



STAR FRONTIERSMAN

VOL 2
ISSUE 30



WINTER 2024

J. Bouchier
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THIS MONTH'S COVER

A Star Devil Pirate Sub breaks the frigid waters as it enters port at the Gates of Hell on the Rogue Planet of Hades, a cut-throat settlement of the sector's most nefarious pirates and ne'er do wells.

Cover and Theme Cover art is by Jerry Boucher, Jerry has been playing Star Frontiers since 1983 and previously has provided cover and interior artwork for Frontier Explorer. He has worked in the game industry as an artist and designer since 1996. Jerry is English but lives in Finland.



J. Boucher
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EXPLORING HADES! THE PLANET OF ROGUES



Art by Jerry Boucher

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We also have a Patreon with various several membership tiers to choose, from free to the Explorer's Guild.



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 check out our merch from our [Cafe Press Store](#).

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The Editor's Corner

Happy Holidays!

The theme in this issue was proposed by Aaron O'Brian. You have seen his art and writing before in The Star Frontiersman and I was excited about his ideas. It has been on my to-do list to visit a rogue planet in the Frontier. Since his rogue planet is also a pirate haven it checked two items off my list. Strap in for an adventure as this quarter we visit the rogue planet Hades, a frozen-over haven of pirate kingdoms heated from within, and home to an enigmatic silicon-based intelligent species.

We have revisited the Dragon magazine rules for going for a swim and water vehicle combat in this issue. Because the surface of Hades is iced over, except for one volcanic archipelago, submarines are used as transport in the liquid oceans beneath. Yes, Hades (or Hell) is frozen over!

Hades is fleshed out with a critter file, several pirate kingdoms, and a planetary brief. The enigmatic Cherufe is a silicon-based intelligent lifeform inspired by the Horta from the season 1 episode 23 original Star Trek series episode "The Devil in the Dark." They also ignore the Frontier species who have invaded their world, but perhaps may, like the Horta, take notice if provoked.

In the regular offering is a host of new equipment from the Minzii Marketplace on Faire as well as a Frontier Cryptography offering of a Port Loren Warehouse district. A surprise submission was the fiction piece "Just Another Day" which came with a write-up of a new piece of Knight Hawks equipment. From the files of Shadow Shack, we get another great Frontier's Most Wanted poster and NPC antagonist write-up, as well as a Knight Hawks scenario.

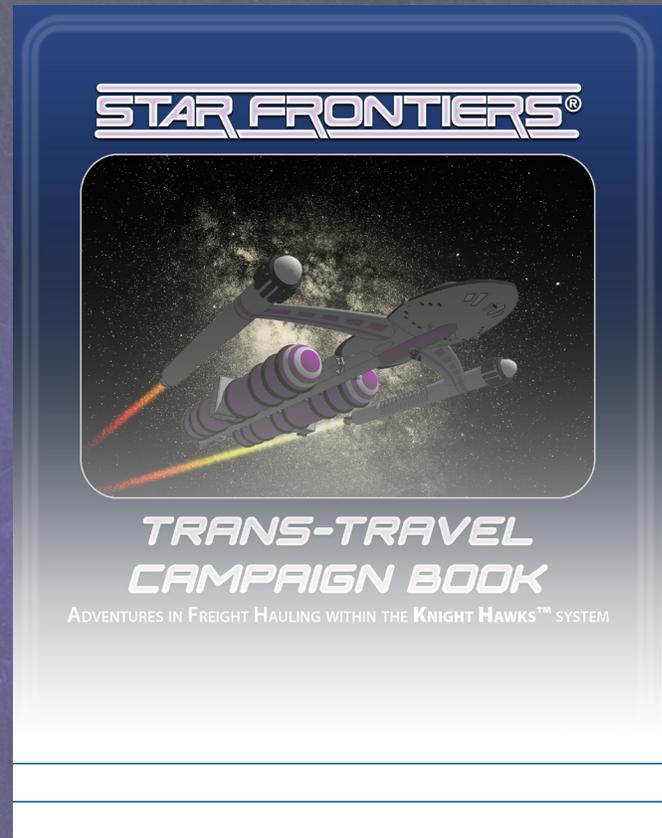
Our very own Larry Elmore is being honored with a postage stamp! It is his iconic BECMI cover of a warrior facing off against a red dragon. Sadly, it was not the classic Star Frontiers box set cover. A true travesty, if you ask me, and perhaps grounds for a letter-writing and subspace message campaign to storm the office of the Post Master General and demand justice! Who's with me? Anyone? Don't forget to buy an Elmore stamp because this feels like one of our own is being honored.

The Patreon campaign is going great and as I type this letter I'm watching the tracking on the package promotional gifts for the Patrons who signed up for paid memberships in November to help us kick the campaign off right. I am disappointed I could not get those into people's hands before Christmas, but I'm excited to get them mailed nonetheless. In 2024 we

will see the first in a series of "Star Frontiers Monster Manuals" as Patreon rewards.

Looking forward to the Spring issue, we are developing Star Mist as a port of call and Oscar Rios has taken that bull by the horns and is doing project management.

Thomas "jedion357" Verreault



The Star Frontiersman Vol 2 is proud to bring you the Trans Travel Campaign Book, a complete resource for spaceship skills while carrying out missions for the Trans Travel Corp. This is 100% canon material to which any referee may add their own house rules to suit. Produced under the Wizards fan license, it is Pay What YOU Want so you can get it for free but any funds you wish to put forth for the continued production of other fine Star Frontiers content would be greatly appreciated.



YES, I SURVIVED A CRASH ON VOLTRUNUS, AND ALL I GOT TO SHOW FOR IT WAS THIS T-SHIRT!
OUR YOUTUBE SPONSOR, TABLETOP TAPROOM, SUPPORTS THE MAGAZINE BY SELLING MERCH
IN ITS [CAFE PRESS STORE](#). CONSIDER SUPPORTING US BY PURCHASING A TEE SHIRT OR COFFEE
CUP.

FRONTIER CARTOGRAPHY

THE PORT LOREN WAREHOUSE DISTRICT

By Thomas Verreault

Port Loren Warehouse District Map By Dominic Pelletier

In this issue of Frontier Cartography, we have the "Port Loren Warehouse District" by Dominic Pelletier. He is responsible for the Port Loren Space/Shuttle Port Terminal map. I suggested a warehouse district map to Dominic in part because I had written a Port Loren PD CSI adventure called "The Quickdeath Door Crasher." When I first ran that encounter it was done largely in the theater of the mind, so I'm very gratified that there is a distinct warehouse map to go along with my adventure.

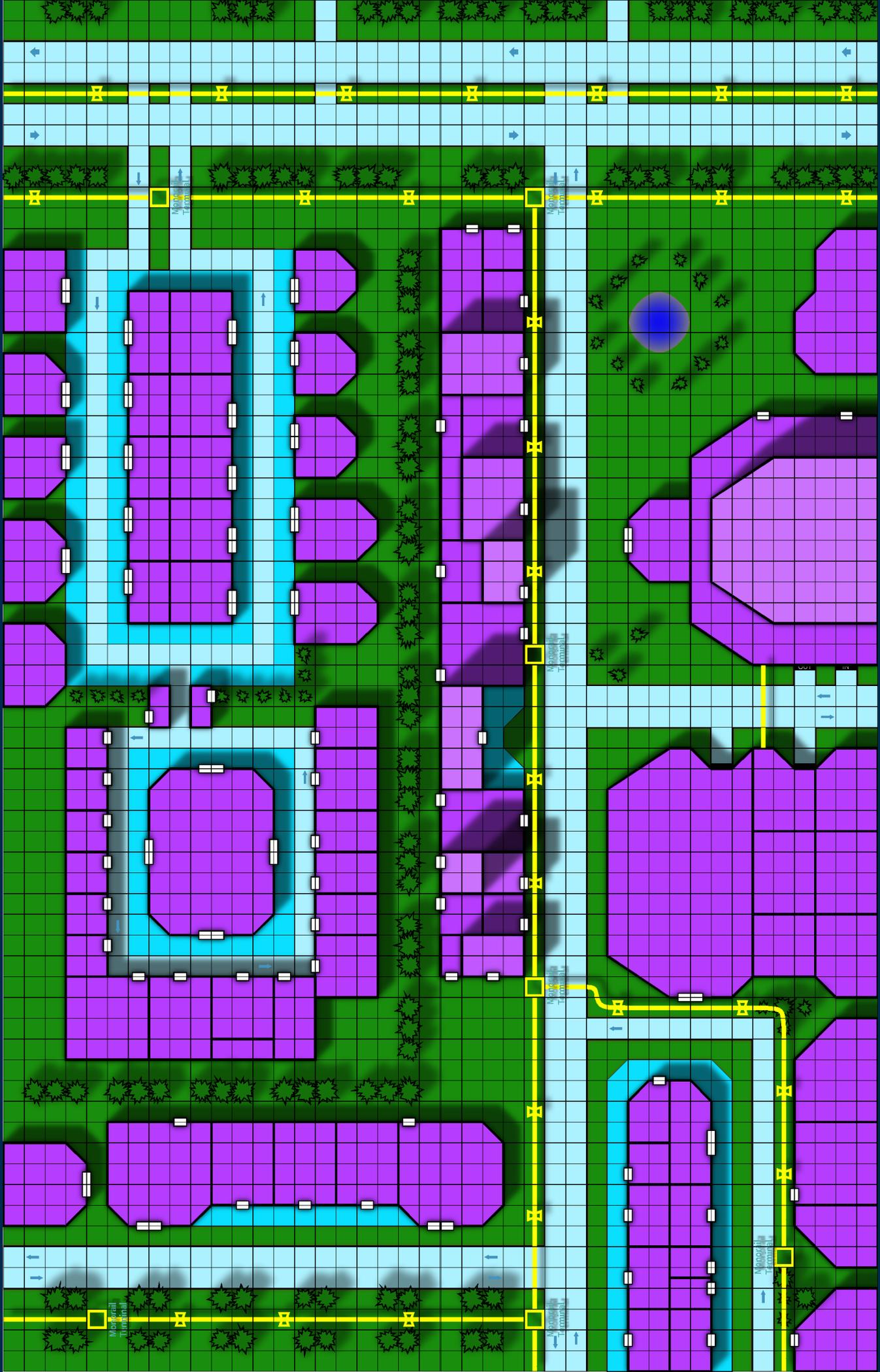
This is a clean version without a room key. The lack of the room key or labels for the buildings is actually about flexibility for the game referee. In my theater-of-the-mind warehouse district, there was a comedy nightclub where one of our Dralasite CSI officers managed to get a set for his comedy routine. He invited his fellow officers to see him perform. Luckily these off-duty crime scene techs were present when a car on the street lost control due to the presence of a quickdeath. The car hit it before crashing through the front doors of the comedy club, pushing the quickdeath before it and coming to rest on top of the quickdeath.

Also in my warehouse district, besides warehouses, was a Galactic Parcel Service, using delivery bots to deliver packages all over Port Loren. I was tempted to have some food trucks from the "Food Trucks on the Frontier" article in Frontier Explorer #30 but the opportunity to include them did not come up.

The real question is what will you do with the Port Loren Warehouse District? Be sure to download the separate file of the map that comes with the magazine, as shrinking it down for the page will lead to a loss of detail.



**Minis and More at New
Frontier Games on
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IN THE MINZII MARKETPLACE

NEW EQUIPMENT

By Eli Arndt

ENVIRO-SKINS

This high tech suit is the creation of Dralosite science. Utilizing mimetic materials, the suit appears as a tight bodysuit of synthetic fabric with a slight thickness to it. The suit is capable of shifting its chemical and physical properties to simulate a number of environmental systems, including thermal management, corrosive resistance, pressure resistance, and breathable gasses filtration and separation.

CIVILIAN ENVIRO-SKIN

The civilian enviro-skin functions like a pressurized environmental suit and can be used in space or deep underwater. When this function is engaged, the suit closes over the wearer's face, providing a polarized face shield. When engaged in such a way, the suit also filters breathable gasses (keyed to the wearer) from the surrounding atmosphere and even fluids as long as those gasses can be assumed to be present in the basic chemistry of the environment. If the surrounding atmospheric conditions do not have any or enough chemicals to synthesize into breathable gas, the suit will provide only a short 30 minutes of atmosphere. The suit also functions as an anti-shock implant and infrared goggles

Cost	3,000 Cr	Wt.	1 kg
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COMBAT ENVIRO-SKIN

The combat version of the enviro-skin is slightly bulkier than the civilian variant but can still, with some care, be worn under other clothing. In addition to the standard features of an enviro-skin, the combat variant has the following abilities.

The default defensive capability of the combat variant of the enviro-skin are identical to a gridsuit and are therefore at least partially effective against all energy or inertia-based attacks. Any such attack will do half damage. Due to the mimetic, self-healing nature of the material of the suit, the combat enviro-skin does not take damage and is not rendered useless after taking a preset amount of damage. These suits can continue to take damage as long as it has power. Combat enviro-skin otherwise conforms to the standard rules for defensive suits.

The suit can also be realigned to function as a deadsuit or slipsuit. As a deadsuit it masks the heat

emissions of the character wearing it, preventing any IR devices or heat scanners from detecting the wearer. As a slipsuit it makes its wearer harder to hit with most weapons in melee combat. Tangler grenades and tangler rockets will not stick to a character wearing a slipsuit, making it impossible to tangle a character wearing one. The attacker is -20 on his chance to hit a character wearing a slipsuit, unless he is attacking with a sonic knife or sonic sword.

Cost	5,000 Cr	Wt.	2 kg
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POWER

Enviro-skins have a space to fit with a micro- powerclip but also have an adaptor that allows them to be connected to a standard powerclip (worn as an attachment), power backpack or power backpack.

Civilian enviro-skins use no power when in their default mode. Used in their environmental suit configuration, filtering breathable gas, resisting corrosives, heat, cold and/or pressure, they consume 1 SEU per hour of life support. The passive IR goggle capabilities of an enviro-skin consume 1 SEU per minute of use.

Combat enviro-skins have the same power requirements as a civilian model as well as power costs for using their defensive capabilities. There is a cost of 1 SEU for every 5 points of damage countered by the suit. When engaged as a slipsuit or deadsuit, a combat enviro-skin used 1 SEU per turn of use.

DRAL-SUITS

With their insights into polymorphic anatomy, it is no wonder that the Dralites would develop technologies that capitalize on this understanding. Utilizing memetic materials, they developed a suit that was initially designed as a medical and therapeutic technology. The end result was a suit that could impart a limited version of the Dralosite flexibility to other species. These suits became known as "dral-suits".

Wearing a dral-suit allows the wearer to extend their limbs by up to a meter each. This could allow a being wearing a dral-suit to gain an additional 2 meters of vertical reach if they extended both their legs and arms at the same time. Extending the legs of a wearer also has the benefit of adding 25% to their normal movement as it extends their stride and adds more spring to their step. Dral-suits do have the negative effect of reducing fine manipulation. The thick fingers

of the suit's gloves imposing a -5% to Dexterity-based skills. The hands and feet of dral-suits can be expanded to provide improved grip, giving the wearer a +10% any checks to retain balance or grab/grapple items or individuals.

Despite their puffy, chunky appearance, dral-suits have become popular in a number of industrial jobs where their reach, grip and stability enhancing abilities are beneficial.

Dral-suits can be powered for up to 8 hours of use off of one standard Micro-SEU clip and can be jacked into belt and backpack power sources.

Cost	3,200 Cr	Wt.	3 kg
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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.

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[Issue #26](#)

[Issue #27](#)

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[Issue #29](#)

JUST ANOTHER DAY

By Rich Noe

The wind shifted again and blew the ever-present dust straight into the odd couple walking down the street, or what passed for such in the old town. The Yazirian pulled the bandana tighter over his mouth to screen out what he could while his 8-legged friend looked on.

"You should have splurged on a breather, Bobo," said Quark. "We've been here for almost two weeks now waiting on that astrogation module. And the weather's not improving."

"I didn't know bugs had a problem with dust," Bobo said in a snide tone.

"Only when we breathe," was his response. "Otherwise, we'd pay good credits to relax in a sandstorm. After all, it sandblasts our exo-skeletons to a sparkling shine."

There was a pregnant pause and they both burst out laughing. It was just another day, after all, and they had a job to do. They had been waiting far too long for the module. Granted they were on a backwater port and spare parts for a freighter were hard to come by, but still, two weeks seemed like forever.

"How much farther to that guy Gronk found," asked Quark. As they walked along the rutted path the shops looked in bad shape. They saw broken signs, cracked windows with metal plates hastily welded over them and a whole lot of rust. They passed a hover car that had settled into the dirt on the side of the road. "It's nice he finally found a contact who could get the part, but I can't say much for the neighborhood."

"There it is," said Bobo as he pointed to a vertical sign with the name "K'nik'nik's Quality Parts". The building was in better shape than its neighbors, still having a coat of brown paint on it. The ground car outside even looked like it might run. Nobody seemed to be around as they approached the front door, but a sign hung there saying 'Open' in a half-dozen languages.

"Hey K'nik'nik, I'm Gronk's shipmate," said Bobo as he pushed through the door. He froze a meter into the building, reaching for a couple of knives. Quark somehow had a machete in each hand already. Bobo slowly moved straight in along the wall on his right while Quark darted through the door and moved left. They both scanned their zones.

"Clear," whispered Quark into his chronocom. He heard Bobo's soft response in his earpiece, and he chanced a look at him. He was carefully stepping back into the room over a dead human with an extra hole drilled

through his middle, where his stomach used to be. He had cleared the large, attached storage room and was heading back. He stopped at the body to remove its shoelaces.

"Habit," said Bobo as he walked over to his friend.

As Quark turned back to his left, he saw the oddest mural. It was a black, circular thing about three meters in diameter with an irregular circumference. It would have been all black except for the off-white silhouette of a Vrusk with a pistol in one hand. He and Bobo covered the eight meters to the wall for a closer look.

"It's some kind of blast mark or residue," said Quark as he scratched the wall with a small tool. "We've seen scorch marks before, but have you ever seen anything like this?"

Bobo knelt on the floor and stirred a small hill of carbon dust. "Only once, friend," replied Bobo in a thoughtful tone. "A few years ago, I saw a plasma cutter overload and explode. It threw a thin layer of plasma in every direction, burning everything in its path except for hard metal. The effect is worse up close.



Art by Aaron O'Brian

The burn pattern ate away part of the wall, except where the victim blocked it with his body. He's that pile of ash now. I don't see any small pieces of metal that would be left over from a cutter, so maybe someone set off some kind of plasma or thermal grenade?"

"That makes sense, I guess," said Quark. "K'nik'nik is a Vrusk name," he said, staring at the accidental artwork. He motioned to the counter on their left. It was made up of a patchwork of hull plating scrap. Another interesting piece of art that was scorched, but not melted. "What do you suppose made this clear spot on the counter? The rest of the counter has a thin film of carbon, but this spot is still clear."

"Argh!" growled Bobo. "I was on 'coms with K'nik'nik on the way over, about 20 minutes ago. I told him we were almost here, and he promised to get the part and put it on the top of the counter. What's worse is Gronk was so desperate to get it, he paid upfront to speed things along."

"And this is the nice part of town?" asked Quark in a snarky tone as he looked around at the carnage. Bobo just growled at him and searched behind the counter while he walked back to the dead human and checked for his ID. He was surprised to find one. He looked at it then pulled out a tiny piece of tech he always carried and put the ID in a slot made for it. While Bobo walked around the store, Quark looked up at the dead man.

"His name is C. Joey and he works at a vehicle repair shop nearby," explained Quark. "No criminal record except for some 'drunk and disorderly' citations."

"Why are you hacking the local 'Net," asked Bobo, sounding annoyed.

"I think one of our mutual friends would say 'Know your enemy,'" came the reply. "This kid doesn't look like a hardened criminal though, just a down-on-his-luck mechanic. The whole thing looks like some kind of poorly executed robbery that went loud. The Vrusk wasted this kid and got turned to ash for his efforts. Something from the counter was removed by Joey's 'friends' and they got out. But not unscathed." He rolled the body away from him and saw a couple of dark spots on the stone floor. Bobo ran over.

"Blood," said Bobo after a quick look. "Human blood and still sticky. Joey here got holed by a laser. Since it cauterized the wound as it hit, someone else was here and...". Bobo looked away from the body in all directions. "Quark, run over and switch the sign on the door from 'open' to 'closed' then lock it." Quark made short work of it while Bobo searched around the floor.

"Got it!" he said as he leaped toward a section of wall on the right. "More blood spots." He slowed, his head close to the ground as he moved closer to the wall. There was another blood spot at the edge of the wall. Or rather, half a spot. Bobo looked up to see an ugly

piece of art that looked like the result of a starship engine room throwing up. It was a meter square and had bits of engine gauges, controls and tools all melted into a chunk of hull plating. It looked like a random mess, but he grinned as he stood up.

"Cover me," said Bobo as he reached the center of the art and grabbed the only piece that didn't look like scrap. It was a small hatch lock wheel. He grabbed it and turned counterclockwise for a moment before a section of the wall popped forward an inch and a door slid to the side. He hit the deck.

"Clear!" called Quark. The light strapped to his left wrist illuminated the whole closet, but it was empty of living beings, so he tucked the doze grenade back into a pocket on his vest. They both peered into a small room, maybe three by four meters in size.

"We just found a secret door into...a janitor's closet?" said Quark with confusion. There were shelves along all three walls they could see, full of cleaning agents, sprayers, degreasers, a mini-power washer, and hundreds of rags. Bobo reached for a small roll and found it was a spool of clean rags.

"I guess they do a lot of cleaning," said Bobo. "But what is this room, really?" They looked around and the ceiling and walls looked like a cheap job that ran out crete early. There were small stones in the mix and a lot of fist-sized ones too; the kind of thing you'd spray around to make the mix go farther. It looked decades old with stains in random spots and dust everywhere. In the middle of the floor was a stack of shop mats full of gunk and a couple full-sized rugs, rolled up and dumped.

"Why would there be a heavy-duty closet in the middle of a building?" pondered Quark.

"No, the real question is why would they construct a new building around a hunk of crete like this," said Bobo. He shook it off and began to smile. "Either there's a dead human bleeding out inside one of these rugs, or they got out the front door ahead of us. Help me with these things." Bobo leaned over and started to move the rugs, but they rolled away easily while Quark started on the mats.

"Bingo!" said Bobo. "I've got a metal ring attached to the floor." They rapidly moved the rest of the mats to the corner and found a one-meter square chunk of Assault Scout armor cut to neatly fit into the floor. It had a metal pull ring on one side and 2 hinges on the other. Bobo knelt down on a side without either and pulled out a couple of frag grenades.

"You open the door this time," said Bobo. I'll surprise anything in the hole. He grinned as he moved his head close to the floor and bit down on the pull rings for the explosives. He looked up at Quark and he yanked open

the trapdoor flashing his light down at max intensity for a moment before backing it down.

"I don't think that stairway is too dangerous, Bobo," said Quark. Bobo wasn't listening. He looked intently into what was darkness to the Vrusk. His vision was excellent in low light.

"Blood spots at the bottom of the stairway," said Bobo. "Let's get 'em." He looked down into another small room below the shop, all built with the same low quality crete, but with an opening instead of a wall on the far side. It opened into what looked to be a tunnel.

Bobo tucked the grenades back into some pockets and pulled out his gloves. He checked the charge and setting then attached his own light to his left arm. Standing, he walked to the top step and started down.

"Gimmie a second and I'll be down," said Quark. Bobo went all the way down and walked to the opening. He didn't see anything except dust. Dust covered the walls and was a centimeter deep on the floor. He snarled when he saw the boot prints leading into the tunnel and he snuck a look in both directions.

"Thud!" A loud noise exploded behind him, and Bobo spun and threw himself around the corner fully into the tunnel. He risked a look back into the small room and was amazed. Lying in front of him at the bottom of the stairs was the guy with the fist-sized hole in him. Then he saw the Vrusk climbing down the ladder.

"Quark, why is there a dead human in front of me? Did you think his friends would miss him? Are you planning to reunite them?"

"Watch and learn buddy," replied Quark. He pulled out a piece of cord and one of the clean rags from the closet. He wrapped the cord around the human's torso, under the arms, and he worked in the rag as a lump in the final few rounds. Then he flipped the would-be robber around and lifted the body by the claw-sized rag ball woven into the rope.

"So...you're going to hold that thing in front of us and try to convince the rest of these crooks that a Vrusk and a Yazirian are just their long lost friend? Because it's so dark, maybe?" Bobo was shaking now, his laughter risking a loss of control. Quark sneered at him and looked offended.

"I've got point," he said.

"Whatever you say, Quark," replied Bobo. "Why don't you set your light for 30 meters, but the lowest intensity. We might still have a possibility of sneaking up on them that way. And who knows, maybe they'll try to strike up a conversation with your new friend."

Quark moved to the left wall of the tunnel or drain or whatever it was they were walking in. As they walked, small swirls of dust leaped from their boots. At least the accumulated dust on the floor made it easy to

follow the boot prints running down the center. Bobo fell back a couple meters and walked along the right wall. They noticed the tunnel was fairly regular, maybe 4 meters wide. It was made out of the same material as the little room they started in; it wasn't smooth or finished, but overall, it was straight. The roof was the same construction about 3 meters overhead. They had expected a musty, wet environment, but it was as dusty as the outside. Quark put on his breather and Bobo retied his bandana.

They made good time considering how quiet they were. It wasn't long before they covered the first kilometer, then two.

"Hold," whispered Bobo about 20 meters beyond the 2km point. Quark froze while Bobo stared intently for a few moments. "Ok, there's something up ahead on the floor and on the right. They continued slower for a minute until it all came into view. There was a 30cm square depression in the center of the tunnel, surrounded by boot prints. Directly to the right was something between a hatch and a door. It looked like it belonged on a spaceship.

"I think they took a break," said Quark. "Whatever they are carrying looks to be heavy. What's the weight on that astrogation module anyway?"

"It's only a few kilograms, I think," came the reply. Bobo was inspecting the door. He had pulled out a bandana and was carefully testing the lock. "Based on the footprints, nobody came over here, but the door is unlocked, and the mechanism looks to be in perfect condition." He looked at the door thoughtfully.

"Well, if they needed a rest, then we're catching up to them. We should get moving, but I don't like an unlocked door behind me." Bobo nodded in agreement and knelt down at the mechanism. He searched his vest for something. He pulled out a couple items and fussed with the controls for a minute.

"Ok, let's move," said Bobo standing. Quark nodded, satisfied, and he moved to the left wall once again. They moved faster now, hoping to find their quarry soon, but the thick dust muffled most of the noise.

They covered another hundred meters when both Bobo and Quark pulled up.

"I heard a noise ahead, like boots scuffling," said Quark.

"I can see a 'T' intersection in the tunnel about 50 meters ahead," came the reply.

"Clang!"

The sound of metal on metal was loud and distinctive.

"Somebody slamming a door," asked Bobo? "Wait one; I see dust from each side of the 'T'. I think they know we're here."

Quark removed his breather and started to move ahead, making a lot of noise. He was alternately dragging one of his feet and then another, for effect. Bobo smiled and pulled off his bandana.

"What the," said a voice ahead on the left. A sizeable human stepped into view. "Joey? Is that you? How could you..." his voice trailed off.

"You idiot," called a voice from the right side. "Joey's dead". A laser blast blew by Quark.

Quark was a great sprinter and he burst into action, accelerating toward the still confused guy on the left side. Joey's body flailed like some macabre marionette whose strings had just been cut. Quark let out an ear-piercing screech only to be drowned out by Bobo. He had flipped on his albedo screen and was tapping the backs of gloves together as he ran after Quark. They flared into life sparking madly.

Lasers fired from the end of the tunnel. Poor, dead Joey took one in the chest and another in the neck. His head was barely connected to his body now and it bounced from his shoulder to his chest and every which way. Quark barreled into the human and timed his release perfectly. The meat-puppet rode his momentum forward with the limbs wrapping around his opponent. The poor guy screamed as he fell, and Quark slapped his pistol away with the flat of a machete.

The guy on the right risked a quick look and Bobo took him by surprise as he leaped through the air and smashed into the guy, hands around his neck. He flailed madly and fired at point blank range with his laser, but the screen absorbed the hits. The last conscious thing he saw was lightning in Bobo's gloves and sharp, pointy fangs in his face. Then he was out of the fight.

Quark stepped on his opponent as he scanned the immediate area. Nobody else was to be seen. Bobo did the same as he stood and crept forward. After a little recon of the 'T' junction he came back to Quark and his captive, shaking his head.

"I hope you didn't kill that guy," said Quark with mock frustration. "We still have to find the box."

"Stop your fussing," replied Bobo. "He's just taking a nice nap and dreaming of all the places he'd rather be than here." He grinned and turned to look at the terrified human.

"Stop showing off your fangs, Bobo," said Quark as he turned back to his captive. "What's your name kid?"

"M-m-m-moe," stammered the human. He was young enough to respond naturally to 'kid'.

"Well, Moe, we've got a problem here" Quark went on. "My crewmate Bobo and I were sent down to K'nik'nik's this afternoon to pick up a part for our ship. You see,

we've been stranded on this rock for a couple of weeks and our patience is wearing thin, despite the lovely weather. We talked to K'nik'nik himself just before we got to his shop and he promised to pull out our astrogation module and set it on the counter, just so we could pick it up and head back quickly. But what do you think we found instead?" Quark looked at Bobo, then back at Moe.

"It wasn't supposed to happen that way," Moe spat out. "Honest. Shem was into Fast Eddie for some serious credits. There wasn't no way he could pay him back from his day job. Me and the boys, we figured K'nik'nik is old, he must have some kind a stash. We didn't think he'd put up a fight."

"And how about now?" asked Quark.

"He was like death on wheels, man. I got no idea where he pulled that laser from. He started blasting like a wild thing. I thought we were all gonna buy it. Then Larry tossed something at him and the world went mad. It was like a tiny sun. It burned that bug to a crisp. Ah, no offense. We all got singed too. Then we saw Joey lying on the floor with a huge hole in his middle. Shem ignored it all and he searched the place until he found a heavy case. Because of the weight, we figured it was the owner's stash. Then we scrambled down into the tunnels. Larry was still bleeding from some metal piece that flew into him and we all have laser burns." He stopped talking and took a deep breath; then another. He had been going a mile a minute.

"None taken, Moe," came Quark's measured reply. "We thought that might be the way it went down." He made a show of looking around. "Where did you stash the box, Moe? I don't see it anywhere." Moe started to sweat. He looked around and fidgeted like a kid busted with his hand in the cookie jar.

"Focus Moe, focus," said Quark with authority. At the same time, he tapped Joey's head with one of his feet and it gently rolled over to face Moe with vacuous eyes.

"Aaah!" shrieked Moe. "We...we stashed it in the other tunnel. But we can't give it to you. Shem is in deep to Fast Eddie. He's in for a lot of credits and Fast Eddie... he's scary. He's not a patient man."

"I would completely disagree with you, Moe," said a voice from nowhere. Quark and Bobo both stepped back, putting their captive between themselves and the voice. Bobo pulled a huge knife and Quark a single machete. Half a second later Bobo pointed to an unnatural shadow toward the right side of the 'T'. "I think Mr. Edward Gioducci is a fine and patient businessman. But every debt eventually comes due, and today just happened to be your day."

A huge man, wearing an expensive suit and shoes not made for the dust, stepped through the shadow with laser pistol in hand. He was followed by a Dralosite with four arms, each hand sporting a different model pistol. Two more came out of the same spot stepping one to each side, one armed with a laser rifle and the other a sonic disruptor. Finally, two more followed the group, each carrying compact automatic pistols. All six formed a slight arc and held their weapons casually, like old friends. They weren't pointing them directly at Bobo and Quark, but seemingly at random spots in the floor in front of them. Bobo started to growl, but he heard a quiet tapping sound in his earpiece. He listened for a few seconds more then looked at Quark and shrugged, relaxing just a bit.

"And you are?" asked Quark, stalling for time. He already knew Bobo was close to being enraged and he was wondering how much time it would cost him to grab Moe as a second meat shield before charging the nearest armed man. It's good to be an unusually strong Vrusk.

"My name, good sir, is Maximillion DuBois," said the big man. "I work for Mr. Gioducci or 'Fast Eddie' as the gentleman on the floor refers to him. I'm acting in a debt collection role for his business. Please call me Max; everybody does. I couldn't help but overhear your conversation with Moe and I thought we should make our presence known." The Dralosite chuckled.

"So, you're a businessman," said Quark. "My shipmate Bobo and I are also businessmen. You heard as we related our quandary to Moe. We don't have any intention of interfering with your business with this lot; we just want to find the part we came for and get back into space. No offense, but dustbowls are not my favorite spot on any planet."

"Our business is not with these particular individuals, but one of their friends," replied Max.

"Well, I hope it's not with Joey here or you've come to a dead end," said Quark as he kicked Joey's head a few feet. A couple of the armed men twitched, but the Dralosite bowled over in laughter.

"Dead end, that's great," said the Dral as he tried to recover some decorum; at least what decorum befitted a Dralosite.

"No, I'm afraid we have business to conclude with Mr. Shem," said Max. "But I don't see him here." Everyone looked around.

"We followed three pairs of boots down this tunnel," said Bobo. "These two are the only ones we've seen so far; beside you boys and squishy there." He gestured at the Dralosite who gave him a 'who, me' look at the name 'squishy'.

"Now where could Shem have..." started Max. He was interrupted by a loud explosion and a flash of light from down the tunnel. Bobo sighed.

"If you want to send a couple of your boys that way," said Bobo as he pointed with his knife, "I suspect you'll find a dazed and blinded Shem there. Or maybe just inside the adjacent tunnel, through the hatch." Bobo shook his head in mock sadness. "Stun grenades are just not toys. I hope Shem will learn his lesson."

The Dralosite almost fell over laughing again, but Max nodded appreciatively. He motioned for two of his men to do just as Bobo suggested.

"That was well played, Mr. Bobo," said Max as he watched the thugs move down the hall.

"It's so impolite to sneak up on someone from behind," said Bobo, enjoying the game now. "Don't you think so, Max?"

"Indubitably," came the reply.

Bobo and Quark leaned back a little, stretching their muscles to keep them loose. They didn't have long to wait before the men returned with another little guy. They were half leading and half dragging him along and it was clear he couldn't see well yet.

"What are you doing, Max," yelled the man. "I was on my way to see Eddie and pay him off. What's going on?"

"You seem to have gotten lost along the way, Mr. Shem," replied Max.

"What?" shouted Shem. Bobo got Max's attention and pointed to Shem's ear. Max sighed and shook his head slightly. He leaned over to the Dral and spoke a few words. He moved to the right side of the 'T' intersection while Max put up a hand to keep Shem from shouting anymore. There was a clanging sound and he returned dragging a small, but deceptively heavy case.

"I've got it," said the Dralosite. When Shem saw what he was carrying, he came unglued.

"That's mine!" he shrieked. "We came by that fair and square. Survival of the fittest, right? Right? Stop ignoring me!" One of Max's guards tried to shut him up, but he wiggled and pulled away. Just as he got loose, Bobo took two steps toward him and smacked him in the side of the head. He looked dazed and stared at Bobo as if to count every fang he saw in his head. He wilted and shut up. The guards nodded appreciatively as they grabbed him again, a bit less gently.

"Mr. Quark, could you help Mr. Moe off the ground," said Max. He nodded to another guard and pointed to the unconscious human on the ground. The guard slung his laser rifle and threw the kid over his shoulder in a fireman's carry. "Gentlemen, if you would follow

me. Dufel, please make sure nobody gets lost." He gestured at the Dralasite. Bobo sheathed his knife and followed the guards with Shem and Quark prodded Moe to keep up. Dufel fell in the line at the end, just behind Quark.

"Quark," mused Dufel. "That your real name?"

"It's easier for humans," replied Quark. "As you might have guessed, it's as close as they can get. K'war'k is my real name."

"No surname?" came the reply. "No corporate name?"

"No. Not at this time," said Quark.

"Ah, so it's complicated," said Dufel. "I get that."

"You have no idea," muttered Quark to himself as they headed for the deep shadows.

Bobo got to the fake wall first and followed one of the guards through it. He was impressed. He saw a holo-screen projector setup in a semi-permanent fashion, attached to a small parabattery. Above the controls he saw a sonic screen as well. It was only then he understood how these six big guys could sneak up on a couple of experienced spacers like he and Quark. The room beyond was about five meters square with a hatch on each wall. They turned right and stepped into a much smaller tunnel, only two meters wide. However, this one was modern and straight, no odd angles or rocks sticking out. It wasn't thrown together in a hurry.

They marched on for a couple minutes before they came to another hatch. This one was closed, but a well-dressed man armed with a laser pistol under a coat stood guard. Max called for a halt and walked back down the line.

"If you wouldn't mind, Mr. Bobo, Mr. Quark, could you check your weapons at the door?" said Max in a soft, soothing tone. Like a lawyer with a weak case. "We are entering an area with a lot of customers who, well, aren't used to visibly armed folk." Bobo nodded to Max and looked the guard in the eyes. He handed over his big knife and sheath along with his shock gloves.

"Take good care of those," said Bobo. "I'll be back for them." The guard said nothing. Quark stepped forward and surrendered one of his machetes. They didn't seem to notice the other, although most sentient beings couldn't see either when he hid them on his person.

Max secreted his pistol into a hidden holster in his armpit as did the rest of his men with their pistols. They helped the guy carrying Larry off with his laser rifle and the one with the disrupter took a guard position on the other side of the door. Max moved back to the front of the line.

"Gentle beings, welcome to 'Fast Eddie's Entertainment Extravaganza'," said Max as he opened the door. The

world exploded with light and sound as they stepped through the doorway. Music from many worlds and species blared as if fighting with one another. A cacophony of bells, dings and whistles rang out from every angle. An old-style metallic alarm blared out and a crowd cheered. The flashing of lights was enough to make Bobo's high-tech goggles darken and activate the light suppressors. His vision was excellent in low light, but he never wanted to be blinded by a sudden flash, hence the expensive goggles.

The strange parade followed Max by a couple of refresher stations for some non-human species, then a doorway to a kitchen. They passed hallways that emptied out into some large and noisy rooms and slowly the din subsided as they neared a series of closed, wooden doors that looked like offices. Their journey from the fight scene ended at a large door made of some spectacular dark wood. It had intermixed dark and light lines woven through it making ever-changing patterns. Quark shifted his head and saw they were somehow three-dimensional. Max knocked.

"Come in," said a deep voice that seemed to permeate through the walls. They stepped through the elaborate door into an even more awe-inspiring office. They walked in and saw a long, narrow table in front of them, with plenty of room on every side. A bar was in the far corner to the right and a massive desk in the same spot on the left. At the desk was a medium-sized human wearing a very expensive suit and reading something on his tablet. When he saw the crew in front of him, he set the pad down and just looked at them.

"Max, can you explain this circus?" said the man.

"Absolutely, Mr. Gioducci," came the instant reply from Max. "It begins with the date. Today is the day that Mr. Shem's debt to you is due. We thought he was a possible flight risk so we had a tracer dropped on him a couple days ago. Today we saw him moving outside of his normal patterns and I assembled a team to retrieve him if he decided to make a poor decision."

"Wait a minute," said Shem. "You were tracking me. Who do you think..." He shut his mouth as Fast Eddie glared at him. "Oh, sorry."

"As I was saying," continued Max, "we saw a strange pattern and then we determined he went into the underground tunnels. We decided to apprehend him at Watcher Station #2 but observed that Mr. Quark and Mr. Bobo had taken care of that for us." He gestured to each one as he mentioned them as a backhanded introduction. "Shem slipped off for a few minutes, but Mr. Bobo's preparation left him helpless until we got there." Dufel mouthed the word 'Boom' and grinned.

"After a short discussion, our two new friends assisted us in bringing Shem and his compatriots here. Bobo

and Quark are looking for a spaceship part they believe was misappropriated from poor K'nik'nik and put into the small case they liberated." Max took a deep breath. He had been talking a little fast.

Eddie pressed a button on his desk. "Helen is Andy still here," he said.

"Yes sir, he's right in front of me," came the reply. "He was about to leave."

"Have him bring up his tools. I have a small job I need done, unexpectedly."

"He'll be there in a moment, sir."

True to her word, there was a knock at the door in less than 30 seconds. Max opened the door for him.

"Andy, please open that case on the table for us," said Max. Dufer had left it on the far end of the table and everyone's attention turned toward it. Andy was carrying a flat, medium-sized, black folio of some animal hide. It was smooth and glossy. He ran his hand across the latch, and it sprang open, full of small tools. Then he looked closely at the locked case on the table.

"It appears to be a Streel, Type 14a Cambrian lock," said Andy. "It should only take a few moments." He withdrew an 'L'-shaped tool and a small pointed one. He inserted the short end of the 'L' into the lock and applied a gentle pressure. Then he started to probe the interior with the pointed end of the other tool. After a minute, he said, "It feels like it's only got 6 pins. Give me a few more moments." Bobo looked puzzled.

"Are you sure you only feel 6 pins in..."

"Ayeeeeeee!" screamed Andy. A cloud of something covered the front of his face. "It burns!" Eddie's people all looked at each other, stunned, but Bobo ran over to Andy. He pulled a small cylinder from his inside vest pocket, twisted it and sprayed it on Andy's face. He pulled each eyelid up for a half second, spraying the eye directly. Andy screamed again, but about three seconds later he fell into a chair, his eyes watering incessantly.

"Never trust Streel locks," said Bobo, shaking his head slowly back and forth. "This stuff will neutralize most acids, but you need to see someone with real training right away." Max nodded to one of the boys who led Andy out of the room. Eddie looked frustrated.

"You want me to open that, Eddie?" said Bobo.

"By all means, if you think you can pull it off," said Eddie. Bobo just smiled. He stood where Andy had and spun the box 180 degrees. He pulled out a pocket tool as he faced the hinges. He used its small blade to see how tightly they were installed, then the hex driver to remove the screws. The first hinge fell to the table. He worked on the second one, but the screw had been overtightened and stripped. Bobo shook his head

and pulled the edge of the case over the edge of the table just a little. Out of nowhere a small, slim dagger appeared in his hand. He found the right spot, inserted it behind the hinge and held it with one hand while he smacked the hilt with the multi-tool. The hinge clattered to the floor. Using the thin blade, he opened the back of the case just a centimeter. He activated his wrist light and peered inside. After a minute he was satisfied. He lifted the back just enough to slip a hand through. It came right back out with two wires: one black and the other red. He set his tools on the table and opened the case exactly backwards, exposing the other, still loaded acid sprayer.

"Nobody ever traps the hinges," said Bobo, obviously pleased with himself.

"Well done, Bobo," said Eddie. "Max, bring the bottom over to my desk." Bobo realized he was so distracted with the task at hand he hadn't even looked at the contents. Max reached down and lifted it with no problem at all, but his muscles flexed inside the coat as he carried to Eddie.

Eddie looked in the box and his eyebrows raised. He reached inside and lifted out a small package with a protective wrapper. He unwrapped it and the light gleamed off a bar of pure latinum. Everyone looked on with awe. Quark moved slowly over for a closer look.

"It looks like a stack of 1-kilogram latinum bars; 25 in total," said Quark. "Hmm, the closing price on latinum yesterday at the First Interstellar Bank of Gran Quivera was 3426 credits per kilogram which makes this worth about 68,520 credits." Eddie looked up, surprised by Quark's comments.

"Thank you, Quark," said Eddie.

"But what happened to the astrogation module?" said Bobo with a confused tone. "We need that module to get back into space!" He glared at Shem and his friends. "You kids owe us one module. And not the cheap kind. My engineer, Gronk, had to get one fast so he paid upfront for one of the Streel advanced, Mark 24 units. It cost almost twice what it's worth, but he couldn't get the right CDC unit on short notice."

"A replacement module will cost about 4 ½ of those bars," said Quark thoughtfully. "How much do these boys owe you, Eddie?"

"Mr. Shem's debt is 16,425 credits," blurted out Max before Eddie could stop him.

"That's still quite a bonus for you," said Quark, turning to look at Eddie. He scowled at Quark, opened his top desk drawer, and withdrew a small, holdout laser. He moved it slowly to the center of the desk and spun it with his thumb and forefinger.

"It's an even bigger bonus if I just get rid of all of you," said Eddie in a neutral tone. Bobo started to growl, but he heard more clicks in his ear while everyone looked

around in shocked silence. He spun the pistol again. All the color left Max's face and he looked sick.

"Mr. Gioducci," began Quark, "you are a businessman. As I walked through your place, I guessed you were quite successful at it too. Bobo and I are businessmen also. So, before we take any action that can't be undone, why don't we look at the R.O.I. of that proposal. At first glance, it would look pretty good for you. You walk off with a huge bonus and Shem's debt is paid in full. But there are a number of losses to consider."

Dufer looked up to Max with an unspoken question.

"Return On Investment," whispered Max.

"You might wonder what kind of business we are in," said Quark as he moved to interrupt the line of sight between Eddie and Bobo. Bobo likewise shifted half a step to the right, putting Moe between him and the rest of the room. He relaxed his arms and let them hang down to his side. "Bobo and I are members of the Capellan Free Merchants. As you know, they are one of the biggest businesses on the Rim and they also have a huge spacefleet. If we don't return to our ship, they will eventually figure out what happened, and they won't take it kindly that you offed a couple of their spacers for no good reason. That would be a severe loss of goodwill. And they'll be sure to pass around what they know and what they suspect." Max's face was as white as a sheet. Dufer pulled out a chair and he sat down gratefully.

"Have you ever been the life enemy of a Yazirian?" asked Quark rhetorically. "How about a whole clan? You'd probably remember. Quark is a member of Clan Renegade, which some might call the most traditional and violent of all the Yazirian clans. If you start a feud with them and the CFM can't find you, rest assured that the clan will. Imagine the cost of trying to defend yourself from that for the rest of your natural life." Fast Eddie's eyes were hard as he stared at the Vrusk. Quark heard a few clicks on his 'com and went on.

"After all of that, then your company has the medical costs, the cost of replacing personnel here, the excavation and rebuilding cost, and possibly even the cost of convincing Star Law that it was all a misunderstanding. When you measure all these costs against the momentary increase in your assets, the return on your investment looks rather negative."

"What are you talking about, Quark," asked Eddie sharply. "You were making good sense until you got to medical bills and the rest. None of that makes any sense."

"Not yet, Mr. Gioducci," replied Quark. "But I think Bobo can demonstrate what I mean." All eyes turned to Bobo who stepped out from behind Moe. He had something in each hand and he pressed them together

and twisted them slightly. The device in his hands beeped once and a small, red light began blinking. Bobo grinned like a maniac and showed all his impressive teeth.

"You see, Mr. Gioducci," said Quark. "If the choice is between going off quietly into the night or taking our enemies with us, well, both Bobo and I prefer the Yazirian way. One move and Bobo will fire off that massive, shaped charge. Then we will.."

"Wow, that's an M420 Directed Breacher!" shouted Dufer. "I know the residual concussion will kill us all, but the crater it's going to make on the surface will be incredible. It might be 50 meters in diameter. Where did you get that, Bobo?"

"I got a friend," said Bobo, shrugging. There was an uncomfortable silence.

"Of course, none of us want to end this life as the butt-end of a crater," continued Quark. "Thankfully, there is another option. You, Mr. Gioducci, give us what we need to get our module, Shem pays his debt from this, and you still get a handsome bonus. You also gain the goodwill of some Capellen Free Merchants and might see more visitors in your fine establishment here. With some new friends in the clan, you'll be able to arrange the occasional hurried shipment off-world with a little less paperwork or the other way around. You must have the need for discreet movement of goods on occasion. I think the return on this option is decidedly positive, sir; wouldn't you agree?"

Fast Eddie leaned back in his chair and sighed deeply. He spun the little laser around in circles a few more times then slapped it with his left hand, opened the drawer with his right, and swept it in. He closed the drawer quietly and began to laugh. That broke the tension in the room. He stood up to face Quark and reached into the box to pull out five metallic objects and lay them in Quark's claw. It closed around them.

"You make a compelling case, Quark." He was still chuckling. "I accept your alternative proposal. So, we have a deal then?" said Eddie as he sat down again.

"Yes!" came the reply. "How about you, Bobo?" Bobo nodded slowly and the blinking red light went dark on the device. Max looked like he had been holding his breath the whole time and he almost collapsed; Dufer just smiled.

Eddie looked at one of the remaining guards. "Take Shem and his two friends out, past the cashier. Let them know that Shem's debt is paid and then let the security staff know he's not allowed back into the establishment for one month. I think he needs to find a hobby." They started to file out.

"Do you gents want to follow them?" asked Eddie.

"If it's all the same to you, I'd like to head back the way we came," said Bobo, now empty handed once again.

“We have to pick up our weapons and I want to check the shop to make sure we didn’t leave anything behind that could pin us there. Maybe you could have Dufer show us the way?”

“I can respect that line of thinking,” replied Eddie. “Dufer, go ahead and lead them out the back way. And don’t forget to spread a little goodwill about my business.” He winked at them.

“No problem, Eddie,” said Bobo, who was already making his way to the door.

A few minutes later they were walking down a narrow hallway.

“Thanks for the help in there, squishy,” said Bobo.

“No problem,” said Dufer. “I think Eddie was only messing around a bit, but he’s still hard to read after all these years. He does get a little tense sometimes, but he’s a good guy for the most part. And, yes, I know the military version doesn’t have a blinking red light. That would be crazy. But none of them knew the difference.”

“All the same, we owe you one for that,” replied Bobo.

“I do have a serious question,” said Quark. “Why do you have mammoth storm drains in a town in the desert? That makes no sense at all.” He stopped and stared at the Dral for a moment. Dufer broke out in a laugh and kept walking.

“I can make that long, long story short,” he said. “When the first settlers came some 50 or so years ago, they had gotten a great deal on some used terraforming equipment. The three engineers convinced them that a used system would work fine. But they had a little bug in the software and the storms came during the second year and kept on like a permanent hurricane. The people thought this was a great deal and they were getting free rapid terraforming, so they used the stores of crete to make the drains. They augmented it with local rock and sand, which oddly enough was in abundance just under the surface. When the settlers figured out what happened, they fixed the terraform software and rolled it back to a normal timeline. Nobody knows what happened to the engineers but there is a wonderful set of three statues in the town square made with the last of the original crete in honor of the engineers. Excellent artwork too; almost lifelike.” He snickered.

“I see your exit up ahead, so I’ll say goodbye here,” said Dufer. “It was a lot of fun today, and I hope you two come back sometime.” The group parted and Bobo and Quark continued until they were at the bottom of the ladder. After listening for a couple of minutes, they climbed up slowly and exited through the not-so-secret door. The place was quiet, and the sun had almost set.

“Bobo, before we head out, can you tell me one more time exactly what K’nik’nik said over the coms?” Bobo was thoughtful for a few seconds.

“I said we were in a hurry. Then he said he would pull it out and set it on the counter.”

“Did you hear anything else? Any other sounds?” Bobo thought about it.

“I heard a click while we were talking; metallic. Then just before I disconnected, I heard a door slam. Again, a metal one.”

“Do you see any metal cabinets in here,” said Quark as he waved his claw in an arc. Bobo’s eyes got big.

“Not in here,” he said, running into the adjacent storeroom. There was still enough light coming in through the windows to see four long, low rows all leading to a back wall full of metal cabinets. Bobo ran! He accelerated so fast he almost rammed the back wall, but a half-height metal counter ran across most of the wall, and that slowed him down. Quark got there a couple of seconds later, and Bobo had just run down to the end of the counter. There, in plain sight, was a beat-up but original box for the astrogation module.

“It’s still sealed,” said Bobo, looking at it in wonder. “And to think we never had to follow those guys. If only we had searched the place first.”

“But we would have missed out on all the fun, not to mention our bonus,” said Quark. “And I enjoyed watching Max squirm. I thought he might throw up before I was done!”

The two friends and shipmates laughed together as they wiped off everything they had touched. It was just another day. They finished up and slipped out into the twilight.

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GOING FOR A SWIM / REVISITED

Originally created by William Tracy (Dragon Magazine Issues #110, June 1986)

With material by Dave "Zeb" Cook (Dragon Magazine Issue #112, August 1986)

Reworked and Expanded by Oscar Rios with Thomas Verreault

During your STAR FRONTIERS® campaign, a group of adventurers might be required to operate in an underwater environment. Unfortunately, the rule books contain no rules for underwater play. This article attempts to rectify that situation, presenting new rules and additional equipment allowing adventurers to explore undersea environments.

Using these rules, scenarios can be created in which adventures must reach an underwater city covered by a pressurized dome, escape from a damaged submarine, or dive in search of a sunken ship, sunken alien ruins, or crashed spacecraft. They might also encounter fully aquatic sentient races, beings who live underwater with which they could interact with. These could be valuable new trading partners or dangerous enemies, all depending on a successful first contact.

ARTIFICIAL GILL SUITS (AGS)

To survive underwater for long periods, characters must employ a breathing apparatus. The frontier standard for this is known as an artificial gill suit (AGS). Much of an AGS's exterior is covered by a series of tough, translucent plastic microfilters, which draw oxygen from the water. This is then pumped through small tubes to the area of the body where the wearer inhales. Waste gases produced are released directly from the suit. The system is regulated by a computer chip and powered by a small rechargeable energy cell, able to power the AGS for up to five hours.

AGS come with a small digital display easily be seen by the wearer that displays the diver's depth, time in the water, and the unit's remaining power amount of power charge. They also have a built-in low-frequency radio system, allowing communication with a range of one kilometer. The AGS weighs five kilograms and costs 800 Credits.

An AGS is a full body suit which comes in a variety of colors, including transparent, as produced by the manufacturer. Normal goggles, sometimes affixed to specially modified dive helmets (Costing 200cr). The suites are sized to conform to the morphology of all Standard Frontier and Rim Coalition races (with the exception of the amphibious Saurians, who can naturally breath underwater). AGS also are produced in an elastic material for Dralasite wearers, allowing the wearer to use their shape-changing abilities. Yazirian AGS suits also come with large glider-like wings, allowing them to swim freely.

An AGS is constructed from a similar material to the one used in making skeinsuits. It absorbs one-fourth of all damage caused by projectile and gyrojet weapons, fragmentation grenades, explosives, and melee weapons. It cannot be worn with any other suit of armor, but power screen may be employed while wearing one. Once the AGS takes 35 points of damage it is ruined and stops functioning. An AGS with a dive helmet stops functioning after taking 50 points of damage.

AGS Modifications – An AGS can be upgraded with special filters to protect the user from toxins, much like a gasmask does, for an additional 50cr.

For characters diving in waters with extreme temperatures can have their AGS modified for temperature control. These systems can cool or heat an AGS to keep the user comfortable in waters as hot as 70 degrees Celsius (158 degrees Fahrenheit) and as low as -35 degrees Celsius (-35 degrees Fahrenheit). This temperature control system adds 2 kg to the AGS's weight, is powered by a small energy cell allowing for four hours of use before needing recharging and costs an additional 100 Cr.

Similarly, AGS suits can be modified to lower their max safety operational depth. For each 10 meters of additional depth the weight of the suit increases .5 kg and costs an additional 50 Cr.



MOVEMENT

Characters can swim at a rate of 10 meters per turn (or one kilometer per hour). If a character swims longer than one hour, he loses five Stamina points for every 30 minutes he continues swimming. These movement rates can be affected by currents, weather, or obstacles such as seaweed or coral (or alien equivalents thereof).

OBSTACLES

Character swimming through seaweed have a move rate of four meters per turn. Character trying to move faster may become entangled if they fail a **DEX** check. This should be checked every third turn, with entangled swimmers needing 1D10 turns to free themselves, half that if they have a sharp instrument to cut themselves free with. Character swimming through coral reefs must move at a reduced rate of five meters per turn. Those moving faster must make a **DEX** check every third turn or be cut by the sharp edges of the coral, causing 1d10 damage (half of which can be absorbed by an AGS suit).

CURRENTS

Another factor that affect movement is underwater currents. Such currents have speeds ranging from 1-12 meters per turn and are found at depth of 60 meters or less. Characters may enter currents on purpose to increase their speed. To swim free of a current character must roll a **STR** check with a penalty of 2% times the current's speed. The character can attempt to leave a current once every five minutes, to a maximum number of times equal to their **STA** score divided by 5. After this the character must rest 30 minutes before making further attempts to escape the current.

DEEP DIVING

PUSHING THE LIMITS

A standard AGS can safely operate to a maximum maximum depth of 110 meters. Those diving deeper risk triggering a malfunction, with a cumulative 5% chance per 10 meters beyond 110 meters, rolled every five minutes. There is an additional penalty of 1% for each additional five-minute period spent below maximum safety depth.

If the AGS malfunctions, the character wearing it must hold their breath until they reach the water's surface. A character can hold their breath for a number of turns equal to the character's **STA** score divided by five. If the character is still underwater after running out of breath, the character takes 2d10 damage for every turn spent under water until death occurs from drowning.

The gravity of a planet effects the pressure at deeper depths. For every tenth of a gravity less than one, the AGS can safely operate an additional 10 meters deeper before being at risk of malfunction. Unfortunately, for planets with gravity higher than 1 standard, the opposite is true, lowering the maximum safe operational depth by 10 meters per .1 increase.

DIVE PRESSURE

Even if the AGS continues to function below the maximum safety depth, pressure is another serious danger. The weight of the water pressing in on the suit becomes crushing, causing 1 point of damage per minute, with an additional point of damage per 10 meters below maximum safety depth. Dralasites do not begin to suffer these effects until they dive below 160 meters, due to their dense and elastic physiology.

NITROGEN NARCOSIS

Certain races are susceptible to nitrogen narcosis when spending too long at depths, causing them to experience hallucinations. This is a 10% cumulative chance per 10 meters of depth beyond the maximum safe limit, checked for every 10 minutes. Those who fail have vivid hallucinations for five minutes as a result of nitrogen narcosis. A check against the character's Logic score lets him disbelieve the hallucinations. Humans, Yazirians, Humma, Ifshnits, are susceptible to nitrogen narcosis, while Saurians, Vrusk, Dralasites, S'ssessu, and Osakar are not.

THE BENDS

Character diving deeper than 10 meters must ascend slowly (at a rate of five meters per turn) or be afflicted with a case of the Bends. This condition is caused by nitrogen bubbles forming in victims the bloodstream due to rapid changes in pressure. This causes intense pain, inflicting one point of damage per round (to a maximum limit of 40 points) until the character is placed in a freeze field, a decompression chamber for a number of minutes equal to the lowest depth in meters the character dove, or is treated with a dose of Nitrawy (see below). Characters diving below 60 meters must spend some time in a decompression chamber to avoid getting the bends. Dralasites, Saurians, and Osakar are immune to these effects. Characters needing to dive deeper than their limits must use a submarine.

NITRAWAY

A new hypo drug and part of the emergency kit of any dive team, Nitrawy quickly allows a victim of the bends to recover. The victim still takes damage, but at 20% of normal rate (1 point of damage per maximum depth reached divided by 5, to a maximum of 8 points). A dose of Nitrawy takes 10 minutes to run and costs 10 Cr per dose.

OXY DRUG INJECTOR

This slowly releases oxygen into the bloodstream, supplying all needs for twelve hours. Oxy drug injectors are usually worn on the wrist, feeding the drug directly into the blood. The injector must be surgically implanted at a hospital with a cost of 500 Cr. Once the injector is implanted, the character may refill it with oxy drug as needed for 30 Cr. Note that an oxy injector won't protect characters from the vacuum of space in space or the extreme temperatures and pressures of diving; a spacesuit or AGS **MUST** be worn for such extreme environments.

A SAMPLE DIVE

Talkar Visarin, a Yazirian salvage diver, swims down to a sunken Assault Scout to affix a tow line so the vessel can be hauled to the surface. The ship lies at a depth of 150 meters. Talkar swims 10 meters per round, meaning it takes her 4 rounds of swimming below maximum safety depth to reach the ship. Once at the Assault Scout it takes her 2 rounds to affix the tow line, then four more rounds to swim back up to a safe depth.

After 5 minutes below max safe depth, a malfunction roll is made. This happens as Talkar is half way done affixing the tow cable at a depth of 150 meters (40 m below max safety depth). The only light in the inky void around her is from the dive light affixed to her helmet. At this depth the chance of malfunction calculates to 20% (5% x 40 m). The player rolls an 83% and their AGS continues working properly, despite the flashing warning lights on the suit's digital display.

However, over this time she's suffered 10 points of damage (1 at 120 m, 2 points at 130 m, 3 points at 140 m, and 4 points at 150 m) from the crushing pressure. Talkar knows time is running out. She quickly finishes connecting the tow line and begins her ascent. She suffers another 10 points of pressure as she swims towards the surface, for a total of 20 points.

Unfortunately, just before reaching a safe operating depth they trigger a second malfunction check. But, since they are now at 120 m, the chance is only 6% (5% for 10m below safe depth, +1% for an additional 5-minute period). She rolls a 45% just as the warning lights stop blinking. Mentally she tells herself that this time she is taking some of her salvage share and upgrading her AGS for deeper depths (and this time she means it!). But she's not home free yet.

This 10-minute period triggers a roll for hallucinations due to nitrogen narcosis. Their luck runs out as they roll an 04. Suddenly the radio in their dive helmet goes off, it's the crew of the assault scout. A half dozen voices begging for help, screaming that they're taking on water and that they don't want to die. One of the voices is that of her eight years old nephew, Zorkra!



Talkar rolls a successful **LOG** check, and realizes the voices she's hearing are not real. This ship crashed, flooded, and sank two years ago, no one could possibly be alive inside.

She finishes her ascent without further issues, pausing to allow the nitrogen bubbles to bleed out of her soft tissue. Talkar reaches her ship and gives her report as she's being checked out by the crew's doctor. They determine a dose of Nirtaway isn't needed and clear her for duty, but order her to rest for the next 36 hours as a precaution. As the rest of the crew begins the slow and careful process of raising the Assault Scout she retires to the ship's rec-room. Here she spends the next four hours shaking and drinking alone. Everyone knows her well enough not to talk to her when she gets this way. Once back in her cabin she calls her brother back on Histran to make sure Zorkra is okay.

SWIMMING EQUIPMENT

The characters' movement rates might also be increased with special equipment, such as jet scooters, jet fins, and submarines.

JET SCOOTER

A jet scooter is a streamlined cylinder made of light alloys, one meter in width and two meters long. It has a built in jet turbine enabling it to go 20 meters per turn. The character lies on top of the scooter and steers it with a steering rod, which controls small fins on the sides of the scooter. It is powered by a small rechargeable energy cell, which provides power for five hours. It weighs 5 kg and costs 300 Cr.

JET FINS

Jet fins work on the same principle as the scooter. They enable a character to move at a rate of 13 meters per turn without requiring hourly rest breaks. They are powered by two small, rechargeable energy cells which provide two hours of use. A pair of fins weigh .5 kg and cost 50 Cr.

CHARACTER EFFECTS

The characters entering the environment beneath the sea are affected mentally and physically. Firstly, a character's ability scores change while underwater.

ABILITY SCORE MODIFIERS

- A character's Dexterity and Reaction Speed scores are reduced by 25 points
- A character's Strength score is reduced by 35 points when figuring the effects of melee on the Punching Table (page 25, **Expanded Games Rules**).
- A minimum score of 10 applies in all cases.

The STAR FRONTIERS® races are affected differently by the underwater environment.

DRALASITES

Dralasites do not care for adventuring undersea, because the AGS does not let them use their senses of touch and smell. They are unaffected by the bends.

HUMANS

Humans are not bothered by the new environment.

VRUSK

Vrusks are very nervous underwater and swim awkwardly. When dealing with underwater races, a Vrusk's chance to comprehend social dealings is halved.

YAZIRIANS

Yazirians are uneasy at first, but often come to enjoy swimming as their glider membranes grant them great maneuverability while underwater.

S'SSESSU

They are not bothered by the underwater environment and swim much like eels.

SAURIANS

Being amphibious the Saurians are powerful swimmers and quite comfortable while underwater.

OSAKAR

Osakar are graceful swimmers and typically enjoy exploring underwater environments.

HUMMA

This race is generally uncomfortable underwater, but Humma can swim strongly — though awkwardly — with their powerful tails.

IFSHNITS

Much like humans, Ifshnits are not bothered by the new environment.

CHARACTER SKILLS

A character's skills and their results are also affected while underwater.

The Demolitions skills work as long as the timers used are adapted for underwater use. Blast radii are doubled due to the increased powers of shock waves underwater.

The Martial Arts skill works underwater with a 30% penalty.

Technician skills work if the equipment and tools are designed to work underwater.

Environmental skills work with a 20% penalty underwater if they apply to the situation.

None of the Medical skills work underwater, except for Diagnosis which has a 30% reduction on the success rate.

All Psycho-Social skills work when applicable, with a 30% reduction on success rates due to communications problems.

UNDERWATER COMBAT

While underwater, characters will have to deal with various modifications to the combat system. The Ranged Weapon Combat Procedure Table, on page 22 of the **Expanded Game Rules** book, should have the following additions and modifications when combat occurs underwater.

Underwater Combat Modifiers

Swimming target	-5
Dodging target	-8
Dodging Yazirian target	10
Target using jet fins	-3
Target riding jet scooter	-6
Attacker using jet fins	-2
Attacker riding jet scooter	-5

Sighting distance is also modified while underwater. The AGS is designed to enhance the wearer's vision so that it is not distort. Even so, a character's vision isn't as good as when on the surface. Visual range can also be affected by the amount of sediment and plankton in the area, the amount of light shining on the surface of the water, the depth, and passing schools of fish or other lifeforms. Characters within 10 meters of the surface have a maximum visual range of 40 meters during daylight hours and if the view is unobstructed. At night character can see one meter away at best. The referee should use this as a foundation when deciding a character's visual range underwater.

UNDERWATER WEAPONS

Most weapons need to be specially modified to be employed underwater, typically increasing their cost by 50 Cr. Should the weapon need to operate at deep depths (below 110 km) or extreme temperatures this cost rises to a full 100 Cr. Weapons modified for underwater use behave normally when fired above the water. Laser weapons are never used underwater, as they diffuse too much in the medium to be effective.

GYROJET WEAPONS

Underwater versions of gyrojet weapons have the following altered ranges as listed on the [Aquatic Weapon Range Table](#), but are otherwise unaffected.

SONIC WEAPONS AND GRENADES

Sonic disruptors, stunners and grenades are all produced in underwater versions. They have double their standard range, do twice their normal damage, and in the case of grenades have double their standard blast radius underwater. This is because of the increased density the sound waves travel through.

GRENADES AND GRENADE RIFLES

Modified versions of grenades can be used underwater. They can't be thrown, but may be dropped on targets at a greater depth than the attacker. Unless surprised, victims may be able to get swim out of the grenade's blast radius. Grenades sink at a rate of six meters per turn. Underwater grenades do not detonate unless submerged.

Underwater grenades can also be launched from grenade rifles specially modified for underwater use. Such weapons have altered ranges (see below). Grenade rifle modified for underwater use can fire both underwater grenades when submerged or normal grenades when above the surface.

GAS GRENADES

Underwater versions of gas grenades (poison, doze, etc.) have a limited 1-meter blast radius. They release a colorless liquid into the water, which penetrates an AGS's microfilters to affect a target.

TANGLER AND SMOKE GRENADES

Underwater versions of tangler and smoke grenades function normally. Underwater tangler grenades have a reduced 1-meter radius of affect, while underwater smoke grenades effect a 15-meter blast radius. While they effective obscure visibility the "smoke" cloud can be quickly dispersed by underwater currents.

FRAGMENTATION GRENADES

The underwater version of the fragmentation grenade functions normally, with a reduced 3-meter blast radius.

Aquatic Weapon Range Table

Weapon	PB	Short	Med.	Long	Extr.
Gyrojet Pistol	--	0-3	4-30	31-60	61-90
Gyrojet Carbine (II)	--	0-3	4-40	41-75	76-115
Gyrojet Rifle	--	0-3	4-50	51-90	91-130
Grenade Rifle	--	0-15	16-30	31-55	56-100
Spear Gun	0-5	6-10	11-20	21-30	31-40

FOAM GRENADES

Underwater versions of these weapons maintain their standard blast radius.

MELEE WEAPONS

Melee combat is greatly affected while underwater, with attacks suffering a 50% reduction in damage due to friction. Characters cause no damage with punches and punching scores are not applied to the damage caused by non-powered melee weapons while underwater. Only sharp weapons, such as axes, knives, spears, swords, and powered weapons like sonic swords and knives or vibro-daggers are effective underwater. Those using sonic weapons underwater cannot surprise opponents. Powered melee weapons much be modified for underwater use, a process increasing their cost by 30 Cr.

UNUSABLE WEAPONS

Laser weapons are ineffective for underwater use. Electric weapons, like the electrostunner, stun stick, and electric sword aren't modified for underwater use, as they'd be as dangerous to the user as the target. Lastly, acid sprayers, flame throwers, or incendiary grenades cannot effectively be converted for underwater use for obvious reasons.

NEW WEAPONS

SPEAR GUN

Underwater characters can employ a new projectile weapon: the spear gun. The weapon uses compressed air to shoot a heavy arrow, with a compressed-air clip carrying enough gas to launch four arrows. While a regular spear does 1D10 points of damage spears can

Device	Cr	Kg
Spear gun	100	4
Spear/arrow	5	1 for 5 spears
Compressed air clip	10	1 for 3 clips
Exploding warhead	30	1 for 3 spears + heads

also be fitted with explosives heads, increasing this to 2D10 points of damage. See [Aquatic Weapon Range Table](#).

POWER SCREENS

Power screens can be employed while submerged but must be modified for underwater use, a processing increasing their price by 100 Cr.

FINAL NOTES

Any combat which draws blood might also draw any nearby predators in the area (like sharks or beings with similar temperaments and appetites). While refereeing underwater combat, a referee should take into account the different altitudes of the combatants; those attacking from above gain a +5 bonus. A referee might wish to use the rules for weightless combat (page 26 of the [Expanded Game Rules](#)) when conducting underwater combat, if high-recoil weapons are used without bracing.

UNDERWATER EQUIPMENT

When going underwater, characters can take a variety of equipment modified to work in an aquatic environment. Unless indicated equipment modified for underwater use also functions above the surface. Underwater radiophones have a 50 km range and must be linked to the AGS com-system. Underwater Solva-Way comes in a breakable plastic tube, lasts a single round and does not work above water.

Modified Toxyrad gauges do not work above water with the following changes – a red light indicates there are harmful chemicals in the water that can

get through their AGS unless it was upgraded with gas filtration; a yellow light means the presence of a chemical so dangers it can harm wearers of AGS suits regardless of gas filtration upgrades, and a flashing blue light means dangerous levels of radiation.

Modified Aquatic Exoskeletons are designed to be worn outside the AGS without hampering any of the suit's functions. Wearers can swim 20 meters per turn without resting and gain both a +10% bonus to hit in melee combat and a +5 hit point bonus to damage.

Underwater Solva-Way comes in small plastic bulbs which must be crushed by the entangled victim. It then spreads out and dissolve the threads. It remaining potent for one turn and do not function above water.

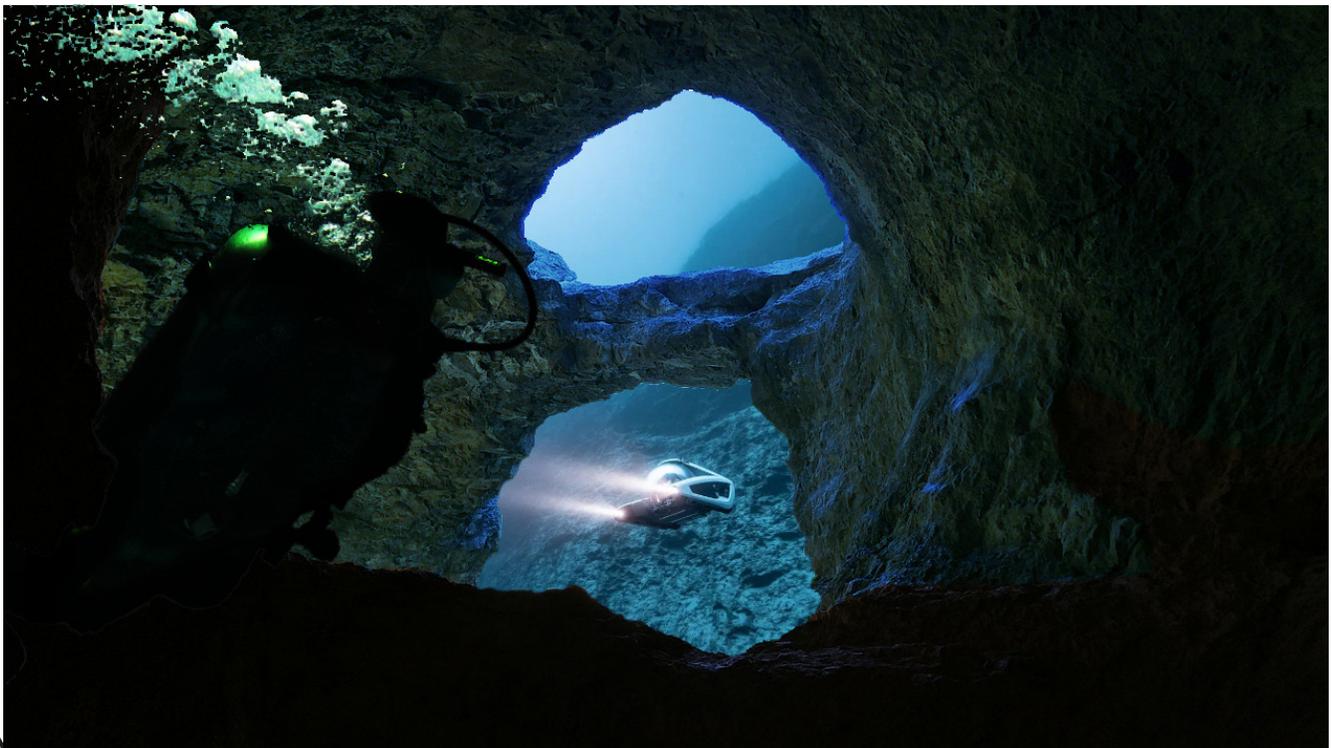
Standard Tornadium D-19 works underwater but special waterproofed Variable/ Timer Detonators must be employed.

DIVE LIGHT

This flashlight adapted specifically for underwater emits a wide-beamed, cone shaped area of illumination, ranging from .5 - 2 m in length. Dive Lights enable characters to have a minimum visual range of two meters, except in extremely murky water. Dive Lights can be attached to the AGS, around the character's chest, or the side of a dive helmet. The flashlight's energy cell powers the device for 100 hours before requiring a recharge and costs 50 Cr.

UNAVAILABLE EQUIPMENT

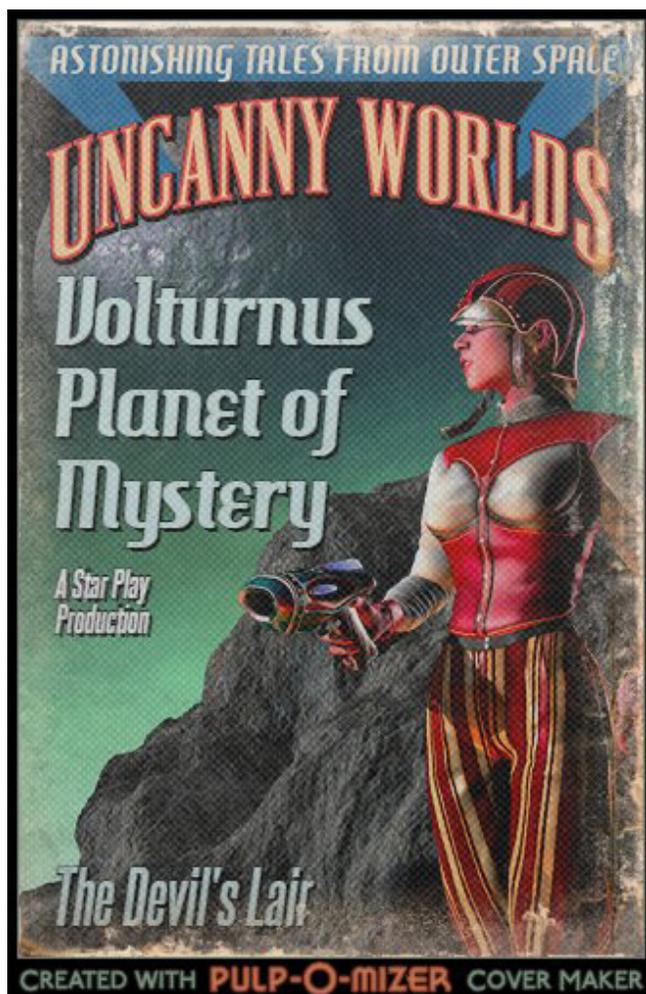
Because of the heat-absorbing properties of water, an AGS goggles and dive helmets cannot employ



infrared vision capability. Freeze fields do not function underwater.

Item	Cost
Dive Light	50 Cr
Underwater Compass	20 Cr
Underwater Flashlight	10 Cr
Underwater Toxyrad gauge	25 Cr
Underwater Exoskeleton	2,500 Cr
Underwater Radiophone	550 Cr
Underwater Solva-Way	15 Cr
Underwater Variable Timer (TD-19)	7 Cr
Underwater Power Beltclips	150 Cr
Underwater Power Backpacks	300 Cr

This article may be used as the basic foundation for running an adventure underwater. It should not be considered a strict set of rules. The final judgments are up to the individual referee.



Brooding pensive sci-fi themed 2:10 long seamless (loopable) instrumental music track in mp3 and wav file formats at 118 bpm. This track is perfect for use as ambient background music, intermission or interlude music, useful in between encounter segments or during character generation and player planning breaks. The track is two minutes long but is composed to be seamless so that it can be placed on continuous play or looped. Available on [DrivethruRPG](https://www.drivethrurpg.com)

Classifieds

Family of One

Calling all Yazirians, you are all welcome and loved by the Family of One. Come claim your ancestral birthright as one of the chosen at one of our active temples. For those seeking further enlightenment and transformation, find your way to our Homeworld on Hentz. All Roads Lead to Onehome. GODCo financing is available for those in need, non Yazirians need not apply.

UPON AND BENEATH THE WAVES

A LOOK AT SURFACE SHIPS, SUBMARINES AND MARITIME VEHICLE COMBAT FOR STAR FRONTIERS

by Richard 'Shadow Shack' Rose

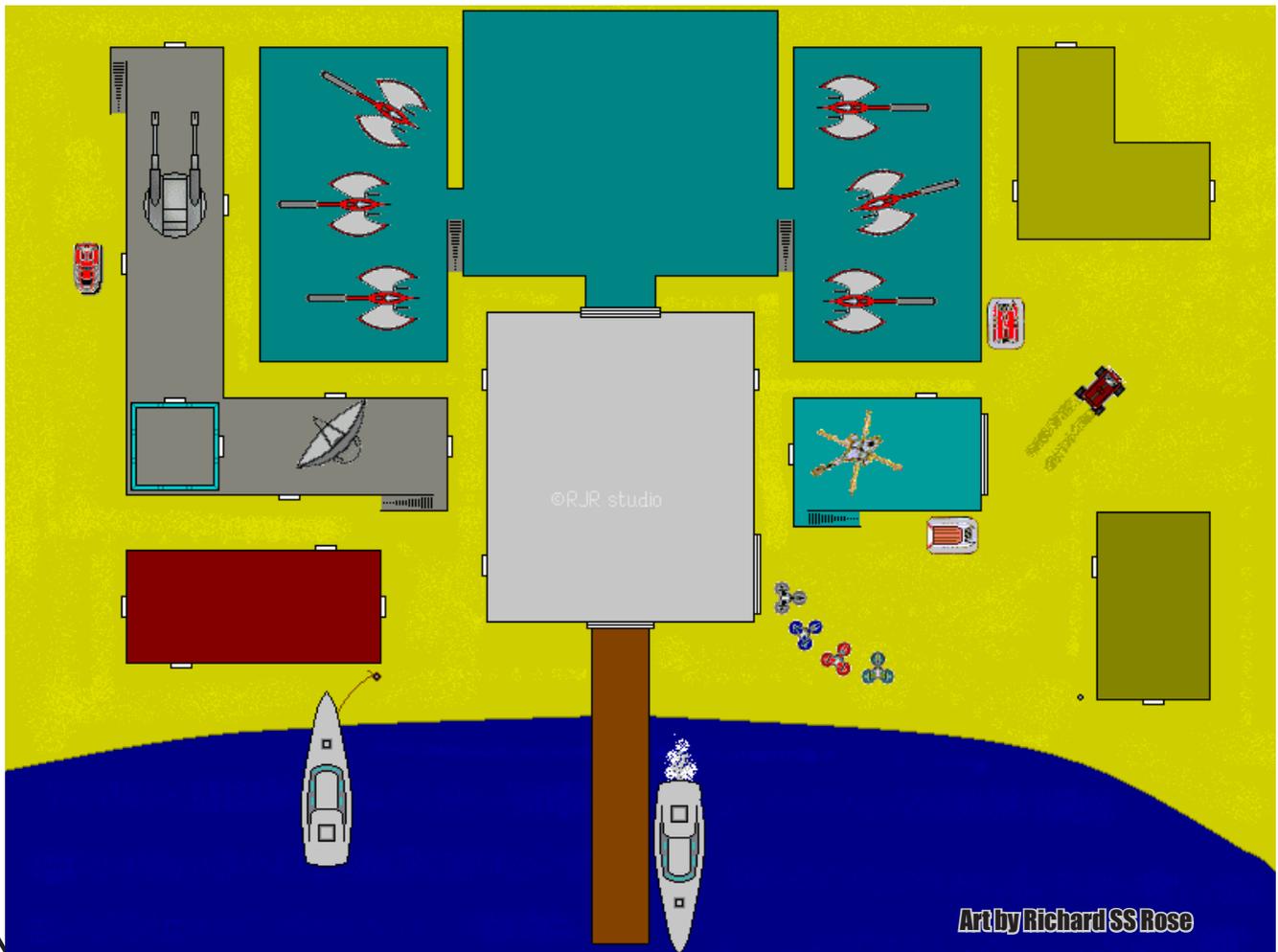
The core Star Frontiers Expanded Rulebook does a fine job listing ground and aerial craft yet only gives an honorable nod to the existence of watercraft, suggesting that the referee concoct his/her own vehicles, stats, and combat tables. Dragon Magazine later offered a couple articles on this matter, one in issue 110 that offered underwater equipment that was more toward SCUBA gear with one vehicle (an Explorer Sub). Issue 149 offered a more comprehensive list of boats and subs along with the aforementioned tables. My issue with both articles is the vehicle performance was overly generous, more so considering how slow the canon ground vehicles are. By comparison the boats and subs could attain the speed of sound!

A quick google search which, to Dragon's credit, didn't exist back then...yet there were these things called "encyclopedias" that could reveal similar information, would divulge that typical watercraft (boats or

submarines) boasted a top speed in the neighborhood of 30 knots (or 35 mph or 56 kph). So yeah, a sub cooking along at 250 kph while your ground & frictionless hover cars are topping out at half that!?! That's overly light on the science and generously heavy on the fiction.

Now I belted out a couple watercraft back in the day, and even rendered some deck plans for one of them as I had a reverse-adventure for the Voltturnus trilogy where players portray the pirates invading the Serena Dawn and searching for the surviving explorers. One expansion I made for that game was "Seaport One" (AKA Outpost Two) which was on the southern waterfront and I had a couple of cabin cruisers loosely based on the 50' yacht in the Top Secret module "Rapidstrike".

That was my first Star Frontiers watercraft with hand-drawn deck plans that I re-rendered in MS Paint for



this article. The Hydro-Bike would be the other piece I made later on for another game. The rest have been translated from the Dragon articles to reflect more closely matched speeds compared to the canon vehicles, thus restoring some science back into the equation while removing the unbelievable bits of fiction. Also included are my original control & combat tables with translations that abide by the original rules.

2m Mini-Sub

Cost	5,000 Cr	SP	70*
Rental Cost	150 Cr deposit +75 Cr/day		
Top Spd	60 kph	Cruise Spd	20 kph
Accel	50 m/turn	Decel	20 m/turn
Turn Speed	80 m/turn	Passengers	2
Cargo Limit	20 kg/0.5cubic meters		
Parabattery	Type-I	Range	60 hours

The two-meter mini-sub is a small cramped underwater boat for limited diving operations. cramped seating for two with small viewports and external lighting allow for personal underwater navigation along with folding manipulative arms that extend 1.5 meters from the nose cone to manipulate small items. These arms can utilize basic tools for underwater repair as well, much like their sibling space-going workpods found on starships. There is no airlock, the dorsal hatch is only utilized for boarding when berthed. Occupants are typically suited up for scuba operations with O2 tanks and breathing apparatus handy should the sub get flooded.

*20 points of structural damage causes a leak



15m Cabin Cruiser

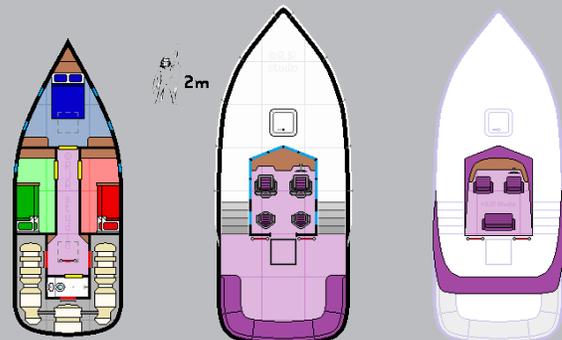
Cost	30,000 Cr	SP	200
Rental Cost	400 Cr deposit +150 Cr/day		
Top Spd	60 kph	Cruise Spd	30 kph
Accel	30 m/turn	Decel	20 m/turn
Turn Speed	60 m/turn	Passengers	12*
Cargo Limit	see below		
Parabattery	Type-III	Range	500 km

A larger and more luxurious vessel, by no means a yacht though. The cabin cruiser offers more comfort and style as well as overnight amenities for six beings (although a full dozen can ride along for shorter day trips). A trio of cabins are nestled in the lower deck along with a fresher. maintenance panels allow access to the twin electric motors and transmission. The upper deck features a semi-enclosed operator cabin flanked by stairs on each side to access the bow deck. Perimeter seating in the stern allows open air comfort for guests as well as storage and more access to the motors below. A flying bridge up top allows for open air operation and more seating. The rear spoiler also serves as a canopy attachment, canvas enclosures can be unfolded to cover the rear seating and flying bridge during less than splendid weather conditions. The sides of the enclosures can be folded up for simple semi-open shade as well.

A hydrofoil option is available for an additional 5,000 Cr, this adds 40 kph to top & cruise speeds as well as +20m/turn adjustment to the acceleration rate.

*Each crew quarters contains double bunks including storage capacity of 100 kg/1 cubic meter.

The ship's hold can store up to 1,000 kg/4 cubic meters.

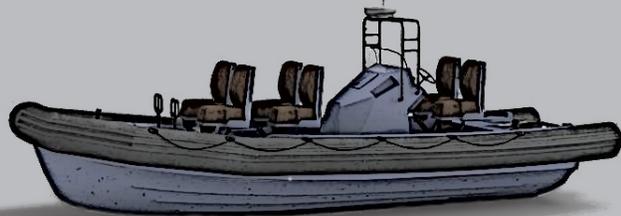


Art by Richard SS Rose

6m Rigid Hull Inflatable Boat

Cost	5,000 Cr	SP	90
Rental Cost	150 Cr deposit +75 Cr/day		
Top Spd	60 kph	Cruise Spd	40 kph
Accel	40 m/turn	Decel	30 m/turn
Turn Speed	80 m/turn	Passengers	6
Cargo Limit	50 kg/2 cubic meters		
Parabattery	Type-II	Range	200 km

A variant of the classic fuel powered motorboats, this boat is geared more for utility than recreation. It's a rugged design that can stand a fair amount of abuse, the inflated curtain helps it to stay afloat even if the hull is leaking. Various compartments along the sides and bow allow for storage.



4m Explorer Submarine

Cost	20,000 Cr	SP	400*
Rental Cost	250 Cr deposit +100 Cr/day		
Top Spd	50 kph	Cruise Spd	20 kph
Accel	30 m/turn	Decel	20 m/turn
Turn Speed	60 m/turn	Passengers	4 to 6
Cargo Limit	1,000 kg/2cubic meters		
Parabattery	Type II	Range	200 hours

The Explorer Sub is lifted directly from *Dragon Magazine* issue 110 with altered speeds that better reflect canon vehicle performance. While six beings can be crammed inside, comfort is not a feature for a vehicle better suited for four. The full capacity will sap operation time to half (100 hours) as life support gets taxed at the higher capacity. A single dorsal airlock offers cramped access if needed, this is better suited for open air boarding than for scuba use. The big advantage of the explorer is the armored hull, it is very durable and can withstand damage better than conventional watercraft.

*100 points of structural damage causes a leak

1.5m Hydro-Bike

Cost	2,000 Cr	SP	60
Rental Cost	50 Cr deposit +50 Cr/day		
Top Spd	100 kph	Cruise Spd	60 kph
Accel	60 m/turn	Decel	40 m/turn
Turn Speed	60 m/turn	Passengers	1 2
Cargo Limit	25 kg/0.5 cubic meters		
Parabattery	Type-I	Range	200 km

The Hydro-Bike is a smaller vehicle shaped like a boat in the tail and snowmobile up front, featuring a ski for maneuvering. It is straddled much like a motorcycle, with a long seat for up to two beings. When floating, it rests like a boat with the ski submerged. when accelerating and moving, it rises up like a hydrofoil. A Vruskan operator package includes a longer stepped seat that extends another half-meter past the rear along with the requisite eight distinct foot positions, this is a 500 Cr option.

30m Transport Submarine

Cost	40,000 Cr	SP	300*
Rental Cost	500 Cr deposit +200 Cr/day		
Top Spd	50 kph	Cruise Spd	20 kph
Accel	20 m/turn	Decel	10 m/turn
Turn Speed	40 m/turn	Passengers	12
Cargo Limit	3,000 kg/6 cubic meter hold		
Parabattery	Type III	Range	1,000 hrs

The Transport Sub is a more luxurious submersible designed to ferry more people in better comfort along with a fair amount of cargo as well. Compared to the other two cramped siblings, the transport boasts standing room for occupants to comfortably move about. The bench seats in the main cabin fold out into single person bunks that can be stacked two high and a full service fresher is nestled in the rear of said cabin. Access to the aft hold is adjacent to the fresher, with dorsal bay doors for loading and unloading. A single airlock in the ventral portion allows ease of access for external Scuba operations.

*75 points of structural damage causes a leak

NOTE ON SUBMARINES

for every additional 10 meters depth beyond the maximum, there is a cumulative 10% chance per 10 meters below the maximum depth that the submarine will spring a leak. This chance should be checked for every five minutes spent below the maximum depth. If a leak occurs, a person with technical skills can repair it, but first the submarine must move to the surface. If the leak is not fixed, the submarine fills with water in 10 minutes and sinks.

WATER BASED VEHICLE COMBAT TABLES

The Water Vehicle Damage Table is utilized in the same manner as described in the original **Expanded Game Rules** under Damaging Vehicles. The results from 2 to 27 are similar to that spelled out in the **Expanded Game Rules**. Results of 28 through 30+ are defined as follows:

28: Leaking translates to damage below the waterline (or anywhere for a submersible) that is leaking and the vessel will begin sinking after ten minutes if not repaired, with repairs being feasible when berthed or suspended out of water at a dock.

29: Capsized means the vessel has overturned (or nose-down for subs) and is filling with water. The vessel is no longer mobile at this point and occupants must disband and flee lest they go down with the ship.

30+: Capsized and Sinking is just that: immobile and sinking. Occupants must flee immediately or go down with the craft.

Water Vehicle Damage Table

Die Roll + Damage	Effect
2-19	No Effect
20	Turn Speed -10
21	Acceleration -10
22	Top Speed -20
23	Steering Jammed Straight
24	Steering Jammed Left
25	Steering Jammed Right
26	Speed -10/turn
27	Spin
28	Vehicle is Leaking
29	Capsized
30+	Capsized & Sinking

Water Vehicle Damage Table Modifiers

Hydro-Bike or Mini-Sub	+1
Rigid Hull Inflatable Boat or Explorer Sub	-1

LOSING CONTROL OF WATER BASED VEHICLES

The control table is also used in the same manner as described in the **Expanded Game Rules** in the Crashes section, Losing Control. Speed reduction is identical to that given in the Expanded Game Rules though the loss is not as great based on the density of water. The other results are given as follows:

A Drift translates to the waterborne equivalent of a skid, the vessel is "sliding" 45° to 90° out of control along the original vector.

The Spin is similar to the drift although the vessel is now rotating 45° x 1d10 times rather than simply moving sideways, stopping at a random facing as described in the rulebook. In either case a RS check should be made by the operator, failure results in a roll.

A Roll is similar to that described in the rules, the vessel is violently flipping on the surface or underwater and occupants are taking damage. The same die roll is used to determine if the vessel stops in a usable position (still floating for a boat and level for a sub).

Roll & Sink means the vessel took on water and regardless of final positioning, it is sinking and occupants must escape. Sinking vessels will descend 10 meters per turn until they hit the lake/sea/ocean floor.

Control Table

Die Roll	Result
02-79	Reduce Speed by 10m/turn
80-139	Reduce Speed by 30m/turn
140-199	Drift
200-259	Spin
260-349	Roll
350+	Roll & Sink

STARTING MY CAREER WITH TRANS-TRAVEL

written by Richard 'Shadow Shack' Rose



Greetings fellow citizens of the Frontier, I am Simeon Jairus (male Yazirian) and I am here to regale you with the secret to my newfound success. I hail from the Amona clan on Yast, as a member of said clan I proudly display the Gold Leaf of Trust that is our clan symbol¹. As a former computer tech in Yast's planetary militia, I frequently found myself lusting for the opportunity of seeing the stars while commanding a spacecraft. I wasn't getting anywhere with the local militia, until one day when I read about Trans-Travel's training program for freight & passenger transport. I immediately inquired at the local TT office, and after receiving the necessary information, I booked passage to Terledrom and interviewed at Trans-Travel Transport University. I was immediately accepted into Flight School, passing with flying colors. My leadership increased as a result, and I was commissioned as a Merchant Apprentice and issued a Trans-Travel Skeinsuit/uniform with name patch "Jairus" sewn over the upper left breast pocket and apprentice rankings on the collar and sleeves. I was then assigned and relocated to the Scree-Fron system where I earned command of the light freighter SFS Bridgeport (Scree-Fron Ship), a TT-300PF system ship operating between Histran and Hakosoar. Naturally I would not be operating this fine craft on my own, so I immediately put in a request at the local office for more officers and some contracted crew.

T'ski-Lirlt (fV), nicknamed 'Kaia', was an aspiring tech with a decent background in the technician and robotic fields, and she had a pair of minor combat skills as well. She always wanted to learn computers but her position at GVMPi never afforded the opportunity. She heard about Trans-Travel's astrogation program and figured if computers were ever going to be a part of her future, navigating starships around the Frontier is as good a place as any to learn such skills. She hopped the first liner to Terledrom and interviewed at "Triple-T U" right away. Sadly, she was denied and picked up a tech job while awaiting potential future interviews. She was denied a second time and began to question her life choices. Later she finally skated through the third interview and was accepted into Astrogation School. She graduated along with the extra added benefit of increasing her logic. Commissioned as a Merchant Apprentice afterwards, she was issued a Trans-Travel

Skeinsuit/uniform with the name patch "Kaia" and apprentice rank markers.

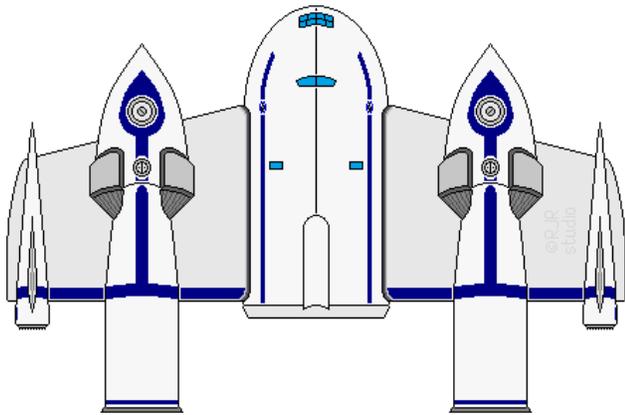
Cletus 'Cooter' Cooper (mH) hails from the backwater regions of Clarion, a skilled technician and oddly enough, knowledgeable in the field of robotics as well...along with some fair degree in self-defense skills. He was accepted into TTTU after his interview and passed the engineering program. Since he already had the prerequisite skills, his engineering rating was escalated to level-2 as opposed to the standard level-1 ratings most grads earn. He was immediately commissioned as a Merchant Apprentice and issued a Trans-Travel Skeinsuit/uniform with the name patch "Cooter" along with the apprentice rank pins & patches.

Okt Hox (mD) was a former Land Fleet trooper yearning for the stars, so naturally he elected to go for rocket gunnery under Trans-Travel as he had a good background in rocket & slug firing weaponry. He was denied admission after the first interview but after polishing up his verbal communication skills he was accepted the following year. Despite having some experience with the prerequisite skills, he did not fare well in Rocket Gunnery School, so he put in a transfer and aced Energy Gunnery School the following term. He was commissioned as a Merchant Apprentice and issued a Trans-Travel Skeinsuit/uniform with name patch "Hox" and apprentice markings.

All three were transported to Hakosoar and that completed my request for an officer list. While that would be more than sufficient for basic system travel between the low populated worlds of Scree-Fron, I felt some contracted crew might help the operations. Besides, if I were to fill the four crew cabins to maximum capacity, I wouldn't have to take on potential shady passengers sharing unoccupied cabins on the same deck...so I put in a request through the local Trans-Travel office at Hakosoar's orbital station for a pair of techs and a pair of security troopers culled from the local population.

The resulting crew included Mirruuna Worrowrow (fY) who was qualified to operate shuttle craft and as such could co-pilot a system ship at a limited capacity. Halcombe 'Knuckles' Kung (mY) had the basic technical & robotic skill set for pre-engineering work but was not a full-fledged engineer yet. Still, he was more than capable enough to serve as an auxiliary under a bona-fide engineer. Takaza Sakamori & Rakich Maggo (both mY) rounded out the contracted crew as

¹ Go waaay back to issue #8 of *Star Frontiersman* for the Yazirian Clans article to glean info on the various clans in the Frontier.



security troops. Thus, all eight bunks of the Bridgeport were spoken for, and I was now comfortable enough with a full complement to begin hauling goods between Scree-Fron's two inhabited worlds.

The Bridgeport is a relatively new craft, constructed four scant years ago so she's in excellent condition, having been recently transported to Scree-Fron several months ago. Her reflective hull is unscathed, she has never seen combat. A pod laser turret pokes out of her underbelly just in case that record gets broken. While she could make planetfall when no cargo pods are attached to her stern, this too has not happened so her hull is perfectly unscathed, having only seen the vacuum of space over her entirety. She's had all her scheduled annual maintenance services performed, so the next year looks promising. It's no starship, yet the entire crew was excited to cut our teeth on transport service under Trans-Travel. With the bulk of us being Yazirians, we had some fair sized canine teeth to cut!

We barely had enough time to familiarize ourselves with the Bridgeport's layout before receiving our first assignment: a load to Histran. Two cargo pods of agricultural foodstuffs and a third pod of medical supplies were affixed to the Bridgeport's stern, with the medical pod being loaded and attached first on the hull. Once loaded the craft was underway, speeding away from Hakosoar Station. It would take 40 days of zero gravity coasting to reach Histran. Being an outpost world, once there the ship would experience a layover as there isn't much traffic leaving. The diminutive orbital station is a simple Size-II station with a docking bay capable of berthing ships up to Class-X in size (HS:10 in game terms). Typical return trips tend to be ferrying empty cargo pods back to Hakosoar for future supply runs.

In-system travel tends to be lengthy and uneventful, fortunately the Bridgeport's crew deck was stocked with personal access terminals and current holographic entertainment packages to help make the time go by. After a few tendays of coasting in zero-G the proximity alarm sounded, alerting the crew that Histran was looming in the distance. As the world

SFS BRIDGEPORT

TT-300LF Collier class Light Freighter

HS 3, HP 15, DCR 29, ADF 1, MR 4

Drives 2 class-A Chemical Drives

Weapons Pod Laser Turret

Defenses Reflective Hull

Auxiliary Equipment SubSpace Radio, VideoCom, Radar, Intercom Network

System Ship Computer Lvl 3, FP 39, SP 20

Alarm 2, Analysis 2, Astrogation 2, Commerce 1, Computer Lockout 3, Damage Control 2, Drive 1, Industry 1, Information Storage 1, Installation Security 3, Laser Battery 1, Life Support 1, Maintenance 2

Crew Capacity: 8

Cargo Capacity 3

Crew Accommodations Captain's Suite (double occupancy), 3 convertible single/double bunk cabins

Passenger Accommodations N/A

Ship's Vehicles N/A

Note that the Pod Laser Turret is a smaller scale version of a Laser Battery. Much like its counterpart the Laser Pod (**Polyhedron #19**) is to the Laser Cannon, the turret has a shorter range at 40,000km (4 hexes) and inflicts 1d10 damage. It utilizes the same Laser Battery program and is otherwise treated as a Laser Battery for KH resolutions save for a Minimum Hit Size (MHS) 1 rating for construction purposes. Despite being smaller, it costs more than a standard battery at 5,000 Cr...it's the price one must pay to up-gun smaller ships with fewer penalties to performance.

CREW ROSTER/MINIMUM SKILL

Captain/pilot (Pilot 1)

Co-pilot (Technician 6)

Navigator (Computer 6)

Chief Engineer (Engineer 1)

Auxiliary Engineer (Technician 4, Robotics 2)

Gunner (Energy Gunnery 1)

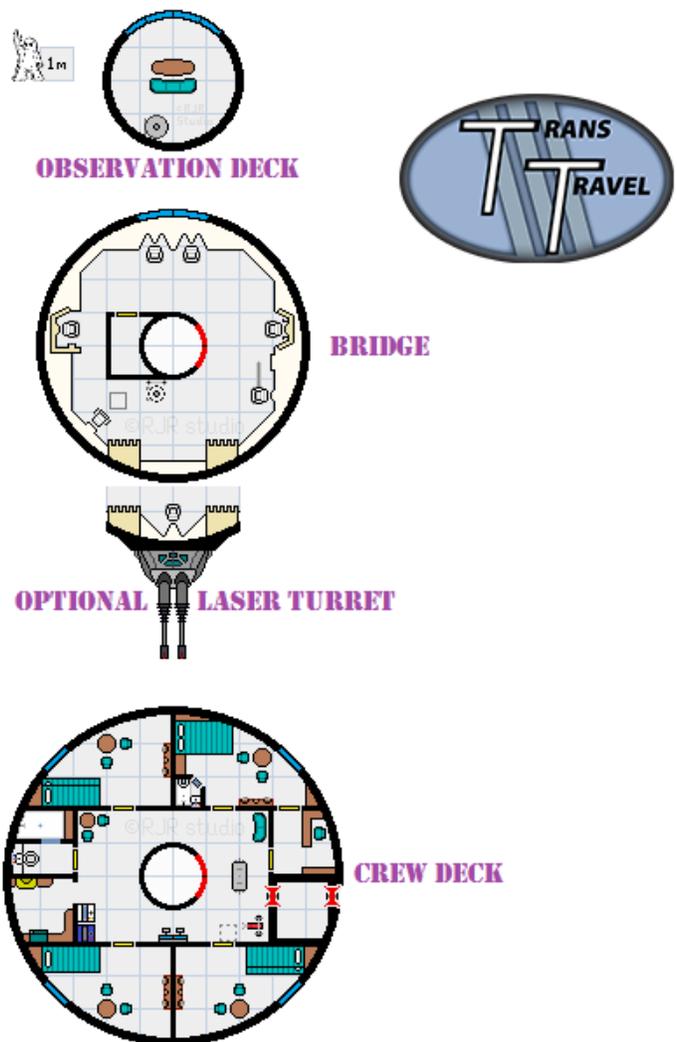
finally came into faint visual range several hundred thousand kilometers ahead, the radio crackled to life and we began receiving approach instructions. Even though it was our maiden flight, I allowed Mirruuna to execute the about-face and deceleration maneuvers under my careful instruction, and she did so without a hiccup. The craft stopped several thousand meters from Histran Station's docking bay, and another about face was performed. Mirruuna rotated the

craft until the yawning bay doors were directly ahead, and she began to use the maneuvering RCS thrusters to match rotation. A few minutes later the docking bay appeared motionless to our perspective, and she nudged the throttle ever so gently. The Bridgeport crawled slowly toward the opening, and ten minutes later she was inside the bay. Retro RCS thrusters fired, stopping the craft adjacent to her assigned berth. Starboard maneuver thrusters fired, and she moved 90° from her prior path, and port thrusters fired briefly once in position. The craft was stopped, perfectly centered in our assigned docking bay. Clamps and umbilical apparatus reached out and latched onto the hull, resulting in a series of dull clunks and thuds resonating throughout the hull. A docking collar extended and latched onto the craft's port side airlock, and the Bridgeport was safely berthed like a bug in a rug (or more aptly, a Vrusk in the dusk).

As captain, I was greeted at the airlock by a Yazirian station official to finalize the cargo transfer. He ran his pawprint on a scanner and signed a data pad, thus turning the cargo pods over to Histran Station. Soon the pods were removed from the Bridgeport's aft section one by one over the next hour, until she was free and looking rather stout without the tailings.

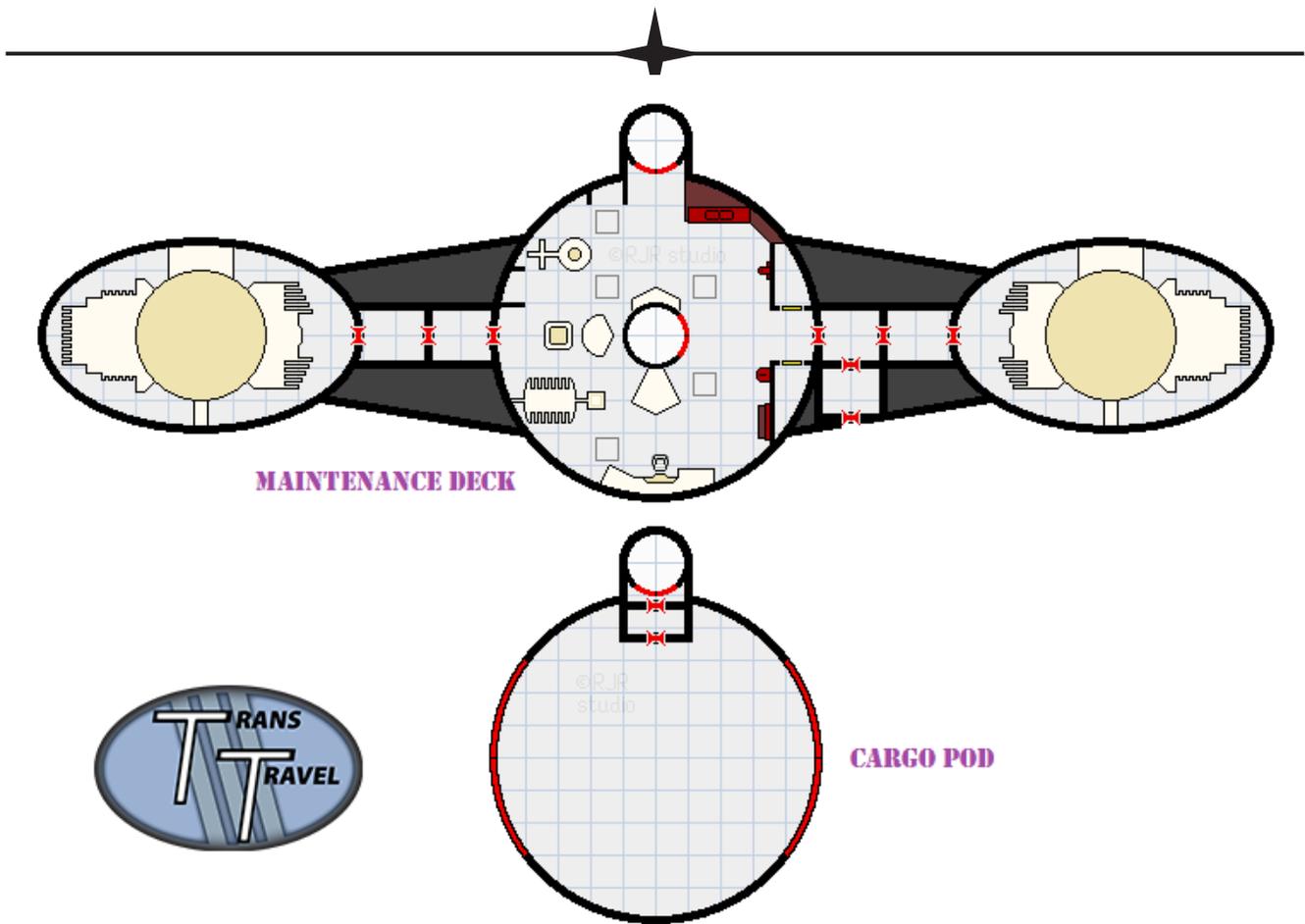
Most spacers would be eager for a furlough, even after a month-long zero-G journey. I wasn't a seasoned spacer so I remained with the Bridgeport to further familiarize myself with the vessel as the others began to wander onto the station's commercial deck, only returning when paid meals and fancy accommodations were thinning their credit limits. The craft was utilizing life support from the station while berthed, thus relieving the internal supply while docked. The craft would spend the next pair of tendays berthed, awaiting any potential loads back to Hakosoar. After the first tenday, I eventually joined my crew for excursions into the station. We weren't earning pay during the downtime, but at the same time no expenses for room and board were incurred since we lived on the ship when berthed too. Besides, I had to check in with the Trans-Travel office anyway to confirm the last forty days worth of pay.

As the layover was coming to an end, I received my orders: two empty cargo pods and a passenger pod were to be returned to Hakosoar. The passenger pod had three "decks" with four double capacity cabins each and had its own internal life support with a microcomputer to handle passenger service. It was an ingenious design by Trans-Travel, allowing passenger transport on a modular freighter. An upside to my eyes is minimal to zero interaction between crew and



passengers thanks to the nature of cargo modules: the only such access is the external elevator shaft and that can be easily restricted & overridden by the host ship's computer. Only seven passengers were booked on this module, with five of them staying in separate cabins while a couple took a double bed cabin. All were content with the arrangements and I was thankful for the safeguards preventing any interaction. Good citizens of the Frontier, that's called "irony" and a welcome one at that.

Once the pods were loaded, with the pax-pod first on the craft's hull followed by the two empties, I waited for clearance. It didn't take long since there wasn't any traffic, what minimal delay was no doubt getting someone to traffic control to authorize our launch. I was told in flight school that this is rather common for an outpost world. Soon the docking collar and umbilicals detached. The Bridgeport was free floating in the bay, and I encouraged Mirruuna into nudging the port maneuver thrusters to move out of the berth. Once clear she executed a 180° rotation to see the gaping bay doors yielding to the beckoning empty



space beyond. Tapping the throttle, the chemical thrusters briefly spit energy aft, and the craft floated out of the bay. Once clear, she pushed the dual throttle levers up to one G and it didn't take long for Histran to disappear from view. After several hours the drives were shut down and zero-G coasting was the game for the next few tendays. Sufficient time for me to get familiar with the crew during this downtime, particularly my copilot Mirruuna whom I shared a cabin with. Yes, I'm hot-bunking with the only yaz-chick on this ship...it's good to be the captain!

About halfway into the journey I was socializing with my engineer. 'Cooter' was quite the spectacle; he spoke in a strange dialect that would take some getting used to. The burly human was quite humorous and really knew his way around a set of wrenches. I admired his dedication to such skill. 'Kaia' the Vruskan navigator was the complete opposite, professional and business-minded to the very end. Gunnery Officer Okt Hox was somewhere in the middle, not very serious and boasting a typical dralasite sense of humor which I found irritating yet somehow entertaining. Hox had performed the least amount of work to date, not being required to fire the guns...not that I was complaining about any attempts at disfiguring this new ship I was responsible for. I decided to give Hox a new title: Security Director. The two contracted security troopers would be his subordinates and Hox would now prove his leadership abilities with the new responsibility of

command. With any luck, the two Yazirian troopers might be able to keep his sense of humor in check...

With less than a tenday of travel remaining, civil unrest erupted in the passenger pod. An outspoken Yazirian was pushing some of the others around, specifically one more than the others. I rolled my eyes and sighed at the report, knowing how my kin were easily subject to such behavior when being cooped up for prolonged periods. I called Hox on the intercom and instructed him to gather his duo of security troopers and to meet at the external boom elevator on the maintenance deck.

Roughly ten minutes later myself and the security trio were at the exterior elevator. I called Kaia to override the security protocols on the external lift and send it to the maintenance deck. Several minutes later the doors slid open and a Yazirian couple bolted out, at least as far as zero gravity bolting would permit. The female screamed "You've got to stop them! They're out of control!!!" The male explained that a surly Yazirian was accosting another less than civil yaz regarding the whereabouts of a hovercycle with a Vruskan operator package. I asked which deck this was transpiring on, it was the middle deck of the passenger pod. All six of us packed onto the elevator, and I pressed the upper and middle deck buttons, calling Kaia to allow the movement. I instructed the Yazirian pair to exit on the upper deck while we would take care of the mid-deck chaos.

When the crew arrived at the mid-deck the action was well underway. Two Yazirians were brawling in the main corridor just off the lift, a black haired yaz wearing a black leather vest and bandana while the other was a tan-haired yaz sporting a denim vest and blue bandana. The leather clad yaz was flying an orange & black bottom rocker patch on his vest spelling out "Yast". The other yaz had black & blue colors featuring a medieval helmet and "Knights of Hell's Highway" rockers. I knew nothing of the latter but recognized the Yast patch as the Black Mandrills, the most notorious of Yazirian biker clubs. This one was a prospect based on the single lower patch. I immediately ordered Hox and the duo to interrupt and break up the fisticuffs. It took a few minutes to separate the pugilists and another few minutes to get them calm enough for civil conversation.

Name patches on the fronts of each vest read "Cedric" on the Mandrill and "Rollo" on the Knight respectively. I inquired what the disagreement was about. Both began cursing and shouting in unison and I raised my hands until both settled down again, with some prodding from Hox and the two guards. "Rollo," I called out to the KHH yaz, "you first." Rollo began to explain that Cedric was bragging about collecting a hovercycle at the destination and having seen a holo-picture of it, recognized the bike in question as belonging to one of his fellow Knights.

Cedric naturally challenged that with an outburst, "Yeah, I can imagine the interest you would have with a bug bike, you mixed clubs got it soft!" I saw where this was going, the Mandrills are one of the toughest clubs in the Frontier, led solely by the warlike Zingara² clan members as officers in every chapter. It was a pure-blood challenge, a Yazirian slant on racism among mixed clan breedings or mixed associations with non-Yazirians.

I questioned Cedric next, "So what would a pure-blood's interest be in a, how did you put it, a 'bug bike'?"

Simeon Jarius, Apprentice rank (2 xp)
 Captain of the SFS Bridgeport, 50 Cr/day
 31 yo Male Yazirian

STR/STA	50/50	PS	3
DEX/RS	65/65	IM	7
INT/LOG	45/45	BM/M/MA	52
PER/LDR	50/55	MV	Medium

Skills (PSA Tech) Beam 2, Martial Arts 2, Melee 2, Computer 3, Pilot 1, Technician 6

Night Vision, Glide, Battle Rage 25%

Standard Equipment Pack (coveralls, ID, chronocom, pocket tool)

TT Civilian Skeinsuit

Albedo Screen w/50 SEU Power Beltpack

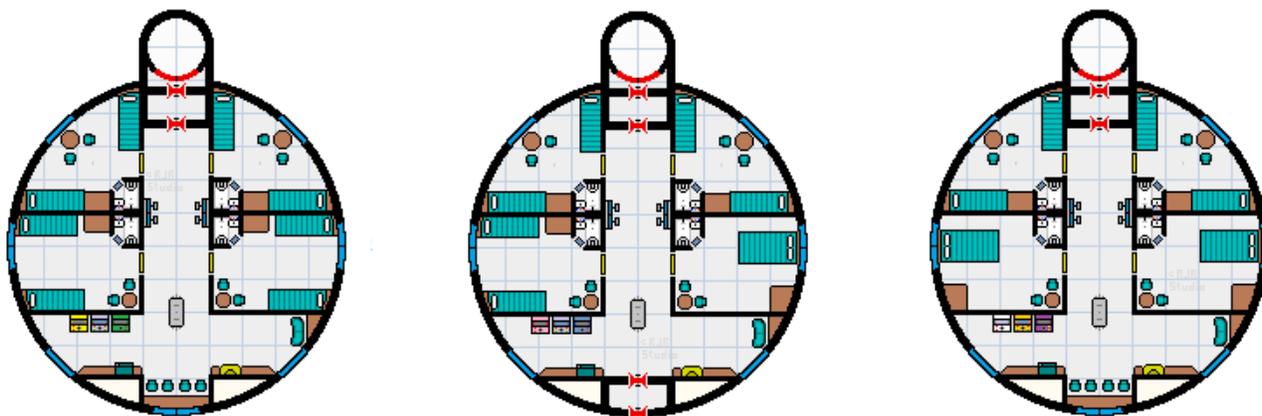
Laser Pistol, Stun Stick w/ 8 20 SEU Power Clips total

"Cedric scowled at the question. "Ain't none o' yer business, cadet!" That was an obvious mock against my captain title. I merely smiled, correcting the ne'er do well with "Merchant Apprentice, you're close enough...I just don't get why the most feared club in the Frontier would be interested in such an item." Cedric growled, "A brother of mine acquired it in a game of chance and I know a buyer that would be interested in it," and he sneered at the KHH yaz, "for the parts!"

Rollo nearly broke free of the duo at that. "You pathetic prospect! You think you got somethin' to prove? I see you lay a paw on that sled an' I'll drag you down the highway with it!!!"

"Okay, look..." I interjected, "I can see there's no separating you two." I paged Cooter on my chronocom, "Get Halcombe and come down here. I need the other two pods pressurized and cabin furnishings transported, one set to each. Rig up some sort of

2 Again, *Star Frontiersman* issue #8



PASSENGER POD

Cletus 'Cooter' Cooper Apprentice rank (2 xp)

Chief Engineer, 50 Cr/Day

29 yo Male Human

STR/STA 60/70 PS 3

DEX/RS 60/60 IM 6

INT/LOG 45/45 Mle 60

PER/LDR 40/40 MV Medium

Skills (PSA Tech) Melee 3, Technician 4, Robotics 2, Engineering 2

Standard Equipment Pack (coveralls, ID, chronocom, pocket tool)

TT Civilian Skeinsuit

Vibroknife w/20 SEU Power Clip

(TechKit)

porta-fresher and auto-cooker and give them both a week's worth of food and water. Link off the pax-pod if you have to, I just want these two separated."

I ordered the two guards to secure the bikers, one each, in separate cabins on separate decks until Cooter was finished with the isolated "quarters". Amazingly enough, both bikers complied without incident. It actually made me a little nervous. Several hours later the engineers had relocated one refrigeration unit and one auto-cooker to each cargo pod from the pax-pod, leaving the mid-deck units intact. It was a simple matter routing power and feeds

from the pax-pod life support to the cargo pods. One fresher/sink combo was also relocated to each cargo pod, albeit with no shower or waste containment. They were able to route some plumbing directly into the bulkheads for exterior releases, which would make for interesting "constellations" outside the hull when expelled. The first was dubbed "Yooreen".

The rest of the tenday passed without incident. When the Bridgeport docked at Hakosoar Station, I had Hox and the security troops escort the bikers separately to disembark into the station, Cedric first followed by Rollo an hour later. He figured an hour should be enough for the two to distance themselves from each other, but he alerted the station's deck officer about the situation anyways. It's THEIR cargo now.

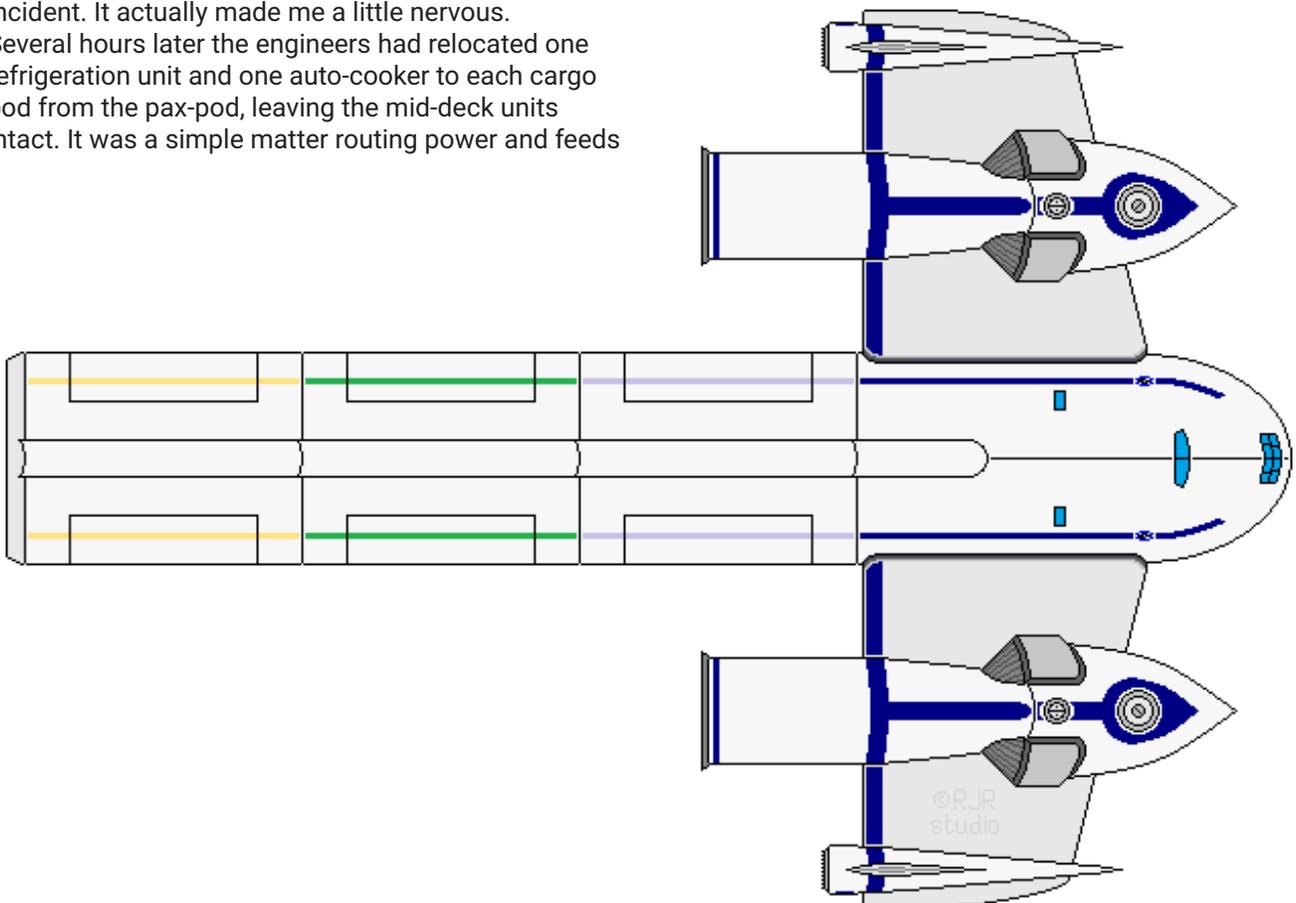
TRANSPORT MISSION 1 COMPLETE

2u foodstuffs + 1u medical supplies to Histran

1 passenger pod w/7 fares + 2 empty pods returned to Hakosoar

100 days total, 1 minor incident on return voyage

80 days worth of easy money!!!



T'ski-Lirlt AKA 'Kaia' Apprentice rank (2 xp)

Astrogator of the SFS Bridgeport, 50 Cr/day

35 yo Female Vrusk

STR/STA 40/40 PS 2

DEX/RS 60/60 IM 6

INT/LOG 60/65 Prj/Mle 50

PER/LDR 45/45 MV Medium

Skills (PSA Tech) Projectile 2, Melee 2, Computer 6, Robotics 4, Technician 2, Astrogator 1

Ambidexterity, Comprehension 25%

Standard Equipment Pack (coveralls, ID, chronocom, pocket tool)

TT Civilian Skeinsuit

Albedo Screen w/50 SEU Power BeltPack

Automatic Pistol w/6 Bullet Clips

StunStick w/20 SEU PowerClip

(TechKit & RobComKit)

Mirruuna Worrowrowr Contracted (0 xp)

Copilot of the SFS Bridgeport, 60 Cr/day

39 yo Female Yazirian

STR/STA 30/30 PS 2

DEX/RS 50/50 IM 5

INT/LOG 45/45 Att 25

PER/LDR 55/45 MV Medium

Skills (PSA Tech) Computer 2, Technician 6

Night Vision, Glide, Battle Rage 5%

Standard Equipment Pack (coveralls, ID, chronocom, pocket tool)

TT Civilian Skeinsuit

StunStick w/20 SEU PowerClip

Okt Hox Apprentice rank (9 xp)

Gunner/Security Chief, 50 Cr/Day

33 yo Male Dralosite

STR/STA 60/70 PS 3

DEX/RS 60/50 IM 5

INT/LOG 40/40 Bm/Gry/ 90/70/
Prj/Mle 60/60

PER/LDR 45/45 MV Medium

Skills (PSA Military) Beam 6, Gyrojet 4, Projectile 3, Melee 3, Energy Gunner 1

6 Limbs, Lie Detection 15%

Standard Equipment Pack (coveralls, ID, chronocom, pocket tool)

TT Civilian Skeinsuit

Albedo Screen w/50 SEU Power BeltPack

Laser Rifle w/6 20 SEU Power Clips

Gyrojet Pistol w/3 Jet Clips

(Machine Gun w/3 ammo belts)

Halcombe 'Knuckles' Kung Contracted (0 xp)

Aux. Tech of the SFS Bridgeport, 50 Cr/day

26 yo Male Yazirian

STR/STA 40/50 PS 2

DEX/RS 70/70 IM 7

INT/LOG 45/45 Att 35

PER/LDR 40/40 MV Medium

Skills (PSA Tech) Technician 4, Robotics 2

Night Vision, Glide, Battle Rage 5%

Standard Equipment Pack (coveralls, ID, chronocom, pocket tool)

TT Civilian Skeinsuit

StunStick w/20 SEU PowerClip

(TechKit)

Takaza Sakamori Contracted (0 xp)

Security for the SFS Bridgeport, 30 Cr/day

24 yo Male Yazirian

STR/STA 60/60 PS 3

DEX/RS 75/75 IM 8

INT/LOG 45/45 Bm/Mle 57/47

PER/LDR 35/35 MV Medium

Skills (PSA Military) Beam 2, Melee 1

Night Vision, Glide, Battle Rage 5%

Standard Equipment Pack (coveralls, ID, chronocom, pocket tool)

Military Skeinsuit

Albedo Screen w/2 50 SEU Power Beltpacks

Laser Rifle w/6 20 SEU Power Clips

Electric Sword w/ 20 SEU Power Clip

Rakich Maggo Contracted (0 xp)

Security for the SFS Bridgeport, 30 Cr/day

22 yo Male Yazirian

STR/STA 50/50 PS 3

DEX/RS 60/60 IM 6

INT/LOG 55/55 Bm/Mle 50/40

PER/LDR 35/35 MV Medium

Skills (PSA Military) Beam 2, Melee 1

Night Vision, Glide, Battle Rage 5%

Standard Equipment Pack (coveralls, ID, chronocom, pocket tool)

Military Skeinsuit

Albedo Screen w/2 50 SEU Power Beltpacks

Laser Rifle w/6 20 SEU Power Clips

Electric Sword w/ 20 SEU Power Clip

"Cedric"

Black Mandrills Prospect

19 yo Male Yazirian

STR/STA 60/60 PS 3

DEX/RS 50/50 IM 5

INT/LOG 40/40 Prj/Mle 35

PER/LDR 30/30 MV Medium

Skills (PSA Military) Projectile 1, Melee 1, Technician 1

Night Vision, Glide, Battle Rage 11%

Standard Equipment Pack (coveralls, ID, chronocom, pocket tool)

"Rollo"

Patched-out KHH member

30 yo Male Yazirian

STR/STA 40/50 PS 2

DEX/RS 75/75 IM 8

INT/LOG 60/50 Prj/Mle/Ma 67/57/47

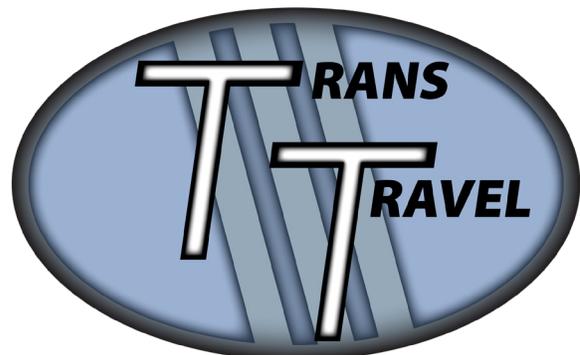
PER/LDR 30/40 MV Medium

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

Night Vision, Glide, Battle Rage 18%

Standard Equipment Pack (coveralls, ID, chronocom, pocket tool)

Do you dream of seeing the stars but can't get your feet (or pseudopods) off the ground? Well friend, Trans-Travel University is here for you, turning out the best pilots, engineers, astrologators, and gunnery specialists for decades. So go to your nearest Trans-Travel office and apply today! Fantastic benefits await you as you manage your new career serving the spaceways through Trans-Travel! Your Best Career Route is with Trans-Travel!



EXPLORING HADES, THE PLANET OF ROGUES



HADES, THE ROGUE PLANET

By Aaron O'Brian

Hades is a "Rogue Planet"; a planet body which was ejected from its original star system millions of years ago and now wanders through interstellar space. Where it originated from is completely unknown, as no formal scientific study on its origins has ever been conducted. This is because the planet is largely unknown, and those with knowledge of it are usually sworn to secrecy.

Hades is an incredibly unique environment. The planet that should be a frozen ball of ice, but geologically it's actually quite active. This is caused by the core of Hades being super heated by the actions of a race of silicon based creatures called the Cherufe. (See entry of Cherufe below.) The Cherufe have lived in Hades' core for countless millennia, but it is not known if they are the planet's indigenous life or ancient colonizers.

Hades originally had an encompassing ocean covering the planet to an average depth of 3,500 meters. In some places the sea floor plunges down to several hundreds of kilometers deep. On the surface of Hades the oceans are frozen solid, with an average thickness of 200 meters. Below that the oceans, called the Stygian Seas, remain liquid, with temperature around lava vents reaching temperatures of about 30 Celsius (almost 90 degrees Fahrenheit).

The only location different on Hades' surface is the Chantico Archipelago, a chain of more than 250 volcano islands of various sizes. On the Chantico

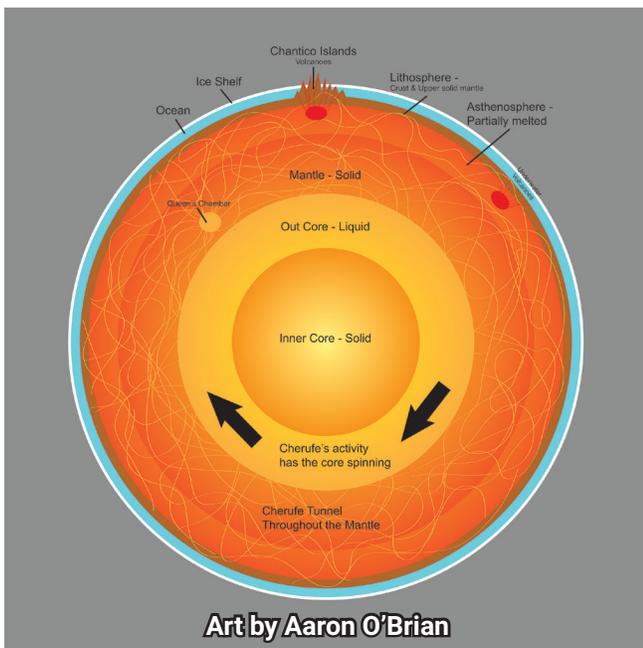
System Data	Not Applicable - Wandering Planet
Spectral Type	Not Applicable - Wandering Planet
Total Planets	1
Inhabitable Planets	Hades
Colonizers	Outposts
Native Inhabitants	Cherufe
Climate	Surface: -240 c° Ocean Floor: 30 c°
Atmosphere	Water
Gravity	0.4
Diameter	6,200 km
Day Length	Not Applicable

Archipelago, volcanoes regularly erupt, spewing toxic smoke, ash and lava. Volcanic activity is even more active below the surface of the Stygian Seas, with underwater lava vents being quite common. These vents are so active that many manage to break the surface, with new islands breaking the surface about once every decade or so. This creates new breaks in the surface ice, with geysers of superheated water rocketing into the upper atmosphere, only to fall back down as acid rain.

Below the icy surface and oceans are the rocky crust layer of Hades. Hades's crust and mantle is where the Cherufe are most active and they've riddled it with billions of underwater caverns. Most of these have opened up to the oceans and become flooded. Some brave (i.e. "foolhardy") explorers attempted to map out many of these massive tunnel systems with submarines and probes; many have never been seen again.

PLANET GRAVITY MODIFIERS

- A character's carrying capacity is increased by 20 kg
- A character can leap and vault an additional 2 meters
- A character can jump safely an additional 4 meters
- The damage a character suffers in a fall is decreased by 8 points



PLANET HISTORY

It is unknown how or when the planet Hades was discovered. For 99.99% of the Frontier, Hades is still undiscovered. But at some point an explorer stumbled upon this rogue planet wandering through the vast black void. This discovery was kept secret and shared between a select group of pirates. First Hades was used as a place for pirates to hide their riches and supplies. In time a small outlaw society developed and The Gates of Hell port was constructed. As piracy soon grew across the Frontier these criminals needed a safe port of call. The pirate factions drew up the "Articles of Hades". This was a treaty between all factions governing their behavior while operating on or in orbit of Hades. Pirates are forbidden from attacking or robbing from other factions and most importantly must NEVER reveal the location of Hades.

The "Articles of Hades" also apply to pirate captains and astrogators to memorize the location of Hades. The coordinates must never be stored in any computer memory banks, and once a course is plotted the coordinates must be deleted for the ship's navigational systems. In addition, crew members are not to be given clues of the whereabouts of Hades. Anyone breaking this portion of the Articles of Hades is put to death, after a lengthy public torture.

On the shores of Chantico is the landing field for pirate ships, who routinely land and lift off from here under the shadow of erupting volcanoes, fountaining geysers, and clouds of sulfur and carbon dioxide. The trading outpost beside the modest space port is named "The Gates of Hell", and is where pirates unload and fence their booty, obtain parts and repairs for their ships and equipment, and blow off steam at the many bars, casinos, drug dens, and brothels. Lodging is available, and outside merchants (mainly retired pirates with an

entrepreneurial spirit) offer goods ranging from the mundane to the exotic.

On the shores of Chantico, just beyond Gates of Hell are warehouses and docking facilities for surface ships and submarines called Charon's Skiff. Here the most powerful and wealthy pirates load their booty onto ships or submarines to transport them to their hidden, underwater kingdoms. Most of these are tucked away in abandoned Cherufe Tunnels. Kingdoms are typically lavishly built lavish facilities with a focus on comfort and vice. The locations of pirate kingdoms on Hades are kept secret, known only to a select few pilots and captains within a clan. Their autonomy is protected under the Articles of Hades; within a Pirate Kingdoms the only law is that of the pirate clan who rules there.

The leaders of these enclaves are called "Kings" or "Queens", and are positions of incredible power. Candidates jockey for these positions ruthlessly, and inner clan power struggles are common. Few pirate kings or queens are elected by the clan's members, and fewer still are former sovereigns who peacefully surrender their position. Pirate clan rulers are created and fall in the exact same way; through violence, bloodshed, and treachery.

PLACES OF INTEREST

CHANTICO ISLANDS

This small volcanic archipelago is a rarity on Hades. It is one of a few places where volcanism has pushed rock above the ice pack. It has the distinction of being the only place suitable for a settlement and the landing of starships.

GATES OF HELL

This self-sufficient port was established as a colony outpost by a coalition of the pirate bands and dubbed Gates of Hell and is covered in more detail below. The entire facility is powered by a number of geothermal energy generators. While slavery and all manner of illicit activities are permitted here, it is far from lawless. The pirates here all adhere to the "Articles of Hades", a set of rules which are ruthlessly enforced by ruinous fines backed up by the threat of sudden violence or exile from the settlement.

THE MARAUDER ENCLAVE

This pirate kingdom, established by the pirate clan The Corsaires, is located at a submarine plateau 50 km east of the Chantico archipelago. The plateau's original name was Piere's Plateau but it is now known as the Marauder Plateau. The Corsaires were once heavily into slavery but couldn't compete with The Clan of the Lash. Over the last two decades their focus shifted to smuggling, illicit substances, and ransoming ships



Art by Jerry Boucher

and captive crews back to their original corporation's owners/employers. For more details see Rogue Mission.

THE NIGHT MARKET

Located in a sprawling complex of abandoned Cherufe caverns below the surface Tagrillia, one of the small islands in the of Chan chain. The Night Market is a collection of bars, hotels, clubs and brothels, surrounding a massive slave market and run by pirate group Clan of the Lash. The lighting here is dim, set for the maximum comfort for Yazarian eyesight. The majority of the people here who own, manage, or control things at The Night Market are racially Yazirian and members of the Clan of the Lash.

THE FORGE

Located in a set of abandoned Cherufe tunnels, on the small island of Hephaestus (located about 2kn west of the Chantico island chain lies The Forge. This is the stronghold of the pirate clan known as The Masks. While The Masks control a lot of territory at The Gates of Hell, this is where they are headquartered. Run by the Dralasite pirate king, "First Mask" Mordokin, the forge contains several workshops specializing in delicate electronics, high end robotics, and Maxwell's Silver Hammer, Mordoki's palatial estate.

THE SCALED LAIR

Located in a cavern system called Kish'Stygia, this is the headquarters of The Night Claws. Kish'Stygia is hard to find because the extinct volcano it exists in never broke the surface of the Stygian Sea. Visitors are permitted only when accompanied by a member of The Night Claws, and many sections of The Scaled Lair are accessible only by swimming underwater. The Scaled Lair is home to several distilleries producing Saurian Brandy and a guild hall where outsiders can contract a Night Claw assassin. Nearly everyone living and working here is some form of Saurian, and even the most mild mannered bartender, waitress or brewer could be a deadly assassin in disguise.

GATES OF HELL

"Abandon all hope, ye who enter."

Situated on the icy shoreline, this outpost is the main point of entry to the pirate kingdoms on Hades. This settlement is a true shake-and-bake settlement created by the pirates that established their havens or kingdoms here. Most buildings are converted freight containers, the hulls of old pirate space craft, as well as inflatable domes designed by Uniho. While none of these were intended as permanent solutions, the citizens make due and it these structures are sealed against the cold vacuum of space. Those used as

residences and many of the commercial concerns have airlocks to protect against the chill and the unbreathable atmosphere of Hades. The atmosphere is a dense nitrogen atmosphere that the pressure of interstellar radiation holds in place. Respirators are necessary to function outside of a dome or the tunnels of a pirate kingdom.

Geothermal energy is plentiful because of the nearby volcano. Since Hades is a rogue planet without a star, the settlement is lighted continually. Because there is no day-night cycle, the pirates simply use Galactic Standard Time (GST) of 20 hours per day regardless of the planet's rotation.

Smaller starships and transports rent landing pads by the dockmaster. Since there is no breathable atmosphere on the planet, a flexible corridor tube is connected to the ship where crew members and cargo can be off-loaded. The main structure of the Gates of Hell consists of a large enclosure with life support. Some smaller factions have constructed additions to this enclosure to house their personnel and treasures. Through the main structure a large thoroughfare goes through the center of the outpost. Here many trading shops of illegal goods, merchants of weapons, spacer bars, brothels, drug dens and other forbidden pleasures line the thoroughfare. The thoroughfare leads the center of the Gates of Hell where within a large pit sits an arena lined with long benches of tiered seating areas. Here pirates watch and bet on huge spectacles of various blood sports - anything from boxing matches to full on-to-the-death gladiatorial combat happens on a daily basis. Sometimes





gladiatorial champions fight combat robots, deathly beasts from alien worlds, captives or other enslaved champions.

There are many options for living accommodations. They range from those that are readily available and cheap, but these are often quite dirty with minimal amenities. rooms to rent. For a higher price there are comfortable rooms, reasonably well kept with a few amenities. And those with the deepest of pockets lavish suites available, complete with servants (robotic or enslaved), delivered meals, and spa services so that even the most discerning pirates can enjoy their stay on Hades.

There are about 500 residents in this settlement. They are split between those who are here voluntarily (about 300) and those who are slaves (about 200). Not all of the voluntary residents are pirates. Some were pirates who left their bands and established businesses at the Gates of Hell and some were simply disbanded pirates who could not or would not join one of the remaining kingdoms. A few were criminals who managed to get smuggled into Hades to escape pursuit by Star Law. The rest are slaves captured during piracy operations and brought to Hades with little hope of escape.

Many pirates retire on Hades and open businesses catering to the needs of weary pirate crews. These enterprises offer illegal goods, inebriation, altered states of consciousness, physical pleasures, along with rest and relaxation. Most businesses rent or own a spot within the Gates of Hell complex. There is no enforcement of laws within, other than the Articles of Hades. Most businesses enforce payment, protection of property and employee and client safety by any

means necessary. Most often by combat robots, hired security and/or booby traps.

As for the main complex of the Gates of Hell, an old pirate clan owns and operates the facility. Rent payments, docking fees and faction tribute payments all help make the outpost run.

LEGEND

1. Landing Pads- for starships landing tail-first and a runway for atmospheric shuttles and aircars.
2. Tortuga Dome- many estates and houses here for ship captains and bar/clubhouses for the various pirate bands. The better-off business owners have their shops here.
3. Capellan Dome- mostly businesses and residents who can afford dome real estate over freight container housing.
4. The Corral- housing for the slaves.
5. Residential Freight Containers- these freight containers have been converted into residences and businesses. They have an airlock and usually only one means of ingress and egress. They often use cannibalized life support systems from starships.
6. Starport Support buildings- these buildings and warehouses are converted freight containers but not all are sealed against the atmosphere of Hades. Typically, it is the warehouses that are not sealed.
7. Submarine Docks and warehouses- a few of these buildings are sealed against the atmosphere of Hades.

**THE GATES OF HELL
SETTLEMENT,
CHANTICO ISLANDS**



1 Square = 100 meters

- Road to the volcano and a robotically automated geothermal station.

The domes are inflatable and pressurized but also have a lattice structure. It is a cheap option for a quick shelter when establishing a colony but not intended for long-term use like these have been forced to endure. The fabric of the dome has been patched repeatedly and the pirate compact prohibits fighting on Hades- the domes are too fragile for indiscriminate gunplay. If a dome is punctured everyone is expected to aid in dealing with the emergency, but in practice the slaves are left to handle it.

Individuals or groups shooting holes in the inflated domes can expect the rest of the pirate residents to take a strong offense to these actions. The referee can determine the level of reaction by the type of offense given. There is a 15% accumulative chance per turn of a gunfight that a dome will be punctured. Example: On the second turn of a gunfight the referee rolls d100 to see if the dome is punctured and gets a result of 29 and the dome begins deflating.



Art by Aaron O'Brian



This is a Sci-Fi horror scenario for the great FrontierSpace RPG from DwD Studios, but the provided content is easy to convert and use with any other RPG system.

The Proxima Ascendant is dead in deep space, broadcasting an automated distress signal.

When the team enters the cargo ship, they soon discover that hell broke loose, that they are trapped inside and that something sinister is lurking in the shadows... or some THINGS!

The scenario is designed for a team of 4-6 Rank 1-2 characters, but can be easily adapted to more seasoned or less experienced adventurers.

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ARTICLES OF HADES

A secret is hard to keep but one the size of a planet that has massive treasures hidden away on it is even harder. The founders of Hades, in their efforts to create the perfect pirate haven, understood that this whole thing only works if its location is kept secret. Otherwise invasion and destruction were almost guaranteed, either by Star Law, UPF Starfleet, various mercenary companies, or vengeful mega-corp looking for payback. But, you cannot assault what you cannot find. Thus the “Articles of Hades” was drawn up.

All pirate captains, faction leaders, Kings and Queens are required to sign the “Articles of Hades” if they are to operate or even approach Hades. Whole ship crews must sign onto the Articles before gaining access, even if most crew members have no knowledge of the planet’s actual whereabouts. It is also forbidden to speak of Hades to outsiders. Those who so pledge or sign are said to be under the Infernal Oath. Most violations of these Articles call for horrible torture and eventually death to such oath breakers

Those accused of violating the Articles and aren’t killed outright can request a trial. If the request is respected by the authority, then the accused is taken before the “Hades Royal Council”. The Royal Council consists of three randomly selected Pirate Kings and Queens. If the selected representatives are not currently on Hades, trials are delayed until all three are. With the busy schedules of Pirate Kings and Queens, and many of them away on their ships patrolling for merchant targets for months on end, lengthy delays in trial dates are common. Once the Council is gathered they must hear the accusations, testimony and deliberate before ruling whether they are guilty or innocent of their charges.

Conflicts often arise when pirate crews land on Hades. Personal hatred among crewmates, theft, and the occasional coups d’etat occur regularly on the planet. This is tolerated on Hades as long as an outpost’s infrastructure isn’t severely damaged or massive casualties are avoided.

Warfare and piracy between different pirate factions and kingdoms are outlawed on Hades. This is enforced by larger more powerful kingdoms operating on the planet. This doesn’t prevent general hostilities, acts of sabotage, and piracy, as these activities often take place covertly. There are always plots to overthrow leadership, destroy rival’s outposts, sabotage competitor’s critical systems, weapons, defense systems and general equipment.

Many pirates seldom leave Hades, as they are charged with safeguarding their kingdom’s ships, facilities, and personnel from assassins, thieves, and saboteurs. Clandestine assaults on pirate submarines, outposts and kingdoms do happen. For these large scale attacks,

no preventative measures are taken by outside factions until the battle concludes. If the violators leave no witnesses or evidence of their actions then no charges can be made against them. Dead men tell no tales.

ARTICLES OF HADES

Hades is never to be spoken of, other than with crewmates, punishable by 1 year enslavement at The Gates of Hell.

The location of Hades is never to be shared with outsiders, punishable by pain of torture and execution.

Starship captains must memorize the coordinates to Hades and only they may give the coordinates to their astrogator. Failure to do so may result in the confiscation of the captain’s vessel by the Council of Hades.

Coordinates must be deleted for the ship’s computers and any other recordings upon completion of plotting the course.

Unauthorized knowledge of Hades location — including crew members, passengers and captives — is punishable by pain of torture and execution.

Damaging or sabotaging life support on Hades equipment is punishable by pain of torture and execution.

Piracy and theft between factions is prohibited on Hades with punishment ranging from branding, torture, enslavement, and/or punitive financial penalties.

Discharging personal disputes is allowed on Hades as long as the retribution does not damage or destroy property. Deaths caused by such disputes are permitted as long as the victim was given an opportunity to defend itself.

Disputes occurring more than 400,000 kilometers from Hades are not covered under the Articles of Hades and are therefore not the concern of the Council of Hades.

Those accused by breaking any of the Articles can request a trial by the Hades Royal Council.

Every being has a voice in all affairs, but the decrees of the Hades Royal Council are to be uncontested.

Pirate ships, bands, or individuals must pay into a fund dedicated to the upkeep of The Gates of Hell and other facilities around Hades. This comes to 5% of their yearly haul, audited by the Council of Hades. Hiding funds or other forms embezzlement or fraudulent accounting are punishable by three times the hidden amount in fees, torture, enslavement, or even death in the Gates of Hell arena.

THE CHERUFE

PHYSICAL DESCRIPTION

Cherufe are large slug-like creatures, growing to be between 3 to 4 meters long, and weighing in at about 3000 kg. They have fifteen eyes, in five clusters of three eyes placed about their bodies. One third of their eyes perceive into the infra-red spectrum, allowing them to see in 365 degrees up to 25 meters away in total darkness. In addition, Cherufe can detect vibrations through solid rock, and use tapping and scraping on stone from their tiny mandibles to communicate with others of their kind. So sensitive are their receptors to vibration that they are nearly impossible to sneak up on and can communicate with each other for distances of up to 5 km.

The creatures feed by spitting acid from their mouths to dissolve rock, then ingest the mineral rich paste to be processed in their furnace-like stomachs. Their outer skins are stone-like and secrete a caustic fluid that allows them to tunnel through rock at great speed as they feed. Cherufe collect the minerals they need for themselves, their Queen, and brood in this way and extrude the rest. This waste material then hardens to create a honeycomb of caverns in their wake.

SOCIETY CULTURE

The Cherufe are not indigenous to the planet Hades. It's speculated that Cherufe devours planets from the inside out, slowly destroying them. While it may take millions of years of cherufe feeding to accomplish, eventually the planet they infest breaks apart. Pieces of the planet flying off into space. Some eventually crash on some other planet where the dormant eggs of Cherufe reanimate and hatch. In this way, it is hypothesized that the Cherufe colonize space, spreading their eggs across the interstellar void, tucked away in drifting asteroids.

The Cherufe are a hive like society. There is a queen that dictates the actions of its drones and workers. The workers burrow throughout the crust and mantle to gather materials to feed their Queen and her brood. Queen's seem to be highly intelligent, obvious from the coordinated efforts of her vast army of drones to create very complex cavern systems. Unfortunately, communication has not yet been established between the Cherufe and Frontier races, although a promising poly-vox/ rock tapper hybrid device is being tested by pirates of The Masks.

THE QUEEN

Little to nothing is known about the Queen. It is believed they dwell deep within the mantle of Hades (and any other world they infest). There she consumes

CHERUFE WORKER

TYPE	Large, Silicon based life
NUMBER	1 to 5
MOVE	Medium (60 m/turn)
IM/RS	6/55
STAMINA	150
ATTACK	30
DAMAGE	3d10 burn
SPECIAL ATTACK	Acid spray 3D10 damage, with a range of 10 meters
SPECIAL DEFENSE	Caustic coating causes 3d10 contact damage
NATIVE WORLD	Hades – Underground



Art by Jerry Boucher

a unique diet of rare minerals which her drones collect. Her primary responsibility is to lay eggs and direct her existing drones.

RUMORS OF PSYCHIC ABILITIES

It is thought that Queens may have telepathic abilities, because some Mentalists who've traveled to Hades claim to have been psychically contacted by an alien intelligence. Mentalists who've experienced this say that they were shown images of unimaginable heat, felt comfort by being surrounded by stone and darkness, and experienced a sense of joy from being surrounded by a large family. Some Mentalists say they felt memories and images being pulled out of

their subconscious, as if the queen (if that was who's responsible for this) tried to peer into the world of frontier races. Many of the memories being pulled up seem to point to the Cherufe trying to learn who we (frontier races) are and why we're on Hades.

CHERUFE REACTIONS TO PLAYER CHARACTERS

The average Cherufe worker is oblivious to the surface world and the events happening upon it. By

chance occurrence a Cherufe drone may surface in an underground base or cavern that is occupied by other races. Other than the damage that could happen to the outpost or materials, most drones return back to the underground immediately. Attacking such errant Cherufe is forbidden by the Council of Hades, and any damage they cause is repaired by a fund every pirate band pays into.

GAMBLE AT THE PIT FIGHTS

THE FINEST INDULGENCE DENS FOR THE PUREST MOOD ALTERING SUBSTANCE IN KNOWN SPACE

SEE THE SHORES OF STYGIAN SEA

VISIT THE GATES OF HELL

ON THE CHANTICO ISLANDS

VISIT THE NIGHT MARKET

HADES

A ROGUE PLANET

STAR FRONTIERSMAN POSTER

A WRETCHED HIVE OF SCUM & VILLAINY

FRONTIER BUREAU OF TOURISM

A PLANET OF ROGUES

THE PIRATE KINGDOMS OF HADES

CLAN OF THE LASH

By Oscar Rios

Kingdom Name	The Night Market
Pirate Clan	Clan of the Lash
Location	Abandoned Cherufe caverns under Tagrillia
Primary Race	Yazirian
Current Leader	Queen Gris Tagril (Female Yazirian)
Signature Weapon	Taser Whip
Mode of Operation Focus	Slavery, selling captured prisoners on the open market or ransoming them back to their families or employers

HISTORY

This pirate clan has existed for seven generations under the rule of members of the Tagril family. Their main focus is and always has been slaving, and they control the black market flesh trade in various systems, such as Araks, Athor, Screen Fron and Gruna Garu. A rich and powerful clan, they are widely hated across the Frontier. Far too many people lost loved ones to the underworld of slavery or were forced to pay small fortunes to have them returned.

CURRENT EVENTS

Despite their long history as a powerful and feared pirate group, the Clan of the Lash has never been weaker. This downward turn began when the Clan of the Lash discovered an intact Saurian stasis ship, giving them access to tens of thousands of helpless, cryogenically frozen refugees fleeing the Sathar's destruction of their home world. They took control of the ship, hid it in a remote location, and began reviving

the occupants as merchandise. These were high times for the Clan of the Lash, having access to so many slave for so little risk. Soon Saurian gladiators became very popular due to their exotic appearance and natural weaponry. Thousands of these saurian were forced to fight to the death in blood sport arenas across the frontier.

Eventually the Clan of the Lash began reviving Saurian technicians to repair their ships, saurian navigators to plot their courses, and saurian helmsmen to pilot their ships. With thousands of their race being held as hostages onboard the hidden stasis ship the Saurians had no choice but to submit. However, after over a decade of servitude the saurian staged a full blown mutiny against their masters. They located and took control of their stasis ship, freed the remaining hostages, and slaughtered their masters while capturing dozens of pirate vessels. The saurian had learned the ways of piracy quite well, too well, and The Blood Feud of the Lash and Claw began.

The Blood Feud lasted eight years, with the Saurians (Calling themselves the Night Claws) growing in power as the Clan of the Lash were handed defeat after defeat. The Clan of the Last lost ships, territory, and personnel until both groups were of equal strength. That was until the Battle of Odin, named after one of the moons of Kdikit in the Madderly's Star system). The Clan of the Lash launched an all-out attack on a Night Talon base there, resulting in heavy losses on both sides. Both group's respective leaders lost their lives in the battle; Kelvisar of the Night Claws when his Corvette was struck by a fusion bomb and destroyed, and Gris Varga of wounds he suffered when his flagship, a Condor class Privateer, was boarded by Night Claw strike team. Two new leaders quickly stepped in who successfully withdrew their forces.

In the weeks following the battle of Odin, the two new pirate leaders agreed to first a cease fire and later a formal peace, thus ending the blood war. However, many on both sides don't agree this was the correct course of action, feeling it projected weakness and that anything short of total victory was a form of

Taser Whip Table

State	Damage	Modifier	Defense	Power	Consumption
Unpowered	1d10	—	Inertia	—	—
Powered	2d10	+10	Inertia/Gauss	10 SEU Micro Power Clip	2 SEU/hit per round

defeat. However, Gris Tagril, the charismatic and ruthless daughter of Grs Varga, has been maintaining control by challenging those voicing descent to duels. So far she has silenced all of these agitators permanently. Her position is that after eight years of blood feud that was a waste of resources that the Clan of the Last needed to get back to their primary focus, piracy and slaving. To secure this peace the Clan of the Lash had to free every saurian slave in their possession, a huge financial loss to their already depleted coffers. This fragile peace has only been in effect for a few months and with so many hotheads and unsettled grudges on both sides, no one expects it to last long.

TASER WHIP

This metal whip is designed to cause pain and subdue captives. It can be wielded in unpowered and powered modes, running off a 10 SEU micropowerclip, for five rounds of powered use. When unpowered a Taser Whip inflicts 1D10 points of damage. When powered the whip drains 2 SEU per hit or round of entanglement (see below), causing 2D10 points of damage (half from inertia and half from Gauss).

If a powered Taser Whip hits a target the lash automatically coils in an attempt to entangle the victim. Victims must make a DEX check to avoid being entangled by the whip. If entangled victims suffer an automatic 1D10 points of electrical damage per round, without the need for a further attack roll. This may stun victims as well as requiring entangled targets to make a STA roll or be stunned for 6D10 rounds. Those employing Gauss screens are completely protected against all electrical damage and stunning effects, but not the whip's entanglement ability. Victims who have an AS implant are immune to the stun effects of the Taser Whip.

The only way an entangled victim of a Taser Whip can be freed is if the wielder is disarmed, the power is switched off or runs out, or the weapon suffers 5 points of damage. This requires the use of a cutting device (knife, sword, vibrodagger, sonic knives, axe, etc...). Entangled victims can only cut themselves free if they had a bladed weapon in hand when entangled. Drawing and activating such a weapon once a victim is entangled requires a DEX check, and all attacks made when entangled suffer a -15% penalty (or a -5% penalty if the victim is immune to the electrical damage).

This weapon is used by veteran overseers, slavers, and pirate raiders of the Clan of the Lash. Pirate Raiders often wield this weapon in their offhand (-10% penalty for Wrong Hand) and a pistol or melee weapon in their dominant hand.

Cost	100 Cr	Wt.	1 Kg
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KRIZ'KIT'S CANNIBALS

By Aaron O'Brian

Kingdom Name	Kriz'Kit's Cannibals
Pirate Clan	Kriz'Kit's Cannibals
Location	Converted underwater cavern system
Primary Race	Vrusk
Current Leader	Kriz'Kit (Male Vrusk)
Signature Weapon	Cannibalism
Mode of Operation Focus	Piracy and kidnapping

HISTORY

Some twenty years ago Kriz'Kit was a well respected fleet commander working for his family's company Kriz'Zazz. Kriz'Kit ran a shipping fleet out of the Kizk'Kar system. It is rumored that Kriz'Kit at some point started shipping chemical nerve agents for governmental agencies for a high profit. Unfortunately, there was an accident onboard Kriz'Kit's ship and a rare chemical nerve agent was released. Normally this would have killed all hands on the ship. There was something different with this cargo that Kriz'Kat carried. The crew became sick and they asked for assistance from the rest of their fleet of freighters. The toxic ship was evacuated, but the crew quickly became violently insane. They became insanely hungry. There in the mid transit to their destination, the infected crew began murdering their fellow fleet members and then eating them. When the insanity subsided enough for Kriz'Kit to return to his senses, commanded the fleet to stop for full inspection. Then Kriz'Kit used the chemical agent to infect the rest of his fleet.

The Vrusks went through a bloody transformation that day. The surviving crew members of the fleet now hungered for flesh. Kriz'Kit's knowledge of the shipping routes allowed him to prey on unsuspecting starships traveling to and from Zik-Kit. The authorities soon came to investigate the missing starships to find the floating graveyard of abandoned passenger ships and freighters with all hands murdered with only pieces of the crew's body parts remaining. By this time Kriz'Kit's fleet was well away from the grim crime scenes. The fleet of cannibals was off to spread their horrific acts across the Frontier.

The hideous news soon spread from the Kizk'Kar system and throughout the Frontier. Kriz'Kit's fleet was to be hunted down for their crimes. It was Kriz'Kit's cunning that evaded UPF patrols and Star Law task forces. Striking unsuspecting ships, robbing them of

their cargo, weapons, and then making the victims their meals. These notorious pirates were named “Kriz’Kit’s Cannibals” by the press. Spacers tremble at the mention of Kriz’Kit’s Cannibals and the horror stories that have leaked to the press.

Within a few years this group of Pirates grew their fleet to include a Corvette named the Chi’kat and an Assault Scout named the Z’kixi. It wasn’t long until the fleet became a Kingdom and they built a home base of operation on planet Hades. There Kriz’Kit has built a hellish dungeon where he has captives and slaves bought there to be next on the menu. Most outsiders never return to tell of the hideous activities going on in King Kriz’Kit’s realm.

CURRENT EVENTS

Kriz’Kit’s Cannibals have taken to tattooing their carapaces of their insidious criminal acts. The marking is a testimony of their life as pirates and a warning to others that they are not to be trifled with. To bolster their numbers they recruit new pirates often as captives and give them the chance to join their ranks. If the captives decide to join instead of becoming dinner, they go through an initiation. The new recruit is exposed to the original chemical nerve agent. There the recruit goes through a temporary madness as they become a cannibal by the chemicals.

Kriz’Kit has developed a new tactic with their attacks on starships. Kriz’Kit started to raise Paronchestus Cornutus (Giant Stick Bug) from the Kizk’Kar system. Kriz’Kit discovered that Paronchestus Cornutus can

withstand the vacuum of space for around 10 minutes. Kriz’Kit will use this ability to attack an enemy or prey ship. If they can move close enough to a ship the pirates will open an airlock so that the Paronchestus Cornutus can leap on to the hull of the targeted ship. There the creature will try to open a hole on the ship and enter into the hull.

THE MASKS

By Oscar Rios

Kingdom Name	The Forge
Pirate Clan	The Masks
Location	Abandoned Cherufe caverns under Hephaestus
Primary Race	Dralasite
Current Leader	“First Mask” Mordokin (Male Dralosite)
Signature Weapon	Rocket Hammer
Mode of Operation Focus	Primary control over starship technical parts and repairs

HISTORY

The masks began as a standard pirate fleet of Corvette, Rim Song and Nova class yachts. They got their name from their initiation rite of tattooing a mask around their ocular nerve clusters. The Mask’s main focus was capturing ships rather than cargoes, with the few cargoes they do target being computers, tools, and starship machine parts. Captured vessels were stripped for parts and the best hulls were reassembled with upgrades and modifications. These “new” ships were then sold to the highest bidder.

After having their base in Fromeltar destroyed by a Starfleet Task Force their surviving ships fled to Hades. Here they group licked their wounds, repaired their ships, and found their particular skills were in very high demand. Luckily they were strong and savvy enough to remain independent, and even move to a position of prominence among the pirate clans.

CURRENT EVENTS

While the Masks still possess a few ships, and occasionally launch raids on shipping lanes targeting high technology cargoes, it is no longer their primary focus. The group mainly contracts their technical expertise skills to other pirate groups, handling 50% of all maintenance and minor starship repairs, and 90% of all major starship repair work on Hades. The masks have developed the Hephaestus Pod, a type of work pod - shuttle hybrid. These pods can take off and land from the surface of Hades (the Gates

PARONCHESTUS CORNUTUS (GIANT STICK BUG)

TYPE	Large Carnivore
NUMBER	1
MOVE	Fast, Flight
IM/RS	6/60
STAMINA	100
ATTACK	65
DAMAGE	3d10 Bite
SPECIAL ATTACK	None
SPECIAL DEFENSE	None
NATIVE WORLD	Zik-Kit

The Paronchestus Cornutus or commonly named “Giant Stick Bug” is from the planet Kit-Kit in the Kizk’Kar system. This large insect creature has large wingers that allow it to quickly fly a short distance of 200 meters. Or quickly change its elevation to hunt its prey. In addition, the Paronchestus Cornutus can climb with ease on most surfaces or ceilings.



of Hell Spaceport) with a crew of three to handle all levels of starship repairs. The Masks own all of these Hephaestus Pods and work to maintain that monopoly.

The Masks buy starship parts and captured vessels, either keeping or selling the repaired and modified ships to other pirate groups. When other pirate groups try selling starship parts to groups other than the mask it results in the group being blacklisted from having repairs done by them, and sometimes results in violence. Other pirate groups try not to get on their bad side.

Their ruler, First Mask Mordokin, is a massive male Dralosite, with a harem of a dozen females. Many of his over fifty offspring have risen to the rank of commanders solely on merit. Mask commanders, leading a work detail of fifty masks, wield a signature melee weapon called the Rocket Hammer (see below).

Currently the Masks are close to completing work on a refurbished Moonbright Stinger Class privateer. An ideal flag ship, the Masks intend to sell the unnamed vessel to the highest bidder. At least five pirate groups have expressed strong interest in acquiring her.

ROCKET HAMMER

This melee weapon is basically a heavy but streamlined hammer affixed with a clip of ten rocket boosters. These boosters are similar to the propellant systems of Gyrojet rounds. The hammer can deliver normal blows or boosted strikes augmented by the rockets. A strike is boosted by the user pushing a

button on the handle mid-swing igniting one of the rocket boosters, which greatly increases the weapons' velocity to deliver a devastating blow. A Rocket Hammer cannot deliver two boosted strikes in a row, but can follow a boosted strike with a normal blow. Each hammer is a unique item, crafted for a specific user as a sign of rank. Should a Rocket Hammer fall into the hands of outsiders the Masks would make every effort to recover it.

Cost 250 Cr (unavailable) **Wt.** 4 Kg

THE NIGHT CLAWS

By Oscar Rios

Kingdom Name	The Scaled Lair
Pirate Clan	The Night Claws
Location	Kish'Stygia, air filled chambers connected by flooded passages.
Primary Race	Saurian
Current Leader	Nest-Mother Zakra Skal (Female Vanar-Saurian)
Signature Weapon	Night neuro-toxin
Mode of Operation Focus	Piracy, kidnapping, assassination, and political terrorism

HISTORY

Bursting dramatically on the scene The Night Claws have quickly risen in power across the Frontier. They started out as a well-organized slave rebellion has become a powerful pirate nation with a distinct political agenda.

After years of slavery under the Clan of the Lash a rebellion was orchestrated by an unassuming female Vanar Saurian. Zakra Skal is neither a warrior, pilot, or navigator. She served her masters as a chemist, producing Saurian Brandy, a potent and popular beverage which is illegal in most systems, which The Clan of the Lash distributed. What her overseers didn't know was that this master distiller was actually a brilliant tactician and gifted bio-chemist.

Rocket Hammer Table

Strike	Damage	Modifier	Defense	Ammo	Consumption
Normal	2d10	+5	Inertia	—	—
Boosted	4d10	+10	Inertia	10 rockets	1 per strike



Hiding messages in shipments of Saurian Brandy she built her network, advising her people to cooperate in order to lull their masters into complacency until the time was right. Meanwhile, she secretly worked creating a weapon that would not only free her people but tip the scales of power in their favor. This was Night, a powerful neuro-toxin which causes painful muscle spasms, hemorrhaging, and blindness. She developed, produced, and distributed the toxin in the wax bottle tops of a new variety of Saurian Brandy, flavored with Yazirian Kellis Fruit.

The rebellion began shortly after introducing the new spirit as the pirates celebrated their king's birthday. With much of the Clan of the Lash drunk simultaneously across the frontier their slaves turned on them. The Saurian coated their natural weaponry (claws, horns, and tail spikes, depending on subspecies) and launched simultaneously attacks on twenty different ships and five pirate bases across seven star systems. Soon the Saurian controlled a dozen pirate vessels and controlled a Clan of the Lash asteroid base called Zanzitar, which was the location of Zakra Skal's brewery and secret bio-weapons lab.

The Saurians wasted no time in proclaiming Zakra Skal as Nest Mother (Queen) and the Night Claws were born. She rapidly deployed her forces, ordering six of the captured ships to Zanzatar where they were hastily repaired, rearmed, and deployed to defend against any counter attack. The rest of her fleet six attacked, boarded, and reclaimed their Hull size 18 cryogenic sleeper ship, Norax Kisar (Saurian for A Night without Stars). The Clan of the Lash attempted to re-take Zanzitar, but was turned back when the station was reinforced by the rest of the saurian forces, now including a Norax Kisar. The Saurian repaired their ships and looted Zanzitar before destroying the facility.

What followed was years of a blood feud, countless battles between the Clan of the Lash and the Night Claws. During that time outsiders thought a male Kamir Saurian called Kelvisar Vrex was their leader.

He was a savage warrior, a natural leader, and lover to Zakra Skal, who ordered this deception. While assassins hunted Kelvisar Vrex the true leader of the clan remained safely anonymous.

After Kelvisar's death in the battle of Odin his widow Zakra Skal came forward to "claim" the mantle of leadership. Peace was brokered between her forces and the Clan of the Lash, greatly increasing her organizations wealth, personnel and power. It was time to move onto phase two of her plans.

CURRENT EVENTS

The Night Claws are specific in who they attack and why. For years many governments turned a blind eye towards Saurian slavery and abuses. While mega-corporations claimed entire worlds for themselves the Saurians were denied a new homeland. On the few planets where small numbers of Saurians were allowed to settle they were typically forced into low paying jobs and lived in poverty. Many law enforcement communities targeted saurian youth disproportionately, with deaths of unarmed Saurian at the hands of police during minor offences all too common. This is particularly bad on Lossen, a farming world where Saurians are forced to harvest crops for low wages in hazardous conditions. As equality, equity, and opportunity wasn't being achieved through peaceful protest or political efforts, it was time for the claws to come out.

The Night Claws target systems, planets, corporations, organizations and individuals whom the group feels have contributed to Saurian oppression. Megacorps who used their power against Saurians refugees had their star freighters attacked by Night Claw raiders. Law enforcement and judicial individuals who showed clear anti-saurian bias were targeted by Night Claw assassins. Government officials who profited from saurian oppression had their families abducted by Night Claw kidnappers, who demanded money and political concessions for their loved ones return.

The Night Claws have just perfected a version of Night to affect humans, and are working on one for Vrusks. Zakra Skal continues to play the part of meek ruler and grieving widow of the great pirate king Kelvisar Vrex. She continues brewing Saurian Brandy while raising the many children she had with Kelvisar, while quietly directing her bio-weapon's division to create new and deadlier forms of Night.

NIGHT TOXIN

This waxy black paste is distributed in small airtight metal tins containing six doses of the toxin, which must be punctured to deploy. Saurians puncture the tins with their claws, horns, and/or tail spikes. Non-

Saurians can use Night by coating an arrow (1 use), a dagger (2 uses), or a sword, axe, or pole arms (3 uses).

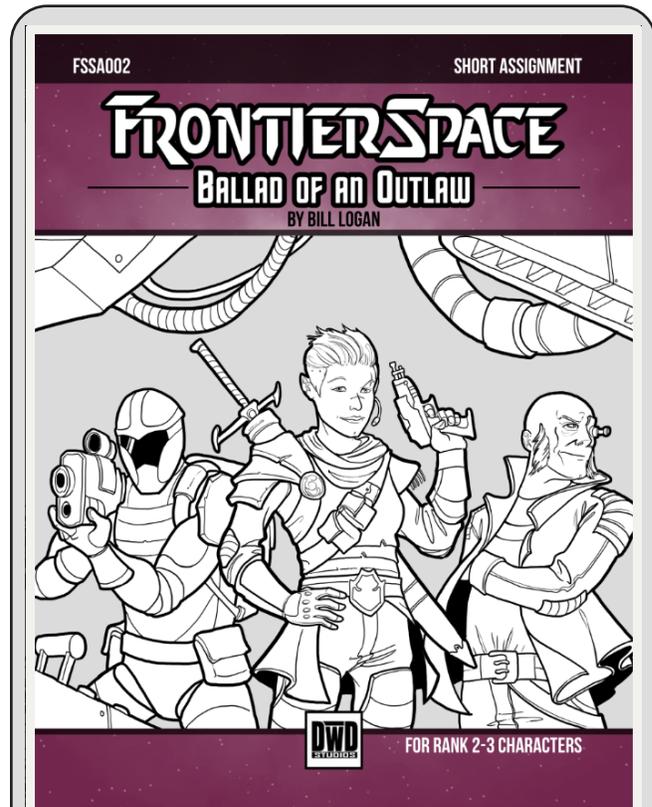
Night is very sticky and can only be removed by solvaway or contact with the blood of the race it is formulated to affect. Otherwise it remains active for three days. Night is formulated to defeat a specific physiology, and if administered to other races has no effect. Currently there are only two versions, Anti-Yazirian and Anti-Human.

Night is a S8/T3 poison (8 points of damage per turn, for three turns) that activates when entering the bloodstream of the race it's formulated to affect. This causes the wound to bleed excessively, generates intensely painful cramps, and blurred the victim's vision. These effects make it harder for a victim to defend themselves (-10% to their attacks) and leaves them vulnerable to attack (+10 to attacks against them). Those making a STA check are not affected by the toxin, however targets struck multiple times in the same round suffer penalties. For each additional dose of Night victims receive a -15% on their STA check.

For Example: A Night Claw assassin (female Kamir Saurian) posing as a sex worker is questioned by a Yazirian police officer. The officer, her target, was recently acquitted in the murder of two unarmed Saurian youth. He searches her but finds no drugs or weapons, as his human partner stands watch. She suddenly attacks with level 4 martial arts, clawing the officer twice while positioning herself behind him as cover from the human officer. Her claws do 9 points of damage each for a total of 18 (STR score of 55 = PS of 3, +2 for Kamier Saurian claws, +4 for level 4 Martial Arts), but the corrupt officer only suffers 9 points of damage, as he's wearing a skeinsuit.

However, both claws are coated in Night. The officer rolls a STA check with a -15% penalty and fails. The double dose of neuro-toxin inflicts 16 points of damage (a total of 25 so far). The officer screams in pain as his vision blurs. He tries to retaliate with his stunstick but his hand cramps into fists. His partner draws his laser pistol but can't get a clear shot. He decides to take careful aim and fire, but the assassin lifts the Yazirian in the air and hurls him at his partner. As the officers crash together they both taking 4 points of damage. The toxin continues ravaging the Yazirian and they suffer another 16 points of damage (for an additional 20 points, a grand total of 45).

When the human looks up they see the Saurian fleeing and their partner having a seizure. They can either shoot or try to administer a dose of antitox. They fire twice, one shot clipping the assassin for 18 points (pistol setting of 4) as they nimbly dodge away, vanishing into the dark labyrinth of back alleys. When the human looks down, his partner is dead, another victim of the Night Claws.



You recall the mission briefing, ten days ago. It seemed like a straightforward operation.

"The Valenko, a private cargo transport, was attacked and destroyed. Among its manifest was an important crate, property of Tri-Corp. Investigators of the wreckage traced a leaking plasma trail to a starship scrapyardsome light years away. They were shot at by defense turrets and retreated. Coordinates of the scrapyards, our only lead, are on this navigation card. You and your crew must track down those responsible, deliver justice, and, most importantly, recover a cargo crate marked 44041. Any questions?"

Now you recall the words of a crazy prophet at the starport as you cower before the might of an impossible foe and wonder how it came to this?

And this short assignment contains... a song! I swear!

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



DEMONS OF THE STYGIAN SEA

CREATURES OF THE ROGUE PLANET HADES

By Oscar Rios & Thomas Verreault Jr.

Art By Aillen Taylor

Many deadly creatures live below the surface of Hades ice sheets. Here they swim in the eternal darkness of their sunless planet's forever night, enduring extreme temperatures and immense pressure. The few people who encounter them are lucky to escape with their

lives, as maybe a few holo vid snaps or minutes of murky footage. Unfortunately, many of these creatures are learning that the diving alien creatures and their loud clumsy vehicles are a new and easy source of prey.

STYGIAN GULPER EEL

TYPE	Large Carnivore
NUMBER	1
MOVE	Medium, 60 m/turn
IM/RS	6/60
STAMINA	220
ATTACK	60
DAMAGE	3d10 Bite
SPECIAL ATTACK	Hypnotic Light, Swallow Whole
SPECIAL DEFENSE	Ultra Thick Hide
NATIVE WORLD	Hades

These solitary predators with long serpentine bodies swim through the shallows and mid-seas of Hades seeking prey. Prey is defined as anything smaller than themselves and they can grow to a length of 5 meters long. Their wide tails allow them to swim a great speed for short distances but they mostly drift about the currents of Hades oceans, using their four large fins as sails. Their large wide heads have toothy jaws that can elongate to a huge size, allowing them to swallow creatures half their size whole. They have nine dark eyes, three large ones and six smaller ones. Their thick inky black hides are incredibly tough and covered with dozens of lumpy bio-luminescent nodules.

HYPNOTIC LIGHT DISPLAY

Many native Hades creatures do have some light detecting organs, allowing them to detect shadows and locations where the ice has thinned due to volcanic activity. But they typically never encounter light stronger than a candle flame. Once every three hours a Gulper Eel can create a display of very bright and colorful lights in a dizzying pattern. These

cause native creatures to suffer seizures due to the neurological overload, rendering them helpless for hours. These displays can affect characters to a lesser extent, if they fail a standard STA check. Characters won't suffer seizures but they are temporarily stunned, confused, and disorientated for 2-5 rounds (1D4+1). This attack affects everything in a 10-meter radius.

SWALLOW WHOLE

Stygian Gulper Eels deliver incredibly fast bites, telescoping their jaws into a huge radius creating a vacuum in their bodies to suck victims in. Stunned victims under SIZ 85 who are struck with a bite attack suffer 3D10 points of damage and are automatically swallowed. All other targets are allowed an RS check to resist being swallowed whole. Those swallowed by Gulper Eels suffer 2D10 points of automatic damage each round until they or the Gulper Eel dies, or the creature releases them. Gulper eels release victims via regurgitation if they suffer more than 15 HP of damage to the interior of their bodies.

ULTRA-THICK HIDES

The black pebbled hides of a Stygian Gulper Eel are incredibly resilient, halving all inertia damage inflicted to the creature. The hides of such creatures are greatly valued by the pirates of Hades, as they can be processed into a glossy smooth black leather. Garments made from Stygian Gulper Eel leather have the same effect as a civilian skinsuit, able to absorb 75 points of damage (as opposed to just 50) before being destroyed. The body of a fully grown Gulper Eel can fetch about 250 Cr, and can produce about five full sets of armor.

A Stygian Gulper Eel slowly approaches its prey until it is within 10-meters, then attacks with a bio-luminescent light display. If any creatures seem stunned it targets them, attempting to swallow them whole. If successful it quickly swims away with its prize while their internal gizzard crushes and grinds their prey to death. As these creatures only need to eat once every standard year a single successful attack is all it requires. If its initial attack doesn't result in its prey being swallowed, it may continue biting in hopes of killing its target.



STYGIAN SEA NETTLES

TYPE	Large Plant Carnivore
NUMBER	1
MOVE	Fast, 90 m/turn within a 90 m radius, drift with currents
IM/RS	9/90
STAMINA	100 to 200
ATTACK	65
DAMAGE	1d10 or 2d10
SPECIAL ATTACK	Grapple Ambush
SPECIAL DEFENSE	Camouflage
NATIVE WORLD	Hades

The Stygian Sea Nettles is a plant-like carnivorous creature that looks like a mass of sea weed with thorns on its edges. It anchors to a rock formation and will strike at anything that comes within its 90 meter reach or drift with the currents and strike at anything that comes within 90 meters. It wraps its victims in tendrils that grope and cling because of the thorny edges to then consume them in a maw at the center of its mass of seaweed like tendrils.

It has a number of tendrils equal to its Stamina divided by 10 rounded up. A tendril can be cut away in combat by doing 10 STA worth of damage with a cutting implement. The creature will have a number of attacks equal to its number of tendrils divided by 2 and rounded up thus 9 tendrils equals 5 attacks. The sea nettles can make one individual attack per two tendrils for 1d10 or use 5 tendrils for a grapple attack that does 2d10 damage but uses the wrestling rules on page 25 of the Alpha Dawn Expanded rules and these tendrils do an automatic 2d10 damage each turn their target remains grappled. It can grapple up to two targets and then make one attack per two tendrils not employed in grappling at 1d10.

CAMOUFLAGE

Stygian Sea Nettles blend into the background and is 70% likely to go undetected until it attacks. Being undetected in camouflage gives the creature a +20 bonus to its first attack.

AMBUSH GRAPPLE

If the sea nettles have gone unnoticed due to its camouflage it's first attack automatic hit and will wrap (grapple) one target with 5 tendrils for 2d10 damage and a grapple condition (RS save to avoid the grapple condition). Use the wrestling rules on page 25 of the Alpha Dawn Expanded rules after the first attack.

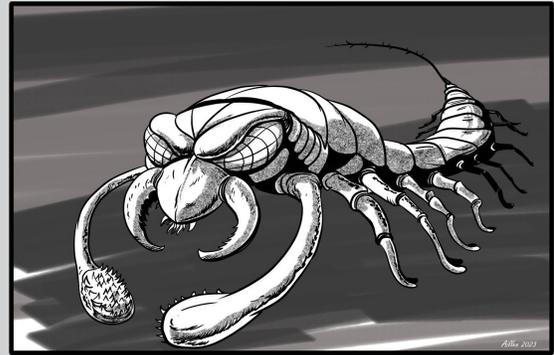


STYGIAN ROCK LOBSTER

TYPE	Medium Carnivore/Scavenger
NUMBER	1 to 2
MOVE	Fast, 90 m/turn
IM/RS	6/55
STAMINA	80 – 100
ATTACK	75
DAMAGE	1d10 Grapple or 3d10 Bite
SPECIAL ATTACK	None
SPECIAL DEFENSE	Hard Shell
NATIVE WORLD	Hades

The Stygia Rupe Locusta or Stygian Rock Lobster is the garbage disposal of the Stygian Seas. It looks like a demonic 2 meter lobster. It can be found creeping along the bottom but swim rapidly for short distances to attack. It has two arm like appendages with grasping pad that are covered with thorn like hooks that it uses to grapple (wrestle). If it has grappled

an opponent and that opponent has not broke free as per the wrestling rules the Rock Lobster will then perform a bite attack at a +20% bonus. Swimmers suffering a bite attack from this creature will have their diving suits punctured 70% of the time from an individual attack.



HELL SHRIMP

TYPE	Tiny Omnivore/ Scavenger	Small Omnivore/ Scavenger	Medium Omnivore/ Scavenger	Large Omnivore/ Scavenger
NUMBER	5 to 50	1 to 10	1 to 5	1 to 2
MOVE	Fast, 80 m/turn	Medium, 60 m/turn	Slow, 40 m/turn	Slow, 35 m/turn
IM/RS	7/70	6/60	5/50	5/45
STAMINA	1 – 10	5 – 20	20 – 100	100 – 150
ATTACK	60			
DAMAGE	1d5	1d10	2d10	3d10
SPECIAL ATTACK	None	None	None	None
SPECIAL DEFENSE	Swarm	Hard Shell	Hard Shell	Hard Shell
NATIVE WORLD	Hades			

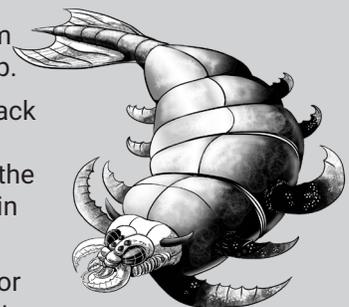
Because the rogue planet Hades is a secret pirate enclave, little is known about the Squilla Infernum or Hell Shrimp. It is an omnivorous scavenger that feeds on algae, flora, fauna, and carrion. They also have cannibalistic tendencies and will feed on the smaller hell shrimp if they can be caught.

Living in the mineral-rich seas of Hades, the Hell Shrimp affixes minerals in its carapace shells. This makes the shells hardened, providing a skein suit-like effect where all ballistic/kinetic type damage is halved. At least one vrusk

pirate leader on Hades has become enamored of sculpture produced from the carapace shells of the Hell Shrimp.

Swarm: When the tiny Hell Shrimp attack they will use a Swarm Attack on one creature. This attack, combined with the speed makes them difficult to target in combat: -10%.

Hard Shell: Hell Shrimp of small size or larger have developed hard shells that act like a skein suit equal in strength to their STA. Thus ballistic and kinetic type attacks do half damage with half being subtracted from the hard shell.



STYGIAN TUBE WORM

TYPE	Tiny Omnivore Immature	Giant Omnivore Mature
NUMBER	1 to 10	1
MOVE	Medium, 65 m/turn	Slow, 35 m/turn
IM/RS	5/50	4/40
STAMINA	85	300
ATTACK	60	65
DAMAGE	2d10 + Special	8d10 + Special
SPECIAL ATTACK	Drag to Greater Depths	Drag to Greater Depths
SPECIAL DEFENSE	None	None
NATIVE WORLD	Hades	

These creatures dwell in tower-like homes anchored to the floor of the Stygian sea. These towers are as strong as crete and made from the worm's hardened excrement. They are blind worm-like creatures with rubbery mucus-covered bluish-white skins and a wide circular mouth. These mouths are filled with multiple rows of incredibly hard, very sharp, highly valuable (see below), curved, serrated teeth. At the base of these tubes are the creature's feet, six wide incredibly strong suction cup like flippers, which the creatures use to shuffle into ever deeper waters over the course of their long lives. These towers move so slowly they're imperceptible, moving less than 50 meters a year. Immature Stygian Tube Worms populate the shallows (between 20 and 120 meters), while the enormous adults dominate Hades' deepest depths.

DRAGGING BITE

Stygian Tube Worms attack by launching themselves upwards, grabbing a victim in their rasping maws, and then dragging to the base of their tube. This allows the majority of their bodies to be protected from harm, leaving only their heads vulnerable. After biting a victim, the tube worm holds onto its prey and thrashes their head back and forth. Adult Stygian Tube worms are solitary while immature worms group together in packs of up to 10 individuals to ambush groups of prey from below.

IMMATURE STYGIAN TUBE WORMS

Immature Stygian Tube Worms have an attack range of 15 meters from the tops of their 5-meter-tall tubes. They can reach targets swimming at depths between 5 and 135 meters, depending on how deeply the creatures are rooted. Bitten victims suffer 2D10 points of damage, are held only and dragged 15 meters deeper on the following round. This can be dangerous if this new depth falls below

an AGS' safe operating limit. If an initial attack fails, worms attempt to bite 2 or 3 more times before retracting back into their tube. During this time, they're vulnerable. Once retracted back in their tubes, with only their heads exposed, attacks against them suffer a -15% penalty (treated as a Large Target under Hard Cover).

After the initial bite Stygian Tube Worm thrash their heads about as their rasping teeth gnaw into a victim's flesh, inflicting an automatic additional 1D10 points of damage each round. Bitten victims can attack the tube worms biting them, but suffer a -10% penalty due to being jostled

about. Immature tube worms release their prey and fully retreat into their tubes after suffer 50 or more hit points of damage.

MATURE STYGIAN TUBE WORMS

While mature Stygian Tube Worms ignore individuals or groups of characters as too small to be worth attacking, submarines are another matter. These behemoths have an attack range of 100 meters above the tops of their tubes, which can be found depths deeper than 200 meters. Their powerful jaws can grab and crush the hulls of submarines with ease compounded by the crushing force of a rapid 100-meter descent. Bites cause 8D10 points of damage per round, with keeper's needing to consult the vehicle combat table. Dozens of pirate submarines have been damaged and destroyed by surprise attacks from mature Stygian Tube Worms. Known locations of these creature's hunting grounds are avoided at all costs.



STYGIAN KNIFE

Made from the longest teeth of immature Stygian Tube Worms, these beautiful ivory blades are greatly prized. Created by master craftsmen, each is unique, hand carved for specific wielders, decorated with intricate scrimshaw to become heirlooms passed down across generations. The molecular composition of Stygian Tube Worm teeth is quite unique; stronger and lighter than most metals, ceramics, carbon fiber or composite materials currently produced across frontier space and they are undetectable by metal detectors. Once crafted and treated the blades never need sharpening and are near indestructible. Stygian Knives deliver as much damage as a vibroknife, but are completely unpowered. Hunters bringing the severed head of immature Stygian Tube Worms to a master craftsmen have a 50% chance that the specimen has between 1-10 teeth per specimen suitable for crafting into knives. Craftsmen typically offer 50cr for each usable tooth.

Weapon	Damage	Modifier	Defense	Mass	Cost
Stygian Knife	2d10	+5	Inertia	—	250 Cr

Classifieds

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NFO01

MISSION FOR RANK 1-2 CHARACTERS

FRONTIERSPACE HARVEST MOON



HJG
HOJMAN DESIGN GROUP

Your comm-link springs to life with an incoming message. "Ground team, this is the Star Skipper, we are tracking a vessel bearing down on us from the far moon. Please be advised."

Instinctively, each member of the team gazes toward the night sky and the orbiting Star Skipper. Their visibility unhampered by the thin atmosphere of the moon, Tarax, a point of light glides across the veil of space. Someone points to the horizon – another point of light racing to intercept the Star Skipper! Breathlessly you watch, your comm-link begins to belch static carrying with it a few broken words. "We... under attack! Ground..., the farm is yours." A few moments later the Skipper is gone.

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THE SCIENCE OF A ROGUE PLANET IN STAR FRONTIERS

By Thomas Verreault

Images by NASA

Rogue planets ejected from their star system drifting through space are now thought to be far more common than ever guessed before. Most are thought to be the size of Mars or smaller. Even with volcanism most will quickly cool and become a frozen waste. If they have atmospheres hydrogen could be a dominant gas. Drifting through the cosmos they would be dark, cold, and lifeless.

So why are we developing one as a locale to visit within the setting? The simple answer is that it would be different, cool, and interesting. We have hand-waved some science but tried to justify as much as possible on something resembling science.

To begin with, without the friction caused by the pull of gravity from other celestial bodies a rogue world would quickly freeze over. One possibility to keep it warm would be through the decay of radioactive isotopes. This is perhaps not enough to warm our planet so this is the biggest area of hand-wavium where there is a silicone-based life form on Hades. This lifeform is much like the Horta from the original Star Trek episode "Devil in the Dark" that tunnels through rock and generates heat contributing to a world with frozen ice crust but a warm ocean beneath. Volcanism, in Hades, has been potentially maintained through a number of factors ill-understood by science. Sady its current colonists are all pirates and their slaves and there is little incentive to do the scientific investigation necessary to unravel this mystery. Some of the pirates have even suggested there must be an ancient alien artifact at the core of the planet to explain this mystery. Whatever the explanation, the surface of Hades is a frozen hell except for the very few volcanic islands that poke through the icy crust.



The next consideration is that the planet is dark with a darkness blacker than black. Drifting light years from the nearest star, it is effectively invisible to detection even if scientists had an idea where to look. The pirates will tap into the readily available geothermal energy but with atomic energy being so readily available to civilians it is also possible some of the pirate colonists rely on atomic reactors similar to the atomic drives powering the fastest starships. The only surface community will be ablaze with artificial light to guide the shuttles and starships to its starport and to stave off the oppressive blackness of Hades' perpetual night.

When it was ejected from the star system of its nativity Hades may have retained some of its spin and velocity. The skies of Hades, though dark will be a constantly changing tableau of stars and constellations as it rotates and hurtles through space. A frequent question asked is, "at what speed could we expect a rogue planet to travel?" It is speculated that most will potentially have a velocity similar to their orbital velocity. Hades was to some extent patterned after Mars.

How fast would a rogue planet like Mars potentially travel?

- The orbital velocity of Mars is 24.08 km/s
- $60 \text{ seconds} \times 60 \text{ minutes} \times 24.08 \text{ km/s} = 86,688 \text{ km/hour}$
- The setting's Galactic Standard Time (GST) year is 8,000 hours long
- $8,000 \text{ hours} \times 86,688 \text{ km/hour} = 693,504,000 \text{ km/GST year}$
- A light year is 9.46 trillion km $\div 693,504,000 \text{ km/GST year} = 13,641 \text{ years to travel a light year}$

We have to guess what sort of event led to the ejection of the rogue planet and what effect this had on its velocity. We can only speculate about the eons of travel through space and whether it has had a close pass with a star or black hole that impacted its velocity. Thus a speed of 10,000 to 25,000 and perhaps even 50,000 years of travel per light year is well within the range of possibility. No matter what the rogue planet's velocity is, once it is placed within a square or hex on the interstellar map it will remain within that square or hex for millennia.



While the planet is moving, astrogators will have to constantly adjust their computations to factor in that velocity during their jump calculations to plot a jump. This is not an insurmountable navigational problem once the velocity and vector of the rogue planet is known.

How would anyone ever find Hades is a question with answers suggested by the very rules of void jumping in the Knight Hawks (KHs) rulebook. When a ship missjumps it ends up at a random star within a radius of light years of the system it sought to reach equal to the number of light years the ship was attempting to jump. It is presumed, although the rules don't specify this, that the ship will not appear in the system from which it was jumping. If there are no systems within that radius then the circle is expanded by one light-year until there are one or two star systems to choose from. Since it is not possible to jump into empty space, these rules mechanics suggest that the gravity wells each system represents are important to the physics of void jumping. Somehow gravity reaches into void space and pulls a starship out of it always in the vicinity of a significant gravity well, which is usually a star. However, should a missjump occur and there are no stars within the light-year radius of the jump then it is conceivable that a rogue planet might just represent enough of a gravity well for a ship to depart void space at its location. This is most likely how the first pirate crew discovered Hades and then decided to stash some loot there which eventually led to a pirate haven being established on the planet.

Authorities within the Frontier will begin to suspect the presence of a pirate haven somewhere or even begin to receive rumors of its existence. Space Fleet and Star Law could look for it but when the suspected region of space that it might be in is 10 or 14 light years in diameter the possibility of locating it would be next to impossible. Some experts within the setting might scoff at its very existence, not believing it is possible for the gravity well of a rogue planet to pull a ship out of void space.

One piece of Frontier technology that might allow for observation of or detection of the rogue planet is energy sensors. According to KHs:

"Energy Sensors detect the radiating energy of chemical rockets, atomic rockets, and any other source of extreme heat. This includes stars, nuclear explosions, volcanic activity, and even large geysers, but not ion engines. Energy sensors can detect very strong sources of heat, such as stars, at ranges of up to 100 light years. The radiating energy travels at the speed of light, so the information detected from a source 20 or 30 light years away will be 20 or 30 years old."

Two details stand out about energy sensors, they can detect stars from 100 light years away and volcanic activity. My assumption has always been that this volcanic activity is only detected within a star system. Could energy sensors detect a rogue planet heated from within with volcanic activity at a 5 to 7-light-year range? It's possible but perhaps not very likely. I would speculate that a pirate astrogator with knowledge of where the planet should be might be able to use energy sensors to detect its presence as he plots a jump to the planet. Still, this information gathered by the energy sensors will be old information due to the speed of light.

As to why the pirates can find the planet and the rest of the Frontier cannot, I speculate it's linked to the fact that it is a rogue planet. It may be that a pirate astrogator worked out the movement vector of the rogue planet and this is known to the pirate clans and thus makes determining the current location a simple mathematical calculation. From time to time Space Fleet or a militia service might recover jump coordinates from a captured pirate vessel but these quickly become out of date. Preserving the hidden pirate enclave from the prying eyes of Space Fleet or the militias.

Food will be a premium trade good on such a planet needing to be grown with hydroponics and growth lights or imported. Slaves will be common as the pirates cannot afford to let anyone go who would report on the existence of Hades. The only law will be the Pirate Compact and the threat of violence. For the pirates, it will be their haven and "Las Vegas" but for their victims, it will be a dismal hell. Its rumored location is scoffed at by many but sought by only the most dedicated Star Law agents.

ROGUE MISSION

By Thomas Verreault

Star Maps by "Ser Olmy"

SET UP & BRIEFING

Twenty years ago the heir apparent to the Crown of Clarion was traveling to Gran Quivera in the Prengular system to attend University. The Royal Yacht was waylaid by pirates and later found a drifting hulk with many of the corpses of the Royal Marine crew still on board. The prince's (or princess') body was never found.

The Crown of Clarion mounted an intense investigation into the fate of the prince for 10 years. It is rumored that the Royal Secret Service managed to plant numerous spies in the Pirate Enclaves on Outer Reach and compromise multiple pirate networks with not even a good lead to the fate of the Prince. After a decade he was declared dead and his younger sister was advanced to heir apparent.

Fifteen days ago a pirate ship was destroyed by the Royal Marines out beyond the Planaron Asteroid Belt but one member of its crew escaped in an escape pod. The escape pod was quickly picked up and its occupant, a pirate known by the alias Rafe Dog, was taken into custody. His chronocom was seized and after a court order, its data was downloaded. To the shock of everyone involved in the case, data within the chronocom reveals it to have been the property of the missing prince.

It's beginning to look like the prince may have survived the original pirate attack on the Royal Yacht and been taken to a secret enclave on the rumored pirate haven of Hades. The pirate refused to divulge what he knew and he was questioned under the influence of the Tellol drug. Rafe Dog picked up the chronocom on Hades in the stash of supplies of a held by the pirate kingdom he has membership in. The hope is that the prince is a slave and still alive within this pirate kingdom

Luckily this pirate is an astrogator and after much negotiation has agreed to plot the course to Hades for an undercover team of Royal Marines masquerading as pirates. If he helps chart the jump to and from Hades and assists the Royal Marines with rescuing the prince he will be pardoned by the Crown and paid a generous sum of money. Note: a pardon from the Crown of Clarion is only valid on Clarion and would not apply to crimes that Star Law wants him for.

Rafe Dog will make introductions of the uncover team to a leader of a pirate kingdom on Hades using the

following cover. His ship was destroyed in battle but he managed to be rescued by a band of smugglers turned pirate and offered to bring them to the secret pirate haven, Hades. Between Rafe Dog's introduction and a hold full of valuable food and rare wines, it's hoped that the undercover team of Royal Marines can join the pirate kingdom and begin searching among the slaves.

The undercover team is staffed with all volunteers due to the danger of not returning. Team members who survive and return from the mission can expect a reward of 10,000 Cr from the Crown and potentially a commendation besides their regular pay. Those who return with the Prince can expect a larger reward (double or triple) and possibly a knighthood. Rafe Dog has been injected with a placebo but told it was a slow toxin and that he only gets the antidote upon return to Clarion.

THE CAPTURED PRIVATEER

The Royal Marines had captured a Thruster Class privateer that now had impeccable new papers and provenance proving it was a ship suspected of smuggling. The Player Characters (PCs) will use it for this mission and can outfit it with equipment similar to an assault scout detailed in the Frontier Explorer #22 "Assault Scout Standard Equipment".

CAPTURED PRIVATEER

Thruster Class Privateer

HS 2, HP 10, DCR 26, ADF 4, MR 5

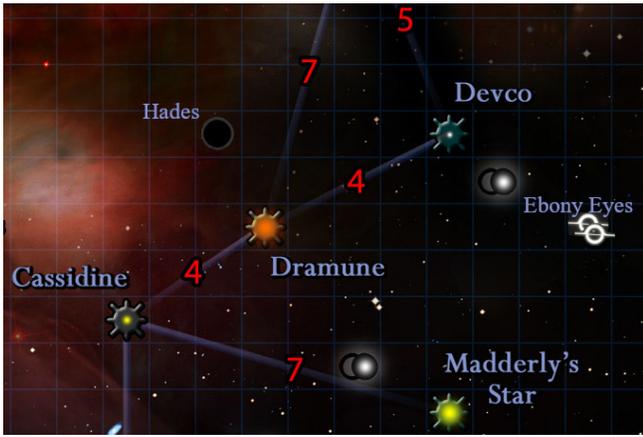
Weapons Laser Pistons x2, Assault Rockets x4

Defenses Reflective Hull

Passenger Accommodations N/A

Ship's Vehicles N/A

Laser Pistons: FF, RD, DTM 0, Damage 1d5, Range 6



TRIP TO HADES

Hades can be jumped to from Cassidine, Dramune, Devco, and Fromeltar. The closest approach for the player characters is Cassidine. It will take 80 hours to plot the void jump from White Light to Madderley's Star and 70 hours from Madderley's Star to Cassidine. This pretty much dictates 15 days of travel. It might be wise

Kingdom Name	The Marauder Enclave or just the Enclave
Pirate Clan	The Corsairs
Location	Rocky upwelling from the sea floor 50 km from the "Gates of Hell" settlement
Primary Race	Human
Current Leader	Branex Neck Breaker
Signature Weapon	Laser Pistol
Mode of Operation Focus	Smuggling, Illicit substances, Fencing

HISTORY

The oral history of the Corsairs is that they were originally founded by a lieutenant of Hatzk Naar but Star Law's first report on the Corsairs dates from 35 years after the First Common Muster so this is unlikely. The band was originally known for slavery, smuggling, and fencing starships to megacorps. In the past 15 years, it has shifted heavily into the illicit substances trade. It was among the earliest bands to settle on Hades and has strong ties to Outer Reach.

CURRENT EVENTS

The Corsairs have lost several ships to Space Fleet and militia action in the past 10 months endangering their income streams. The player characters (PCs) showing up with a privateer and asking to join the band is a stroke of good luck but the current leader is not about to roll out the welcome mat too fast.

for the player to take a brief layover at Cassidine. It is 4 LY from Cassidine to Hades and thus 40 hours to calculate the void jump to Hades.

TESTING THE PCs

When the PCs arrive at the Gate of Hell Settlement, Branex happens to be in residence at the Corsair House, a clubhouse/tavern for Corsair crews to reside at while in the settlement. He is planning a mission and will entertain the idea of PCs joining the band.

1. Branex will grill the PCs on who they know in the smuggling business but between Naval Intel and Rafe Dog, they are well briefed on the who's who in the smuggling community. This can be a role-play encounter or a "roll play" depending on the game master and players involved. If it is a roll play encounter, all the players must make a PER check and if the majority passes they advance to an easy task, but if the majority fail they advance to a difficult task
2. Easy Task: Branex asks the PCs for the head of the Stygian Tube worm. The presumption is the PCs will have to acquire diving gear and a mini-sub to go hunt a tube worm. There is a trade in tube worm teeth and a few craftsmen work them into Stygian Knives that are works of art. Only the teeth of the immature tube worm are used but the PCs will have to find this out for themselves. If they do come back with the head of a mature tube worm, Branex will give them a hard time about the teeth not being usable but he will be impressed and set another task.
The PCs could easily purchase the head of a tube worm from a hunter or V'rr'ck, the disabled vrusk scrimshaw carver in the settlement. The head of a tube worm head has 1d10 teeth that are usable for Stygian Knives and craftsmen will pay 50 Cr per tooth. Old V'rr'ck just paid 300 Cr for a tube worm head and could be induced to sell it for triple or quadruple what he paid for it.
3. Difficult Task: Obtain a Clan Lash (see the article Planet of Rogues) astrogation database. Clan Lash has a drinking establishment in Tortuga Dome in the Gates of Hell (see the article "Hades, Rogue Planet"). They also have an atmospheric shuttle that operates like a plane and a tail-first landing HS3 privateer at the starport section of the settlement. The shuttle does not have an astrogation database but the privateer vessel and the Clan Lash clubhouse do.

If the PCs try for the shuttle use The McCameron Class shuttle deck plan from Frontier Explorer 2 and apply level 2 security measures. No active guards are watching the shuttle. Failure or triggering alarms by

the PCs will heighten Clan Lash's security across the board.

If the PCs try for the HS 3 privateer use the assault scout deckplans and call it a nonmilitary version of the assault scout with a LB, and AR x2, ADF 4, and if other stats are needed use those of the assault scout. Use level three security measures. One robotic guard is standing guard (not patrolling) on the landing pad. It has an installed chronocom and will call the human guard inside the starship on its first turn to act in a tactical situation. MUTT Combat Robot (Level 4, Std Body & 100 STA, Walking movement 120m/turn, Type 1 parabattery 500 SEU, Reange & Melee: 70, IM/RS 7/70, Data Source Frontier Explorer 3). The yazirian guard is in the galley eating and when alerted he will run for the gunner's station for the ship's laser battery although it's almost certain that it will be useless against the PCs storming the ship. He will also call the Clan Lash tavern/clubhouse on the second turn after the robotic guard calls him. Yazirian guard stats (RW 40, M 50, PS 3, IM 5, RS 45, STA 40. Skein Suit 50pts, Gyrojet 2 clips, sword, tangler grenade, chronocom).

To access the astrographic database of the shuttle or the privateer, the PCs must reach the bridge and contend with a level 3 computer security program and they can access and download the astro database. Downloading will take 2 minutes to a file computer, which resembles a tablet (Zebulon's Guide) and is provided by Branex. If they don't try to operate any of the ship's controls they will not have to deal with the computer lockout program. If the yazirian guard has alerted the Clan Lash clubhouse the PCs can expect a group of 15 Clan Lash warriors to arrive running on foot in 10 minutes.

If the PCs try to enter the Clan Lash tavern/clubhouse under a ruse of being there to drink a member of Clan Lash will pick a fight with one of the PCs as a test of "metal" in a good old-fashioned barroom brawl. Should this PC be carrying the file computer provided by Branex there is a 50% it will be broken or damaged during the fight. If the PC wins then the whole group can stay and drink. The PCs will need to find a way to get into a second-floor office reserved for the clan leader who is at their kingdom and not present at the Gates of Hell. The office has a level 3 lock and a shock plate defensive device (treat it as a stun stick). The computer has a level 3 computer security program and downloading the astro database will take 2 minutes.

If the PCs gain an astro database from Clan Lash by any means Branex plans to use it to locate the rumored Saurian cryo-ship and remove it as a resource for Clan Lash. This will take them down a peg in the politics of the pirate kingdom and be a payback that they have had coming according to Branex. He will ask the PCs to join the Cosairs on a raid as their final test. This will be a KHs battle between the PC's ship and Branex's



ship vs two Clan Lash privateers around a gas giant in an uncharted binary star system.

ORDER OF BATTLE

PC's SHIP

Thruster Class Privateer

HS 2, HP 10, DCR 26, ADF 4, MR 5

Weapons Laser Pistons x2, Assault Rockets x4

Defenses Reflective Hull

Ship's Vehicles N/A

Laser Pistons: FF, RD, DTM 0, Damage 1d5, Range 6

CORSAIR SHIP

Light Speed Lady Class Privateer

HS 4, HP 20, DCR 32, ADF 4, MR 4

Weapons Laser Battery, Assault Rockets x3

Defenses Reflective Hull, Masking Screen x1

Ship's Vehicles N/A

LASH PRIVATEER #1

HS 4, HP 20, DCR 32, ADF 3, MR 4

Weapons Laser Battery x2, Rocket Battery x2

Defenses Reflective Hull, Masking Screen x1

Ship's Vehicles N/A

LASH PRIVATEER #2

HS 2, HP 10, DCR 26, ADF 4, MR 5

Weapons Assault Rockets x4

Defenses Reflective Hul

Ship's Vehicles N/A

Should the PC's side defeat the Clan Lash vessels in combat they can board the saurian cryo-ship. The Saurian ship is HS 30 ship and is recognizable as being Saurian. If Branex's ship is shot up badly he will use members from the PC's crew and will revive several saurians from cold sleep. Part of the PC's task is to access the Saurian computer and locate Saurian medical and spacer personnel. Branex wants them to be able to get their ship moving and travel to a UPF system depriving Clan Lash of their ready supply of Saurian slaves.

Once the PCs are accepted into the Corsairs they can freely use the clubhouse at Gates of Hell and travel by Corsair transport sub to the Corsair kingdom. They will find only a few well-treated slaves among the Corsairs as it seems that Branex does not like the slave trade and the few slaves kept by the Corsairs are elderly and seem to be kept out of compassion. If the PCs discover that Branex is or was the Prince he will not consent to return to Clarion without freeing the 200 slaves at the settlement but naturally, the other pirate bands will object. The players will have to devise a plan to do this.

COMPLICATIONS

For Complications Roll 1d5 (or choose by referee fiat)

Roll 1d5	Result
1	The Prince is Dead
2	The Prince is a Slave
3	The Prince is Branex
4	The Prince was sold to another Pirate Clan
5	The Prince has disappeared without a trace

NON-PLAYER CHARACTERS

Rafe Dog

Male Human

STR/STA 40/35 PS 2

DEX/RS 40/44 IM 5

INT/LOG 45/45 Bm/Mle 40/30

PER/LDR 40/40 MV Medium

Skills (PSA Tech) Beam 2, Melee 1, Computers 6, Astrogation 3

chronocom, implanted tracker

Branex

Male Human

STR/STA 50/50 PS 3

DEX/RS 60/55 IM 6

INT/LOG 55/50 Bm/Mle 60/70

PER/LDR 60/65 MV Medium

Skills (PSA Tech) Beam 3, Melee 4, Computers 2, Technician 6

Chronocom

Skein Suit

Albedo Screen w/50 SEU Power Beltpack

Laser Pistol w/2 20 SEU Power Clips

sonic sword w/1 20 SEU Power Clip

Classifieds

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Looking for entrepreneurial individuals for start up services on the planet of Volturnus. Franchise licenses and start up grants available for those willing to relocate and willing to sign extended length contracts. This is lucrative opportunity to start your own business in the burgeoning tourist industry currently in development on Volturnus, a super hot market as many are seeking adventure on this recently discovered planet. Applicants must be adventurous and strong of heart and stamina.

THE WATER BUG

By Tom Verreault

Art by Aillen Taylor

THE VRIK SUBMERSIBLE

Also known as the “water bug”, the Vrik is manufactured on Terledrom by a Trans-Travel subsidiary trade house called K'txk Kraft. K'txk translates as “water” in Pan Gal. Vrik is a small amphibian creature native Terledrom. The Vrik vehicle was developed as a personal submersible recreational vehicle for resorts on Terledrom. Still, it was used to explore Terledrom's moon, Leen where the Nagana were discovered, and the shallow oceans of its sister planet Groth.

The Vrik submersible uses a type A Parabattery which allows for a range of 400 km. The vehicle will seat two and has two life support (LS) packages that are similar to the LS used by space suits but are not interchangeable with those used in a vacuum. However, these aquatic LS packages can be recharged in the same way as vacuum LS packages. The aquatic LS packages will sustain two occupants for 10 hours and one for 20. It has storage space for .5 cubic meters and 20 kg of weight but if the passenger seat is empty it can carry another 85 kg.

The vehicle's thrusters can impart a speed of 6 kilometers per hour or about 3 knots. During a game turn of 6 seconds, it can do 10 m at maximum thrust.



Its turning speed is 10 m, meaning it can turn 45° every 5 meters of movement. The submersible can dive to a depth of 5 km. The total weight of the submersible without occupants is 2000 kg.

The vehicle has a base price of 50,000 Cr (rental: 100 Cr + 100 Cr/day). There are two hard points for mounting mechanical arms. The mechanical arms are very similar to the standard extra pair of robotic limbs at 800 Cr with an installation cost of 80 Cr.

DISCOVERY



TOM STEPHENS

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Discovery is the first novel by author Tom Stephens. Set in an alternate universe, it chronicles the challenges and trials associated with the accidental discovery of faster than light travel and humanity's first interstellar journey.

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THE STAR DEVIL'S TRIANGLE

by Richard 'Shadow Shack' Rose

Welcome to this issue's installment of the Star Devil's Triangle, a recurring column of the Star Frontiersman where we vividly and vehemently vex you with vile and vicious villains. Whether you are running an extended campaign setting or a one-shot adventure, you will never have enough challenges to throw at your gaming group. Here at the Star Devil's Triangle, we aim to lighten that load a little bit with each issue.

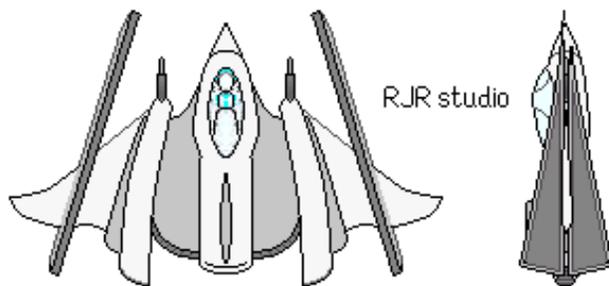
In this installment I will introduce you to the major nemesis of my own campaign, a dark setting where the Frontier is overtaken by an upstart dictator who rises to power and dissolves the UPF in order to establish absolute rule. Once his forces overtake a UPF world, he establishes his own governing rule and secedes from the Federation in order to form the Sovereign Domain Authority (SDA) with but one goal: Frontier domination. Say no more, we're bringing on one of the baddest of bad guys this time...welcome to The Dominion!



The SDA (or "Soon Uprising") is under the leadership of Magnate General Yan-Soon Shea-Dow. Little is known about Shea-Dow save for the following: Yan-Soon began his military career in the Truane's Star government, starting off as an enlisted soldier and eventually graduating from officer training school and entering the field of tactics. He served under Lieutenant Colonel Louis V. Jameson as chief tactician, laying down the strategies for Jameson's final mission before the Colonel's retirement of 22 years' service.

He disappeared shortly after Jameson's retirement, roughly around the same time when Jameson signed on to lead the original Voltturnus Exploration team. Popular theory has it that Shea-Dow was approached by or even joined the Free Frontiersmen Foundation before going AWOL. He spent at least fifteen years away from the Frontier and all UPF worlds carrying out his master plan, building up a massive war machine founded upon his knowledge of military operations, financial resources, and his hidden base of operations.

It is widely believed that said private base or planetary operation is located in an uncharted system from which to operate and strike out against the Frontier. It is also believed that at least one large corporation is assisting in the finances of this operation, possibly Strel as another popular rumor dictates that he shares clan relations with Strel's CEO Hilo Headow... who naturally denies any association with or relation to Yan-Soon. Nonetheless, such theories of Strel funding and/or supplying Yan-Soon's efforts are supported by the plentiful numbers of Strel designed starfighters that SDA utilizes. Furthermore, these fighter craft are being ferried from site to site on massive dreadnought¹ carriers that also appear to be of Strel design. While the Strel S-1 Piranha² fighter craft are certainly plentiful in production and common enough throughout the Frontier, Strel denies any such carrier designs have been constructed at their shipyards.



Strel S-1f Piranha class light fighter

Also noteworthy, his title of General is self-appointed as he never made it past Lieutenant in the Truane's Star government. Titles aside, this upstart dictator is not one to be taken lightly as he is capable of strategies in league with the wisest of generals. He has gone public

¹ Note: More information regarding the construction and utilization of Dreadnought sized starships will be forthcoming in a future issue of the Star Frontiersman Vol 2.

² See issue #29 of Star Frontiersman Vol 2 "Stellar Steel from Strel" for more details on the S-series starfighter line.

with declarations of intent on taking over a UPF system and seceding from the Federation. Such actions would place said world with access to companies wishing to participate in immoral or illegal ventures and research outside UPF jurisdiction and beyond the reach of interstellar law, up to and including the possibility of piracy and other criminal operations. Since a local system's government does not fall under the charter of the UPF, they can not get involved despite the threat of secession. The UPF charter allows for such acts, although it would be economically, historically, and politically foolish. However, Yan-Soon is a clever fellow who is very charismatic, motivated, and well-funded... just the type who might be able to pull it off.

Yan-Soon has led several such efforts with the most recent attempt occurring in the outpost world of Histran in the Scree-Fron system, which would have succeeded if not for a group of crafty civilian freight haulers in conjunction with the local militia of neighboring Hakosoar that thwarted his take-over. Considering his vast resources though, it is highly unlikely that such an event will be so easily prevented next time around as there have been reported sightings of SDA capital ships and multitudes of fighter



Art by Richard SS Rose via HeroMachine

squadrons, including White Light and Dixon's Star...so the next outbreak could no doubt become a military campaign targeting SpaceFleet at the very least.

Last but not least, Yan-Soon has appointed a handful of top agents under his command. Ace fighter jockeys, LandFleet commanders & special operatives, vehicle & artillery specialists, Fleet officers & spacers, doctors & scientists, you name it...if there's an expert in any given field, the SDA has recruited one or more of them.

SDA RANK & FILE

If you choose to run the Sovereign Domain Authority in your game, the following information serves to help. A list of Yan-Soon's personal staff appears on the Most Wanted poster, arranged from highest ranking to lowest, feel free to specify them as you see fit.

The positions below are the most common types one will encounter, each accompanied by a brief description.

OFFICERS

These personnel are typically entrusted to lead troops and manage various operations and maneuvers. Use typical army officer rankings to distinguish them according to importance (Lieutenant, Captain, Major, Lt. Colonel, and Colonel). The uniforms are equivalent to a skainsuit, and defensive screens are not uncommon among officer ranks. The following ability bonuses and skills will be granted to such characters (after generating the basic scores for any given race):

+5 INT & LDR

Ranged Weapon:2-4, Melee Weapons:1-2

25% each for Medic, Environmental, Technician, and Computer; each at 1-3

COMMANDERS

These are simply officers in charge of a particular operation or establishment, ranked as Captain for smaller ventures such as an outpost or foothold operation up to General for major operations such as a garrison, base, or even a full scale city containment. Uniforms are identical to officers save for the distinguishing command epaulets and a black armband with the SDA logo worn on the right appendage. Commanders receive the following bonuses & skills:

+5 INT, +10 LDR

Ranged Weapon:2-4, Melee Weapons:1-2

50% each for Medic, Environmental, Technician, and Computer 1-3; each at 1-3

25% each for a second Ranged Weapons skill @ level:1-3 and Martial Arts: 1-2



OFFICER

Art by Richard SS Rose via Hero Machine



SOLDIER



SHOCK TROOPER



TECHNICIAN

SOLDIERS

These are the basic troops that can be encountered in most locales. While not overly remarkable, the SDA war machine is very efficient in their recruiting efforts and there seems to be no shortage of boots on the ground. Soldiers wear military skensuits with an ablat-coated flak jack that can absorb a combined 50 points of inertia and/or laser damage. The flak-jack masses an additional 1 kg on top of the skensuit itself and will absorb damage 60% of the time (roll 01-60 on d%), otherwise any excess or unabsorbed damage goes to the skensuit underneath. It is uncommon for soldiers to utilize defensive screens, however the higher ranking NCOs occasionally employ such measures. Typical soldiers will have the following abilities and skills:

STA & DEX @ 45 minimum each

Ranged Weapon 1-2, Melee Weapons 1-2,

50% for Thrown Weapons 1, 25% Demolitions 1

Note that higher ranking non-commissioned troops may have +1 added to any or all skills as well as boasting above average STA and DEX scores.

SHOCK TROOPERS

Occasionally a certain situation will arise that mandates extra special attention, and that usually requires advanced combat specialists in order to settle these extenuating circumstances. Shock trooper armor is a special ablat-coated flak armor worn over

a standard military skensuit, the armor can absorb an additional 120 points of combined inertia and laser attacks as the soldier's flak jack above (albeit absorbing damage 100% of the time, up to 120 points where the armor is destroyed). The helmet is equipped with a passive infra-red visor and gas mask, and a power backpack can be easily affixed to the armor as well. The armor is surprisingly light at 3 kg (plus the mass of the skensuit itself). Shock troops typically do not utilize defensive screens to keep encumbrance down. The following ability bonuses and skills apply to shock troopers:

STA & DEX @ 50 minimum each

Beam Weapons 2-3, Projectile Weapons 1-2, Melee Weapons 1-2

50% each for Thrown Weapons and Demolitions 1-2

Shock troop leaders as well as higher ranking troopers may have even higher STA & DEX scores (figure +10 for both) along with +1 to +2 skill levels. Furthermore, such types are 25% to have a technician, computer, or medical skill at level:1-2. Higher ranking shock troopers will have an enlarged pauldron worn on their dominant limb that is enameled in dark green, burnt orange, or black. It is unknown whether the colors designate rank or locale.

TECHNICIANS

These unsung heroes are rarely seen on the front lines, as they provide technical support to any operation. They can be found at any installation, up to and

including starships. While rank is not an issue with these techs, there are specialists with higher skill levels that can be readily encountered and considered as "lead techs". It should be noted that the technicians make up the pool for spacer operations within the SDA as well, as such these resources tend to be well protected. SDA has a very intensive flight school dedicated to training fighter pilots to fill the massive amounts of squadrons being ferried about the Frontier in their dreadnought carriers...a tech can really go far with the SDA! Typical technician abilities and skills are as follows:

+5 DEX & LOG

Technician 2-4 or Robotics 2-4 or Computer 2-4

50% for 2nd skill 1-2, 25% for 3rd skill 1

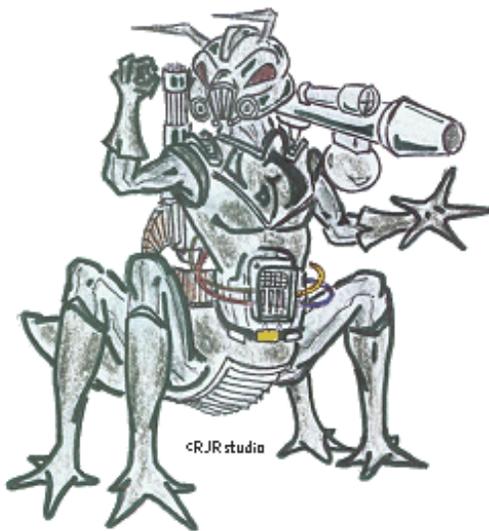
20% for Melee Weapons-1

10% for ranged weapon skill 1 (check once for each: beam, gyrojet, and projectile)

GENERAL YAN-SOON SHEA-DOW'S PERSONAL STAFF

LORD Q'ORTIR-MEIN (M/V)

Yan-Soon's right hand man is the bionically enhanced vruskan Lord Q'ortir-Mein. Formerly known as Lieutenant Colonel Q'ortarmas, he was involved in a starfighter crash and was seriously and permanently injured during the SDA's operations at Histran. He was



Q'ortir-Mein drawn by Richard Rose

later revived with bionics and cybernetic implants, replacing extensively damaged and destroyed tissues and organs. Despite losing half of his abdomen and four legs, his skeleton was surgically laced with a federanium alloy. Mechanical lungs and an electronic respirator assist his organic heart, digestive tract (which can only tolerate liquid food), and brain; the latter of which was enhanced with a micro-computer.

Other useful items include passive IR/UV receptors, a radiophone, toxy/rad gauge connected to gas filters in his helmet, an infrared jammer, built in compass, electromagnetic boots for zero-grav maneuvers, and cyber-linked shoulder mounts for heavy weapons. His revived self was reborn under the guise of Lord Q'ortir-Mein and he has served as Yan-Soon's primary leading agent ever since.

COLONEL DESTRA (FH)

Vivian Destra was recruited directly from under Yan-Soon's former command with Truane's Star. She is a top ranking officer, second only to Lord Q'ortir-Mein. She is as cunning and dangerous as she is demure and attractive...her primary service is the coordination of ground troops. Her thirst for bloodletting is unparalleled, and she has been known to abandon her post more than once to join her troops for little more than the sheer joy of the slaughter.

LT. COL. VICTOR MENAAS (MH)

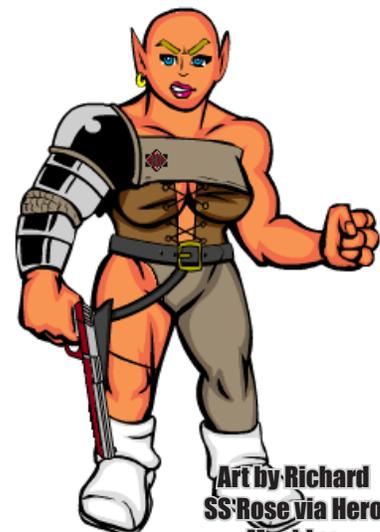
Another loyal casualty of war, Victor's injuries were nothing compared to Q'ortarmas' sufferings. Victor suffered from an artillery explosion that burned half of his body. His armor constantly feeds a soothing liquid medication gel onto his burns to ease the infectious wounds, although he feels nothing thanks to seared nerve endings from the blast. A cunning and ruthless warrior, he reports to Destra and is usually found relaying her orders on the ground.

MAJOR QUELL-SUM (FY)

A higher ranking female Yazirian from the Vilia clan, one of Yan-Soon's two clan heritages. She has risen through the ranks with a vast knowledge of firearms. Her specialty is vehicle combat and artillery, but she prefers going hand to hand with a foe.

LIEUTENANT DAH-LINA (FI)

This half-liter Ifshnit transplant from the Rim joined SDA with the promise of military command. As an SDA naval Lieutenant she received that command aboard one of the Soon Uprising dreadnought class vessels as a Fleet Commander, coordinating groups of smaller warships & fighter squadrons against the enemies of SDA. She finds



this line of work much more exciting than her former merchant life in Capella. In an attempt to blend in with Frontier lifestyles, she regularly shaves her ifshnit body hair, something that would be seriously frowned upon back home. But she has no intent of returning, unless General Yan-Soon opts to go after any Rim worlds...

CHIEF MASTER SERGEANT MOSILAJ (MD)

The highest ranking of the enlisted troops is the Dralasite Mosilaj, whose vast knowledge in the fields of weapons, maneuvers, and computers makes him a valued member among all officers. He often leads troops under the command of Menaas, both on the ground and in spaceships. Unlike most dralasites, he has no sense of humor whatsoever. As such, when he isn't serving in times of warfare he works as a drill instructor with new recruits.



Art by Richard SS Rose via Hero Machine

LIEUTENANT AFISMYTE (FV)

This female vrusk is the chief science officer in the SDA. Her research in the field of bionics, which progressed towards a practice in cybernetics, led to an exile from Frontier society. Piracy and other criminal organizations were not very appealing, but she liked what SDA had to offer and was a shoe-in. It was by her hand that the rebirth of Lord Q'ortir-Mein was made possible.

As you can see, with the potential fall of the UPF looming in the SDA presence, there is a high concentration of efforts to apprehend and/or eliminate this dangerous threat to the Frontier.



Art by Richard SS Rose via Hero Machine

Classifieds

Nibbler's Minga Mellons

When you're both hungry and thirsty or in the mood for something savory and sweet nothing beats a plump, juicy Minga Mellon! Once a treat just for Yazirian worlds, Nibblers Minga Mellons can now be found in markets across frontier space. Perfect for long journeys as they stay ripe for up to a standard year. They come in snack size, for your treat on the go, and full size for a satisfying meal. Perfect chilled, roasted, or mashed into a delicious spread, try Nibbler's brand Minga Mellons! Look for them in the produce section of your local market today!

Classifieds

Love at First Byte Custom Escort Service

Need the perfect date for that wedding, ceremony, or corporate function? Too busy to build or maintain a relationship? Fed up with risky, flawed dating algorithms? Want to avoid messy complications but still need quality companionship? Visit us at Love and First Byte. We produce the most realistic and satisfying cyborg companion units in the universe, guaranteed to be 90% believable under close examination. Come in for a consultation and fill out our questionnaire, taking as little as 90 minutes, all just sit back. We'll create your perfect companion, deliverable within 2 standard days. We offer rentals only, for single night, weekend, or executive week long packages. The companion of your dreams delivered to your door, satisfaction guaranteed.

SDA TAKEOVER AT HISTRAN

A KNIGHT HAWKS BOARD GAME SCENARIO

by Richard 'Shadow Shack' Rose

BACKGROUND

In recent months, upstart dictator General Yan-Soon Shea-Dow has gone public with announcements of his intent to overtake a UPF world and secede from the Federation to further his goals of usurping the Frontier. To this end, a Sovereign Domain Authority heavy carrier has been dispatched to the outpost world of Histran in the Scree-Fron system.

Being a small outpost world, Histran has no defenses. Their neighboring world (Hakosoar) has recently acquired a pair of assault scouts in order to establish a planetary militia. Furthermore, a squadron of fighter craft is rounding out their tour of Hakosoar, having been assigned until the world could establish their own defenses.

Six fighters and a pair of scouts is certainly no match for a hardened SDA carrier, more so considering the vast numbers of fighter craft they are known to carry. To this end, a daring human & yazirian duo operating a government chartered paramilitary transport has rallied other independent ship owners from both worlds to assist in defending his home world that he is contracted for supply transports. Can these brave forces thwart the Soon Uprising?

SETUP

The players will divide themselves up into two groups: the Scree-Fron Defenders and the SDA Invaders. Place a world counter at one short end of the hexagonal star map to represent Histran. Place one sathar assault carrier counter on the opposite end to represent the inbound SDA carrier. 25 sathar fighter counters, six sathar destroyer counters, and six sathar frigate counters will represent the S1, S2, and S3 fighter craft respectively. The SDA carrier begins with a speed of ten hexes/turn. See the Order of Battle description at the end for fighter launching details.

Place a space station counter orbiting the planet counter, this represents Histran Station which will move one hex per turn in a clockwise rotation.

Two UPF assault scout counters will represent the Hakosoar militia craft and six UPF fighter counters will represent the assigned fighter squadron at Hakosoar. A pirate frigate counter and pirate corvette counter will represent a salvaged UPF frigate in civilian hands and an ex-pirate corvette respectively. Two pirate assault scout counters will represent a pair of light transports.

Mix any two militia assault scout colored counters for a light freighter and gunned scout. One liner counter will represent a yacht, one miner counter will represent a system ship, and one freighter counter will represent the largest ship, a HS:8 freighter.

The Scree Fron defenders may place their counters anywhere between the edge where the planet counter is and the first fold of the map at any speed up to 15 hexes/turn.

SHIP & CREW STATISTICS

Note that crew listings may have a co-pilot/gunner rating, the latter applies to any forward firing weaponry. Any gunners listed afterwards apply to the battery weapons.



SDA CRAFT

See *Star Frontiersman Vol 2 #29* "Stellar Steel from Streel" for more details on the various Streel S-Series fighter craft.

SDAS PUNISHER

Heavy Carrier (Sathar Assault Carrier counter)

HS 20, HP 120, DCR 180, ADF 2, MR 1

Drives 8 class-C Atomic Drives

Weapons Laser Batteries (x4), Proton Batteries (x2), Electron Batteries (x2)

Defenses Reflective Hull, Masking Screen (x3), Stasis Screen, Interceptor Missiles (x12)

Ship Compliment

9 x S-1 light fighters

6 x S-2 heavy assault fighters

6 x S-3 advanced tactical fighters

16 x S-1 light fighters @ 4 per EDF

Auxiliary Equipment Subspace Radio, Videocom, WNB (deluxe), Radar, Energy Sensor, Intercom, 4 "Fish Hook" External Docking Facilities

Crew Commander/Pilot:6, Lead Pilot-6, Astrogator:3, Ch Engineer:4, Auxiliary Engineers (2xLVL3, 4xLVL2, 12xLVL1), Energy Gunners(4xLVL3, 4xLVL2)

note the level-1 engineers are designated for the fighters rather than carrier repair efforts, however they may still tap the carrier's full DCR to repair any damaged fighters that dock.

Due to the small size of the S-1 fighter craft, the carrier bays may hold more than usual along with the use of exterior docking facilities (EDF) to carry even more.

Classifieds

Recruits Needed

Tired of living under the tyranny of the UPF and the burdensome laws and restrictions of Star Law? The Sovereign Domain Authority is looking for individuals willing to pick up arms and help found a new way of living free from the strictures of "civilization" Anyone with the spirit of freedom and the desire to share the message is welcome to join and the reward includes monetary as well as spiritual compensation, knowing you are helping to found the right way to live.

STREEL S-1f PIRANHA

Light Fighter (Sathar Fighter counter)

HS 1, HP 5, DCR 25, ADF 5, MR 6

Drives 1 class-A Atomic Drive/sub-Solar

Weapons Laser Pod

Defenses Reflective Hull

Auxiliary Equipment Subspace Radio, Radar, Auto-Eject Module, Streamlined, Jump Governor to restrict jump velocity

Crew (1 per fighter)

Wave 1 Pilot 1 (x16)

Wave 2 Pilot 2 (x9)



STREEL S-2HR MANTA

Heavy Assault Fighter (Sathar Destroyer counter)

HS 1, HP 8, DCR 30, ADF 3, MR 4

Drives 1 class-A Atomic Drive/sub-Solar

Weapons Laser Pod, 4 warhead bays (1 Assault Rocket per bay, 2 bays/turn)

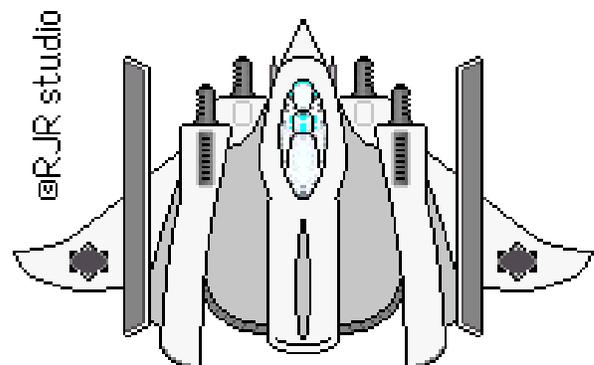
Defenses Reflective Hull

Auxiliary Equipment Subspace Radio, Radar, Auto-Eject Module, Streamlined, Jump Governor to restrict jump velocity

Crew (2 per fighter)

Wave 1 Pilot 1, Rocket Gunnery 1 (x3)

Wave 2 Pilot 2, Rocket Gunnery 2 (x3)



STREEL S-3GT BARRACUDA

Advance Tactical Fighter (Sathar Frigate counter)

HS 1, HP 6, DCR 30, ADF 6, MR 5

Drives 1 class-A Atomic Drive/sub-Solar

Weapons Laser Pod x2 (linked – may fire two 1d10 shots or one 2d10 blast)

Defenses Reflective Hull

Auxiliary Equipment Subspace Radio, Radar, Auto-Eject Module, Streamlined, Energy Sensor, ½ Camera System, Jump Governor to restrict jump velocity

Crew (1 per fighter)

Squadron Leader Pilot 4 w/Pilot 2 wingman
Pilot-3 w/Pilot 2 wingmen (x2)



HDS SAGA AND HDS VENTURE

**Hakosoar Militia Assault Scouts
(UPF Assault Scout counter)**

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

Drives 2 class-A Atomic Drives

Weapons Laser Battery, Assault Rockets (x4)

Defenses Reflective Hull

Auxiliary Equipment Subspace Radio, VideoCom, Radar

Crew (Up to 8)

Saga Crew Pilot 2, Rocket Gunnery 1, Energy Gunnery 3, Engineer 2, Astrogator 1

Venture Crew Pilot 2, Rocket Gunnery 2, Energy Gunnery 2, Engineer 2, Astrogator 2

9TH TACTICAL FIGHTER SQUADRON

Vulcan Class Fighter (UPF Fighter counter)

HS 1, HP 8, DCR 30, ADF 5, MR 5

Drives 1 class-A Shielded Sub-Atomic Drive

Weapons Laser Pod, Assault Rocket (x1)

Defenses Reflective Hull

Auxiliary Equipment Subspace Radio, Radar, Auto-Eject Module, Streamlined, Jump Governor to restrict jump velocity

Crew (2 per fighter)

Leader Pilot 2 w/back seat Rocket Gunner 2
Squad Pilot 1 w/back seat Rocket Gunner 1 (x5)

SCREE-FRON DEFENDERS

HISTRAN STATION

Orbital Civilian Space Station

Location Histran, Scree Fron

Owner Histran Regional Government

SHS 2, HP 100, DCR 50, ADF 0, MR 0

Max Population 2,000

Weapons Laser Battery

Defenses Reflective Hull, Interceptor Missiles (x9)

Auxiliary Equipment Subspace Radio, Videocom, Radar (3x range)

Docking Capacity 6 bays @ 10 hulls/bay

Vehicles 20 large launches, 4 workpods

Emergency Vehicles 80 lifeboats, 400 escape pods

Storage Capacity 120 cargo units

Crew administrator, assistant admin (x2), engineer-6, engineer-2 (x2), 8 technicians, energy gunner-2(x2), business manager, housing manager, security/police (x40), laborers (x80)

See Frontier Explorer #22 "Space Station Construction Guidelines" for more details.



SS KNIGHT OWL

RT-3100 Paramilitary Light Transport
(Pirate Assault Scout counter)

HS 3, HP 18, DCR 40, ADF 5, MR 4

Drives 2 PGC "Twin Hammer" Atomic A

Weapons Pod Laser Turret (x2)

Defenses Reflective Hull

Auxiliary Equipment SubSpace Radio, VideoCom, Radar, Energy Sensor, Streamlined, light hull armor, Deluxe Astrogation Equipment

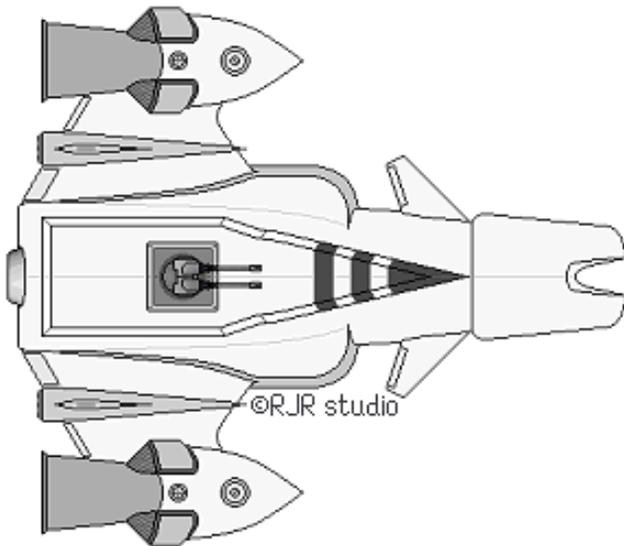
Crew (Up to 8) **Cargo Capacity** 2

Pilot 2, Engineer 3, Astrogator 1, Energy Gunner 2 (x2)

The Knight Owl crew was responsible for mustering the civilian coalition.

The Pod Laser Turret is a MHS-1 360° weapon that has a range of 4 hexes and inflicts 1d10 damage per hit, it is otherwise treated as a Laser Battery for game play.

See **Frontier Explorer #24** for campaign details of this ship & crew.



SS TELADI

Shiner Class Gunned Scout
(Militia Assault Scout counter)

HS 3, HP 15, DCR 40, ADF 4, MR 4

Drives 2 class-A Atomic Drives

Weapons Laser Pod, Pod Laser Turret, Forward Firing Rockets (x3)

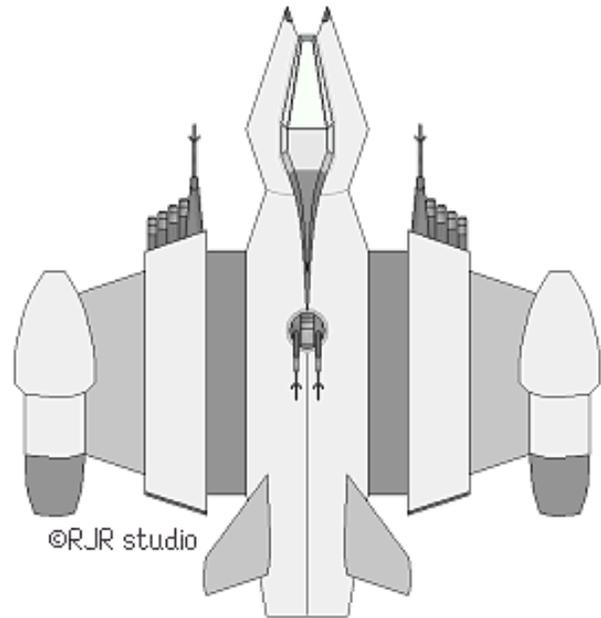
Defenses Reflective Hull

Auxiliary Equipment SubSpace Radio, VideoCom, Radar, Streamlined

Crew (Up to 8) **Cargo Capacity** 0.5

Pilot 2, Copilot 1/Rocket Gunnery 2, Engineer 2, Astrogator 1, Energy Gunnery 2

Forward Firing Rockets are treated as a fixed Rocket Battery with all the same game statistics (save for the 360° field of fire).



Classifieds

Recruits Needed

The Hakosoar Militia and Space Navy are looking for able-bodied individuals to serve both planet-side and in space to help protect the system of Scree Fron.

For those that sign the 4 year contract, fare will be provided to the system, regardless of distance. A 1,000 Cr advance bonus is offered upon signup with a guaranteed consignment of 1,000 Cr per solar month of service minimum.

SS AQUILIAN STARLING

Salvaged Starling Light Transport
(Pirate Assault Scout counter)

HS 3, HP 20, DCR 40, ADF 5, MR 3

Drives 3 class-A Atomic Drives

Weapons Laser Battery

Defenses Reflective Hull

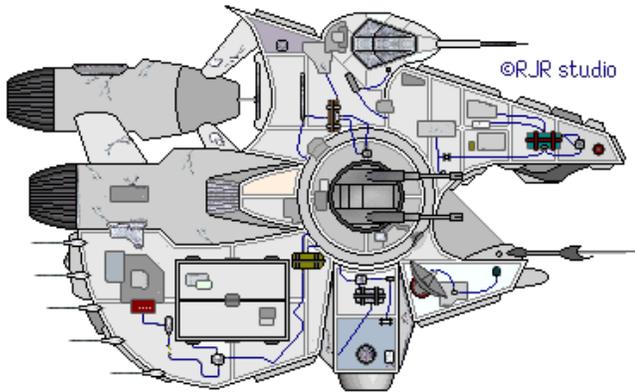
Auxiliary Equipment SubSpace Radio, Radar, Energy Sensor, Skin Sensor, Deluxe Astrocation Equipment, Camera System

Crew (Up to 9) **Cargo Capacity** 3

Pilot 3, Engineer 3, Auxiliary Engineer 1, Astrogator 2, Energy Gunnery 4

Originally HS:4 before being hulked, missing sections were not replaced, hence higher values.

See Frontier Explorer #35 for the rich history behind this ship.



SS VOLTURNIAN SAND SHARK

PGC425 Akyna Class Light Freighter
(Militia Assault Scout counter)

HS 4, HP 24, DCR 32, ADF 4, MR 4

Drives 4 class-A Atomic Drives

Weapons Pod Laser Turret (x2)

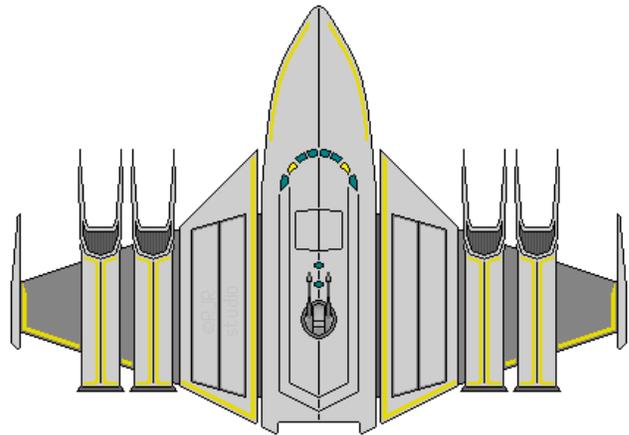
Defenses Reflective Hull

Auxiliary Equipment SubSpace Radio, Radar, Light Hull Armor, Streamlined

Crew (Up to 8) **Cargo Capacity** 1.5 U Bays (x2)

Pilot 3, Copilot 2, Engineer 3, Astrogator 2, Energy Gunnery 4, Energy Gunnery 3

See Frontier Explorer #36 for full details on the Akyna class light freighter.



SS CALYNKA

Civilian owned Salvaged UPF Frigate
(Pirate Frigate counter)

HS 5, HP 40, DCR 60, ADF 3, MR 3

Drives 3 class-A Atomic Drives

Weapons Laser Cannon, Laser Battery (x2), Rocket Battery (x2, 4 salvos each)

Defenses Reflective Hull, Masking Screen (x1), Interceptor Missiles (x4)

Auxiliary Equipment SubSpace Radio, VideoCom, WNB, Radar, Energy Sensor, Heavy Hull Armor, Cargo Arm

Crew (Up to 15) **Cargo Capacity** 2

Pilot 3, Copilot 2/Energy Gunner 2, Astrogator 2, Engineer 4, Auxiliary Engineer 2, Energy Gunner 2 (x2), Rocket Gunnery 3 (x2)



Star Frontiers Mini photo, modified

SS XANDOR

Rebuilt Pirate Corvette (Pirate Corvette counter)

HS 4, HP 25, DCR 50, ADF 3, MR 3

Drives 2 class-A Atomic Drives

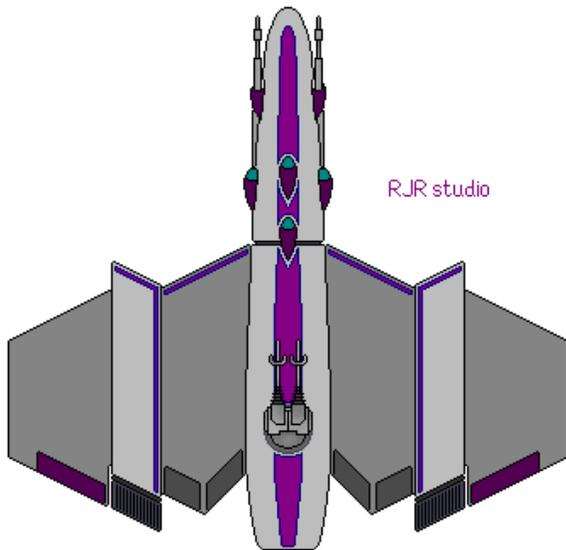
Weapons Laser Cannon, Laser Battery

Defenses Reflective Hull

Auxiliary Equipment SubSpace Radio, Radar, WNB, Streamlined, Light Hull Armor

Crew (Up to 10) **Cargo Capacity** 3

Pilot 3, Copilot 2/Energy Gunnery 1, Engineer 2, Astrogator 2, Energy Gunnery 5



SS LUCKY DATE

Nebula Class Yacht (Liner counter)

HS 7, HP 35, DCR 41, ADF 3, MR 3

Drives 2 class-B Atomic Drives

Weapons Laser Cannon, Laser Battery, Rocket Battery (4 salvos)

Defenses Reflective Hull, Masking Screen (x1)

Auxiliary Equipment SubSpace Radio, VideoCom, Radar, Intercom

Passenger Accomodations luxury suites (x4), 1st Class Cabins (x4)

Crew (Up to 10) **Cargo Capacity** 2.5

Pilot 3, Copilot 2/Energy Gunnery 2, Engineer 3, Astrogator- 2, Energy Gunney 3, Rocket Gunnery 5



Star Frontiers Mini photo, modified

SS HAKOSOARIAN BREEZE

System Ship/Freighter (Miner counter)

HS 8, HP 40, DCR 44, ADF 2, MR 3

Drives 4 class-B Chemical Drives

Weapons Pod Laser Turrets (x4)

Defenses Reflective Hull, Masking Screen (x1),
Interceptor Missile (x4)

Auxiliary Equipment SubSpace Radio, Radar, Cargo Arm (x2)

Crew (Up to 12) **Cargo Capacity** 4 U hold x2

Pilot 1, Engineer 1 (x2), Navigator (Computer 6),
Energy Gunnery 2 (x2), Energy Gunnery 1 (x2)

ADF has been increased due to the additional number of drives



Star Frontiers Mini photo, modified

SS EZRA ZERVIS

Timeon Clipper Class Freighter (Freighter counter)

HS 7, HP 56, DCR 41, ADF 3, MR 3

Drives 3 Strel "Big Bang" Atomic B Drives

Weapons Laser Battery

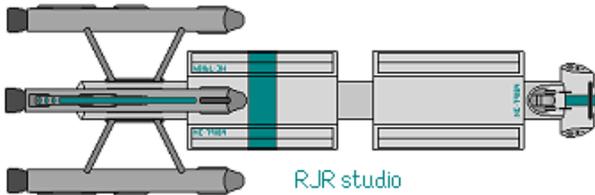
Defenses Reflective Hull, Masking Screen (x1)

Auxiliary Equipment SubSpace Radio, Radar, Heavy Hull Armor, 2 Cargo Arms

Crew (Up to 15) **Cargo Capacity** 3.5 (x2)

Pilot 4, Copilot 3, Engineer 3, Auxiliary Engineer 2, Astrogorator 3, Energy Gunner 4

See Star Frontiersman Vol 2 #29 "Stellar Steel from Strel" for more details regarding the Timeon Clipper class freighter.



ORDER OF BATTLE

The SDA onslaught will occur in two waves. The carrier will launch the first wave of fighter craft and hold position at a lengthy distance from the battle. Wave-1 will consist of 16 S-1 Piranhas, 3 S-2 Mantas, and 6 S-3 Barracudas. Each S-2 Manta will have a pair of S-1 Piranha escorts while the remaining ten Piranhas will harass the Scree Fron defenders. The six S-3 Barracudas will hold back, coordinating attacks as the defenders flank or circumnavigate the main assault. The primary target will be Histran Station.

The second wave will be launch consisting of 3 S-2 Mantas and 9 S-1 Piranhas under either of the following conditions:

- The trio of Mantas and 8+ Piranhas are defeated
- Any defenders break through the main assault and threaten the carrier

The carrier will target any and all defenders that come within range of its guns. The carrier's longer range batteries (proton & electron guns) will be manned by the higher level gunners.

VICTORY CONDITIONS

If the SDA side can destroy Histran Station and wipe out at least half of the Scree-Fron defenders, they will have secured the outpost world, claim victory, and call assault transports to overtake the governing city on the surface. If the Scree-Fron defenders can destroy the carrier and at least half of the fighters, they will be victorious. Anything else will be a draw, however the players may fight to the last ship in any case to claim a partial victory. Naturally, if SDA can completely annihilate the Scree-Fron defenders they will enjoy a complete victory, and move on to wipe out neighboring Hakosoar for complete domination of the system. Likewise, if the Scree-Fron defenders obliterate the SDA forces then it will be quite some time before the Soon Uprising ever attempts another such coup d'état against the Frontier again. Either way, rest assured General Yan Soon has something up his sleeve to further usurp the UPF in the future...

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)!**



J. Beach
© MMXXIII

FRONTIER'S

MOST WANTED

CONSIDERED ARMED AND DANGEROUS

CAMERA: 42

SECTION: L-758
TIME: 21:32



NAME OF WANTED

YAN-SOON SHEA-DOW

RACE / SPECIES: YAZIRIAN
SEX: MALE
STR / STA: 45 / 55
DEX / RS: 50 / 50
INT / LOG: 70 / 80
PER / LOR: 50 / 70
IM / PNCH: 5 / 3
PSA: TECHNICAL

HEIGHT: 2.27 METERS
WEIGHT: 52 KILO GRAMS

CLASS 1 FUGITIVE

WARRANTS ISSUED FOR

TREASON
WAR MONGERING
CONSPIRACY AGAINST THE UPF
ATTACKS AGAINST CIVILIAN FACILITIES
ATTACKS AGAINST CIVILIAN POPULATIONS

If this individual is seen you are ordered to immediately contact your local authorities. any attempt to help, harbor or hide this individual will result in charges of treason.

ALIASES

NONE
KNOWN

AFFILIATIONS

SOVEREIGN DOMAIN
AUTHORITY

LORD Q'ORTIT-MEIN
COL. VIVIAN DESTRA
LT COL. VICTOR MENAAS
MAJOR QUELL-SUM
LT. DAH-LINA
CM SGT. MOSILIJ
DR. A'FIS M'YTE

ARMAMENTS

VARIES ACCORDING
TO HIS CURRENT
ACTIVITIES

ASSETS

CONSIDERABLE
OUTSIDE FUNDING

ACCESS TO MILITARY
CONTRACTING AND
SUPPLIERS