (light transport) - The Stallion is a smaller version of the standard ground and hover transports for more localized operations. These smaller trucks accommodate two people in the cab and can carry 5,000 kg in a 15 cubic meter open or enclosed space.

RM-3800 Vision (passenger car) - The Vision is Hyondow's premiere entry into the automotive segment and the longest production model. The ground and hover statistics are the same as the standard ground and hover cars listed on page 29 of the expanded rules.

RR-5000 Grand Executive (luxury car) - The Grand Executive is Hyondow's latest entry platform, and all the stops were pulled out to facilitate the ultimate in performance, luxury, and style. The cabins are richly decorated and completely mute all exterior noise while the visuals from the outside get articulated with rich paint that looks wet when dry and incredible when wet. They seat six comfortably in three rows with a pair of bench seats facing each other in the rear section. The trunk can swallow 200 kg in a two cubic meter area. Silk-chromed appointments adorn the vehicle, and the grill and lighting bezels are sealed in polished silver plating.



RS-2400 Spyder (sports car) - Hyondow's Spyder is the ultimate thrill package featuring a rear-mounted motor/transaxle and two seats in a racecar-like cabin, complete with five-point safety harnesses for that racetrack feel. Improved braking systems and

gyrostabilizers ensure the driver that the vehicle will stick to the roads. Storage is limited to 50 kg in a ½-cubic meter space. A convertible is available for an additional 1,000Cr and includes a four-point safety cage.



RT-1800 Metropolitan (economy car) The Metropolitan is a no frills compact vehicle at an economical price. It seats four, although the rear seats are a tad cramped unless the occupants are friendly. Cargo space is fair at 75 kg in a 1-cubic meter trunk. Despite the reduced comfort and performance, the range is impressive at 1,500 km on a fully charged parabattery.

RX-3000 Roamer (Adventure Car) - The Roamer is a new hybrid designed with both on and off-road capabilities. Features include a full interior/exterior cage to protect the occupants, bodywork, vital chassis components from brush and other obstacles, removable gull-wing doors and T-Tops, and a fold-down windshield. Bucket seats, front and rear, seat four, and the trunk space is impressive at 200 kg in a 2-cubic meter space. While not as rugged as an explorer, the Roamer enjoys a +0.1 bonus for broken, rugged, and bog terrains per the Terrain Effects Table on page 19 of the expanded rules. It does, however, enjoy the same -2 Vehicle Damage Table modifier shared with explorers that can be found on page 32 of the **Star Frontiers Alpha Dawn Expanded Rules**.

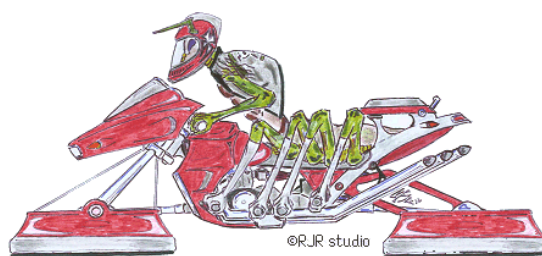
LandFleet is interested in contracting these machines for military use with armor upgrades and a rooftop swivel mount for a heavy weapon. Naturally, being an ATV-class vehicle, it is not available as a hover version.

HYONDOW CYCLES

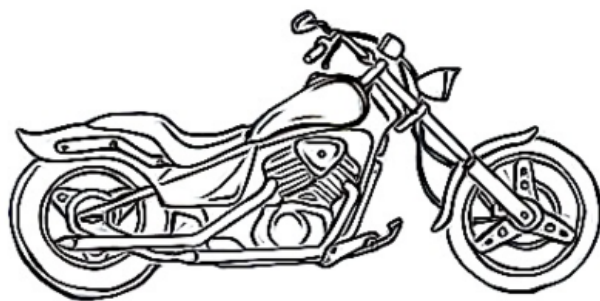
This is where Hyondow broke ground. The company debuted a more efficient electric motor for vehicle use and branched out into installing their light motors into cycle packages. Unless otherwise noted, passenger and cargo accommodation will be the same for ground and hover cycles as listed on page 19 of the expanded rules which applies to the other three manufacturers listed here as well.

GT-1000 Excursion (touring bike) - Hyondow's flagship model features luxurious seating for two and lavish storage space via locking hard bags and a trunk that can easily stow 40 kg in a combined one cubic meter space. Features like cruise control, a holographic display, and a surround sound audio system make this a limousine on two wheels or three hoverfans. Improved braking and stabilizing systems retain decent performance despite the extra mass.

LR-900V Legend (sport/standard) Hyondow's first performance model featuring dated styling cues with boxed bodywork and sharp-angled fairing albeit with updated modern features such as improved braking and suspension for a modern ride, the Legend has been a staple in their line-up for several generations now. An unbiased ride report of the LR-900V hovercycle was featured in the Deka fy61 issue of Hover-Rider Holozine, a Pan-Galactic Publication.



VB-800C Bruiser (old school cruiser) - A throwback to the days of cycling following the first Sathar War when soldiers would lighten the load and increase performance, the original "hot rod" formula. The Bruiser is a minimalist package with bare-bones styling where the framework and powerplant are the key visual features. Essentially speaking, if it doesn't make the bike start, stop, and go then it isn't needed. This means no passenger seat and no storage space, just throw a leg over, thumb the starter, and ride!



VT-600 Silhouette (cruiser) Hyondow pulled out all the stops when it came to styling this symmetrical bike, every part flows smoothly into the next. Even the powerplant looks like it was purposely designed for the bike, rather than the typical afterthought appearance of

Vehicle	Mode	Top/Cruise Speed (kph)	Acc/Dec Speed (mpt)	Turn Speed (mpt)	Price Cr
TU-6000 Stallion	Hover	160/90	70/40	50	10,000
	Ground	85/60	50/40	60	7,500
RR-5000 Grand Executive	Hover	150/80	90/50	70	15,000
	Ground	100/80	70/50	80	11,000
RS-2400 Spyder	Hover	200/80	90/70	100	24,000
	Ground	160/80	70/70	120	16,000
RT-1800 Metropolitan	Hover	120/50	60/60	70	6,000
	Ground	80/50	40/60	80	4,000
RX-3000 Roamer	Ground	90/50	80/50	80	10,000
GT-1000 Excursion	Hover	160/90	110/60	100	10,000
	Ground	130/70	110/70	120	10,000
LR-900V Legend	Hover	170/80	110/60	110	7,000
	Ground	150/60	150/60	120	7,000
VB-800C Bruiser	Hover	160/100	120/60	100	18,000
	Ground	140/90	120/70	110	18,000
VT-600 Silhouette	Hover	140/90	100/50	100	2,200
	Ground	110/70	100/60	110	2,200
VX-600 Corsair	Hover	150/100	120/50	70	2,500
	Ground	120/80	120/60	80	2,500
CM-200X Hero	Hover	120/70	80/60	100	1,500
	Ground	90/50	80/70	110	1,500

most motors. Chromed heat-dissipating tubes emulate dual staggered mufflers that were once popular on older internal combustion engines. The throwback to longer fork motorcycles suggests handling on par with an intoxicated Voltturnian Roller, alas Hyondow's engineers matched modern-day suspension and braking for a superior ride that surprises many a rider.

VX-600 Corsair (factory custom long-fork bike) The epitome of radical styling of yesteryear paired with modern technology, anyone lacking the know-how of bending wrenches on their stock bikes as well as professional builders alike will appreciate this throwback to the era of outlaw choppers.

CM-200X Hero (compact cruiser) - More Frontier citizens have launched their riding careers on the venerable Hero than any other model in production. Inexpensive and built to stay that way, even veteran riders appreciate and enjoy the thrifty diminutive cruiser for what it is: a simple no-frills joy ride. The Hero has enjoyed quite a few decades of unchanged production history, truly a proven formula. The design is so simple that any technician can apply a +10 bonus

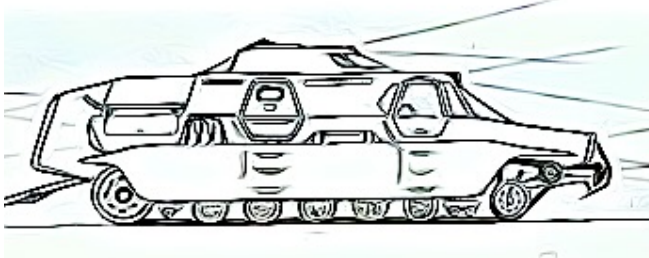
to repairs made to the Hero, and rest assured parts are readily available from the manufacturer, aftermarket, and salvage yards alike.

KYAWASKAI

Big K, as it is also called, is strictly known for high-performance ground and hover cycles as well as off-road vehicles. It is a rare day when there isn't at least one representative taking the podium during various motor competitions. Kyawaskai is the industry leader when it comes to "race on day one and sells during the remaining ten-day". It's easy to sell a winner! While Kyakaskai has recently entered the field of watercraft, such vehicles have not approached mass production to be listed yet.

KH-10K Leviathan (heavy-duty explorer) - Big K's Leviathan introduced the Frontier to the heavy-duty tracked explorer. This big beast enjoys fantastic terrain modifiers when off-roading, offset by not being permitted on city roads as the treads will tear the surface. The vehicle is airtight and accommodates eight people very comfortably. A 15 cubic meter

storage area in the rear can accommodate up to a metric ton and typically carries a quartet of ground cycles or a single ground car for inner city use, not included, in addition to other gear mandated by an adventurous party. Due to its heavy-duty nature, the Leviathan enjoys a -3 modifier on the vehicle damage table.



KSC-9 Storm Crawler (sport explorer) Essentially a “light explorer”, the Storm Crawler is just as rough and rugged as its full-sized counterpart albeit in a lighter and faster package. The Crawler seats and sleeps four comfortably with a 1500 kg/4-cubic meter storage capacity.

LandFleet has contracted the Storm Crawler as a support vehicle, featuring armor plating, an upgraded communications package, and a fully enclosed heavy weapon turret perched up top along with a swivel mount for a secondary weapon (shown).

KE-4 Wolverine (personal ATV) – Essentially a four-wheeled utility cycle, the Wolverine features solid axles front and rear with 4WD capacity. Luggage racks

front and rear sport detachable enclosed panniers and scabbards to carry a substantial amount of gear, 80 kg via 1.2 cubic meters of space. Note that the long seat can accommodate two, although the passenger weight will count against the payload. If the total payload exceeds 80 kg all performance modifiers are halved, and at 161+kg the vehicle will not be able to move until 160 kg or less is attained. Despite full lighting packages to assist with utilitarian duties, many civilizations do not permit these on their roads, which typically isn't an issue with their owners as the vehicles are well suited for farming, hunting, and other uncivilized chores.



XBR-600 Crossbow (superport bike) This machine is designed for one thing, and it does that one thing very

Vehicle	Mode	Top/Cruise Speed (kph)	Acc/Dec Speed (mpt)	Turn Speed (mpt)	Price Cr
KH-10K Leviathan	Ground	70/70	40/20	80	40,000
KSC-9 Storm Crawler	Ground	100/40	80/60	120	15,000
KE-4 Wolverine	Ground	110/60	100/40	70	3,000
XBR-600 Crossbow	Hover	200/60	120/80	110	19,000
	Ground	170/40	120/90	120	19,000
	Hover	140/90	100/50	90	2,600
SBR-300 Blade	Ground	110/70	100/60	100	2,600
KS-500 Pulse	Hover	150/80	100/40	110	2,000
	Ground	120/60	100/50	120	2,000
	Sidecar Option		-10	-10	1,000
	Hover	160/110	100/40	80	3,000
KVN-800 Oracle	Ground	130/90	100/50	90	3,000
KR-400 Twister	Ground	110/50	90/50	100	2,600
KRMX-400 Twister MX	Ground	120/60	100/60	110	10,900

well; it goes fast. Whether you're blasting through the open road or hustling through the curves, this is the machine that will do it well. You had better know what you're doing. Beginners are not recommended. Big K's X-Bow is unmatched by any street production model out there.

SBR-300 Blade (sport/standard) This is Kyawaskai's lightweight answer to Hyondow's LR-900 success story. As a compact sport model, it is geared toward new riders while maintaining respectable performance that seasoned riders enjoy. Big K claims this model easily represents 30% of their annual sales each year.

KS-500 Pulse (standard) - Another throwback to the early days of electric-powered cycles, the Pulse's lack of styling is moot, yet performance is effective. Just to feed that throwback even further, a sidecar option is available from the factory for both hover and wheeled models that adds one passenger and +20 kg/0.5 cubic meters storage.

KVN-800 Oracle (cruiser) Sporting a rich history in performance, Kyawaskai was late to the cruiser platform but did not want to miss out on this growing niche market. Capturing the look of old-school Pan-Galactixon models, the Oracle offers such dated features as a kick start pedal with back-up push-button start and hot-rod styling cues. The larger frame ensures "Komfort for Kilometers", as Kyawaskai proudly advertises with the advent of this model. The motors are geared for long-in-the-tooth cruising, offering superior comfort at higher cruising speeds with the tradeoff of less zip, another first for Big K. Cargo is increased to 30 kg with 0.75 cubic meters of space with the factory luggage option, available for 150 Cr.

KR-400 Twister (adventure bike) - This is the street-legal version of professional motocrossers who modify these for off-road racing. The usual dual sport +0.1 modifiers for broken/rugged/bog terrains apply to the Twister.

KRMX-400 Twister MX (motocross bike) Kyawaskai's factory moto-crosser is a popular choice for the MX circuits, utilizing the base KR 400 with upgraded brakes, suspension, and motor from the factory. The modifiers for broken/rugged/bog terrains are upgraded to +0.2 for this model.

SUSHUZI

Sushuzi is Streel's oldest motor division, producing both hover and ground versions of cars and cycles alike. The sad story is Sushuzi has stood on their "first and foremost" laurels for far too long and has not been competitive for some time now. They have yet to adopt designations for their models beyond a basic name in their automotive division, a practice every other manufacturer engages in, although to their credit, they

finally did so with their cycle line. As their production and sales numbers continue to dwindle, time will tell if they ever release something new and innovative enough to be worthy of those laurels. Nonetheless, their cycle division continues to plod along enough to carry the weight of their dismal automotive end. Meanwhile, Streel demands an end to their stagnation.

Obsidian (luxury touring car) The Obsidian is a dated yet luxurious touring wagon that some still find attractive. Sushuzi has kept the model updated over the years despite the older styling cues. The rear offers third-row seating for a total of nine occupants in a comfortable cabin, or the rear seat can fold down for additional cargo space (increased to 300 kg @ 2 cubic meters). Nicknamed the "Obsolete-ian" by the general public, buyers still find the comfort level attractive enough for ownership when dealers are willing to negotiate.

Patron (standard passenger car) - This basic no-frills car has soldiered on unchanged for nearly a century. Many consider this model the Hyondow Hero of the automotive world. It's a simple, yet efficient, design that transports you from point-A to point-B without the benefit of style, speed, or comfort. Like the Hero, technicians will enjoy a hefty +20 repair modifier due to the dated design coupled with readily available parts. With the research and development (R&D) paid for many decades ago, Sushuzi can keep the price down making this a somewhat popular seller, at least "popular" for their paltry representation of market sales. With a large number of these made in the past century, many of which remain road-worthy, used bargains can be had as low as 500 Cr for beat but complete running samples.

Scorpion (dual-sport car) The Scorpion is a car that was ahead of its time while lacking the proper marketing that could have made it great, and consequently the inspiration for Hyondow's Roamer. Like the Roamer, it enjoys the same +0.1 modifier for broken/rugged/bog terrains albeit without the durability of the Roamer's updated design, normal damage table rolls sans any modifiers. Despite the lackluster marketing and updates from Sushuzi, the aftermarket is ripe with accessories to make the Scorpion a decent contender both on and off the road.

SUSHUZI CYCLES

SC-900 Baron (luxury cruiser) - If Sushuzi was ever innovative, this was it: a heavy-weight cycle offering superior comfort above and beyond normal cruisers. Had they invoked some clever advertising (re: Komfort for Kilometers like Kyawaskai advertised with their big cruiser) it could have been a hit, instead it's merely a diamond in the rough waiting for buyers to discover it. The Baron's higher price tag diverts sales to its competitor instead.

Vehicle	Mode	Top/Cruise Speed (kph)	Acc/Dec Speed (mpt)	Turn Speed (mpt)	Price Cr
Obsidian	Hover	160/90	90/40	60	11,200
	Ground	110/90	70/40	70	7,000
Patron	Hover	140/60	60/40	50	1,800
	Ground	90/60	40/40	60	1,800
Scorpion	Ground	100/60	70/30	70	6,500
SC-900 Baron	Hover	140/130	100/40	60	3,300
	Ground	120/110	100/50	70	3,300
SR-800 Basilisk	Hover	170/80	120/50	90	3,100
	Ground	140/60	120/60	100	3,100
SS-500 Surge	Hover	150/80	100/40	90	1,900
	Ground	120/60	100/50	100	1,900
SX-300 Blizzard	Ground	120/50	100/70	110	3,000

SR-800 Basilisk (sport bike) - A sporty package built on a larger frame, Streel's premiere performance cycle started with a bang and soldiers on with a whimper. Beyond better acceleration and top speed over a standard cycle, there is not much to inspire buyers into acquiring one at anything above a used price tag.

SS-500 Surge (retro standard) - To boost sales, parent company Streel authorized Sushuzi to build Kyawaskai KS-500 Pulses on their assembly lines and rebadge them as the SS-500 Surge. The parts are readily interchangeable, and while the Surge has added a "surge" to Sushuzi's sales, time will tell if the company can overcome its dated philosophies and improve their market performance.

SX-300 Blizzard (personal sport ATV) - Another design before its time, the personal ATV from Sushuzi is geared more for speed than utilitarian duties. It is essentially a four-wheeled motocross machine intended for those who feared the lack of balance of two-wheeled machines. Much like the Kyawaskai utility ATV, these are typically not permitted on public roads. Aside from the adrenaline factor, there isn't much to persuade buyers to pick the Blizzard over Kyawaskai's utilitarian Wolverine at the same price.

YAMIHAI

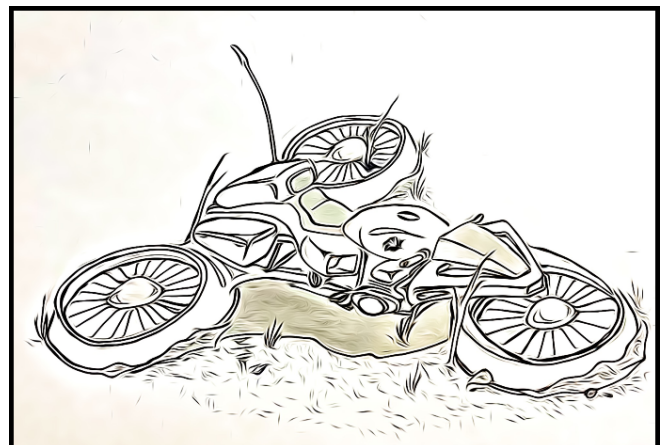
In addition to ground and hover cycles this company is famous for musical instruments and professional holographic audio systems. Its motor division is quickly approaching Kyawaskai's coveted performance-driven domain, as is evident on many a race day when Yamihai shares the podium with Big K.

YT-777 Paladin (sport/touring bike) - Yamihai belted out a winner with this innovative luxury sport model. Comfort and performance can go a long way, and so too will the Paladin. Locking trunk and hard bags offer

a total storage of 30 kg in 0.75 cubic meters of space, roughly 10 kg @ ¼-cubic meter each.

A law enforcement version of the Paladin designated *YT-777P is contracted with various agencies throughout the Frontier, top speed/acceleration/deceleration/turn speed all receive an additional +10 factored in along with the typical police radio, lights, and sirens for an additional price of 4,400Cr, 8K total price.

Fun Frontiersman Fact: The YT-777P hovercycle model appeared in last issue (**Star Frontiersman #28**) via the Fate of Albion mini-adventure.



YR-636 Dynamo (supersport bike) - A direct competitor to Kyawaskai's Crossbow, the Dynamo is quite the contender. While it doesn't accelerate or top out as high as the X-Bow, it makes up for it with better braking and handling. All in all, the better rider will determine which bike is faster on the twisty tracks.

1YS-535 Mule (utility cycle) - A rather innovative design from Yamihai, it's the two-wheeled/three-hoverfanned equivalent of Kyawaskai's Wolverine

Vehicle	Mode	Top/Cruise Speed (kph)	Acc/Dec Speed (mpt)	Turn Speed (mpt)	Price Cr
YT-777 Paladin	Hover	170/100	120/50	80	3,600
	Ground	140/80	120/60	90	3,600
YR-636 Dynamo	Hover	190/70	110/90	120	19,000
	Ground	160/50	110/100	130	19,000
YS-535 Mule	Hover	140/80	100/40	80	2,400
	Ground	110/60	100/50	90	2,400
YX-375 Thriller	Ground	100/60	80/60	110	2,600
YMX-375 Thriller MX	Ground	110/70	90/70	120	10,900
YZG-195 Alpha	Ground	90/50	100/50	100	2,400
YZH-196 Theta	Ground	130/80	90/50	90	2,000

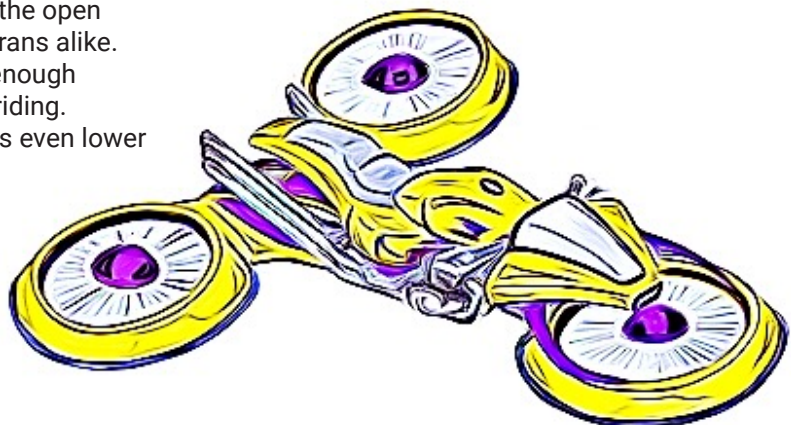
ATV. The rugged suspension and greater ride height/ground clearance practically qualify it as a dual-sport, in fact, the hovercraft version is the only such example that gets a 0.2 rating for rugged terrain. The remaining terrain modifiers of a standard hover vehicle apply. Unlike the Wolverine, the Mule only accommodates one while enjoying the increased cargo rating of 50 kg over 1 cubic meter worth of panniers, racks, and other such devices to strap a load onto the bike.

YX-375 Thriller (adventure bike) - The Thriller is Yamihai's answer to Kyawaskai's Twister, and like Big K it is offered in both street legal and motocross trims. Much like the Dynamo, the Thriller trades top speed and acceleration for better handling.

YMX-375 Thriller MX (motocross) - The Thriller MX is Yamihai's factory offroad racer featuring upgrades for better performance where asphalt is a four-letter word.

YZG-195 Alpha (entry-level dual sport) - Yamihai's intermediate-sized entry-level cycle is geared for asphalt and trails alike, giving new riders opportunities in both fields. As such the Alpha enjoys +0.1 modifiers for broken, rugged, and bog terrains.

YZH-196 Theta (entry-level hovercycle) - The Alpha's sibling entry-level hovercycle is geared for the open road, perfect for new hover-riders and veterans alike. The Theta's lower price point is attractive enough to sway potential off-roaders into on-road riding. Hyondow's Hero is stiff competition with its even lower price tag and record of longevity.



THE REAL HISTORY OF STREELE

By Richard 'Shadow Shack' Rose including original artwork

Truane's Star, discovered and colonized in 200 pf (Pre-Frontier), has flourished from day one. Pale and New Pale both started as lightly populated worlds, the former being an industrial world and the latter an agricultural one. Streele, Incorporated (Streele, Inc. or SI for short) was founded with offices in both worlds, claiming Pale as their home office. Jonathan Streele founded the company under morally strong business ethics shortly after Pale was colonized. That business model seemed to have worked rather well, seeing as Streele, Inc. also owned the spaceship construction center orbiting Pale which was capable of producing ion-driven starships. It was also entrusted to build the system ships in use within Truane's Star. An armed space station also orbits Pale, constructed and commissioned in 82 pf, capable of berthing craft up to Hull Size (HS):14 in size (Station Size: 3). New Pale commissioned a docking station capable of supporting craft up to HS:10 (Station Size: 2) the same year.

PRE-UPF FRONTIER MAP

During the early days of Truane's Star, before the UPF, Streele Incorporated was it. There was no other business with a stronger foothold. An interloping Mining Guild was eventually founded to regulate the major trade within the system, but their fledgling

offices on Pale and New Pale were quite "pale" by comparison. Despite this, the Guild had established themselves as a corporate antagonist to Streele, Inc. in their home territory.

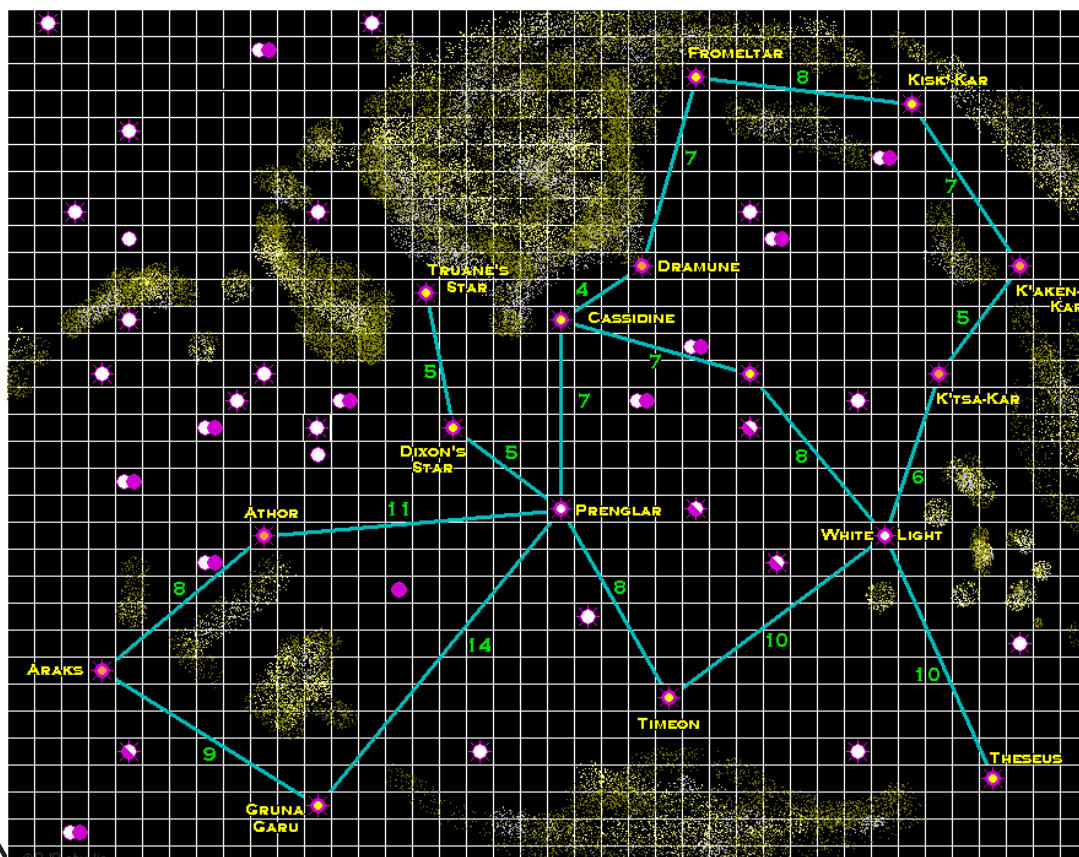
Three generations worth of Streeles had led the company up to this point, although Jonathan Streele III found himself in the precarious position of contemplating shrewd practices to stay ahead of the threat that PGC had posed in their backyard.

Growing up under a large corporate business afforded John III a well-rounded education. He adapted to the technological field quickly, but also studied under private security forces and developed a high degree of self-defense, attaining near-master status in martial arts and hand-to-hand combat. Pity the street thug who tried mugging him! In short, if you had a problem with the taxation from PGC, if no one else could help, and if you could find them, then maybe you could hire on with the SI Team.

By 70 pf mining had become the #1 business in Truane's Star, exploiting the other 13 uninhabitable worlds, including the gas giant Cygnus Omicron taking the outermost orbit, an invaluable source of fuel-based elements for ion drives, various moons, and the asteroid belt for precious minerals. The two

worlds traded peacefully, including agricultural goods from New Pale for industrial products via Pale. Minerals were needed to support Pale's industrial production more than anything as they had yet to tap their resources per local government regulation.

To this end, the aforementioned Mining Guild was established. The Guild graduated from their initial land-based offices on both worlds to offices onboard the orbital stations on both worlds during





89 pf. This Mining Guild was overseen by Pan Galactic Conglomerates, a large interstellar business poised to become the first “mega-corporation”. The Guild charged a flat rate of 5,000 Cr per officer grade or 25,000 Cr per vessel, whichever was greater, for annual dues. In addition, they received 5% of the sale of ore to Pale’s industrial complexes. It was deemed fair, but many believed otherwise.

As such, the Guild influenced local militia craft from both worlds. These local militias could perform inspections on inbound cargo and alert the Guild of non-guild members attempting to deliver ore. The Guild kept a generous fleet of armed civilian craft on hand to influence membership. Numerous blockade runners successfully transported ores to Pale’s station or surface, albeit at the cost of bounties offered by the Mining Guild for preventing future occurrences. Several piracy factions existed and were ransacking shipments to deliver them in their transport vessels under the guise of legitimate Guild memberships. Suffice it to say, Streele, Inc., publicly decried the Mining Guild as a menace to peace and prosperity within Truane’s Star.

This tension between Streele’s production facilities and the Mining Guild opened the doors to many scenarios of opposition, both on the ground and in deep space. This also defined future tensions between the two future mega-corp rivals. Jonathan Streele III had only recently assumed the helm of Streele, Inc. and continued to run the business under the successful model that his forefathers instilled, but the pressure applied by the Mining Guild proved to be enough to tip Streele’s hand with creative, yet shrewd attempts at dodging the Guild’s efforts.

While the discovery of ion drives and void travel was an older one, atomic drive technology was still a long way off for a viable commercial market, and despite the possibility of outer system vessel encounters, as well as, non-human core four races present, Truane’s Star was, and still is to this day, isolated enough to allow for many homegrown scenarios that were predominantly human in nature. That is not to say a dralasite, vrusk, or yazirian character couldn’t be incorporated. They still expected moderate to severe racial tensions amongst the human settlers in Truane’s Star who had grown accustomed to the quiet life in the far reaches of the Frontier.

When you consider that the discovery of Dixon’s Star predated Truane’s by a mere twenty years, it is astonishing that after all this time that Laco is still an outpost world. With Truane’s Star nestled deep in the pocket of the Xagyg Dust Nebula with Zebulon yet to be discovered, this afforded the citizens of Pale and New Pale a large degree of isolation which was initially welcomed, yet proved to be their undoing.

Streele, Incorporated (Streele, Inc. or SI for short) was founded in 190 pf, starting as a small operation on Pale and expanding rapidly into other worlds once attaining mega-corp status by 2 fy (Federation Year), at which point they dropped the silent-e to become Streel. Currently, they have offices in nearly every populated world, not to mention most orbital stations around the Frontier. Only Pan Galactic has them beat, with an office on every world larger than an outpost and every orbital station as well. In that regard, only Streel has announced interests in the two outpost worlds (Laco and Lossend) but rest assured PGC has prying eyes on them as well.

As Streel matured into a mega-corp their business practices expanded. One aspect that profited most was the practice of reverse-engineering existing products and finding ways to improve the designs. This led to radical inspirations for designs that many found to be stretches of the imagination. These new designs ended up being ahead of their time, thus forging a path for Streel to constantly be nipping at PGC’s coveted #1 rating. This proved to be a constant thorn in their rival’s side, as they were always looking back to see what #2 looked like.

At present, Streel and Pan Galactic are constantly locking horns in their quest for corporate superiority. This has led to many conflicts and even an occasional corporate war. In the end, nobody can dispute that Streel has prospered as a victim of their success, let alone victim to circumstances beyond their control. They’re really not the bad guys. It’s just business after all.



THE STAR DEVIL'S TRIANGLE

By Richard "Shadow Shack" Rose including original artwork

Welcome to the second installment of the Star Devil's Triangle, a new column of the Star Frontiersman where we blissfully bring on the bad guys! No self-respecting Star Frontiers referee should be without an arsenal of antagonists, and this column is dedicated to providing more fuel for the fire!

This issue's offering is a real scumbag that most players ought to find detestable enough to warrant proper attention, a true piece of trash begging to be taken out. Funny thing, this scumbag is a former PC of mine from an early online game hosted by fellow online buddy Rob Nill. Long story made short, this character spiraled off in an odd direction neither one of us planned on and he just became notorious. Suffice it to say, this vile Vrusk turned out to be a lot of fun in a chaotic evil kind of way, and he lives on as a constant reference in our games. Now his notoriety can live on in yours too.

Meet K'ras-T'vil, otherwise known by his street name K'rash. K'ras is rather small for his species, a trait that inspired training to develop his personal strength and prowess in an ever-competitive field. Finding himself out of work after a sabbatical at one of Streel's various personal weapons manufacturing centers, K'ras yearned for a steady paycheck. Desperation led to enlisting with an employment agent, something his business-like species is loath to participate in. That same desperation led to the sale of most of his valuable goods, including a sweet open top skimmer, a Streel 'Crossbow' hovercycle, and a fair collection of projectile weaponry in order to continue living indoors rather than in a gutter.

He was eventually hired by Pan Galactic along with an aging Dralasite, although the job was in another system and the duo would be transported via star liner. Despite the natural tendency between the two races for getting along, K'ras found this particular subject rather odd. The Dral had an uncanny fashion sense for male and female attire alike, perhaps as a nostalgic reminder of its earlier phases in life. It also manifested a profound taste for spices and seasonings by carrying a rather large collection of them in its cabin. Just to up the ante even further, an exotic avian pet was thrown into the mix. The Dral loved nothing more than throwing credits at whatever gaudy object it came across, whether it could afford the bauble or not.. In other words, this Dral put Mr. Human and his

Indestructible Junk Show to shame. Nevertheless, he would be working with this Dral at their destination so as long as it held up its end of the job, he could overlook the oddities.

Once the duo boarded the star liner, the eccentric Dral flagrantly upgraded to a first-class cabin while K'ras was perfectly content with the journey class selections which PGC provided. Once underway, the pair made their separate ways to the various lounge areas where the Dral flaunted its ability to become an inebriated sponge while simultaneously becoming skilled at holographic pinball. Meanwhile, K'ras fell in with a group of hovercycle club members and began selling narcotics to the passengers and crew in order to get on good terms with said club. K'ras managed to make a windfall of credits both for himself and the club in this foray. Several of the crew and passengers (along with his traveling companion) overdosed on the powder K'ras was pushing...at which point he had to lay low on the illicit activities. When the dust finally settled (literally), he was granted honorary membership into the Knights of Hell's Highway club as a nomadic member, joining them for a week-long rally on the surface. He got marked with the KHH tattoo on his left arm along with earning his member patches and the nickname "K'rash".



As a continuing member in good standing, he has since engaged in numerous illegal activities around the Frontier for the KHH that include narcotics, firearms, vehicle thefts and parts resale, as well as various species trafficking. He has a keen knack for not getting

caught, typically evading notice just as the heat starts coming down. Several law enforcement agencies suspect him of such illicit activities, yet they have never been successful pinning him to any event, be it isolated or a series of such acts. As such he is a being-of-interest in various municipalities on several worlds.

KHH is an up-and-coming club that has seen rapid growth in the short time they have been active. They have established chapters in major civilizations on all of the low populated worlds and are now expanding into the medium populations. They make it a point to attend all of the big events hosted by high population worlds as well. K'ras has several storage units on each of these low population worlds, all stuffed with various hovercycle parts and firearms. The parts are all stolen but none of them are identifiable (such as frames and motors, which he disposes of immediately after stripping the stolen bikes down). The firearms are legitimately acquired, with very few exceptions (such as the occasional piece of ordnance such as a starship assault rocket or an experimental carbine from Streel, WarTech, or PGC and such.)

K'ras can be encountered on any low population world or space station associated with said world, or on a star liner bound for any low or high population world with the former being KHH related business and the latter being a large-scale general ground/hover cycling event. There is a fair chance that he will be accompanying several of his KHH brethren. (The referee will have to provide stats for such types.)

At present, K'ras's prized possession is an old school Pan-Galactixon 'Bruiser' hovercycle sporting tall handlebars, a solo seat, and performance mods that increase the top/turning/braking speeds (along with the usual Vruskan operator package) that is easily worth over 10,000 credits to any cycle enthusiast. A secret storage area between the tail frame and swingarm can accommodate anything pistol-sized or smaller. He also owns several other hovercycles and a skimmer as well. He is never seen without his riding vest sporting the KHH logo patches on back and his nickname patch over the front left pocket. He sleeps in it and even wears it for his occasional shower. He is quite loyal to his organization and will not discuss such business with anyone other than his fellow members.

One item that has eluded him is his former Streel Crossbow hovercycle that he was forced to sell when he fell on hard times. K'ras truly yearns to be reunited with his first ride. If a creative referee wants a good plot twist, perhaps it could be arranged that the party acquires this sought-after item to gain favor with K'ras, or perhaps as leverage that can be held in return for other favors.

Join the Star Fighter Corps!

"This is Alpha Two, I've got one in my sights. Switching over to guns."

"Watch your six there Two, you've got one on your tail!"

"I can't shake 'im!!!"

"Evasive maneuvers Two, I'm coming in at vector two five niner."

"Hurry up Chief, I can't hold this much longer..."

"Yahooooo!!! Chalk up another one!"

"Thanks Alpha One, drinks are on me when we land."

"Roger that Alpha Two, let's take out that other bogey and we can go home."



Enlist into the Star Fighter Corps, slide behind the stick of a sleek & deadly fighter craft, and take the fight to the enemy!

Do you have the right stuff to become an ace fighter jockey? Come find out

Interested parties should report to Mercenary Starbase, orbiting Voltturnus in

the Zebulon system for qualifying exams.

Subspace Relay #
9751358410003845028



THE FRONTIER'S MOST WANTED

STATS

Vrusk (male)

RACE

STR/STA	50	60
DEX/RS	65	65
INT/LOG	55	45
PER/LDR	30	30
IM/PNCH	7	3

PSA Military

SKILLS

Projectile Weapons-3
Gyrojet Weapons-2
Melee Weapons-2
Martial Arts-1

Technician-1
Computers-1

Comprehension: 35%

K'ras-T'vil

NAME



WARRANTS FOR

N/A

Being-of-interest --- wanted for questioning regarding numerous accounts of drugs, firearms, stolen vehicles, and trafficking events

HEIGHT

1.3 x 1.3 m

WEIGHT

72kg

DESCRIPTION including distinguishing characteristics

Smaller stature yet stocky build, always wearing his riding vest
"In For Life" --- Honorary member of KHH Cycle Club
"Marked Man" --- Club logo tattoo on right arm

ALIASES

K'rash,
"Purveyor",
Mr. Gets-It

AFFILIATIONS

Knights of Hell's Highway
hovercycle club, member in
good standing

ARMAMENTS

Advanced Combat Rifle
(Auto-Rifle w/ 30-round clips &
grenade launcher attachment *)
2 Automatic Pistols
VibroKnife
Skinsuit
Inertia Screen w/ 50-SEU
Power Backpack
TechKit (stored in vehicle,
home, cabin, etc)

* treat as half-ranged
Grenade Rifle

ASSETS

Custom Pan-Galactixon
hovercycle (worth 10K+ Cr)
Riding Vest w/ 3-piece KHH
patch & K'rash name patch
Numerous storage facilities
w/ hovercycle parts and
firearms