

# STAR FRONTIERSMAN

VOL 2

ISSUE 32



SUMMER 2024

## THIS ISSUE'S COVER

A team of Frontier Explorers travel through the grassy, misty Canyon-lands of Starmist. Guided by native Heliopes, the group of adventurers come upon a herd of Bison.

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





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Greetings fellow citizens of the Frontier!

My name is Oscar Rios, AKA Professor Xanados Spain of the Xenanthropology Department at the University of Zebulon. As you can probably guess, I am a Gen X nerd and Star Frontiers fan. If you're reading this, then the chances are quite high you are in the same demographic. I have the honor of writing this issue's letter from the editor because, well, I wrote a lot of the material in this issue.

This brings us to the Sundown system, and the misty canyons of the planet Starmist. I first read and ran this module (SF3, by Garry Spiegle), over forty years ago, when it was released back in 1983. It quickly became a favorite of mine, with its interesting alien race, the unique geography and ecosystem of its location, the sinister Sathar lurking in the shadows, and, oh yeah, did I mention the abandoned still operational ancient alien battle tank? It had everything you could possibly want in a space opera adventure.

Eventually I moved onto other games, and other types of adventures (landing firmly in the realm the Cosmic Horror classic RPG, Call of Cthulhu). Then, the pandemic struck, and the world entered lockdown. So, what to do when you are trapped at home for over a year with limited options for social interaction? Star Frontiers, that's what? What better way to spend what felt like the collapse of society than playing a broken (let's face it, the rules aren't wonderful) forty-year-old dead sci-fi game.

I returned to the Frontier, writing new adventures, running online games (and a short lived Youtube / Patreon to support it), and yes, creating content for Star Frontiers fanzines. Then one day we were deciding on a focus topic for the latest issue and I suggested, of course, a Return to Starmist. What's happened to the planet and its people since its initial discovery, nearly 100 years later (as the established timeline of Zebulon's Guide to Frontier Space)? How would its people, the Heliopes, have developed after a century of exposure to Frontier culture? What new species have been cataloged? How would the people of the Frontier explore, settle, and yes, possibly exploit the locals?

I was thrilled and excited to explore all these possibilities. Unfortunately, I didn't have a lot of company in the "I love Starmist" club. But, and plan is a plan, so I started writing and didn't stop until I was happy that everything I felt really needed to be covered was covered. To Thomas Verrault Jr, thank you for this wonderful opportunity. To Aaron O'Brian, thank you for the amazing artistic support! Lastly, a thank you to every other author, artists, editor, designer, and layout person who toil, donating their time and creations, in order to make this magazine a reality.

With that being said, Welcome Back to Starmist! I'm so happy you could join us as we return to this mysterious and exotic planet, and the dynamic and electrifying (see what I did there) people who live there.

Professor Xanados Spain / Oscar Rios



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# FRONTIER CARTOGRAPHY

## MOBILE COMMAND CENTERS

By Richard 'Shadow Shack' Rose

During an online game hosted by my friend and GM Rob Nill, he had an idea for a trailer that could be hauled by a host vehicle for the party. After he belted out a few hand-drawn renderings on graph paper, I got busy with my MS Paint software and translated it onto a half-inch grid and a standard/canon Explorer as the tow vehicle. I chose the Explorer as his hand-drawn pics featured oversized tires extending from each corner, much like a standard Explorer. It was a perfect match.

The base Explorer I made was inspired by Eli Arndt's bi-level "Longrunner Heavy Explorer" in a prior Frontier Cartography column of Star Frontiersman #28. While that is an oversized version, I liked the idea of a lower level or at the very least a chassis detail of the independent motors on each wheel.

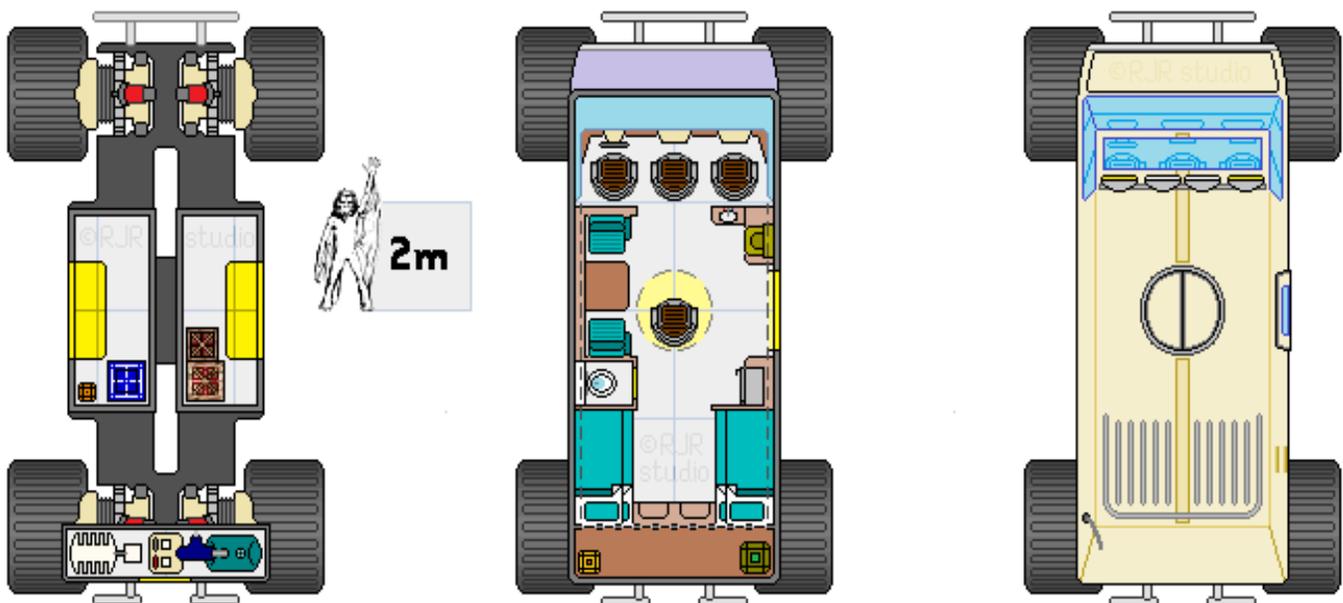
My base explorer features under-carriage panniers stretching to nearly four meters long by 1½ meters deep and 75cm high with double latch/lock access panels for easy cargo loading. They're also perfect for stowing a pair of unconscious bodies <uncomfortable pause> suspended in freeze fields, of course!

Apologies, sometimes I forget that I'm not always writing for the Star Devil's Triangle . . .

The individual electric motors are mounted to the chassis on heavy-duty hinged assemblies featuring massive suspension systems on each motor body and gyroscopic flex points for steering control. A generous brush cutter/bumper extends out between the front wheels while a pair of large diameter nerf bars extends from the rear. Above the nerf bars is an enclosed area featuring a water tank, purification system, and parabattery with an optional backup fuel-powered 50 SEU/hr micro-generator (+100 Cr, 5 Cr/ fuel per day).

The main cabin features a right-side airtight hatch/gangplank for entry. A triple-seat console up front allows for a driver and two passengers with a wrap-around canopy and sunroof, as well as accommodations for an optional radiophone in the passenger side console (+500 Cr). The mid-section features a dinette on the left side of the vehicle that folds and collapses into a bunk while an auto cooker with sink, cabinet, and refrigeration unit flanks the main hatch. Centered in the vehicle is another seat

### THE TOW VEHICLE



Art by Richard 'Shadow Shack' Rose

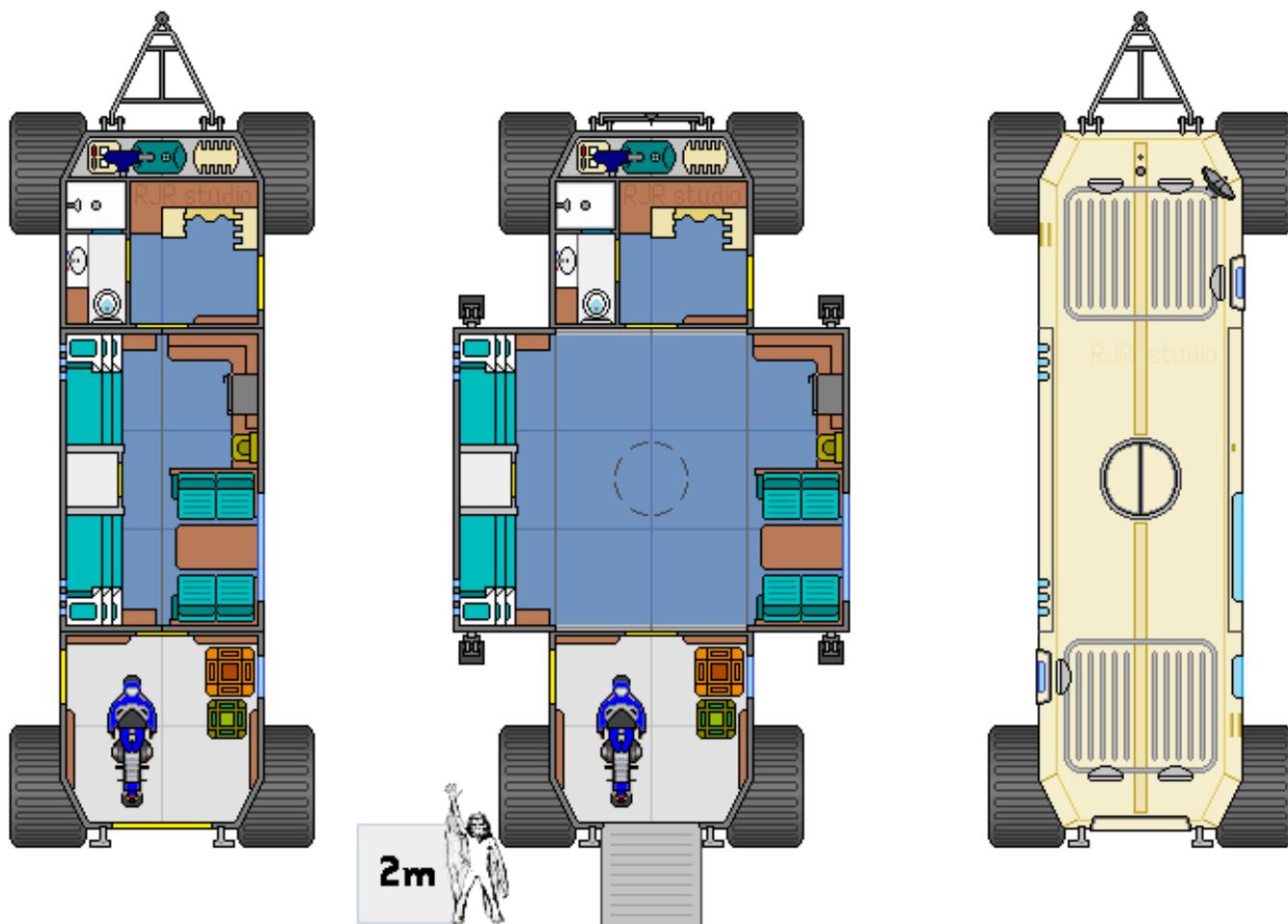
on a telescopic platform that rises to the upper airtight hatch, it slides open to a tracked swivel mount to which a heavy weapon may be affixed. All seats including those in the dinette feature restraint systems for the occupants. An enclosed fresher is behind the dinette and a pair of double bunks flanks the rear with an upper shelf above the generator/water tank compartment for additional storage. A cabinet is centered between the bunks.

Numerous mooring points are located along the exterior to attach random items such as a shovel and pickaxe, tool kits, duffels, fuel canisters, personal weapon cases, and other exploration items. Indented hand/footholds are positioned just ahead of the right rear wheel to access the roof rack, and a radio antenna extends up on the left rear quarter panel. Just behind the sunroof is a lightbar with high-intensity flood lamps, amber on the outside and clear on the inside.

The Mobile Command Center (MCC) is modeled after a base Explorer. It is a pair of motorless rear ends mated to an elongated center body featuring slide-outs on each side. Instead of electric motors, similar-sized wheels feature adjustable on-the-fly suspension systems that raise and lower the unit depending on the terrain (lowering for smooth terrain and raising to prevent high-centering on rougher terrain). Each wheel features a gyroscopic flex point and suspension otherwise similar to that found on the Explorer. The tow bar is mounted via heavy-duty hinges and pivots with the terrain, attached to a rotating hitch that mates to the Explorer's nerf bars. This flexible tow system allows for better use over rough and hilly terrain, and the tow bar folds up when the MCC is stationary.

In transport mode only the forward and rear portions are accessible as the slide-outs block the internal accessways, although the slide-outs can still be accessed by remotely opening the top hatch. The front portion houses a water tank, purification system,

## THE MOBILE COMMAND CENTER



Art by Richard 'Shadow Shack' Rose

parabattery, and backup fuel-powered generator like the Explorer. The forward section is accessible by an airtight hatch/gangplank similar to the Explorer. Inside is a full-service fresher with a sink, shower, storage rack, and communications console featuring a radiophone, 100km range radar, and a holo-entertainment projection system. Controls for auto-leveling the center when parked are here as controls to extend and retract the slide-outs.

The rear bay is a storage area with another airtight gangplank hatch on the left and a larger gangplank on the rear for loading and unloading auxiliary vehicles and/or cargo. Tool racks and storage cabinets line the sides, and a pressure washer near the rear gangplank doubles as a mudroom area. Nerf bars extend outside the rear gangplank hatch. A window is opposite the personnel hatch with another smaller viewport in said hatch itself.

The slide-outs feature the living area, when extended each has "landing gear" that extends to support the mass and further stabilize the MCC itself. The left-side slide-out features a pair of triple bunks and a closet between them. Narrow floor-to-ceiling cabinets flank each bunk and a triple column of floor-to-ceiling viewports line the headboards on the exterior of each bunk. The right-side slide-out features a full-service kitchen with cabinets, an auto-cooker, a refrigerator, and a dinette that folds and converts into a double bed. Like the Explorer, a center telescoping platform in the floor raises and lowers to access the airtight sliding roof hatch that features a tracked swivel mount for a heavy weapon. Unlike the Explorer, this mount may be personally manned or remote-operated at the communications console.

Exterior details include front and rear roof racks with pairs of high-intensity spot lamps facing fore and aft and a single lamp over each personnel hatch. Indented hand/fooholds are positioned behind the left front wheel and ahead of the right rear wheel to

access the roof racks. A small radar dish and a pair of antennae are roof-mounted up front. Like the explorer, several mooring points on the exterior sides allow for retaining miscellaneous equipment.

Much like its host vehicle, the MCC is buoyant. However, the extra mass reduces waterborne performance from 0.2 to 0.1 on the Terrain Effects Table on page 19 of the Star Frontiers/Alpha Dawn Expanded Rules. The extra mass makes the Explorer even more susceptible to capsizing from high waves. However, the adjustable suspension makes it ideal when fording shallow water and swamps, thus restoring the terrain modifier to 0.2 again for such movement. Broken and rugged modifiers are halved while towing the MCC. Consider top and cruise speeds halved for such duty, while smooth terrain allows for conventional top and cruise speeds. Deceleration is only -10 in any environment due to linked trailer brakes, meanwhile, acceleration and turn speed are halved in any environment.

## SPECIFICATIONS

Cost: 40,000 Cr

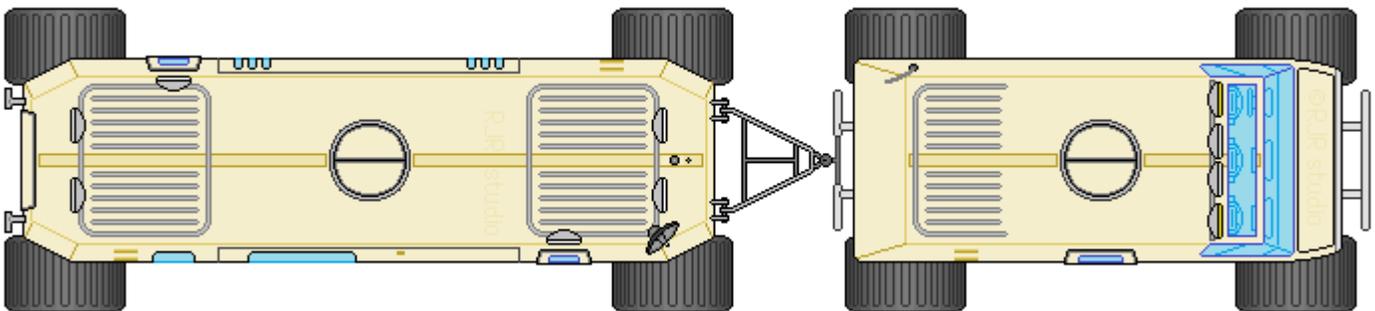
Sleeps: 8

Cargo Capacity: 500 kg/40 cubic meters

Dimensions: 14m length x 4.5m height x 6m width (8m w/slide-outs extended)

Structure Points: 200

Electronics: Radiophone, 100 km Radar, Auto-leveling & stabilization, remote weapon operation, holo-entertainment center, 50SEU/hr generator



Art by Richard 'Shadow Shack' Rose

# Frontier Space Player's Handbook

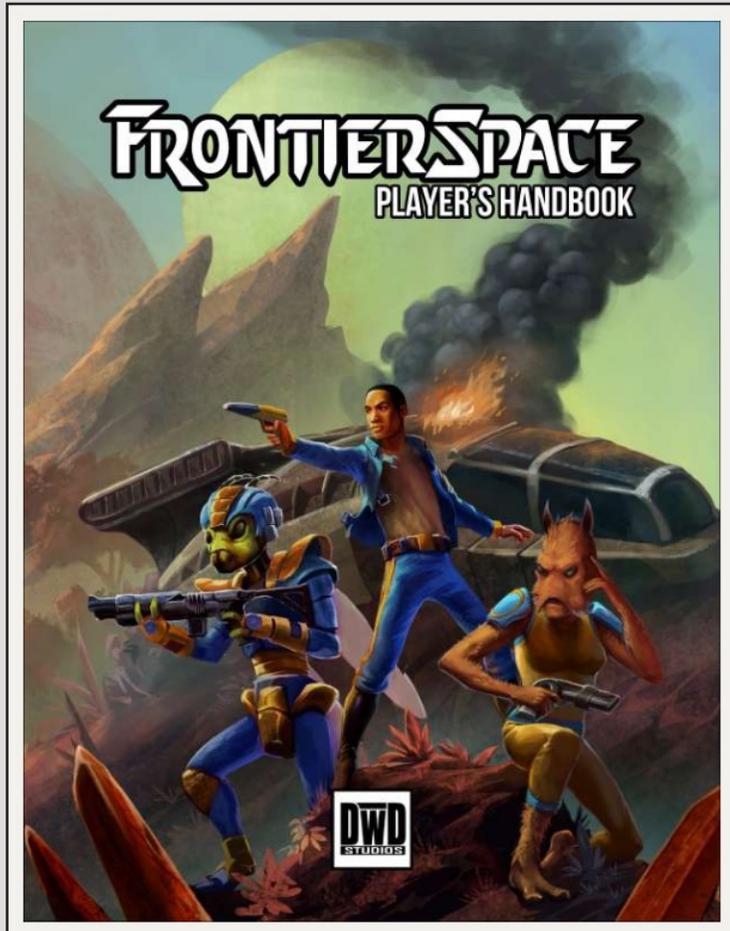
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The Player's Handbook is the essential sourcebook for every FrontierSpace role player. Contained in this book you'll find all the rules you need for creating, training, equipping, playing, and developing your character. This is a companion volume to the Referee's Handbook, available [here](#).

FrontierSpace is built upon the foundation of the d00lite system, the same game engine used to power BareBones Fantasy and Covert Ops roleplaying games. Years of feedback and continued game system development has evolved this product into something that flows at the game table while getting out of the way of a good story.



Available on [DrivethruRPG](#) as PDF and POD.

# NEW CRITTERS

By Eli Arndt

Art by Eli Arndt



The blast slug is a large mollusk native to arid environments. In a strange, metabolic process, the blast slug collects the heat of its environment into a series of horn-like structures that line its back. While this is done to regulate the slug's internal temperature and most of the heat is radiated out, the creature retains a reserve of this thermal energy for hunting and defense. The back spines of a blast slug pulse with warm light before it fires its heat blast.

When needed, the blast slug can radiate this stored thermal energy out of its eye stalks. Crystalline formations in the blast slug's eyes focus this energy into a searing heat ray that can severely injure or kill other life forms or damage equipment. The slug consumes victims of this heat blast as it slithers over the charred remains and absorbs them through the mouth on its underside. A blast slug's mouth has 2 million crystalline teeth.

Blast slugs prefer tight, lurky, rocky terrain as their habitat. The claustrophobic confines of these areas are no trouble for the slug to traverse, its soft body can easily squeeze into tight spaces, and its adhesive locomotion allows it to climb even the most sheer surfaces and hang upside down. When hunting, these creatures prefer ambush over direct attack.

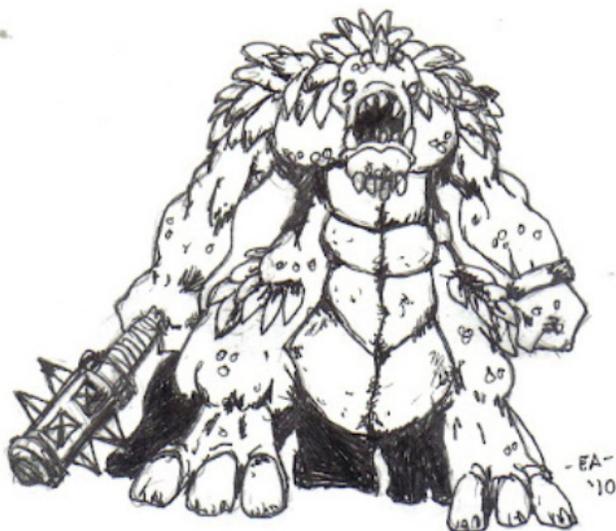
## BLAST SLUG

Type:	Carnivore
Size:	Large, 8m long/400kg
Number:	1
Move:	Slow, 20 m/turn
IM/RS:	0/50
Stamina:	200
Attack:	50
Damage:	None
Special Attack:	Heat Bast 8D10 (5/10/15/25/50)
Special Defense:	Heat Resistance (50% damage from fire). Its soft body allows it to squeeze into tight spaces 25% of its bulk. The adhesive nature of its slithering mobility allows it to stick to sheer surfaces and hang upside down.
Native World:	(Referee's Choice, Desert Region)

## ORTSAR

Type:	Omnivore
Size:	Medium, 3.5m long, 2.5m tall/220kg
Number:	1-5
Move:	Slow, 30 m/turn
IM/RS:	+5/50
Stamina:	100
Attack:	50
Damage:	2d10 crushing weapon
Special Attack:	None
Special Defense:	None
Native World:	(Referee's Choice, Infertile Region)

Art by Eli Amct



A species of intelligent centauroid reptiles, ortsars live in small tribal bands, roaming the rough wilderness of their barren world. Heavily built, they have six thick legs sprouting from a heavily muscled lower body and two well-muscled arms from a conventional, albeit heavy humanoid upper torso. Ortsars have small eyes that glow slightly in the moonlight and no visible nostrils. Their giant mouths have powerful jaws and strong teeth which help eat the rough foliage and tough animals that inhabit their home. Their bodies are covered in armored scales.

Their bands often comprise several males with twice as many females. Young ortsars are born in twos and threes and tend to ride on their mothers' backs until they are faster on their own feet. Male ortsars

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are involved in rearing their children and display no disdain for the young of other males in their band.

Technologically, they have developed metalworking, though the quality of this craft is only at an early medieval level of technology. Most of the metal they use is collected from fields of alluvial deposits, washed out of the rocky hills and mountains by seasonal rain. They have yet to develop mining beyond scratching in the ground to get at layers of washout deposits. This metal is fashioned into bashing and crushing weapons and decorative jewelry. Ortsars seem to have little need for or concept of armor or even clothing.

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# DINNER FOR SIX

By Steve Parenteau

Watson was watching the monitor intently, waiting for the blip to move. She looked down and noticed that she was gripping the controls so tight, her knuckles were turning white. She let out a sigh and loosened her grip.

"Relax, Watson, just play it by the numbers as we practiced," Davidson said, leaning back in his crash chair and looking as relaxed as possible.

"Ya well, we'll need every second we can get. This is some scary \$#!T we're getting ourselves in," Watson said, not looking away from her monitor. "They are five minutes past due and I'm starting..." she broke off as the monitor gave her a readout of a high-velocity object heading for the third planet of the system.

"Davidson looks like it's showtime," Watson adjusted her controls changing the view on her monitor from visual to a tactical display with tracking and Astro data.

Davidson punched the comm key at his station. "Engineering, Bridge. Showtime, K'elak Key, standby for full power."

They watched the wall display as the target approached the planet. Minutes passed and then another blip showed on the screen. This one appeared on the planet and in a few seconds data on its speed and course started to display.

"Looks like they are taking the bait. We just have to wait a few minutes for them to eclipse the planet." And as Davidson watched the first ship blasted past the planet and the second blip gave pursuit accelerating at four Gees.

"Just like clockwork, they're nothing if not predictable. Okay, the guards are gone, let's raid the cupboards."

"Ya except no one in the frontier would want to raid these cupboards," Watson replied, plotting a course to enter the planet's atmosphere.

As the two blips on the screen disappeared behind the planet, the ship lurched with acceleration. Within a minute the alarms buzzed in each crash couch as the inertia fields snapped on warning that the ship was reaching dangerous Gees due to acceleration.

"We are passing five gravities, on course for the planet. ETA fifty minutes to turn around then forty minutes to atmosphere," Watson said out loud.

"See, no sweat," then almost on cue a red light appeared on Davidson's board.

"K'elak, I've got a light here on starboard engine. Is it a problem?"

"Kkkkk grekkk bekkkkkk klkkklk," was the response over the intercom. Then five seconds later the red light went out.

"Nice work K'Elak, bet the Feds miss you on their ships."

"Gregglk kel," came through the intercom before it snapped off.

"Now if the Feds keep chasing Red Hawk heading out of the system, it'll be smooth sailing for us."

"Did you tell them what we're doing?" Watson asked.

"Absolutely not. I just paid them to do the job and the overhaul of their engines. The feds won't chase them out of the system. Even if they do chase them, they'll nav to New Strel. New Strel will tie the feds' hands in so much red tape, they'll be able to overhaul and jump out of there before anything happens," Davidson said, touching a control on his screen to change his view. "This is going to be a huge payday and I don't want anyone else sniffing around".



Art by Scott Mulder/AZ Gamer

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“Assuming we get out of this with our skins intact”.

“You worry too much Watson. No one’s going to notice what we’re grabbing and certainly no one’s going to report it,” Davidson smirked.

Watson sat back on her crash couch and closed her eyes thinking.

\* \* \*

She got an early morning call to report to the cafeteria for a meeting. Something was going on yesterday with Davidson. She walked by, the door to his room was closed, and he was on the comms with someone. She figured it was business, but it could have been a call with one of his whores. A tinge of jealousy crept into her thoughts.

They had been lovers for a while, then they weren’t. Then, one time, after a mission had gone exceptionally well, they ended up in each other’s bed again for a while, but that was short-lived. She knew that Davidson wasn’t the kind of guy to commit and settle down and that someday she would leave, and he would stay. If she believed that, would it still bother her when he went out for his weekend trysts?

She put it out of her mind, grabbing a power bar and coffee for breakfast before heading for the meeting. The base they operated from wasn’t very large, not for what a pirate base is. They worked from an old abandoned mine on an airless moon. They ran a 35-year-old Rapier class corvette that Davidson had. He would never tell her how he happened across it or the base. But it was a good short-term job for her, for a while and if she didn’t think about it too hard. Mostly they stole cargo pods left for pick up or excavation equipment that mining companies left behind.

Walking into the cafeteria, Monk and Schiller were already waiting. She leaned against the wall sipping her coffee and playing the anti-social card this morning. She had irritated herself thinking about Davidson’s indiscretions that she didn’t feel like talking to anyone.

Half a cup of coffee later, Davidson came in with K’elak Key and Ker’Kal. The two Vrusk took seats, but Davidson remained standing.

“Good morning, everyone. We’ve picked up a big payday for a snatch-and-grab job that carries a bonus,” Davidson stated, hoping to get everyone’s attention with the word “bonus.”

“A client wants us to retrieve, umm...let’s call it “rare cargo” and rendezvous off the travel lanes for a transfer. Simple, quick, and low risk of Feds and zero chance of Star Law interference.”

Monk was leaning in his chair and snickered to Schiller. “What kind of snatch and run doesn’t draw attention from Star Law”?

“I know, Pan Craft Pillows!” Schiller burst out laughing, Monk joining in after them.

“No,” Davidson said aloud, trying to regain the meeting’s momentum. We’re to grab samples from the third planet in the Gamma system.”

The room fell silent, and Monk’s chair flipped backward, spilling him onto the floor. The rest of the room’s occupants hardly noticed.

\* \* \*

“Watson, coming up on turnover,” Davidson said.

She snapped out of her thoughts and concentrated on her display and acceleration.

“Roger, ten seconds to turn over the maneuver. Five seconds for maneuver. Watson said mechanically, Mark acceleration cut and pitch one hundred and eighty, following the procedure.

Everyone in the ship felt the acceleration cut and everything started to float weightless without the pressure. Then the ship pitched up nosing over, pointing the engines towards the planet they were heading for. This effect generally made everyone’s lunch roll around in their stomachs very disorientingly. The pitch-over only took about ten seconds, but it was a damnably uncomfortable ten seconds. Then the engines lit back to life and went right to six gravities, breaking the ship for an orbital insertion.

“Speed looks good, we should hit the atmosphere in about thirty-nine minutes,” Watson read the data from her display feeds.

“Excellent,” Davidson said. “I can taste champagne and Pale Sea crabs already,” he said with some glee in his voice.

\* \* \*

“Your contact wants us to go to Gamma and pick up a sample?” Watson said each word with a pause like she was spelling it out to him. “Why? Who would want to go there? And what kind of sample?” her coffee cup slipping from her grasp unnoticed.

The eyes of everyone were on Davidson waiting for him to laugh and say it was all a joke, but he wasn’t smiling.

Monk stood up and fixed his chair but didn’t sit back down. The room was full of nervous energy. Davidson paused for a short moment and started again.

“The client is discreet about the operation and hasn’t told me who he is or who he works for. All I know is his name, Mister Winter. He’s given us a set of coordinates for some cargo we’ll need to pick up before we head out to the planet. The pickup point will be the first part of our payment. The other half plus bonus when we deliver,”

---

“Krelek kkkkkrk grrrkkk krklkrkrk kkrkrk,” K’elak said.

“Yes, I do remember Gamma is a quarantine planet. We will be wearing full environmental gear when we touch down.”

“Samples,” Watson interrupted. “What samples are we collecting?”

Davidson stepped back and leaned against the wall, bracing himself before he replied.

“They want at least two people. We get a bonus for each person up to six and a bonus if at least one is female,” Davidson finished.

The silence in the room could be cut with a knife while everyone rolled it around in their head.

After a long pause, “So let me get this straight,” Schiller said. “We are to violate federation quarantine restriction, fly a blockade run to a plague world, hot land on unknown terrain, kidnap a bunch of blue plague victims, and then deliver them to an unknown person in space,” Schiller finished his mission summary.

Davidson nodded, “Ya that’s about it,” in reply to Schiller.

“What could go wrong with that?” said Monk.

\* \* \*

Watson drifted back from her thoughts as they approached reentry burn. She changed her monitor one last time, scanning the space around them before they burned through the atmosphere and went sensor blind.

“Nothing on radar or communications. The Feds must be still chasing Red Hawk,” Watson said, satisfied. She switched her monitor back to the reentry display. A picture of the looming planet appeared on her display, with an overlay like a wire tunnel showing her course.

“We’re looking good, locking on to our reentry pipe. It’s going to get warm in here at these speeds,” Watson said, glancing at Davidson.

“Do you want to slow down and take the extra time for a soft ride?” Davidson said without looking back, focusing on his monitor.

Watson didn’t bother to reply and just focused on the fact that the automatic systems would get them to the surface. The computer would try to slow their descent to a safer speed at speeds like this. When that alert came up, she would have to manually bypass the auto flight system to continue their reckless insertion.

“Computer count estimates we’ll be down in under twenty minutes,” Watson called out over the rattling sound around the ship.

“Excellent,” Davidson replied. He punched the display controls on his board. “Monk, you guys suited up and ready to go?”

“Roger that. The Explorer is loaded and standing by,” the Yazarian growled.

\* \* \*

The cafeteria raged for ten minutes, with debates on the mission’s pros and cons. Davidson’s main leverage to take the mission was the payday.

Each would get one hundred thousand credits plus ten thousand bonuses for each additional target captured. Twenty thousand for a female specimen. Of course, the cons were thick.

Lifetime imprisonment, crashing on the planet, contamination, the list was long and distinguished... with each entry ranging from bad to worse.

There was always risk in the life of a pirate. Now they were adding kidnapping and breach of quarantine to their wanted posters.

Once the arguing died down, Davidson hit them with the plan. “We’ve got eight weeks to deliver the goods. We are going to jump to the gamma system. Our employer has a package waiting for us on the fourth moon of the seventh planet. It’s so far out of the system, the Feds patrol will never look out there for ships,” Davidson said sitting at the dining table.

“While we are there, we’ll overhaul the engines so we’re ready to go when needed,” Davidson continued.

“Briklik kkrkkrk grkrink,” Ker’kal asked.

“Freezer tubes for the samples, doze and Tangler grenades, and most importantly, the first portion of our pay,” Davidson said seriously.

“Each plague world has a Fed garrison stationed in the system to enforce the quarantine. Over the past ninety years, the garrison has dwindled to a single scout ship with crews rotated out every two weeks. I will contact a friend to buzz the planet three days into their patrol and pull them off the station. I plan to give us eight hours to get in, pick up what we need, and get off before anyone knows we were there.” Davidson looked confident with his scheme.

“There’s only a single ship watching the whole planet. Are you sure about that?” Watson asked with disbelief in her voice.

“The patrol isn’t meant to stop ships in the system. Who would want to go to a plague world? The patrol is to keep anyone from leaving the surface,” Davidson replied.

\* \* \*

“And we’re down,” Watson exclaimed, cutting the main drive.

"Monk, you're all set to go hunting. Good luck, make us some money," Davidson finished.

"We're heading out now. We'll hit fast and move in case there are large groups of them," Monk responded.

"You got four hours to search and return here, so make it fast."

"Roger," was the only response.

"I'm going to look at the port vector stabilizer. It felt sluggish once we were in the atmosphere. Keep an eye on the radar," Davidson said, as he unbuckled his harness and stood up clumsily, the awkwardness of gravity throwing his balance off.

"Copy that," Watson replied, watching Davidson stumble out of his crash couch and into the elevator shaft.

Watson loosened her five-point harness so she could relax. The rest of the crew wouldn't be back for four hours, and Davidson would be busy for a few hours checking out the stabilizer. All she had to do was watch a radar screen. She saw the blip moving away heading southwest in the direction their map showed them.

\* \* \*



Art by Scott Mulder/AZ Gamer

"Ease us in slowly, Watson. I know the patrol is nineteen AU away, but we shouldn't try to attract their attention," Davidson said.

"Going easy," Watson replied. Never looking back, her face locked on her navigation screen. "They'll never see a thing, we're eclipsed by the planet."

Davidson punched the comms system. "Monk, my gauges show radiation outside is zero. You can start the engine overhaul. Once we dock, I will grab Ker'kal and EVA to the container to get the drop-off."

"Roger," was Monk's only reply.

"We're about fifty meters away; that should be a short enough hop for you," Watson said, finally looking away from her screens. The system is on auto, so we should stay parked for you."

"Alright, I'm heading out to grab the package. This shouldn't take long," Davidson said as he unbuckled his harness and floated to the turbo lift.

"You got the bridge," he said, as the lift door snapped shut.

\* \* \*

Watson's attention snapped back to the present. Checking her monitors, she saw ninety minutes had elapsed and nothing had appeared on the sensors. She switched over to the cameras and found Davidson working in engineering fabricating something, guess he found something wrong.

She released her harness got out of her navigation couch and stretched to her full height. It's been a long time since she'd been in full gravity and felt good to stretch out against some force. Watson had only got to enjoy her walk around the bridge for a minute when the scanners showed a blip southeast about twenty kilometers.

She jumped back into her seat and punched the comms key. "Davidson, I have a contact, twenty kilometers away. It's showing an energy signature output. Radar says it's metallic, probably some sort of vehicle."

"Are they moving towards us?"

"It doesn't look like it. They are moving around but staying at the most extreme range of our sensors."

"Well, whoever they are, they can't bother us from that far away. Let me know if they move closer or if anyone else appears. Check-in with Monk, make sure he's okay." Davidson said with finality in his voice.

"Roger," Watson replied.

Changing channels on her comm panel.

"Monk, everything going alright out there?" Her inquiry was ignored.

"Monk, do you copy?" she asked again.

---

“Ya, I hear you. I’m busy, in the middle of something right now.” Monk said with strain in his voice. Then screams and banging could be heard over the comms.

“We found a camp of them, dozed the lot of them. A few got away but we grabbed six of them. We’ll be heading back soon,” Monk finished.

“Roger, I’ll let Davidson know”.

Watson changed her communication settings again to the internal comm panel. “I got an update from Monk. Says he’s got five of them and is wrapping things up.” A moment passed before a reply came through.

“Good. I’m finishing up here. I’ll get decontamination protocols ready for their return”.

“Roger that,” she replied.

“See Watson. I told you this would all go like clockwork”.

She leaned back in her couch, thinking again how they got here to kidnap the plague wretches abandoned by the Federation. They may be biological mutants, but kidnapping is kidnapping.

\* \* \*

She watched the scanner and the video feed showing Davidson EVA to the container on the moon. It was a large metal shipping container laying on its side at a cocked angle, showing that it wasn’t placed there gently. They made it easy to find if you knew where to look for it.

Luckily, the container landed on its side, keeping the door free to open unobstructed. At this range, she could barely make out the two of them in the video. It was only fifty yards, but they were on the dark side of the moon. But the point was moot. They were exiting the metal container carrying a large case and heading back to the ship.

The comms channel opened with some static and heavy breathing.

“Heading back to the ship. We got the case,” Davidson said.

“Did you open it and make sure it wasn’t a bomb?” she said jokingly, although she was half serious.

“That would be a damn lot of work to get us to blow ourselves up out here,” Davidson replied in a serious tone.

Fifteen minutes passed before the lift door beeped and snapped open. Davidson floated out and pushed himself gently towards the navigation console, where Watson sat.

“Here you go,” Davidson said, handing her a disk and a card.

“Navigation chip will give a detailed map of the best place to insert and land on the planet. The card is fifty thousand credits on an uncoded card.”

She took them both looking over the card. It was more money than she’s ever held in her life. She slipped it into the right chest pocket on her flight jacket and zipped it shut as an extra precaution as anyone could claim the card while it remained uncoded.

Davidson floated away to his command chair acrobatically flipping into it under the low gravity they were working under.

“Now we just need them to finish the engine overhaul. It shouldn’t take more than twenty hours with the four of them,” Davidson said.

Watson took the navigation chip and socketed it into the nav console. She immediately got star maps and coordinates giving her the vectors she would need to land at the site most likely to find their target.

She leaned back in her seat, closing her eyes and thinking about what would come next as she touched her right chest pocket to remind her why she was doing this.

\* \* \*

It was a good thing they found their quarry so fast. A storm moved in causing visibility to drop off badly and making the return to the ship longer than expected, but Monk and the others made it back to the ship with the explorer and its cargo.

“Alright, they’re on board. Start preflight checkout,” Davidson said, speaking over the lower ship’s deck intercom.

“Roger. Remember when I told you about that blip on the sensors, it’s moving in our direction,” Watson replied into the intercom system.

“How long until our visitor shows up?”

“We should have plenty of time. I think they are just looking us over anyway, they don’t seem very committed to coming straight here.”

“Alright, I’ll be up there in fifteen.”

\* \* \*

Davidson was snapping the harness securing him to the seat. He punched the intercom console.

“Everyone secured down there, we’re ready to go,” he called out over the ship’s intercom so everyone could hear.

“Krillik kkkkrkrklk,” was the reply.

“Alright Watson, let’s get out of here,” checking the engineering screen as he spoke.

The engines roared to life and the force of thrust could be felt as the ship fought its way loose from the

---

surface. Once in the sky the main engines engaged, accelerating the craft across the sky adding gravities as it accelerated to break free of the planet's gravity well.

"I hope those feds are still busy chasing the decoy," Watson said, working the system controls.

"Maybe, but there's no way they could be back in time to stop us from leaving the planet."

"No but they could have more V than us and intercept depending on their vector."

"This was the only part I couldn't be sure of, Watson. If they broke off the chase early or used the fourth planet to slingshot back here depended on their captain."

"Breaking out of the atmosphere in ten seconds. I guess we'll find out soon enough."

The ship did three orbits of Gamma, each one building up speed for a slingshot breakaway. The crew remained strapped into their seats to protect them from the acceleration, as they had no time for a long, slow speed buildup.

"I've programmed the nav computer to start on our course for delivery of the samples," Watson said with disdain in her voice.

"We're breaking free now and heading up out of the system axis. There she is, the Fed scout. They're two light minutes away, too far away to catch us at this point if we keep the throttle buried," Watson exclaimed.

"I never suggested we take the scenic tour to get us out of here," Davidson said sarcastically.

\* \* \*

Eight Days Later

Outer Edge, New Streel System...

"Well, we've been here for twenty hours. Wonder when they're going to show?" Watson said lazily, the crash seat kicked back into a lying position.

"Dunno, everything else in the kit was spot on. I have no reason they would just forget to show up. Plus, we have their cargo", Davidson replied, floating free on the bridge looking bored.

"Ever decide what you're going to do with your share?" he asked.

"Well, I meant to talk to you about that but was waiting for the right time. I think I'm done with this Davidson, time to get out. Before all this I had a life you know, it was ripped away from me because of Corps. Remember when we met in that bar two years ago?" she said, raising her chair back to a sitting position.

"Oh ya, I remember. You were down to your last credits, and lost your piloting job for reporting a questionable cargo transfer."

"The Corps ruined my career, so I didn't mind hurting them when I could. But this job isn't about hurting the Corps. I mean, did you see those people in the freezer tubes? Sure, they are mutated-looking but they were once people. We are ripping their lives apart just like the Corps did to me," she sighed.

"I thought I could handle this kidnapping, push it down, and do the job. But when this job is finished, I am done with being a pirate. Think I've been done for a while and just have been lying to myself so I could sleep at night."

Davidson just floated there, no reaction for what seemed like five seconds of forever.

"It's okay Watson, I've had the same thoughts myself. Quitting, getting a different job, meeting someone, and sticking with them. Sounds quiet and simple, but I wouldn't know how."

"Once we get back to base, we'll be up for resupplying. I'll drop you off at the spaceport."

"That easy?" she asked.

"What did you expect? For me to throw a fit or to beg you not to go? You're a hell of a pilot, but I always knew this wasn't the life for you. You were running away, and I was convenient."

Watson went to say something, changed her mind, and decided to just say,

"Thanks for understanding."

"Like I said, you're a hell of a pilot, and filling the seat will be tough. If it makes you feel any better, I think K'elak is out too. He wants to start some low-risk profit scheme, and this is his chance."

Before she could reply, her console buzzed, and a blip showed up on her sensors.

"We got a visitor," she said.

"It's coming in from the inner system on a decel burn like it plans to be here."

"That must be our friend, who else would come this far out system? How long until they get here?" he asked.

"In about two hours, if they maintain their burn."

Davidson pushed off the ceiling perfectly, hitting the mark and floating back into his seat. He softly keyed the intercom system to not push himself away in freefall.

"Monk, our guests are arriving. Prep our cargo for transfer."

"Should I put a red bow and champagne on the side?" attitude in his rough voice.

---

“No, but a box of candy could go a long way,” Davidson returned.

The intercom had no reply.

“Well Watson, this will be all over soon. Work out an intercept and we can get the samples offloaded. “

\* \* \*

Two hours later Davidson was hailed by data line only, no voice or visual and it identified itself only as the SS Baal. The ship was enormous compared to Davidson’s vessel, “High Stakes”.

Normally in space, you never get close enough to see what the other ship looks like. Of course, in this case, since they were docking in space, seeing the SS Baal was not an issue. The vessel was around the same size as a UPF Light Cruiser but wasn’t configured the same way. The bow of the ship was different, almost a split-center design. Under normal circumstances, he’d ask about it, but these were less than normal.

Davidson and Watson went down to oversee cargo transshipment from one ship to another. Once docked, men in blue medical gear with no insignias came on board two at a time. Without a word, they rolled the freezer units out of the cargo bay. At the other end of the docking tube were armed guards in all black with rifles, saying nothing but telling me we weren’t invited on.

Once the last freezer on wheels was out of site, one of the guards walked down the access tube to Davidson.

“Your presence has been requested on board sir,” the soldier said.

Turning to Watson, “Want to meet our employer?”, Davidson asked.

Watson froze. Her heart skipped a beat, like when you get called on in class to show your homework, and of course, you don’t do it.

Davidson followed the soldier down the tube. Watson swallowed but found her mouth dry. She followed them down the tube on the metal track, keeping them planted like they were in real gravity. Once they passed onto the other ship, another guard stepped in to replace the one who had left his post and escorted Davidson and Watson to their meeting.

The ship looked like a typical military ship layout. Once you’ve seen a military vessel and then a civilian ship, you immediately know the difference. Military ships look so utilitarian with access ports, exposed junction boxes and open ceilings so that emergency repairs can be carried out as quickly as possible. Civilian ships have cover panels to make everything look like the inside of an apartment. Nice walls with trim would have no place here.

The guard brought them to a turbo lift, and all stepped inside. The guard pressed deck six which in Davidson’s head would place them in officer territory. Most of the officers had their quarters and duty stations towards the bridge of the ship, normally near the bow.

They traveled in silence until the door opened. Then the guard stepped out and walked straight ahead to a closed door. After a short pause, he knocked and opened the door, stepping aside to allow the duo to enter what was obviously the officer’s galley. It was a good-sized room for a military ship that could accommodate twelve. This meeting looked like it would only need space for three people.

At the head of the table was a human in a black business suit. The suit was bespoke, very expensive, and cut corporate style. His hair was black, but his features were pallid. Behind him on the wall was the ship’s logo, SS Baal, with the designation CU-03.

He stood up, reminding Watson of a cobra rising to strike at its prey.

“Captain Davidson, it’s a pleasure to meet you. Welcome aboard the Baal, I am Mister Winter, please have a seat,” the man gestured with his hand towards the closest chairs to them.

“This is my pilot Sandra Watson,” Davison introduced her.

“Also, a pleasure,” Mr. Winter’s eyes lingered over her for a moment before he reseated himself.

“Captain, I’ve been told you managed to acquire six specimens for us; two are female. That is excellent, better than we had hoped. You had no issues, I trust, no casualties or federation issues?” In the last part, his voice dropped an octave.

“None at all, they fell for the bait, letting us slip under their nose. After all, who would want to go to a plague world?” Davidson said with a smirk on his face.

“Yes, of course, who indeed?” Winter said, drumming his fingers on the table.

“Well, Captain, I have your pay here, base plus the bonuses,” Winter said, holding a credit chip out for Davidson.

Watson held her breath as if waiting for something to crawl out of Winter’s sleeve and run up Davidson’s arm.

Davidson took the chip from him without examining it. “Thanks for the job,” Davidson said without knowing what else to say.

“Not at all. You came highly recommended for your discretion. I believe this ends our business today unless there is anything else,” Winter said.

Watson felt like she was a mouse being looked over for a meal. She couldn't help herself and gently brushed against Davidson's hand.

"No, thank you. We're done here. It's been a long journey, and we need to get back to our ship."

"Of course," and as Winter finished the sentence, the door opened, the security guard stepped into the room and stood by the exit.

"Safe journey, Captain Davidson, and you, Sandra," Winter said.

Watson broke off eye contact as fast as she could and exited into the hallway. The guard walked out after closing the door behind them and walked them to the turbo lift.

\* \* \*

Watson and Davidson were buckling their safety harnesses back on securing them to their acceleration seats.

"There was something weird going on there," Davidson said.

"Weird!" Watson exclaimed. "That's the understatement of the year. I thought I couldn't be more sickened by the job we had just done, but then we met that guy. I thought I was being sized up for dinner." She ran the computer system through its warm-up procedures as fast as it could accept the protocols.

"Did you notice the crew was made up of almost all humans? I think I only saw two Yazirians," Davidson said, as he depressurized the docking seal.

"Hell with that, did you see his hands?" Watson asked.

"No, why?"

"His nails had no color at all, completely white. I saw them when he was drumming his fingers on the table. There's something not right about him. Hell, that whole ship," she said, flipping a few switches, and her board turned green.

"We're free, I'm maneuvering and getting us away from that ship as fast as possible," Watson said, working her console.

\* \* \*

"Sir, they've undocked and are moving off," an ensign from the sensors console said, looking towards the command chair.

In the command chair was an older gentleman wearing a black military uniform with decorations and commendations from wars and unknown and undisclosed missions. Standing on the side of his command chair was the black-clad suited Mister Winter. The ensign's statement was directed to him as well as the Captain.

The Captain turned to Mister Winter and looked at him. "Phase one of this project is complete; our samples are on board. You may now begin phase two of our mission," Winter said flatly.

"Weapons," the Captain called out. "Power the main system."

"Sensors, track the target for weapons lock," the Captain ordered.

"Aye, aye, Captain" was the only reply.

\* \* \*

"Well Watson, regardless of how creepy that guy was, we're out of here and you can start the next chapter in your life. Any thoughts of where you might head out to?" Davidson asked.

"I've always wanted to see the Rim. See how different



Art by Scott Mulder/AZ Gamer

it is from our space."

"Well with the bonus, you should see a lot of the Rim. But when you've seen one Osakar, you've seen them all," He laughed, trying to lighten the mood.

"We're accelerating, navigation is set, and distance from the SS Baal is sixty thousand and falling away."

"What the hell? My board just lit up, detecting an energy beam of some type. I can't identify what it..." Davidson never finished the statement.

\* \* \*

"Firing complete sir," the weapons officer stated.

"The blip on sensors now shows as two blips," the sensors officer reported.

"How long did the beam sustain for?" the Captain asked.

"According to the system, the beam held on for twelve seconds, Captain," the ensign reported.

"Well Mister Winter, the beam sliced the ship completely in half, as expected," the Captain declared.

"Excellent Captain, a lot of money and time went into the development of the UV laser cannon. I just found it rather anticlimactic, there's nothing much to see," Winter said, waving his hand toward the screen.

"I will have to talk to them about lowering the filters to get some visible spectrum back".

"That will display a purple color instead of being invisible," the Captain stated.

"It helps with the fear factor, Captain, to see Death coming for you," Winter said with a predatory gleam in his eye, like a cobra contemplating its next meal.

"Please have all the data from Phase Two of our mission downloaded and sent to my inbox," Winter said, turning away and heading for the door exiting the bridge.

"All this excitement has made me thirsty. I'll be in my quarters, getting a drink," Winter said and walked off the bridge towards the turbolift.

## NEW WEAPON

### UV LASER CANNON

HOS	RD	RA	DTM	HDR
Head on Shot	0-5	12	10	3d10+3

A prototype weapon, the UV Laser Cannon uses a lower wavelength to generate a more devastating effect than a normal laser cannon. However, the unit must be mounted as a spinal mount weapon on the ship and only fire in the direction the ship is pointing; it must use a "head-on shot".

**Cost:** 30,000 CR

**MHS:** 12

**Availability:** experimental

**Program:** Level 1/ 3FP

**Space Required:** 50 cubic meters

**Combat Table:** Laser Cannon



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.

Ever wanted to play a mix between Alien and The Thing with a more Sci-Fi twist ?

Want to offer your players a different, thrilling adventure ?

Are you simply looking for a solid Sci-Fi scenario ?

Then this adventure module is perfect for you!

**Available on [DrivethruRPG](#)**



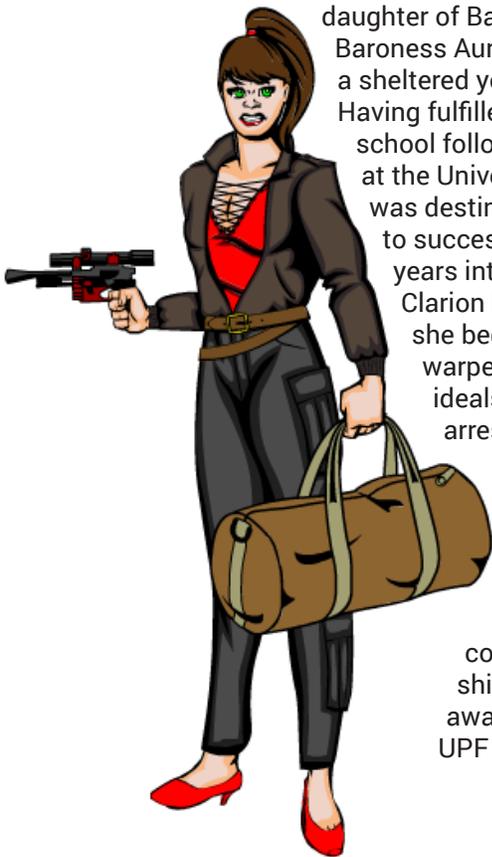
# THE STAR DEVIL'S TRIANGLE

Written By Richard 'Shadow Shack' Rose  
All Artwork by Richard 'Shadow Shack' Rose

Welcome to another year's worth of awful antagonists, a la the Star Devil's Triangle. That's right; we're at the second anniversary with number five for the series now as we continue plodding along while providing a plethora of pernicious personalities to plague your peppy players. It's been a wild ride, with representatives of all four races from the last four installments.

To date we've offered up the usual assortment of cutthroats, murderers, con artists, vipers, snipers, muggers, and buggers...all the while passing up the most sinister threat of them all. That trend ends now. We're kicking off the next round with another emissary of evil, one that couldn't possibly sink any lower on the slimy scumbag scale. That said, it's not time to "Bring on the Bad Guys", it's time to bring on the WORST of the bad guys by Bringing on the Bad Girl!

Nadira Tyme is not just another example of a rich kid gone bad. She skipped right past that typical pattern and launched off the cliff at full throttle. Born as the middle child of three and the only daughter of Baron Rollo Tyme and Baroness Auriela in Clarion, she led a sheltered yet beneficial childhood. Having fulfilled a good run at prep school followed by high marks at the University of Clarion, she was destined for the fast track to success. Alas, those college years introduced her to the Clarion Liberation Party where she began to develop a warped sense of political ideals. Having never been arrested or convicted at the multitudes of displays and interventions, she ended up in SpaceFleet for six years, thanks to corporate and political shielding. She was awarded command of a UPF Destroyer.



Somewhere along the line she sympathized with the Sathar she was sworn to fight. Her grooming with the Liberation Party was a stepping stone for a much larger theater: disrupting the entire Frontier instead. Nadira went missing in action nearly five years ago while on routine maneuvers. Having never been found by the UPF, she was officially honorably decommissioned. As it turned out, she secretly and willingly joined the Sathar cause as a full-fledged agent. Not by hypnosis, mind you, but rather by volunteering with sheer disdain for the Federation!

Nadira carries herself quite professionally, fitting in with any crowd despite her high-class upbringing...she can hob-knob with the snobs and slum with the scum just the same without missing a beat. This ability to blend in offers many benefits, first and foremost being the lack of attention drawn towards her. She is highly skilled as a Technician and with Beam Weapons, moderately skilled in the Environmental and Computer fields as well as Starship Piloting, and a novice in the ways of Psycho-Social, Demolitions, and Starship Gunnery.

Having been recently identified in a Sathar raid, Nadira has been branded a traitor by the UPF, and her departure from Space Fleet was downgraded to a dishonorable discharge. Naturally this caused a political upheaval with her family. While Rollo and Auriela still maintain their barony status, the entire family has fallen under the watchful eyes of the Clarion hierarchy, Star Law, and the UPF. This has also extended to her two siblings: younger brother Oliver and elder brother Justin. Details of the family follow.

## *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!***



## Baron Rollo Tyme III

**MALE HUMAN**

AGE 68

**STR/STA** 45/55

**DEX/RS** 50/50

**INT/LOG** 55/70

**PER/LDR** 65/75

**SKILL** PSA-TECH

Technician-6

Computer-2

Projectile Weapons-1

Pilot 2

Rollo is a retired Clarion Royal Marine entrusted with a barony on Clarion's surface. Aurelia is a former corporate R&D manager from PGC's branch office on Clarion Station. Together they make the textbook example of "a big fish in a big pond". Wealth and power have been thrust upon them as a reward for their combined endeavors.

While Aurelia has always supported and nurtured their children, even as they ventured into adulthood, Rollo has always been very strict and demanding. So much to the point of being sadistic with his means of teaching and upbringing, Rollo would constantly



## Baroness Aurelia Tyme

**FEMALE HUMAN**

AGE 64

**STR/STA** 40/55

**DEX/RS** 60/50

**INT/LOG** 70/65

**PER/LDR** 75/75

**SKILL** PSA-TECH

Computer-6

Technician-4

Robotics-2

Astrogation-1

Engineering-1

subject his heirs to dangerous tests & quests to teach them to face adversity without fear.

Rollo and Aurelia both hope that Nadira can be swayed from her current choice of actions, while at the same time offering no support to regain the trust and favor of the public for her. The baron and baroness have denounced her in public and private venues alike.

*\* Rollo & Aurelia were featured in Frontier Explorer #30 in the Scouting Yacht article. Specifications for the SS Space Angel yacht can be found in said article.*



## Baronet Justin Tyme

MALE HUMAN

AGE 38

STR/STA	60/55
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DEX/RS	55/55
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INT/LOG	60/50
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PER/LDR	50/70
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SKILL	PSA-TECH
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Technician-6

Computer-6

Robotics-4

Projectile Weapons-2

Engineering-3

Pilot-2

Astrogation-1

Military Skainsuit

Automatic Rifle w/5 BulletClips

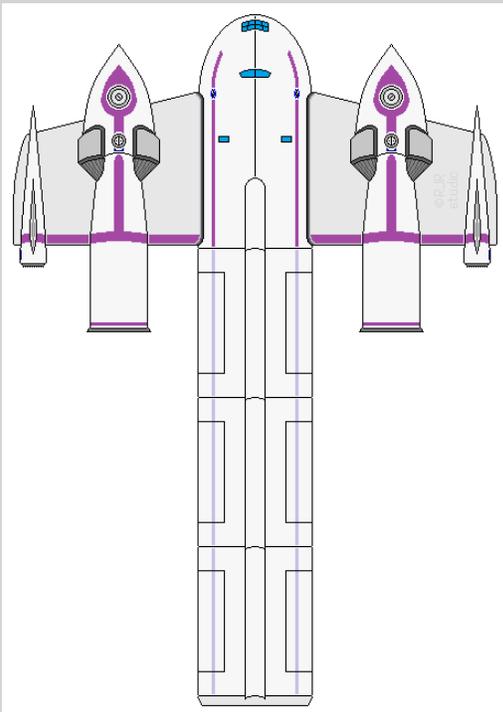
TechKit & RobComKit

Cigar rolling kit with tobacco du jour

Adhering to the law has never been a priority for eldest sibling Justin, he has been in and out of trouble since he learned how to walk. While never committing any serious crimes, his parents gave up on bailing him out of trouble following a long list of minor offenses and time served. He attended several trade schools rather than going to prep school and college and despite such a ne'er do well nature, he left with a decent skill set in the technical areas. He tried to enlist with the Clarion Royal Marines and when that didn't pan out (thanks to his record), he applied to Gollwin Academy and also washed out (again, that laundry list of minor offenses). He eventually got his record sealed and signed on with Trans-Travel as an engineer on a TT-500F Lighter class small freighter, finally escaping his father's "thumb of oppression". After serving ten years with the mega-corp, he mustered out with a healthy number of credits, piloting, and astrogation skills to boot. One benefit was an annual 20,000 Cr pension as a retired 1st Officer, and he easily spends that much in the same time frame on tobacco found at any port of call. He financed a used Trans-Travel light freighter and began his adventurous career as a tramp freighter captain, something his father would prefer to disown and disinherit him over. Not that Justin cares anymore, living a life of freedom and leisure away from the stress of family politics. Alas, he has reverted to his old ways and engaged in the small package trade (a euphemism for smuggling) and has not yet been caught. Various planetary militias and law enforcement agencies alike are keeping a close eye on him. Justin had a deeply positive relationship with his sister yet rarely speaks of her now. Authorities believe he may know more than he lets on...

### *Ghost Crab Custom Armory*

*In a universe of gunman only a few become true gunslingers, with remarkable abilities a cut above the rest. Some say it's a gift, other's nerves, or the result of countless hours of training and experience. It's all this and more, sometimes it's the gun. Stop fighting the weapon, and have the weapon fight for you. Here at Ghost Crab Custom Arms we rework your favorite sidearm into a perfect match for a you. We have custom grips, weight compensators, gyro-stabilizing, fingerprint safeties, cybernetic linkage, and automatic setting changers and more for every type of side arm in existence. You worked hard to become good, lets us help you get even better. Visit one of our armories today!*



## SS Not Okay

(formerly SS Merkava)

TT-300LF Collier class light freighter

HS: 3, HP: 15 Powerplant: 2 Atomic-A

ADF:4 MR:4 DCR:29 Crew: up to 8

**Armament:** Pod Laser Turret\*

**Defenses:** Reflective Hull

**Communication & Detection:** SubSpace Radio, VideoCom, Radar, Skin Sensors, Intercom

**Misc Equipment:** Streamlined (assuming no cargo pods attached)

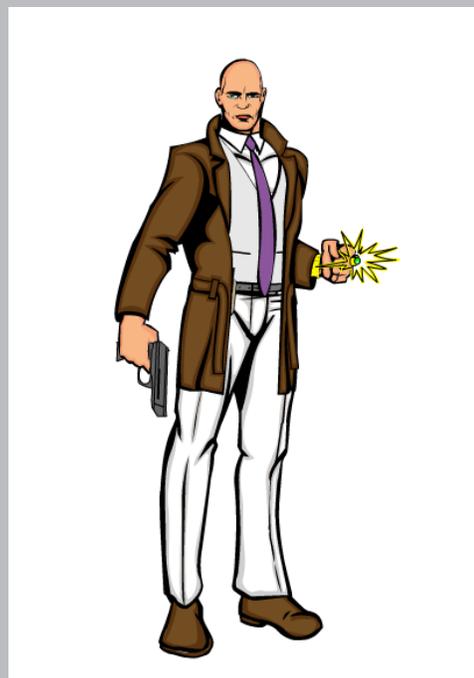
**Cargo Capacity:** 3 x 1u detachable cargo pods

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

**Passenger Accommodations:** n/a

**Ship's Vehicles:** N/A

*\*Pod Laser Turret is a short-ranged energy weapon based on the Laser Pod system (range: 40,000km, 1d10 damage, treat as LB for all other purposes)*



## Baronet Oliver Tyme

MALE HUMAN

AGE 26

**STR/STA** 50/70

**DEX/RS** 50/50

**INT/LOG** 65/85

**PER/LDR** 60/75

**SKILL** PSA-TECH

Computer-6

Robotics-4

Technician-2

Projectile Weapons-4

Oliver serves as Chairman of the Board at Pan Galactic's subsidiary AnyTyme Industries, under the direct advisory of the founder and former Clarion office general manager (his Baroness/Mother). Being the youngest and only three children to show any interest in the family business, he naturally receives some degree of favoritism in that regard. Unlike his older brother who rushed off into a life of adventure and his sister who joined the SpaceFleet only to go missing in action, he is being prepped both for leadership of the company and assuming the local barony. In his brief time serving in the corporate sector, he has amassed

## SS Big Tyme

### Rim-Song class yacht

**HS:** 3 **HP:** 15 **Power Plant:** 2 Atomic-A

**ADF:** 4 **MR:** 3 **DCR:** 29 **Crew:** up to 4

**Armament:** Laser Battery

**Defenses:** Reflective Hull

**Communication & Detection:** SubSpace Radio, VideoCom (1 screen), Radar, Intercom

**Cargo Capacity:** 0.5

**Crew Accommodations:** 2 Crew Cabins (double occupancy)

**Passenger Accommodations:** 1 1st Class Cabin (double occupancy)

**Ship's Vehicles:** N/A

at least a hundred times more wealth than his parents did when they were active in the business world.

He is quite charismatic with genius grade intelligence. In addition, he is overly ambitious to the point of obsession... he privately schemes to acquire an even higher office than simply as a regional baron in Clarion's hierarchy. To this end, he has branched out with several offspring businesses from AnyTyme Industries — founding TymeCorp (his home office branch of AnyTyme) along with initiating sibling outfits and upstart operations scheduled to deal in technology and military contracts in the Frontier. He rewards loyalty and punishes insubordination & incompetence equally. For example, if a hard-working employee gets into legal trouble and is on Oliver's good side, he will arrange bail and even provide an attorney, whereas a known troublemaker will not only be left to rot but Oliver will work with police and prosecutors to ensure he/she earns additional charges and time served. He is known to operate above the law, some folks that made direct threats to his immediate friends & family have mysteriously disappeared without a trace... as such he is a person of interest regarding the whereabouts of his turncoat sister.

Oliver's sphere of professional influence includes (but is not limited to) the following:

- AnyTyme Industries (Clarion, Kdikit, Lossend, & Minotaur) - a chain of industrial manufacturing plants
- TymeCorp (Clarion) - Administrative headquarters for AnyTyme Industries
- LyfeTyme (Lossend) - Medical supplies and research, secret home to M33.1 (a mentalist

development facility cooperating with various business allies).

- SynCorp (Kdikit) - specializing in synthetic crops and livestock cloning research.
- Tyme Travel (Terledrom) - Shipyard outfitted for the construction of Merchant Scouts, Akyna class light freighters, OT-505 container transports (Trans-Travel TT-500 clones), Comet class Clippers (Timeon Clipper clones), and custom/conversion hulls such as Angel class yachts (all of which can be found in prior issues of Star Frontiersman and Frontier Explorer).
- Tymex (Minotaur) - Technological manufacturing, including computers and robots while dabbling in bionics.

His ambition is to acquire Streeel through a hostile takeover, and a popular rumor is that with his sister's help, this could become more feasible...Oliver certainly has the capability to shroud his sister if desired. Once accomplished, he intends to leverage that in a coup d'etat to acquire none other than Pan-Galactic. His ultimate political goal is the Leading Chair Member via Clarion's seat on the Council of Worlds.

Off the record: it should be noted that both brothers have seen very limited contact with Nadira, albeit with no involvement concerning any of her schemes against the Frontier. Out of family loyalty, both have attempted to convince her of the error of her ways and tried to sway her back. All of those attempts have failed. If anyone has the moxy to get her back into the Frontier's good graces, Oliver's business and social pull is quite feasible as the only route where that could succeed...assuming he doesn't use her for his ambitions and agendas.

And there you have it, a servant of the Sathar and potential allies in the family suitable for insertion into any campaign. The ascension up the badder stepladder doesn't get any madder than that!



# SUNDOWN

## A Revised System Brief

By Oscar Rios

**Author's note:** This article expands upon the Sundown star system as presented in the module SF3: Sundown on Starmist by Garry Spiegle. It is an edited and updated re-print of Eric "Billygote" Johnson's article Sundown, originally appearing in Star Frontiersman issue #16 in December 2010. This article contains original material from the module and Zebulon's Guide to the Frontier. All credit for the non-original material goes to the respective authors.

### SUNDOWN SYSTEM BRIEF

For almost 100 years, the UPF has known about the Sundown system. Despite its discovery in 14 FY, the system was off limits for nearly three years as litigation tied up its status and rights. Traders and explorers, in increasing numbers, have made the trek to the edge of the known frontier. Sundown is only 11 lightyears away from Araks and 12 lightyears from Scree Fron.

Sundown is now a hub of activity. A colony of Heliopes and a UPF scientific outpost exist on the frigid planet of Starmist. The system also contains alien ruins and mining operations belonging to Cassidine Development Corporation and DelveCo (a subsidiary of Pan-Galactic). Despite the growth and industrialization that the system has experienced, Sundown remains a sparsely populated system.

There is a palpable tension as the UPF, CDC, DelveCo, and the Vrusk house of Zik'trin all vie for power in the system. There is also a liberal amount of independent miners working the two asteroid belts. All must work in opposition to the Heliopes as a growing segment of their population is becoming educated and seeking to exert sovereignty over Sundown. Skirmishes, corporate raids, and corporate-sponsored piracy are common occurrences in the system.

### PLACES OF INTEREST

**Carousel** – Carousel is a series of space stations orbiting Sturm. They act as ports of call for merchants to trade with House Zik'trin. The Vrusk also use them as cross docks and warehouses for goods flowing in and out of Sundown. One of the stations is a fully functional shipyard dedicated to repairs and

overhauls. The repair facility can handle up to 16 sizes of ships. For example; one ship of HS16 or four ships of HS4.



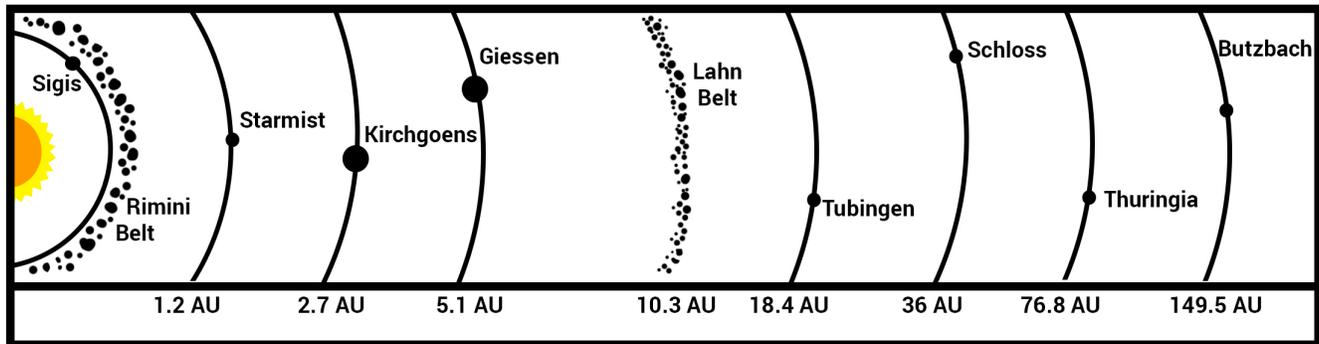
Art by Scott Mulder

**Customs Outpost 1** – There are 9 customs outposts scattered about the system covering both star routes and in-between. These are some of the only locations where Star Law operates off-planet, mostly due to the presence of the Sathar. The officials regulate the "legality" of items flowing in and out and collect tariffs. All ships entering and exiting the system must stop at one of these stations. Zik'trin ships are exempt from customs inspection; they own the system and set the rules governing traffic in and out. Outside merchants cannot trade within the system without a permit from one of the customs stations for House Zik'trin.

**Holiday Station** – This station is the central destination for off-duty workers. The mammoth facility boasts more attractions and hotels than some major cities. Starplay Enterprises operates holiday station under lease from House Zik'trin. A small Star Law office is located here. Despite this, a large black market thrives here.

**Sundial** – Sundial is the UPF research station orbiting Starmist. It is primarily a research station and also acts as a neutral ground for parties who have

# Sundown System Display



Art by Aaron O'Brian

disputes. Diplomatic embassies are located here as well as the main Star Law office. Unknown, except to select members of the command staff, Sector 6 uses the base as a launching pad for covert operations (Star Frontiersman issue #6).

**Referee Note:** this base of operations is known only to a few within Trans-Travel and its location is a closely guarded secret. Outside the pirate circles of influence, it's only a rumor.

**Te'Den** – Te'Den, a dwarf planet in Sundown's Kuiper Belt, serves as a pirate outpost. It was financed and built by Trans Travel. Trans Travel still supplies funds and information to the pirates through several shell companies and exerts some control over their raiding activities. It is a place of skullduggery and semi lawlessness. The most infamous pirate vessel of the system, the Black Scar, calls this port home. The captain is a Dralasite named Droog, with a reputation for an iron fist and a disposition to match.

<b>Position:</b>	Sundown II
<b>Name:</b>	Rimini Belt
<b>Type:</b>	Terrestrial, 0.3 AU
<b>Year:</b>	205 days
<b>Gravity:</b>	Varies, minimal
<b>Diameter:</b>	Varies
<b>Climate:</b>	None
<b>Information:</b>	The Rimini Belt has numerous huge, 1,000 km+ asteroids. Many independent mining operations are active in this belt, and the CDC runs several ore processing stations in it.

<b>Position:</b>	Sundown I
<b>Name:</b>	Sigis
<b>Type:</b>	Terrestrial, 0.3 AU
<b>Year:</b>	57.5 days
<b>Gravity:</b>	0.7
<b>Diameter:</b>	25,512.4 km
<b>Climate:</b>	385° C
<b>Moons:</b>	21 moons captured from the inner belt, ranging in size from .001 diameters to 0.6.
<b>Information:</b>	Sigis is rich in heavy metals and is the site of extensive CDC mining operations.



Art by Scott Mulder

<b>Position:</b>	Sundown III
<b>Name:</b>	Starmist
<b>Type:</b>	Terrestrial, 1.2 AU
<b>Year:</b>	460 days
<b>Gravity:</b>	0.93
<b>Diameter:</b>	9,880 km
<b>Climate:</b>	Cool; warm to frigid, Avg. 5° C
<b>Moons:</b>	None
<b>Information:</b>	See Starmist Planetary Brief

<b>Position:</b>	Sundown IV
<b>Name:</b>	Kirchgoens
<b>Type:</b>	Jovian Gas Giant, 2.7 AU
<b>Year:</b>	1,552.79 days
<b>Gravity:</b>	2.6
<b>Diameter:</b>	118,255 km
<b>Climate:</b>	Turbulent storms
<b>Moons:</b>	38 moons ranging in size from 0.03 in diameter to 0.6
<b>Information:</b>	Kirchgoens is composed of 80% hydrogen and 20% helium, with traces of water, methane, and ammonia. It has a core of frozen rock and a single ring.

<b>Position:</b>	Sundown V
<b>Name:</b>	Giessen
<b>Type:</b>	Jovian Gas Giant, 5.1 AU
<b>Year:</b>	4,031.1 days
<b>Gravity:</b>	2.3
<b>Diameter:</b>	141,820 km
<b>Climate:</b>	Turbulent storms
<b>Moons:</b>	50 moons and 2 rings
<b>Wetzlar:</b>	Located on this moon is a derelict Klikk starship, partially buried and frozen into a methane ice sheet. Archeologists believe this is the same ship that jettisoned the Heliopes on Starmist
<b>Information:</b>	Giessen has a solid iron core mixed with nickel and trace amounts of lighter elements. The gas composition is water at 45%, ammonia at 15%, and methane at 40%, with traces of fluorine and argon.

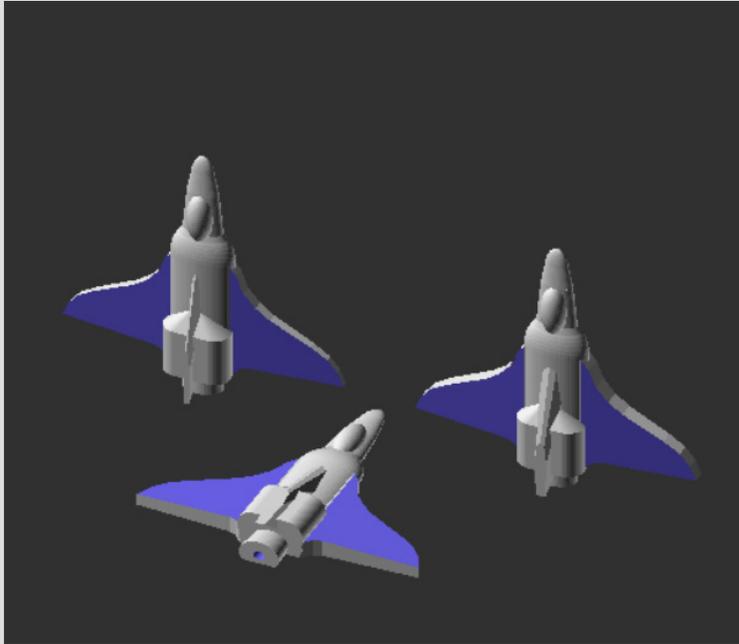
<b>Position:</b>	Sundown VI
<b>Name:</b>	Lahn Belt
<b>Type:</b>	Asteroid Belt, 10.3 AU
<b>Year:</b>	10,410.58 days
<b>Gravity:</b>	Varies, minimal
<b>Diameter:</b>	Varies
<b>Climate:</b>	None
<b>Moons:</b>	50 moons and 2 rings
<b>Information:</b>	The Lahn Belt contains many more minor asteroids than the Rimini Belt. It is also the home to many independent miners.

<b>Position:</b>	Sundown VII
<b>Name:</b>	Tubingen
<b>Type:</b>	Terrestrial, 18.4 AU
<b>Year:</b>	27,624.52 days
<b>Gravity:</b>	0.4
<b>Diameter:</b>	5,572.4 km
<b>Climate:</b>	-98° C
<b>Moons:</b>	Ayers has a ring that DelveCo is mining.
<b>Information:</b>	Tubingen has been a hotbed of conflict between CDC and DelveCo. Several battles have occurred to seize control of the planet.

<b>Position:</b>	Sundown IX
<b>Name:</b>	Thuringia
<b>Type:</b>	Terrestrial, 76.8 AU
<b>Year:</b>	57.5 days
<b>Gravity:</b>	1.3
<b>Diameter:</b>	15,756.4 km
<b>Climate:</b>	-358° C
<b>Moons:</b>	Three medium-sized moons, Pelha, Boon's Rock, and Ja-pen'zar are leased to the DelveCo and are the headquarters of its mining operations, much to the CDC's consternation.
<b>Information:</b>	CDC has leased Thuringia for mining, as it's rich in precious metals.

<b>Position:</b>	Sundown VIII
<b>Name:</b>	Schloss
<b>Type:</b>	Dwarf Planetoid, 36.0 AU
<b>Year:</b>	75,600 days
<b>Gravity:</b>	0.2
<b>Diameter:</b>	1,502 km
<b>Climate:</b>	- 226° C
<b>Moons:</b>	There is one moon called Strum, above which orbits a House Zik'trin customs station.
<b>Information:</b>	A frozen ball that has been mapped but not leased for development. It has one moon. There is a rumor that House Zik'trin discovered intact Klikk ruins and kept the discoveries to themselves.

<b>Position:</b>	Sundown X
<b>Name:</b>	Butzbach
<b>Type:</b>	Jovian Ice, 149.5 AU
<b>Year:</b>	639,778.78 days
<b>Gravity:</b>	4.65
<b>Diameter:</b>	112,822 km
<b>Climate:</b>	-485° C
<b>Moons:</b>	There are 36 moons, one of which (called Zargrik) is home to a deep space survey station. This covert monitoring station monitors all subspace transmissions in Sundown.
<b>Information:</b>	Its composition is water at 10%, ammonia at 30%, and methane at 60% with traces of hydrogen deuteride. Butzbach has a solid inner core surrounded by a liquid outer layer. This gas giant also has three rings.



## UPF Fighter MK1 Collection

New Frontier Games

This is a collection of three different variations of the same fighter model optimized for different printers and print orientations.

- **UPFFighter-MK1.stl** - This is the original model I created of the fighter pictured on the game counter. It was designed for printing on a high resolution SLA printer. This model is designed to be printed upright as there are features on both the top and bottom of the ship (i.e. it's not flat).
- **UPFFighter-MK1-FDM.stl** - This is a variation on the original model that is better suited for printing on an FDM printer although if you like the changes, there is no reason you couldn't print this on an SLA printer as well. The main changes are that the rudder-like feature, wings, and engine cone have been thickened to account for the 0.4-0.5mm nozzle of an FDM printer. This model is designed to be printed upright like the first model.
- **UPFFighter-MK1-FDM-flat.stl** - This model is almost identical to the previous model but had been modified to be printed lying flat on the print bed instead of standing straight up. The bottom of the model has been flattened to accommodate this print orientation.

Each model is about 11mm long with a wingspan of 10mm. If that feels a little too small, they print really well enlarged up to 200%, at which point they are almost as large as the *Assault Scout miniatures*.

Here's an image of the first model printed with an SLA printer with a penny for scale. The model still has the printing supports attached.

Available on [DrivethruRPG](#) Price: \$0.99

# THE HELIOPES REVISITED

By Oscar Rios / Xanados Spain, Professor of Xenoanthropology

I greatly respect my esteemed colleague, Dr. Mace Carrigon. [The same goes for Garry Spiegle, author of the original *Sundown on Starmist* in 1983]. This revision is meant in no way as an attack on his initial observations of the Heliopes. Science is about learning, and sometimes that means correcting the occasional misinterpreted observation.

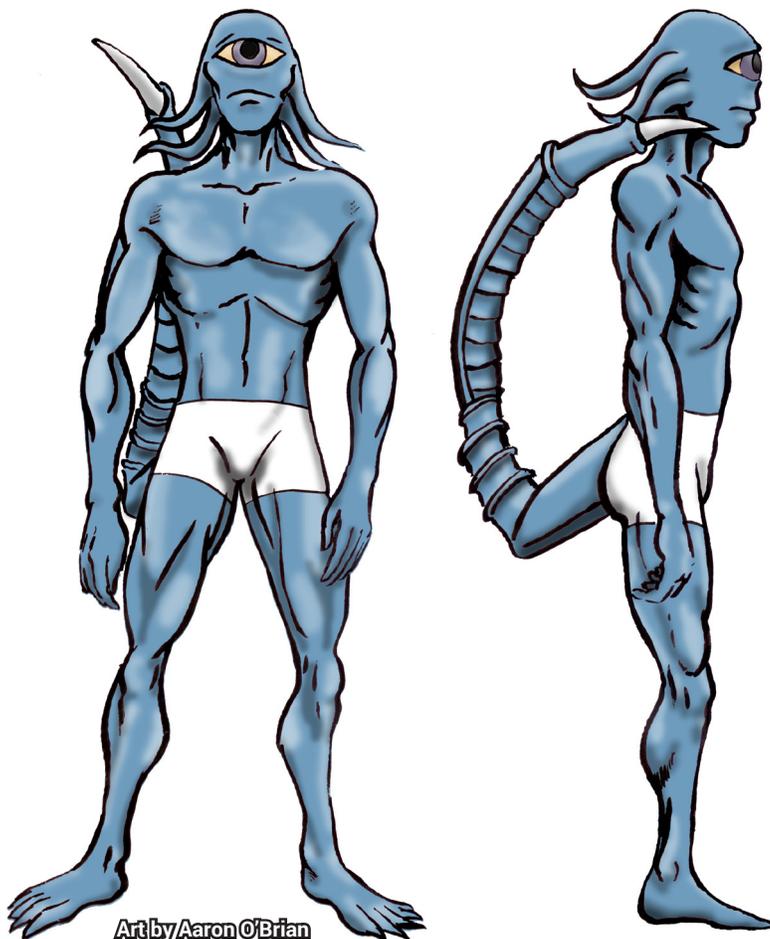
Dr. Carrigon's initial survey of the Heliopes was conducted in just under six weeks. During that time his team also had to battle Sathar agents, robots, attack monsters, and the Sathar themselves. It is no wonder that the initial reports on the Heliopes were so quickly compiled. I, on the other hand, had the pleasure of spending fourteen months on Starmist. I had learned the language and poured over all the accounts of the planet and its inhabitants I could obtain. I lived in a half dozen Heliope communities from different canyon regions during that time. This more thorough and immersive research period has produced a clearer picture of the Heliopes. We now have a better understanding of their remarkable physiology, their mysterious history, and their evolving culture.

## THE HELIOPES – A Revised Report

### Physical Appearance and Structure

Heliopes have a humanoid form with powerfully built legs and a long, non-prehensile tail draped over one shoulder. They appear slightly reptilian with a coloration ranging from violet to a deep purplish red. Heliopes stand about two meters tall on large, long, splayed feet. They have oval heads sporting a single large eye and whip-like antennae curving downwards at the rear between six (in males) and eight (in females). They're omnivores, with large teeth and mandibles suitable for chewing and cutting.

Heliopes tails are long and thick, resembling those of scorpions. They sweep upward to rest on the individual's right or left shoulder. This is always the Heliope's dominant side, and they refer to being right or left-handed as being right-tailed or left-tailed. The whip tail changes color toward the tip to opaque, shiny black.



Art by Aaron O'Brian

Heliopes may seem awkward and clumsy in confined spaces, and their tails make it difficult for them to ride in vehicles or on mounts. However, special seats and saddles are now available on Starmist, and Heliopes have begun using both domesticated animal mounts and powerful vehicles more often. While their tails are not strong enough to deliver an attack, they prove quite useful in locomotion. Heliopes use their tails when swimming, propel themselves forward, and climb, bracing, and lift on handholds and cracks.

Heliopes of both genders seem identical until they reach "puberty". When, over a year, they increase in size by 30%, shed their skins, and take on the secondary sex characteristics. This time is called "the great molt" and young Heliopes usually leave home to live in other communities. Females are smaller than males. They have glands to produce sustenance for their infants (more of a fatty paste than milk), with

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thinner tails, and a fourth pair of head tendrils. Males are slightly larger and heavier, with thicker tails and a more pronounced bony ridge above their single eye.

Heliopes carry their young in utero for a year before laying between one (55%), two (30%), or three (15%) eggs. These eggs are placed in heating chambers, and beds of carefully maintained compost. Males and females defend and maintain this “nest” for another year, until the eggs hatch. Even among the best-tended nests, it is common that some eggs fail to hatch. Thankfully this usually happens ONLY in nests where multiple eggs are produced.

**Misreporting / Coloration**—The original report stated that Heliopes’ skins are translucent, but that is not entirely correct. Like reptiles, the Heliopes need to shed their skins to grow. Even fully matured adult Heliopes shed about once per standard year. During their annual molting period, which lasts about a week, a Heliopes’s skin becomes translucent.

**Misreporting / Claws vs Hands** – The original reports describe the hands of Heliopes as resembling claws but the holovids of the initial expedition clearly show a Heliopes with a four-fingered hand and an opposable thumb. I have learned that the claws initially observed by Dr. Mace Carrigon were, in fact, prosthetic. These claws are weapons, articulated gauntlets with sharp edges, worn over the hands. These gauntlets make handling weapons and tools difficult when worn, but not impossible.

## Senses

The Heliopes’s single eye, located in the center of their foreheads, is protected by bony ridges and a pair of nictitating membranes. These thick lids can deploy incredibly fast, usually protecting them from injuries. Heliopes can regenerate a lost eye slowly over time, regaining their eyesight after several molts.

The Heliopes rely on their hearing as much, if not more, than their eyes. Their long whiplike antennas, growing from the rear of their heads before curving back into the air, are sensory organs that detect vibrations. This gives them a superb hearing. Their sense of taste and smell is a little less developed than that of other frontier races, with a tactile sense about the same.

## Speech

Heliopes are capable of producing a wide variety of sounds. With a combination of teeth and mandibles, they are one of the only races to be able to speak Vrusk, as well as the verbal languages of other races. Their language is a combination of verbal sounds,

clicks, and buzzes from their mandibles, and the motion and position of their head tendrils.

## Society and Customs

The basic social unit of the Heliopes tribe is the family. Marriage ties cause complex relationships between tribes and can be causes of conflict or celebration between Heliopes communities. They are superb fighters, forced to compete for food and space with native plant and animal life and rival Heliopes bands. Government is a simple system of chiefs and sub-chiefs, chosen for their combat abilities and leadership. Priests have great influence and are respected as teachers, advisors, and keepers of history and the law while having no official office power within their communities.

Heliopes are also known for their love of color and collecting. Families and tribes paint and decorate their tails and mandibles in specific colors and patterns to identify their status and origins. Heliopes also collect gemstones, polished rock crystals, beautiful shells, and other such baubles (teeth, carved bone, tusk, or antlers).

They are most famous for their abilities as carvers and sculptors. In a Heliopes village, nearly every surface has some sort of carved design on it. Heliopes sculptures are also widely sought after across frontier space. Made primarily from rare woods, large bones, or tusks, “Starmist Pieces” as they are called, can fetch up to anywhere between 1000 and 10,000 credits at auction.

Truly wealthy collectors are willing to pay ten times and wait up to three years, for a commissioned work from a master Heliopes artisan.

Most villages have at least three or four master artisans, which has increased recently. As the Heliopes incorporate more Frontier technology into their communities the struggle to survive becomes easier. This gives Heliopes more time to pursue arts and crafts over tribal warfare, nomadic wanderings, or hunting and gathering for their next meal.

Since their discovery by the wider frontier society, the Heliopes have been slowly changing culturally. Their curiosity means that they are not fearful of new things and have eagerly sought modern technologies and opportunities to learn new skills. Each year, Heliopes communities grow, and new ones are formed as nomadic bands find that technology allows them to settle safely in one place without the fear of starvation or destruction from wild creatures.

Today there are over three hundred tribes living across the eight most hospitable rift canyon systems. Some of these villages house temples that contain ancient Klikk technology (many of which are weapons or weapon systems), which the Heliopes consider sacred artifacts. Some tribes have made deals with various government agencies and mega-corporations to lend out these artifacts for study, in return for items to better their communities. High-demand items include power generators, modern medicines, refrigeration systems, waste processing facilities, vehicles, and robot-run schools for young Heliopes providing common core frontier education. Even tribes without rare alien technologies to trade are modernizing using the proceeds from art sales. Some even take work with one of the frontier organizations operating on Starmist, typically as guides, craftsmen, porters, and guards.

**History and Origins** - The Heliopes, the humanoid inhabitants of Starmist, are from a different system and are not native to the planet, or even the system. They were once slaves to a race called the Klikks, who vaguely resemble Vrusk. Six hundred years ago a Klikk military exploration vehicle set down in one of the deep canyons to make repairs. It is speculated that with little fuel left, the decision was made to jettison as much weight as possible to make escape velocity.

The Klikks dumped a fair amount of technology, and when that wasn't enough, they released most of their slaves. All Heliopes on Starmist are descendants of the original group. It is also speculated that they wiped the memories of every Heliopo in case they were captured by the Klikks's enemies and questioned.

What followed was called the time of the Great Dying. Lost, leaderless, confused, and abandoned on an alien world, most Heliopes died within five years. Those who survived adapted to their new world and began to thrive. They created legends to fill in the gaps in their history, based on vague memories and dreams. These tales became folklore and religious parables for the Heliopes, helping establish in their minds their place in a well-ordered universe. As cultures go, theirs is fairly simple, less than six centuries old.

## Attitudes

Heliopes can be friendly and curious towards other races, eager to meet and learn about other races. The only race they seem uneasy around is the Vrusk, whom they treat respectfully when they can't avoid interacting with them. The Heliopes seem to have an instinctive fear of the Vrusk, likely stemming from their enslavement to the Klikks (a similar appearing insectoid race). Their clan/tribe/family-based culture and deep warrior traditions allow the Heliopes to understand and get along with Yazarians, Saurians, and Humma.

## Special Abilities

### Electric Immunity -

Heliopes have remarkable physiologies. Their central nervous systems have deep insulation against outside electrical impulses. This grants them total immunity to damage or stunning attacks from electrical weapons or other sources.

### Laser Resistance - A

subcutaneous layer of semi-reflective skin, the layer responsible for the translucent appearance of molting Heliopes, also mitigates the damage caused by laser weaponry by 50% (half damage from laser weapons).

**Sonic Susceptibility** - However, with their excellent hearing and exposed sensory tendrils they are highly vulnerable to sonic attacks (taking double damage from sonic weapons, and -20% to STA check to resist sonic stunning).

**Natural Weapons**—Heliopes have powerful jaws with sharp teeth and mandibles. They can deliver a bite attack once per round, inflicting 1d10 points of damage. If they are wearing clawed gauntlets (see below), treat these as knife attacks, inflicting 1d10 points of damage as well. Heliopes can deliver three melee attacks per round.

**Unnatural Weapons / Throwing Stones** – All Heliopes carry pouches with 11-30 small stones. These stones are gathered, shaped, and polished to be the same size, weight, shape, and hardness. Heliopes are trained from childhood to hurl them with great force, their primary hunting method. Hurling stones inflict 1d10 points of damage, and reach distances up to 25 meters (Point Blank 0-5 / Short 6-10 / Medium 11-15 / Long 16-20 / Extreme 21-25)



Art by Aaron O'Brian

## UNNATURAL WEAPONS / CLAWED GAUNTLETS

These weapons fit over the hands of Heliopes, which they are adept at using. These gauntlets allow limited use of their hands but can inflict damage equal to knives. These Gauntlets are constructed from a certain wood found only on Starmist, and treated by a special technique.

Once completed these gauntlets never need to be sharpened. Even more remarkable, they have a special property allowing them to easily cut through skeinsuits, ignoring their 50% inertia damage resistance while inflicting damage to the suit. These gauntlets are fully affected by inertia screens. Clawed Gauntlets are given to adult Heliopes when they become adults and are considered part of their bodies. Each is specifically crafted for a particular individual. As such they are never sold to outsiders, and the method of their making is known only among the Heliopé's priesthood.

## Average Heliopé Statistics

**STR/STA** 50/50 (+5)

**DEX/RS** 45/45

**INT/LOG** 40/40 (-5)

**PER/LDR** 45/45

**PS 3 IM 5**

**Average Size:** 2 m tall

**Average Mass:** 90 kg (male), 80 kg (female)

**Average Lifespan:** 125 years

**Reproduction:** Heterosexual, Viviparous

**Body Temperature:** 40 C

### Movement Rate

Walk / Turn: 10 m

Run / Turn: 25 m

Per Hour: 4 km

## Racial Reaction Modifier

NPC Race	NPC Race Reaction to Heliopes	Heliopes Reaction to NPC Race
Human	-5	+5
Dralasite	0	-5
Vrusk	0	-15
Yazirian	+5	+10
Saurian	+5	+10
S'seessu	-5	-10
Osakar	+5	0
Ifshnit	0	0
Humma	+5	+5
Mechanon	0	0

### Heliopes as Player Characters:

Players wishing to roll up a Heliopé character can easily do so with the above information. The referee should automatically grant them the Thrown Weapons skill, and allow it to advance as if the PC was a Military PSA, even if they are not. They should start with a bag of 10+3D10 throwing stones and clawed gauntlets. At this time a Heliopé can become any profession they wish, as they would have been educated at one of the Frontier schools set up across Starmist. Playing a Heliopé wandering the Frontier or being born far from the Sundown system is possible.

## Heliopé Aging Table

Starting Age	Mature	Middle	Old	Venerable	Max
10+1D10	21 - 50		51 - 75	76 - 90	91+ 95+3D10
<b>Mature:</b>	+5 to STR, STA, INT & LOG				
<b>Middle Aged:</b>	-5 to STR & STA, +5 to INT & LOG				
<b>Old:</b>	-10 to STR, STA, DEX & RS, +5 to INT & LOG				
<b>Venerable:</b>	-5 to STR, STA, DEX & RS, +5 to INT & LOG				

# A BRIEF HISTORICAL TIMELINE OF SUNDOWN & STARMIST

By Oscar Rios

Author's note: This article expands upon the history of the Sundown star system and the planet Starmist presented in the module SF3: Sundown on Starmist by Garry Spiegle. It contains material adapted from Eric "Billygote" Johnson's article Sundown, originally appearing in Star Frontiersman issue #16, in December 2010. This article also contains material from Zebulon's Guide to the Frontier and original material. All credit for the non-original material goes to the respective authors.

**125,000,000 pf** – A rogue planet enters the Sundown star system and is captured by its gravity. The astronomical chaos this causes shatters several planets, creating several asteroid belts, and shifts the remaining planet's orbits. This wandering planet eventually falls into a stable orbit and becomes known as Starmist.

**950 pf** – A Klikk military starship, conducting a long-range force reconnaissance sweep, suffered damage and was forced to put down on Starmist. After making repairs their drive system was too damaged to reach escape velocity. The Klikks jettisoned all unnecessary cargo, including military vehicles and a battalion of their enslaved, genetically altered shock troops. To ensure security the abandoned troops had their memories wiped. These were the Heliopes.

**14 fy** – VSS Centispeed suffers damage while making a mis-jump, arriving in the Sundown system. Detecting a breathable atmosphere and warmer temperatures in the deep canyons, the Centispeed makes emergency repairs. Here, the second officer, Maximillian Malligigg, makes first contact with the Heliopes.

**15 fy** – Malligigg returns to Starmist, in his ship VSS Last Legs, to recover strange alien (Klikk) technology. On this mission they encounter Sathar attack monsters, a training base for Sathar agents, and several Sathar. The crew of the VSS Last Legs steals an ancient Klikk tank from the Heliopes, who consider it a sacred artifact and use it to destroy the sathar base.

**17 fy** – A team of wildcat archeologists, onboard the ship Twilight Endeavors, loot Klikk artifacts from Starmist to be sold to mega-corp researchers and

private collectors. They end up transporting Krewesh, a local vermin similar to rats, from the system. Twilight Endeavors visits several planets, in several different systems, selling the Klikk artifacts. They don't know that a few Krewesh escaped their ship on each world they visited. Twilight Endeavors is later found adrift, its crew dead of an unknown disease, their bodies covered in black scars and blue welts.

Soon, victims begin dying, and neighboring systems follow every planet Twilight Endeavors visits as the contagion spreads. The disease becomes known as the Blue Plague.

**19 fy** – Frontier scientists trace the origins of the Blue Plague to Starmist and immediately quarantine the planet. They quickly discover that the Heliopes are immune to the pathogen, and hope this is the key to finding a cure.

**20 fy** – A UPF medical research center is established on Starmist to study the Blue Plague. Called Canyon Hope Research Center, the site quickly expands and begins employing and educating Heliopes, who are immune to the Blue Plague.

**22 fy** – Three major breakthroughs in Blue Plague Research at Canyon Hope happened within seven months. The information is shared with a dozen top medical research centers equipped with supercomputers to best analyze and continue the research.

**23 fy** – Canyon Hope develops Paxcelimide, a drug that raises the survival rate of Blue Plague victims by 40%. However, it is neither a cure nor a vaccine for the illness, and victims who recover because of this treatment become carriers for the contagion. While the drug saves over three million lives, many more could have been saved. Due to medical infighting among the other research labs, the drug is not approved or distributed for eight months as the Canyon Hope findings are verified. It's estimated that 1.3 million people who could have recovered using Paxcelimide died during the delay. The MSO (Medical Service Organization) is founded and takes control of Canyon Hope.

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**24 - 27 fy**—A cure and vaccine for Blue Plague, stemming from discoveries made at Canyon Hope, are discovered on Morgain's World. However, it takes three more years to completely eradicate the disease in Frontier Space. Estimates put total losses at around 17 million dead. Canyon Hope swells to a population of 53,000 individuals, about two-thirds of them Heliopes, becoming Starmist's first city.

**29 - 31 fy** – The Vrusk trading Zik'trin house begins aggressively developing Starmist. This displaced several Heliopie communities. While the UPF and the MSO try to negotiate a settlement to this dispute Zik'trin security forces open fire on Heliopie refugees trying to reclaim their territory. A week later small bands of well-armed Heliopes, led in many cases by frontier citizens, attacked Zik'trin facilities and the Starmist Insurgency began.

While the UPF tried to intervene, and The Clarion Department of Extra-Solar Affairs sued to have the planet declared a protected planetary body, the court case dragged on for years. House Zik'trin argued that the Heliopes have no right to Starmist, as they were not an indigenous race, but were abandoned there. Ultimately, House Zik'trin is forced to withdraw from Starmist but is allowed to develop the rest of the Sundown system.

**32 - 88 fy** – House Zik'trin realizes it does not have the resources to exploit the Sundown system. So, they sell off the mineral rights to various locations across the system to the Cassidine Development Corporation and DelveCo. The two soon begin a series of skirmishes over territorial disputes over choice mining locations. Underneath this, several independent mining operations pop up in the system's asteroid belt.

House Zik'trin claims exclusive rights to supply these mining operations and total control of all shipping in and out of the system. They grow rich from high docking, rental, and maintenance fees. Feeling cheated, Trans-Travel (a mega-corp specializing in interstellar transport) begins sponsoring piracy against House Zik'trin out of a base in the Kuiper Belt called Te'Den. Many of these pirates are Heliopes, frustrated over the exploitation of their system, and seek to "redistribute" some of those massive profits.

**40 fy** – The FFE (Fellowship of Frontier Explorers) is founded, establishing Camp Starmist as one of their first colleges.

**42 fy**—Many nomadic Heliopes tribes either move into newly formed towns and cities or form their own

permanent settlements. As their life expectancy rises and their infant mortality rates fall, their population begins to expand. The population increase causes the hunter-gatherer lifestyle to no longer be sustainable, and technological advancements make urban life more appealing.

**46 fy**—Misty Canyon, an eco-tourism, artist enclave, and cultural educational center, was established on Starmist.

**52 fy** – Heliopes are declared a Frontier Protected Race. While not full citizens, they now have many rights, granted ID-cards, access to the credit system, and can travel across frontier space. At the same time Heliopie art, primarily sculpture and carving, gains wild popularity across frontier space.

**56 fy** – UPS established a training base on Starmist, Fort Rokakar, for mountainous warfare training. It becomes the home of the 2nd mountain division.

**58 fy**—Heliopie warriors begin joining the UPS military and training at Fort Rokakar. Many have experience with frontier weapons and guerrilla tactics as they are veterans or the children of the Heliopie who fought during the Starmist Insurgency.

**64 fy** – The 5th Landfleet Mountain Division, called Scorpion Squad, is formed. The unit comprises Heliopie soldiers, with a few non-Heliopie officers in command.

**65 fy** – The Lightning Rifle, a new weapon designed by and usable only by Heliopes, is created. Its creator is Kuaka, a Heliopie military engineer, tinkering with the design in her free time. The weapon quickly becomes the official rifle of the Scorpion Squad. Each rifle is handmade, produced solely on Starmist by Heliopie craftsmen, and its design baffles frontier engineers

**67 fy**—Camp Starmist undergoes a major expansion, opening an anthropology and biology wing, and is restructured into Starmist University.

**69 - 74 fy** – Kuaka becomes the head of a UPF Weapons Research lab, and her team quickly develops the electric grenade, the pulse point defense bracers, and the sonic shroud. It becomes known that these designs, including that of the Lightning Gun, incorporate elements of Klikk technology that are not yet fully understood.

**80 fy** – The Second Sathar War Begins. Sathar across Starmist and dozens of Sathar attack monsters emerge from their hidden bases and attack Canyon Hope City. While there is a great deal of damage and many

casualties, the city is never at risk of falling. UPF and Heliopie security forces blunt the attack, including the 2nd and 5th Landfleet Mountain divisions. It is the first formal action of the Scorpion Squad, who distinguish themselves in battle. While victory was never in question, the tenacious and suicidal Sathar dug in. It takes three months to root out all Sathar positions and completely secure the city.

**82 fy** – Landfleet is officially established as the standing army of the UPF. Three all-Heliopie divisions, the 5th Mountain (Scorpion Squad), 6th Mountain (Black Scorpions), and 13th Expeditionary (Screaming Cyclops), leave Fort Rokakar. All three participate in the Siege of Outpost #1 (fy 88-90), earning many medals and commendations.

**88 fy** – The Sathar Frigate Penetrator, acting as a commerce raider, begins attacking freighters carrying ore out of the mining operations, vital to the war effort, across Sundown. The attacks were initially attributed to Trans-Travel-sponsored pirates. It wasn't until the UPF Frigate Harbringer was lost to the Penetrator that the attack's true nature was realized. The UPF, from its space station Sundial in orbit over Starmist, coordinated a rag-tag fleet of DelvCo, CDC, House Zik'trin, and local pirate and wildcat mining ships. Their forces ambushed the Penetrator, attacking a DelvCo orbital refinery over Schloss (the 3rd planet in the Sundown system). Although many lives and ships were lost, the Sathar cruiser was destroyed, ending the incident. The war ended two years later.

**92 fy** – Star Law opens an office in Canyon Hope City. In return for Heliopie's military contributions in the 2nd Sathar War, massive infrastructure improvements are made to Starmist, including a monorail system linking its largest communities and the establishment of hospitals, medical centers, and schools.

**94 fy** – Aklaku becomes the first Heliopie to graduate from Star Law Academy.

**97 fy** – Starmist applies for membership to the UPF. The application becomes mired in red tape, most of which is funded by the CDC and DelvCo.

**99** – Starmist University begins to rival the better-known University of Zebulon in prestige.

**101** – Hanaku, a brilliant Heliopie historian, decorated veteran, and civil activist, is shot and killed before he can address the Council of Worlds. He was to speak on the issues of full Heliopie citizenship and Starmist being admitted to the UPF. The investigation points to the CDC, but stalls after the assassin mysteriously dies while in custody.

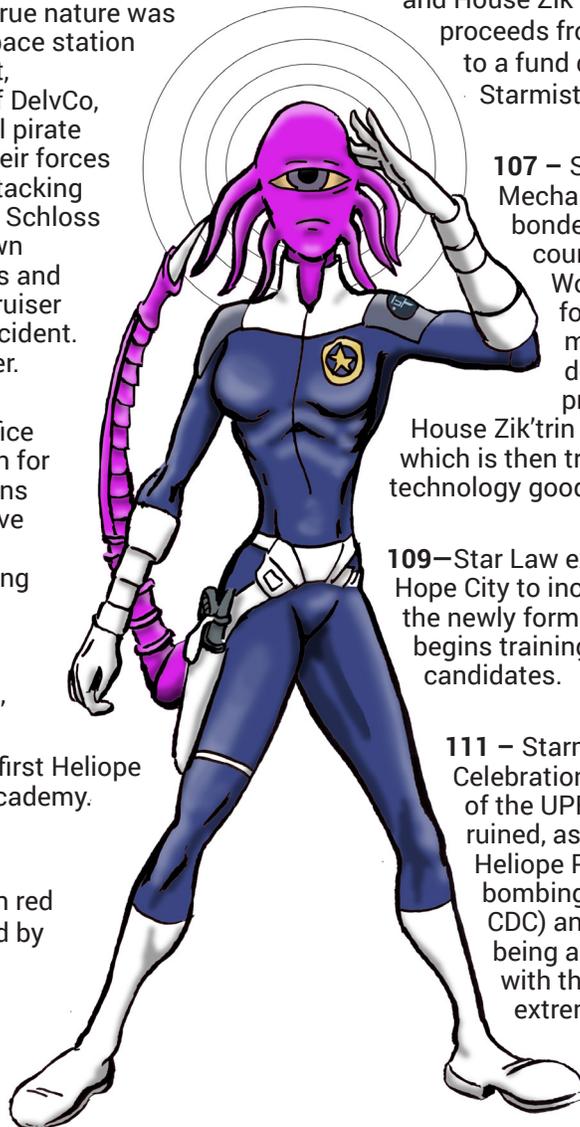
**104** – A census of Starmist is taken on the 100th anniversary of first contact with the frontier. The Heliopie population, initially estimated at 250,000 mostly nomadic people with a single city when Starmist was first discovered, rises to just under 375,000,000, with 4 small cities and over 150 towns.

**105** – Starmist and the Heliopes are declared "Wards of the Federation" after being denied membership in the UPF. Heliopes rights across frontier space are expanded. As part of the agreement, the CDC, DelvCo, and House Zik'trin must contribute 10% of all proceeds from Sundown mining operations to a fund directly benefiting the people of Starmist.

**107** – Starmist begins trading with Mechan, after Heliopie representatives bonded with their Mechanon counterparts at the Council of Worlds, as both races were applying for, and were denied, frontier membership. The Heliopes demand that the trust fund provided by the CDC, DelveCo, and House Zik'trin pay their 10% in processed ore, which is then traded to Mechan in return for high technology goods.

**109** – Star Law expands its offices in Canyon Hope City to include a branch for the newly formed Psi-Corps. It recruits and begins training nineteen promising Heliopie candidates.

**111** – Starmist participates in The Grand Celebration, commemorating 111 years of the UPF treaty. The festivities are almost ruined, as Star Law, assisted by several Heliopie Psi-Corps cadets, prevent a bombing (suspected to be instigated by CDC) and an assassination (the target being a visiting CDC corporate officer, with the assassins being Heliopie extremists).



Art by Aaron O'Brian

# SHOCKING NEW ITEMS FROM STARMIST

By Oscar Rios

Heliopes are known for being incredible craftsmen with a unique physiology regarding sonic waves and electricity. Since coming into contact with the Frontier races, they have quickly learned to use and adapt modern technology. Below are five items either developed by or for Heliopes. Adventurers may encounter these items while traveling to Starmist, interacting with traveling Heliopes, or if they decide to roll up Heliopo characters.

**Lightning Gun (1,500cr)** – This beam rifle fires a high-powered electrical charge, creating a bolt that appears and sounds like a lightning strike. While its effective range is short for a rifle, it's more than ten times greater than an electrostunner. The damage is comparable to an electrostunner (4d10) and the bolt also carries a stunning effect (STA check or stunned for 5D10 turns). The weapon does have a downside. Each is handmade, often with beautiful carved wooden stocks and artistic flourishes, making each price very high. The weapons drain power at twice the rate of an electrostunner (4 SEU per shot) with the same low rate of fire (1). Lastly, these weapons can only be used by Heliopes, as when fired they create a charged electric field inflicting 1D10 points of damage and a stunning effect for 2D10 turns to everyone in a 1-meter radius. Effective defenses are Gauss screens, AS-implants (stun effect only), and Gridsuits.

**Electric Grenades (25cr):** These grenades deliver a burst of electricity in a 3-meter radius. This causes 5D10 points of damage and delivers a mild stunning effect (STA check or stunned for 1D10 turns). Effective defenses are Gauss screens, AS-implants (stun effect only), and Gridsuits. Heliopes use these quite freely, as they are immune to their effects, allowing them to be detonated among their forces without causing friendly casualties. Each grenade costs 25cr. Grenade Rifle and Grenade Mortar versions of these grenades do not currently exist but are being developed.

**Pulse Point Defense Bracer (or PPDB / 100cr):** These small devices look like a thick leather band, often brightly dyed and decorated with beads. While designed to appear like a simple ornamental device hidden within is a small

generator. This device is capable of delivering powerful electrical charges in a 1-meter radius. Powered by a mini-powerclip the PPDB has two settings, Minimal (5 SEU) or Maximum (10 SEU). To trigger the device a Heliopo shifts its tail to press the device's activation button against their necks or shoulders three times in rapid succession. This produces a powerful electrical burst in a 2-meter radius. If on the minimal setting, the device can be activated twice before reloading, and the blast inflicts 3D10 points of damage to everyone (including the user) within the blast radius. The maximum setting completely drains the mini-power clip and produces a blast inflicting 6d10 points of damage. Once activated the Heliopo is temporarily stunned for the next round, as they typically become dizzy from the sudden euphoric effects the blast has on their physiology.

**Sonic Shrouds (200cr):** This device can appear as a shroud covering the back of the neck or a veil worn over the head. They are often colorful, and highly decorated with beads and embroidery. They are made from a high-tech material that dampens sonic waves if they are at wavelengths that could be dangerous to a Heliopo. When worn they act like sonic protection headphones, reducing the damage from low-level sonic attacks (sonic knives and swords, sonic disruptors, sonic stunners, and both marble and polyhedron sonic grenades). The shrouds do not work against high-level sonic threats, such as boomer grenades, sonic devastators, or missiles with sonic warheads, as these affect the entire body. These items are relatively new, produced by and imported from the Mechanons. They are in high demand, especially from Heliopo who travel off-world or routinely deal with members of other races.

**Black Stones (10 stones for 100cr):** Every Heliopo trains in hurling stones to hunt from an early age. It is common to find Heliopes with a pack of throwing stones, even in urban settings or traveling off-world. Black Stones are specifically produced "stones" made from an aerodynamic high-tech material with inertial repulsive properties. The result is a lighter, harder, and more accurate throwing stone (+5 to hit), which delivers twice the damage of a natural throwing stone (2d10).



Art by Aaron O'Brian

VISIT THE  
**HOPE  
CANYON**  
RESEARCH CENTER  
AND THE  
**STARMIST**  
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SEE THE AWE INSPIRING  
**AGATA FALLS**  
EXPLORE THE PRISTINE  
**DARJ**  
NATIONAL PARK

TOUR  
**STARMIST**  
UNIVERSITY  
HOME OF MATILDA  
THE MANTIS  
MOTH

LIVE LIKE  
A NATIVE  
AND LEARN THE  
**VOLTURA**  
AT THE  
**HELIOPE**  
CULTURAL CENTER

# STARMIST

STAR FRONTIERSMAN  
**POSTER**



**MISTY CANYON**  
CULTURAL CENTER

# STARMIST PLANETARY BRIEF

By Oscar Rios

**Biosphere:** Due to a slow rotation, the planet, Starmist has never formed an extensive soil depth. The poor development of soil coincided with the slow development of life forms. Water and atmosphere collected in the rifts, and they slowly became habitable. Vegetable, insectoid, and fish-like forms were the first to appear and are now fairly widespread in the rifts. Mammals and related species are few.

**Native Race:** While not an indigenous race but a transplanted one the Heliopes have dwelled on Starmist for over a thousand years. They have been legally designated as “native” to Starmist to protect their planetary rights from exploitation by mega-corporations.

**Geography:** This unique planet has two major geographical features. The “surface” of the planet consists of vast sheets of glacial ice, with temperatures hovering about 30 C and a thin atmosphere that is breathable, with difficulty, and only for a short time, by most frontier races. Most creatures begin feeling lightheaded after 1d10 hours, as their bodies slowly asphyxiate due to the low oxygen levels.

Luckily the planetary body experienced cataclysmic trauma in the eons past. It tore away from its original star, which tore the surface apart with gravitational forces, opening several dozen ruff canyons. Many of these canyons are gigantic, with widths exceeding 600 km. Starmist

Traveled through space as a frozen and cracked rogue planet before being captured by the star Sundown. Starmist eventually settled into a stable orbit and warmed, with water and atmosphere flowing into its many Riff Valleys. Here, in these valleys, life began to flourish.

**Day and Night:** Starmist has a 26.4-hour long day. Bright sunlight never reached the floor of the ruff valleys, due to clouds settling in the canyon valleys. Mist is common from atmospheric water vapor and geyser activity (see Riff Valleys). The nights are very dark on Starmist because there is no moon and few close stars.

<b>Planet Name:</b>	Starmist
<b>Type:</b>	Terrestrial
<b>Orbital Radius:</b>	1.2
<b>Diameter:</b>	9,880 km
<b>Day:</b>	26.4 standard hours
<b>System:</b>	Sundown
<b>Gravity:</b>	0.93
<b>Year:</b>	460 days
<b>Climate:</b>	Cool; warm to frigid, Avg. 5° C
<b>Atmosphere:</b>	Breathable

**The Riff Valleys and Rivers:** Starmist’s Riff Valleys are where most life exists. Between cliffs are thick rainforests, temperate woodlands, swampy flood plains, and rolling plains of lush grassland. Due to its history of geographical turmoil, there are many weak spots in Starmist’s crust. While there are only a few active volcanoes on the planet there are thousands of geysers in the valleys, as melting ice flows into cracks creating a complex geo-thermal system. These geysers play a major role in the ecology of each valley, raising the temperature significantly with misty plumes of warm vapor.

There are seven major Riff canyons and hundreds of minor ones across Starmist. The seven major canyons are divided into between three and five administrative districts. These districts follow the Heliopes tribal territories, which only exist as historical footnotes (see Heliopie Tribes). Districts are designated as Danya or Child; Pavlo / Youth; Taras / Adult, Elder / Fadey, and Vanko / King. These start at the base of the canyon, typically containing a massive waterfall from melting surface ice cascading into the ruff canyon, and follow the river’s flow.

Rivers on Starmist share the name of the valley they flow through. For example, the Agata River flows

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through the Agata Canyon. The longer the canyon, the longer the river, and the more mature the district names become. On Starmist, you would list the location by canyon, district, and compass direction in relation to the river. For example, Fork Rokar is located at Clika South Pavo, while Starmist University is located in Misty West Danya.

**The Seven Major Canyons / Rivers of Starmist are:**

**Agata Canyon** (three districts), Capital: Nada – a town with a population of 1,200

**Cilka Canyon** (five districts), Capital: Mirko – a city with a population of 9,000

**Darja Canyon** (three districts), Capital: Jelka – a town with a population of 1,400

**Hope Canyon** (four districts), Capital: Canyon Hope – a city with a population of 8,500

**Neza Canyon** (four districts), Capital: Bojan – a city with a population of 7,500

**Urška Canyon** (three districts), Capital: Vensa – a town with a population of 800

**Misty Canyon** (five districts), Capital: Tatjana – a city with a population of 10,000

**Economy** – The economy of Starmist comes from many sources. Numerous corporate and governmental subsidies support the planet. Most of the Sundown System's mineral rights are controlled by the Vrusk Trading House Zik'trin, DelveCo, and the Cassidine Development Corporation. These corporations must set aside 12% of total profits from such operations to be used by the Unified Tribal Council of Starmist or UTCS (see government).

Another source of income is military subsidies. Landfleet leases Fort Rokkar, the home base of the 2nd Mountain division, using it also as a major school for training in mountain warfare. Starmist is also the location of Hope Canyon Research Center, a major medical research lab that played a pivotal role in finding a cure for the Blue Plague. The planet is also a center for education, home to Starmist University. Established by the FFE (Fellowship of Frontier Explorers), S.U. is a major university specializing in ecology, environmental studies, and planetary exploration.

Tourism is also a source of income for Starmist, as much of the planet is a protected reserve. It is a popular location for climbers, hikers, and hunters. It's also popular with anthropologists, wishing to study Heliopie culture, and archeologists, researching Clikk artifacts. Most tourists stay at the Misty Canyon

Cultural Center, a major resort run jointly by Pan Galactic Corporation and the UTCS.

The last major source of income for Starmist is art. Heliopie sculptures are famous across frontier space and are highly sought after by collectors. Each tribe has its artistic style, with long traditions of masters teaching apprentices who become masters. Nearly all Heliopie children are taught woodworking and woodcarving from a very young age, with those showing aptitude chosen to study under established masters. The Starmist Museum of Art, a major tourist attraction, is where masters display their crafts and students sell their wares.

**Energy** – Starmist prides itself on being ecologically pure from pollution. All power produced on the surface comes from hydroelectric, wind turbine, and geothermal power plants. With many powerful flowing rivers, high winds (typically on the glacial surface above the Riff Canyons), and geysers, all major population centers proudly deliver zero ecological impact on the Starmist's environment.

Small villages and towns still rely on wood-burning, wind, and water mills for their energy needs. Due to the planet's short history, geologically speaking, or native organic life, Starmist has no deposits of fossil fuels, such as coal, oil, or natural gas. Also, due to the diffused light of the high cloud cover and atmospheric mists, solar power is unfeasible on Starmist.

**Transportation** – There are very few roads on Starmist. Transportation mainly utilizes the planet's rivers, although air travel is becoming more and more common. Most settlements have an area for suborbital aerial vehicles to land, often sturdy wooden platforms several stories above the ground. Due to low temperatures and atmospheric pressure, traveling between Riff Valleys is difficult. Such inter-riff typically requires aircraft capable of suborbital flight or shuttlecraft. Two monorail lines exist, with pressurized trains traveling through covered tubes across Starmist's glacial surfaces. These connect the canyons of Neza and Hope canyons, and Cilka and Darja. There is also one underground railway line running between Misty and Urška Canyon.

**Unified Tribal Council of Starmist** – The UTCS is a ruling body of tribal representatives from all seven major Riff Valleys. Each has a single representative per district, for twenty-seven council members, all of whom are Heliopie. Each district also has a non-Heliopie UPF advisor, serving as a consultant. These consultants don't have a vote on the council but

help maintain the stability of the UTCS, as many of the tribes working together were, at one time, bitter enemies.

**Settlements** – Most settlements in Starmist are small, numbering anywhere from a few dozen to a few hundred inhabitants. Each district has at least one larger town with several thousand residents, and each of the seven rift canyons has a city as its capital. These cities are small by Frontier standards, seldom holding more than ten thousand residents. Most villages and towns are laid out and built in Heliopie fashion, with raised wooden platforms with large, beautifully carved wooden homes. Cities on Starmist are quite similar to those found in established UPF and Rim Coalition territories, with the population living with the amenities and infrastructure common to most urban centers. across frontier space

**Major Locations** – These are some locations to explore while visiting Starmist.

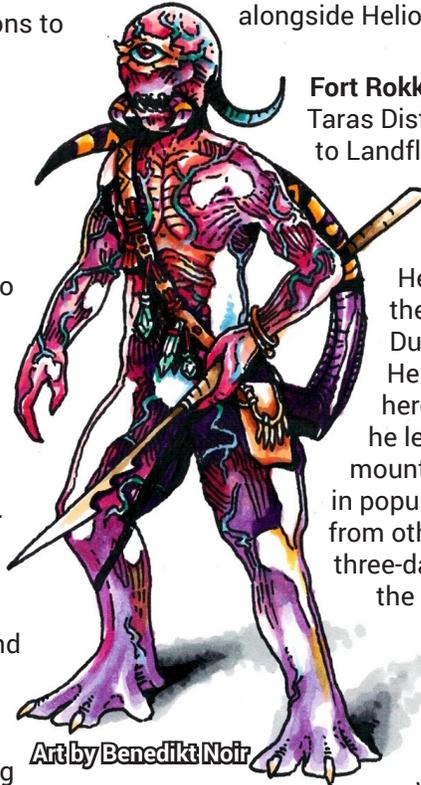
**The Starmist Museum of Art** (Bojan City, Neza Canyon, Fadey District) – This museum features some of the most famous examples of Heliopie art. Copies of many of the wood carvings here have been mass-produced and will be familiar to most frontier citizens. Every five years the museum cycles out 50% of its displays, giving new master Heliopie artisans a platform for their work. The curator is a retired and respected Heliopie artisan named Miomir, an elderly male who has traveled extensively across frontier space.

**Canyon Hope Research Center** (Canyon Hope, Hope Canyon, Taras District) – Half active medical research laboratory and half museum, the Canyon Hope Research Center played a major role in defeating the Blue Plague. Visitors can tour a historical museum dedicated to combating the Blue Plague, highlighting the often overlooked Heliopie contributions to the efforts. It remains one of the frontier's premier medical research institutes, developing treatments and vaccines for newly emerging pathogens, especially those discovered during expeditions to newly discovered worlds.

**Misty Canyon Cultural Center** (Misty Canyon, Pavlo District) – This sprawling complex is a stunning example of Heliopie architecture and artistry. Guests live in authentic Heliopie-style homes with all the amenities they're accustomed to from quality hotels across frontier space. Classes and demos highlight

every aspect of Heliopie culture, including traditional woodworking, cooking, crafts, hunting (rock hurling), sports, cultural rituals, and festivals. Most popular is the Zogara, a multi course Heliopie feast traditionally held at weddings, birthdays, and funerals, and performances of the Voltura, a traditional war dance.

**The Voltura** – This dance can be performed solo but is often in groups. There is no limit to the number of participants, and very large groups can perform Voltura. These dances involve a lot of singing, chanting, aggressive motions common to combat, and war cries. Depending on the occasion, they can last anywhere between 5 – 30 minutes. Each canyon and region has a slightly different style of Voltura, but six established styles are common across Starmist. One interesting cultural footnote, non-Heliopes born on Starmist are expected to learn how to perform a Voltura when they come of age and often perform alongside Heliopes.



**Fort Rokkar** (Vensa, Urška Canyon, Taras District) – This location belongs to Landfleet's 2nd Mountain Division, an elite military unit specializing in mountain warfare. About 20% of the troops here are Heliopes, but they make up 50% of the officers including Major General Du'An, a proud veteran of the Heliopie Insurgency and decorated hero of Second Sathar War (where he led the Black Scorpions – aka 6th mountain division). The fort doubles in population for half the year as troops from other units come here to train. Mock three-day combats are held between the troops stationed here and those visiting for training at the start and end of their training. The soldiers of Fort Rokkar won 98% of arriving campaigns, with visiting teams improving to win 40% at the end of their three-month training. There

**Starmist University** (Mirko, Clika Canyon, Fadey District) – Established in 40fy by the Fellowship of Frontier Explorers (or FFE), this major university is one of the top educational institutions in frontier space. Entry into their program is especially sought after by those training to become planetary explorers. Students are instructed on the newest exploration technologies while also learning primitive woodcraft, survival, navigation, climbing, and river rafting. Their mascot is "Matilda the Mantis Moth" and their athletics program fields several champion teams in

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various sports. Everything from planetary exploration to wilderness survival is taught here.

**The Blue Plague Memorial** (Starmist University) is also the location for the Blue Plague Memorial. A replica of the Twilight Endeavor, the ship that spread Blue Plague across the frontier has been built here, and every year a troop of historians and reenactors performs before the ship. They narrate and act out the crew of the Twilight Endeavor looting Klikk artifacts as Krewesh (a local rat-like creature) sneaks aboard their ship looking for food. It ends with a representative from each world that suffered an outbreak to list their home world's Blue Plague casualty figures, with AI-created holograms in the appearance of famous victims stepping forward to give the planetary casualty numbers for the planets that became uninhabitable. The event is broadcast across the frontier and is widely attended by dignitaries.

**Darja National Park** (Darja Canyon, Danya, and Pavlo Districts) – This is the largest of several protected wilderness areas of Starmist. Very few Heliopes ever lived in Darja Canyon, so this region of Starmist is nearly pristine from development; an ideal area for ecological and environmental studies. This vast territory is popular with tourists, researchers, and instructors at Starmist University and Fort Rokkar. Entry into about 50% of the park's area is highly restricted, and special permits are permitted to explore them. This is because of hazardous terrain, dangerous wildlife, and the difficulty or rescue from remote areas.

**The Shadowlands** (Danja Canyon, Danya District) – This is the restricted area of Darja National Park, and for good reason. Sathar attack monsters can still be found roaming this area. These creatures attack anyone they come across and all organized efforts to eradicate them have failed. Game Referee Note – This is due to one or more undiscovered Sathar weapons labs still operating in this region.

The only people permitted entry are big game hunters seeking to prove themselves by bringing down some of the most dangerous predators ever created by nature, guided by genetics, and enhanced by cybernetic implants. Starplay runs these underground hunts, issuing permits for 5,000 credits a week. Waivers signed absolve them of all liability for any injuries or deaths sustained while on safari here. The area is called the Shadowlands because the Heliopes say death lurks behind every shadow.

**Agata Falls** (Agata Canyon, Danya District): The towering cliffs at the start of Agata Canyon host the third-largest waterfall in Frontier Space. The area is

remote and accessible mostly by air or boat, sailing up the Agata River. It is legendary for its awe-inspiring natural beauty. Despite this, the falls are very popular with film crews and photographers, especially those doing high-fashion photo shoots or celebrity wedding photos.

However, the area is most popular with mountaineering enthusiasts and often ranks in the top five destinations for serious climbers. There are at least a dozen climbing routes up the base of Agata Canyons, all within sight of the massive falls. The three most challenging reaching the top (although this typically requires a multi-day climb and special gear to deal with the thin atmosphere and arctic conditions).

**The Great Glide** - In FY 104, to commemorate the 100th anniversary of Starmist's first contact, Ya'zoo Cerioos, a Yararian daredevil, scaled to the top of Agata Canyon and glided down, landing in the Agata River. While he survived this incredible feat he was severely injured, requiring three months of hospital care before he recovered, and retired shortly after. It's a feat that has yet to be successfully repeated. His record of the longest, further natural glide remains unbroken and has gone down in history as the Great Glide.

**Starmist Spaceport** (Tatjana, Neza Canyon, Vanko District) – This small spaceport is the only one on the surface of Starmist. It has a full repair facility for small spacecraft, but only berthing space for about a dozen small craft. Luckily there is a daily orbital shuttle service operating on two routes; the Carousel and Custom Outpost 1 line and the Holiday Station – Sundial – Starmist line. The starport is located on the outskirts of the city of Tatjana, and a free monograph service links it to the city center

# PIRATES OF SUNDOWN

By Oscar Rios

For decades the Sundown system has had severe issues with piracy. Unlike most systems, the pirates of Sundown began, and to some extent remain, a privateer militia under the control of Trans-Travel MegaCorp. With the Vrusk trading house Zik'trin claiming total control over commercial shipping in and out of the system, Trans-Travel resented the exclusion and envied the staggering profits they were collecting. Trans-Travel established a pirate base called Te'Den in the Kuiper Asteroid belt to disrupt shipping.

For decades, this remained the status quo. Trans-Travel-contracted pirates attacked merchant ships delivering supplies or hauling ore to or from mining facilities across Sundown, run by both the Cassidine Development Corporation and DevCo. House Zik'trin militia ships chased down the pirates or escorted these shipments. This deadly game loses ships, cargoes, and crews each year.

The UPF does nothing to stem this violence. None of the involved parties called on them for help, either, and they have actively refused assistance if it is offered by a UPF vessel. With the UPF siding with the Heliopie over the development (some would say colonization, while others call it exploitation) of Sunrise, the CDC, DevCo, Trans-travel, and House Zik'trin stubbornly refuse all UPF involvement in their affairs and would prefer if they left the Sundown system entirely.

However, in the last few years, the status quo has changed. A recent schism within the pirate bands of Trans-Travel has resulted in a new, independent pirate band. This group, called The Burning Eye, has been launching brazen assaults not just on merchant ships, but on passenger ships and even raids on planet-side communities across Starmist.

**The Privateers of the Trans-Travel Confederation –** These bands are based out of the pirate base Te'Den. They have three attack groups, each numbering about 250 personnel, as crews, fighters, and support staff. All three groups are mixed races, including some Heliopie (although that number has drastically declined in the last few years – See The Burning Eye). Three bands of privateers currently working for Trans-Travel; The Spitting Serpents, The Shadow Bats, and the Proton Lancers.

Each of the three attack groups is comprised of four Thruster Class Privateers, two Lightspeed Lady Privateers, a standard corvette, and a flagship, which is either a Moonbright Stinger (for the Spitting Serpents and Shadow Bats) or Rollo's Revenge class privateer (for the Proton Lancers).

## THRUSTER CLASS

HS: 2 HP: 10 ADF: 4 MR: 4 DCR: 26

**Weapons:** assault rocket batteries (\*4)

**Defenses:** reflective hull; no lifeboats

## LIGHTSPEED LADY CLASS

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

**Weapons:** laser battery, 3 assault rocket batteries (\*3)

**Defenses:** reflective hull, masking screen; no lifeboats

## MOONBRIGHT STINGER CLASS

HS: 9 HP: 45 ADF: 3 MR: 2 DCR: 45

**Weapons:** aser cannon, 2 seeker missile batteries, electron beam battery, 2 torpedoes

**Defenses:** reflective hull, masking screen, interceptor missile battery; 1 lifeboat

**Names:** "King Cobra" – The Spitting Serpent's flagship;

"Midnight Fangs" – The Shadow Bats

## ROLLO'S REVENGE

HS: 10 HP: 50 ADF: 3 MR: 2 DCR: 50

**Weapons:** laser battery, proton beam battery, 2 electron beam batteries, 4 torpedoes

**Defenses:** reflective hull, masking screen, 3 interceptor missile batteries; 1 lifeboat

**Name:** "Banshee's Kiss" – The Proton Lancers

**Operations:** Typically, these flotillas attack lone, large freighters traveling without armed escort. The ship is fired upon with warning shots and ordered to surrender. If this is unheeded the pirates attack and when their target vessel is reduced to half of its hull points, surrender is again demanded. If this is not obeyed the ship is destroyed. If surrender is given the ship is boarded, the crew and passengers imprisoned, and redirected to a hide-out in the Kuiper Asteroid Belt. Captured ships are NEVER taken to Te'Den, due to the risk of being tracked and giving away the base's location. Once the captured freighter is secure and hidden, the cargo is transferred onto other vessels to be smuggled out of Sundown, the crews are ransomed back to their employers or their families, and the ship is either stripped for parts, resold on the black market, or ransomed back to the true owners.

The pirates of the TTC (Trans-Travel Confederation) consider themselves honest commerce raiders, not brigands or savages. They avoid unnecessary bloodshed, treat captives with courtesy and respect, and honor what bargains they make regarding ransom. However, they also know that respect goes both ways. If they are double-crossed or disobeyed they know that they'll have to destroy a ship or two and not take prisoners to remind people of that.

**The House Zik'trin Militia** – This Vrusk trade house, with its monopoly on space transport in the Sundown system, must enforce this with a flotilla of militarized yachts. They have three Rim-Song Class yachts for patrolling the system. They have two Imp Class yachts, which escort freighters under HS 10. They have a single Astro-Blaster III class yacht, which escorts freighters above HS 10, and lastly, they have a single Belvedere Class yacht, which serves as the fleet command ship and ready reserve. The fleet operates out of Carousel and Custom Outpost 1.

### ASTRO-BLASTER III CLASS

HS: 6 HP: 30 ADF: 1 MR: 3 DCR: 38

**Weapons:** laser battery, electron beam battery

**Defenses:** reflective hull, interceptor missiles (x4); no lifeboats.

**Name:** Hik'tic-zip

### BELVEDERE CLASS

HS: 9 HP: 45 ADF: 3 MR: 3 DCR: 47

**Weapons:** laser battery, rocket battery, laser cannon

**Defenses:** reflective hull, interceptor missiles (x4); one lifeboat.

**Name:** Zil-zzr Kil-kic

**The Pirates of the Burning Eye** – For many years the TTC welcomed Heliopie into their ranks. More and more Heliopie from a specific nomadic group joined, learning all they could as quickly as possible. They were deadly warriors and became ruthless pirates. However, Heliopie from other groups refused to work with them. Fights happened, accidents were staged, people vanished and in the end, the only Heliopie remaining in the TTC were from that one hated Heliopie tribe, the Burning Eye tribe.

Eventually, a violent incident occurred, where the Burning Eye clan staged several simultaneous mutinies within the TTC. Most of them were successful. The captured ships formed and created several bases hidden among the moons of Kirchgoens (Sundown IV). They then began transporting more and more of their clan members off Starmist, where they were actively being hunted down (see below). Just how they can do all this remains a mystery, but Star Law and their new Heliopie Psi-Op team suspect they are receiving aid from an as-yet-unknown third party.

**The Tribe of the Burning Eye** - They are universally hated among all other clans on Starmist. Today the number of Burning Eye Heliopie living offworld as pirates outnumber those still living on the planet's surface by almost a 3-1 margin. As tribes modernized more and more of the Burning Eye tribe were forced to flee into space, as their fellow Heliopie ruthlessly and subtly hunted them. The reason for this is simple: the Tribe of the Burning Eye has practiced cannibalism for centuries, raiding other tribes for mating partners (usually by force) and food.

### RIM-SONG CLASS

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

**Weapons:** laser battery;

**Defenses:** reflective hull; no lifeboats.

### IMP CLASS

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

**Weapons:** 1 laser battery, assault rocket battery

**Defenses:** reflective hull; no lifeboats.

This has been kept secret to nearly all non Helipes, and even Heliopie born off Starmist know nothing of this tribe. The other tribes of Starmist, now able to communicate with one another with high technology, have reached a consensus. After centuries of fighting the Tribe of the Burning Eye, and dozens of failed attempts to get them to abandon their unsavory traditions (namely rape and cannibalism). For the future of Starmist, a final solution must be reached. This shameful tribe, long the subject of nightmares and scary campfire stories, is facing extermination.

In return for all this, the Burning Eye helps supply several undiscovered Sathar bases still hidden among the remote canyons and icy wastes of Starmist.

**SATHAR STEALTH SCOUT SHIP**

HS: 3 HP: 10 ADF: 6 MR: 5 DCR: 29

**Weapons:** none

**Defenses:** reflective hull

**Fleet and Tactics** – Pirates of the Burning Eye target smaller ships, with easier-to-manage cargoes. They'll target supply ships over ore haulers, using the stolen materials to expand their lunar bases around Sundown IV. They'll attack without warning using a pair of corvettes, with the other pair ready to reinforce the attack if needed. Any Heliopie not of their clan who falls into their clutches is doomed, ending up victims of sexual assault, then murdered and eaten. Ships are more often disabled, their hulls opened to space to kill the crew, then towed back to the lunar bases.

The Pirates of the Burning Eye control a fleet of four standard corvettes, and a pair of ships no one outside their group knows anything about (see secret allies).

**CORVETTE**

HS: 4 HP: 25 ADF: 3 MR: 3 DCR: 45

**Weapons:** laser battery, laser cannon

**Defenses:** reflective hull, masking screen (\*2); small launch, and workpod

**The Secret Allies:** The mysterious benefactor supporting the Burning Eye pirates is the Sathar. Several Sathar agents, with operatives placed throughout the system, feed them intelligence. Sathar engineers build and maintain their bases and repair and maintain their vessels. Sathar intelligence officers handle their operations and communications, while Sathar military advisers train their ever-growing personnel.

Lastly the Sathar have a pair of scout ships, which can easily operate undetected. These transport more Burning Eye tribes' members off-world and land Burning Eye war parties on Sundown to conduct their traditional raids. The scout ships are designed for water landings and takeoffs, submerging and anchoring themselves in place, on the bottoms of any of the deep Starmist river canyons.



Art by Aaron O'Brian

# SHIPS OF THE FRONTIER

## SATHAR SCOUT SHIP

Rendered in Proper KH Format

by Richard 'Shadow Shack' Rose

This is a first for me as I've never rendered a Sathar ship before, so I figured my first foray into that theater should be fixing a glaring error. With the scout ship mentioned earlier in the themed section, I felt this was a natural add-on to the setting.

While I can't say that the **Beyond the Frontier** series of modules was my favorite, it was certainly a great resource for defining the Sathar. However, one thing that always bothered me about the series was the layout of the Sathar scout ship. Since the dawn of Knight Hawks, we saw four modules featuring several deck plans as explained in the KH rules: a pair of freighter deck plans (size 5 & 12 hulls respectively) in SF/KH-0 **Warriors of White Light**, a size-6 tramp freighter in SF/KH-1 **Dramune Run**, an exploration scout in SF/KH-2 **Mutiny on the Eleanor Moraes** along with the Sathar Mothership in SF/KH 3 **Face of the Enemy**... not to mention the assault scout deck plans included in the KH boxed set's fold-out map (which were utilized for the CMS Osprey in the included SF/KH-0 module and Beyond the Frontier series). The anomaly shows up in that SF/KH-2 to SF/KH-3 run and begs the question: why in the name of Admiral Morgaine's sphincter did we see a reversion to cinematic/decks parallel to the main axis layout for the Sather scout ship!?!?

More so when that module has "KH-proper" deck plans for the Sathar mothership? I've heard several theories, ranging from semi-legitimate (if one ignores the release dates and/or basic common sense) to ridiculously asinine. So far, the only one I might buy into says the scout ship deck plans are left over from an unpublished pre-KH/Alpha Dawn adventure. I only say "might" because the original Star Frontiers boxed set (later rebadged as Alpha Dawn when Knight Hawks was released) has starship deck plans arranged the "wrong way" (as in not-KH), since construction rules were not a thing in the original set. Of course, I am referring to the Serena Dawn in the introductory **SF-0 Crash on Voltornus** models, the expansion of that ship with the upper deck from the Omicron mini-module included in the referee screen, and the Hepplewhite, Inc. Ship that was featured in the sample adventure in the Star Frontiers Expanded Rulebook.

Still, I call that lazy writing and would certainly expect more from the leader in role-playing games, more so considering this happened before She-Who-Shall-Not-Be-Named shoved Star Frontiers out the airlock without a vacc suit. Nay, this fudge factor occurred in the hey-day of TSR and has no rational explanation in my eyes...after all this is a starship that sees continued use in the following module (SF/KH-4) and with no explanation of artificial gravity in the description, it begs too many questions from the players that are dumbfounded with the original deck plan.

As such, this is my TSR equivalent of a Marvel No-Prize offering, a full rendering of the Sathar scout ship in proper KH format with details of each area. I stayed true to as much of the original layout as possible for such a translation and added a few new graphics of my own. Most notable is this is among my first renders in a true half inch grid, meaning you can print this out and use your Star Frontiers counters on the map...something we haven't seen in any published TSR material since **Dramune Run**. What follows can be utilized in your next portrayal of SF/KH 3 **Face of the Enemy**, finally utilizing a set of KH-proper deck plans.

First off, let's get the specifications out of the way. Note that while most of this has been culled from the canon source, I have added a few details that were not mentioned that I felt were needed (such as a Bureaucracy program to coordinate the robots with the security programs).

... and the deck plans, rendered in 2-meter squares for use with Star Frontiers counters. Note that dorsal is "up" or north on the map, ventral is "down" or south, port is "right" or east, and starboard is "left" or west.

The first set of deck descriptions will be listed in reverse order to reflect access to the spacecraft on Deck 3. Note that the ship utilizes iris valves instead of mechanical hatches to reflect alternate and alien technology. Control surfaces are also different, reflecting Sathar anatomy to help fuel the idea behind the 20 alien equipment modifier...these are detailed in the specific areas where such modifiers are applicable.

*SATHAR SCOUT SHIP*



## S-2 SATHAR SCOUT SHIP

(Later Dubbed UPFS Back Door)

HS 3, HP 10 Powerplant: 2 class A Atomic  
ADF:6 MR:5 DCR:29 Crew: up to 6

**Weapons:** N/A

**Defenses:** Reflective Hull

**Communication/Detection:** SubSpace Radio,  
VideoCom; Radar

**Misc Equipment:** Streamlined

**Computer** (level-4, FP:106, SP/Mass:100)

Alarm (2), Astrogation (4), Bureaucracy (1),  
Computer Lockout (4), Computer Security (3),  
Damage Control (2), Drive, Atomic-A (4), Information  
Storage (1), Installation Security (3), Life Support,  
cap:6 (1)x2, Robot Management (3)

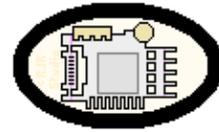
**Crew Accommodations:** 4 Dream Sleep Berths

**Passenger Accommodations:** N/A

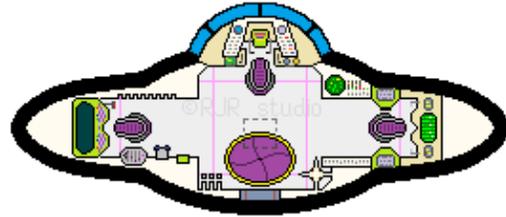
**Ship's Vehicles:** N/A

**Cargo:** 0.5

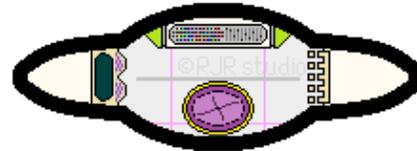
**Deck 3 - Main Hold & Airlock** This is a translation of the starting point in the module. The port/ventral area has an airlock featuring a pair of level-3 security hatches, a technician must detect and deactivate the security measures and open the level-3 lock itself to gain access (along with the usual -20 modifier for alien equipment). Once inside, a cargo area with bay doors on the starboard/ventral side contains basic supplies for a long-term scouting mission. The hold is protected by a pair of 'Cockroach-I' security robots (level-2, IM/RS:5/50; STA:75; ATT:50%) with four manipulative arms sporting a Laser Pistol, an ElectroStunner, a Sonic Stunner, and a Needler Pistol; each containing their respective ammo sources (the laser pistol is set on 2-SEU/shot). Two iris valves, one on the ceiling set further into the craft and another on the deck adjacent to the ventral bulkhead, each lead to the other ship's decks. A technician must successfully roll against his Operate Machinery skill to open the valve with the usual -20 modifier for alien equipment, although the tech may make future attempts if the initial attempt fails. Once successful, the procedure will be the same for all iris valves on the craft and no further rolls will be necessary. A pole leads from the deck up to the ceiling valve, the Sathar slither up and down much like a Frontier citizen would scale a ladder. As such, characters will have to pass a DEX check to ascend or descend, with failure resulting in falling for 1d5 damage. Multiple attempts can be made until successfully ascending or descending a



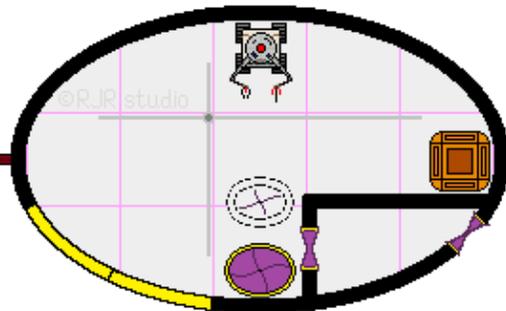
## Nose Cone - Avionics & Sensors



## Deck 1 - Bridge



## Deck 2 - Computer Room

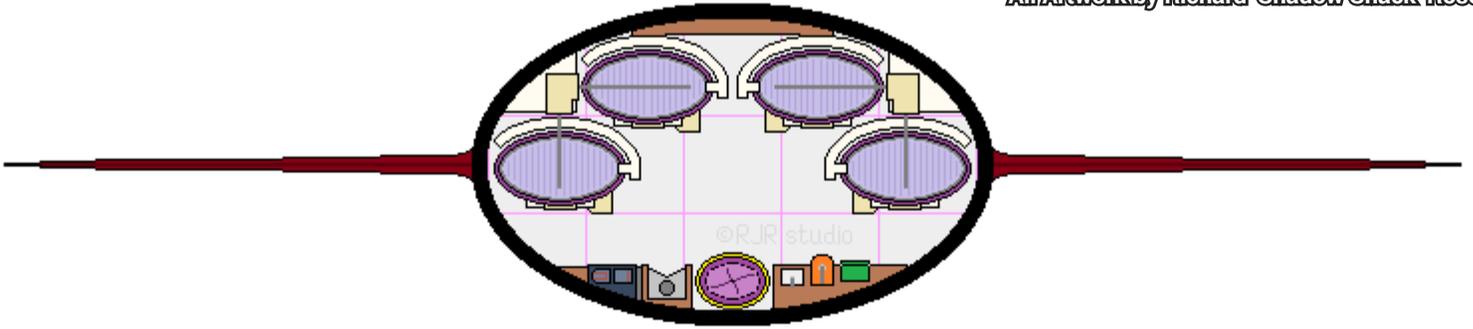


## Deck 3 - Main Hold & Airlock

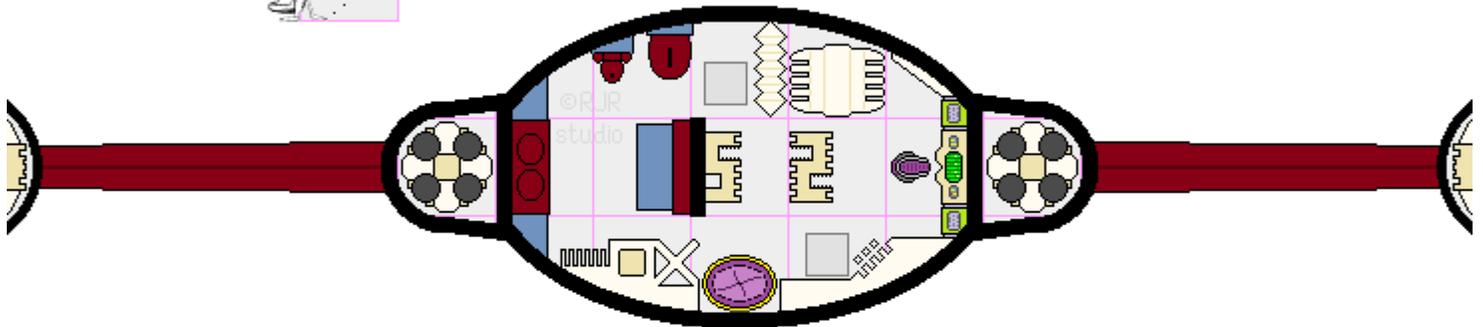
pole. Once three consecutive ascensions and/or descensions have been made without incident, no further DEX checks will be necessary for that character.

If searched, the following useful items can be found:

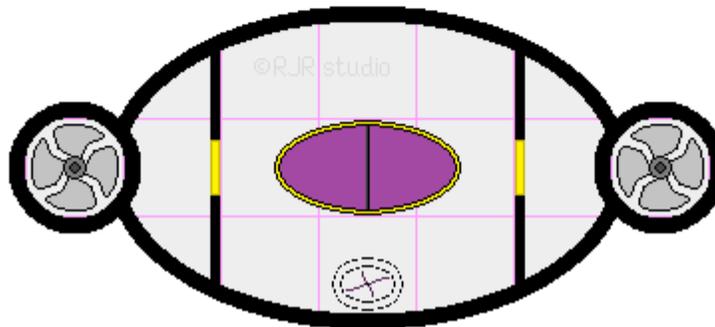
- 8 All-Weather Blankets
- 4 Compasses
- 6 Gas Masks (for Sathar anatomy)
- 4 Flashlights
- 2 MagniGoggles
- RadioPhone
- 4 Ropes
- 24 Survival Rations
- 2 Toxy-Rad Gauges
- 1 d5 Variable Timer/Detonators
- 12 Water Packs
- 2d10+10 20-SEU PowerClips



## Deck 4 - Crew Quarters



## Deck 5 - Engineering



## Deck 6 - Crew Lockers & Storage

**Deck 2 – Computer Room** The mainframe computer is housed in this area with the control panel on the starboard. Twin keyboards with Sathar symbols will confuse the Frontier citizens attempting to use them, suffice it to say the usual  $-20$  modifiers will be applied to any computer specialist attempting to operate this strange computer. Also noteworthy, the level-3 computer security program will have to be bypassed. Failure will set off an audible alarm and a repeating vocal message in an unknown language. Once the security program is defeated or bypassed, the Operate skill must be made (again with a  $-20$  modifier). Note that multiple attempts can be made,

as a Sathar crewmember must confirm the self-destruct order to enable the actual destruction of the craft...and once the security program is handled the audible alarm will cease. An iris valve is poised directly above the one the characters entered, along with a pole extending the deck-to-ceiling length.

**Deck 1 – Bridge** Once the characters ascend onto this deck, they will see three stations each with an alien-designed acceleration seat. To starboard is what appears to be another computer terminal, smaller yet similar in design to the one on Deck-2, along with various other pieces of strange equipment (an astrogator station). Centered dorsally is a console

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with what appears to be four hand controls (two on each side of the seat) and a funnel-shaped cone centered under the console (this is the helm). These controls represent the four arms and tail on a Sathar, all of which are utilized in operation. To port is yet another station bustling with strange alien electronics, flanked by what is probably a pair of monitoring banks (engineering). Note the command chairs and associated controls will not be easy to work with for player character anatomies, as such they will incur a -5 penalty for any skill resolution.

Unless a crafty PC manipulates the programs in the mainframe computer, the level 4 computer lockout program must be overridden to access any of these command stations, after which any pilot, astrogator, or engineer may attempt to manipulate the controls. A -20 modifier applies to any action, including overriding the security program (with failure resulting in the same alarm mentioned on Deck 2). A single pole dorsal of the iris valve leads up to the ceiling, ending in what appears to be a sealed hatch...this is merely a maintenance hatch that can easily be propped upwards to access the sub-deck above.

**Nose Cone** – Avionics & Sensors This is an accessway for maintenance and/or repair of the ship's communication, detection, and basic operational systems.

**Deck 4** – Crew Quarters A quartet of covered troughs filled halfway with a slimy substance occupies most of this deck. These are dream-sleep berths for the Sathar (explained later in the Beyond the Frontier series, essentially beds that allow long-term sleep cycles akin to hibernation for lengthy missions). A pair of right-angle overhead rails accommodate Spider-I maintenance robots similar in design to the prior Cockroach 'bots (lv-2 IM/RS:5/50; STA:75; ATT:50%), each armed with 4 laser pistols set to 2-SEU shots. The port/ventral position is a galley with a full stock of live insects that can be prepped as meals for the Sathar. Naturally, this diet will not work for player character species or the sleeping accommodations. Both will need replacing for PC use. Starboard/ventral is a tall cone-shaped device that doubles as a fresher and shower, adjacent to that is a holographic entertainment console.

**Deck 5** – Engineering The engineering station is located at the port where many overhaul procedures are performed. The computer lockout program must be overridden before anything can be attempted here, with failure resulting in the aforementioned alarms. To starboard is a workshop with a foundry against the bulkhead, laser/lathe and laser drill press to starboard/dorsal, and a workbench & tool rack across from the foundry. A generator & power relay station are located at the port/dorsal, monitoring banks to the port/ventral, and life support equipment

to the starboard/ventral. Twin electric motors run alongside the port & starboard hull, powering the propellers below for water/underwater transport, and the ship's atomic drives are poised at the ends of the airfoils...both the drives and the electric motors must be serviced externally. Dual tracks spanning the perimeter accommodate a pair of Spider-I maintenance robots (lv-2 IM/RS:5/50; STA:75; ATT:50%) armed with 4 laser pistols, like Deck-4 above.

**Deck 6** – Crew Lockers & Storage This area serves as additional/personal storage for the crew. Larger equipment is stowed in the main hold above while personal items are kept in lockers and racks. Bay doors span the center for loading/unloading smaller crates and pallets. Presently a quartet of deactivated/unarmed Cockroach-I robots are stored here along with the following on racks & lockers:

- 4 Sathar space suits with radiation protection
- 8 space suit refills life support canisters
- 2 Sathar armored space suits
- 6 Sathar SkeinSuits
- 6 Albedo Screen w/Power BeltPack sets
- 2 GliJets with tail-directed maneuver controls
- 50 fuel canisters for GliJet rocket packs
- 2 engineer tool kits
- 1 LPT w/power pack
- 2 Laser Rifles
- 2 Heavy Lasers
- 2 Power Backpacks
- 4 Grenade Rifles
- 60 grenade bullets (10 of each type)
- 20 50-gram charges of Tornadium D-19
- 4 StunSticks
- 4 ElectroStunners
- 4 Sonic Stunners
- 4 Laser Pistols
- 4 VibroKnives
- 4 Sonic Knives

Note that all personal weapons have one ammo clip installed, with no spares save for the grenade rifle and separate rounds.

# DISCOVERY



**TOM STEPHENS**

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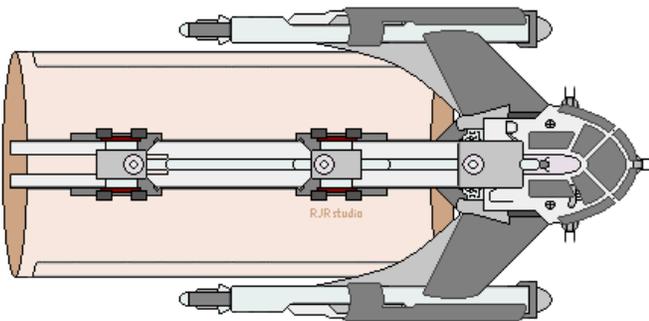
# SHIPS OF THE FRONTIER

## TRANS-TRAVEL PRIVATEERS & PARAMILITARY FREIGHTERS

by Richard 'Shadow Shack' Rose

It's a two-for-32 event with Ships of the Frontier! The following designs were created for the Trans-Travel Campaign Book (available from Star Frontiersman and Frontier Games & Publishing). In the end, I omitted them from the book as I was writing it from a strictly canon perspective so that budding referees could add house rules to make it fit in their campaigns. I have nothing against house rules, I utilize a cornucopia of them myself...I prefer to stick to the books when making something for the general populace rather than inundating them with my rulings which they may or may not like. At least with the canon, everything fits anyone's game.

Having seen the theme for this issue and fellow Star Frontiersman editor Oscar's article regarding Sundown Pirates and Trans-Travel being prominently mentioned in said section, I just had to resurrect these designs as they fit that theme well. That said, I hope you enjoy my house-ruled paramilitary and privateer versions of the fine craft found in said Campaign Book as they are applied to this issue's theme, hopefully to your game. The stars are the limit!



All Artwork by Richard 'Shadow Shack' Rose

### TT-500P

#### Delighter class paramilitary freighter

HS 5, HP 30 Powerplant: 2 PGC Eureka Atomic-B

ADF: 4 MR: 3 DCR:45 Crew: up to 8

**Weapons:** Pod Laser Turrets (x3)\*

**Defenses:** Reflective Hull

**Communication/Detection:** SubSpace Radio, VideoCom, Radar, Intercom Network

**Misc Equipment:** Light Hull Armor, Medical Lab

**Computer** (Lv-4, 134fp, 100SP)

Alarm (2), Analysis (4), Astrogation (4), Commerce (1), Computer Lockout (4), Damage Control (2), Drive (5), Industry (1), Laser Turret (1)x3, Life Support (1, capacity:8), Maintenance (2)

**Cargo Capacity:** 5 (Standardized Trans-Travel Containers)\*\*

**Crew Accommodations:** 5 Captain's Suite (double occupancy)

2 convertible single/double/triple bunk cabins

**Passenger Accommodations:** N/A

**Ship's Vehicles:** Lifeboat

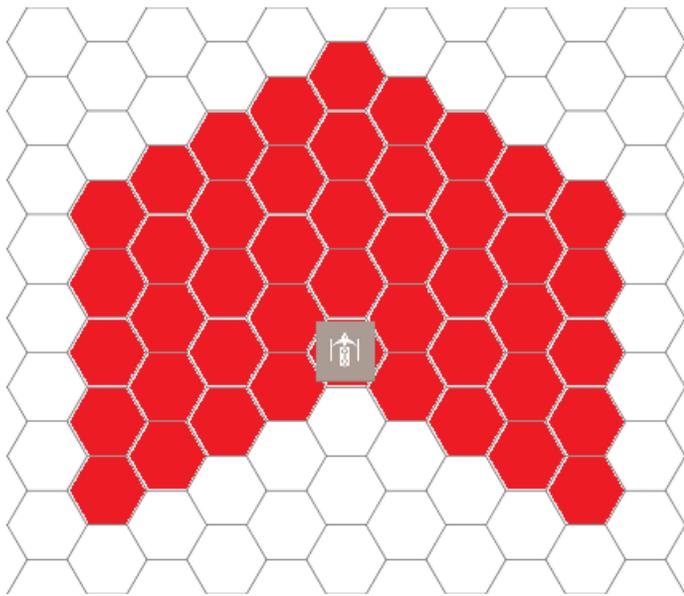
**Price:** 1,959,520Cr

\* Due to their placement, these weapons cannot acquire targets on the rear flank when cargo containers are attached. The nose turret cannot acquire rear flanking targets regardless of container presence.

\*\* See the Trans-Travel Campaign Book for more details

#### CREW ROSTER

Pilot/Captain (pilot-3)	Copilot (pilot-2)
Astrogator (1)	Chief Engineer (2)
Aux. Engineer (1)	Energy Gunners (1) x3



sporty performance and starfighter-grade defensive power in a freight-hauling package that will delight anyone...just the thing for proper privateering (and pirating).

Very little has changed in the way of deck plans with the Delighter. Like the standard Lighter, the uppermost observation deck becomes a gunnery station. On the bridge level, two additional stations have been added on the ventral side, one for each turret weapon. The rest of the decks remain the same save for additional structure integrity. See the Trans Travel Campaign Book for full deck descriptions beyond the above mentioned changes.

### TT-500P Delighter class paramilitary freighter

#### Nose Turret and Obstructed Turret Field of Fire

Note the nose turret will always be restricted to this 270° pattern while the port and starboard side turrets will be restricted when a cargo container is attached. In other words, an unladen/ containerless Delighter will allow the side turrets a full 360° field of fire.

Trans-Travel has done it again!

Teaming up with WarTech to create an all-new paramilitary design based on their Lighter class full-sized entry TT-500 freighter design, this craft is expected to prove itself well in the Frontier and Trans-Travel hopes to incorporate it with similar success outside that jurisdiction via the Sundown system.

The paramilitary Delighter features more integrity via light hull armor during construction, inside and out. With the original design being rather tight in quarters, a trio of smaller Pod Laser Turrets were incorporated versus full-sized battery weapons. Two turrets peek out from each side under the ventral portion of the bridge while the third is nestled into an armored recess in the nose.

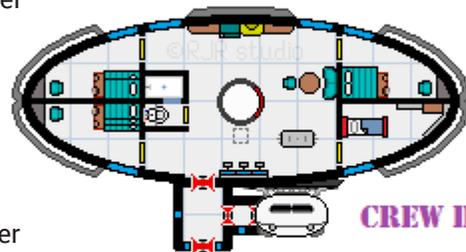
Pan-Galactic 'Eureka' drives were outsourced for more bang out the back. And much like TT's secret design that allows less than three drives for the hull configuration, there was no loss in performance or cargo space either. The result is



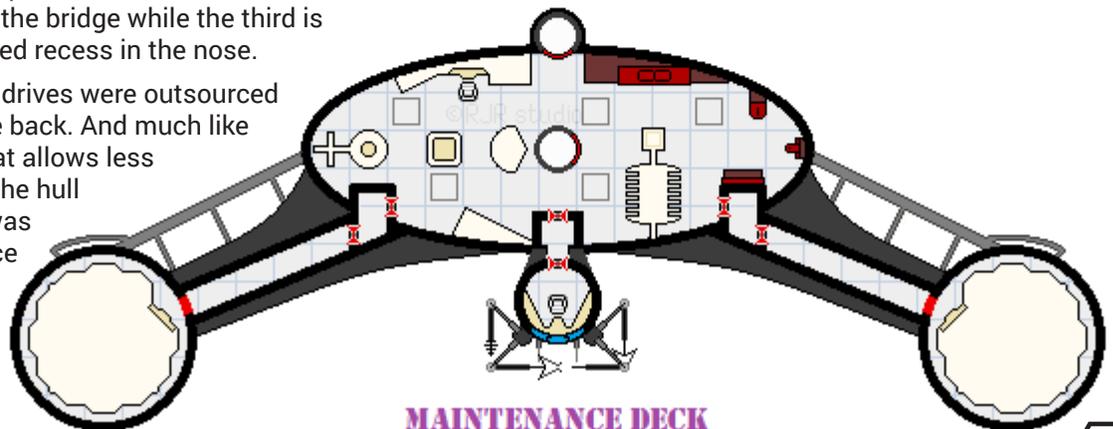
FORWARD LASER TURRET



BRIDGE



CREW DECK



MAINTENANCE DECK

## CARRIER CONTAINER

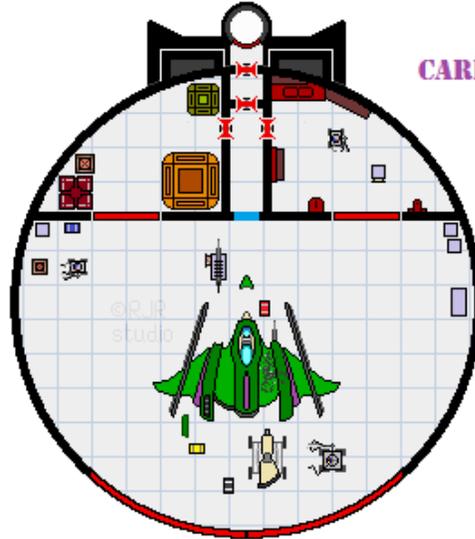
Trans-Travel converted a standardized Cargo Container into a custom ferry system for a quartet of fighter craft. Utilizing a Type-V container as the basis, the tiered sections were reinforced and filled in to make five decks, one for each fighter and a fifth for servicing the craft. The bay doors were also modified accordingly, with one set per deck on the ventral portion versus the original port and starboard sets that ran the length of the container. Each of the four fighter decks has housing for the pilot and “ground crew” along with a separate life support system and computer inside the forward hull independent from the host craft. Coupled with the P-model Delighter class paramilitary freighter, that quartet of fighters can be easily zipped into and out of a combat theater.

Despite healthy relations with WarTech, Trans-Travel was reluctant when sourcing Streel for their fighter craft in Starmist. However, with the readily available no-questions-asked policy regarding the S-1 Piranha light fighter contracts, it was a quick and efficient method for acquiring fighter craft. Simply put, acquiring WarTech F-40C Vulcans would have been too public for their needs. Perhaps Vulcan contracts can begin when TT isn't operating clandestinely as they are at Starmist.

The uppermost deck of the Carrier Container is the Service Bay. The main bay features an overhead crane for hoisting heavier items from the fighter craft requiring service, as well as mobile benches and jigs to support the various components once removed. The dorsal portion houses two smaller bays. To port is an enclosed work area with the foundry, tool rack and bench, laser/lathe, and laser drill press, with an open area to move components inside from the main bay. The starboard bay is a storage area for large parts.

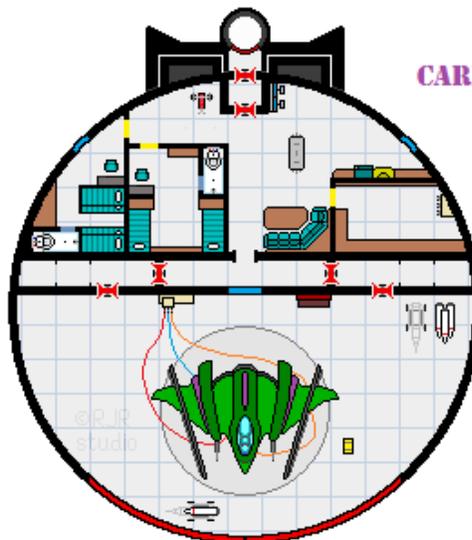
Nestled in the dorsal ceiling is the life support equipment and generator/power relay system, which can be slaved to the host ship or run independently when parked in orbit...another tactic employed by Delighter captains. Leaving a container in orbit on a more distant planet allows for earlier interception and deep space patrols.

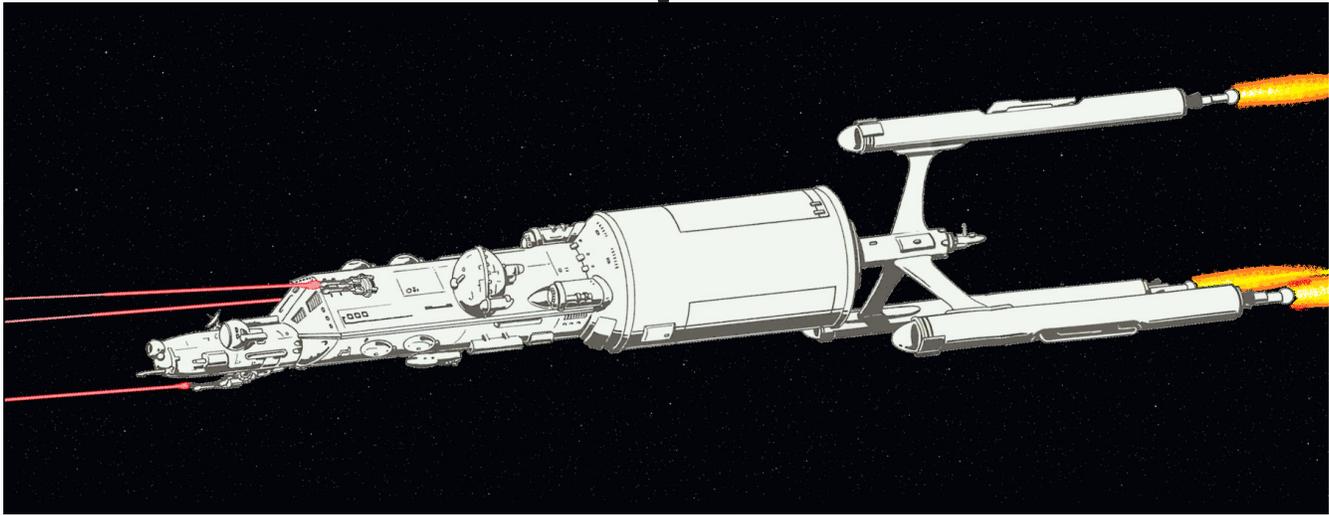
**CUSTOM  
CARRIER CONTAINER**  
**SERVICE BAY  
DECK 1**



The remaining four decks are the fighter bays, each featuring a large area to house a single fighter craft with a turntable to properly orient it for launch. Twin airlocks allow access to the interior on each side of the bay, each featuring a spacesuit rack for hanging up to four suits. Inside is a large common area with a booth, a full-service galley with an auto cooker and refrigeration unit, a holo-entertainment center, exercise equipment, and personal access terminals. A large storage closet is to port, featuring recharging stations for space suit life support packs, shelves, and racks for other items. A four-bunk cabin is to starboard, intended for a crew chief and three crewmen, while a pilot and gunner cabin is adjacent to that. The design was intended for two-man fighter craft so the Piranha pilots enjoy single occupancy while the current Streel contract is in effect.

**CUSTOM  
CARRIER CONTAINER**  
**FIGHTER BAYS  
DECKS 2-5**





### TT-615P Pacific Pugilist Class Privateer

The Pugilist is the next evolutionary step of the original Pacific design. Restricted to construction under paramilitary contractors, the basic ship has been considerably upgraded for combat, featuring light hull armor and a trio of laser batteries. The cargo hold is reduced by 25% to accommodate the additional hull integrity and weaponry. Ideal for planetary militias and government-sponsored privateering, the P-model does the job well.

The captain's suite is removed and replaced by crew cabins and battery controls. Typically, the captain opts for the first-class cabin when it is not in use; otherwise, he bunks with the rank and file.

Smugglers quickly identified a design quirk in the P-model: a vacant section between the Engineering deck and the hold. With minimal effort, "secret deck:5" can be enabled via bulkheads and hidden access doors or plates to create a 0.5-unit hold, restoring total capacity closer to the base Pacific rating. Any level:3+ Engineer can perform this modification at a cost of 50,000Cr, taking four tendays worth of dry dock time.

The ship is otherwise identical to the standard Pacific design. Trans-Travel is fully confident that the addition of P-models appearing in the Sundown system will further their cause.

### TT-615P

#### Pacific Pugilist Class Privateer

**HS 6, HP 36** Powerplant: 3 Pan-Galactic "Eureka" Atomic B

ADF: 4 MR: 3 DCR:50 Fuel: 18

**Armament:** 3 Laser Batteries

**Defenses:** RH, MS(x2)

**Communication/Detection:** SubSpace Radio, Videocom, Intercom network, Radar

**Misc. Equipment:** Light Hull Armor, Cargo Loading Arm

**COMPUTER ( Level:4 FP:141 Mass/SP:100)**

Alarm (3), Analysis (4), Astrogation (4), Commerce (1), Communication (1), Damage Control (3), Drive, Atomic-B (5), Industry (1), Information Storage (1), Laser Battery (1) x3, Life Support, cap:18 (1) x2, Maintenance (3), Transportation (1)

**Cargo Capacity: 4.5 (+ potential for 0.5 secret hold)**

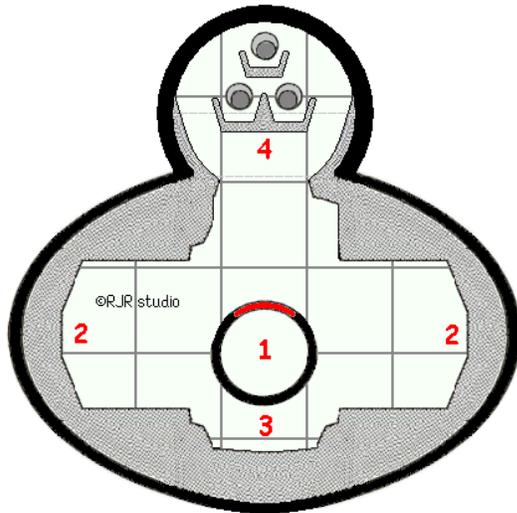
**Crew Accommodations:** 5 Captain's Suite (double occupancy)

**Passenger Accommodations:** 6 (2 Journey Class Cabins, 1 First Class Cabin)

**Ship's Vehicles:** Lifeboat, 2 workpods

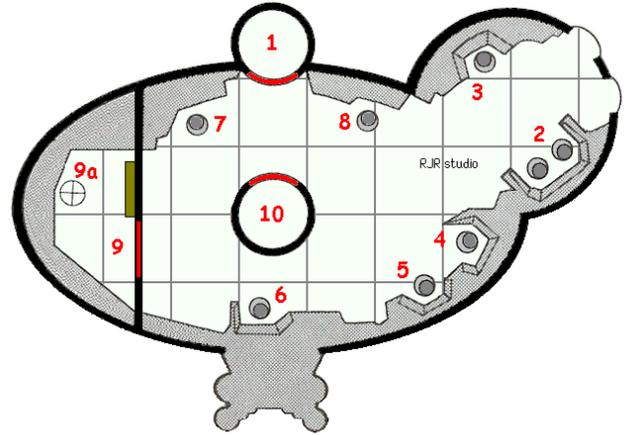
**Price:** 2,903,400Cr --- does not include fuel, spacesuits, MS charges, or toolkits

## DECK 1A FLYING BRIDGE



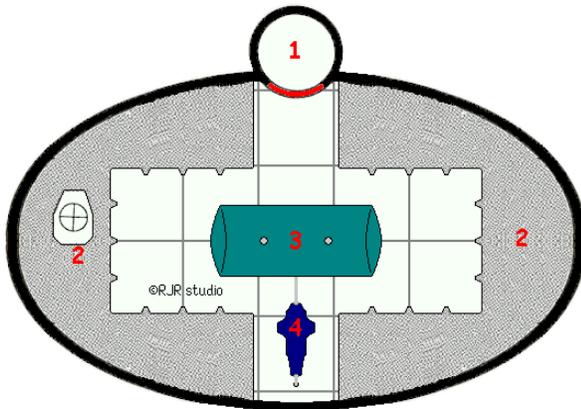
- 1> small hydroponic bins
- 2> Communications & Sensor equipment
- 3> Avionics
- 4> Flying Bridge - positions for Pilot, copilot or computer operator, and Engineer\*
- 9> Elevator to main bridge
- \* Computer Access w/panel at each station

## DECK 1: BRIDGE

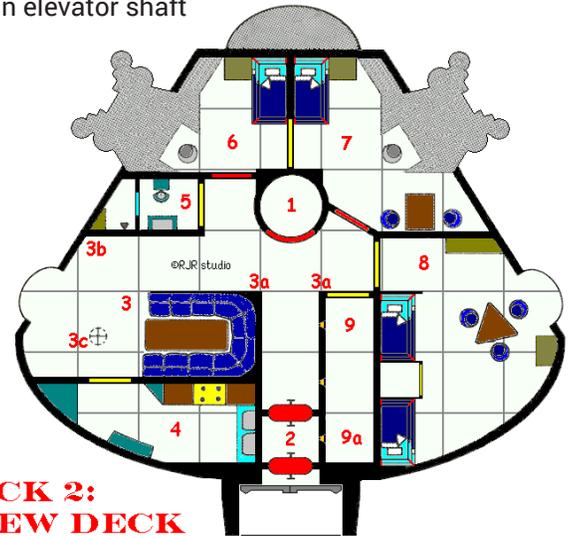


- 1> Main Elevator
- 2> Helm, positions for pilot and copilot\*
- 3> Chief Engineer station\*
- 4> Astrogator station\*
- 5> Computer Operator/Asst. Astrogator position\*
- 6> Forward Laser Battery station
- 7> Sensors operator station
- 8> Communications officer station
- 9> Computer Room\*, 9a is a maintenance shaft. Small arms storage nearby
- 10> Main elevator shaft

## FORWARD MANEUVER DRIVE



- Deck 1b is the additional maneuver control deck to compensate for the additional mass of the privateer.
- 1> Main elevator shaft
  - 2> RCS thrusters
  - 3> Water Tank
  - 4> Water purification plant



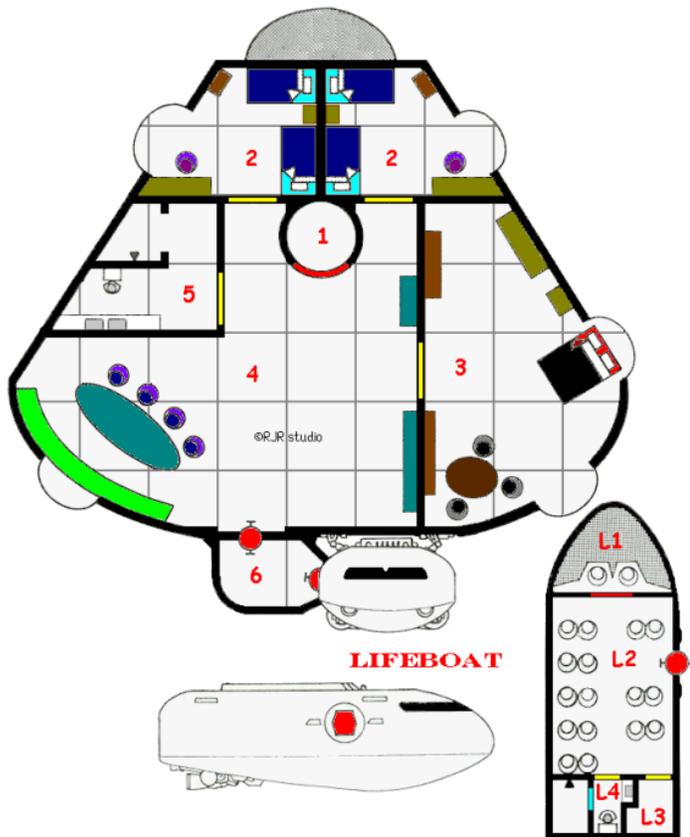
## DECK 2: CREW DECK

- 1> Elevator
- 2> Airlock/Outer Hull Hatch (Universal Docking Collar)
- 3> Common Area, 3a is the holo-entertainment console
  - 3a> Heavy Weapon Mounts
  - 3b> Holographic Theater Center
  - 3c> Computer Maintenance Shaft

- 4> Galley
- 5> Fresher/sanitation
- 6> Starboard Barracks & Battery station
- 7> Port Barracks & Battery station
- 8> Crew Cabin (2 triple bunks)
- 9> Storage Area w/2 gun ports

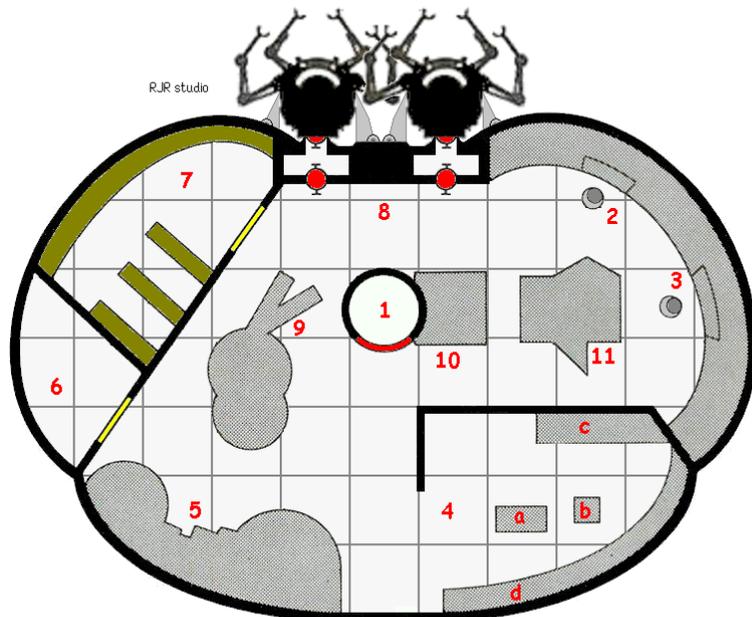
9a> airtight gun port, only opens when the airlock is pressurized

### DECK 3: PASSENGER DECK



- 1> Elevator
- 2> Journey Class Cabin (presently with 2 double bunks each)
- 3> First Class Cabin
- 4> Common Area
- 5> Fresher/sanitation
- 6> Lifeboat/airlock

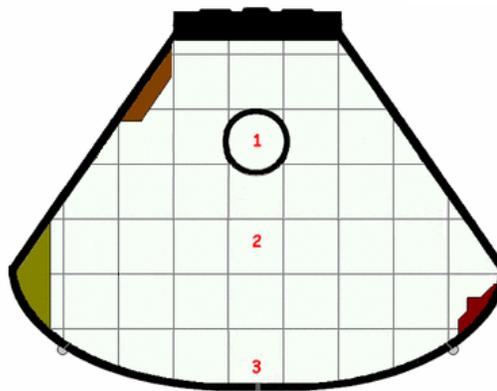
- L1> Lifeboat Helm
- L2> Passenger Area
- L3> Emergency Equipment Storage/LS equipment
- L4> Fresher/sanitation



### DECK 4: ENGINEERING

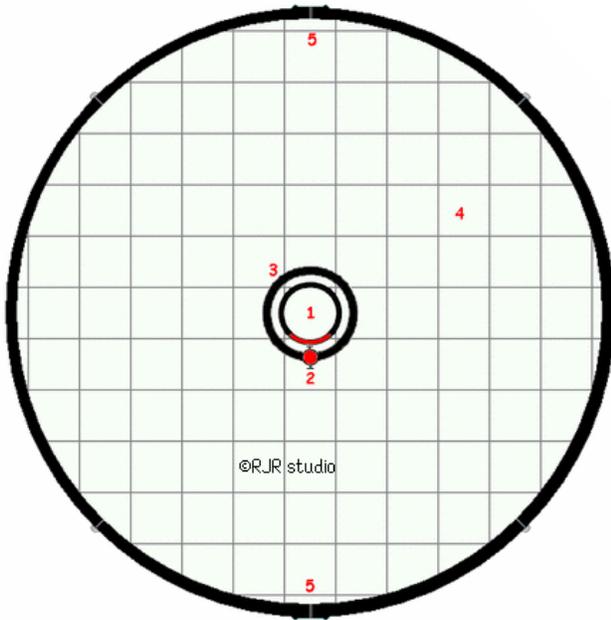
- 1> Elevator
- 2> Engineer's Station (half of the overhaul time spent here) \*
- 3> Freight Handler Station
- 4> Workshop - 4a is a laser/lathe. 4b is a laser drill press, 4c is a workbench w/tool storage, 4d is a foundry
- 5> Life Support unit
- 6> Misc Storage
- 7> Parts Storage
- 8> Workpod Airlock pens

### DECK 5: SECRET HOLD

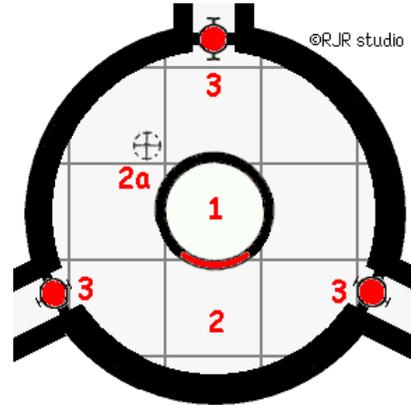


- 1> Elevator
- 2> Storage Area (0.5 cargo unit)
- 3> Flush-Mounted/Indiscriminate Bay Doors

## CARGO HOLD

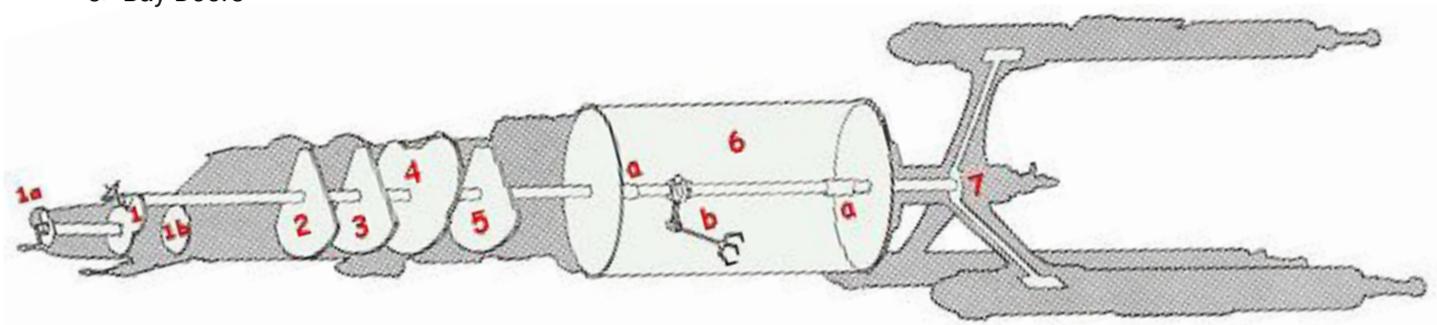


- 1> Elevator
- 2> Airlock
- 3> Cargo Arm Track Housing
- 4> Cargo Hold
- 5> Bay Doors



## ENGINE ROOM

- 1> Elevator
- 2> Monitoring Equipment, 2a is a ceiling panel to access related drive equipment
- 3> Airlock/Decontamination Chambers, access to engines  
(second half of overhaul time spent within the engine room and drive accessways)



## TT-1200F

### Argosy class "Mercenary Freighter"

HS 12, HP: 60 Powerplant: 4 Atomic class-B

ADF: 3 MR: 3 DCR: 56 Crew: up to 3

**Armament:** Laser Batteries (x2)

**Defenses:** Reflective Hull

**Communication/Detection:** SubSpace Radio, VideoCom, Radar, Intercom Network

**Misc. Equipment:** 2 External Docking Facilities, Medical Bay, Custom 2u Container (Service Bay/ Shuttle dock)

**COMPUTER (LVL:5 fp:214 SP:300)**

Alarm (4), Analysis (4), Astrogation (4), Commerce (1), Communication (1), Computer Lockout (5), Damage Control (4), Drive - Atomic B (5), Industry (1), Information Storage (1), Installation Security (4), Laser Battery (1) x2, Life Support cap:32 (1), Maintenance (4), Robot Management (4)

**Cargo Capacity:** 10

**Crew Accommodations:** Captain's Suite (double occupancy)

4 Crew Cabins (two single to triple bunks each)

1 6-bunk Crew Cabin

**Passenger Accommodations:** N/A

**Ship's Vehicles:** 2 Lifeboats, 2 WorkPods, 8 Fighters, Shuttle

### CREW POSITIONS/MINIMUM LEVEL

#### (+ ADDITIONAL DUTIES)

Pilot-4 (Captain)

Copilot-3 (Comms & Sensors)

Astrogator-1

Computer Operator/Flight Controller (Computer-5)

Chief Engineer-4

Aux. Engineers-1 (x2)

Energy Gunners-1 (x2)

Ship's Doctor (Medic-2)

Shuttle Pilot: Tech-6

Fighter Pilots-1 (x8)

Crew Chief (Engineer-1)

Deck Officer: Tech-6, Comp-2

Technicians-1 (x4, Ground Crew)

Troops: Ranged & Melee Weapon Skills (x7 inc. Leader)



## Streel S-1lf

### Piranha light fighters

HS 1, HP: 5 Powerplant: twin sub-Solar/Atomic A

ADF: 5 MR: 6 DCR: 25 Crew: 1

**Armament:** Laser Pod; Assault Rocket (x1) added @ -1 MR

**Defenses:** Reflective Hull

**Communication/Detection:** Subspace Radio, Radar, Videocom

**Misc. Equipment:** Auto-Eject Module, Streamlined

**COMPUTER (LVL:3 FP:60)** Alarm (1) Analysis (2), Assault Rocket (1), Astrogation (2), Auto Eject (2), Computer Lockout (3), Damage Control (1), Drive, Atomic-A (4), Information Storage (1), Laser Pod (1), Maintenance (1)

**CREW POSITIONS/MINIMUM LEVEL** Pilot-1

## Trans-Travel TT-2S

### Elysium class shuttle

HS 2, HP: 10 Powerplant: 1 Chemical A

ADF: 1 MR: 4 DCR: 26 Crew: up to 2

**Armament:** N/A

**Defenses:** Reflective Hull

**Communication/Detection:** SubSpace Radio, Radar, Intercom (1 master panel; speaker/mike in the cabin, hold, and engine room)

**Misc. Equipment:** Streamlined

**COMPUTER (LVL:2 fp:14 Mass/SP:8)** Alarm (1), Astrogation (1), Commerce (1), Damage Control (1), Drive - Chemical A (1), Life Support cap:20 (1)

**Cargo Capacity:** 0.5

**Crew Accommodations:** 2 acceleration seats

**Passenger Accommodations:** 18 acceleration seats

**Ship's Vehicles:** N/A

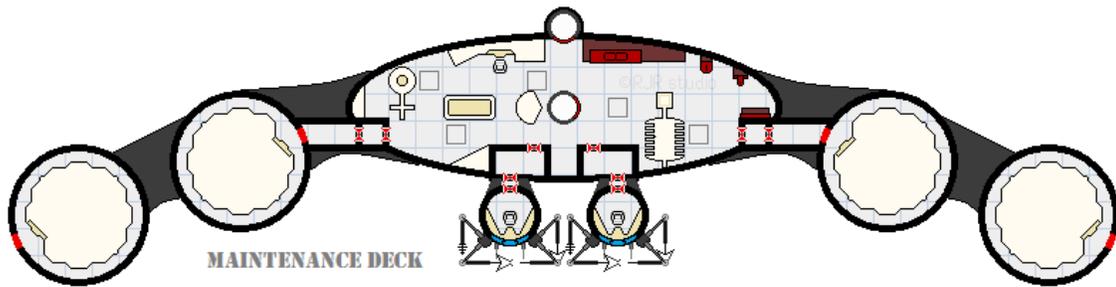
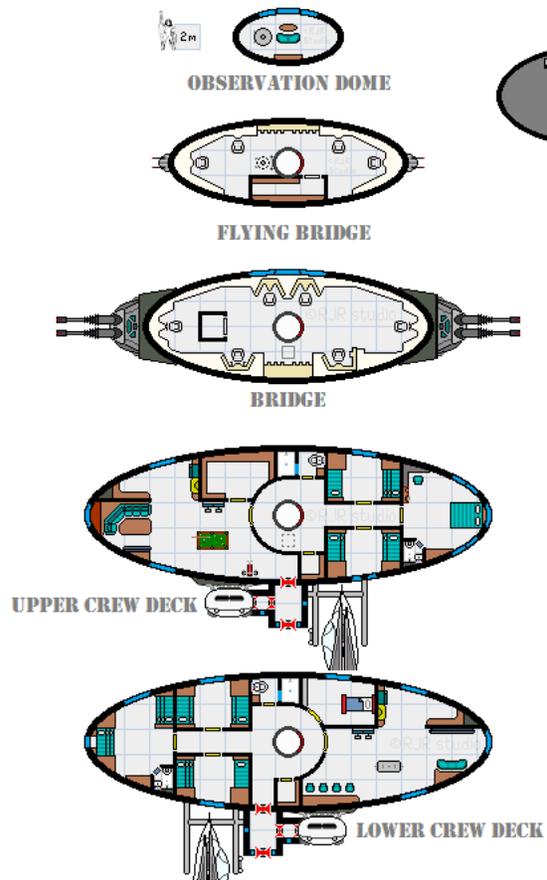
**CREW POSITIONS/MINIMUM LEVEL**

Pilot: Tech-6

Navigator: Comp-6 (for longer non-orbital voyages)

The Argosy Mercenary Freighter is an unofficial design that Trans-Travel has adopted and is testing. They came upon the altered design when they hired a group of mercenaries to protect their interests at Starmist in the Sundown system. While the ship is nothing formidable, Trans-Travel executives admired the idea of mounting Stree external docking facilities outside airlocks, each hosting a quartet of S-series fighters. Coupled with Trans-Travel's Carrier Containers that have seen use on their Delighter class paramilitary freighters, this unofficial "mercenary" design becomes a very formidable carrier by bringing 16 fighter craft to bear! Surely doubling the fighter craft will help promote Trans-Travel's agenda in Sundown.

The Mercenary trim mounts a permanent Type-II custom container that is technically only a single-unit capacity in size. The remaining one-unit position is an exterior shuttle mooring station. The interior portion is a fighter craft service bay, similar to the Carrier Container's service level. This leaves a ten-unit cargo capacity to be occupied by the various TT Cargo Containers. The only other noticeable difference from the stock Argosy design is a pair of outboard heavy weapon turrets that are remotely controlled from positions on the flying bridge. A pair of heavy weapons (such as heavy lasers, machine guns, etc) can be affixed to these turrets for an anti-personnel role, thus helping to prevent any spacewalk boarding actions.

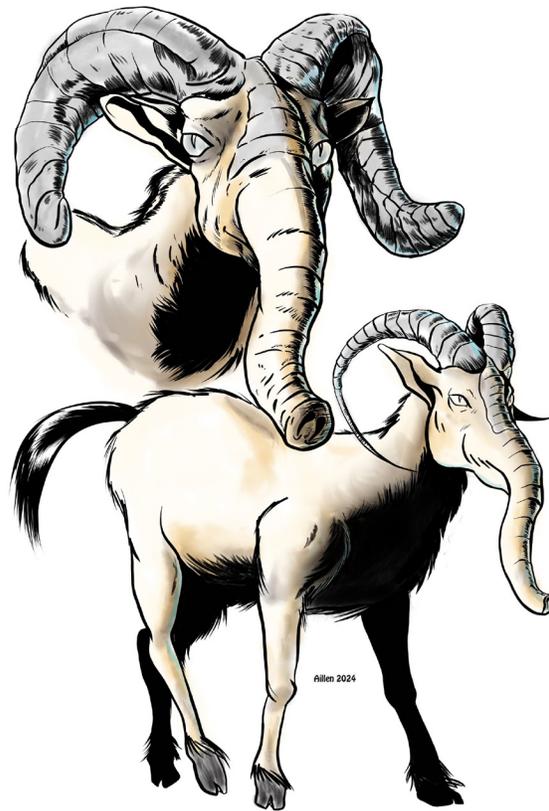


# SAFARI ON STARMIST

By Oscar Rios

Starmist is a planet with very few mammals, yet has a large number of insect and fish-like creatures. The Bison, Snikker, and Puff-puckers were catalogued in the initial planetary survey. However, discoveries are being made all the time, and the Heliopes continue to share their knowledge of Starmist's unique and often deadly flora and fauna. This report adds a number of creatures to the catalog of Starmist's wildlife with the following entries: The Highland Bison, the Hermit-Salamander (aka the Valtrisk\*), the Mantis-Moth (the Puntava\*), and the Kangaroo-beetle (aka Jal-jal Hex\*). [\* indicates the native Heliope names for these creatures]

The bison is a large animal with massive ram-like horns curling over its head. Short forelegs cause the body to slope upwards in the rear. The bison requires large amounts of meadow grass to sustain its bulk. Its nose is long, narrow, and partially prehensile and is used to help uproot plants. Bison gather in family groups of up to 20 individuals, comprised of mature females, their young, and some adult males.



Art by Allen Taylor

## Bison Lowlands

<b>Type:</b>	Large herbivore
<b>Number:</b>	10-20
<b>Move:</b>	Slow (see Special Attack)
<b>M/RS:</b>	5/45
<b>Stamina:</b>	100
<b>Attack:</b>	45
<b>Damage:</b>	10d10/20d10
<b>Special Attack:</b>	
<b>Charge*</b>	Charge*
<b>Special Defense:</b>	None
<b>Native World:</b>	Starmist meadows and grasslands

Adult males make up only 25% of the bison population. Males protect their herds and attack anything that approaches within 100m of their group.

**\*Charge:** This special attack form is terrifying in speed and power. In one melee turn a bison can cover 100m while charging with its head lowered in a charging attack. If the bison hits its mark the target takes 10d10 points of damage and possible displacement as noted below. During the second melee round, if a second target is within the bison's vision, the animal can cover 200m to deliver 20d10 of damage and displacement.

Because of its immense power, weight, and speed, a bison may displace its target. Weight to 100 kg will be hurled 1d10 times 10m. Victims of a charge weighing up to 1000 kg are moved 1-100 m (% dice roll). Victims of a charge weighing over 1000 kg may be knocked over depending upon circumstances and the target size. For example, a charging bison cannot overturn a spaceship but can knock over most ground and hover vehicles.

## Bison Highlands

<b>Type:</b>	Medium herbivore
<b>Number:</b>	10-40
<b>Move:</b>	Medium
<b>M/RS:</b>	5/55
<b>Stamina:</b>	65
<b>Attack:</b>	45
<b>Damage:</b>	5d10
<b>Special Attack:</b>	Butt*
<b>Special Defense:</b>	None
<b>Native World:</b>	Starmist canyons and cliff sides

If the bison survives two charges, there is a 25% chance it breaks off the attack. This chance increases by an additional 5% for each additional attack. After five consecutive charging attacks, Bison will faint from exhaustion. This causes no permanent damage and the creature regains consciousness after several (2d5) hours.

Bison (Highlands) – A much smaller related species of Bison live on the high cliffs and canyon. They are smaller, with longer legs, wider feet, and shaggier coats. When threatened, they typically run, easily navigating the sheer slopes of cliffs. If cornered and forced to fight they'll butt with their ram-like horn, usually from an elevated position, in the hopes of knocking their victims off the side of a cliff.

A puff-pucker looks like a fat, slimy, white grub. These insects are about 100 mm long, one-fifth of that being the creature's shiny black head. Puff-puckers generate hydrogen gas allowing it to float on the breezes. While they can be found across Starmist, their favored habitats are forests, swamps, and mountains. When within 3m of living beings there is a 50% chance the creature's bodies explode, otherwise it drifts harmlessly by. Exploding Puff-Puckers drive their tiny blackheads into the bodies of their victims like bullets from a projectile weapon, striking with perfect precision. However, inertia fields and skein

## Puff-puckers

<b>Type:</b>	Tiny Insect
<b>Number:</b>	1-10
<b>Move:</b>	Slow
<b>M/RS:</b>	8/75
<b>Stamina:</b>	1
<b>Attack:</b>	30
<b>Damage:</b>	1D10
<b>Special Attack:</b>	Explode and drive their heads into victims
<b>Special Defense:</b>	None
<b>Native World:</b>	Starmist (all habitable environments)

suits defend normally against such attacks. A roll must be made for each living target within range. If a puff-pucker is exploded by any means living creatures within 20 m have only a 10% chance of being hit.

The embedded head of the puff-pucker must be surgically removed. Unless quickly removed infection sets in, and the puff-pucker's head has a necrotic toxin that destroys living tissue. Without treatment, most characters or animals with embedded puff-pucker heads die of blood poisoning. The corpses of puff-puckers victims become nests, sprouting between 10-100 new puff puckers about 10 days after death.

Snickers are similar to grass snakes, growing about 2-3m long and 500 mm thick. Snickers vary in color from pale green to dark maroon (darkening during moments of excitement) and have a tapering dorsal fin running from the back of the skull to the tail. Snickers move silently through the high grass of plains and meadows in the rift valleys of Starmist. Occasionally they lift the forepart of their bodies above the grass line to detect enemies or prey.

They attack prey by spitting their power and acidic venom. When spitting venom, snickers fully extend their dorsal fins. With wind and cover modifiers applied, the spit venom has an effective range of 20m and a 70% chance of hitting. Their venom glands only

## Snikker

<b>Type:</b>	Medium carnivore
<b>Number:</b>	1-2
<b>Move:</b>	Medium
<b>M/RS:</b>	6/60
<b>Stamina:</b>	75
<b>Attack:</b>	55
<b>Damage:</b>	2d10 bite
<b>Special Attack:</b>	Spits acidic poison
<b>Special Defense:</b>	None
<b>Native World:</b>	Starmist meadows and grasslands

store enough venom for two ranged attacks, after which the snikker must rely only on their bite for the next few days.

This remarkable toxin penetrates any type of protective suit within 1d10 melee turns and inertia screens offer no protection. Those in contact with the venom take 1d10+5 points of damage plus an additional 1d10 points of damage on the following two turns. The damage caused is 50% acid burns and 50% hemotoxin, so treatments of both Acid Neutralizer and Antiox are necessary to completely treat exposure. Snikker venom is extremely valuable and has several uses, but is very difficult to safely acquire.

The Hermit-Salamander is a large amphibian, adapted to stay out of water for up to five days at a time. It is about three meters long, with eight short but fast-moving legs, a wide head with bulbous eyes, and large jaws, filled with serrated teeth. It has a long tail that flares out at the bottom to become five half-meter-long tentacles that can grasp, lift, and manipulate items. Its hide can be slimy and sticky if the creature activates certain pours under its skin.

A Hermit-Salamander uses its tail to gather items to camouflage itself and lure prey to it. It sticks these items all over its body using the adhesive mucus it secretes, giving it effective (60%) camouflage. It uses what it finds in the area, such as bushes, sticks,

## Hermit-Salamander / Valtrisk

<b>Type:</b>	Large Carnivore
<b>Number:</b>	1
<b>Move:</b>	Medium
<b>M/RS:</b>	5/45
<b>Stamina:</b>	125
<b>Attack:</b>	65
<b>Damage:</b>	4d10
<b>Special Attack:</b>	None
<b>Special Defense:</b>	Reflective hide, 50% damage reduction from laser weapons
<b>Native World:</b>	Starmist meadows and grasslands

mineral-rich stones (which herbivores are drawn to as salt licks), dead animals, or even lost equipment (if it's hunting sentient creatures). It is an intelligent creature that learns what objects lure whatever they're hunting.

Its mucus also reflects and diffuses light, protecting it against laser weapons (it takes half damage). These creatures are ambush predators. When prey items come within 3 meters, they spring into motion, running down the prey and delivering fearsome bites. They can be very fast, but only for three or four rounds, after which they need to rest.

In combat, it never puts its tail or grasping tentacles at risk, as these are vital to its hunting strategy. Attacks specifically targeting its vulnerable tail (-15% to hit) which inflict more than 10 points of damage usually cause a Hermit-Salamander to withdraw for combat. If forced to retreat or once a prey item is killed, these creatures return to the nearest body of water.

These black furry insects appear like large owl-like moths, with large feathery antennae and round-faceted eyes. Unlike moths, they have cutting mandibles for eating flesh and huge forward-facing

## Mantis Moths / Puntava

<b>Type:</b>	Large Carnivore
<b>Number:</b>	1-5
<b>Move:</b>	Medium
<b>M/RS:</b>	6/55
<b>Stamina:</b>	90
<b>Attack:</b>	55
<b>Damage:</b>	3d10
<b>Special Attack:</b>	Dislodge Attach (see below)
<b>Special Defense:</b>	Stealthy, invisible to infrared
<b>Native World:</b>	Starmist cliffs and canyonlands

arms covered with sharp cutting edges. It uses these limbs to stab, slash, and pull victims off balance during swoop attacks. Mantis Moths are nocturnal, hunting at night primarily creatures living on the slopes of canyons. They are silent and their black fur is incredibly heat absorbent, which keeps the creatures warm in extreme cold and makes Mantis Moths invisible to infrared detection.

Mantis Moths attack by swooping in and stabbing or slashing with their sharp sword-like forward limbs. Their favorite tactic is to attack a creature on a cliff side and yank them off the rock face to fall to their deaths below. The creatures, as a pack can number up to five individuals then descend to feast on the fallen victim.

These creatures are most aggressive during the egg-laying season (90 days in late summer). They'll then target smaller prey items that they can carry off. They'll try to keep their victim alive, breaking or severing their limbs so they cannot escape, and then depositing them in a narrow ravine or remote cave. They'll then lay their eggs above their victims, high enough that they are not accessible. When the eggs hatch (4d10) the mantis moth grubs fall into these larders and feast on whatever they find within.

## Kangaroo-Beetles / Jal-jal Hex

<b>Type:</b>	Small Carnivores
<b>Number:</b>	2-20
<b>Move:</b>	Fast
<b>M/RS:</b>	7/75
<b>Stamina:</b>	20
<b>Attack:</b>	40
<b>Damage:</b>	1D10
<b>Special Attack:</b>	Leap (10 meters)
<b>Special Defense:</b>	Inertia resistance carapace (1/2 damage from inertia damage)
<b>Native World:</b>	Starmist meadows and grasslands

These small creatures look like colorful beetles about a meter long. They have powerful rear legs which they can use to jump 10 times their body length. They'll attack by leaping at their prey items and delivering vicious bites. The entire pack typically attacks a single victim in hopes of quickly overwhelming it. Those beetles who miss will race about trying to chase down fleeing prey and make another leap attack. They can perform these impressive jumps every other turn. When running they hop on their hind legs, and can easily chase down most prey.

When kangaroo beetles bring down prey they typically remain on the body, stripping it down to the bone in a few short hours. They are also scavengers, happy to devour any dead creatures. Their hard colorful shells are resistant to inertial damage (50% damage reduction versus inertial damage) and are often used as jewelry and ornaments by the Heliopes. They typically move about and remain underground unless they are hunting. These creatures have been a major food source for the Heliopes for their history on Starmist. Many races find the cooked flesh of Kangaroo-Beetles to be quite delicious, but they are too dangerous and aggressive to safely raise as a food source.

## TAKING OUT THE TRASH

A WARRIORS OF WHITE LIGHT 2.0 ENCOUNTER



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

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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"!

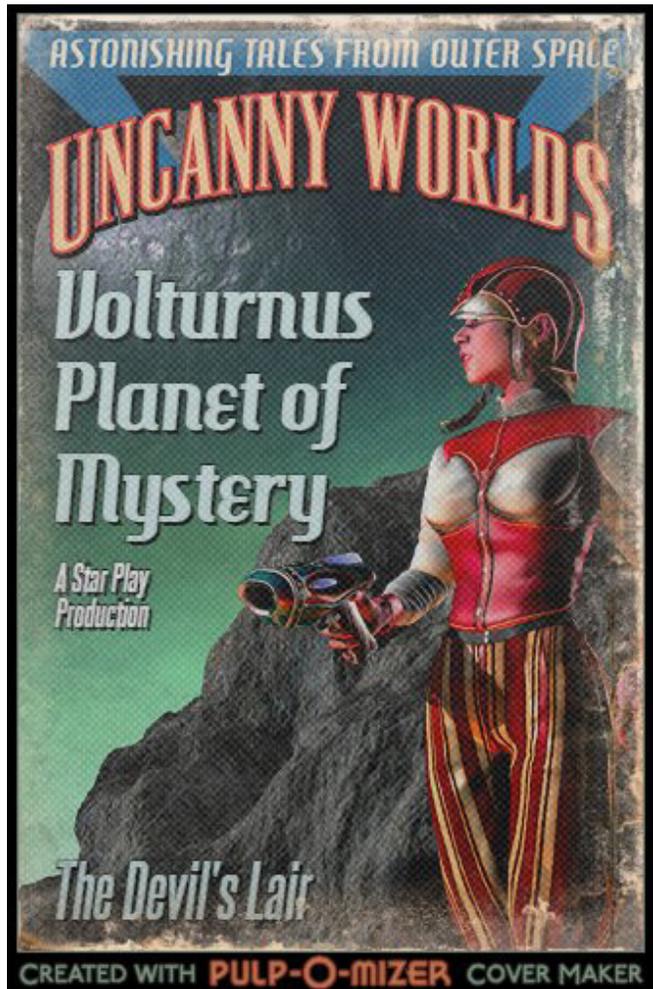
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BY JOHN BUCKLEY

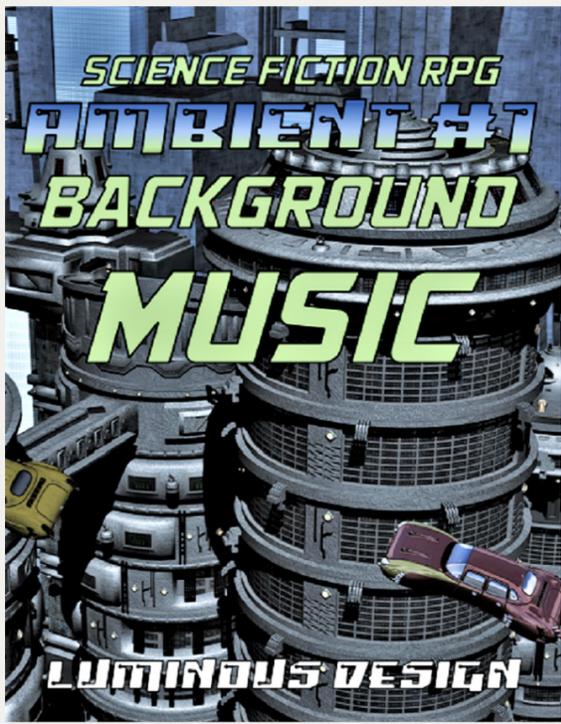


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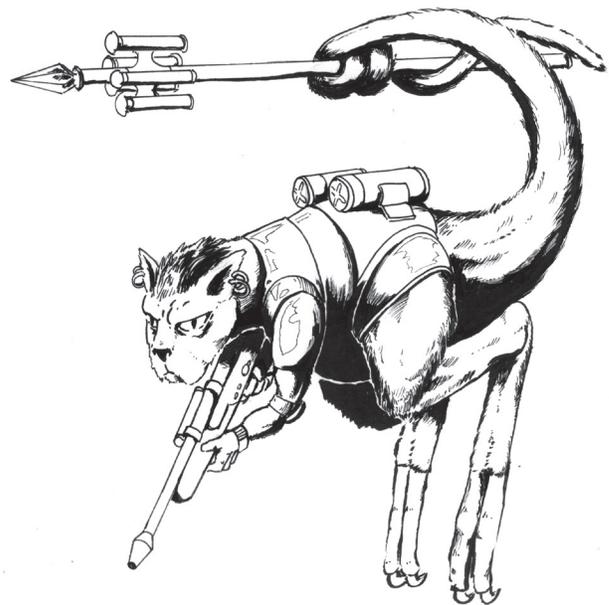
*Brooding pensive sci-fi themed 2:10 long seamless (loopable) instrumental music track in mp3 and wav file formats at 118 bpm. This track is perfect for use as ambient background music, intermission or interlude music, useful in between encounter segments or during character generation and player planning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

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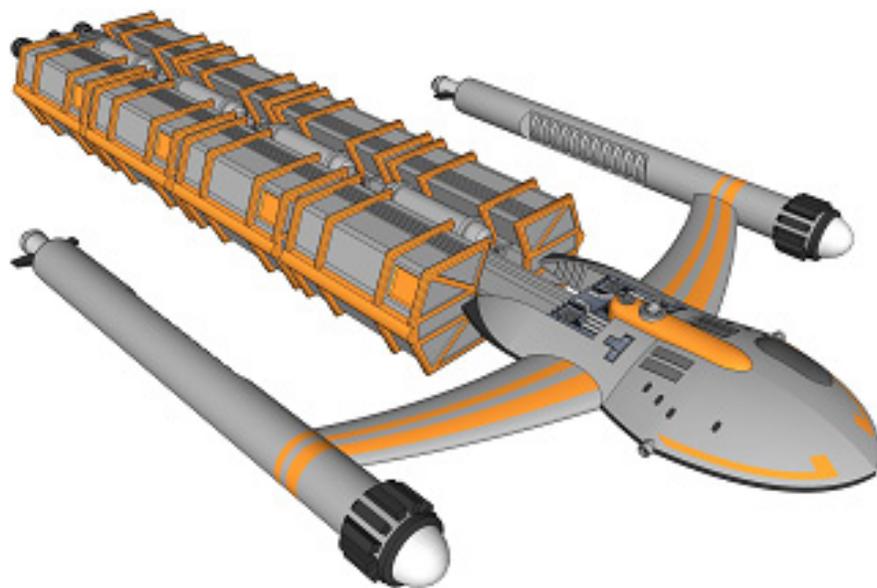


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# THE FRONTIER'S MOST WANTED

## STATS

Human		
<b>RACE</b>		
<b>STR/STA</b>	50	55
<b>DEX/RS</b>	70	60
<b>INT/LOG</b>	50	70
<b>PER/LDR</b>	60	60
<b>IM/PNCH</b>	6	3
<b>PSA</b>	BioSocial	
<b>SKILLS</b>		
Environmental-3		
Psycho-Social-2		
Technician-6		
Computer-3		
Beam Weapons-6		
Demolitions-2		
Melee Weapons-1		
Pilot-3		
Energy Gunnery-2		

( Baroness ) Nadira Tyme

## NAME



## WARRANTS FOR

Treason  
Terrorism  
Espionage  
Subterfuge  
Multiple Homicides  
Destruction of public & private property

## HEIGHT

1.81 m

## DESCRIPTION including distinguishing characteristics

Brown hair, green eyes, fair skin w/ clear complexion, 32 years old  
Carries a professional demeanor, blends with any crowd

## WEIGHT

57 kg

## ALIASES

Agent Tyme  
Contessa

## AFFILIATIONS

Clarion Liberation Party  
Frontier Peace Organization  
Sathar, willing defector  
Zuraqqor ally  
Potential corporate access @ AnyTyme Industries  
Potential allies in the Tyme barony

## ARMAMENTS

Military Skeinsuit  
Albedo Screen  
w/50SEU Power Beltpack  
Laser Pistol  
w/5 20SEU PowerClips  
  
TechKit  
EnviroKit  
  
+ other gear as assigned per mission

## ASSETS

Share of wealth with the Tyme Barony