

STAR FRONTIERSMAN VOL 2

ISSUE 33



WINTER
2025

THIS ISSUE'S COVER

Homage to Knight Hawks

Credits: Photo Manipulation by Thomas Verreault,
Sathar Destroyer model by Scott Mulder, Assault
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STAR FRONTIERSMAN
VOL 2
ISSUE 33
WINTER 2025

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Image of a nighthawk in flight, courtesy of the Cornell Lab of Ornithology

Greetings, fellow denizens of the Frontier, and welcome aboard the SS Star Frontiersman for another exciting and adventurous flight! This is your copilot speaking, I have taken the helm while our captain is on a leave of absence having filled too many plates in the galley. Fret not, I am fully licensed to operate this fine vessel as per the certifications spelled out in the piloting skill on page 24 of the Knight Hawks Campaign Manual, and the auto-cooker in the galley has also been adjusted to prevent further incidents of gluttonous behavior. Just beware the coffee maker has been known to distribute coolant from the atomic pyle in the engine room...much like a wine tasting, it always pays to sniff before imbibing!

Dropping the jargon, that translates to Tom Verreault has taken a time-out to adjust with real life issues and stepped down from the Chief Editor position, having taken an assistant position in its stead. As such, I have stepped up to the plate as Acting Chief Editor. Yes, there's a prefix there...I'm not sure I'm worthy of the full title yet, so I'm going to give it my all in the meantime to make sure the Star Frontiersman can thrive and survive the perils of deep space travel. Tom casts a tall shadow and I have some equally sizable shoes to fill in the meantime, suffice it to say I am fully prepared to meet the challenges ahead.

That said, let's dive into this fun filled issue sporting a double-three on the cover. If you haven't figured it out yet, this issue's theme is none other than Knight Hawks and the pages that follow should ignite your imaginations with some wholesome KH goodness. And if they don't, you should seek psychiatric assistance to address the apparent Sathar conditioning that you have been experiencing!

After departing Verreault Station we'll visit the SS Omicron once more albeit with a theoretical twist I have posited, and that will be followed by a quintet of short single-character One Shot Adventures also

drafted by yours truly. Then we'll rendezvous with a new freighter class from Strel dubbed the Zebulon Clipper while attempting to avoid a Tangled Mess of Tangles getting thrown our way by Eli Arndt. After that we'll take a Shortcut and risk-jump through a piece of fiction by Richard Noe.

That will drop us right into the heart of our Knight Hawks theme section. Therein we'll dock at Rio Rosa station and dive in to discover a delicacy of developments which directly dabble in such delightful discussions. I really got to flex my specs and decks in this section while Oscar girds us with herds of words! Finally, this issue wraps up with another bunch of bad guys to further torment your players, courtesy of the Star Devil's Triangle column.

Parting shot: I have to give a shout out to our layout expert, Awesome Aaron O'Brian. Aaron really stepped up to the plate over my inexperience as acting chief editor and knocked this massive issue out of the ballpark...I underestimated the page count by a factor of 25-40% and he soldiered on regardless of the extra workload to get this in your hot hands. Therefore I offer up a DEX-100 dralasite 10 thumbs up to the Amazing Aaron!

Having summarized this thunderous thirty-third issue sans any thufferin' thuccotash, looking forward, the future of the Star Frontiersman is still on track. We simply have a new engineer running the locomotive. Incidentally, the closest I got to that childhood dream was working a manufacturing gig refurbishing locomotive traction motors. I'll take the small victories where I can. Fret not, citizens of the Frontier, I have a lot more to offer this fine publication. For starters, a recent poll at the Patreon resulted in a majority request for more campaign material, and I am working to answer that call with a few projects in the works. And of course, continue submitting your own material so we can soldier on with the Star Frontiersman. Submissions can be forwarded via starfrontiersman@gmail.com. Always remember and don't ever forget, our mission here at the Star Frontiersman is promoting the play of Star Frontiers. We're all fans of this game, as such this publication is nothing without you!

Until then, Bring on the Ba...er, Submissions, and the Stars are the Limit!!!

A.C.E. Richard 'Shadow Shack' Rose



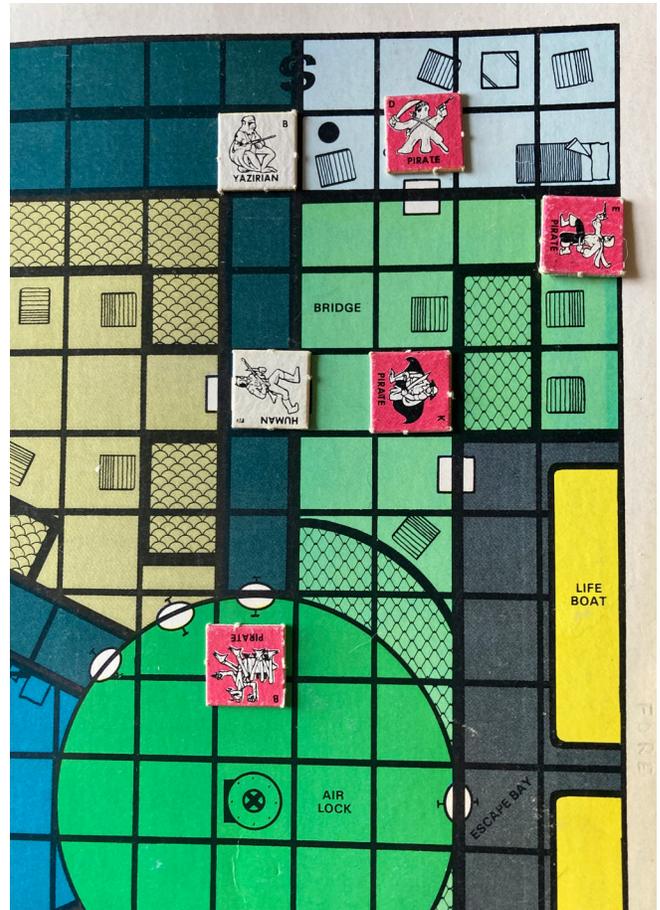
YES, I SURVIVED A CRASH ON VOLTRUNUS, AND ALL I GOT TO SHOW FOR IT WAS THIS T-SHIRT!
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CUP.

SS OMICRON - GATEWAY TO KNIGHT HAWKS?

Words, photos, and artwork by Richard 'Shadow Shack' Rose



Welcome aboard the *SS Omicron*, pride of the Pan-Galactic Corporation. We were introduced to this starship via the mini-module included in the Referee Screen accessory from TSR. I can safely say I speak on behalf of most regarding the sheer delight of being introduced to a second deck to the *Serena Dawn* map, with said map gloriously introduced in the *Crash on Volturnus* module from the original 1982 boxed set. It was our first glimpse into the realm of multi-deck starships in a canon reference, something we wouldn't see again until the 1983 release of *Knight Hawks*.

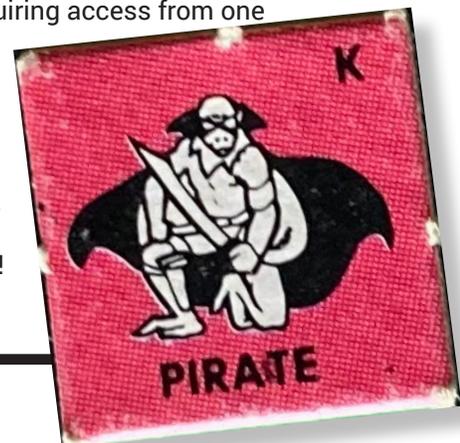


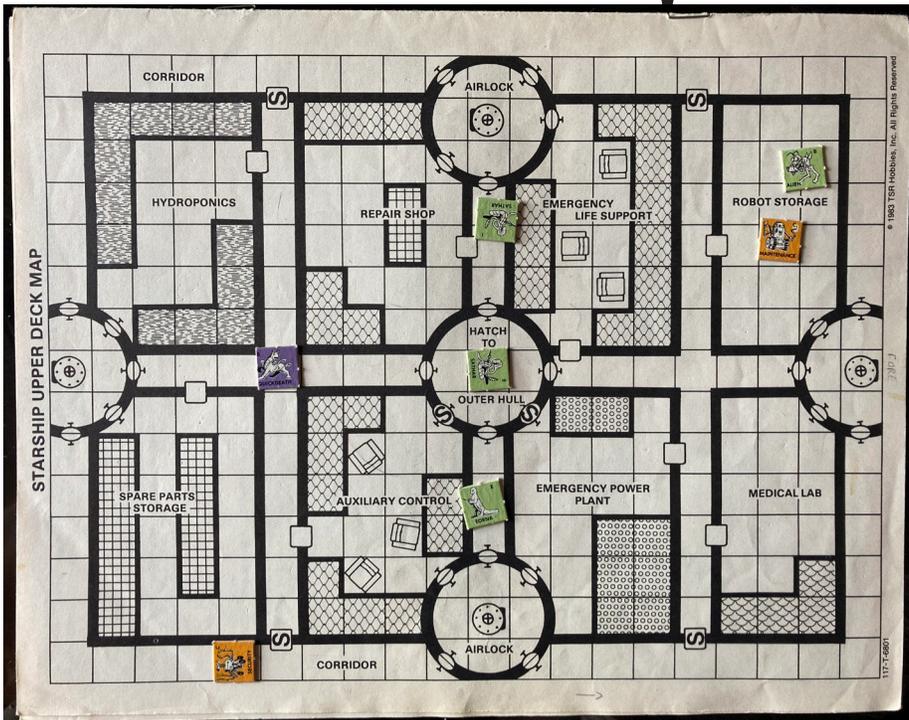
*The hapless PCs encounter Captain Slag on the *Serena Dawn's* bridge!*

The mini-module made that deck plan more three dimensional. While the original map was fine for the purpose it served, the *Omicron* update made the ship more complex and spread out with the addition of an upper deck. Furthermore, we were also treated to the "outer hull hatch" where our nemeses would enter our stomping grounds. The quartet of airlocks connecting the two decks would provide further tension as it took some extra time acquiring access from one deck to the other. Who didn't get flustered with anxiety when trying to intercept threats from the other deck? Cat, meet the mice. Cat, chase the mice. Cat, just go ahead and try catching up with the mice!



Escaping the *Serena Dawn* when pirates ransacked it was an exciting introduction to the campaign world of *Star Frontiers*, and it was made even more intense because our beloved PCs had to do it sans weapons or defenses. Sure, we found some along the way...what party *didn't* fight over that first gyrojet pistol? Followed by the "winner" of said prize never finding any more ammunition for it. Ah, good times!





deck plan. The Heppwhite, Inc. crash from the rule book sample scenario certainly feeds the cinematic intent. Nonetheless, that second deck was still a treat.



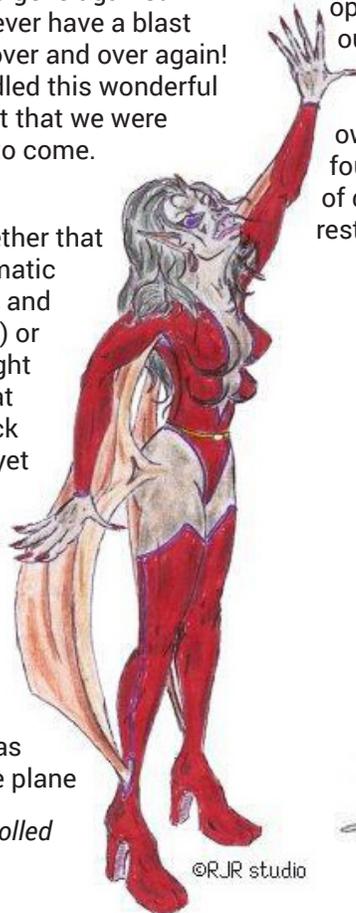
Sathar forces unleash a quickdeath while the Zuraqqor program a Rogue Robot

Knight Hawks debuted a year later and no doubt confused a lot of us with those stacked perpendicular deck arrangements, more so having witnessed blockbuster movies

My groups got a lot of mileage out of that mini-module, more so with developing new and exciting scenarios to pit those eight pre-gens against each time. Boy, howdy did we ever have a blast trying to kill those poor souls over and over again! Regardless how each GM handled this wonderful treasure, I can't escape the fact that we were unwittingly witnessing things to come.

and TV shows that depicted starships otherwise. It took me a long time to accept that new style. One thing is for sure, the expansion set gave us that option many were looking for: owning and operating our starship versus seeking passage on liners every time we needed to travel to another world. Creative KH referees soon began belting out their own Serena Dawns and Omicrons, and no doubt we found some form of inspiration in those original sets of decks to incorporate into our own designs. And the rest, as they say, is history!

Now there is some debate whether that original set of decks was cinematic deck plans (i.e. Star Trek/Wars and Traveller "space airplane" style) or skyscraper/tail-lander (i.e. Knight Hawks style), having a bridge at one end with drives further back certainly suggests the former yet a creative KH referee certainly could opt for a decks-perpendicular-to-main-axis set up as well. The description of first class, recreation, and observation domes etc that are "not on the map" certainly evokes the imagination, I still side with the former since it was originally presented as a single plane

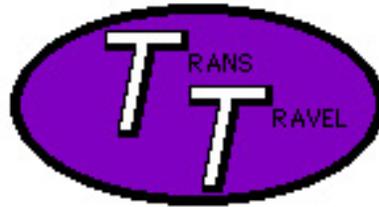


Mrak-A-Geego from the pre-rolled player Characters page

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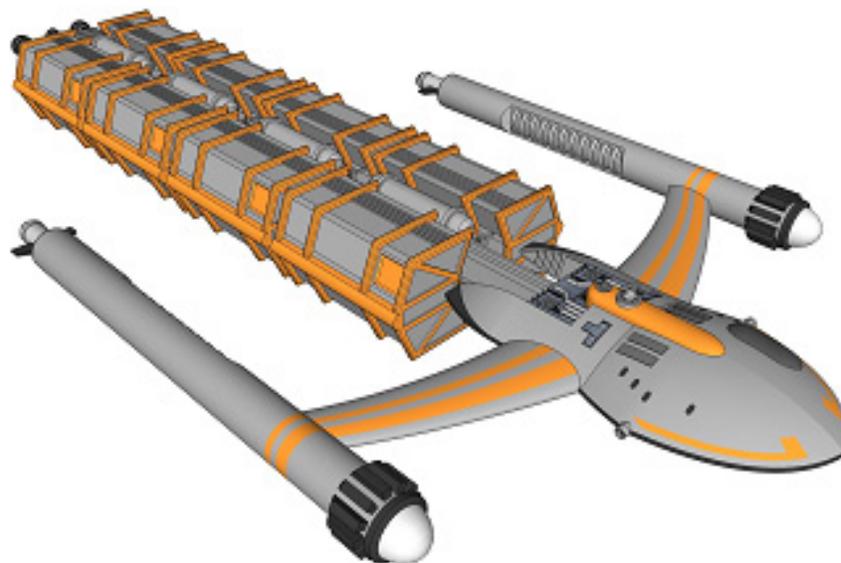


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ONE-ON-ONE ONE-SHOT ADVENTURES

SINGLE PLAYER SHORT SCENARIOS

(ADAPTED FROM SCENARIOS ORIGINALLY PRESENTED IN TRAVELLER SUPPLEMENT-6 "76 PATRONS")

by Richard 'Shadow Shack' Rose

76 Patrons is a nifty supplement from the Traveller game that gives the GM dozens of potential scenarios to run on the fly, each one featuring multiple possibilities that can play out. The basic plots are easily transcribed to other games, which is exactly what I'll be doing here after browsing through the book and selecting a few that piqued my interest. For this article I found three AD-based scenarios and two KH scenarios, all suitable for a single player because, well...that's how life happens sometimes. Feel free to utilize any of these scenarios as your solitary player wanders through the Frontier.

1 BAIT & SWITCH

LOCATION: ANY STARPORT

REQUIRED SKILLS: COMPUTER

REQUIRED EQUIPMENT: N/A

The player is experiencing a layover at the starport and is approached with a business proposition by Ren Hakler, a security officer employed by Starport Authority. Ren is looking for a computer expert to help him reroute high-value shipments during the loading/unloading process. Most cargo at the starport gets handled by heavy duty robots controlled by a central computer. For the next four tendays, Hakler will be assigned to watch over that complex, but after that he will get relocated to another area and miss out on this opportunity. Hakler wants the PC to reprogram the computer to divert a specific load to a different warehouse where another "business partner" is entrusted with overseeing. This could theoretically be performed at any personal access terminal in the starport, however it would be best to attempt it from the central office to prevent detection by the computer's security program. Accessing the computer room won't be an obstacle, Ren is issued keys and will always be alone at night so the PC can rendezvous with him anywhere and be escorted to the main computer. Ren will pay 20,000 credits in hard currency upon completion of the project, or through negotiations he may offer the player a percentage. If all goes well, a longer-term business arrangement can be made...

Referee Information: Ren will have no problems escorting the PC to the computer room, and he will accompany him to make sure nobody wanders in to interrupt the hack session. He will also point out any surveillance cameras and detection devices along the way but knows nothing of how or where the footage is archived. He does know the patterns along with when and where to be to avoid detection...if pressed he is at least "pretty sure" of that. The duo will pass numerous level-4 heavy duty robots along with several level-2 maintenance robots. Hakler will push for a night time operation, but will still go along with the PC if a day time run is enacted.

COMPUTER SPECIFICATIONS

Level:4 FP82

Mass/SP. 100

Analysis (3), Bureaucracy (2), Commerce (3), Computer Security (3), Information Storage (3), Installation Security (3), Maintenance (3), Robot Management (4), Transportation (2)

The PC will have to roll to operate the computer and then defeat or bypass the security program. If the longer defeat option is exercised, there will be a 10% chance per hour that a maintenance worker will wander into the room by day, while at night nobody is around. Hakler will be able to relay such info if inquired. Once the security measures are down the Display Information roll is next, and Ren will point out which shipment needs to be rerouted - specifically 80 brand new Pan-Galactixon hovercycles destined to a local dealership, each is boxed up in an individual shipping crate. Finally, the Manipulating Program attempt will finish the operation, and once confirmation is received Jensen will pay out. A wise player will also note the surveillance measures are part of the Installation Security software, and erase any footage of the PC and Ren making their way to the computer room along with delaying reactivation when the job is finished (this requires a separate set of Display Info and Manipulate Program attempts respectively). The entire process can take under an hour to over several hours depending on which security method is exercised, and naturally failing the security roll will set off alarms and both the player

and Ren will have to beat feet out of there! More security from adjacent areas will arrive in 1d10 turns along with police arrival in another 1d10 turns following that. If they escape and the surveillance footage was not erased, it will take the police 1d5 days to track down the PC and Ren (roll separately for each).

If the surveillance footage was erased, police will still catch up with the PC and Ren in 1d10 tendays for questioning (again roll separately for each), considering how long it takes starport management to realize the shipment went missing along with reviewing other unrelated surveillance footage. If caught and arrested, the PC can face 10d10 tendays in jail. Otherwise, the shipment of cycles will safely get diverted to Ren's desired location in three days where he and his silent partner will acquire them. If any other arrangements hinge on the re-delivery, they can be resolved at that time.

Ren Hakler

MALE YAZARIAN

AGE 22

STR/STA	35/35
DEX/RS	45/45
INT/LOG	70/65
PER/LDR	40/40
SKILL	PSA-MILITARY

Beam Weapons-1

Melee Weapons-1

EQUIPMENT

Military SkeinSuit

Laser Pistol w/3 20-SEU PowerClips

NightStick

XP AWARDS

- 1 XP for successfully diverting the shipment
- +1 bonus XP for erasing the surveillance footage
- 1 XP if alarms were triggered and/or PC is caught/arrested

2 CREDIT LAUNDERING

LOCATION: STARPORT OR SPACE STATION @ CLARION, KDIKIT, LOSSEND, OR MINOTAUR

REQUIRED SKILLS: N/A

REQUIRED EQUIPMENT: N/A

While waiting in the starport or space station lounge on (insert one of the four locations), the player is approached by a rather frail and nervous looking albeit professionally dressed lady named Vivienne Barnes. She claims associates of hers who work for the shipping lines have recommended the PC to her as a reliable person. She wishes to leave the planet with her company investment; however, the corporation prohibits its executives from leaving the planet with more than 10,000 Cr worth of their shares or bonds without explicit permission of the CEO who carries a degree of influence over the shipping lanes. She simply does not have the time to convert the funds and needs to leave ASAP.

Vivienne will pay for the player's Journey Class passage to the nearest planet outside the four worlds mentioned in the title heading along with 5,000 Cr to carry a locked briefcase. With the PC being an off world citizen and not affiliated with the company, he/she will not be subject to search upon boarding ship as the executive would be. Vivienne will board much later and take a separate first-class cabin to be doubly safe from suspicion.

Referee Information: Once aboard the liner, the PC must surrender all weapons and body armor (a civilian skeinsuit can pass detection though). Utilizing the Seena Dawn and Omicron maps to represent the liner for any encounters, the PC will be in one of the small 4x4 meter single cabins while Vivienne will have a larger 6x6 meter cabin on the opposite end. If the player wishes to break open the briefcase (or pick the locks if skilled as a Technician), investigation of the contents will reveal them to be TymeCorp bearer bonds totaling 2,000,000 credits that can be cashed in by anyone, albeit requiring a full tenday to secure the credits. Unknown to the player, one of the bonds has a broken seal which hides a microchip detailing a new manufacturing process utilized by AnyTyme Industries, and anyone receiving this bond that notices the tampered seal may detect the anomaly which can lead to good things or bad... depending on who discovers the chip and what connections they may have.

** TymeCorp and AnyTyme Industries were detailed in the Star Devil's Triangle column of Star Frontiersman #32*

The microchip emits a low short-range frequency that can be detected by anyone that knows the frequency.

The case is lead-lined so if untampered nothing will happen. However, once opened the signal will be picked up by a corporate security goon who will attempt to collect the chip, bonds, and case. Once underway, Vivienne will contact the PC for a rendezvous to collect the case and pay the PC. Once accomplished, and if the case was not tampered with, the corporate goon will attempt to restrain Vivienne and bring her back on a return trip. The goon will attack the PC if he/she intervenes, if the player succeeds in dispatching the goon Vivienne will be eternally grateful and offer up a further reward, starting with a 1d10x10K Cr cash bonus plus a job as a full-time bodyguard, or at the very least a very wealthy and appreciative high society contact for future operations.

However, if the PC opens the case a second goon will meet him/her at the cabin door (or whatever location the case was opened). This goon will attempt to recover the case by any means possible, with zero regard to the PC's health and welfare. Following that encounter, Vivienne will still call for the meeting whether the PC has the case or not, and if the second goon manages to leave with the case he will accompany the original goon during the encounter with Vivienne and both goons will need to be dispatched to succeed in the mission. As long as the case is not opened, the second goon will not come into play.

Vivienne Barnes

TMECORP DIVISION MANAGER

FEMALE HUMAN

AGE 55

STR/STA	30/35
DEX/RS	50/50
INT/LOG	55/65
PER/LDR	65/65
SKILL	PSA-TECH

Computer-4

Technician-1

EQUIPMENT

Portable Computer (level-1, 9fp, 3kg/SP w/ Analysis-3 Commerce-1 Information Storage-1)

Jannik Kuhn

CORPORATE GOON #1

MALE HUMAN

AGE 25

STR/STA	75/75
DEX/RS	40/40
INT/LOG	45/45
PER/LDR	30/30
SKILL	PSA-MILITARY

Melee Weapons-4

Martial Arts-3

Projectile Weapons-2

EQUIPMENT

Brass Knuckles

Carbon Fiber Knife

Needler Pistol w/2 10-round Anesthetic NeedleClips

Christoph Göbel

CORPORATE GOON #2

MALE HUMAN

AGE 24

STR/STA	55/55
DEX/RS	60/60
INT/LOG	40/40
PER/LDR	35/35
SKILL	PSA-MILITARY

Gyrojet Weapons 4

Melee Weapons-3

EQUIPMENT

Gyrojet Pistol w/2 10-round JetClips

Carbon Fiber Knife

XP AWARDS

1 XP for accepting and transporting the briefcase to the rendezvous
 -1 XP for breaking into the case
 +1 XP for defeating the corporate goon(s)

3 GUARD THAT BODY!

LOCATION: DESTINATION OF MISSION #2, 40+2d10 DAYS LATER

REQUIRED SKILLS: N/A

REQUIRED EQUIPMENT: N/A

This mission assumes success in the prior mission, otherwise skip to another appropriate scenario.

The PC has received a cordial invitation to a swanky high society luncheon (and a one-way Journey Class ticket if off world). Upon arrival, he/she meets the prior patron Vivienne Barnes, who is ready to celebrate her newfound freedom from the corporation she despised so much. She offers the PC 2,000 Cr to be her escort and bodyguard for the evening.

Referee Information: Vivienne will continue the revelry and become progressively more intoxicated and aggressive throughout the evening and into the night, hopping from bar to bar, and club to club, progressing from the upper-class side of town to the slums and warehouse district. By the time she arrives at the latter she can barely stand up, yet she picks a verbal altercation with several "ladies of the night" by accosting their appearance along with an obvious lack of skills and talents...claiming she could outperform the lot of them while restrained to a hospital bed. Not only does this escalate things with the women, but it also attracts the attention of their "procurer" who will intimidate both Vivienne and the PC with stern language while brandishing a vibroknife. A local police skimmer passes by, ignoring the obvious altercation while speeding off.

As the tensions continue to rise, Vivienne will grab the PC's firearm and shoot the thug in his back (if the PC is not armed, she will procure a laser pistol cleverly concealed under her evening gown). This will naturally spurn a fight between the three working girls and the thug (if he survived the shot), and the PC sworn to protect his trouble-making client.

Vivienne Barnes

Recently retired TymeCorp Division Manager

FEMALE HUMAN

AGE 55

STR/STA	30/35
DEX/RS	50/50
INT/LOG	55/65
PER/LDR	65/65
SKILL	PSA-TECH

Computer-4 Technician-1

EQUIPMENT

(Laser Pistol w/20-SEU PowerClip, only if PC is unarmed)

Reynaldo 'Ray Ray' Reynolds

FLESH PEDDLER

MALE HUMAN

AGE 27

STR/STA	55/55
DEX/RS	45/45
INT/LOG	35/35
PER/LDR	25/35
SKILL	PSA-MILITARY

Martial Arts-1 Melee Weapons-1

EQUIPMENT

VibroKnife w/20-SEU PowerClip

Gaudily-accessorized Ground Car

Nadia Romanovich

WORKING GIRL

FEMALE HUMAN

AGE 31

STR/STA	40/50
DEX/RS	45/45
INT/LOG	40/40
PER/LDR	50/45
SKILL	PSA-MILITARY

Melee Weapons-1

EQUIPMENT

Knife (hidden in handbag)

Notice

Information Needed

Star Law is willing to pay for information regarding the Sovereign Domain Authority. Payment commensurate to the intell provided, all contacts will remain confidential and secure. If you have actionable info on the SDA and are looking for some quick creds, contact your local Star Law office.

Jadonna Singleton

WORKING GIRL

FEMALE HUMAN

AGE 23

STR/STA	45/55
DEX/RS	50/50
INT/LOG	50/40
PER/LDR	45/45
SKILL	NA

EQUIPMENT

(Hurls and/or wields bottles found on ground for 1d5)

Allison Caravello

WORKING GIRL

FEMALE HUMAN

AGE 19

STR/STA	35/45
DEX/RS	45/45
INT/LOG	40/40
PER/LDR	55/35
SKILL	NA

EQUIPMENT

(will pick up Reynaldo's VibroKnife if he falls)

By the time this altercation ends, the sun will be rising soon. Vivienne has had her fill of fun and excitement and wishes to be escorted back to her hotel room to sleep it off.

XP AWARDS

1 XP for protecting Vivienne from herself
+1 XP for being armed versus relying on the patron's sidearm

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[Issue #29](#)

[Issue #30](#)

[Issue #31](#)

[Issue #32](#)

4 HAUL THAT FREIGHT!

LOCATION: ANY COMMERCIAL SPACE STATION

REQUIRED SKILLS: PILOT (LEVEL:3+)

REQUIRED EQUIPMENT: N/A

The player is approached by a Vruskan starship owner whose pilot has been arrested and jailed by station police for drunk and disorderly behavior. The owner has acquired a cargo which must be delivered as swiftly as possible to its destination as a buyer has already been lined up. The patron wishes the player to pilot the *SS T'Kata* to its destination followed by a return trip to pick up the original pilot, who will have served out the sentence by then. The owner will pay a 1,000 Cr bonus up front along with the standard pilot wages to be paid at the end of each tenday.

Referee Information: Naturally a partial week at the end of service will be paid out upon completion of the job. K'zila-T'zil will pay up to a 1,500 bonus if the initial offer is refused. The cargo is six units worth of computer parts, a very lucrative load...even more so considering a buyer is already lined up and awaiting delivery.

K'zila-T'zil

SS T'KATA OWNER

MALE VRUSK

AGE 38

STR/STA	45/45
DEX/RS	50/50
INT/LOG	55/55
PER/LDR	45/45
SKILL	PSA-TECH

Computer-6 Technician-4

Medical-2

EQUIPMENT

Civilian SkeinSuit

Employment

Crew Members Wanted

Must be lazy and miserable to fit in with existing crew. Apply in person with your resume at Port 23, SS Winds of Uranus. Have a wash before you come in.

Robert Donat

SS T'KATA CONTRACTED ENGINEER

MALE HUMAN

AGE 51

STR/STA	40/50
DEX/RS	40/40
INT/LOG	55/60
PER/LDR	50/50
SKILL	PSA-TECH

Technician-4

Robotics-2

Melee Weapons-2

Engineer-3

EQUIPMENT

Civilian SkeinSuit

Orin-Joos

FORMER SPACEFLEET,

SS T'KATA CONTRACTED ASTROGATOR

FEMALE DRALASITE

AGE 33

STR/STA	55/55
DEX/RS	35/35
INT/LOG	40/50
PER/LDR	30/50
SKILL	PSA-TECH

Computer-6,

Beam Weapons-6

Astrogator-2

Energy Gunner-2

EQUIPMENT

Civilian SkeinSuit, Laser Pistol w/50-SEU Power BeltPack, NightStick

Personals

Looking for Love

50-something chain-smoking, unemployed Star Frontiers gamer seeks 20-some-thing muse for dutch dinners and possible living arrangement (your place). Great career-expanding possibilities! Blondes preferred.



"The Floptastic Four" Original artwork from the Star Frontiers Expanded Rules © TSR and Wizards of the Coast

In order to maximize profit, K'zila-T'zil has taken on four passengers. Unbeknownst to the owner, this quartet witnessed the cargo loading and is intent on hijacking the ship to acquire said cargo.

K'zila-T'zil permits the crew to wear body armor, one sidearm (pistol), and any small melee weapon (knife, stunstick, sonic sword, etc). The weapons locker contains four automatic pistols and four automatic rifles along with five bulletclips for each (20 pistol and 20 rifle clips).

The *T'kata* is a HS:6 *Zebulon Clipper* class freighter; the description and deck plans are available in this issue. The hijackers will begin on the Passenger Deck, two per cabin (referee's choice as to who is in each). The quartet fell in with a band of Gorlian thugs and this is their initiation to prove their worth. The referee is free to run them in any fashion, ranging from "all out/something to prove" down to "ditching the thugs in order to save their own skin." They managed to smuggle weapon components that can be assembled and are armed as described in their stat blocks below.

Dartha

HIJACKER

MALE DRALASITE

AGE 24

STR/STA	50/50
DEX/RS	45/45
INT/LOG	50/50
PER/LDR	65/65
SKILL	PSA-TECH/MILITARY

Technician-2 Melee Weapons-1

EQUIPMENT

StunStick w/20-SEU PowerClip, TechKit

Jardin

HIJACKER

MALE HUMAN

AGE 22

STR/STA	45/45
DEX/RS	45/45
INT/LOG	55/55
PER/LDR	50/50
SKILL	PSA-MILITARY

Melee Weapons-2 Martial Arts-1

EQUIPMENT

StunStick w/20-SEU PowerClip

Yttl

HIJACKER

MALE VRUSK

AGE 23

STR/STA	40/40
DEX/RS	60/60
INT/LOG	65/65
PER/LDR	50/50
SKILL	PSA-MILITARY

Beam Weapons-2 Medical-1

EQUIPMENT

StunStick w/20-SEU PowerClip, MedKit

Personals

Was that your cybernetic? - W4M

I was running to catch the #9 monorail, early in the morning Tuesday. Apparently I wasn't the only one: I saw you down the monorail stop ahead of me. You were sprinting, and collided with a support column. Your cybernetic arm flew off, and you kept running. You made the train, and I did not. All that was left was your lovely arm, glistening from the summer humidity. It smelled of hydraulic fluids and motor oil. I have it now, in my living room. Contact me: I'd like to meet the rest of you.

Yalua

HIJACKER

MALE YAZARIAN

AGE 20

STR/STA	35/35
DEX/RS	50/50
INT/LOG	45/45
PER/LDR	40/40
SKILL	PSA-MILITARY

Melee Weapons-2 Beam Weapons-1

EQUIPMENT

ElectroStunner w/20-SEU PowerClip, StunStick w/20-SEU PowerClip

XP AWARDS

1 XP base
1 for losing the ship to the hijackers
+1 XP for convincing the hijackers to leave the Gorlians and begin anew

5 MAXIMUM OVERHAUL

LOCATION: ANY COMMERCIAL SPACE STATION

REQUIRED SKILLS: ENGINEERING

REQUIRED EQUIPMENT: N/A

Gusom Gorbid, owner of the light freighter Volturnian Sand Shark, is seeking an engineer to assist him with the overhaul and repairs of that vessel's engines. The crewmember normally in charge of such things has left the Sand Shark for another job, leaving the ship and remaining crew high and dry. Gusom cannot pay immediately, but should the PC accompany him on the next voyage he promises 1,000 Cr up front and 10% of the profits from the ship's next cargo, which Gusom hints will be very lucrative. Gusom relates that the load will take two trips, and he can begin paying the PC once the profits from the first load are earned.

=Referee Information: The Volturnian Sand Shark is an Akyna class light freighter which was detailed in issue #36 of the Frontier Explorer. The Shark itself was also featured in SDA Takeover at Histran in Star Frontiersman issue #30. The Shark suffered a drive hit during the last flight, having scuffled with a pirate ship. At present the craft is operating with an ADF. -1 penalty so a DCR roll will need to be made. The overhaul takes the standard 60 - (d10 x engineer level)

hours per drive, and there are four class-A drives. The Shark is a high maintenance lady!

The cargo is six units worth of generators. With a cargo capacity of only three units, this will take two trips. Fortunately it's a single-jump voyage each way, nonetheless the PC will be required to perform a total of four overhauls: the one prior to leaving (plus the battle damage repair), one after dropping off the first load, one following the return trip to acquire the second half, and the final after delivering said second half at which point the PC's contract has been satisfied. The PC engineer certainly stands to earn his wages on this mission.

The good news is Gusom still has an auxiliary engineer on the payroll...a rookie engineer, alas new help is better than no help. He has already started the work on engine #1 but the PC will have to address the damaged engine (#2) and then begin overhauling the others. The apprentice has already completed 7 hours of work out of 60 - (1d10) hours.

The Shark is fully fueled at the start of this mission, with three pellets loaded into each drive. Gusom will have to refuel while the final overhauls are being performed, this of course can be handled by the apprentice engineer. With a 50,000 Cr base profit margin per unit, the ship is earning 150K (-40K for fuel) on each trip or 9K for the PC before he begins earning the daily wage. Naturally the Captain may have time to beat the docks for a load on the return trip, depending upon how long both engineers take overhauling the quartet of drives.

Gusom Gorbid

CAPTAIN & OWNER OF THE
VOLTURNIAN SAND SHARK

MALE YAZARIAN

AGE 35

STR/STA	45/45
DEX/RS	60/60
INT/LOG	50/50
PER/LDR	50/50
SKILL	PSA-MILITARY

Technician-6 Computer-4
Beam Weapons-3 Melee Weapons-2
Martial Arts-1 Pilot-3

EQUIPMENT

Military SKeinSuit, Laser Pistol w/20-SEU PowerClip, Electric Sword w/20-SEU PowerClip
5 spare 20-SEU PowerClips

Mosael

AUXILIARY ENGINEER

MALE DRALASITE

AGE 30

STR/STA	65/65
DEX/RS	40/40
INT/LOG	50/50
PER/LDR	45/45
SKILL	PSA-MILITARY

Technician-4 Computer-3
Robotics-2 Melee Weapons-2
Engineer-1

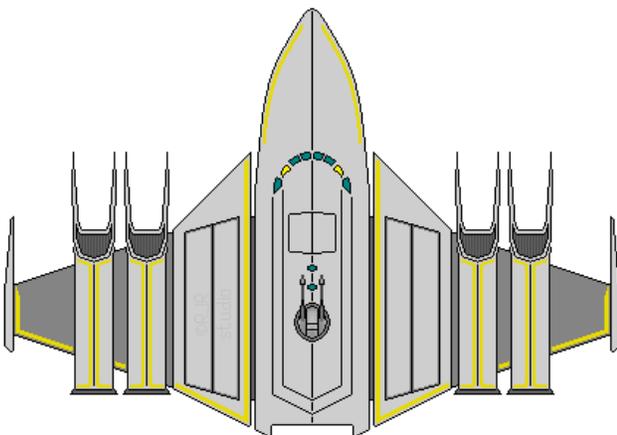
EQUIPMENT

VibroKnife w/20-SEU PowerClip

The rest of the crew is not detailed because there will be no encounters, just a lot of dice rolling. Be sure to keep track of downtime repairs outside of normal travel time, taking into consideration the 10/10 labor rule (ten hours of work and ten hours of rest/relaxing/meals/etc) for the purpose of wages earned.

XP AWARDS

+1 XP for each overhaul taking less than 20 hours



STAR FRONTIERS®



TRANS-TRAVEL CAMPAIGN BOOK

ADVENTURES IN FREIGHT HAULING WITHIN THE KNIGHT HAWKS™ SYSTEM

The Star Frontiersman Vol 2 is proud to bring you the Trans Travel Campaign Book, a complete resource for spaceship skills while carrying out missions for the Trans Travel Corp. This is 100% canon material to which any referee may add their own house rules to suit.

Produced under the Wizards fan license, it is Pay What You Want so you can get it for free but any funds you wish to put forth for the continued production of other fine Star Frontiers content would be greatly appreciated.

Personals

Looking for My Moon Man

I need someone to cross the inky blackness of space and crawl inside my craters. Real explorers only, please. An astronaut needs to hold his breath for 120 seconds and subject themselves to rigorous training, both in theory and in practice. Orbit me. Orbit me for a month, or even just one night. It's been a while, so I'm looking for some groundbreaking missions. I need you to fall into my gravity well. I need you to make me scream "One small step for a man, one giant leap for mankind!" D/d free, you should be too. Although I'm not opposed to orbiting at 420 feet.

SHIPS OF THE FRONTIER

ZEBULON CLIPPER

by Richard 'Shadow Shack' Rose

Streeel Shipyards is at it again. Hot on the heels of their successful Timeon Clipper* comes the latest freight hauler design: the Zebulon Clipper, aptly named after the system they chartered while almost getting foiled by the dreaded Sathar menace, if not for a brave team of explorers who united the native alien races there to fend off the worms.

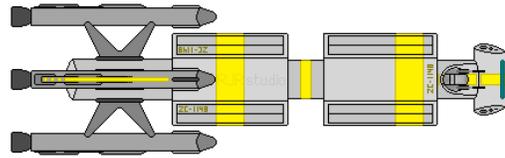
Using a smaller dimension Class-VI hull cloned from their Timeon Clipper design as a starting point, these freighters are intended to compete with Trans-Travel's TT-615 Pacific** class tramp freighter. With the smaller stature comes less mandates for skilled crews, which should induce popularity with tramp captains and adventurers alike. Also noteworthy is the light hull armor plating invoked, allowing the Zebulon Clipper to absorb slightly more damage than the competition can take. Further additions include a laser battery to help ward off any of that damage.

* See *Stellar Steel from Streeel in Star Frontiersman #29*

** See *the Trans-Travel Campaign Book*

With less mass to push around, Streeel's own "Big Bang" line of Class:B atomic drives offer superior thrust at only marginally higher costs, much like the PGC Eureka's offered on the Pacific class freighters. The improved efficiency of the Big Bang drives along with the cargo capacity of smaller haulers help maximize profit potential for the independent haulers and easy expansion potential for firms with fleets of several ships.

Few owners opt to ditch the battery weapon, more so considering there are no performance hits when adding it in the first place. Most captains will agree that some form of defense is a good idea when the ne'er-do-wells show up looking for some free swag to lift. The additional hull integrity can go a little further in preventing unwanted boarding parties, but a weapon system goes a lot farther by adding an offense to that established defense.



ZEBULON CLIPPER

Armored Freight Transport

HS: 6, **HP:** 36, **Powerplant:** 3 Streeel "Big Bang" Atomic B,

ADF:4 **MR:**3 **DCR:**38 **Crew:** up to 10

Armament: LB

Defenses: Reflective Hull

Communication & Detection: Subspace Radio, Radar; Intercom network

Computer: (Level:4 FP:141 Mass/SP:100) Alarm (3), Analysis (4), Astrogation (4), Cargo Arm (2) x2, Commerce (1), Communication (1), Damage Control (3), Drive (5), Industry (1), Information Storage (1), Laser Battery (1), Life Support, cap:16 (1), Maintenance (3)

Misc Equipment: Light Hull Armor, 2 cargo arms (1/hold)

Cargo Capacity: 6 (2 x 3u holds)

Fuel Tankage: 18 uranium pellets, 6/drive

Crew Accommodations: 2 officer suites (single or double occupancy)
2 crew cabins (single to triple occupancy)

Passenger Accommodations: 2 triple occupancy Journey Class Cabins

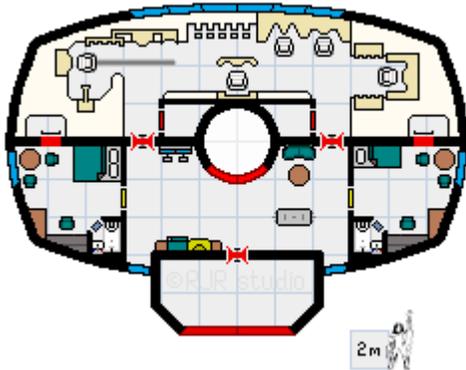
Ship's Vehicles: Workpod, Large Launch

Cost: (Class-I SCC): 2,796,590 Cr (no fuel, tools, or spacesuits included)

DECK PLANS

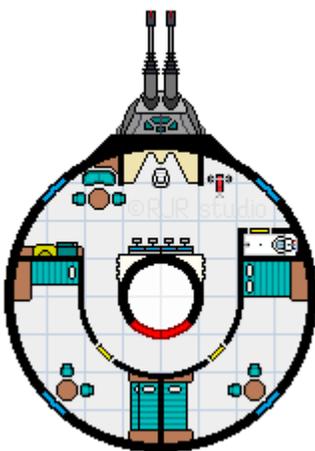
Rendered in 2-meter squares. As with all my deck plans, north is the dorsal side, south is ventral, east is port, and west is starboard.

DECK 1 - BRIDGE



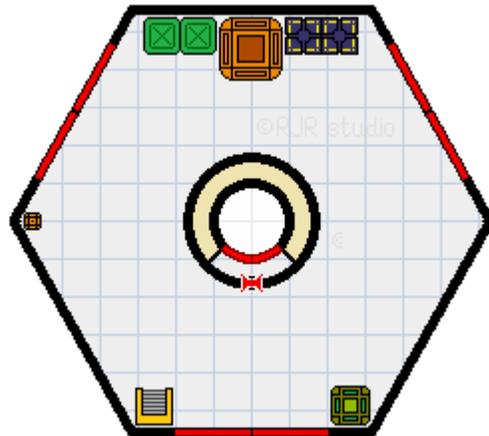
The dorsal portion has duty stations listed from port to starboard for the astrogator/computer operator with a comms & sensors position accessed by a tracked command chair, pilot & co-pilot, and engineer with a captain/owner station centered behind the helm. Each command station has a computer access panel (the astro/comp has two). A ship's locker is centered on the back wall. On the ventral end of this deck at port & starboard are the two officer suites, typically home to the captain and X-O. Both can be arranged for single or double occupancy. The ventral bay houses a large launch and the officer galley & recreation facilities fill the rest of the area. A central elevator runs the length of the ship.

DECK 2 - CREW QUARTERS



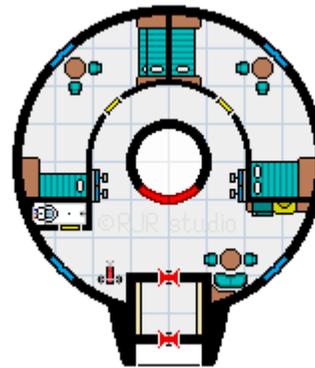
The forward crew quarters has a pair of cabins that can be furnished for single, double, or triple occupancy. A small galley flanks the laser battery station on the dorsal end while a bank of public access terminals is behind the lift shaft.

DECK 3 - FORWARD HOLD



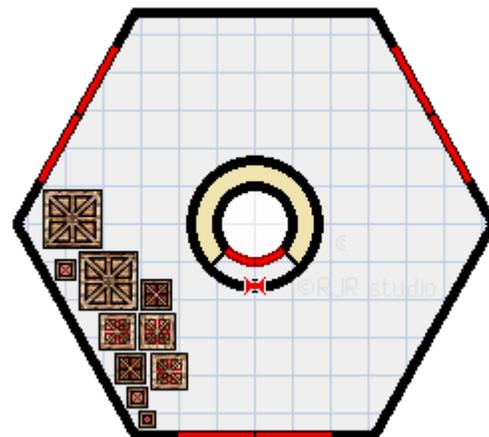
The forward cargo bay has a cargo arm spanning the elevator tube with an airlock access leading from the elevator itself. A trio of bay doors allows ease in loading from any angle.

DECK 4 - PASSENGER CABINS



The mid-section deck has another pair of cabins that can be stocked for single, double, or triple occupancy. Another galley flanks the main airlock and universal docking collar while a pair of public access terminals line each cabin bulkhead.

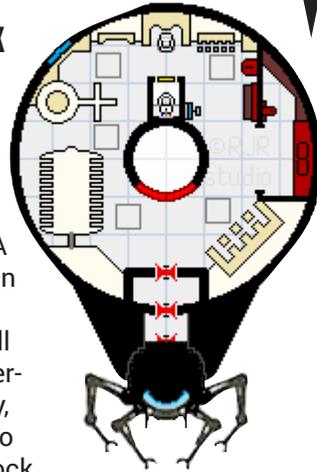
DECK 5 - AFT HOLD



The aft cargo bay is similar to the forward hold in every regard.

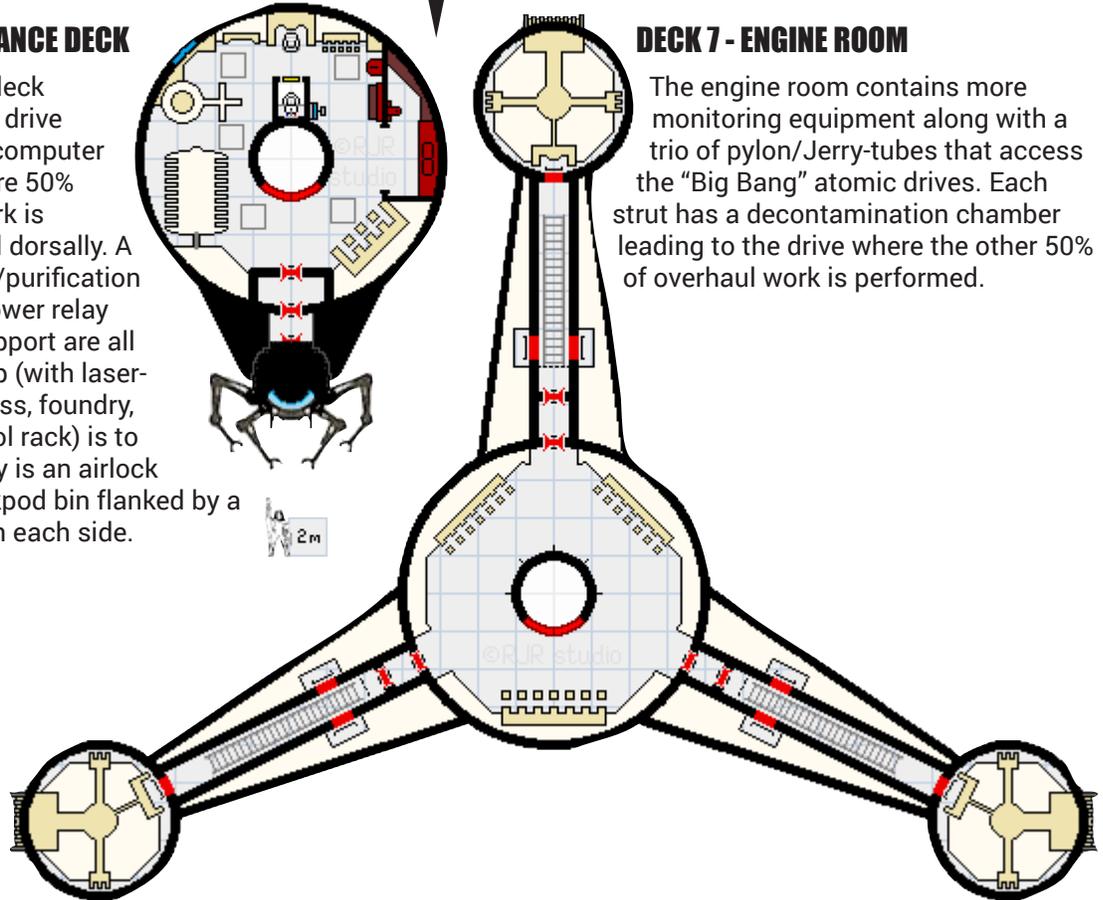
DECK 6 - MAINTENANCE DECK

The maintenance deck contains the ship's drive monitoring with a computer access panel (where 50% of the overhaul work is performed) located dorsally. A fresh water tank w/purification plant, generator, power relay station, and life support are all to port. A workshop (with laser-lathe, laser drill press, foundry, and workbench/tool rack) is to starboard. Ventrally is an airlock leading to the workpod bin flanked by a spacesuit locker on each side.



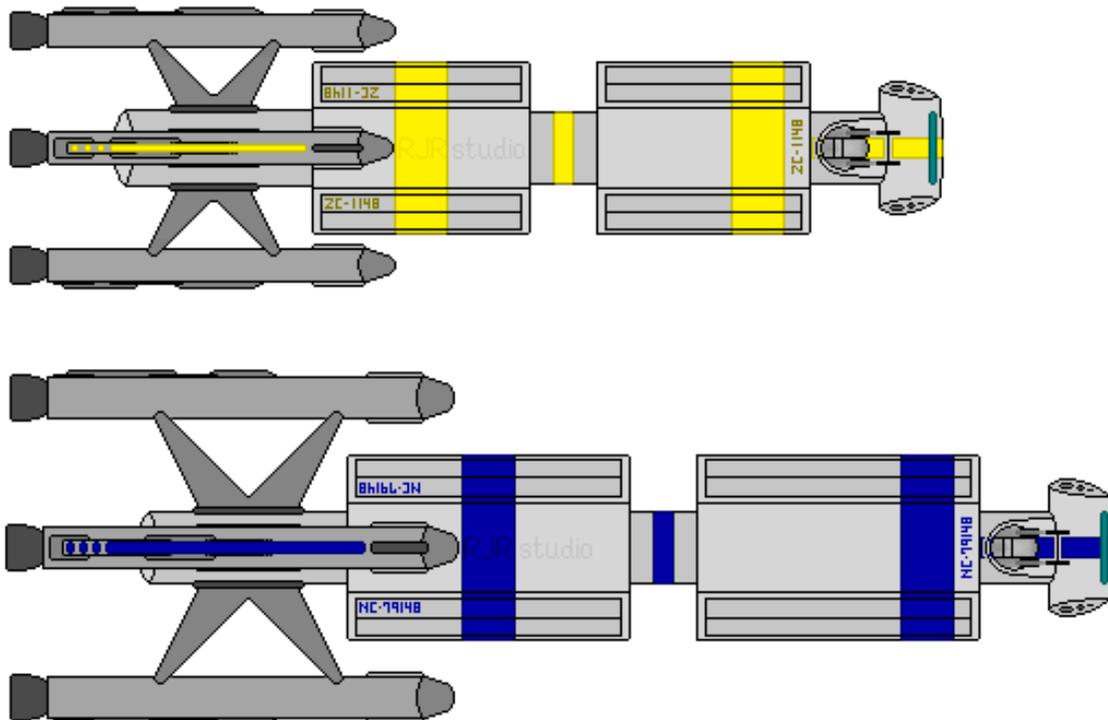
DECK 7 - ENGINE ROOM

The engine room contains more monitoring equipment along with a trio of pylon/Jerry-tubes that access the "Big Bang" atomic drives. Each strut has a decontamination chamber leading to the drive where the other 50% of overhaul work is performed.



"CLIPPER COMPARO"

The image below compares the HS:6 Zebulon Clipper and its sibling HS:7 Timeon Clipper



SAMPLE SCENARIO: THE DAY IS COMING!

One scenario featuring a Zebulon Clipper has already been presented in this issue via the One Shot Adventures article, here is another. This scenario was cloned from the Nightshade encounter in SF/KH-1 Dramune Run, substituting a Zebulon Clipper for the Gullwind and a sibling Timeon Clipper for the Nightshade.

Players are serving on the SS Larus' Breeze, a Zebulon Clipper class tramp freighter captained by Larus Hitchpaas, a grizzled ex-pirate trying to lead an honest lifestyle. The Breeze has just departed Pale Station in Truane's Star with a load destined for Voltornus in the adjacent Zebulon system. Two hours out and in deep space, the radar lights up with a bogey tailing the Breeze and closing in at a considerably higher velocity. The contact is not responding to any communication attempts.

SET UP

Place a freighter counter on the hex map with a starting speed of 24 hexes/turn, this will be the Larus' Breeze. 30 hexes directly behind will be a second freighter counter moving at 40 hexes/turn, this will be the SS Glaring Day. The Glaring Day is a Timeon Clipper class freighter operating under the Star Devils pirate faction, the same company Larus once served under before defecting into the civilian sector.

SS Glaring Day

Armed/Armored Freighter

HS 7, HP: 56 **Powerplant:** 1 Chemical A

ADF: 3 MR: 2 DCR: 50

Armament: LB; Grapples

Defenses: RH, MS(x1)

Crew: Pilot-4, Engineer-2(x2), Astrogator-2, Gunner-3 (Boarding Party Leader)

The Breeze moves first in this scenario. If combat looks imminent, Larus orders the crew into spacesuits before he depressurizes the ship. If the drives are knocked out, he will order the crew to set up and defend the airlock on the passenger deck.

The Glaring Day closes in from behind, trying to maintain her higher velocity. Note that the Breeze can eventually out accelerate the Day, given sufficient time without incurred critical damage. The Glaring Day's gunner will attempt to shoot the Breeze's drives, thus disabling the vessel for boarding. Obviously the Breeze's battery will be a secondary target, thus allowing unfettered closing and boarding actions. If the Glaring Day loses more than half of her hull points or her battery weapon, her captain will withdraw and activate the masking screen, drifting away at the last

velocity and heading under the protection of the laser-diminishing cover. Should the Breeze crew wish to pursue and attack the Glaring Day while masked, the protection will last 1d5+5 turns before dissipating.

BOARDING ACTIONS

If the Glaring Day neutralizes the Breeze's drives and weapon system, the Day will close the distance for boarding. The following group will board and attempt to capture their former comrade and traitor Larus alive while the rest of the crew is expendable, although still valued as future slave trading if possible. Note that this will be a zero-gravity environment with the potential of zero environment as well.

GLARING DAY BOARDING PARTY

GALUU

MALE DRALASITE

Demolitions Expert #1

STR/STA	50/60
DEX/RS	35/35

SKILLS Demolitions-3, Gyrojet Weapons-2, Thrown Weapons-1

EQUIPMENT Spacesuit w/Armor, 2 patches, rocketpacks, Military Skeinsuit, Gyrojet Pistol w/3 JetClips, 3 Frag Grenades, 2 Tangler Grenades, (500g Tornadium D-19, used on outer hull hatch)

DORKU

MALE DRALASITE

Demolitions Expert #2

STR/STA	50/50
DEX/RS	40/40

SKILLS Demolitions-3, Gyrojet Weapons-2, Thrown Weapons-1

EQUIPMENT Spacesuit w/Armor, 2 patches, rocketpacks, Military Skeinsuit, Gyrojet Pistol w/3 JetClips, 3 Frag Grenades, 2 Tangler Grenades, (500g Tornadium D-19, used on inner hull hatch)

B'LTZ-TEK

MALE VRUSK

TROOPER

STR/STA	40/50
DEX/RS	50/50

SKILL Beam Weapons-2

EQUIPMENT Spacesuit w/Armor, 2 patches, rocketpacks, Military Skeinsuit, Laser Rifle w/100-SEU Power BackPack (setting:10)

T'IK-T'AKT'L

MALE VRUSK

TROOPER

STR/STA	45/45
DEX/RS	50/50
SKILL	Beam Weapons-2

EQUIPMENT Spacesuit w/Armor, 2 patches, rocketpacks Military Skeinsuit, Laser Rifle w/100-SEU Power BackPack (setting:10)

3 MALE HUMAN MOOKS

STR/STA	45/50
DEX/RS	45/45
SKILL	Projectile Weapons-2

EQUIPMENT Spacesuit w/Armor, 2 patches, rocketpacks, Military Skeinsuit, Automatic Rifle w/5 20-round BulletClips

3 MALE YAZIRIAN GOONS

STR/STA	45/45
DEX/RS	50/50
SKILL	Melee Weapons-2, Projectile Weapons-2

EQUIPMENT Spacesuit w/Armor, 2 patches, rocketpacks, Military Skeinsuit, Gyrojet Rifle w/4 JetClips, StunStick w/20-SEU PowerClip

KALIVOR THE ENFORCER

MALE YAZIRIAN

Boarding Party Leader, brings up the rear

STR/STA	70/70
DEX/RS	30/30

Battle Rage-20%

SKILLS Beam Weapons-6, Melee Weapons-2, Energy Gunnery-3

EQUIPMENT Spacesuit w/Armor, 4 patches, Rocketpack, Military Skeinsuit, Laser Rifle w/100-SEU Power BackPack (setting:10), ElectroStunner w/20-SEU PowerClip, Electric Sword w/20-SEU PowerClip, Black Sable Cloak worn over spacesuit

If Larus is captured along with surviving captured crew, they will be stripped of all weapons and armor and summarily placed in a storage area on the Glaring Day under watchful guards. The Larus' Breeze will be taken in tow and returned to a Star Devil rendezvous location in deep space where a waiting crew will take her back to the secret pirate base.

If the boarding party is defeated, the Glaring Day will depart the scene having not heard from Kalivor at the appointed time frame. The party will not be able to pursue or track them down as their craft needs extensive repairs and the Day will exit radar range before the systems are fixed.

LARUS' BREEZE CREW

Larus Hitchpaas

MALE YAZIRIAN

Ex-Star Devil/captain of Larus' Breeze

STR/STA	30/40
DEX/RS	50/50
INT/LOG	60/50
PER/LDR	55/65

Battle Rage-10%

SKILLS: Computer-6, Technician-6, Robotics 2, Beam Weapons 3, Melee Weapons 2, Medical 2, Pilot 4, Engineer 2, Astrogator 1

EQUIPMENT Military Skeinsuit, Laser Pistol w/50-SEU Power BeltPack, StunStick w/20-SEU PowerClip, (MedKit, TechKit in cabin), Spacesuit w/Armor, 4 patches

Larus is an aging Yazirian who started his career on the wrong side of the space lanes. He was unwittingly hired by Pan-Galactic to join an expedition beyond the Frontier on an illegal mining operation, which was their official cover story for the piracy operation on Volturnus before it was explored and colonized. Larus was on a freight hauling operation when the Sathar attacked Volturnus so he wasn't among the casualties or part of the pirate exodus either. Instead of regrouping, he left the operation without a word, heading to the nearest tattoo parlor to ink over the red demon and silver stars on his dominant arm. He abandoned his ship in orbit as it was already marked by Star law and he wanted no association whatsoever with the Star Devils. He managed to salvage off some of the major components to bankroll his future, leaving the rest of the craft to whatever fate would come.

Obviously this would have repercussions later in life, it was bad enough he departed without any warning but he "surrendered" one of the Devil's ships to boot. No doubt there are some off the-books blacklisting on behalf of Pan-Galactic as well. Streeel became a lucrative alternative, and he went to work at their shipyard in Gran Quivera. No doubt Prenglar would be a safe haven, more so considering the "Hub of the Frontier" status and SpaceFleet presence.

He eventually found himself as part of the design team for the Zebulon Clipper. As a result, he managed to finance one of the first models produced and he began his career as a tramp freighter captain. 20 years later, he has managed to pay off the craft while turning some fair profits, all without having encountered any of his former comrades in crime. The question is just how much longer will that streak last . . .

Utilize the following pregenerated crewmembers if the players lack sufficient ship skills for their characters to work aboard the Larus' Breeze:

Gene Hawkins

MALE HUMAN

Astrogator & Executive Officer

STR/STA	45/45
DEX/RS	60/50
INT/LOG	45/50
PER/LDR	40/60

SKILLS: Computer-6, Gyrojet Weapons-5, Melee Weapons-1, Astrogator-3

EQUIPMENT Military Skeinsuit, Gyrojet Rifle w/6 JetClips, StunStick w/20-SEU PowerClip, (Grenade Rifle w/4 each frag, tangler, & doze grenade bullets in cabin), Spacesuit w/Armor, 4 patches

K'eri-T'ol

FEMALE VRUSK

Pilot

STR/STA	40/40
DEX/RS	60/60
INT/LOG	50/50
PER/LDR	45/55
SKILL	Technician-6, Computer-2 Projectile Weapons-2, Melee Weapons-1, Environmental-2, Pilot-3

EQUIPMENT Military Skeinsuit, 2 Automatic Pistols w/8 20-round BulletClips, StunStick w/20-SEU PowerClip, Spacesuit w/Armor, 4 patches

Dolibop

FEMALE DRALASITE

Copilot

STR/STA	45/45
DEX/RS	70/60
INT/LOG	40/40
PER/LDR	45/45
SKILL	Technician-6, Computer-2, Melee Weapons-3, Martial Arts-2, Thrown Weapons-, Pilot-2

EQUIPMENT Military Skeinsuit, Automatic Pistol w/4 20-round BulletClips, StunStick w/20-SEU PowerClip, Spacesuit w/Armor, 4 patches

Wanted

Lost Sand Shark

I lost my Sand Shark today. He escaped when I made the mistake of opening the front door briefly and he shot out the door. Tried to catch him while he burrowed in a vortex of sand. Last seen heading north of Trizz't. He bites and he will attack you for indiscriminate reasons.

Blotoh

MALE DRALASITE

Chief Engineer

STR/STA	60/70
DEX/RS	40/40
INT/LOG	50/50
PER/LDR	45/45
SKILL	Technician-5, Robotics-3, Melee Weapons-4, Medical-2, Engineer-3

EQUIPMENT Military Skeinsuit, VibroKnife w/20-SEU PowerClip, (TechKit in cabin), Spacesuit w/Armor, 4 patches

'Sensational' Belinda Baxter

FEMALE HUMAN

Auxiliary Engineer

STR/STA	70/75
DEX/RS	50/50
INT/LOG	45/45
PER/LDR	45/45
SKILL	Technician-4, Robotics-2, Projectile Weapons-5, Engineer-2

EQUIPMENT Military Skeinsuit, V2 Automatic Pistols w/10 20-round BulletClips (Machine Gun w/3 200-round ammo belts in cabin), Spacesuit w/Armor, 4 patches

Wanted

NEED MAD SCIENTIST TO CLONE DOG

I need a mad scientist to clone a dog. It is the best dog in the universe and there should be 2 or more of it in existence. I have 60 credits. Thank you.

NO FLAKES!!!

50 Credit bonus if you can make it speak Pan-Galactic.

K'lik-X'tir

MALE VRUSK

Gunnery Officer

STR/STA	45/45
DEX/RS	60/50
INT/LOG	50/50
PER/LDR	35/45
SKILL	Beam Weapons-6, Melee Weapons-4, Martial Arts-2, Energy Gunnery-3

EQUIPMENT Military Skeinsuit
2 Laser Pistols w/10 20-SEU PowerClips
2 Sonic Swords w/20-SEU PowerClips
2 StunSticks w/20-SEU PowerClips
(Twin Barrel Laser Rifle* w/bipod and 100-SEU PowerBackPack in cabin)
Spacesuit w/Armor, 4 patches

** Fires both barrels simultaneously, e.g. setting-5 for two 10d10 shots per turn @ 10-SEU drain per shot*

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!



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.

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A TANGLED MESS OF TANGLERS

By Eli Arndt

Tanglers have long been one of my favorite technologies from Star Frontiers. Whether it is the fun name, the non-lethal option, or just the fun of making a mess, it's hard to ignore the distinct curiosity that is a tangler. Grenades, guns, sprays have all been covered in the official rules, the pages Star Frontiersman, and Frontier Explorer, but I feel there is still room for more of this sticky technology.

The devices below offer numerous options for players and referees to utilize in their Star Frontiers games. Some items may be best suited in the hands of NPCs or opposition forces. Some may add options and depth to the existing tangler devices in the game. In addition to the devices and materials, this article presents three life forms that employ tangler-like abilities.



TANGLER HARNESS

There are many ways to control an unruly population or dangerous individuals. Many methods are potentially lethal or at least likely to cause injury. Those wishing to maintain control without injury can now turn to the tangler harness.

Composed of a lightweight metal cable harness which loops around shoulders to secure a pair of metal disks, one on the chest and the other on the wearer's back, the chest disk is the relay and control circuitry for the harness. The back disk is a tangler device, containing enough material to restrain the wearer and adhere them in place.

The tangler harness can be controlled by a predetermined remote. Control of the harness can be linked to any common data device such as a chronocomm or visocom (Star Frontiersman #1), and

tied into security systems and perimeter defenses to establish boundaries for the movement of those wearing the harness. Tampering with the harness will automatically trigger the device.

The most frequent application of these devices is in law enforcement and incarceration, though there are others who use them for less virtuous and often illegal purposes.

Cost: 75 Cr Mass: n/a

TANGLER SUIT

Similar in use to the tangler harness, tangler suits are made up of a similar material to that used by other tangler devices. Appearing as a simple, glossy, form-fitting bodysuit, the material of the tangler suit is kept in an inert state, functioning much like a rubbery material until it is triggered. These suits are preferable when the visibility of a tangler harness is undesirable.

Once triggered, a chemical reaction spreads quickly through the suit, causing it to break down into the familiar, adhesive goop. Due to the nature of how the suit is worn, this form of tangler restraint is far less messy. It also doesn't require any explosive charge to disperse the tangler material around the wearer. Tangler suits can be linked to devices and triggered similarly to tangler harnesses. Tampering with the receiver node on the back of the neck of the suit results in immediate activation.

Cost: 150 Cr Mass: 1 kg

TANGLER FRAME

Starship security and defense often requires the use of systems which minimize the risk of hull penetration, which may cause catastrophic damage to a vessel. One solution is the use of tangler frames, also known as "tangler screens" or "web frames." These devices are generally installed in doorways, portals, halls and causeways of ships and structures. They can reach sizes of up to 5 meters square, with larger areas of effect proving to be ineffective. Tangler frames can be set to activate remotely or by localized triggers such as sensors, tripwires, or pressure plates.

Portable tangler frames also exist and are designed to be collapsible so they can be stowed in packs or equipment storage and deployed as needed. These frames come in three standardized sizes and are useful for providing security to camps, controlling the

movement of enemies in assaults and defenses and even trapping game. Portable frames are single-use affairs and must be cleaned and recharged before next use.

What makes tangler frames different from other devices is their controlled dispersal of the tangler substance. Each frame contains several small nozzles, pointed inward and linked to activate simultaneously when triggered. The result is a crosshatch of tangling filaments rather than the typical explosion of goo. Once activated, the tangler web remains in place until it is dispersed, either by use of solvents or other materials or through the frame's built-in deactivator mist.

BUILT-IN TAngLER FRAME

Cost: 300 Cr per square meter

Recharge Cost: 50 Cr per square meter

Portable Tangler Frames			
Portable Tangler Frame Table	Cost	Mass	Maximum Size of Target
Small	250 Cr	2 kg	1 Character
Medium	350 Cr	3 kg	2 Characters
Large	450 Cr	4 kg	3 Characters

TAngLER ROD

Also known as "goo poppers," these non-lethal weapons are designed for security and law enforcement organizations to be employed in crowd control situations. Appearing and functioning as a standard plasteel baton, the end opposite the handgrip has six small nubs. Each nub contains preloaded tangler cartridges. When triggered, the rod launches one of these cartridges at a target up to 3.5 meters away. Cartridge burst upon impact, dispersing its tangler load over the target and its immediate area, sticking them to surrounding surfaces and anything else within 2 meters. The cartridges are inert within the baton and won't disperse their tangler materials due to impacts made from using the weapon as a baton.

TAngLER BOT

Tangler bots are simple level 2 combat robots that cannot speak and are typically centrally controlled by a living controller or a robotic brain. Available in a variety of mobility types including all forms of ground mobility as well as flying, tangler bots are used to

patrol areas unsuitable for stationary defenses. They can be programmed to patrol open areas or facilities with complex layouts, with a focus on likely points of entry.

In their default role, tangler bots patrol preset routes, using their sensors to detect and respond to threats. They can be set to wait for confirmations from their central control before engaging or can be set to engage upon detection of possible intruders (the "ask questions later" mode). Controllers can direct tangler bots to specific areas or focus their attacks on designated targets, allowing for a well coordinated response.

In an alternate mode, tangler bots can be assigned to "mine field" mode. This disperses them across an area where they seek out concealment and wait. While in this mode, they often rotate through various pre-programmed dispersal patterns to foil reconnaissance attempts at mapping out their locations. If cut off from their central control while in this mode, tangler bots continue rotating through their dispersal patterns, utilizing their internal sensors, and communicating between individual bots to maintain proper and effective mine field configurations.

Bots in this mode conceal themselves in various ways while maintaining functionality. Ground units bury themselves or tuck themselves away behind terrain features. Flying tangler bots conceal themselves among the foliage of trees, under rocky overhangs, or tucked away in the nooks and crannies of buildings and fortifications.

Tangler bots utilize internal sensors and communication to coordinate their actions and avoid overreacting to threats. They'll generally only trigger as many of their tangler charges as needed to counter a threat.

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!

Star Frontiers Robot Worksheet

Name:	Tangler Bot
Type of Robot	Level 2 Combat Robot
Manufacturer	SafeHold Systems
Body Type	Standard
STA	100
Movement Mode	
Speed	120 m/turn
Power Source	Type 1 parabattery
SEU	500
Ranged & Melee	50%
IM/RS	5/50
Programs	Attack/Defense, Computer Link, Search & Destroy, Security Lock
Installed Equipment	Chronocom, Compass, IR Goggles, magazine fed grenade rifle, 10 tangler
Cost for walking / wheeled / or Tracked	12,715
Cost for Hover variant (moves as a hover car)	14,715
Cost for Rotor Variant (moves as a jetcopter)	17,715

TANGLER TILES

While tangler mines exist, they can often be too messy for use in locations like offices, residences, or high traffic public areas. For these occasions, a more modest alternative has been conceived of in the form of tangler tiles.

Tangler tiles are essentially low yield tangler mines, designed to appear like regular floor or exterior ground plating. When triggered the tile explodes into only a small amount of tangler material, usually grabbing

only the lower extremities of its target. This leaves the target's arms and torso free to utilize solvaway to dissolve the tangler webbing. However, the webbing of these tiles is specially blended to be more resistant to solvaway, taking a full minute to dissolve. This improved, more concentrated form of tangler material isn't useful in more conventional tangler devices as its viscosity confines it to a very limited dispersal area.

Tangler tiles can be set to trigger upon contact, remotely and under the control of either a centralized and portable command center. These can be living operators, command robots, or computer brains. When not being directly controlled they can be programmed with triggering conditions – a set and forget configuration.

Cost: 125 Cr **Recharge Cost:** 50 Cr

TANGLER CLOAKS AND CAPES

Utilizing the same technology found in tangler suits, these garments are designed to provide a way for the stylish to escape close contact encounters with aggressors. Whether it is a noble in the streets of Port Loren or a swashbuckling space pirate or adventurer, a tangler cloak assists in making that quick getaway with a flourish.

Draped about the neck and shoulder by a clasp that contains a control switch and trigger, the tangler cloak is held in a flowing, flexible fabric-like state until the clasp is detached without first being deactivated. Once this happens the wearer has only moments (2 turns) to position the cloak and distance themselves from it. At the end of this period the cloak activates, becoming a goopy tangled mess. This often occurs when an attacker attempts to grapple a wearer and inadvertently pulls off the cape. The garments then activate while the attacker is holding it. They can also be removed to be placed as make-shift mines or tossed at attackers to distract, delay, or capture them.

Cost: 125 Cr **Mass:** n/a

WEBBER (TANGLER PROJECTOR)

While the technical name for these devices is "tangler projector," the more commonly used name for them is "webber." Webbers are weapons that fire strands of tangler webbing at a specific target or over a general area. Webbers come in a number of sizes with nozzles set for either narrow or wide area dispersal. Narrow dispersal has longer range than wide dispersal, but can only hit a single target while wide dispersal hits an area of effect but with a reduced range. Wide dispersal can entangle 3 adjacent characters at point blank range and 2 adjacent characters at short range.

Web pistols and guns store their propellant and ammunition in special, cone-shaped canisters which are fitted into a funnel-like projector at the front of the weapon. The resulting configuration looks much like a muted trumpet. When fired, the chamber releases the tangler material through the spray nozzles in the projector in a mass of expanding, sticky webs. When the webber has expended all charges in a canister it's ejected from the projector cone, clearing the way for a new canister to be loaded. Heavy webbers forgo the canisters and feed propellant and tangler fluid through hoses attached to a pair of backpack canisters.

Those hit by webbers are treated as if being hit by normal tanglers but gain a +10% to the RS save for all webbers except the heavy. Solvaway can be used to neutralize webs from a webber.

this formulation is unstable and only holds a target for 3d10 turns. Once the unneutralized acid stops damaging the trapped character they continue to feel a painful burn -10% pain penalty while held by the tangler thread and this pain penalty stacks with the pain penalty for ½ STA.

Use of acid neutralizer from a medkit halts the acid damage but solvaway is still needed to dissolve the tangler webbing. Using solvaway without neutralizing the acid will free the victim but they will take acid damage for one more turn after being freed. Copious amounts of water will dilute the acid if no acid neutralizer is handy. For every 1 L (up to 4 L max) of water poured over the victim and allowed to drip into the thread 1 point of acid damage is diluted that turn. If the victim's friends have multiple waterpacks, they may be able to limit the acid damage to 1 pt per turn.

Webbers	Directional Damage	Dispersal Damage	Ammo	Rate	Range: PB / S / M / L / E	Mass	Cost
Web Pistol	Entangle 1 Character	Entangle 3 adjacent at PB/ 2 at S	5	1	0-3 / 4-6 / 7-10 / - / -	2	350 Cr
Web Carbine	Entangle 1 Character	Entangle 3 adjacent at PB/ 2 at S	10	1	0-5 / 6-10 / 11 15 / /	3	500 Cr
Heavy Webber	Entangle 1 Character	Entangle 3 adjacent at PB/ 2 at S	20	1	0-5 / 6-10 / 11-15 / 16-20 / -	15	3000 Cr

Webber Ammo	Size	Cost	Recharge Cost	Mass
Web Pistol	Pistol Canister	100 Cr	75 Cr	-
Web Carbine	Carbine Canister	200 Cr	150 Cr	1
Heavy Webber	Dual Canister Backpack	300 CR	200 Cr	3

ALTERNATE TANGLER MATERIALS

Corrosive Tangler (Slime Bomb)

One of the most insidious and illegal forms of tangler technologies are corrosive tangler devices. They are known as "slime bombs" due to their acting much like many of the slime-like creatures found throughout the galaxy. Slime bomb materials function exactly like tanglers but also contain enzymatic components that cause 5 points of acid damage 5 turns. A standard tangler holds a target for 30 minutes or 300 turns but

Corrosive tangler materials can be used in any device that can use regular tangler materials. All such devices which don't use some form of ammunition (bullets, grenades, etc) must be made from corrosive resistant materials. Corrosive tangler weapons, devices, and ammo cost twice as much as their normal counterparts due to the rarity, legality and additional materials involved in their construction. Devices designed to deploy corrosive tangler materials cannot employ standard tangler materials as the containment and dispersal mechanisms won't interface properly.

MONOFILAMENT TANGLER (RAZOR WEB)

An alternative to chemical tanglers, the monofilament tangler uses a compressed ball of super strong, ultrafine wire which is expelled in a tangling mass upon detonation. The effect is not a sticky mess that adheres the target to the surrounding area but rather an entrapping mass of sharp, tangling wire that restricts movement and causes both pain and physical damage if the target moves around too much.

Also known as "Razor Web" tanglers, targets trapped by monofilament tanglers suffer 1d10 damage upon detonation as they are tangled up in and slashed by thousands of tiny filaments. In subsequent turns, if the target struggles or tries to move while entangled, they suffer an additional 1d10 damage as the filaments continue to cut. These tanglers aren't neutralized by solvaway and must be carefully removed from targets to avoid inflicting further harm. Tools and protective gloves are required to remove monofilaments and impose a -25% penalty to all skill rolls made to remove them. A failed roll inflicts another 1d10 damage to the tangled victim. Only one skill check is made to remove a victim but the tool used dictates the time required to remove the monofilaments: multitool- 30 minutes, laser scalpel 5 minutes, and other tools at referee discretion.

Monofilament tanglers can be found in grenade and projectile forms where standard tanglers are used but cost an additional 50% due to the hightech cost of the materials used in their construction.

POISON TANGLER (TOXIWEB)

Infused with contact toxins, poison tanglers, better known as "ToxiWebs," are used to deliver chemical agents to targets while restraining them. With this form of tangler, the main objective isn't to restrain the target but to poison them, with the tangler agent serving as a method to ensure the target is sufficiently dosed. ToxiWeb tanglers can be loaded with anything from incapacitating drugs to deadly

poison and take two turns after initial entanglement to properly dose the target.

ToxiWeb tangler ammunition comes in grenade and projectile form. Each shot costs as much as a standard tangler round, plus the cost of whatever chemical agent (poison, drug, etc.) it is delivering, with an additional 25% added for the cost of the special formulation of the two into one.

POLYSTEEL TANGLER

Another rare form of tangler are polysteel tanglers. Instead of standard tangler webbing, these tanglers are loaded with a form of quick-dry plasteel resin called polysteel. Polysteel tanglers work identically to regular tanglers, except once set the webbing does not decay on its own and applying solvaway fails to neutralize them. Polysteel tanglers can only be neutralized by highly controlled and heavy-duty solvents costing 100 CR per use. Polysteel tanglers are available in all grenade and projectile configurations and cost 400% as much as standard tanglers of the same kind.

NATURAL TANGLERS

Throughout the frontier there are numerous creatures and plants that utilize sticky attacks and defenses. Such creatures have already been covered in the core rules, various modules and the pages of the fanzines. There are, however, many of these naturally occurring tangler-like life forms that have been utilized by various indigenous and other species throughout known space.

KATABADA FRUIT

These melon-sized fruits grow on the katabada trees of the forests and jungles of Volturnus. A parasitic plant, the katabada grows these large fruits which swell with great pressure as they ripen, until they become ready and fall from their parent tree. When they hit the ground, the internal pressure causes the fruit to explode into a mess of sticky, sweet sap, laden with their seeds. Any creature or plant that finds itself in the blast radius of this seed and sap bomb

becomes stuck in place, unable to move away and eventually perish. Their corpses become fertilizers for the next generation of the tree. Many creatures of the forest have figured out ways to wash away this sap, but many still perish, making sure the katabada tree propagates without wiping out its supporting ecosystem.

One species, the Kurabanda, have learned to weaponize the fruit, using it to hunt and defend themselves. When the fruit are in season and reaching ripeness, the

Toxi Web	Cost of Dose	Effect
Doze Formulation	10 Cr	Sleep d100 turns
Standard Poison Formulation	30 Cr	S5/T10 Poison
Pain Formulation	25 Cr	Pain Penalty d100 turns

TANGLER BEASTS

Kurabanda gathers them and weaves loose mesh cradles around the fruit and suspends them until needed. The mesh fruit cradles are made from a single strand of fiber cord. They are configured in such a way that a Kurabanda can loop the tethering end around a finger and toss the fruit at a target. As the mesh unravels the fruit flies free, able to impact and explode its messy contents on the target.

The blast radius of a katabada fruit is identical to that of a tangler grenade but with half the throwing range. The sticky webs left by the fruit can be removed through the use of a medkit or techkit as it only requires a strong alcohol or other chemical solvent. Solvaway is not required.

PANBA

The Sk'skree is a tall, tree-like grass that grows upwards of 15 meters tall but only 50 centimeters in width. It remains flexible and supple enough to resist high winds. While the exterior hull of the grass is not hard, it retains rigidity by filling the multi-chambered interior of its stock with pressurized fluid. The fluid that fills these internal chambers is a latex-like resin that becomes semi-hard upon contact with air. This trait allows the resin to function as a patch, preventing the emptying of the trunk cavities which might compromise the integrity of the entire stock.

Local indigenous peoples have learned to use the natural characteristics of this plant and its sap to their advantage. The sap is collected and used to seal structures and boats by separating the chambers into portable sections, cutting along the hard connecting walls, collecting them and moving them where needed. They have also learned how to weaponize the Sk'skree grass.

To accomplish this, they cut the stalks into long sections, approximately 3 meters in length. These staves are pressurized by pushing more and more of the material on the inside toward the front of the staff. A small hole is then simultaneously created and corked with a wooden trigger pin attached to a length of cord running down the length of the staff through several loops. The end result is a weapon that can be aimed and triggered, with the pull of the cord to eject its pressurized contents in a short-range (5 meters) spray of tangler-like webbing at a target. These staves are called Panba and are used for hunting and defense. Because of their light weight, several are often carried at a time, allowing hunters multiple chances to snare targets in a single hunting trip.

Native World: Unknown

WUMP

Type:	Herbivore
Size:	Large, 5m long/700kg
Number:	2-20
Move:	Slow, 20 m/turn
IM/RS:	5/50
Stamina:	175
Attack:	45 stomp
Range:	2/5/10/15/20 (tangler spray)
Damage:	2d10 stomp
Special Attack:	Tangler spray - Entanglement
Special Defense:	Never surprised
Native World:	Unknown

The large, plains-dwelling wump has a leather hide covering its pear-shaped body. A tripod of thick, tree trunk shaped legs holds the creature upright as it browses the grasslands with its long, tentacle-like trunk. The wump has no visible eyes but has numerous dark spots radiating around its body which denote light-sensing nerve clusters that allow it to see 360 degrees around itself, though with very limited detail. The wump's mouth is located at the top of its body and is fed by the trunk.

When threatened, a herd of wumps form a circle with their trunks facing outward. Attacking creatures find themselves bathed in a cascade of sticky fluid produced in large gland sacs within the wump's body. If attackers aren't entangled by the wumps' spray, the creatures rear up and stomp their victims with their heavy feet.

SQUEEFLES

These small invertebrate life forms are known to cluster in rocky crevasses and moist caves. Their soft, jelly-like bodies are highly vulnerable, a characteristic compounded by their slow movement. To defend themselves, the squeeple use tangler-like biochemicals to escape from predators. .

When threatened or stressed, the squeeble quickly sprays a sticky substance from glands located around its small, bulbous form. The result is a web of entangling strands that binds an attacker in place while the squeeble, immune to the effects of the webbing, slips away. Like artificial tangler webs, squeeble webs deteriorate on their own and can be neutralized with solvaway. In addition, strong alcohols or medical disinfectant sprays can also neutralize the naturally produced squeeble webs.

These creatures can be used in traps by collecting them and placing them in containers. These containers can be placed like pressure mines or rigged to drop onto targets via a tripwire. The sudden drop and impacts agitate the squeebles who then eject their webbing.

Native World: Unknown

SLIME BAT

Type:	Carnivore
Size:	Tiny
Number:	5-50
Move:	Fast
IM/RS:	8/75
Stamina:	5
Attack:	30
Range:	5/10/20/30/40 (tangler spray)
Damage:	1d10 acid
Special Attack:	Tangler spray - Entanglement
Special Defense:	Immune to needlers and projectile weapons
Native World:	Dralasite homeworld

Appearing as broad rhomboid jellies, the slime bat is actually a fast, aerial predator found in the caves and forests of the Dralasite homeworld. Gathering in - hunting flocks of up to fifty individuals, they set out at night, flapping in an undulating motion of their bodies, and use infrared sensing organs to find living prey. To attack they swarm and entangle targets with sticky goo ejected for the mouth hole found in the middle of their underside. Once prey is entangled, they descend, sticking themselves to the creature and using potent,

acidic, enzymes to predigest their prey before slurping it up through their mouth holes.

ZUNDA (POP-ITS)

Type:	Carnivore
Size:	Tiny
Number:	20-200
Move:	Immobile
IM/RS:	0/85
Stamina:	1
Attack:	30
Damage:	1d2 per tendril
Special Attack:	Entanglement
Special Defense:	None
Native World:	Unknown

These plants are called zunda but known commonly as "pop-its." They flourish in vast fields covering hundreds of meters, growing in vast numbers of several hundred individuals. They appear as small purple stalks with an oily black nodule growing at their ends. Dozens of tendrils grow outward from the plant in a 3 meter radius. When the pressure of an animal steps on one of the zunda's tendrils, the black nodule is launched into the air by the release of a naturally generated and stored nitrogen gas charge, with an audible "pop." Once the nodule reaches an altitude of 3 meters, it bursts into a mass of entangling sap, trapping whatever disturbed the tendrils.

Once the plant has its prey entangled, it attacks it with its tendrils. Each tendrils ends in a hard, thorny cap which the zunda uses to bore into flesh. Once the prey has been dispatched, it decomposes and feeds the plant. These plants conceal the remains of their previous kills by churning up the soil around it with their tendrils, slowly burying the slain prey. Because of this, the ground under a field of zunda plants can sometimes hold valuable or usable equipment.

SHORTCUTS

By Richard Noe

"Explain to me, Bobo, exactly why I came with you on this trip when Trans-Travel would have put me on a luxury liner?" She didn't really look mad as she sipped her sweetened whipped-caf with caramel. Bobo took a long swig of his deep black caf before he plastered a huge grin on his face and answered.

"Well, Tabby, both you and I know what can happen on a transport that's not armed." She looked back thoughtfully. "Of course, there is the advantage you'll have in the Capella system after being introduced to your contact by the captain of a free merchant vessel." She nodded just the tiniest bit. "And luxury notwithstanding, the trip would have taken you twice as long by any other route."

She frowned again. "That, my Yazirian friend, brings up a very good question. How is it that we happen to be taking a direct route to Capella from Scree Fron when there are no published jump routes between the two. If it works, it still takes us rather close to Mechan and that kind of creeps me out." She reached down to the table for her cup and released the tiny magnetic lock that held it to the table. It was like everything on this freighter: either bolted down or mag-locked in place. The captain didn't take any chances.

"Tabby, Tabby, you know that Mechan is populated by the "good Mechanons", not the rebels. We have nothing to worry about on that front. I spent some time at the Spacers' Rest while we refueled, and I heard nothing about rebels. Just the usual talk about lost ships in the Cosmos Quadrangle, but nothing important."

"Now as to the route," he kept talking while he walked to the stores and pulled out a package. "That is a closely held secret between certain clans among the free merchants. We need every advantage to compete with the mega-corps and that's one of them. Everyone needs a shortcut once in a while." He inserted the package into a restorer and pushed a couple buttons; it began to hum quietly. "This route's a little odd though. It varies somewhat based on a formula that the astrogator says I wouldn't understand. She's probably right too." The unit dinged and he pulled out a steaming bag of something and returned to the table. Pulling it apart with both hands, he revealed a row of steaming donuts. He broke one in half, dipped it in his caf and devoured it in a single bite. "Now that...that's good

food. Imagine all you'd be missing out on if you took a different ship." He shoved the rest into his mouth as he grabbed two more." Tabby eyed the donuts skeptically and broke a piece off to taste. Her eyes grew wide, and she grabbed the whole thing and started munching happily while grabbing another.

"I can't argue with your donuts. These are fantastic! Where do you get them?"

"Hey, we're the best merchants on the Frontier AND the Rim. We have ways of getting great food. Let me tell you about the..." Bobo froze as the freighter shook slightly, almost imperceptibly. The lights flickering were the giveaway though. The alarm began blaring after that. "We're back in normal space; something's wrong. Let's get to the bridge." They ran for the main ladder and a moment later all that was left of their conversation was a pair of cups stuck to the table and empty wrapper.

"Toshi, get those sensors back online! We are running blind. Xan-Li, tell me when you have power for the weapons. I want to be able to shoot anything that makes a run at us. Bender, where the frack are we?" The captain was loud but confident. She had been through far worse. Tabby and Bobo came through the hatch and stepped aside, trying to stay out of the way. One console got smoked in the abrupt transition back to real space and Bobo moved to help the crewman put out the flames. All things considered; they were lucky. A hull size 15 freighter might have taken a lot worse damage dropping out of the void, but this one was reinforced and ready for a fight at any time. Yazirian clan ownership made a difference.

"Captain, short range sensors are back online. We've got nothing around us for about 100 kilometers. No, wait one. I'm getting a faint energy reading off the port bow. It's an atomic engine, or at least it was." He flicked a switch and a holo appeared in the center of the bridge. "There, on visual. It's part of an engine and a support strut. Looks like something from a hull size 10 or 12 freighter." A beeping sound stole their attention away for a moment. "Behind it and 15 degrees starboard is a burned-out repair tug of some kind." He leaned over and tuned the sensors. "I'm seeing a lot of small debris in the area. It's almost like a bunch of old ships had a derby and none survived. If it were a junkyard, at least the parts would be bigger. This is really odd. Should we start a full,

active sweep?" Toshi was smart. He knew an active sweep would give away their position like a gunshot in a quiet park, so he waited for the captain to share her strategy.

"How long before we get long range sensors back?"

"Four or five minutes, captain."

"Hold off on active scanning for now. There's nothing obvious in the firing range, so let's keep a sharp eye out while we fix a few more systems."

Many of the normal ship systems would do a crash shutdown to protect themselves if the ship dropped out of the void unexpectedly. One by one they booted up and integrated themselves into the fabric of the ship's control systems. Tabby watched with fascination as the blinking red and yellow lights within the emergency holo-screens were replaced with solid green. These Yazirians were as sharp as Bobo's knives.

"Captain, I've got something," called a crewman. "It's a faint audio signal." She looked at her, scrunching up her face as if that would clear up the static. "It's on a Frontier emergency channel. But it's not any language I recognize."

The captain frowned. "Put it on speaker, Atara. Let's see if this day can get any weirder." She flipped a control, having anticipated the captain's request. An odd set of syllables followed. It sounded a little like a language, but nothing like Pan Galactic. "It's not PanGal, like emergency transmissions should be, but..."

"Holy Crap! Captain!" screamed Tabby. "I think I know that language or at least the language family."

"You're Tabby, correct? Bobo's friend?"

"Yes ma'am; captain. Do you have the PanGal standard language history files on board?" The captain looked over at Atara and she nodded. "Switch your translator to the Federich-Zulu Tetrarch family."

Atara looked at her like she'd grown a third eye, but the captain waved her hand. It took a few seconds, but the odd syllables began to change into PanGal. "...emergency call to any ships in quadrant. We are being attacked by forces unknown. Request military assistance to protect our cargo. Our location <static>. This is the <static> explorer Dauntless and we are issuing an emergency call to any...". The message repeated.

The captain looked straight at Tabby. "Did we just get a distress call from a race that hasn't been seen in the Frontier for ten thousand years?"

"It would appear so." Tabby shook her head trying to clear it. "But it doesn't make any sense. Yes,

that message was sent in a Tetrarch dialect, but something's not quite right."

"Any spacer can tell you that," came the captain's reply. "The call was for military support to protect cargo, not the lives of the crew and not the ship itself."

"Are they trying to tempt someone to rescue them in a sketchy area, maybe?" asked Tabby. "Trying to trade rescue for cargo?"

"It wouldn't be the first time, but that would be rare."

The captain paced around her chair a few times.

"Bobo, Tabby, I'd like to add both of you to my crew for the duration of this flight. We need more specialized help and you two have it." Bobo grinned and saluted while Tabby followed with a clumsy attempt. "Xan Li, head down and make sure our cargo is secure, then to the engine room. We might need more firepower than normal. Bobo, take Xan-Li's station at weapons and heat' em up. Tabby, work with Atara and see if there are other ways to translate that message. Toshi, I want active scans now. Let's find the source of that transmission and figure out where we are; that's the first step to getting home."

After an hour of scanning, they determined they were in the center of the mysterious Cosmos Quadrangle. The sector looked like someone threw a pail of dust and ship debris across the emptiness of space. The dust wreaked havoc on sensor readings, but they were able to move slowly toward the only large blip in range: the source of the transmission.

"Captain, I'll need a few more hours to plot a safe course out of this mess and to Capella." The astrogator turned back to her work, not expecting a response.

"We are approaching the object, captain," called the pilot.

"Toshi, give me a visual." He flipped a couple switches and a holo appeared in the center of the bridge, directly in front of the commanding officer. Everyone stared for a moment. The object looked like a perfect pyramid, three sides around and one on the bottom, as if someone had slapped four, perfect equilateral triangles together. Each seam was about 510 meters long.

"Where are the engines?" asked Bobo. "That looks like a giant nick nack in the middle of nowhere."

"No, it looks like a Tetrarch pyramid." Tabby gazed thoughtfully at it. "When I did graduate work on Laco, I dug around and inside buildings like that. Or they would have looked like that in their prime. Most of them were damaged or nearly destroyed."

"Tabby, Bobo; do you two want to go check this thing out? We've got some time before we can leave, and

it was a distress call." The captain gave them an inquiring look. They nearly collided as they ran for the door.

It took them all of eight minutes to grab what they wanted and meet at the main airlock. They pulled on the spacesuits and checked each other's connections before pressurizing them. Tabby had a mini-comp in a pocket of the suit and some small tools in another. She wore a pistol in a holster. Bobo had two huge knives attached to the suit belt, a plasma cutter to access the ship and a triple barreled gyrojet carbine on an oversized sling.

"You ready for this, madam archaeologist?"

"We'll never get a chance like this again, Bobo. Let's do it."

"Heck of a shortcut," he said, chuckling. They bumped fists and contacted the bridge.

"We are lining up for the best contact we can find, you two," came the response from Atara. Toshi is using the thrusters to move the airlock over the center of one side of the pyramid ship. I guess they called it the Dauntless. Wait one...the ship just spun 120 degrees in a few seconds and now we are in the same relative spot, but next to another side. It's not moving now. Are you green?"

"Roger that, Saber Fang. We are waiting for a soft dock."

The freighter eased over to the wall of the Dauntless ever so slowly. A flexible docking assembly slowly approached the unknown ship's hull, extending from the Saber Fang. As it did, a small triangle appeared on the hull, beneath the docking ring. It made contact and an amber light above the hatch turned green. A metallic clang echoed through the interior of the ship as the intrepid explorers stepped through the inner airlock door and sealed it. They turned and looked at the hull of the seemingly ancient ship and watched the triangle begin to glow a pale yellow. Sections of the hull receded until there was a triangle-shaped opening on the other side and the hard seal light above the outer hatch turned green. The bottom of the triangle was near the ceiling of the Fang's hatch so it looked upside down, but beyond they saw a 3-sided corridor.

"Welcome wagon, maybe?" asked Tabby as she drew a laser pistol from its pocket. It was an oversized model, meant to be used in a suit.

"I'll welcome them." Bobo reached out and hit the outer hatch release while he pulled a knife.

Tabby cautiously floated forward in the 0-G environment and moved across the threshold. She

spun around 180 degrees and slammed into the flat part of the corridor.

"Tabby! Are you ok?" Bobo started to reach through the opening, but she stopped him.

"We now know two things about entering a ship like this." She stood up and looked at him from an odd angle. She was just across the open hatch, but she was upside down to Bobo. "First, they have some kind of advanced tech because they have artificial gravity while motionless. Second, when you enter this ship, bend your knees or the landing is hard." Bobo leaped across, knees bent and spun around next to Tabby.

"Saber Fang, we're in. How is the feed?" Bobo turned his suit 30 degrees in each direction and leaned back.

"Boarding team, you're coming through five by five. Proceed with recon."

Bobo took a second to get a good look at his surroundings. "Tabby, did the Tetrarchs only understand one geometric shape or were they obsessed with triangles?" He marveled at the 3-sided hallway, covered with dust. "It looks like someone else scraped against these walls since it was abandoned," he mumbled, tracing some deep scratches in the wall with his finger. He moved by her and walked 20 meters to a perfect round cut in the left-hand wall, a full meter in diameter. The hallway continued another 5 meters and just ended. "Someone did a top-notch job of cutting through the door here. Or at least I assume it's a door. It looks like a perfect circle. It's like they forgot the keys but had all the time in the world to cut it out." He shook his head and played his light into the room.

"I'm a little confused too, Bobo. It doesn't make a lot of sense. There is breathable air in here and it's pressurized to almost exactly what you would expect in a 1-G environment." She exhaled a heavy sigh. "What's in the room?"

He had stepped through the opening and was looking around. He set a work light on the floor so everything was bathed in light. He looked left at the twin 2 D screens against the wall, the horizontal control panel and the low bench or stool in front. He sat down and examined the console. A couple amber lights blinked slowly as he scanned for power.

"You said we had air, right?" Tabby nodded and Bobo depressurized his suit and removed his helmet. He got on his knees and started examining the underside. "The power readings from the console looks like enough to send the distress message, but I can't see where it's wired into the ship." He got up and started flicking the levers and pushing the buttons. "I can't get control of the transmitter or shut it off. And there's something worse. The seat has recent weld

marks where it's attached to the floor. This ain't no relic."

"You're half-right. The structure is made of an alloy we can't reproduce on the Frontier. It's definitely Tetrarch in design and manufacture. But these 2 D screens and the console are anachronisms. Holographs were child's play for the Tetrarchs even 30,000 years ago. As far as we know, they never used 2 D screens. Not even in the oldest layers we've dug up.

"Saber Fang, are you getting all of this? I got a bad feeling. Can you turn up the power on your scanning?" Bobo started to growl, and the ship shook like it had taken a meteor hit.

"Boarding team, we've been hit by some kind of gravity wave. The docking assembly was pulled loose. Hang on and we'll try to get a connection reestablished."

"Captain, multiple contacts at extreme range. They don't have IFF signals, but they are the right size for some kind of short-range fighter." Everyone held their collective breathe for a few seconds and he continued. "Got 'em. I read four hull size 2 vessels closing fast and their power signature is Mechanon."

"Saber Fang, it's a trap. Get lost and loop back to pick us up when it's safe. We'll find a place to hide in case we get any visitors."

"Roger boarding team. Good luck"

"Where are we going to hide, Bobo? There's nothing in this room except the console. There's not even a pile of junk to hide behind.

"Wait a minute. You just said it. There's not even a garbage heap or wreckage or anything else here. Outside it's like a junkyard exploded in space, but inside, it feels like it was made nice and tidy for the next person through the hatch. And through that nice, perfect hole in the wall. So, if you are right and this really is an ancient starship, but it was disabled or found by...say some rebel group of Mechanons...they could be using it to trap unwitting spacers. We are sitting in the middle of the Cosmos Quadrangle and who's going to notice if a few more ships disappear among all those stories. But why would they cut a hole in the wall and remodel a room for a trap? Wouldn't they just..."

"Bobo, that's it. They couldn't operate the ship, even if it were intact. They're mechanical life forms. In all of the research done on the Tetrarchs, we've never seen any substantial robotics; just a lot of tech used by living beings. They were deep into genetics, and they focused much of their energies on living beings." Tabby dug around in her suit pockets and pulled out a small brush. "Come on. Let's see

how dead this ship really is." She moved through the hole and into the hallway.

"Wait one, Tabby." Bobo went down the short hallway toward the now almost invisible hatch they had entered through. It had sealed itself. He pulled out a chunk of some clay-like substance and set it on the floor. From another pocket he produced a small, electronic device. He set something and jabbed the other end into the hunk of gray material then backed away slowly.

Tabby didn't even roll her eyes at him. She'd seen him do this a dozen times. Bobo hated surprises and she knew it. She turned and walked to the dead-end of the hallway. She reached out with her brush and poked gently at the dirt or dust on the wall. It fell to the floor, and she continued while Bobo looked on.

"While I like a nice, clean ship and all, I'm not sure this is the time to dust the walls. I mean, you're making a nice pile on the floor, but..."

"Hush! If this works, you will owe me donuts for the rest of my life." She reached out and touched the clean wall with her bare hand and with a crackling sound, a small holo-image sprang to life, displaying characters in an odd script in deep blue and white. "Yes! I saw this in some ruins, but it wasn't working. I figured if a living, breathing being with DNA touched the wall where the controls should be, something would happen. The Mechanons are fully mechanical; not even a dash of DNA in them. That's why they couldn't activate anything." She took a deep breath and stopped to appreciate her work. Then she pulled out her mini-comp and started typing madly. "The holo controls look like pictographs with Tetrarch characters underneath each. I wonder if the pics are abbreviations or something. Let me check the language database."

"Which one means 'bridge' or 'control room'? You should touch that one. We need to find a way to get somewhere else, or we'll be trapped by the next boarding party."

"Here." She reached out and put her hand through a symbol. There was a brief flash of white light, and they were somewhere else." It looked like the same hallway, except now a triangular doorway opened to one side.

"Nice elevator, Tabby." Bobo took it all in stride while Tabby looked on in shock. He walked through the doorway into a sizable room with five different chairs, not stools. There weren't any consoles, windows, 2D displays or anything else, just varying size hatches along the outer walls. There was only a thin layer of dust on the chairs, far less than the hallway walls and floors. He moved toward one and sat down. Suddenly the room disappeared to be replaced by a 360-degree view of space.

“Cool, check this out.” He spun around. “I feel like I’m in the middle of space. I can turn and see different stars. Hey, there’s the Saber Fang under acceleration.” There was a blink and Tabby appeared next to him.

“I sat down on the next chair,” she said with a sense of awe. “This is how they controlled their ships, Bobo. The immersive holo puts us in the place of the ship, and we can control everything. Watch.” She pushed her hand toward the receding picture of their ship and the view zoomed closer. Incredibly close. They both flinched when a laser beam from somewhere glanced off the reflective coating of the ship.

“Where did that come from?” Bobo spun his arms, growling and the view changed to four small craft speeding toward their freighter. “Tabby, can you get some kind of virtual control panel to magically appear? Do we have any defenses? Weapons?”

“Bobo, put your hands on your knees.” He did so and suddenly a console flashed into existence above his lap. It had holographic buttons, levers and dials. Gauges and displays blinked into being at the back edge of his console. Tabby already had a console glowing in front of her, but it looked different. A number of the lights were red or amber, although most were green. “Excellent, now put your hand through that last symbol on your right, above the console.” His console changed dramatically when it did. Now he saw a variety of symbols that looked vaguely familiar. He reached out toward one that looked like a plucked bird with a curl of steam or something rising from it. A smaller panel appeared to his right with what had to be containers. He touched one and they both disappeared.

“I think I just ordered lunch, but I’d really like to see if we have any weapons.” His voice was just bordering on condescending.

“Hey, I’m doing the best I can, fur ball. The ancient Tetrarch language isn’t fully understood by anyone.” She typed furiously on her mini-comp while sharing colorful phrases that Bobo took for Tetrarch.

Bobo reached up to some kind of virtual scope in front of his console. He grabbed at it and tried to point at the small ships and his perspective turned. He saw the ship on the scope now. He pushed his hand toward it and the ship zoomed into view covering half the background of the room-sized holographic interface, while a line drawing of it blinked on the scope. Fast moving words in a long-forgotten language scrolled by underneath it.

“I think I’m scanning the enemy ship, but I have no idea what it means. It looks like some kind of fighter.” He turned his head sideways and the view

turned around him. Now he saw the ship in a clear profile. “It’s a Mechanon heavy fighter. All four are.”

“Here, check this out,” Tabby said as she grabbed the panel she had been working on and shoved it toward Bobo. It dutifully flew over and attached itself to his console.

“Yes! That’s what I need.” He examined the line drawing of the Mechanon fighter on it with dashed lines extending away from it. At the end of each line was a symbol.

“That one means positive electrical or positive power.” Tabby was pointing at his panel now. “That one stands for the opposite: negative charge. I think those are proton and electron shields. See how all the symbols are gray except the one with some kind of beam bouncing off a hull? It’s green. I wonder if it’s reflective plating, the same as most ships?”

Bobo held his palm in front of the green symbol and another panel popped up to his left. This one made him whoop with delight. “Weapons. Finally. I think it’s recommending one we can use against that kind of shield. I see three weapon-looking things that are green, and one is blinking.” He touched it with his palm, and he saw the universal symbol for targeting appear on the line drawing of the fighter. It was a crosshair. He pressed his palm forward and the room-sized holo shrunk back down to a military theater view while a blue-white beam sprang toward it. In an instant there was a flash of light and only three fighters remained.

“Yes, take that you descendent of a toaster oven!”

“Ah, Bobo. The rest are turning toward us.”

There was an audible alarm and a new screen at his left blinked with increasing brightness. He turned and saw a pyramid surrounded by a glowing yellow light and a couple other symbols blinking. He touched the pyramid, and it stopped blinking and blazed yellow; the alarm silenced. In the immersive holo, a soft yellow light brightened everything up. Bobo was already targeting another ship coming after them when lasers flashed on every side of them. All of the beams seemed to bounce away from Bobo and Tabby at odd angles. Bobo used the blue-white beam to finish off the second fighter. At the edge of his vision, he saw the Saber Fang come into view and she fired on the third ship, a huge laser beam cutting across both of the fighter’s engines. It didn’t explode, but it sparked like a crazy as it hurtled by them with all of its original velocity, tumbling out of control. And that was it. They both looked around but couldn’t see any more fighters.

“Boarding team, this is Saber Fang. Are all the hostiles gone? I’m getting a lot of interference

from that out-of-control fighter in addition to all of this dust. Can you make it back down to the hatch so we can pick you up before we get any more surprises?"

"Roger that, Fang," replied Bobo.

"Bobo, if the baddies are all gone, why don't we spend more time here? This is the most exciting discovery I've ever made. I could be here for month's exploring and researching, maybe years."

"We need to leave for two reasons. First, we are stranded in the middle of a secret jump route between Scree Fron and Capella and we need to find a way home. Second, small fighters don't have void jump engines. They are always based from a larger platform, like a Carrier or some orbital base. We just gave ourselves breathing room, not an extended stay."

Tabby fumed for a moment, then began to grin. She pulled a data chip from her pocket and held it with her left hand while poking the console with her right. After a couple minutes, she hooted in success and the chip glowed in a blue haze for almost a full minute. Then she stood up and disappeared.

Bobo shook his head and stood up as well. The holo disappeared. All that remained was an empty room with chairs. As he turned, he saw Tabby striding toward the open hatch they had entered through, stuffing something into her suit pocket. Then he noticed a cupboard door ajar with a small box sticking out. He reached in and grabbed the box by a handle. It was shaped like a prism, but a third of a meter long and 15cm high. Since there was nothing else to scavenge, he picked up the box and followed Tabby out, humming as he went.

She already had the holo interface active at the end of the hallway and her mini-comp in her hand. She smiled as he joined her, and she pushed a symbol. Again, there was a flash of light, but then an explosion followed by a wave of heat. They both saw movement and dropped to the floor in an instant. Bobo saw the damaged Mechanon at the airlock and he rolled over, pulling his rifle up with practiced ease. Laser bolts deflected off their suits from the intruder while Bobo unloaded with explosive rounds. The thing's left arm went limp as Tabby fired a single shot with her laser pistol and the head exploded. It fired one more time as it fell, but then it lay still on the floor, sparking and smoking.

"Nice shot! Where'd you learn to shoot like that, Tabby?"

"Oh here and there." She would never admit to Bobo that she had aimed for the center of mass, but jerked when she pulled the trigger.

"Boarding team, there appears to be some kind of ship already docked to your vessel. Please advise."

"That would be the fourth fighter that we forgot about. I suggest you scramble someone to rip the fighter off the hull and salvage it. And we have a dead Mechanon just inside the airlock. We'll need a line and a hook to drag it back to the main cargo bay. It might be worth something on the open market, or to Star Law."

"Roger Bobo. You have all the fun, don't you?" For once, Bobo didn't have the energy for a snarky reply.

"I've got it," Tabby said as she pointed to the screen. Atara looked puzzled for a moment, then her eyes got big.

"I thought that was a dead spot or empty zone in this dusty mess. I never figured it for some kind of hybrid tech."

Tabby had spent the last 3 hours with Atara, trying to interpret the sensor data she had copied from the Tetrarch ship. The advanced sensors had shown a gravity well in the middle of nowhere, where it seemed like empty space. Overlaying all of the data together had revealed a brown dwarf star with some kind of metallic platform to one side, and a 'shell' of organized dust around the whole array. No ship with standard Frontier tech would have seen anything but a dead spot in the dust and debris, but now they saw the trap. Some kind of ship in orbit around the dwarf, all encased within the dust shell, hiding them from the outside. That was how the fighters appeared so quickly seemingly out of nowhere.

"I expect they have some kind of tech to harness the gravity or power from the dwarf and create a trap for void-jumping ships. That would explain at least part of the mystery of the Cosmos Quadrangle. Rather slick and creative for a bunch of rebel mechanons."

"Captain, I've got the course for Cappella programmed into astrogation. We can head home at any time. And the Tetrarch ship just vanished off our sensors. One minute it was there, and the next it was gone."

"Well done, Toshi. Nothing we can do about that rogue ship, but it's high time to get moving. We've got delivery deadlines and now this weirdness to untangle."

"Captain, six more fighters just appeared from that dust ball. Orders?"

"Red alert! Toshi, give me flank speed. Let's try to outrun these fighters and jump home." Two laser pulses bounced off the hull and a couple lights turned red.

The captain tapped her chrono-com. "Bobo, see if you can get more power out of these engines. We need speed. We can't fight all six fighters at once."

Bobo was still in engineering when he got the call. The port engine had taken some damage with the first hit from the original four fighters, and he had it almost back to normal. Now they needed more speed. He kicked something and the weird box from the Tetrarch ship popped open. He glanced down and saw a couple dozen tiny pyramids of varying sizes and some kind of tools. One of the pyramids was blinking so he picked it up and set it on the console in front of him. Then he turned to his problem. He estimated he needed a 18% temporary performance boost out of the engines. He mumbled to himself and started to flip some controls when noticed the pyramid. It was sinking into the console as if melting. The console chirped at him.

"Bobo, engineer of the Saber Fang. I am Sparky, experimental AI 343 of the Dauntless. I am rerouting power to increase performance of both engines by 32%. Will that be sufficient for your needs?"

"Sure?" He felt the engines surge and accelerate. He leaned over the console and stared at the gauges in disbelief. "Sparky, what are you doing here?"

"A ship's AI goes with the captain. My ship was almost out of power, so I transferred my consciousness to the memory device your friend was carrying. Since you served as my captain based on the chair you selected on my former ship, I opened a cabinet door so you could take my tech along with my consciousness. When both were connected to your ship, I was able to reawaken and serve my purpose once again."

Bobo felt the ship slip into the void. "Ok there Sparky, why don't you take a little nap while I get some food. It will take a few days to get back to the Capella system anyway."

"Yes, captain." The little pyramid had completely melted into his console and he closed the Tetrarch box, shaking his head as he walked to the ladder.

Tabby slowly opened her eyes as she finished her third donut. They were small, after all.

"Well Bobo, it's been one heck of a shortcut." He didn't seem to hear her. Bobo was lost in thought, his donuts untouched, sitting in front of his cup.

"Tabby, did the Tetrarchs use artificial intelligence in their technology?"

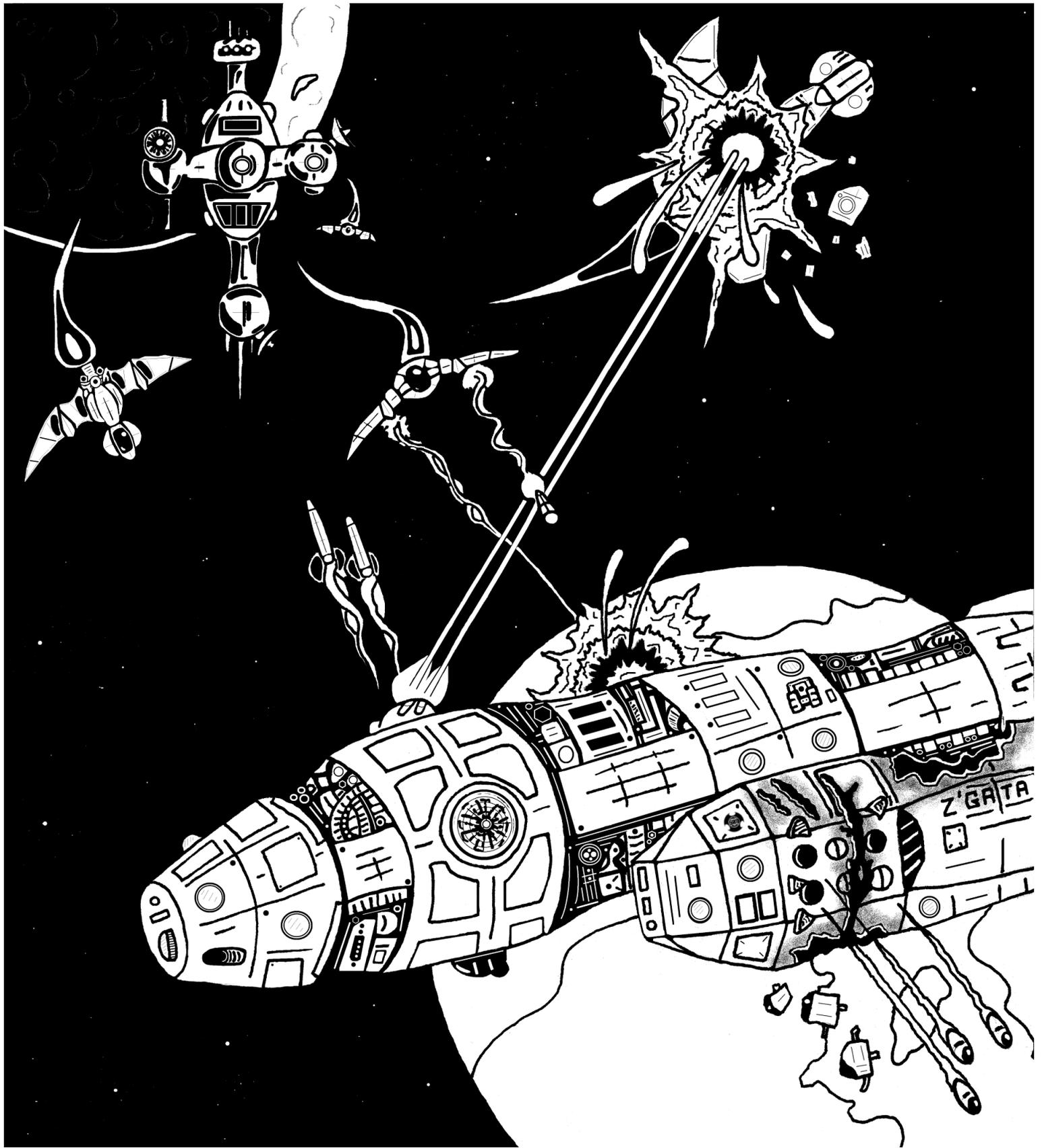
"Bobo, we just saw more of their tech than 90% of the archaeologists of the Frontier ever have. We've dug up pieces and parts, ruined buildings, some small items that were still operational, but overall, we really don't know that much about it. On one hand, a 10,000-year-old AI doesn't sound too scary, but on the other," she nodded and gave him a warning glance, "even an ancient Tetrarch AI would be generations or centuries ahead of what we have now. If they had ultra-advanced artificial constructs like that and they built them into their most advanced tech, like that ship we were on, it's theoretically possible that could explain the sudden disappearance of their race from our region of the galaxy. I mean, even the best tools built for the most beneficial reasons could go horribly wrong. It's untested waters as far as we know. Well, except for the renegade mechanons. Why do you ask?"

"No reason." He grabbed two donuts and offered her the third which she gratefully snatched and made short work of. Bobo chewed slowly, a distant look in his eyes.

AI's never sleep.

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"Last Flight Of The Z'Gata" by Scott Mulder.

A UPF light Cruiser (UPFS Dauntless) shields the critically damaged frigate Z'Gata while sustaining heavy attack from a flight of five Sathar fighters. While on routine patrol the ill-fated frigate jumped into the star system and discovered a hidden Sathar Space Station orbiting a moon. Fortunately, the space station's warships were away from their base conducting a raid. I presume that the Z'Gata's assault scout escorts were probably destroyed by the space Sathar space station when they began scouting the system. Depicted in the image, the Z'Gata crew are abandoning ship in their escape pods, while the Cruiser launches a pair of torpedoes and splashes one Sathar bogey.

KNIGHT HAWKS REVISITED

"These elite, honored warriors reminded the Frontier colonists of swift, savage birds of prey, giving rise to the name that still honors the ideal combination of a fighter and his ship: Knight Hawk!"

So sayeth the forward to the Knight Hawks Campaign Book, which surely aroused many of our imaginations back in merry old 1983. Ironically enough, I picked up the original Star Frontiers boxed set when it debuted in 1982, I was quick to pen my own ship rules (since there were none at the time) and one of my early designs was the "Volturnian Knighthawk". Despite being one word, nonetheless one can imagine my glee when I saw that same name gracing an official Star Frontiers companion set a year later. Naturally, I was hooked before tearing the cellophane wrapper off the box.

I couldn't get enough of it! Having perused it a few times, my first endeavor was to respecify all those house-rule ships I had made. The deck plans were another story...it took me a very long time warming up to the vertical/skyscraper deck configurations. My original house-rule ships were of the cinematic variety, that is to say decks parallel to the main axis versus the Knight Hawks decks-perpendicular format. Alas, some time around 2010 (the year, not the TSR movie adaptation module), I finally caved into the logic behind the KH design of acceleration providing gravity versus hand-waved grav-plate magic. I haven't looked back since.

Nonetheless, TSR knocked it right out of the ballpark with the Knight Hawks companion set. Not only did we get some decent construction rules, the rule book is chock full of campaign fluff. Spacefleet, Planetary Militia, or civilian campaigns were all feasible with what was given. Realistically, the latter was most feasible as well as most eventual...PCs serving in the military would eventually yearn for their own freedom to navigate the Frontier in a ship they could call their own. Which is probably why the books neglected to cover warship design. Nonetheless, it didn't take much analysis to figure out a "pattern" for warships,

as one could take the existing designs and reverse engineer their stats based on minimum hull size ratings for the weapons and defenses or even utilize the cubic meter allotments given in the final pages. Simple number crunching could give you an idea of what anything "in between" could be made feasible.

The modules, despite being few in number, were nothing short of amazing. Warriors of White Light was a great introduction to new KH player characters with their entry level skills, and it provided enough information to base an entire campaign on if the referee so desired. It even blends conveniently into the follow up module Dramune Run, where the tramp freighter captain meets potentially discharged Royal Marine PCs with higher skills attained from WoWL. While I wasn't overly thrilled with running the next three "Beyond the Frontier" modules, they provided some closure on the mysterious Sathar. Little did we know at the time, "closure" would take on another meaning for our beloved game setting. Zebulon's Guide to Frontier Space followed, and that was the end of Star Frontiers as we knew it.

Yet here we are, 40 years since that final book saw publication and the game is still enjoying a strong revival. That original purple/blue box --- rebadged as a magenta Alpha Dawn for those that got it a year later --- combined with the AD-matching magenta KH set have fueled countless adventures during that time, with and without the windfall of house rules we concocted. Despite being incomplete, even the Zeb's Guide material makes gratuitous appearances over those four decades... and some even concocted their own house rules for Zeb's resolution with KH settings.

Between the original/Alpha Dawn and Zeb's Guide, Knight Hawks can be the bastard stepchild since neither of those cover the material within, yet KH certainly expanded and redefined the hints of star travel mentioned in AD. Meanwhile we all still hold it in some degree of regard, as it ushered in the (official) age of star travel to our games.

That said, welcome to this issue's Knight Hawks theme section!

Richard 'Shadow Shack' Rose

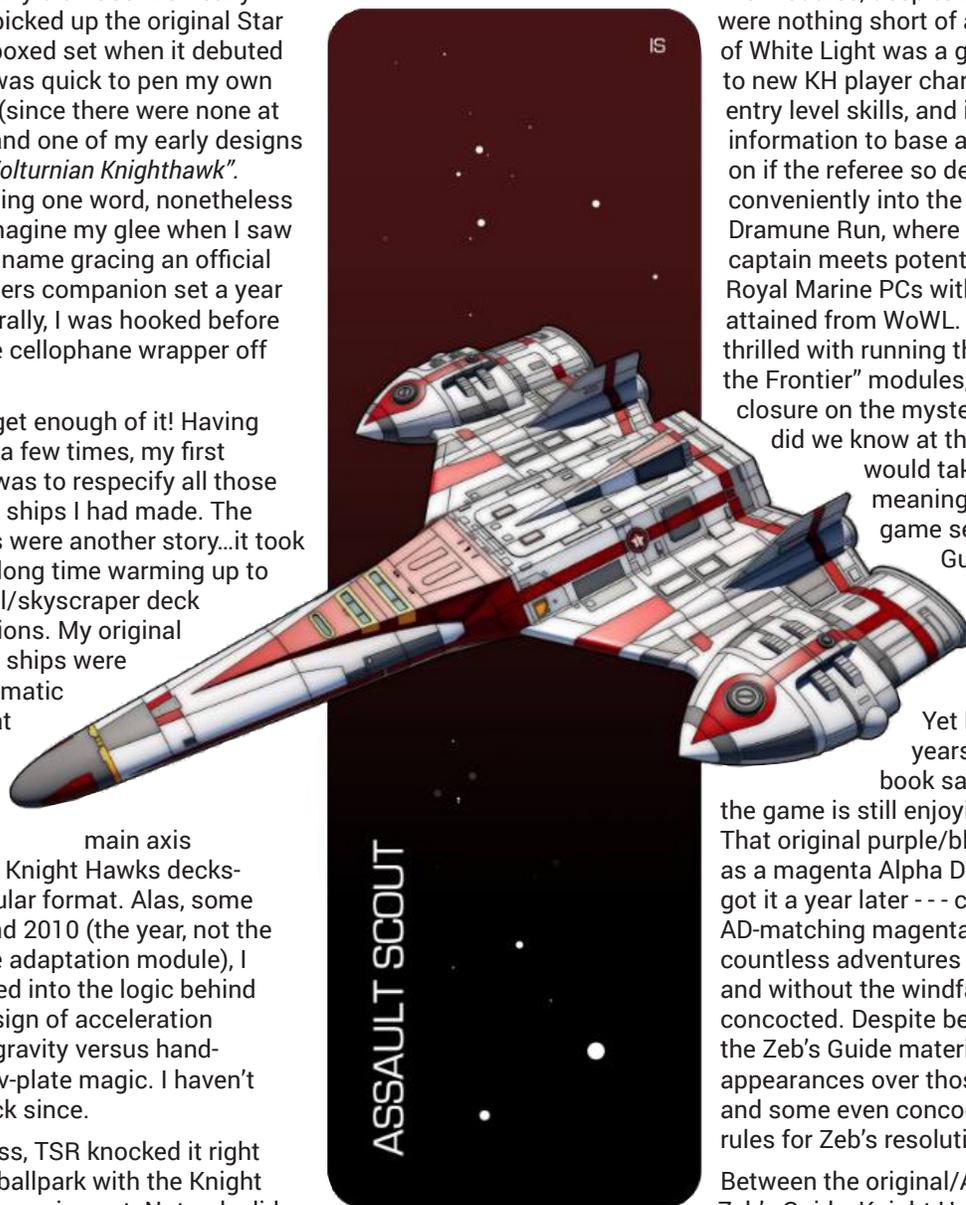
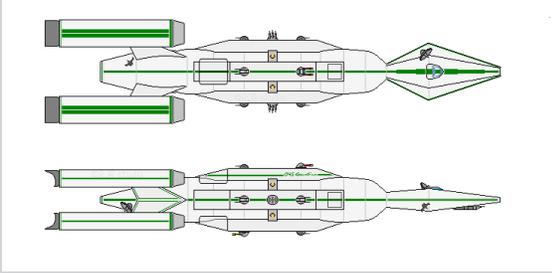


Image courtesy of Ian Stead

SYSTEM DEFENSE CRUISER

by Richard 'Shadow Shack' Rose



DEFENDER CLASS

SYSTEM DEFENSE CRUISER

HS: 12, **HP:** 70, **Powerplant:** 4 Chemical class-B

ADF:1 **MR:**2 **DCR:**100 **Crew:** up to 52

Armament: LB(x6), EB, PB, T(x4)

Defenses: RH, MS(x3), SS, ICM(x12)

Communication & Detection: SubSpace Radio, Radar, Intercom Network, Camera System

Misc Equipment: Light Hull Armor

Computer: (Lv-4, 176fp, 100SP)

Alarm (4), Analysis (2), Astrogation (2), Bureaucracy (2), Computer Lockout (4), Damage Control (4), Drive, Chemical-B (2), Electron Beam Battery (2), Industry (1), Information Storage (1), Interceptor Missile (3), Installation Security (4), Laser Battery (1)x6, Life Support (1, capacity:75), Maintenance (4), Proton Beam Battery (2), Robot Management (4), Stasis Screen (3)

Cargo Capacity: 3

Fuel Tankage: Ten Loads

Crew Accommodations: Captain's Suite (double occupancy), 25 convertible single/double cabins

Passenger Accommodations: 1 First Class (double occupancy), 4 Journey Class (double occupancy)

Ship's Vehicles: 4 Launches(lg), 2 Lifeboats, 2 Workpods

Price: <<< not available in the civilian market >>>

CREW ROSTER/MINIMUM SKILL

Captain (any, highest-ranking officer)
 Pilot (Pilot:1)
 Co-Pilot (Tech:6/Computer:2)
 Engineer (Engineer:1)
 Auxiliary Engineer (Tech:4/Robotics:2)
 Navigator (Computer:6)
 Energy Gunners x8 (Energy Gunnery:1)
 Torpedo Gunner (Rocket Gunnery:1)
 Communications Officer (Tech:1)
 Sensors Officer (Tech:1)
 Defense Coordinator (Computer:1)
 Computer Operator (Computer:2)
 Technicians x8 (Tech:1)
 Medical Officer (Medic:2)
 Medical Asst. (Medic:1)
 Security & Marines x24 (Ranged Weapon:1, Melee Weapons:1)

The System Defense Cruiser (SDC) is a revision of the UPF Light Cruiser albeit geared for system duty. The atomic drives are swapped out for chemical thrusters along with the reduced astrogation package, thus making it a system ship. Being a Class XII hull, she isn't easily transported so they tend to only be found in systems with at least a Class-III SCC present, although any well-funded government entity can afford the extensive fees in transporting such craft so other systems shouldn't be ruled out.

The Light Cruiser's original armament is geared for an offensive capacity, so many weapon systems were removed to open more space for defensive battery weapons. Since a system ship can spend months in deep space away from a host space station, energy weapons make the best choice versus one-and-done rocket systems that would be emptied quickly and remain so for extended periods.

Additional fuel tankage allows the craft to head into deep space and not only have enough left for the return trip but also sufficient fuel for combat maneuvers if and when they occur. The craft has a minimal hold and a small complement of passenger cabins, both of which would see more frequent use in systems with more than one inhabited world.

With its superior fire control platform, the SDC is a fine addition to any planetary militia. Any government employing such craft feels the decreased performance is more than acceptable for such defensive power against

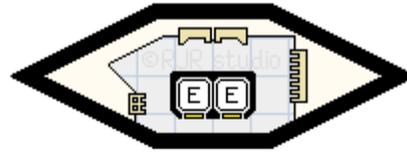
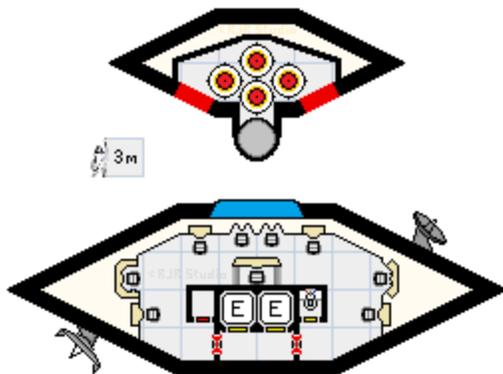
invaders. While a frigate is usually more than enough to ward off low-level threats such as civilian smugglers or even pirates, the SDC ups the ante for the threat of inbound Sathar warships.

Of course, the biggest draw for such a craft is the reduced demand for crew. While a bona fide Light Cruiser demands exceptionally skilled pilots and engineers, any system ship can be operated by entry-level graduates from flight school, who are in much greater supply. The lack of need for a jump-plotting astrogator also reduces a government's payroll. In short, a smaller and less experienced crew can go a long way with the SDC while complementing the other spacecraft employed by the local militia.

AUTHOR'S NOTES - Many readers may say the SDC is severely upgunned, perhaps to the point of being over-gunned. When I drafted the armament, I tried two different methods for balance. First, I added up the cubic meters for the original Light Cruiser weapons package as seen on page 61 of the KH Campaign Book. Then I stripped all the weapons off to retro-fit a new package with the same volume allotments. Method 2 involved doing the same with the MHS ratings of each weapon. Both methods resulted in similar refits as I have described in the stats. Normally I don't house-rule an article, however this is still "sort of" canon when you get down to the brass tacks as the numbers match up.

RR

The accompanying deck plans rendered in 3-meter squares represent an SDC presently under construction in the White Light system that the Clarion Royal Marines commissioned. The CMS *Guardian* promises to be a great addition to the planetary militia and the Crown anticipates a glowing review once she takes her maiden voyage. As with all my deck plans, "north" is the dorsal side, "south" is ventral, "east" is port, and "west" is starboard.



The foredecks house the nuts and bolts for basic operation. The first deck is the avionics and torpedo magazine, which features access to the control circuits, a quartet of nuclear warheads, and the launcher itself.

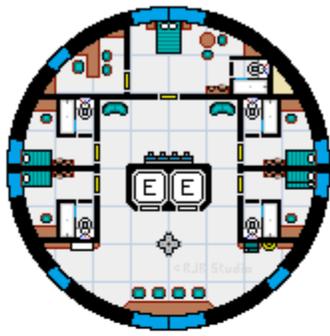
Below/aft of that is the bridge, with a captain's station at the center facing the helm for the pilot and co-pilot. Stations for the sensors officer, engineer, and defensive system operator wrap along the map's port side (right). Moving starboard (left) of the helm are the comms officer, navigator, and computer operator. A fresher and weapons locker is adjacent to the elevators.

Aft of that is the comms and sensors deck, which has access to the radar, energy sensor, and subspace radio equipment. Finally, the smallest deck (the "neck" of the craft) contains access to the high-pressure pump stations that flow into the masking screen launcher.

EXPANDED SKILLS ON THE FRONTIER 2022
 BY JOHN BUCKLEY

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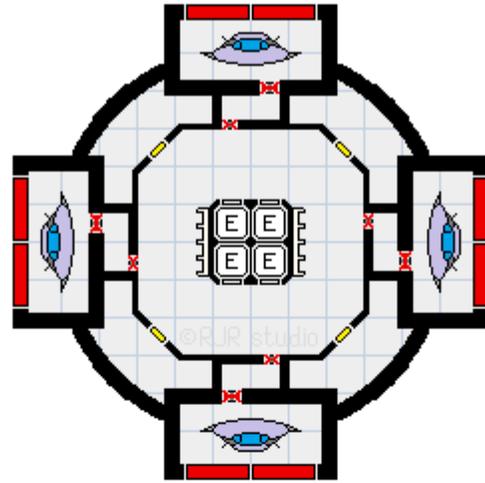
DriveThruRPG



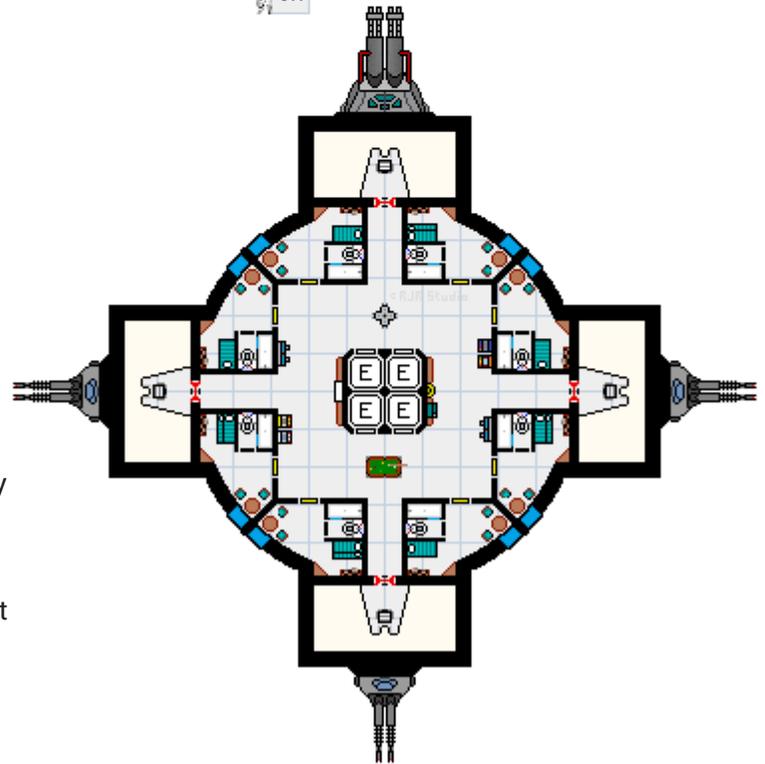
3m



3m



3m

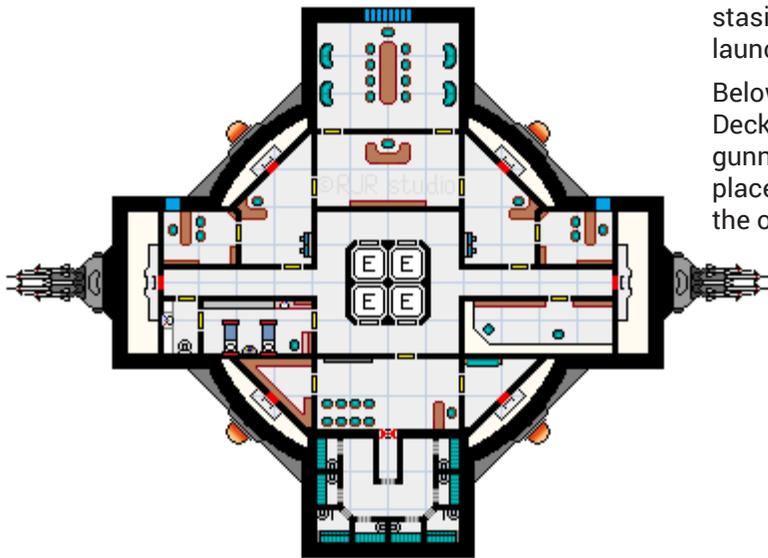


The ship starts to widen and peak aft of the neck, starting with the Officers' Quarters. The Captain's Suite is centered dorsally (top of the map) flanked by a fresher and office. To port and starboard are a pair of convertible cabins that can be configured with a single bunk or two stacked bunks. A galley & lounge take up the ventral portion of this deck, and a quartet of public access terminals are behind the elevators.

One more deck below is a larger crew quarters deck, and the elevator banks expand from two to four lifts. Another pair of convertible cabins are to port, starboard, and a fifth cabin adjacent to an airlock/lifeboat access. A storage area is port/ventral, and a holographic lounge is opposite that at the starboard/ventral. The galley/lounge and rec area take up the dorsal area along with banks of public access terminals flanking the elevators.

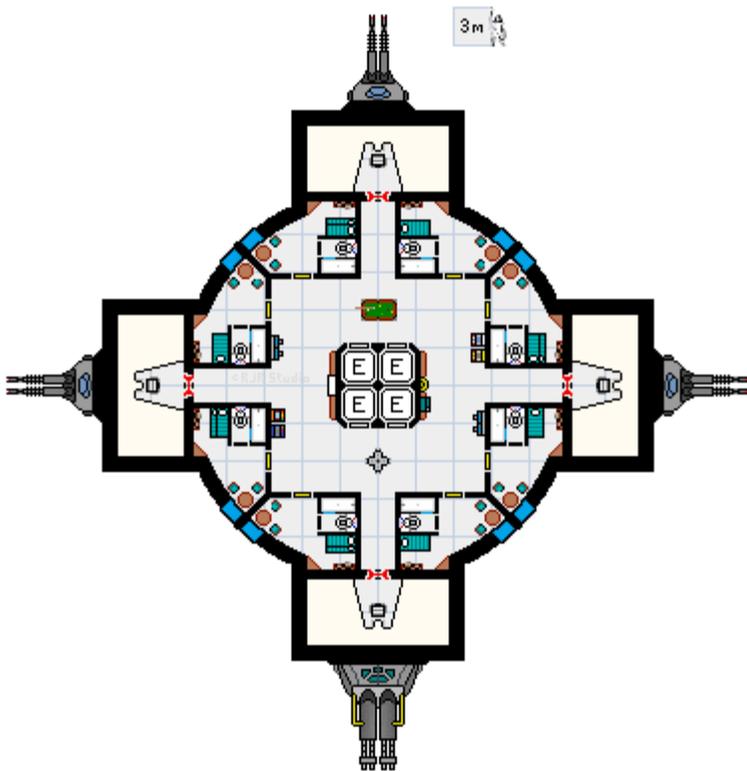
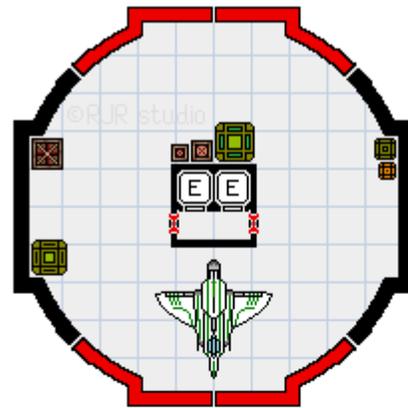
The mid-decks start with a quartet of launch bays, each housing a large launch and accessible via individual airlocks. The perimeter storage areas are meant for robots, dry food storage, and other mission supplies. Robot charging stations flank the elevator banks; each can charge up to four 'bots at a time.

The Forward Gunnery & Crew Deck is next, with a galley/rec area surrounding the elevators and a perimeter of eight more convertible cabins. At the widest point of the deck are four battery weapons: a proton beam battery is dorsal and the other three positions house laser batteries.

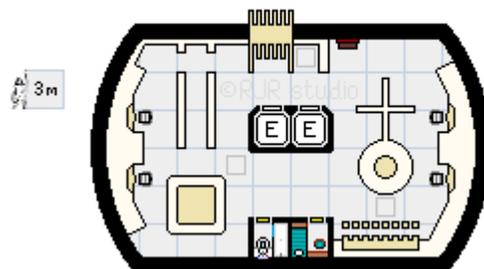


stasis screen generators while an interceptor missile launcher is positioned to port and starboard.

Below administration is the Aft Gunnery and crew Deck, which is equipped similarly to the forward gunnery and crew deck with the exception of weapon placement: an electron beam battery is ventral, while the other three are laser batteries



Below the forward gunnery deck is the Administration Deck. The ventral portion consists of the security briefing room with a detention area to port and weapons racks to starboard, and the ventral-most portion is the brig with eight cells (two of which are double occupancy). To port is the executive officer's office with a reception area and a surveillance center to monitor the craft's interior and exterior. To starboard are the medical lab, the captain's office, and the reception area. Both reception areas offer access to the briefing rooms poised dorsally. The perimeter offers maintenance hatches to access the

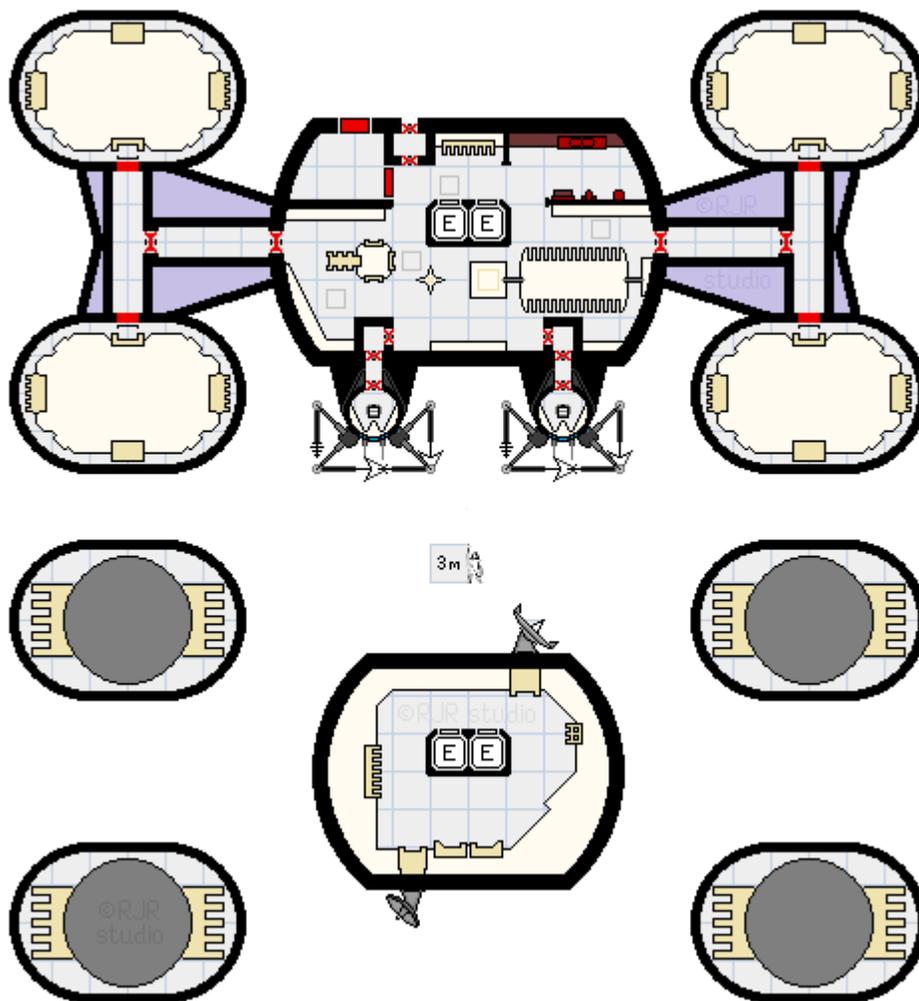


Aft of the mid-decks, the craft begins tapering back down again, starting with the cargo hold. The elevator bank drops back down to two lifts and has an airlock to access the hold. It should be noted that the SDC can carry up to three fighters in its cargo hold, although it cannot launch and recover them as efficiently as a carrier...one fighter can be launched OR recovered per combat turn. The cruiser cannot support the fighters beyond simple transport and launch/recovery, meaning repairs and rearming must be performed on an actual carrier or station.

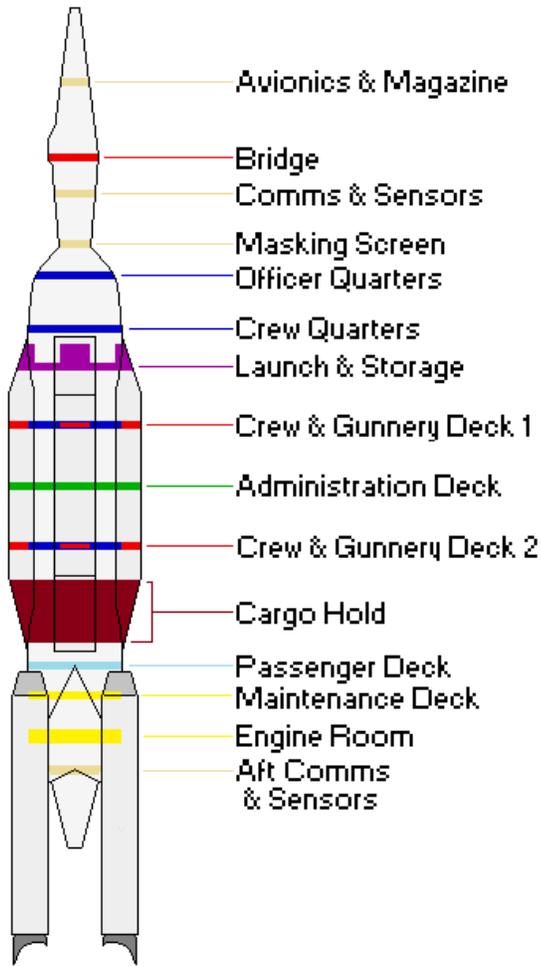
Recovered fighter crews can be housed below in the Passenger Deck, which features a first-class cabin and four journey-class cabins, all double occupancy. The first-class cabin on the dorsal end is typically used for

transporting government officials and the like, while the port and starboard journey-class cabins house their aides and support personnel. The storage area is port/dorsal with a lounge starboard/dorsal. An airlock/lifeboat access occupies the ventral portion, flanked by a galley and rec/lounge areas.

The Maintenance Deck has engine monitoring banks at the port and starboard side, with the life support equipment taking up the space between the port monitors and elevators. An emergency generator is to starboard, and the solar collector relays for the generators can be found dorsally. A temporary cabin for the engineer and a separate fresher are centered ventrally.



The engine room has the main generator and power relay station to port flanked by a large workshop with the foundry, laser lathe, and laser drill press along with a tool rack and workbench. More monitoring equipment circles ventrally from port to starboard. A powerpack recharging station is to starboard and dorsal/starboard is an airlock adjacent to a large parts bay, both of which access the outer hull. A pair of workpod pens are nestled along the ventral side, and thruster access via airlocks are centered port and starboard. The lowest stern deck houses the aft sensors and communications.



SAMPLE SCENARIO

A trio of Sathar destroyers have dropped out of the Void in the Truane's Star system, heading for New Pale Station. Neighboring world Pale's militia is tied up with other affairs, with their frigate and two assault scouts desperately attempting to acquire the inbound invaders. Alas, they're on the other side of the system and at best will make it to New Pale in time to defend the world and orbital station just as the worms arrive. Meanwhile, their third assault scout is undergoing annual maintenance and is unavailable.

The good news is the system defense cruiser Truane's Shield is in the vicinity, having been launched on her maiden voyage on a deep space test run. She has a full crew complement for this trial run, and they will now have a chance to properly break her in, as should be intended for any warship. The destroyers have speed as an advantage, however the Shield has a gaggle of guns to bear once in range of the enemy.

SET UP

Place a UPF light cruiser counter to represent the PMV Truane's Shield on one wide end of the hex map, traveling at any speed between 10-20 hexes per turn

(Truane's Star player's choice). The SDC may safely move up to 30 hexes per turn to retain sufficient fuel to slow down to a speed of zero when reaching its destination. Any greater speed (with a maximum of 60) will require a support craft for refueling before attempting a return trip.

Place three Sathar destroyer counters on the opposite wide end of the hex map, traveling at 10 hexes per turn and no more than 10 hexes apart from each other (Sathar player's choice for distance and location).

OBJECTIVES

The SDC obviously must attempt to take out the destroyers, thus preventing them from acquiring New Pale Station. The Sathar player must commit at least one destroyer to engage with the cruiser.

If at least one destroyer evades or otherwise outruns the SDC, it/they will make it to New Pale, and the second portion of the scenario can be portrayed. Place a planet counter in the middle with a station circling clockwise at one hex per turn. The Sathar player enters the map from one short end (with any remaining destroyer counters) while the Pale militia ships (frigate and two assault scout counters) enter from the opposite. Each player can opt for any starting speed of up to 20 hexes per turn. The Sathar player must destroy the station, whether or not their ship(s) survive. The Truane's Star player must stop the inbound Sathar ship(s) at any cost.

Note that the SDC will not be able to partake in the second half of the battle as any surviving destroyers will easily out-accelerate it. The purpose of the SDC is to stop or reduce the inbound forces.

GAME DATA

PMV TRUANE'S SHIELD (SDC)

HP: 70 ADF: 1 MR: 2 DCR: 100

Armament: LB(x6), EB, PB; T(x4)

Defenses: RH, MS(x3), SS, ICM(x12)

SAV CARNAGE, MENACE, & PERIL

(Sathar Destroyers)

HP: 50 ADF: 3 MR: 3 DCR: 75

Armament: LC, RB(x4), LB, EB; T(x2)

Defenses: RH MS(x2) ICM(x5)

PMV Vocation (Frigate)

HP: 40 ADF: 4 MR: 3 DCR: 70
Armament: LC, RB(x4), LB, EB; T(x2)
Defenses: RH, MS(x2), ICM(x4)

PMV Covenant & Pursuit (Assault Scout)

HP: 15 ADF: 5 MR: 4 DCR: 50
Armament: AR(x4), LB
Defenses: RH

New Pale Station*

HS: III HP: 150 ADF: 0 MR: 0 DCR: 75
Armament: LB
Defenses: RH, MS(x2), ICM(x4)
Communication: Subspace Radio, Videocom, Intercom network
Detection: Radar (3X range), camera system
Mooring Bays: 8 Max HS/Bay: 14
Storage: 112u
Max Population: 3,000
Emergency Vehicles: 120 Lifeboats, 600 Escape Pods
* statistics compiled via Space Station Construction Guidelines from Frontier Explorer #22

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STAND OUT
IN THE CROWD*



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The Star Frontiersman Presents: WoWL 001

TAKING OUT THE TRASH

A WARRIORS OF WHITE LIGHT 2.0 ENCOUNTER



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

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

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

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

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Classifieds

Family of One

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Frontier Space Player's Handbook

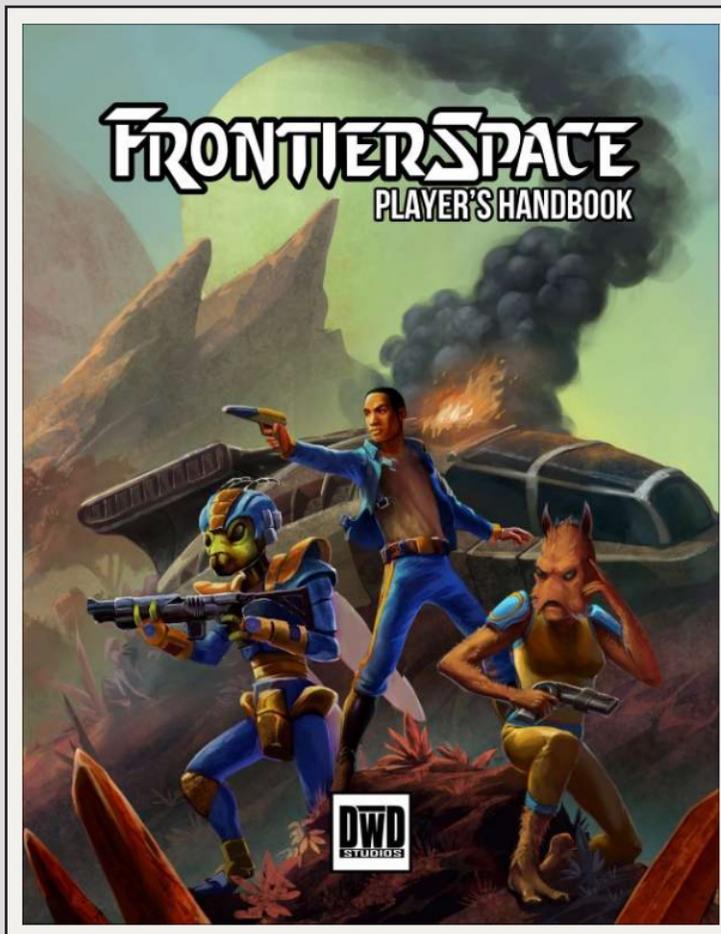
DwD Studios

Among the stars in a distant galaxy there exists a region of densely populated habitable worlds. It is here your story begins, a place commonly called "the frontier" where people dwell and tales unfold.

The Galactic Federation's power now wanes as corporations rise to fill the void left behind by the loss of their protection and authority. Citizens push on against adversity and defy the obviousness of their limitations. They live their lives doing work for the large interstellar corporations and governments. They huddle around spaceports and seek passage to the next system. They fight and they love and they die... but above all else, despite the vastness, despite the isolation, despite the dirt and the dust and the danger... the frontier is alive. And that's what makes it worth fighting for.

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.

RAPIER CORVETTE

THE ASSAULT SCOUT'S BIG BROTHER

By Steven Parenteau

Streel Corporation was the first mega-corporation to challenge the stranglehold the Pan-Galactic Company had on the Frontier. Streel accelerated their forays into the agriculture and transport markets, where many other corporations were happy to break the monopoly that had been enjoyed by Pan-galactic.

Eventually, Streel threw their hat into the ring to get a military contract request for the next generation of Assault Scout vessels. Streel R&D started to work immediately towards a concept for a design but were plagued with constant changes in project leaders and lack of experience. Those issues led to a lengthy design period and a short construction window.

After three years of development, Streel presented their Rapier Corvette design to the Federation Quality Assurance Department. Although the prototype vehicle performed as expected, the ship's design did not meet the Federation specification requirements.

The Rapier had a slightly better survivability than an Assault Scout, but it lacked the speed. The laser cannon increased the range of the vessel since the need for reloading ammunition was removed, but the vessel lacked the lucky knock-out punch of the Federation scout. In the end, the contract with Pan-Galactic Corporation for the Streel Rapier was denied.

Streel was then faced with the issue of having a ship design but no buyer in a frontier dominated by Assault Scouts. They tried to market the Corvette as a heavy system-defense vessel, but most governments were hesitant to have a militia force with a variety of ships from different manufacturers with incompatible parts.

Streel had a bit more luck with selling them as high-speed courier ships, a lighter payload but high-speed delivery. But selling a few courier ships would barely cover the development cost and the Streel executive board was never interested in breaking even.

Then in 49FY another crisis struck the Rapier project. In a bold assault, the New Streel shipyard production and storage facility were attacked, and eleven Rapiers were hijacked and stolen. The ships taken were fully armed assault vessels not courier vessels. A full inquiry, internal and external, was set into motion to investigate the theft.

The inquiry found negligence and security issues at the Streel development division. Several Streel

executives were brought up on criminal charges. Harlan McMasters, head of the project development group, was also arrested but died in a freak accident on his way to incarceration. The ships were never recovered.

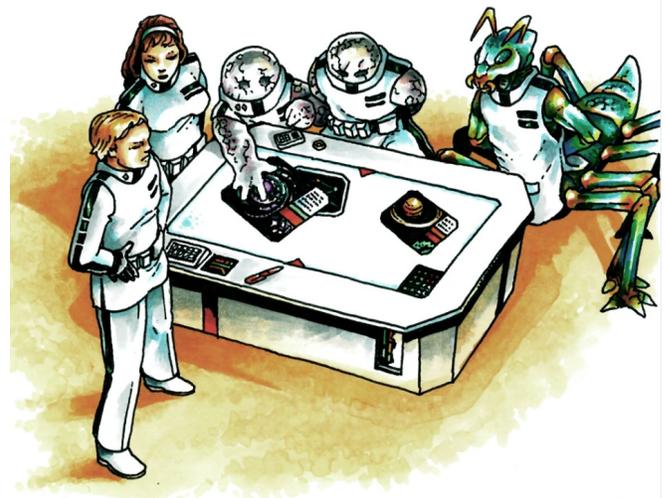
Several years later, a pirate attack in the White Lights system revealed that a pirate group had possession of at least four of the stolen Rapier Corvettes.

Since then, a few more glimpses of these ships have been reported in the frontier systems, like ghosts in space.

THE PLOT

An ambitious middle level executive is approached by a Board of Directors' member. He is tasked with contacting a mercenary group in order to break into Streel and hijack the ships. The mercenaries were mostly composed of pilots and soldiers to infiltrate the facility and steal Corvettes. Access codes were provided to the mercenaries in return for a percentage of loot stolen from future jobs.

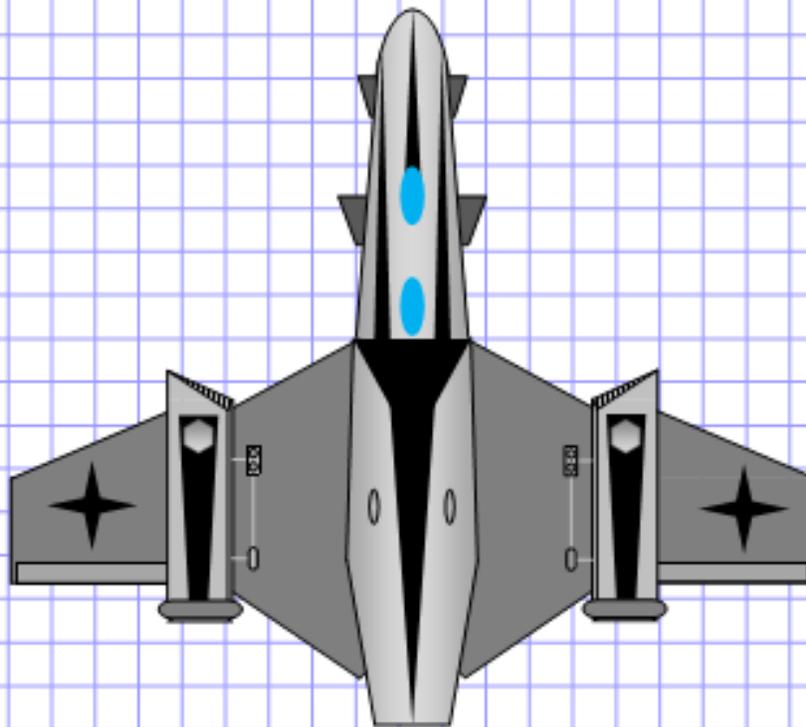
The Streel BOD hands were clean of the blood spilled, the development group got their design tested under fire, the mercenaries become pirates and George, the manager, become a director for the Streel development group.



Art by Benedikt Noir

RAPIER CLASS CORVETTE

Pirate Ship



Rapier Class Pirate Ship

Hull size...4
 Length...75
 Width...12
 Decks...8
 Hatches...2
 Engines...2, Atomic A
 ADF...3
 MR...3
 HP...25
 DCR...60
 Computer... L4 (167FP)
 Life Support...35
 Backup Life Support...35
 Starship Astrogation
 Videocom Radio
 Comm Screens...8
 Intercom with 10 mics
 Subspace radio
 Radar
 Portholes...2
 Full Cameras
 Reflective Hull
 Masking Screen...2
 Laser Cannon...1
 Laser Battery...1
 Spacesuits...16
 Spacesuit (w/usk)...4
 Rocket packs...4
 Magnetic Shoes...20
 Velcro Boots...20
 Spacesuit patches...20
 Fuel Pellets...2

Total=\$1,038,900
 Class I shipyard

Total=\$1,178,900
 Class II shipyard

Rapier Class Computer

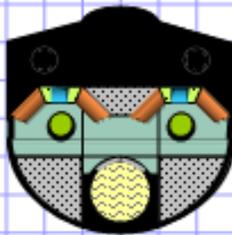
Computer...167FP

- Master Panel
- Atomic (32)
- Life Support (3)
- Life Support Backup (3)
- Alarm...L2 (2)
- Analysis...L3 (4)
- Commerce...L3 (12)
- Communication...L3 (12)
- Computer Lockout...L5 (16)
- Computer Security...L5 (32)
- Damage Con...L2 (4)
- Maintenance...L2 (4)
- Transportation...L3 (12)
- Astrogation...24
- Laser Cannon...(3)
- Laser Battery...(4)

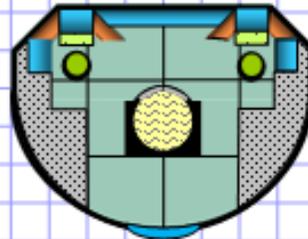
RAPIER CLASS CORVETTE

Pirate Ship

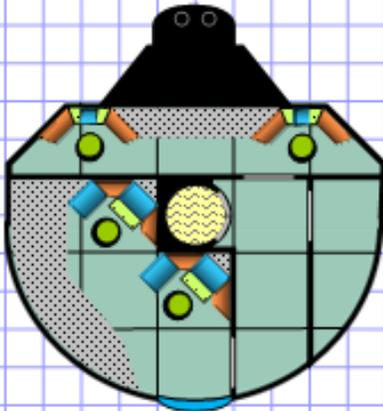
Deck 1
Laser Cannon Control



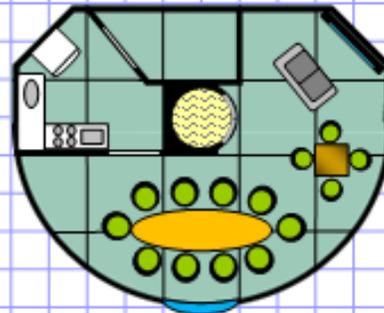
Deck 2
Bridge



Deck 3
Laser Battery Control



Deck 4
Recreation Deck



SHIP CONFIGURATION:

Deck 1, Laser Cannon Control: Access and operation controls for the corvette's laser cannon.

Deck 2, Bridge: Main controls for the ship are located here along navigation and astrogation.

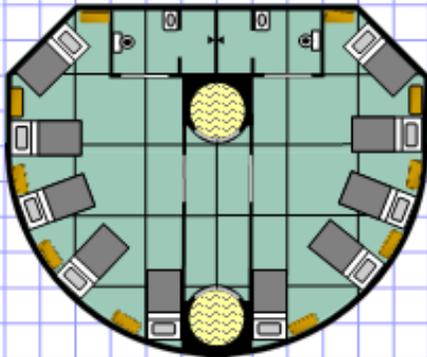
Deck 3, Laser Battery: Access and operation controls for the Corvette's laser battery. Communication and radar controls are also located here.

Deck 4, Recreation Deck: The crew mess and kitchen are here along with storage for the kitchen.

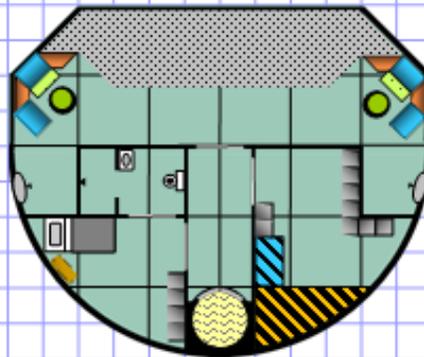
RAPIER CLASS CORVETTE

Pirate Ship

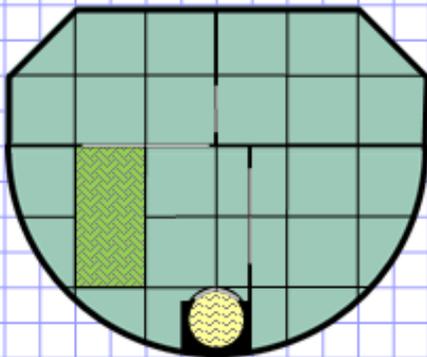
Deck 5
Sleeping Quarters



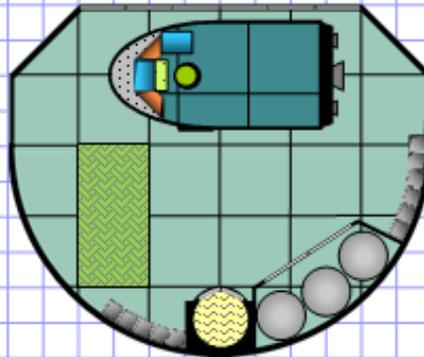
Deck 6
Engineering



Deck 7
Cargo Storage



Deck 8
High Bay



Deck 5, Sleeping Quarters: The crews sleeping quarters can hold accommodations for 10 sleeping racks. The space can easily be reconfigured to add walls or curtains for privacy.

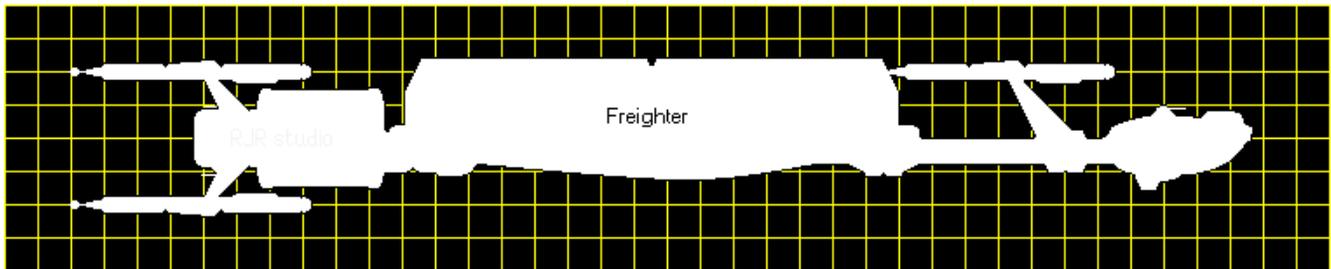
Deck 6, Engineering: The chief engineer of the ship has their quarters here. Also, the engine room itself has controls for all the engines and life support systems throughout the ship. Access to the atomic engine can be gained here and is limited to the chief engineer. Primary life support and main battery supply are located here, with a tool crib crammed in the tight spaces of the deck.

Deck 7, Cargo Storage: The cargo area has a large elevator to access Deck 8 cargo. The large space is broken into 4 sub spaces each with about 55 cubic meters of space.

Deck 8, High Bay: The launch and storage space for the ships raiding boat. There is fuel and a tool crib to perform repairs. A large elevator is also here to move cargo into storage on Deck 7.

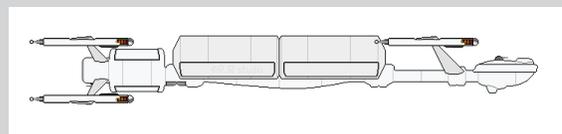
CANON KH FREIGHTER

by Richard 'Shadow Shack' Rose



Pages 6-7 of the Knight Hawks Campaign Book features a decent display of “common” ships from the Frontier, both civilian and military alike. I’ve always enjoyed the simplicity of the size comparisons as a visual guide to offer players throughout the course of a ship campaign. While the supporting text claims freighters can range from hull size 5 up to dreadnought-size 20, the freighter illustrated in the graphic is obviously on the larger end of that spectrum. With the battleship being the big boy of the bunch at HS:20, total number of drives along with scaling suggests this freighter is around HS:14.

I like that size, more so considering a recent endeavor I finally realized for scaling and mapping such massive craft. There has been some debate in the past about how the KH book “made a mistake” in the way this ship is “upside down” by citing other canon artwork. I will end that now by saying first off, there is no upside down in space as there is nothing to reference up from down. You’re in space, there’s plenty of it and nothing else around to make such observations. Secondly, with decks perpendicular to the main axis, “up” is “forward” so upside down would mean the ship is decelerating tail first toward the destination, not that the crew would notice any difference since gravity works the same for acceleration and deceleration. Finally, the referenced canon artwork on page 2 of the Warriors of White Light module depicting this ship as “right side up” is actually depicting a drifting hulk, a ship that is no longer under power with debris floating away from the hull. This means that “which side is up” becomes a moot point since the ship is not capable of being controlled as such, so those onlookers standing in the foreground of said pic are not a valid point of reference. Also noteworthy, that image lacks the stern mounted quartet of nacelles depicted in the graph image so it’s not even the same ship...unless we can accept those drives were destroyed in which case



PGC-1384 BRIGANTINE CLASS FREIGHTER

HS: 14, HP: 70, Powerplant: 6 Ion-B or 6 Atomic-B

ADF: 1 or 3 MR:3 DCR:62 Crew: up to 14

Weapons: n/a (Laser Battery x2 @ no penalty)

Defenses: n/a (Reflective Hull @ no penalty)

Communications/Detection: Subspace Radio, Radar, VideoCom, Intercom

Misc: Cargo Arm x2

COMPUTER (LVL:5 fp:227 w/ion or 267 w/atomic SP:300)

Alarm(6), Analysis(4), Astrogation(4), Commerce(1), Communication(1), Damage Control(6), Drive, Ion-B(4) or Atomic-B(5), Industry(1), Life Support, cap:14(1), Maintenance(6)

Cargo: 2 x 6u Main Bays + 2u Aft Storage Bay

Crew Accommodations: Captain’s Suite, 6 crew cabins (all double occupancy)

Passenger Accommodations: n/a, vacant crew cabins may be used for passenger service

Ship’s Vehicles: Lifeboat, Workpod(x2); Aft Storage may hold additional vehicles

Base Price: 4,310,700 Cr (Atomic Drives)

2,170,700 Cr (Ion Drives)

** Price does not include fuel, emergency equipment, tools, or offensive & defensive systems*

CREW ROSTER/MINIMUM SKILL

Captain/Owner (any position, typically highest skilled or largest wallet)
Pilot (Pilot:5)
Co-Pilot (Pilot:4)
Astrogator (Astrogation:1)
Chief Engineer (Engineer:2)
Auxiliary Engineers x2 (Engineer:1)
(optional) Gunners x2 (Energy Gunnery:1)
Lead Tech (Technician:3/Robotics:1)
Technician (Technician:2)
Computer Operator (Computer:3)
Comms Officer (Technician:1)
Sensor Officer (Computer:1)

we're right back to drifting hulk again. As such, I have chosen to use the graphic as-is for my rendition of the craft. Anyone that feels strongly enough to challenge the upside down point can submit their corrected version in a future issue wink wink nudge nudge

because we're open to all sorts of submissions here at the Star Frontiersman whether it conflicts or coincides with previously published material.

Back on topic, at size-14 she's the largest craft capable of utilizing the mid-sized "B" drives, meaning you're still spending less than you would on the massive C-drives and dealing with lower performance that is common on HS:15 and larger craft that struggle to get out of their own way. As such I have taken the liberty of taking this basic example on the grid and defining it into a full fledged starship that you, the referee, may utilize in your campaigns. Enjoy!

Pan Galactic's *Brigantine* class freight hauler is an aging design dating back prior to the dawn of atomic drives in the Frontier. Numerous updates have been made over the two+ centuries in which they have been built, and there is still the occasional older sample that plies the space lanes. Being an old design, the architectural fees have been absorbed long ago so such fees will not be applied if players opt for constructing one of these craft...although customizing and/or altering the basic design may incur such fees.

Despite its size and awkward shape, the spacecraft has a simple layout divided into three sections: the forward decks for crew & operations, the twin holds, and the aft maintenance and engineering sections. The vast majority of travel time will rarely see any action below the forward decks.

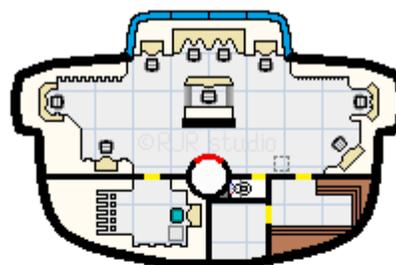
Unique to this design are primary and secondary drives. The secondary forward pair of drives are only utilized when the ship is empty (which is rare considering the nature of freighters), a throwback to earlier days of space travel where fuel conservation was an issue. When empty and operating on these

drives, ADF will be 1 for atomic drives and $\frac{1}{2}$ for ion drives while MR is reduced to 1 for either system. The quartet of primary drives at the stern are used when any load is being carried, thus utilizing the full performance range of both drive systems (re: max ADF and MR).

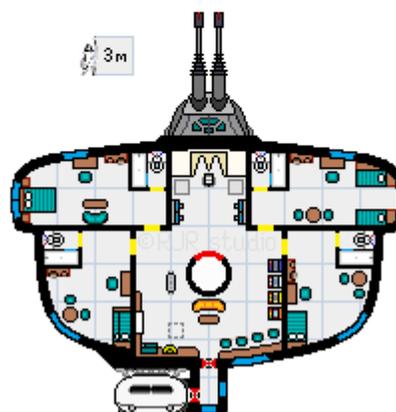
Also unique to this design is the (optional) battery placement. One laser battery is mounted on the extreme forward portion of the craft while the other is extreme aft. Due to the extending nature of the holds, this mildly restricts the field of fire for each battery. The stern gun may not acquire targets that are head-on to the front and the forward gun may not acquire targets "head-on" to the tail (i.e. what would otherwise be defined as a head-on bonus for forward firing weaponry in the Tactical Operations Manual, applied to either end of the craft). Any targets flanking the ship may naturally be tracked by both guns.

DECK PLANS

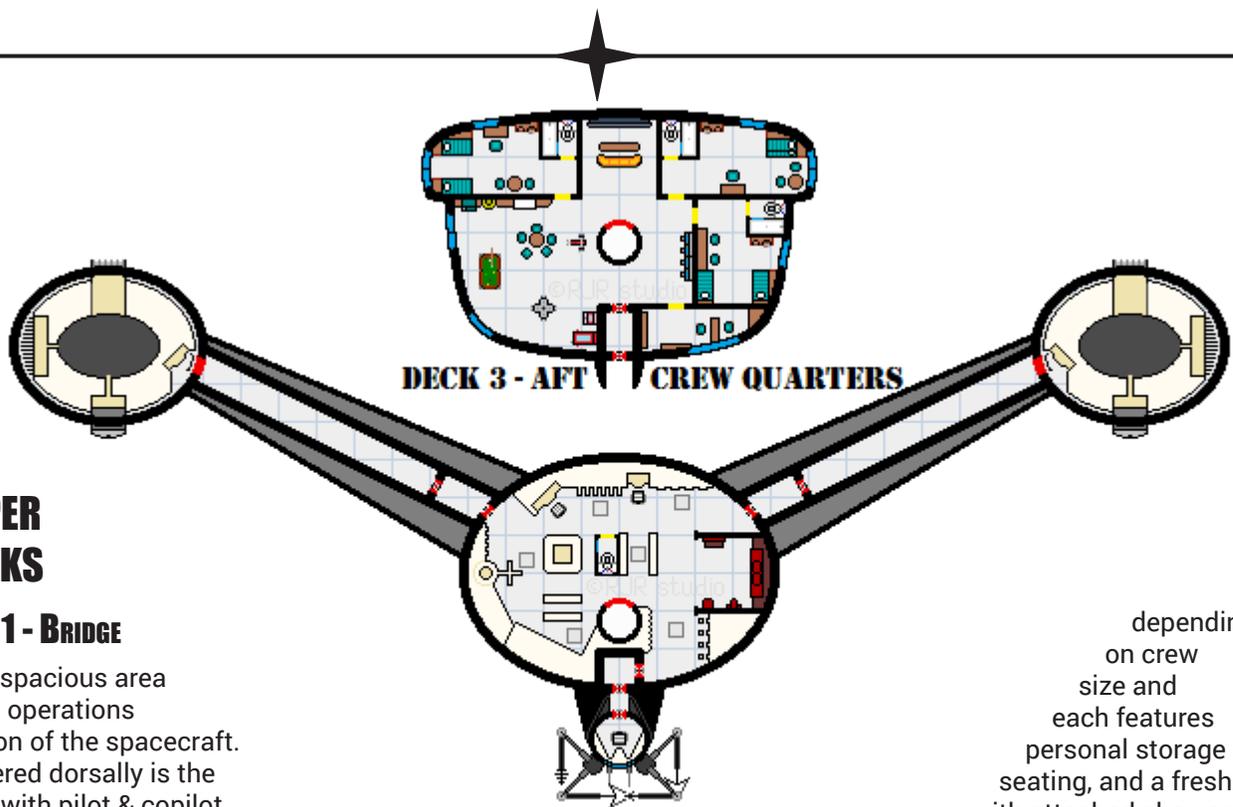
The Brigantine deck plans are scaled at a 3-meter grid. As with all my deck plans, "north" is the dorsal side, "south" is ventral, "east" is port and "west" is starboard.



DECK 1 - BRIDGE



DECK 2 - FORWARD CREW QUARTERS



UPPER DECKS

DECK 1 - BRIDGE

This spacious area is the operations section of the spacecraft. Centered dorsally is the helm with pilot & copilot stations in the middle flanked by comms and sensor stations.

Viewports allow the operators to enjoy the stars when they're not busy operating their respective controls. The captain's station is centered directly behind the helm with a good view of the entire area. The navigation controls are to starboard along with a computer operator's station ventral of the astrogator. The engineer's station is to port with a lead tech's station adjacent on the ventral portion. The captain's station, both pilot stations, engineer, astrogator, and computer operator stations each have a control panel to access the mainframe.

The ventral/starboard section houses the mainframe computer itself. Note the chair is a standard comfort item and not an acceleration seat, unlike the navigation station counterparts. A panel in the floor leads to the maintenance shaft below, with another panel located on the crew deck below to complete the access from either deck. The ventral/port section is a storage area with shelves and racks for personal weaponry and other items and an open area for robot storage or other larger items. Finally, a fresher is located adjacent to the lift shaft along with a ceiling panel nearby to access the avionics, communication equipment, and sensors above.

DECK 2 - FORWARD CREW QUARTERS

This deck is typically reserved for the officers with the captain's suite occupying the dorsal/starboard area. The other three cabins can be set up in a variety of ways ranging from a single bed, dual beds, bunks, or a full sized bed for more intimate relations. All cabins (and the suite) can be single or double occupancy

DECK 4 - FORWARD ENGINEERING

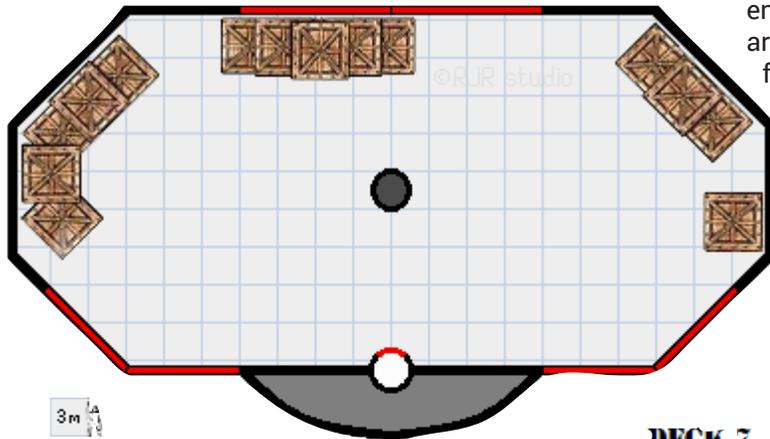
depending on crew size and each features personal storage seating, and a fresher with attached shower. Controls for a laser battery are in the center dorsal area along with a pair of access panels to the components below, if the craft is unarmed this area is an expanded lounge area instead with a viewport and lounge furnishings. The center portion surrounding the lift shaft is the galley and lounge featuring a refrigeration unit and auto-cooker along the starboard/ventral portion, dining area opposite that to port with gaming consoles adjacent, a holographic entertainment center is starboard of the lift shaft, and a quartet of personal access terminals is dorsal to the lift. As mentioned in the Bridge section above, a ceiling panel near the auto-cooker leads up to the computer maintenance shaft. Finally, an airlock is centered ventrally that leads to a lifeboat mooring pen.

DECK 3 - AFT CREW QUARTERS

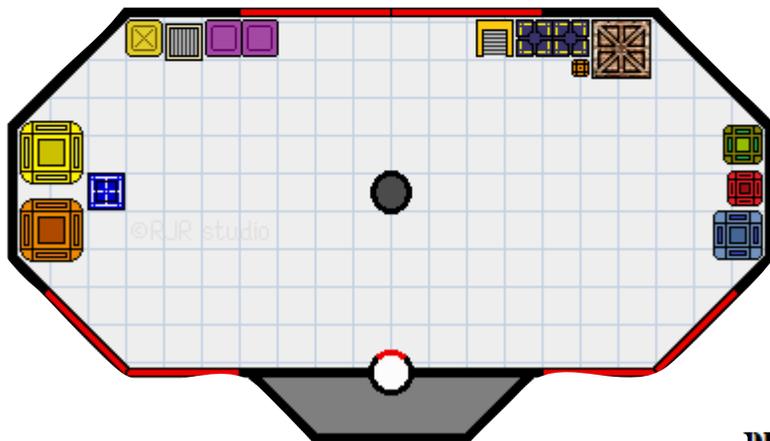
This deck is similar to the officer deck, albeit with three cabins instead of four. Each cabin can be set up for single or double occupancy as the officer cabins. An office area is located to port/ventral on this deck, serving as a simple means of record keeping and a private conference area when needed. The starboard/ventral area is a large recreation and galley for the crew featuring a holographic entertainment center, dining area, weight bench, and table gaming center. The galley has a refrigeration unit and auto-cooker as well as an enclosed grilling station. A quartet of personal access terminals is located along the port cabin bulkhead and a holographic theater is centered dorsally. The main airlock with docking collar is centered ventrally.

DECK 4 - FORWARD ENGINEERING

The secondary drives are positioned on this deck along with the support equipment. Nacelles with airlock/decontamination areas are to port and starboard, leading to maintenance hatches accessing the drives where half of the overhaul procedures



DECK 5 FORWARD HOLD STORAGE BAY



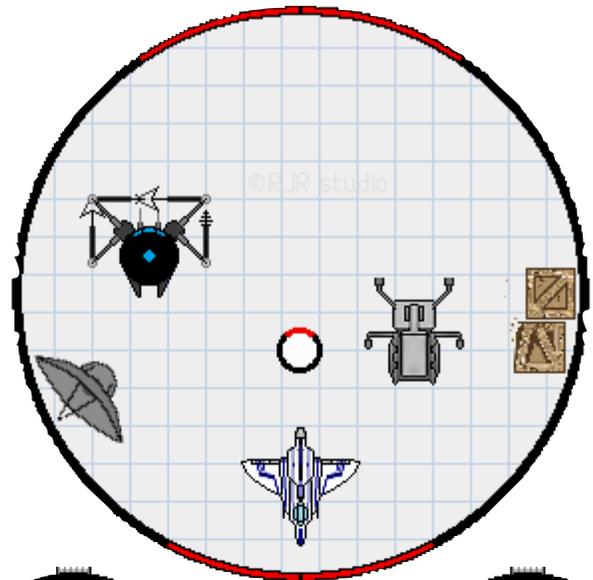
DECK 6 AFT HOLD

are spent (or simply access points for ion drives if so equipped). An engineer station with control panel for accessing the ship's computer is in the dorsal portion, along with an adjacent technician station that doubles as a freight handling station to utilize the cargo arms in the holds. The other half of drive overhaul time is spent in this area. A workshop fills the port area featuring a foundry, tool rack & workbench, a laser lathe (lase) and a laser drill press. The life support equipment is located on the starboard side and various pieces of monitoring equipment are sporadically placed around the rest of the deck. A fresher is located near the lift shaft, and an airlock centered ventrally leads to a workpod. Floor panels are also scattered about, leading to maintenance areas below the deck.

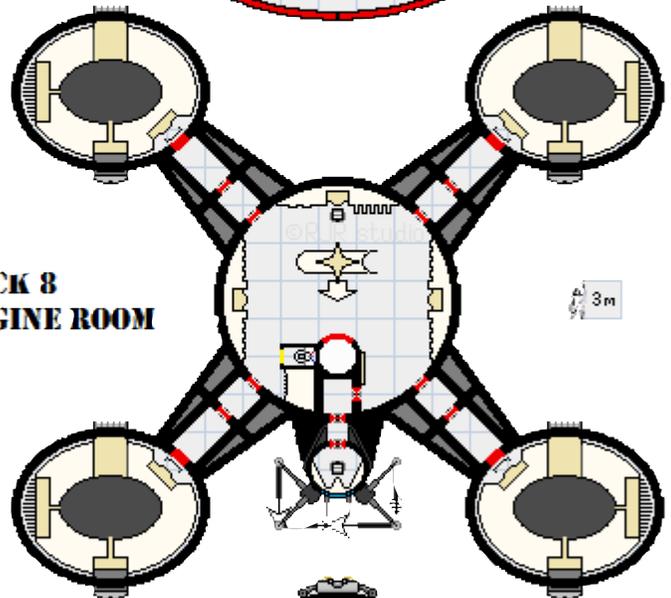
MID-DECKS

DECKS 5 & 6 - CARGO HOLDS

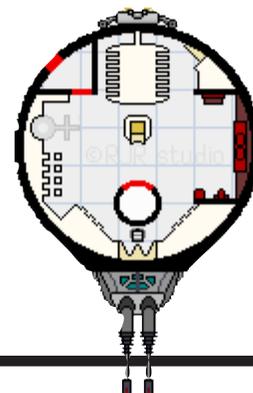
These identical areas are where the profits are stored for transit. Each features a central shaft with a cargo arm that can be remotely operated in the forward engineering deck or manually in each hold. Bay doors are located port & starboard along the ventral portions for station duty and a dorsal set of bay doors are utilized for deep space transfers. Each hold can store six (6) cargo units.



DECK 8 MAIN ENGINE ROOM



DECK 9 MAINTENANCE & WORK SHOP



STERN DECKS

DECK 7 - STORAGE BAY

This deck is an auxiliary hold that can contain two cargo units, although there can be no provisions for a cargo arm on this level as the lift shaft would interfere with such equipment. This section is often used for storing larger items such as generators or heavy duty robots along with auxiliary vehicles such as additional workpods, launches, a shuttle, or fighter craft to defend the host ship for owners that prefer some personal storage space. Granted, leaving it vacant allows for extra hold space for profits, although any cargo would be manually loaded by the crew or heavy duty robots if available.

DECK 8 - MAIN ENGINE ROOM

Another engineering section, the primary drive engine room is a smaller version of the forward/secondary section. Like the secondary area, a monitoring station occupies the dorsal side of this area. Port and starboard monitoring stations sans command chairs complement this, each sporting a control panel accessing the mainframe computer. A quartet of nacelles extend uniformly around the hull, each with an airlock/decon station and maintenance access to the primary drives. Overhaul time is similar to Deck 4, with half the time spent at monitoring stations and the other half at the drive itself. A fresher is adjacent to the lift shaft and an airlock is centered ventrally to access a workpod. Additional power monitoring equipment occupies the center of this area.

DECK 9 - MAINTENANCE & WORK SHOP

Due to the more narrow nature of this end of the craft, these areas have been split from each other unlike the larger Deck 4 area that accommodates everything. The most noteworthy difference being the additional (and optional) stern laser battery emplacement (if the craft is unarmed, this becomes a small storage area). Another workshop occupies the port side here, and auxiliary life support equipment is to starboard. Note that the base design does not have such equipment, rather space is allocated if the owner wishes it to be added during or after construction. A generator and power relay station are dorsal in this area, with various monitoring and machinery dotting the rest of the deck. An airlock in the starboard/ventral area facilitates moving larger fabricated parts outside when needed.

GAMING SCENARIO: RUNAWAY!!!

The party is serving as crew aboard a Trans-Travel 1200F Argosy class freighter that recently berthed at Pale Station for a layover. During the course of their stay, they overheard an emergency situation that was underway — the PGCS Absconder was orbiting

Pale when flight control ordered it to be moved into an alternate circuit to avoid other orbital traffic. The only crew aboard was a lead tech with a basic understanding of spaceship operation, meaning he was certified as a shuttle pilot. With no certified starship pilots available to move the craft, the tech was able to fire up the secondary drives, point the craft toward the assigned vector, and nudge the throttle past idle. An external issue popped up, so the tech suited up for an EVA maneuver thus abandoning the helm. Once through the airlock while the tech was attempting to secure his anchor line, the throttle slipped and the ship gradually accelerated up to 0.5G, leaving the hapless tech drifting behind. Once rescued, he was debriefed, and Pale Station's long-range sensors began tracking the runaway freighter.

After several hours of tracking, it was determined that the Absconder would require 144 hours to attain jump velocity, however in 71 hours it would cross paths with New Pale Station on its present course... making it a collision course! The whereabouts of the Absconder's captain who piloted the craft remain unknown. PGC has been contacted and they wish to have the freighter recovered intact and are offering a cash reward for such results.

Pale's militia can dispatch an assault scout to intercept; however, they lack a sufficiently skilled pilot to safely bring the ship back under control. The TT freighter's captain could operate the Absconder in emergency conditions; however, he is reluctant considering his company has recently placed him on forced retirement conditions set to begin in a matter of weeks so he sees no need risking his life, more so for another mega-corporation's emergency.

The TT craft is equipped with grapples though. If the party has at least a level-3 copilot then that PC can fill in, otherwise a level 1-2 pilot would have no chance of operating the runaway vessel although such pilots can at least shut down the drives while attempting maneuvers on the ship they are not rated for. Anyone under level 3 will face similar issues operating the TT Argosy class freighter as well. Also noteworthy, the militia scout will have no trouble acquiring the Absconder while the Argosy class freighter would take more time.

GAME NOTES

If you don't have it yet, download the Trans-Travel Campaign Book to access the deck plans for the TT-1200F Argosy class freighter.

https://preview.drivethrurpg.com/en/product/465840/Trans-Travel-Campaign-Book?affiliate_id=431782

For those missing out on said wholesome goodness, feel free to use the Large Freighter deck plans from

SS Newquay

TT-1200F Argosy class freighter

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

ADF: 3 MR: 2 DCR: 56 Crew: up to 14

Armament: Laser Battery (x2), Grapples

Defenses: Reflective Hull

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

Computer (LVL:4 fp:135 SP:120)

Alarm (4), Analysis (4), Astrogation (4), Commerce (1), Communication (1), Damage Control (4), Drive - Atomic B (5), Industry (1), Information Storage (1), Laser Battery (1)x2, Life Support cap:20 (1), Maintenance (4)

Cargo Capacity:12

Crew Accommodations: Captain's Suite (double occupancy)

2 Crew Cabins (two single to triple bunks each)

Passenger Accommodations:

1 First Class Cabin (double occupancy)

2 Journey Class Cabins (double occupancy)

Ship's Vehicles: Lifeboat, 2 WorkPods

the inside cover of Warriors of White Light module to represent the Argosy class craft that the party is presently contracted under. This particular Argosy class ship specifications are as follows:

Much to Pan Galactic's chagrin, the crewless Absconder may have to be damaged in order to facilitate boarding and recovery. PC gunners will have to utilize the Selective Targeting skill to knock out the propulsion before any boarding attempts can be made. Fortunately, any drive hit will disable the Absconder since she is accelerating at ADF:1. Naturally, grapples may be used against the Absconder while she is still under power as spelled out on page 35 of the KH Campaign Book, with the caveat that the Absconder has no pilot and is

not maneuvering so a factor of zero applies to the evading/cough} craft's pilot level and MR. If the ship is successfully grappled, the Newquay can prevent any chance of collision until a suitable pilot can be found and ferried to the Absconder.

Note that a level-3 pilot may operate the Newquay under the following restrictions:

- ADF will be reduced to 1.
- MR will be reduced to 1.
- There will be no bonus for head-on forward firing weapon attacks --- translated to a factor of one applied to the grappling ship's pilot level along with the reduced MR factor of one.

These restrictions parallel those in SF/KH:0 - Warriors of White Light. Note that a level-4 pilot will incur the same restrictions while operating the Absconder as she mandates a level-5 pilot for normal operation.

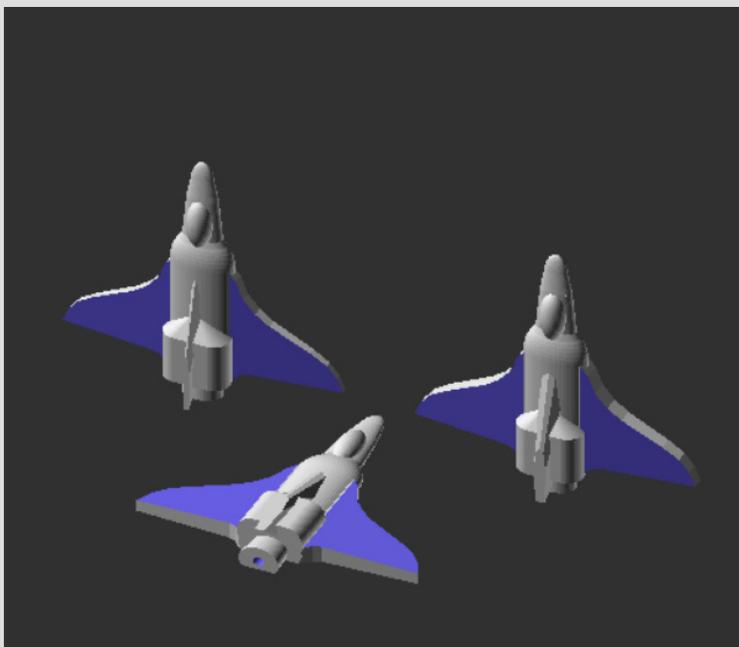
Once boarded, any pilot or even a level-6 technician can shut down the Absconder's drives, however it will continue to drift along its present vector...which may or may not intersect with New Pale Station's orbit (roll doubles on 2d10 for collision to occur). If collision is still imminent, there will be no choice but to hulk the Absconder to prevent tragedy. The players may assist the militia assault scout in carrying out this duty if desired.

After the runaway ship has been acquired, an NPC level-5 pilot can be transported by Pale's militia if the referee desires. Consider said pilot to be a SpaceFleet cruiser pilot on vacation and responding to the emergency after the call goes out, but not before the party goes after the runaway ship.

EXPERIENCE AWARDS - Each participating player will earn a minimum of one experience point for this scenario. Two more points are to be awarded if the party manages to grapple, board, & disable the runaway craft. Only one bonus point will be awarded if the Absconder is disabled via selective targeting, boarded, and repairs are affected so it can be rerouted by the crew or NPC level-5 pilot. No bonus points will be awarded if the Absconder is destroyed, and the party will suffer a black mark regarding any future employment opportunities with Pan Galactic.



Original artwork from Star Frontiers Warriors of White Light © TSR and Wizards of the Coast



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.

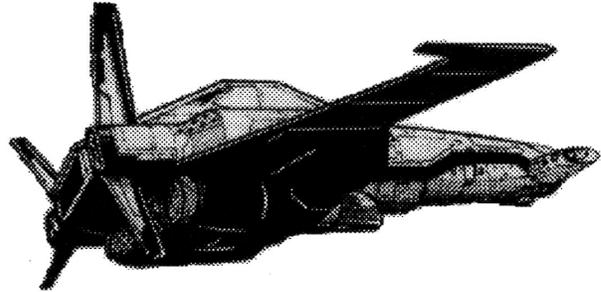
Available on [DrivethruRPG](#) Price: \$0.99

THE HUNGRY POLECAT

by Kevin Armstrong

(EDITOR'S NOTE) Kevin 'Down the Rabbit Hole' Armstrong submitted this as a "use it if you want" scanned hand-written document. As such it became a labor intensive project converting it to a word document suitable for publishing, and I'm usually up to such challenges so I took it head-on. On the surface it appeared to be an amalgam of KH and Zeb's Guide with some house rules thrown in for good measure, so some of this may or may not meld with those rule sets. Either way, I was intrigued with the ship itself and that was motivation enough. Without further ado, the Star Frontiersman proudly presents: The Hungry Polecat!

Richard. 'Shadow Shack' Rose



SS HUNGRY POLECAT

CIVILIAN SCOUT SHIP

Hull Size: 3 Hull Points: 15 ADF: 3 MR: 3 DCR: 29

Weapons: Laser Pod, Laser Battery

Defenses: Reflective Hull

Owner: N/A

Captain Aboard: Rel Dackfin

Home System: Dramune

Age: 12 years GST (3% chance of breakdown)

Drives: 2 GVMP1 Momentum Atomic Engines, Class-A

Fuel Complement: 3 Plutonium or Uranium Pellets per drive

Last Overhaul: 8/17/59

Last Annual Maintenance: 1/12/59

Crew: up to 6 plus robots

Cargo Capacity: 2 units

Life Support, Main: Type 2 (up to 6)

Life Support, Back-up: Type 2 (up to 6)

Life Support, Additional Back-up: Type 2 (up to 6)

Sensors: Radar, Energy Sensor, Skin Sensors, Camera System

Communication: SubSpace Radio, Videocom

Main Computer (Level-4, Function Points:87)

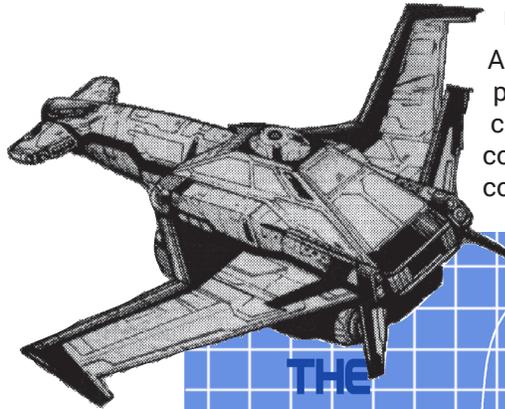
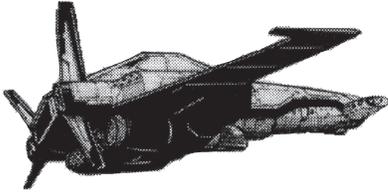
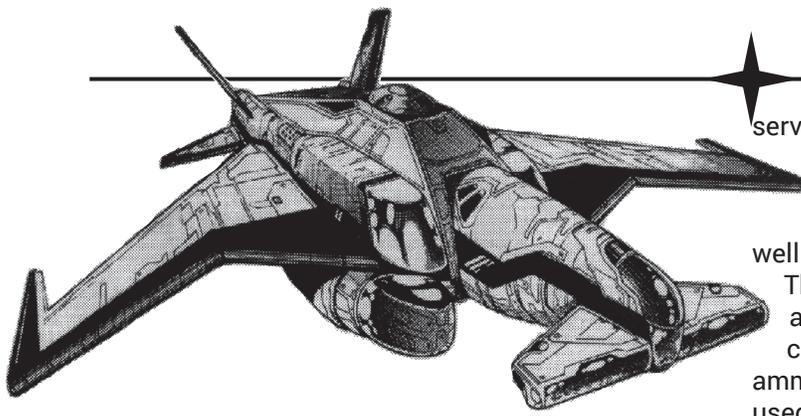
Alarm-2, Atomic Drive-4, Bureaucracy-3, Communication-2, Computer Lockout-4, Computer Security-4, Damage Control-2, Life Support-1 (x3), Maintenance-2, Skin Sensors-1

Combat Computer (Level-3, Function Points:57)

Bureaucracy-3, Computer Lockout-3, Computer Security-4, Installation Security-2, Laser Battery-1, Laser Pod-1, Robot Management-4

Astrogation Computer (Level-3, Function Points:56)

Astrogation-4, Bureaucracy-3, Computer Lockout-3, Computer Security-4, Information Storage-2 * Price does not include fuel, emergency equipment, tools, or offensive & defensive systems



serve as spacesuit lockers. Adjacent to the lockers is a ladder extending 1.5 meters upwards to a cramped crawlspace for maintenance and repairs to the avionics, comms, and sensors as well as space for temporary quarters for two if needed. The elevator shaft takes up the ventral area with a false bulkhead panel to port that conceals a cache containing racks and storage for small arms, ammunition, and body armor; or the entire area can be used to hide some contraband or even a PC/NPC.

DECK 2 - ENGINEERING

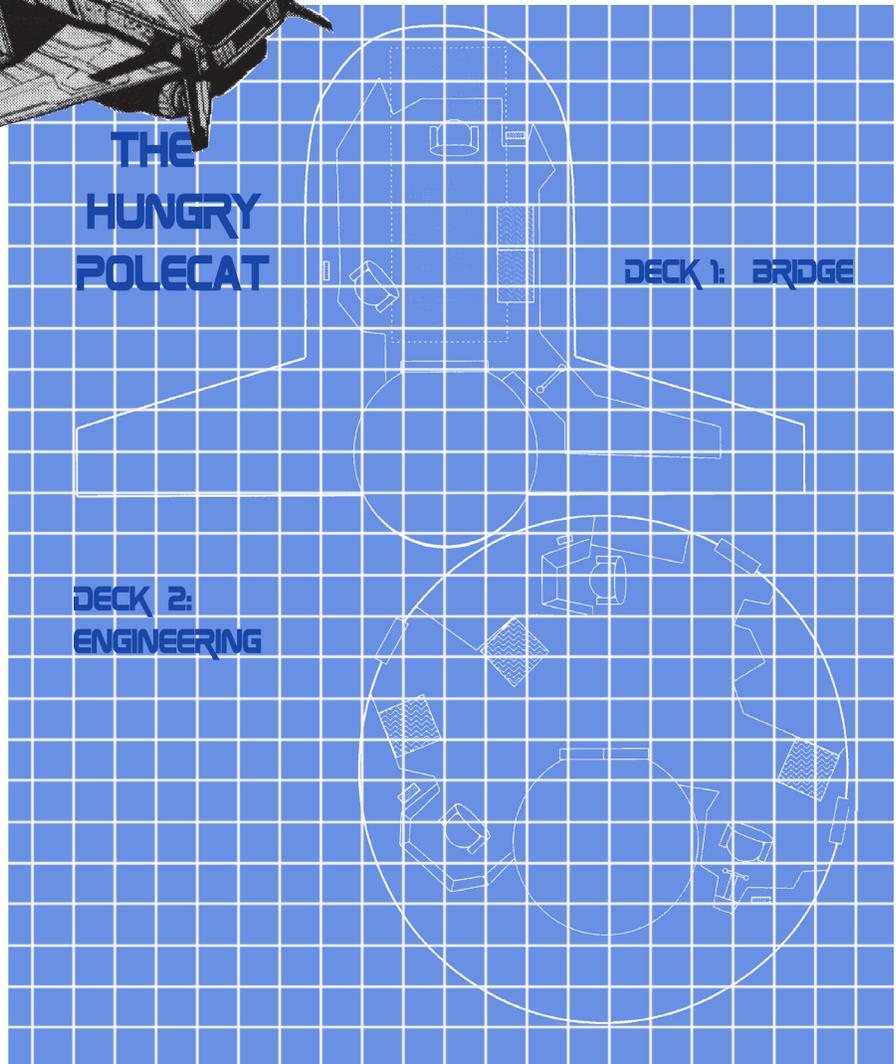
The dorsal section houses the engineer's station, the starboard area is the astrogator station while laser battery controls are to port. Each command chair has gauss protection similar to those found on the bridge, and each station has a metal spacesuit locker nearby.

A trio of mainframe computers occupies the port side behind the gunnery station, the main/central computer is flanked by the combat computer (dorsally) and the astrogation computer (ventral). They are all interfaced

DECK 1 - BRIDGE

The dorsal curved viewport extending overhead is shatter resistant (i.e. bulletproof, impenetrable by handheld ballistics). Both command chairs are electro-adjustable and protected with internal Gauss Screens. The pilot station has a trio of computer access panels, each accessing one of the three computers...all three computers are accessible from this station. Incidentally all three can be overridden from this position as well as locking access to other stations if necessary. In times of dire need, the pilot may connect to other stations but suffers a -20 modifier and is restricted to ADF:1 and MR:1 while doing so. In other words, the pilot may access the Laser Battery with a -20 to hit modifier or attempt Damage Control with a -20 modifier without leaving the station.

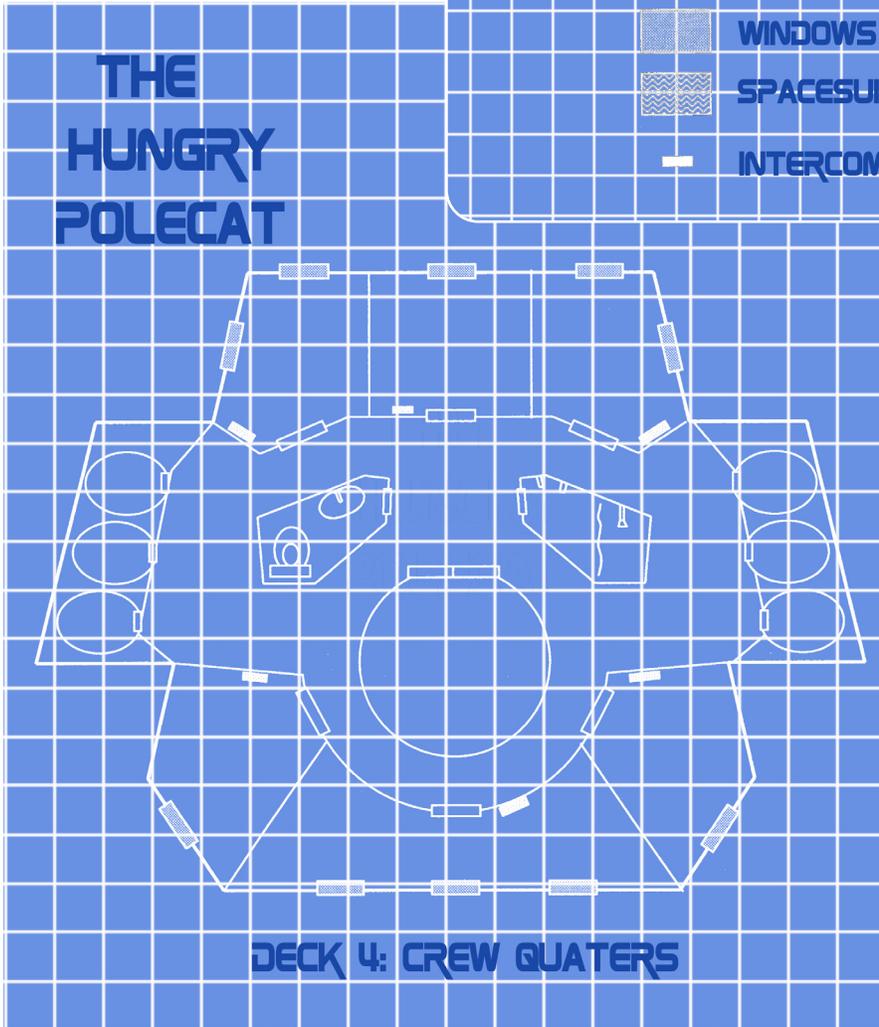
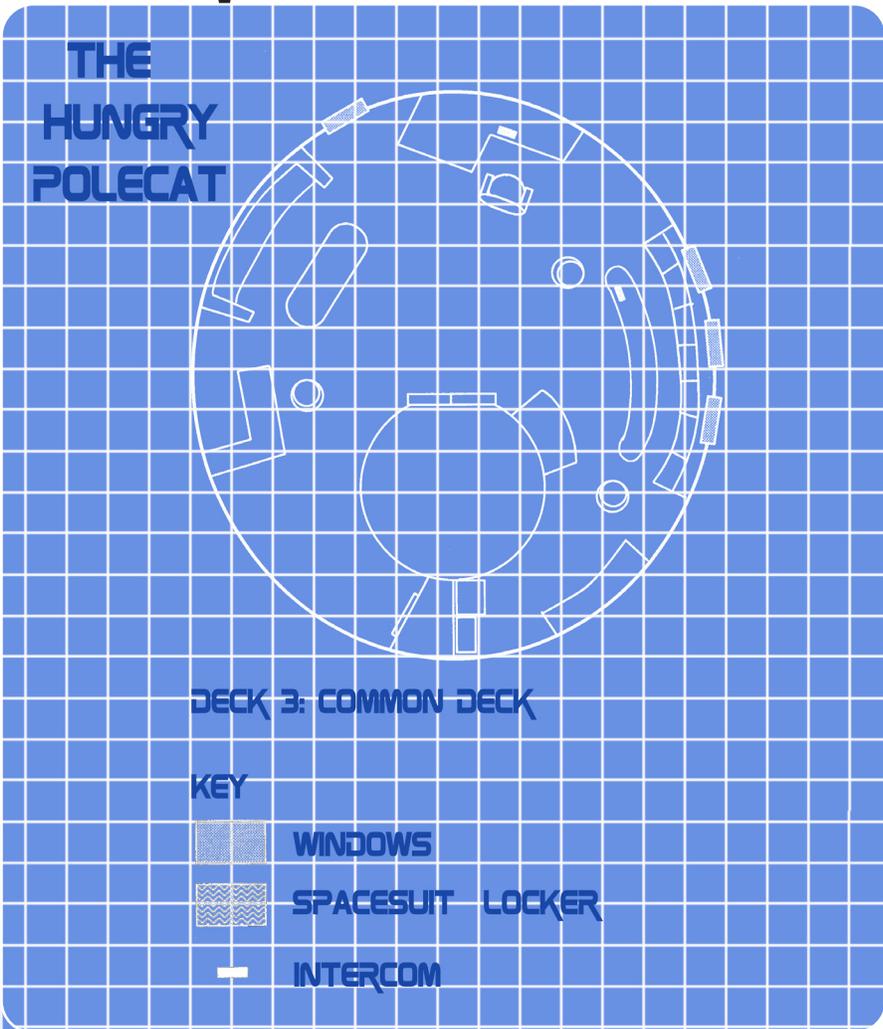
A pair of metal cabinets behind the pilot station on the port side



with bureaucracy programs, although control panels at each station restrict access only to the functions utilized by each station. The computers are protected by an armored shell (250 structure points) with a level-5 lock to open the shell.

DECK 3 - COMMON DECK

An auto-cooker and pantry is ventrally adjacent to the elevator shaft, with a cabinet above the cooker to store plates, cups, and flatware etc. Opposite of that on the dorsal end is a desk and chair along with a computer access terminal. Numerous ledger books, documents, licenses and certifications can be found within the desk drawers. To starboard is a wet bar and lounge area and a dart board on the ventral partition. If the bullseye is depressed inward and rotated, it pops out as a handle



to open a secret door to a small area behind the mini-galley that can accommodate two persons or one vrusk, or a similar amount of smuggled or concealed items. An airtight hatch (100 structure points) below the single viewport opens downward to a crawlway to the captain's suite below. To port is a booth and table with a trio of viewports, adjacent to that is a holographic projecting entertainment center.

DECK 4 - CREW QUARTERS

A trio of officer cabins takes up the dorsal area, each with a viewport, bunk, desk with chair, and a wardrobe closet. The starboard cabin is typically reserved for the captain, and it has a ceiling hatch leading to a crawlway up to the Common Deck. The ventral crew cabins are similarly furnished, with the center cabin being somewhat

cramped in the middle yet sporting a trio of viewports for a luxurious view. Each is accessible via a roll-up door (30 structure points) and can be secured by a mechanical level-3 lock. Communal fresher and shower are centered dorsally from the elevator, the shower also has a small laundry unit with a single person's basic wardrobe capacity. A trio of escape pods line both the port and starboard sides of this deck, each accessible by a 100 structure point hatch.

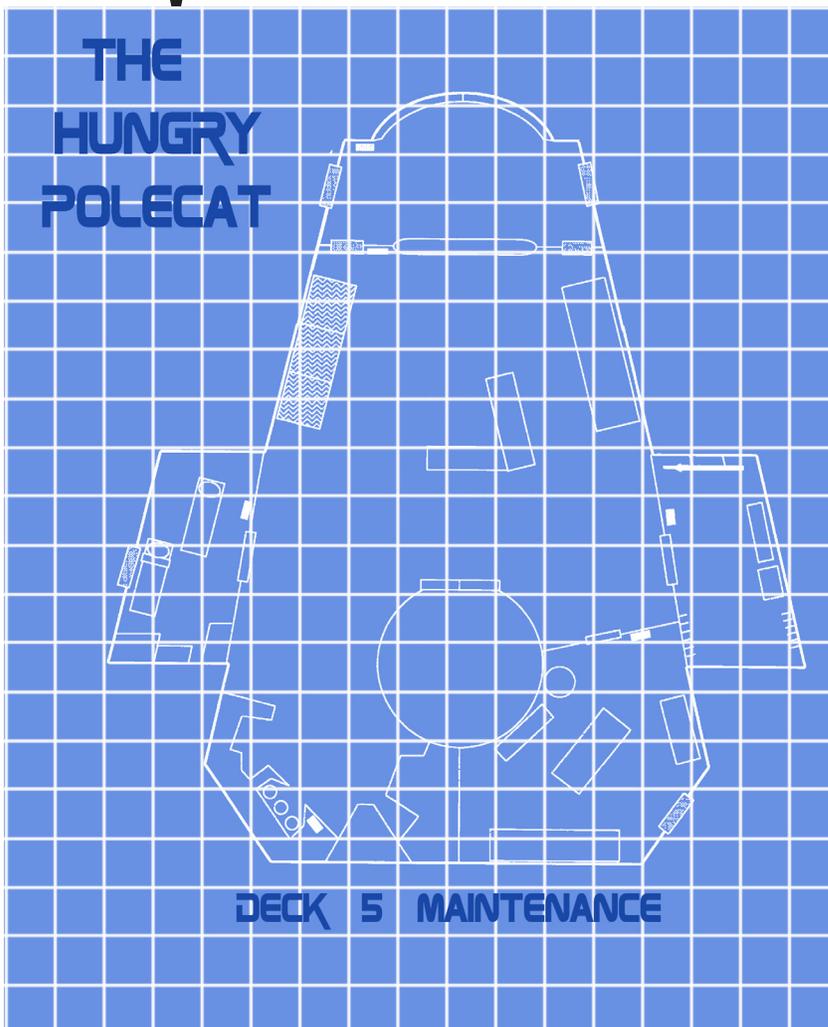
DECK 5 - MAINTENANCE

The interior hatches of the dorsal airlock are protected by a level-5 voice recognition lock that features passive leads to connect a spacesuit communication cable when used in a vacuum. The inner hatches have 200 structure points, the clamshell outer hatch has 300 structure points. The clamshell hatch doors open outward and can be operated simultaneously or individually. Pressurize/depressurize time is 90 minutes per cycle. An extending ladder spans the hull flanking the clamshell hatch, and extends downward when landed.

A trio of spacesuit lockers is positioned on the starboard bulkhead by the airlock, and similar lockers to port are utilized for various toolkits and spacesuit accessories. A bench area in the center is used for an assembly area when suiting up for EVA duties. The ship's locker is to port of the elevator with a level-4 copper card lock, the door has 150 structure points. Various racks and storage lockers are intended for body armor and personal weapon storage. The port/ventral area is a maintenance workshop with tool cabinets, a bench, laser drill press and laser lathe. A steel cage cylinder runs the length from floor to ceiling and contains spare parts in the way of pipes, girders, and rods for structural integrity repair. A large ventral storage area contains various sizes of hull plating for external repair patching.

Adjacent to the workshop at starboard/ventral is the ship's "power core", essentially the engineer's monitoring and power relay station with five powerpack and parabattery recharging terminals. Other items in the area include life support monitoring, power and fuel management systems, monitoring for the phase amplifiers powering the ship's laser weaponry, and a storage area for spare insulated fuel pellet containers intended for the atomic drives.

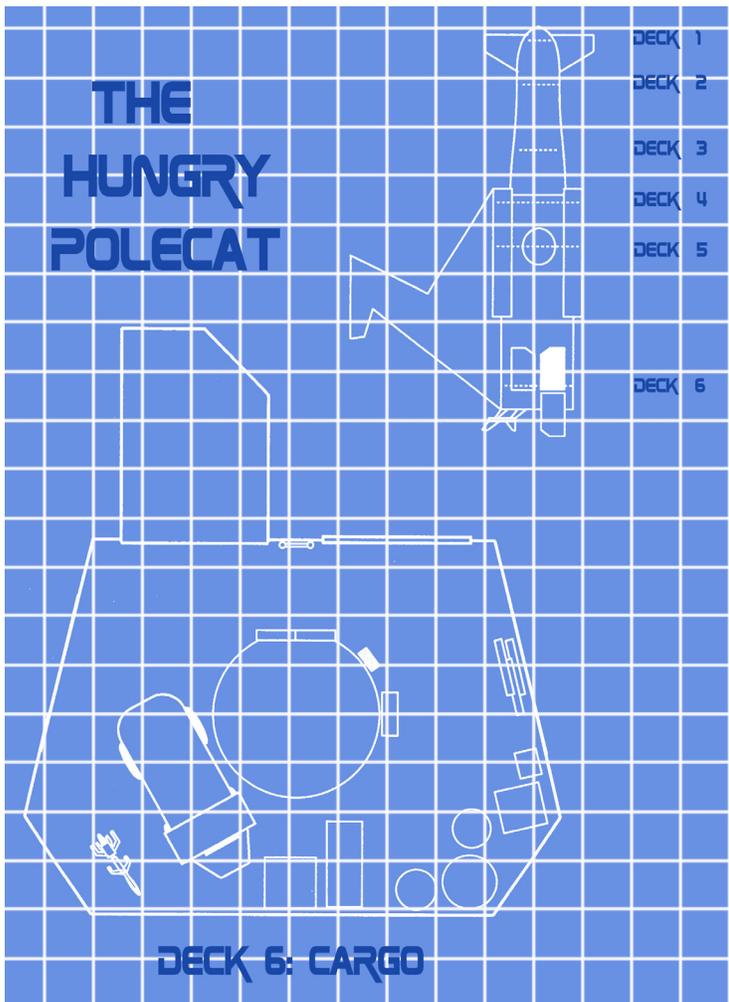
THE HUNGRY POLECAT



The starboard chamber is the medical lab with operating table and recovery bed along with the full compliment of equipment a medic can use to utilize the laboratory bonus. In a pinch an additional crew member or passenger can be boarded here, although it will tax the life support system proportionally.

Aken-Tic Custom Carapace Wax

Those long hours at the office can have you feeling tired with no time for self-care? But you still need to stand out and look your best, especially when considered for a pair-bonding or promotion. Give yourself that extra edge with Aken-Tic's Custom Carapace Wax. We offer fifty signature shades produced in any of our three hundred scents to create any of our 15,000 variations. Our mix of finely filtered oils, high quality organic waxes, and rejuvenating natural herbs will have you looking and feeling your best. Get Aken-Tic Carapace Wax today, because looking good was never this easy.



DECK 6 - STORAGE

This deck takes up roughly half the hull area and being the widest in girth, it can contain up to two cargo units worth of goods within the tiered sections. Centered between the bay doors on a track is a standard cargo arm for loading and unloading, which can be operated manually on this level or remotely at the engineering station.

For Sale

Gently Used Orbital Launch Vehicle

Gently used orbital rocket in good condition. Fully loaded with onboard flight computer, launch and landing hardware. Take off and land anywhere! 9X Merlin engines each capable of producing 200k lb.ft of thrust. Just fuel it up and it's ready to go. Says Falcon 9 on the body, slight burnt paint can be buffed out. Must bring own tug boat, no shipping. Asking 900,520Cr or best offer. Do not lowball, this is an orbital capable autonomous rocket. You will not find another one like it.

THE CREW

Rel Dackfin

(mH. 34yo), Captain
Homeworld: Rupert's Hole, Cassidne
Born: 7/7/25

STR/STA	72/75
DEX/RS	52/55
INT/LOG	46/48
PER/LDR	62/45

Profession: Enforcer

SKILLS

Beam Weapons-5, PGS-5, Brawling-4, Demolitions-2

Vehicles: Aqua-2, Atmospheric-6, Space-1, Transports-3, Cars-3, Repair-3

Machinery: Repair-5

Engineering: Nuclear-3, Mechanical-1

Computers: Access-1, Bypass-2, Display Info-1, Pilot-3, Energy Gunnery-4, Starship Engineer-3

EQUIPMENT: Skainsuit or Synthvelope, Albedo Screen, KE-1000 w/Power Backpack & 5 20-SEU PowerClips, Automatic Pistol w/5 20-round BulletClips, Sonic Knife w/20-SEU PowerClip

Cally

(fH, 14yo)
Homeworld: < unknown >
Born: unknown date, fy:45

STR/STA	25/25
DEX/RS	40/40
INT/LOG	40/40
PER/LDR	50/40

Profession: Mascot

SKILLS

Beam Weapons-2

Computers: Access-1

Robotics-Identify-1, Repair-1

Energy Gunnery-1

EQUIPMENT: < as assigned >

T'luska 'Boney' V'torpatz

(fv. 39yo)

Homeworld: Triad, Cassidne

Born:1/14/20

STR/STA	45/58
DEX/RS	63/60
INT/LOG	45/61
PER/LDR	45/40

Racial Abilities: Ambidextrous
Comprehension (28%)

Profession:TechEx

SKILLS

Weapons: Beam-3, PGS-2

Engineering: Nuclear-3, Mechanical-4, Alternate Energy-3

Machinery: Repair-5

Computers: Access-1

Astronomy-4, Physics-4

Starship Engineer-4, Astrogation-1

EQUIPMENT

Maser Mesh or Albedo Suit, Skein Vest, Sonic Screen w/PowerBeltpack

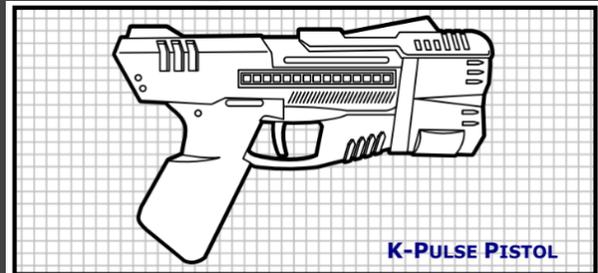
Rafflur M-1 w/3 MicroDiscs

Maser Penetrator w/5 10-SEU MiniPowerClips

For Sale

Haunted Longrunner Heavy Explorer

Bought the Explorer as a means to travel with my crew. New battery but it needs a fuel pump. Tires are good but will need to be towed. Previous owner killed her husband and traveled in it before being caught and imprisoned. Still had the maps and receipts she used when we purchased it along with bible passages and murder mystery novels. Gerald the husband haunts the back table and likes to have morning coffee with whoever is around.



K-PULSE PISTOL

WarTech's K Pulse pistol

Albedo screens ruining your chance to end combat early? WarTech's new kinetic pulse technology is a beam weapon that delivers a kinetic hit. No need to learn other weapon systems, stick to your beam weapons skill with WarTech's K Pulse pistol.

On sale now for 250 Cr.

Check out our digital catalog.

Not legal on Clarion.

Available on [DrivethruRPG](#)

"STOCKER" MAINTENANCE ROBOT

(Industrial Loader)

LVL:4 STA:100 Standard body

ATT:70

IM:7

MVMT:60 m/turn

2 standard manipulative limbs

Programs: Maintenance/Upkeep, Supply & Cargo Loading

Added Equipment: none from the factory

Armament: Gyrojet Pistol turret w/3 10-round JetClips, Shock Glove/Manipulative hands

Mission: to be programmed by owner

Functions: defined by owner

YACHT TRANSPORT

A MINI-ADVENTURE FOR UP TO 4 PLAYERS WITH KNIGHT HAWKS SKILLS

by Richard 'Shadow Shack' Rose

Players' Information --- While on a layover in Ken'zah Kit (K'aken-Kar), the group is approached by a well dressed gentleman looking for a worthy crew. He has recently acquired a surplus/demilitarized Assault Scout christened the *SS Epiphany* that was undergoing the process of a yacht conversion. It was purchased from a bankrupt Clarion noble who was unable to complete it. The ship needs to be transported to a SCC-II or better facility to finish the proper conversion procedures required for the Angel class yacht conversion specifications.*

Baron Wesley Addison will offer standard salaries plus Journey Class passage back to K'aken-Kar (or any other desired destination within four jumps from Cassidine) for one pilot, one navigator, one engineer, and a gunner. The group may utilize as many members as they have at their disposal, but only those roles will be paid. Wesley has arranged for refueling at all stops along the way and return customs documentations will be filed in advance.

* See "Scouting Yacht" in issue #30 of the *Frontier Explorer*

Referee's Information --- The captain's suite is the only furnished crew cabin, albeit with no floor coverings. The port luxury suite is fully furnished, and the baron will occupy this room for the voyage. While freshers are slated for each cabin/stateroom, the only functional units are in the port crew cabin (Captain's Suite), the crew galley, and in the port passenger suite (Wesley's suite). Wesley will generally disallow any of the crew on the passenger deck outside of an emergency situation, although anyone with a PER:60+ may be invited by him for social matters.

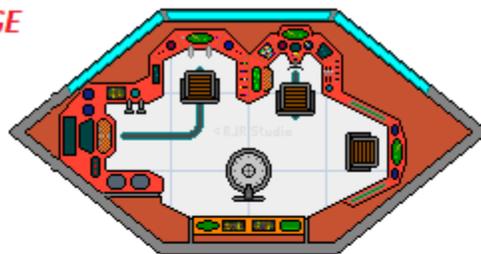
While the basic hull restructuring is finished, the ship itself is far from complete. The prior owner went on the cheap route and added ion drives to the surplus scout frame. Accommodations for atomic drives and an improved maneuvering system are on top of the baron's list to be completed (an expensive endeavor). However, the ship is safe and space worthy...and Wesley was able

to attain a laser battery, although it's too large to fit in the small hold and is presently stored in the vast warehouses of Ken'zah Kit Station. This will need to be mounted before departure, any engineer can do so by rolling 50% +10% per level and required 1d10 days minus the engineer's level with a one day minimum regardless of the result.

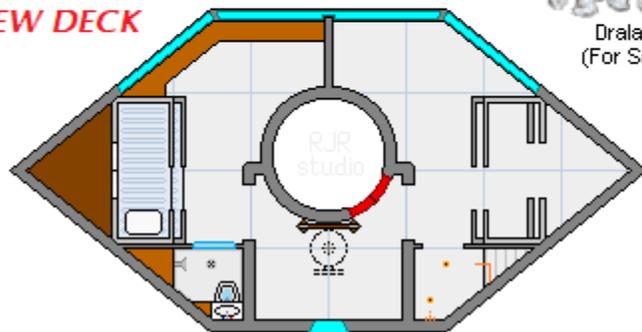
A pair of mattresses can be found tossed in the hold, these can be moved to any cabin or suite according to occupancy limits...however there is no linen available. Several crates containing the owner's personal effects are the only other items present in the hold. Anyone sleeping on mattresses tossed on the floor will suffer a temporary STA:-5 penalty after one week, as the bunk frames in the starboard crew quarters are unfinished. The group can try associating with the captains of three berthed freighters at the station... randomly determine what cargo(s) each contains and if any have textiles, bedding linen can be had for 100 Cr per bed and freighters containing aluminum can yield materials to complete the bunks for another 250 Cr. This could be accomplished while the battery weapon is being installed, and the process can be repeated at any port of call along the way by rolling 1d5-2 to determine how many independent freighters are berthed at each station (with zero and negative results meaning no other ships).

Once the group is ready, proceed to "The Journey". Several encounters are scripted for each leg of the voyage.

BRIDGE

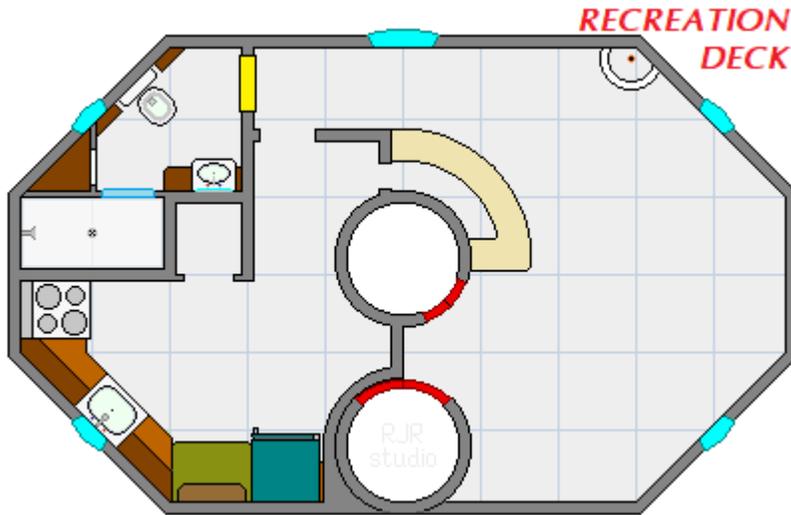


CREW DECK



GETTING FAMILIAR WITH THE SS EPIPHANY

Since the crew will be experiencing some downtime with the ship prior to the voyage, these are the various sections that the players can become familiar with during that time. Each section will be detailed below, feel free to share this information with the players.



BRIDGE

The original flying bridge from the assault scout design has been repurposed as a full service bridge featuring a pilot station on the dorsal port side, an engineer station on the port side, and an astrogator station to starboard. The astrogator command chair is tracked and can be moved adjacent to the pilot for comms and sensor duties. Auxiliary/remote controls are also present at the comm center for the laser battery, should the players opt for a dual role astrogator/gunner.

CREW DECK

Originally the main bridge deck on the assault scout plans, this deck is a crew quarters for the conversion. This deck is largely incomplete. The starboard cabin is furnished with bunks and storage cabinets although it lacks any floor coverings or other furnishings. With the double bunk this cabin can host two occupants. The two mattresses stored in the hold can be laid on the deck of the port cabin, although there will be some degree of juggling for the sole functioning fresher on this deck. Note how neither cabin has a door, although the single operational fresher has a privacy screen.

RECREATION DECK

Half of this deck is near completion, with a fully functional galley with auto-cooker, refrigeration

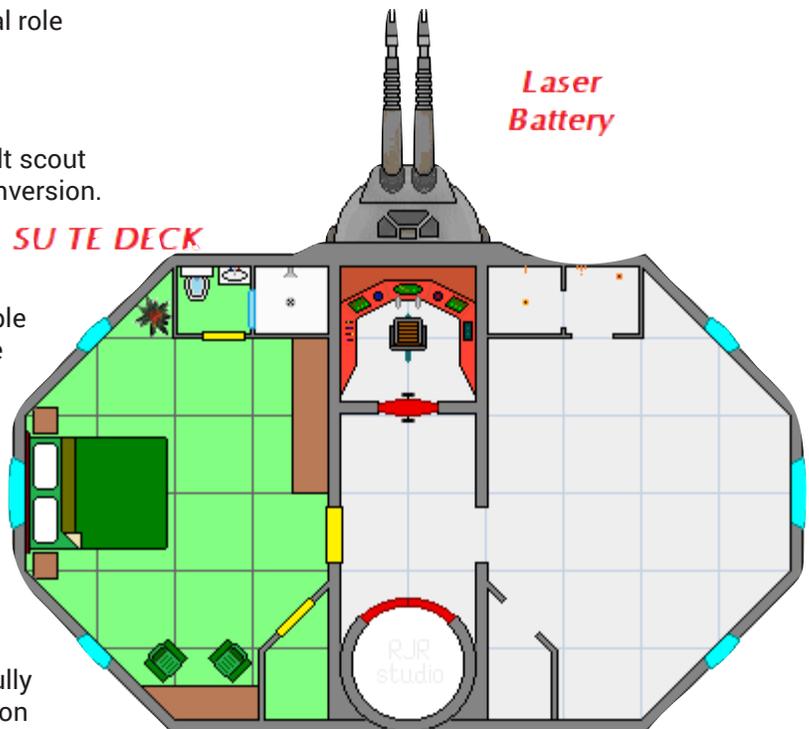
unit, manual stove & oven, and wash station. Basic cabinetry is complete on the sink and counters, although the pantry and remaining cabinets and storage have not even been framed yet. A full service fresher is adjacent to the galley. The common area is bare save for the framework for a wet bar.

SUITE DECK

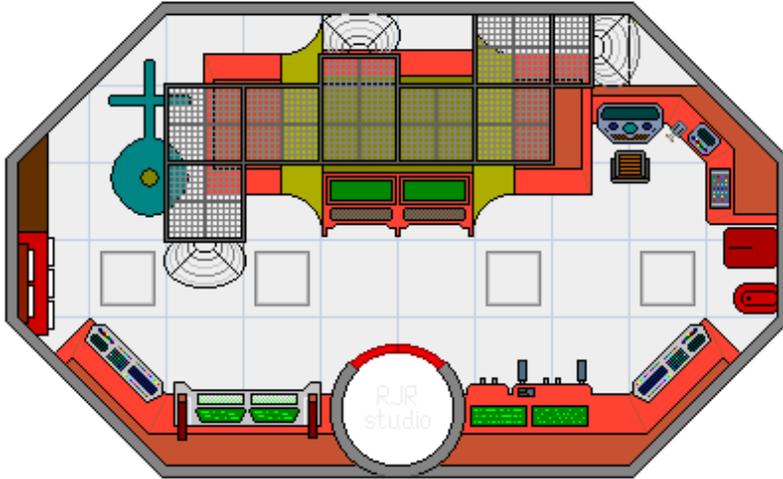
Currently only the starboard luxury suite is complete, while the port suite is completely bare and has no door. Provisions for a laser battery are nestled between the suites, this is an option on the Angel class yacht conversion as the base architecture calls for an observation dome in this area. Nonetheless, it was the original location for the assault scout battery and as such becomes a simple option to realize.

MAINTENANCE DECK

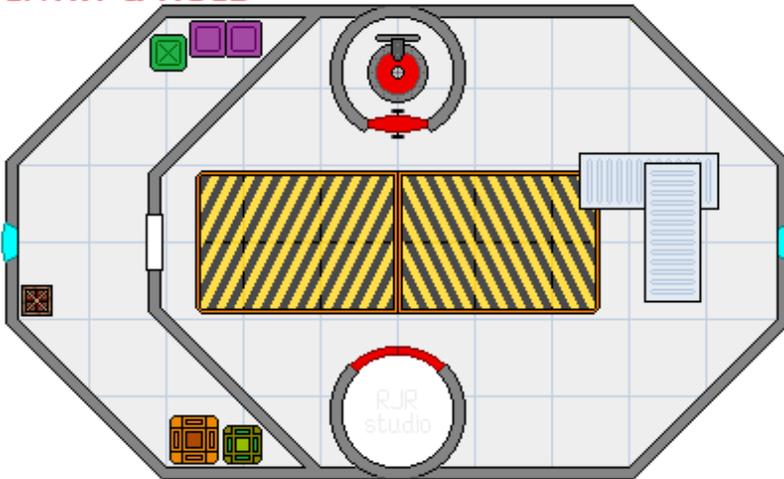
Monitoring equipment for the drives fills the dorsal/center of this deck with an engineer's station adjacent to the port side and life support equipment to starboard. Permanent scaffolding rises over this area to access other pieces of equipment higher up on the deck. Monitoring equipment for the other various systems is along the ventral side. Recharging stations for powerpacks and parabatteries can be found in this section on the ventral/port side. A Laser Lathe and Laser Drill Press occupy the center port side portion while opposite to starboard is a foundry and workbench/tool cabinet. Several removable deck panels allow access to equipment extending down/stern from this area.



MAINTENANCE DECK



ENTRY & HOLD



ENTRY & HOLD

Large bay doors centered in the deck permit loading and unloading cargo. An airlock with outer hull hatch is centered dorsally. A pair of mattresses have been haphazardly tossed here, awaiting completion of the second crew cabin; these can be utilized by the players to round out the sleeping arrangements. A personal storage area is located to port which presently contains a few crates filled with private items belonging to Wesley. Eight spacesuit racks are also positioned here, albeit vacant.

THE JOURNEY

Note any NPC or spacecraft encounters have the related statistics listed in the Game Data section following this section.

1> K'aken-Kar to K'tsa-Kar After taking off and losing sight of the station, the Epiphany is making good time as it accelerates to jump velocity when suddenly the ion field motivator breaks down. An

engineer can repair it via a successful DCR roll in 2d10 hours minus one hour per engineer level (with a minimum of two hours), otherwise it will have to return to the station where it will take three weeks and a substantial amount of parts. Wesley will naturally absorb these costs, and should the return trip become necessary he will start questioning the capabilities of the crew...

2> K'aken-Kar to K'tsa-Kar (part-2)

Once the ship is underway (whether it was fixed on the fly or at the station), the jump to the next world can be executed. During the trip, a stowaway will be discovered as the computer detects activity on the Maintenance Deck scaffolding. The stowaway turns out to be V'rlo T'roth, a vruskan teenaged son of a local government official from Ken'zah Kit, who is running away from home. He will plead with the crew to let him continue to the next world, offering Cr500 and a promise of 500 per person upon arrival. Wesley is not keen on the idea of transporting the kid, and even less keen about making a return trip...he will curse the crew for allowing a stowaway aboard while ordering a return trip (or second return if repairs failed).

Should the crew disobey Wesley's orders, V'rlo will have to secure the funds at the next station which will be a quick and easy affair. However, he may be recognized by local authorities on a roll of 25 or less on

1d100 and immediately seized and questioned. It will take several hours of interrogation (2d10) before he spills the beans, at which point the crew (and Wesley) will be subject to kidnapping charges & arrest (authorities will arrive at the berth in 1d10 hours). If the PCs can role play their way out of the charges with some convincing arguments, they'll be permitted to carry on with a warning. If they try to flee, a militia assault scout (if applicable) will pursue them and if caught, each PC will be judged and sentenced to 2d10 tendays in prison before Wesley's attorneys can clear the party.

3> K'Tsa-Kar to White Light Another stowaway is discovered in the personal storage bay of the hold after launch. Natalia Valentinova claims to be running from thugs who are after her family. She is actually a spy serving the Sovereign Domain Authority* and life on the surface world has simply become unsafe once her mission became exposed. She is requesting to be transported as far from the world as possible, offering Cr10,000 per jump (up to five jumps). She will

even barter her services via working passage if need be. Again, Wesley is not easily swayed on the matter, more so considering the next stop is his home world. Furious over yet another stowaway, Wesley vows to add some security measures to his craft at Clarion Station...but first things first: returning to Kawdl-Kit station to drop off the unwanted passenger.

** See the Star Devil's Triangle in issue #30 of Star Frontiersman*

Once again, if the party goes against their patron's wishes, there may be consequences. Upon displacing Natalia at any other space station, authorities will recognize her by rolling 35% or less on 1d100, with a -5 modifier per jump traveled from point of origin. If recognized, roll 15 or higher on 2d10 for any witnesses to report seeing her leaving the Epiphany, at which point the crew will be subject to arrest for harboring a fugitive of the Frontier with a potential 1d5 year sentence.

4> White Light to Madderly's Star There will be an unscheduled layover at Clarion Station as Wesley makes some much needed additions to his ship. First and foremost will be an Installation Security program for the computer and some security measures on the main airlock and bay doors to include level-4 locking mechanisms. An internal surveillance system is also in order. It will take a full tenday for these items to be installed by the crew, and Wesley will fume over having to pay wages when he could be traveling instead.

As the Epiphany is moving into deep space preparing for the next jump, Wesley notes that the upper deck food & drink dispenser is not accurate...it is dispensing Yaz soda instead of ale, wine instead of water, wrong meats and vegetables, and other such disappointing blunders. Any technician may attempt to fix it by rolling against the Repair Machinery subskill, and this could recover some of the patron's lost favor towards the crew.

Once this is resolved, the radar picks up a lone ship approaching. It will not respond and if permitted to close it will attack. Since the invader also has Ion Drives it will not be able to overtake the Epiphany unless permitted to do so by the players (i.e. slowing down or maneuvering to engage). While the approaching craft is capable of higher acceleration with the passive thruster system, it is too far way to effectively close and retain enough chemical fuel for an atmospheric landing so her crew will not attempt this. Regardless of the other ship's capabilities, Wesley does not want a confrontation.

If the players wish to engage anyways, the challenge will be a KH resolution to be portrayed on the fold out hex map. Once the Cataphract is disabled or tries boarding the Epiphany, the two man crew should be easily defeated. Once taken, the only items of value

to be found on the courier will be two spacesuits with four LS refills, a TechKit, 20 PowerClips, and 5,000 credits in a small case under one of the bunks. Several crates of firearms are also listed in the cargo manifest in the Game Data section for the ship, as these are gun runners that were hoping for an easy score on a yacht.

5> Madderly's Star to Cassidine An armed freighter operating under Triad government authority insists on inspecting the Epiphany prior to docking. The ship is actually a corsair, the pirates will use the authority of the registration transponder to gain ease in boarding. The two mooks will enter first, once they soften up the group the two gunners enter next. If these four are defeated, the group may venture aboard the freighter (against Wesley's advice, but he won't issue orders not to go as he is now curious about the group's combat prowess). If they can defeat the remaining four, the hold will have one random cargo consisting of 1d5 units...a good score albeit difficult to transport without commandeering the freighter and answering a lot of questions once docked. If the players can concoct a viable plan for offloading the cargo at Triad Station that doesn't involve rolling up in a stolen pirate ship or numerous trips with the yacht (five trips per unit), they stand to make a nice profit off the goods, with Wesley permitting equal shares all around.

GAME DATA

The following NPCs and ships from the above encounters are spelled out here.

Baron Wesley Addison

Of House Beveron (Clarion) (mH)

Owner & Patron

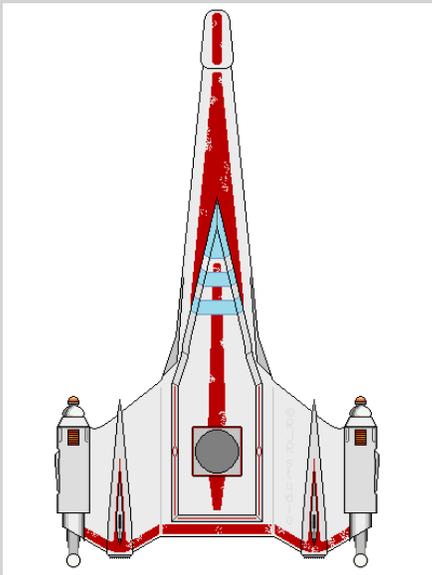
Age:48

Cr.4,200,000 (accounts, in hand:20,000)

STR/STA	40/45
DEX/RS	45/45
INT/LOG	60/65
PER/LDR	65/75

SKILLS: Technician-6, Computer-6, Medical 1, Beam Weapons 1, Martial Arts 1, Pilot 1, Astrogator-1

EQUIPMENT Civilian SkeinSuit, Laser Pistol w/50-SEU Power BeltPack



SS EPIPHANY

Angel class Yacht conversion (incomplete)

Demilitarized/Surplus Assault Scout Conversion

Age - 63 years (hull), 1 year (everything else)

HS: 3 HP. 15 Powerplant: 2 Ion-A drives, 2 Chemical-A drives

ADF: 1 MR: 3 DCR: 29 Crew: 4

Armament: N/A (LB to be added by crew with no performance penalties)

Defenses: RH

Communication/Detection: SubSpace Radio, VideoCom, Radar;

Intercom - Panels in Bridge & Maintenance Deck, Speaker/Mike in every area (13 total)

Misc. Equipment: Streamlined, no 1st Class amenities due to life support package

COMPUTER (Level:3 FP:62 Mass/SP:20)

2 Panels (Bridge, Maintenance Deck)

Alarm (2), Analysis (4), Astrogation (4), Communication (1), Damage Control (2), Drive, Ion-A (3), Industry (1), Life Support, cap:8 (1), Maintenance (2)

Cargo Capacity: 0.20

Crew Accommodations: 2 double cabins (one completed)

Passenger Accommodations: 2 luxury suites (one completed)

Ship's Vehicles: n/a

The *SS Epiphany* began life as a UPF Assault Scout serving under Strike Force NOVA before it was decommissioned. Her weary drives were removed along with other military functions per UPF contract when offloading surplus military spacecraft onto the public. A young gentry with relations to Clarion's Royal Family named Vincent Lothario was inspired by Baron Rollo Tyme's acquisition of a similar craft for a yacht conversion,* so he just had to have one too.

** again, "Scouting Yacht" in Frontier Explorer #30*

Vincent acquired it at auction and had it transported to Triad's shipyards for the conversion process. The young gentry soon discovered the enormous responsibilities and financial impact of starfaring ownership and had to make sacrifices to complete the conversion. He skimped on the maneuvering equipment and opted for less expensive Ion drives with no chemical thrusters to enable atmospheric use, and he didn't even complete the interior work... only one crew cabin and one suite was finished along with a functional galley and no entertainment for guests. He hired a pair of crewmen to traipse around the Frontier before returning home as the financial aspects caught up with him. En route to White Light, his luck ran out at Ken'zah-Kit. His finances were drained and so was his fuel supply. Using the ship itself as collateral, he managed to barter berthing fees for 40 days or until he could sell the ship, whichever came first. He sold the vessel at a major loss to Baron Wesley Addison, who now must face the task of completing the work to make this yacht the source of awe and inspiration that the initial design intended...

ENCOUNTER 2

V'rlo T'roth

MALE VRUSK
STOWAWAY #1
Age:15 Cr.500

STR/STA	45/50
DEX/RS	55/55
INT/LOG	45/45
PER/LDR	40/40

SKILLS: Computer-1

EQUIPMENT: N/A

ENCOUNTER 3

Natalia Valentinova

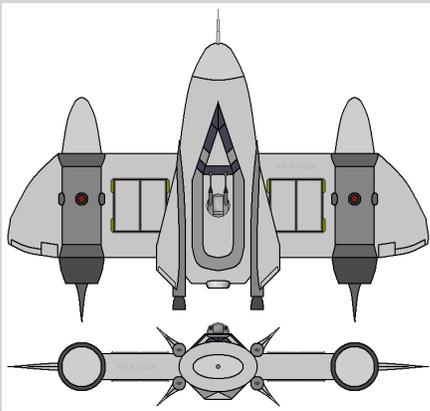
FEMALE HUMAN
STOWAWAY #2
Age:30 Cr:100,000

STR/STA	40/45
DEX/RS	60/60
INT/LOG	45/45
PER/LDR	40/40

SKILLS: Technician-4, Computer-2, Robotics-2, Environmental-1, Projectile Weapons-1, Engineering-1

EQUIPMENT: Civilian SkeinSuit

ENCOUNTER 4



SS CATAPHRACT

(Courier)

HS: 2 HP: 10 Powerplant: 2 Ion A, passive Chemical-A thrusters

ADF: 1 (2)* MR: 4 DCR: 26 Crew: 1-4

Armament: Pod Laser Turret

Defenses: Reflective Hull

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

Misc Equipment: Streamlined

Computer (LVL:4 fp:116 SP/mass:100)

Alarm (4), Analysis (4), Astrogation (4), Commerce (1), Communication (1), Computer Lockout (4), Damage Control (2), Drive: Chemical-A (1), Drive: Ion A (3), Industry (1), Information Storage (1), Installation Security (3), Laser Battery (1), Life Support, cap:4 (1), Maintenance (4)

SS CATAPHRACT STATS CONTINUED...

Cargo Capacity: 0.5 (two 0.25 holds)

Crew Accommodations: 2 convertible single/double cabins

Passenger Accommodations: n/a

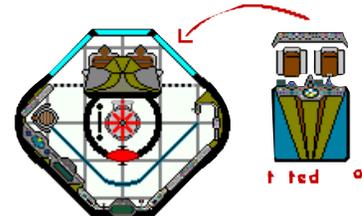
Ship's Vehicles: none

* ADF:2 for 20 turns before exhausting fuel supply, reduced to 10 turns if an atmospheric landing is desired afterwards

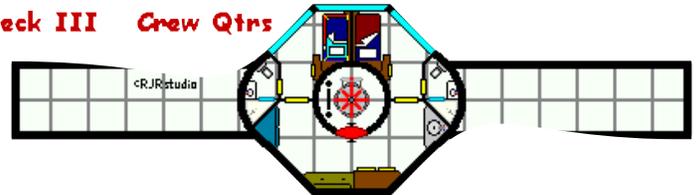
Deck I Avionics



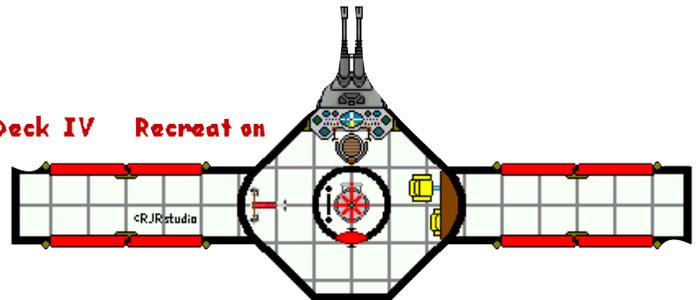
Deck II Bridge



Deck III Crew Qtrs



Deck IV Recreation



Deck V Engineering



Deck VI Storage



Deck 1 - Avionics

This area houses the communications array and sensors along with various control circuits and components.

Deck 2 - Bridge

A tracked command chair follows the ventral bulkhead to several stations: the astrogation center to starboard, computer at the center/ventral area, and the comms & sensors to port. A cockpit is tilted to 90° on the dorsal side for a fighter-jockey stance, with two command chairs for a pilot and co-pilot to assist with various functions and free up the astrogator from comms & sensors. The airtight ladderwell runs the length of the ship from here to the stern-most deck, with hatches top and bottom along with the deck access hatch itself on each level.

Deck 3 - Crew Quarters

A pair of double occupancy cabins are poised dorsally, each with stacked bunks, personal storage cabinets, and full service freshers. The galley & rec area takes up the ventral portion with an auto-cooker, refrigeration unit, cabinets, and a cleaning area.

Deck 4 - Recreation

This open deck features minimal entertainment items such as a holographic entertainment center, weight bench, desk and chairs, and controls to the laser turret.

Deck 5 - Engineering

An engineering station takes up the dorsal position of this deck, while ventrally is a workshop with tool storage, workbench, laser/lathe, laser drill press, and a small foundry. Life support equipment is to starboard while an emergency generator and power relay station are to port. Monitoring equipment lines the exterior of the ladderwell.

Deck 6 - Storage

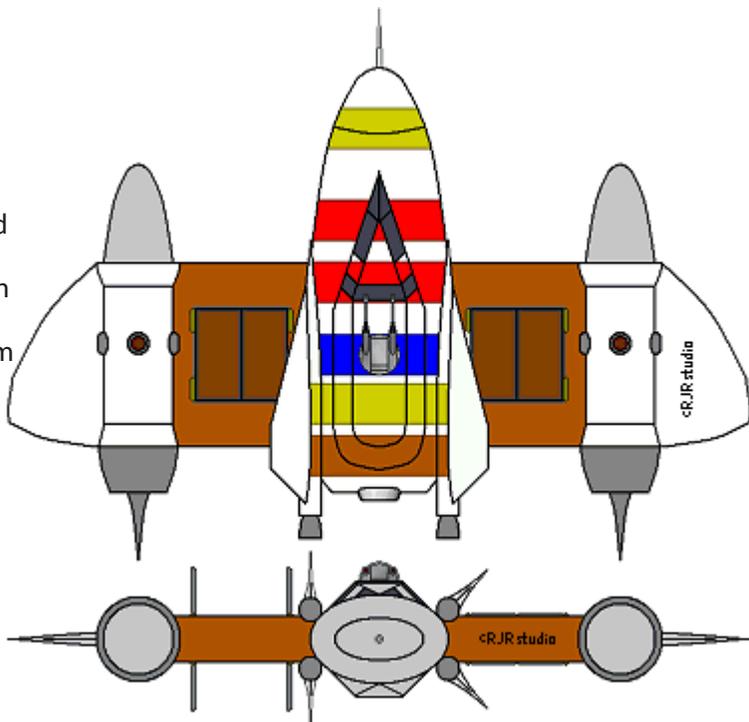
The central ladderwell terminates here with an outer hull hatch. Adjacent to the ladderwell are bay doors for loading larger personal items while a quartet of spacesuit racks are mounted to the dorsal side.

Port & Starboard Holds

Inaccessible from the interior, each hold swallows a quarter-unit worth of small goods. Presently the following items are being stored in these holds:

- 1 case - 12 Laser Rifles
- 2 cases 12 Laser Pistols each
- 1 crate - Laser PowerTorch
- 6 cases 12 Automatic Rifles each
- 1 small crate - Machine Gun
- 3 cases 12 GyroJet Pistols each

DECK CONFIGURATION



- 3 boxes - 1 grenade rifle each
- 1 case -Rocket Launcher
- 3 boxes - 12 Fragmentation Grenades each
- 4 crates 1 level-2 Combat Robot in each (standard body and Attack/Defense programs, unarmed/no parabattery, base value: 7,000 Cr each)

COURIER CREW

Skylar Elliat

MALE HUMAN

Captain

Age:27 Cr:5,000

STR/STA	45/60
DEX/RS	50/40
INT/LOG	55/55
PER/LDR	40/40

SKILLS: Technician-6, Computer-2, Robotics-2, Beam Weapons-1, Pilot-2, Engineer-1

EQUIPMENT: Military SKeinSuit, Laser Pistol w/3 20-SEU PowerClips

Tray Erixon

MALE HUMAN

Astrogator/Gunner

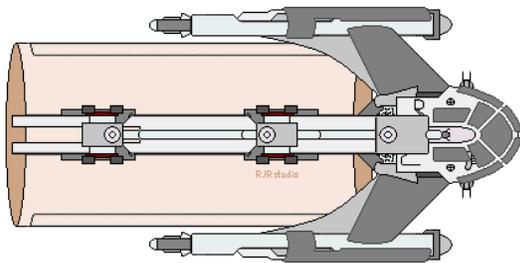
Age:26 Cr:5,000

STR/STA	50/50
DEX/RS	55/55
INT/LOG	60/60
PER/LDR	30/30

SKILLS: Beam Weapons-6, Martial Arts-1, Computer-6, Energy Gunnery-2, Astrogator-1

EQUIPMENT: Military SkeinSuit, Laser Pistol w/3 20-SEU PowerClips

ENCOUNTER 5



SS WYVERN

(TT-500 custom paramilitary freighter conversion)

HS: 5 HP: 30 Powerplant: 2 Atomic-A

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

Armament: Pod Laser Turret (x2)*

Defenses: Reflective Hull

Communication/Detection: SubSpace Radio, VideoCom, WNB, Radar, Intercom

Misc. Equipment: Light Hull Armor

COMPUTER (Level:4 FP:82 Mass/SP:100)

2 Panels (Bridge, Maintenance Deck)

Alarm (2), Analysis (4), Astrogation (4), Communication (1), Damage Control (2), Drive, Atomic-A (5), Industry (1), Life Support, cap:8 (1), Maintenance (2)

Cargo Capacity: 5 (standard Trans-Travel Containers)**

Crew Accommodations: 4 double cabins

SS WYVERN STATS CONTINUED...

Passenger Accommodations: n/a

Ship's Vehicles: Lifeboat, Workpod

* Due to their placement, these weapons will not be capable of acquiring targets on the rear flank when the cargo container is attached

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

The *Wyvern* is a more economical variation of the TT-500P *Delighter* class paramilitary freighter seen in issue #32 of the Star Frontiersman article "Trans-Travel Privateers & Paramilitary Freighters" with the notable differences being standard Atomic drives and a pair of longer ranged battery weapons in lieu of the trio of starfighter grade turrets.



OBSERVATION DOME



BRIDGE



CREW DECK



MAINTENANCE DECK

Keshiro Sinji

MALE YAZARIAN

Captain

STR/STA	45/45
DEX/RS	60/55
INT/LOG	70/70
PER/LDR	40/50

Battle Rage:43%

SKILLS: Technician-6, Computer-2, Medical-2, Melee Weapons-3, Projectile Weapons-1, Pilot-3

EQUIPMENT: Military SkeinSuit, Automatic Pistol w/3 BulletClips, Sonic Sword w/20-SEU PowerClip, (MedKit)

Rin Lisha

FEMALE YAZARIAN

Astrogator

STR/STA	50/60
DEX/RS	35/35
INT/LOG	50/50
PER/LDR	65/65

Battle Rage:51%

SKILLS: Computer-6, Martial Arts-3, Projectile Weapons-1, Astrogator-2

EQUIPMENT: Military SkeinSuit, Automatic Pistol w/3 BulletClips

Arjun Brase

MALE DRALASITE

Gunner

STR/STA	75/75
DEX/RS	35/35
INT/LOG	60/40
PER/LDR	40/40

SKILLS: Beam Weapons-6, Melee Weapons-3, Energy Gunner-1

EQUIPMENT: Military SkeinSuit, Laser Pistol w/50-SEU Power BeltPack, StunStick w/20-SEU PowerClip

Lucas Dubois

MALE HUMAN

Chief Engineer

STR/STA	50/60
DEX/RS	40/40
INT/LOG	45/60
PER/LDR	50/50

SKILLS: Technician-4, Robotics-2, Projectile Weapons-1, Melee Weapons-1, Engineer-2

EQUIPMENT: Military SkeinSuit, Automatic Pistol w/3 BulletClips, TechKit

Wayde Wylliams

MALE HUMAN

Gunner

STR/STA	65/50
DEX/RS	40/40
INT/LOG	70/50
PER/LDR	30/30

SKILLS: Beam Weapons-6, Martial Arts-3, Energy Gunner-1

EQUIPMENT: Military SkeinSuit, Laser Pistol w/5 20-SEU PowerClips

Dyonte Wilson

MALE HUMAN

Aux. Engineer

STR/STA	40/50
DEX/RS	60/45
INT/LOG	40/30
PER/LDR	30/30

SKILLS: Technician-4, Robotics-2, Projectile Weapons-1, Engineer-1

EQUIPMENT: Military SkeinSuit, Auto Pistol w/3 BulletClips, (TechKit)

Bruce Sawyer

MALE HUMAN

Mook

STR/STA	60/45
DEX/RS	45/45
INT/LOG	60/55
PER/LDR	35/35

SKILLS: Gyrojet Weapons-1, Melee Weapons-1

EQUIPMENT: Gyrojet Pistol, Nightstick

V'alen K'dox

MALE VRUSK

Mook

STR/STA	40/40
DEX/RS	55/55
INT/LOG	50/50
PER/LDR	30/30

SKILLS: Projectile Weapons-1, Melee Weapons-1

EQUIPMENT: Automatic Rifle w/Bayonet, 3 BulletClips

EPILOGUE

Assuming the crew has anything resembling neutral to positive favor with Wesley after the adventure is completed, they may opt to stay on as regular crew once the conversion is finished (which will take 45 days). Other feasible options would be taking the Courier or paramilitary freighter into possession if those encounters went in the party's favor, although neither will be a free and clear process.

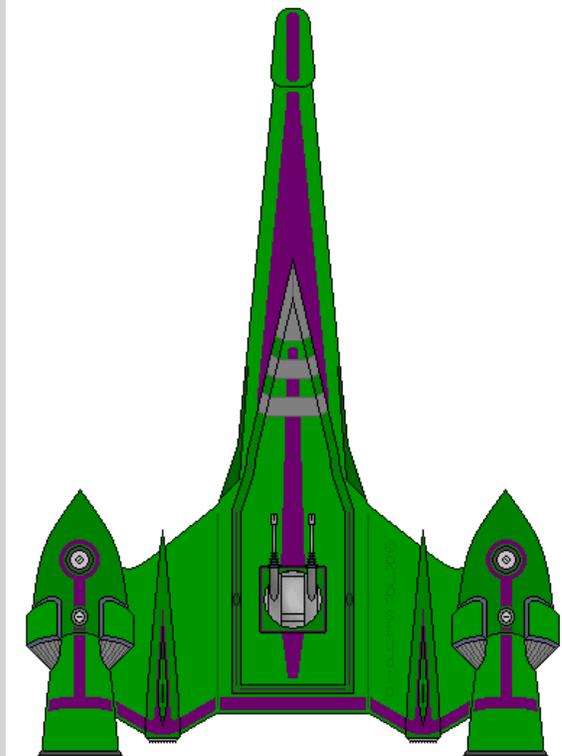
XP AWARDS

- 1-3 XP per player based on participation
- 1 for each instance the crew disobeys Wesley's orders (three total)
- +1 for recovering the weapons from the gunrunners
- +1 for overtaking the corsair
- +1 for any clever plots for offloading the cargo and making a windfall profit.



Art by Albin Johnson & Colors by Layne Saltern

Once completed, the Epiphany will have the following stats:



SS EPIPHANY

Angel class Yacht conversion

(demilitarized/surplus assault scout conversion)

Age - 63 years (hull), 1 year (everything else)

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

ADF: 4 MR: 4 DCR: 29 Crew: 4

Armament: LB

Defenses: RH

Communication/Detection: SubSpace Radio, VideoCom, Radar;

Intercom - Panels in Bridge & Maintenance Deck, Speaker/Mike in every area (13 total) Misc. Equipment: Streamlined

COMPUTER (Level:4 FP:112 Mass/SP:100)

2 Panels (Bridge, Maintenance Deck)

Alarm (2), Analysis (4), Astrogation (4), Communication (1), Computer Lockout (4), Damage Control (2), Drive, Atomic-A (4), Industry (1), Installation Security (4), Life Support, cap:4+4x1stC (1), Maintenance (2)

Cargo Capacity: 0.2

Crew Accommodations: 2 double cabins

Passenger Accommodations: 2 luxury suites

Ship's Vehicles: n/a

DELTA CLASS ROCKET

ECONOMIC COMMERCE IN THE FRONTIER
By Steve Parenteau

This article was the result of an exercise to make a visual representation of the Star Frontiers Knight Hawks rules on ship hull sizes. I just started with my standard graph paper background and made square blocks to compare hull size 2 to a hull 3 to a hull 4.

The next item was to figure out how much fuel it takes to launch a ship to space. Well, the rules state chemical fuel is 250 Cr (let's call it a fuel point) times the hull of the ship. Launching to space cost twice as much as that result. So, launching a hull size 2 rocket with a chemical engine costs 1000 Cr in fuel to make it to an orbiting space station, and to go from space to ground. But how much fuel is a fuel point (fp)?

It would make sense that the hull size 2 rocket should be able to get from space, reinsert into the atmosphere of a planet and land safely at the target site. With that logic, the rocket must carry enough fuel for at least a one-way trip while carrying some cargo, making the trip worth the effort. I used the diameter of the hull size 2 guidelines, of a hull diameter of 5 meters, as my starting point.

For the next dimension I fell back to my normal 2-meter squares for my ship deck designs with 2.5-meter ceilings. (That keeps Osakars from bumping their heads). The result is a nice round number of a square equaling 10 cubic meters. So, with those two dimensions I figured out that 1 fp costs 250cr and takes up 50 cubic meters.

After the thought exercise, I decided to punch the numbers into a spreadsheet and see what the math would look like for a hull size 2 transport rocket. The cost was surprisingly low, and it would be clear that corporations would use chemical fuels for as much in-system work as possible. How much more efficient would a hull sizes 3 and 4 rocket be? It was from that question that we got an entire article.

DELTA ROCKET

The Delta rocket is the oldest design, dating from before the races meeting each other. The design has been refined over the years to improve efficiency and safety, but it shares its lineage to the days before void travel.

The Delta comes in three model types: Delta 2, Delta 3, and Delta 4. Delta 2 is the smallest at about

30-meters tall and Delta 4 is the largest at 75-meters tall. The Delta 3 is the most versatile and is, by far, the most numerous found ship throughout the frontier.

The versatility of the rocket is in the modular cargo pods that can be loaded and unloaded at a space station or at a ground side star base. They can easily be unloaded and reloaded as the rocket is fueled making several trips in a day, increasing the efficiency of the Delta.

CARGO MODULES

Type A: The Type A is the basic cargo module used to haul dry goods of any type through space. The pod seals prevent vacuum from getting to the contents but there is no life support or power in these pods. The cost of these is 500cr per hull size.

Module	Cost	Volume
2A	1,000cr	50 cu/m
3A	1,500cr	125 cu/m
4A	2,000cr	275 cu/m

Type B: The type B unit is the same as a type A except it is designed to transport liquids, including cryogenics like liquid hydrogen. Because of the added insulation, the cost is 1,000cr per hull size.

Module	Cost	Volume
2B	2,000cr	50 cu/m
3B	3,000cr	125 cu/m
4B	4,000cr	275 cu/m

Type C: Type C is a customer transport module capable of ferrying people through space. It is fully self-contained with life support and power. In the case of an accident, the pod acts like a lifeboat, but it cannot maneuver or thrust. The pod has 10 hours of endurance with a full complement on board.

The module comes with life support, videocom radio, videocom screen, intercom panel, intercom mic, and crash chairs. It also comes with a level 2 computer with Alarm L1, Communication L2, Computer Lockout L2, Computer Security L2, Maintenance L1 and Transportation L1.

A 3C module general has one flight attendant and a 4C has two flight attendants.

Module	Cost	Supports
2C	N/A	N/A
3C	31,660cr	19
4C	34,160cr	60

Type D: Type D is designed for transportation in comfort, for those that expect a longer trip and want that “first class” treatment. There are no flight attendants with these, but the kitchenette is fully stocked for the trip. It also has life support and independent power for 10 hours of space-time.

The module comes with life support, videocom radio, videocom screen, intercom panel, intercom mic, and crash chairs. It also comes with a level 2 computer with Alarm L1, Communication L2, Computer Lockout L2, Computer Security L2, Maintenance L1 and Transportation L1.

Module	Cost	Supports
2D	N/A	N/A
3D	32,260cr	8
4D	34,260cr	16

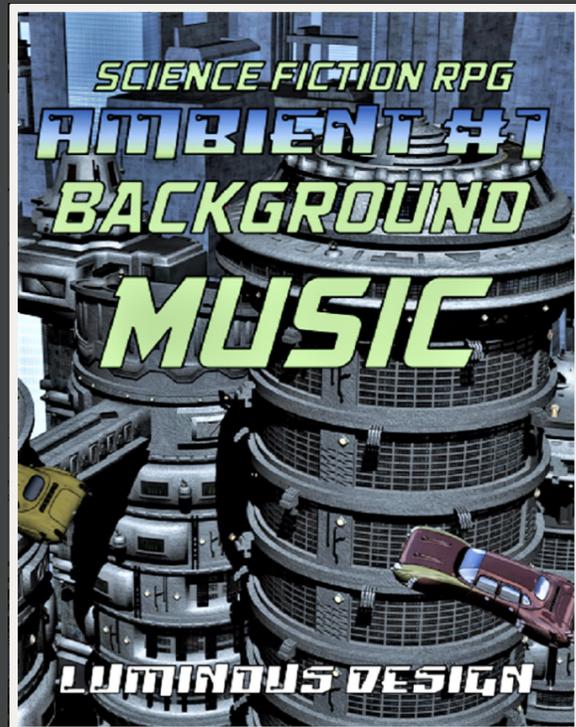
Type E: The Type E is a specialized module used for prisoner transport. The walls and doors are solid metal. The single-occupant cells each have a crash chair that occupants are locked into.

Like the other modules with occupants, the module has life support and power. There is usually 1 guard for the size 3 module and 2 guards for the size 4 module.

Module	Cost	Supports
2D	N/A	N/A
3E	31,110cr	6+1
4E	32,010cr	13+2

Type F: The Type F corporate luxury module is the pinnacle of easy in-system traveling. The module comes with everything a living module needs, including life support, independent power, communications, and computer with software. The unit also comes with luxury seating and living space, a corporate boardroom, full kitchen, and a full bar.

Module	Cost	Supports
4F	33,860	10

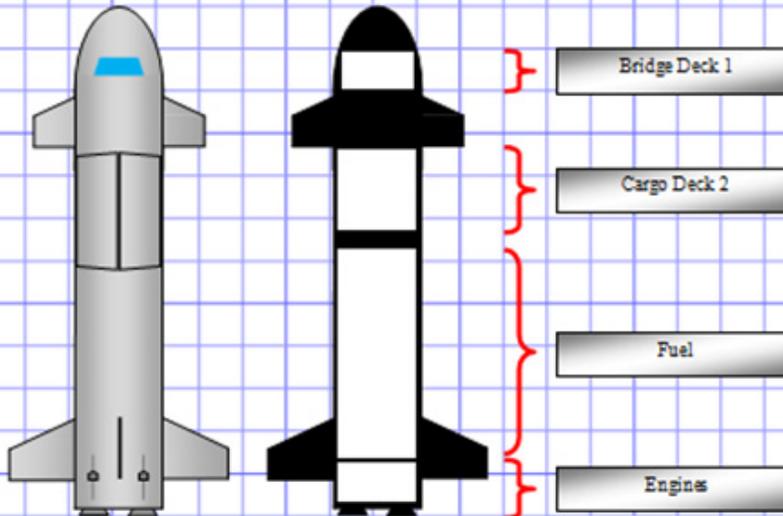


Brooding pensive sci-fi themed 2:10 long seamless (loopable) instrumental music track in mp3 and wav file formats at 118 bpm. This track is perfect for use as ambient background music, intermission or interlude music, useful in between encounter segments or during character generation and player planning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

Available on [DrivethruRPG](http://DrivethruRPG.com)

DELTA II LIFT ROCKET

Ground to Space Transport



Delta II Lift Shuttle Transport

Hull size...2
 Length...30
 Width...5
 Decks...2
 Cargo Modules...2
 Hatches...2
 Engines...1, Chemical
 Fuel...5 units
 Fuel Usage:
 Space to Space...2
 Space to Planet...4
 ADF...1
 MR...1
 HP...10
 DCR...26
 Computer... L3 (32FP)
 Life Support ...2
 Shuttle Astrogation
 Videocom Radio
 Comm Screens...1
 Radio
 Radar
 Portholes...1
 Spacesuits...2

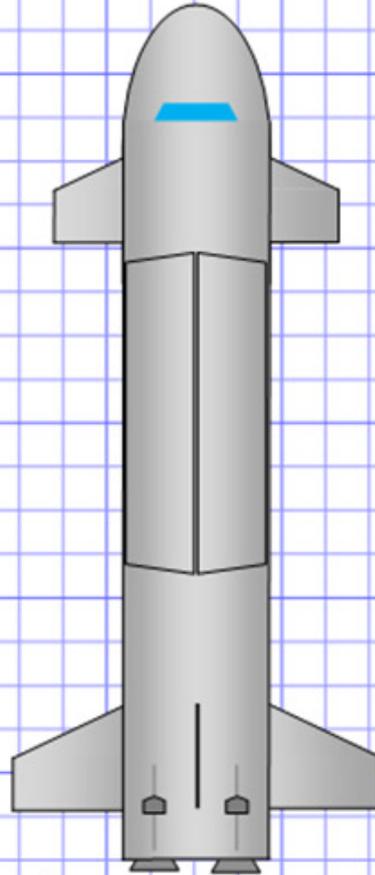
Delta II Lift Shuttle Transport

- Computer...32FP
- Master Panel
 - Chemical (3)
 - Life Support (1)
 - Alarm...L1 (2)
 - Analysis...L2 (2)
 - Communication...L2 (6)
 - Computer Lockout...L3 (4)
 - Computer Security...L3 (8)
 - Damage Con...L1 (2)
 - Maintenance...L1 (2)
 - Astrogation...(3)

Total=\$266,550
 Class II shipyard

DELTA III LIFT ROCKET

Ground to Space Transport



Delta III Lift Shuttle Transport

Hull size...3
 Length...50
 Width...8
 Decks...2
 Cargo Modules...7
 Hatches...2
 Engines...2, Chemical
 Fuel...12.5
 Fuel Usage:
 Space to Space...3
 Space to Planet...6

ADF...1
 MR...1
 HP...15
 DCR...29
 Computer... L4 (32FP)
 Life Support ...2
 Shuttle Astrogation
 Videocom Radio
 Comm Screens...1
 Intercom Control Panel
 Intercom Mic...1
 Radio
 Radar
 Portholes...1
 Spacesuits...2

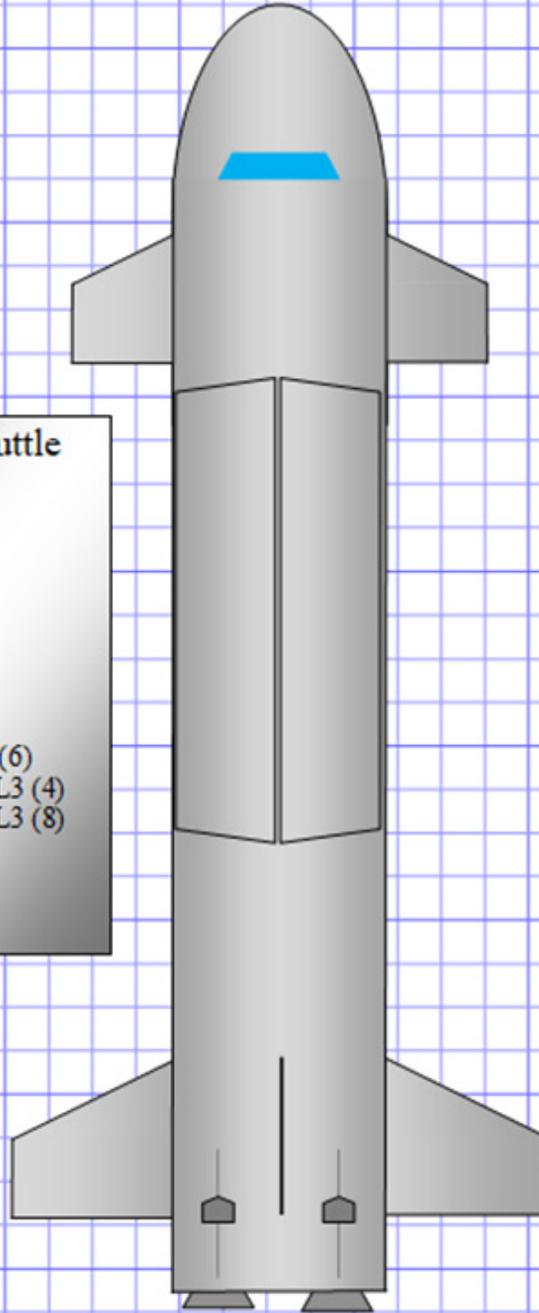
Total=\$376,610
 Class II shipyard

Delta III Lift Shuttle Transport

- Computer...32FP
- Master Panel
 - Chemical (3)
 - Life Support (1)
 - Alarm...L1 (2)
 - Analysis...L2 (2)
 - Communication...L2 (6)
 - Computer Lockout...L3 (4)
 - Computer Security...L3 (8)
 - Damage Con...L1 (2)
 - Maintenance...L1 (2)
 - Astrogation...(3)

DELTA IV LIFT ROCKET

Ground to Space Transport



Delta IV Lift Shuttle Transport

- Computer...32FP
- Master Panel
 - Chemical (3)
 - Life Support (1)
 - Alarm...L1 (2)
 - Analysis...L2 (2)
 - Communication...L2 (6)
 - Computer Lockout...L3 (4)
 - Computer Security...L3 (8)
 - Damage Con...L1 (2)
 - Maintenance...L1 (2)
 - Astrogation...(3)

Delta IV Lift Shuttle Transport

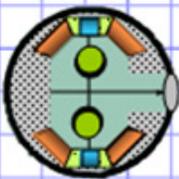
Hull size...4
 Length...75
 Width...12
 Decks...2
 Modules...10
 Hatches...2
 Engines...2, Chemical
 Fuel...33
 Fuel Usage:
 Space to Space...4
 Space to Planet...8
 ADF...1
 MR...1
 HP...20
 DCR...32
 Computer... L4 (167FP)
 Life Support ...2
 Shuttle Astrogation
 Videocom Radio
 Comm Screens...1
 Intercom Control Panel
 Intercom Mic...1
 Radio
 Radar
 Portholes...1
 Spacesuits...2
 Total=\$1,178,900
 Class II shipyard



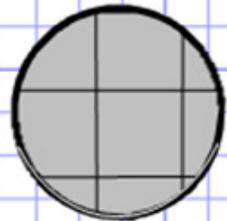
DELTA II LIFT ROCKET

Ground to Space Transport

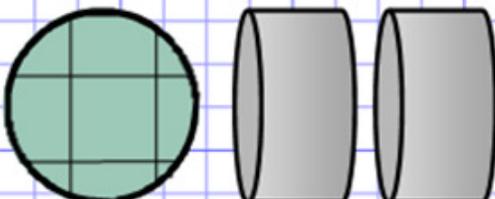
Deck 1
Bridge



Deck 2
Cargo Bay



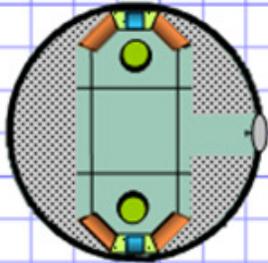
Cargo Module 2A & 2B



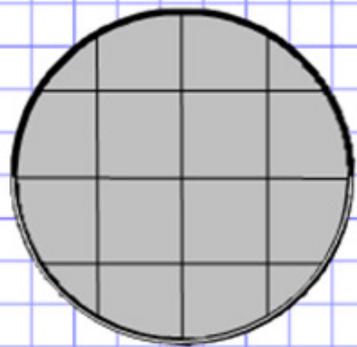
DELTA III LIFT ROCKET

Ground to Space Transport

Deck 1
Bridge



Deck 2
Cargo Bay

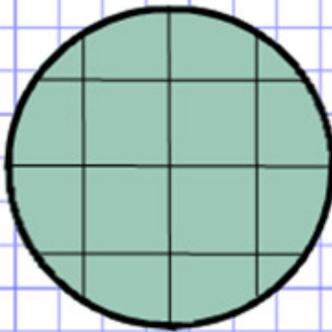




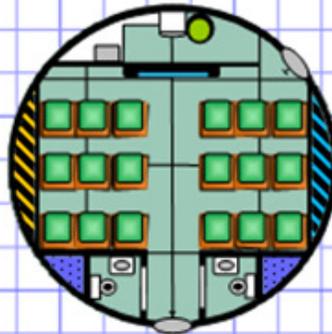
DELTA III LIFT ROCKET

Ground to Space Transport

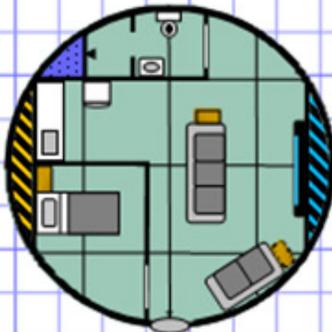
Cargo Module 3A & 3B



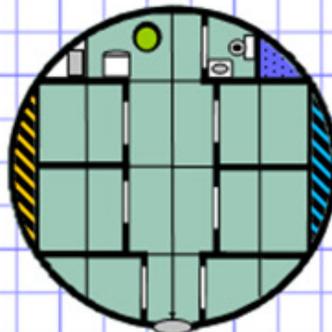
Cargo Module 3C



Cargo Module 3D



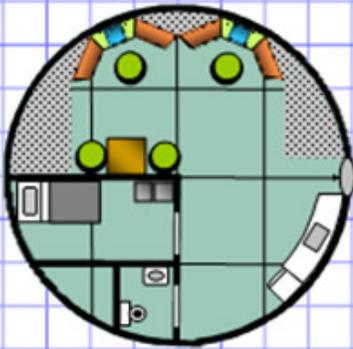
Cargo Module 3E



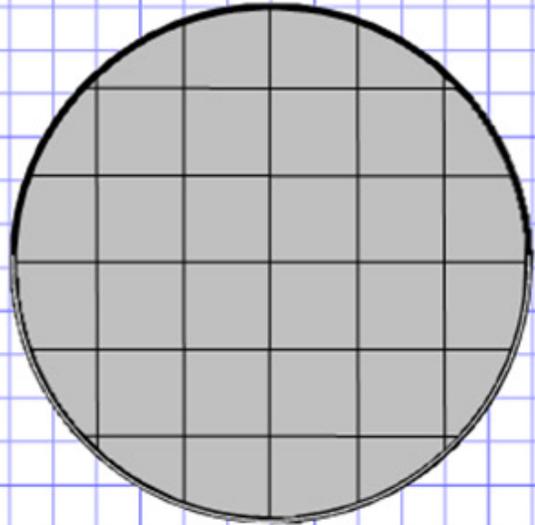
DELTA IV LIFT ROCKET

Ground to Space Transport

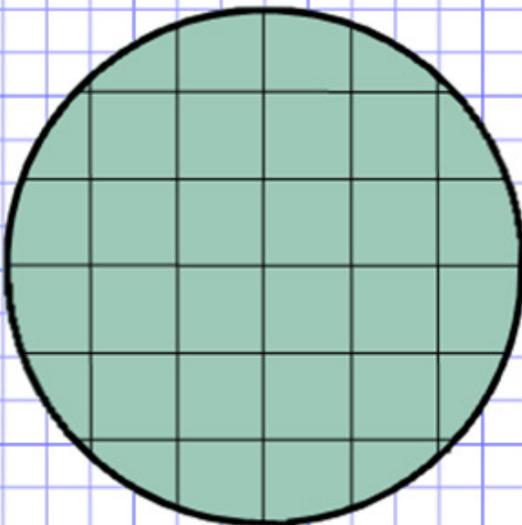
Deck 1
Bridge



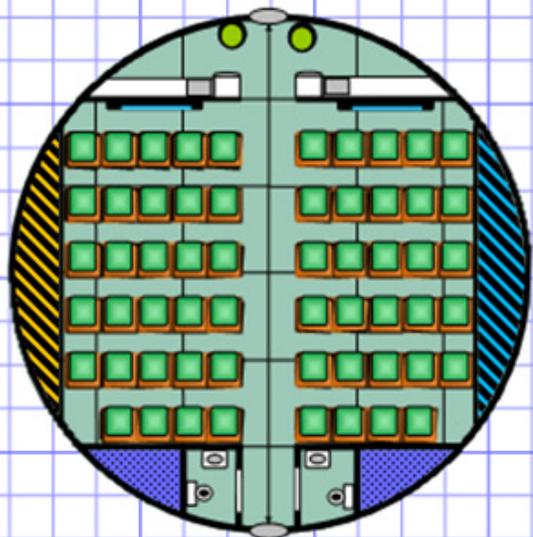
Deck 2
Cargo Bay



Cargo Module 4A & 4B



Cargo Module 4C

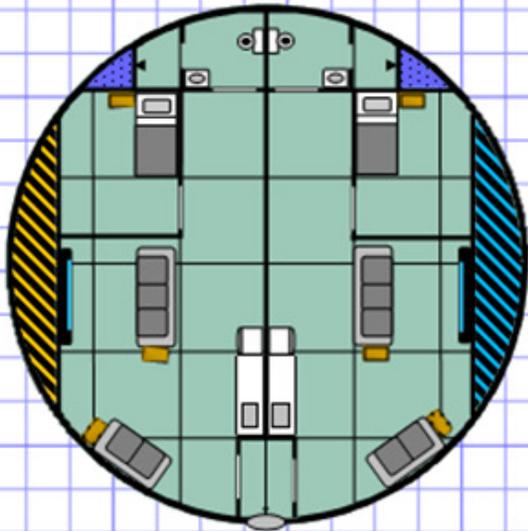




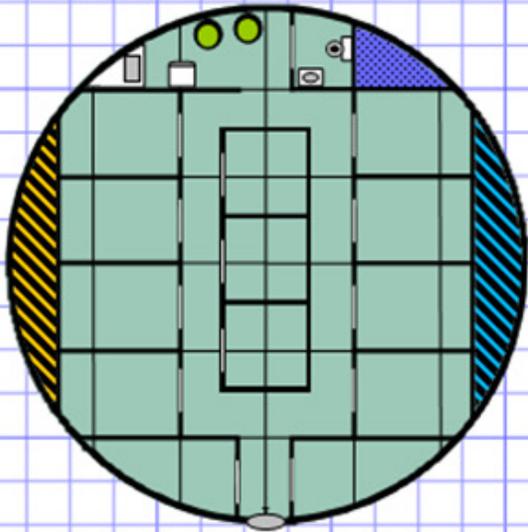
DELTA IV LIFT ROCKET

Ground to Space Transport

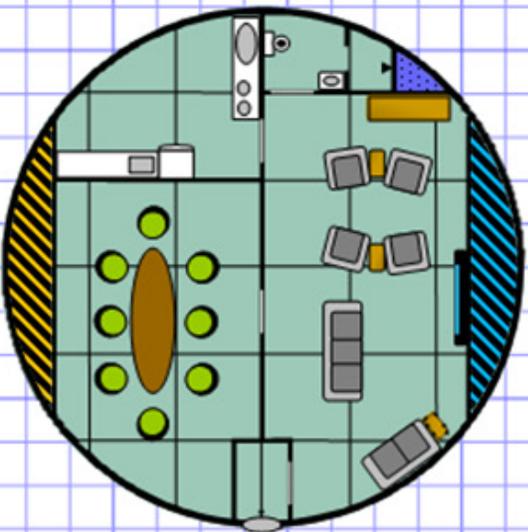
Cargo Module 4D



Cargo Module 4E



Cargo Module 4F



PROTECT THE CONVOY!

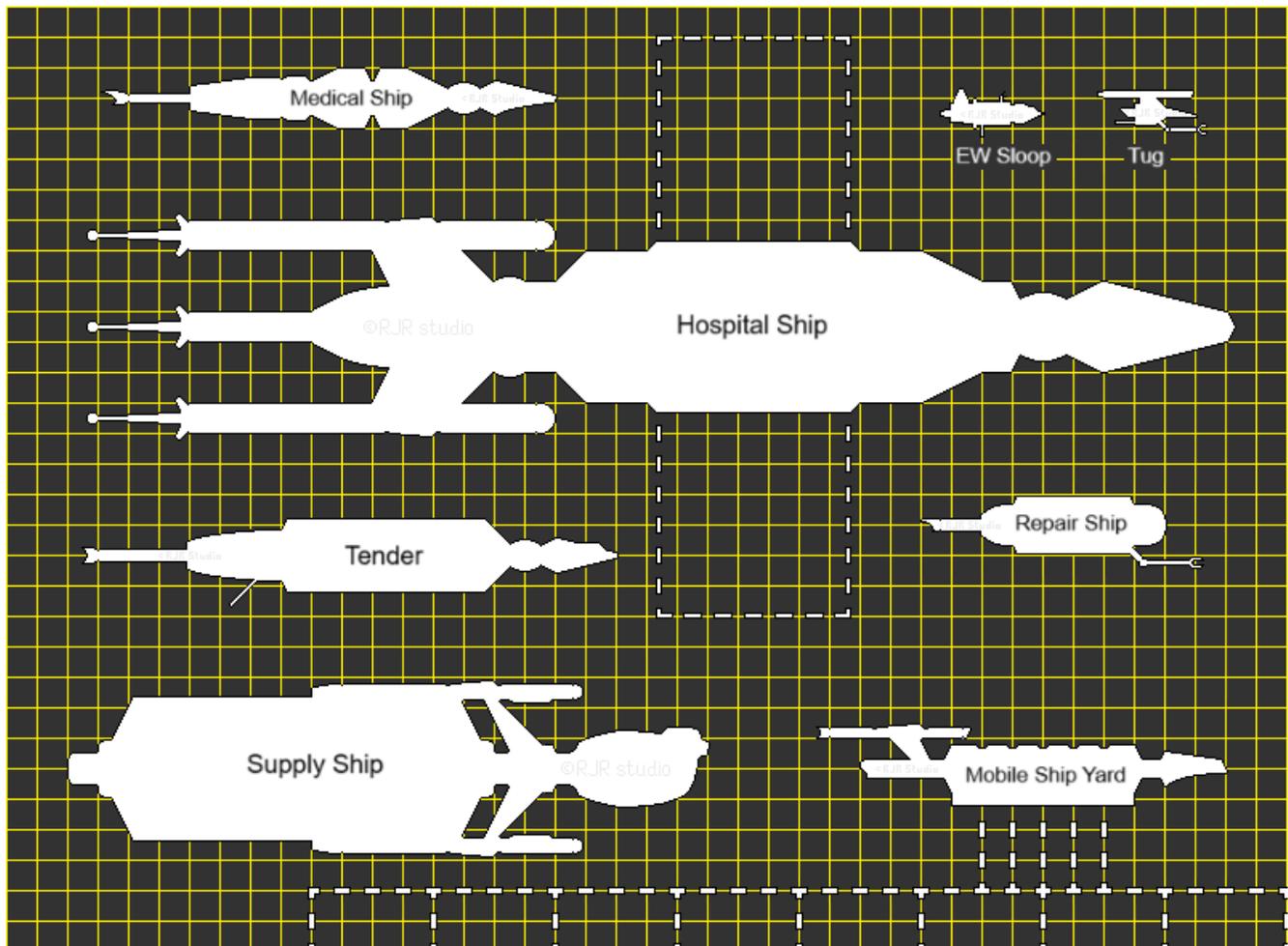
MILITARY SUPPORT SHIPS FOR KNIGHT HAWKS / STAR FRONTIERS

By Oscar Rios

In war, for every being who fights there are many others supporting their efforts. These are the unsung heroes, working bravely and tirelessly, whose unglamorous efforts often make the difference between victory and defeat. There is a saying used among humans regarding great military commanders; "Amateurs study tactics; professionals study logistics". Without food, arms, ammunition, fuel, or proper medical services soldiers and sailors are hungry, under equipped, demoralized, and ultimately dead. This article features just a few of the military

starships whose job is not to fight, but to support other naval starships and ground forces.

Escorts - These ships detailed in this article are usually protected by escorts. Escort sizes can vary but are typically a screen of 3-5 long range fighters, a pair of assault scouts, a frigate and fighter screen (2-3), or even a destroyer paired with an assault scout. If in a supply convoy of multiple support ships, a light or heavy Cruisers typically serves as the task force's flag ship, commanding a number of destroyers, assault scouts, and fighters.



New KH ship profiles (by Richard 'Shadow Shack' Rose)

MEDICAL SHIP

Hull Points: 40 **ADF:** 3 **MR:** 3 **DCR:** 60

Weapons: Laser Battery

Defenses: Reflective Hull, Masking Screen (x2), ICM (x5)

Description / Role: These mid-sized ships are minimally armed and relatively fast. Each has a medical evacuation shuttle, designed for the rapid evacuation of wounded ground personnel, which docks to the mother ship. They are trauma centers in space, able to treat up to two hundred beings at a time, quickly healing most injuries and enabling the wounded to return to the fight more rapidly than if they were treated on the battlefield. They are also used to transport badly wounded troops out of the combat zone while keeping them stable.

MILITARY TENDER

Hull Points: 50 **ADF:** 3 **MR:** 3 **DCR:** 100

Weapons: Laser Battery, Rocket Battery (x4).

Defenses: Reflective Hull, Masking Screen (x2), ICM (x4)

Description / Role: These ships are tough, fast, and maneuverable, designed to keep pace with fleets and convoys on the move. Their hulls are thick and their damage control teams highly trained, because of their dangerous role. These ships carry atomic fuel pellets, torpedoes, assault rockets, rocket battery salvos, seeker and interceptor missiles to rearm other ships in theaters of operation. They also carry a pair of work pods, designed to deliver their deadly payloads safely to warships needing to restock their ammunition.

HOSPITAL SHIP

Hull Points: 80 **ADF:** 1 **MR:** 1 **DCR:** 150

Weapons: Laser Battery (x2), Rocket Battery (x6).

Defenses: Reflective Hull, Masking Screen (x4), ICM (x8), Stasis Screen

Description / Role: These large, slow ships are designed to travel into combat zones, take up orbit over a planetside battlefield, and operate as a comprehensive medical center. However, it cannot do so while underway. Once in a stationary orbit these ships extend and inflate several collapsible sections, greatly increasing their interior space. This transformation can be done in as little as two hours, with the reverse (deflating and retracting the expanded sections) taking twice as long. Hospital ships cannot get underway with the medical wings extended. These mobile medical stations can treat up to five hundred wounded individuals. They also have seventy-five stasis pods, to stabilize the most critically injured while being evacuated from the combat zone and transferred to a more advanced planetside medial facility. Hospital ships, like medical ships, have docking stations for medical evacuation shuttles (typically 2-3).

MILITARY SUPPLY SHIP

Hull Points: 60 **ADF:** 3 **MR:** 3 **DCR:** 50

Weapons: Laser Battery (x2).

Defenses: Reflective Hull, Masking Screen (x2), ICM (x6)

Description / Role: These ships are military versions of civilian freighters, designed to resupply military fleets with essential, non-combat supplies. This includes food, medical supplies, spare parts, and non-combat equipment (such as defense suits, screens, magnigoggles, radiophones, etc) for combat personnel. The ship can also carry military vehicles for planet side deployments, construction equipment for building military fortifications, and anything else an army or navy might need to maintain effective operations.

EW SLOOP (ELECTRONIC WARFARE SHIP)

Hull Points: 20 **ADF:** 4 **MR:** 4 **DCR:** 50

Weapons: Laser Battery.

Defenses: Reflective Hull.

Description / Role: These small, lightly armed ships are crammed full of sensors, communication gear, and electronic countermeasures. Their role isn't to fight but to direct precise fire control information to allied ships while simultaneously jamming enemy targeting systems. All allied ships within 30,000 km (three hexes) gain a +5% chance to hit enemy vessels. Meanwhile all enemy ships attacking allied ships within this area have their targeting systems jammed, inflicting a 5% penalty to their chance to hit allied vessels. EW Sloops often operate in pairs, and ships within the 30,000 km of both ships receive a cumulated attack and defensive bonuses of +/- 10%.

Personals

Handsome Rake

Out of work leaf raker/bagger seeks whimsical beauty with unkempt auburn or chestnut hair, cool with coarse hands and a penchant for whistling.

EXAMPLE

Three Zuraqqor fighters break through the fleet's defensive screen and dive on the UPF Assault Carrier New Pale. They launch their assault rockets, but the New Pale has exhausted its supply of interceptor missiles, leaving it defenseless. Luckily the UPF EW Sloops Fun on a Pun and That's What She Said (from the Dralasite world of Groth, of course), are both within 30,000km of the New Pale, and quickly jam the Zuraqqor targeting system, reducing their chances to hit from 60% to 50% (-5% from each vessel).

EXAMPLE

The UPF Heavy Cruiser War Cry was badly mauled by a pair of Sathar Destroyers, and desperately calls for assistance before the enemy regroups and returns to finish them off. At Hull Size 18, it can be assisted by three Repair Ships. The UPF Repair Ships Uriel and Ariel, converge on the War Cry, match her course and speed. The two repair ships launch their work pods and get to work on the wounded cruiser. The War Cry's DCR, usually 120, is raised to by 65% (45% for the Uriel plus an additional 20% for the Ariel), to a total of 185%



EW Sloop taking off for a mission (by Aillen Taylor)

REPAIR SHIP

Hull Points: 35 **ADF:** 4 **MR:** 2 **DCR:** 90

Weapons: Laser Battery.

Defenses: Reflective Hull.

Description / Role: These small ships have a pair of work pods, two long manipulator arms, a cargo bay crammed with spare parts, and are crewed by highly trained starship mechanics. Their role is to provide damage control support to larger ships in combat zones, sometimes while under fire. Combat vessels supported by a repair ship, which requires the two vessels match speed and heading within 10,000kn (the same hex), have their DCR (Damage Control Rating) improved by 45% (half the repair ships DCR). Combat vessels can be aided by 1 Repair Ship per 5 Hull Sizes, with their DCR increasing by an additional 20% for each additional repair ship tending to them.

COMBAT TUG

Hull Points: 20 **ADF:** 3 **MR:** 1 **DCR:** 60

Weapons: Laser Battery.

Defenses: Reflective Hull, Masking Screen (x4)

Description / Role: These small, lightly armed ships have massively oversized engines, a pair of manipulator arms, and a magnetic harpoon (a long, strong cable tipped with a powerful magnet). Their role in combat is to secure and tow disabled warships off the front line and into a secure repair facility. They can, and do, also work as salvage ships, towing the fragmented hulks of ships out of the combat zone so they can either be restored or stripped for parts. Most mobile ship yards operate in tandem with one or more combat tugs.

MOBILE SHIP YARD

Hull Points: 40 ADF: 2 MR: 1 DCR: 200

Weapons: Laser Battery (x2), Rocket Batter (x4)

Defenses: Reflective Hull, Masking Screen (x4), Stasis Screen

Description / Role: This ship is large, but fragile, and like the Hospital ship is built to orbit a planetary body and extend its collapsible framework. Once deployed it extends its frame of scaffolding to create a massive three sided cage lined with a half dozen extender arms. Deploying or retracting this intricate framework typically requires 1 2 standard days, and the ship cannot get underway with it deployed, although it can detach its main body from the deployed dry-dock should emergency evacuation be required on short notice. The main body of the ship has docking ports for eight work pods and massive storage areas crammed with spare starship components. Any ship docking with a mobile Dry-dock benefits from its DCR being augmented by 120%.

into their victory conditions. The UPF wins if they can reach within 50,000km of Outpost One, losing less than 250 HP of their convoy vessels in transit.

UPF CONVOY (TOTAL OF 500 HP)

1 Hospital Ship, 1 Medical Ship, 2 Repair Ships, 1 Mobile Ship Yard, 2 Military Transports, 2 Military Tenders, 2 EW Sloops

UPF ESCORT (TOTAL OF 350 HP)

4 Assault scouts, 3 Frigates, 2 Destroyers, 1 Light Cruiser

SATHAR ATTACK FORCE (TOTAL OF 645 HP)

1 Assault Carrier, 10 Fighters, 4 Destroyers, 1 Light Cruiser, 1 Heavy Cruiser, 2 EW sloops, 4 Pirate Corvette

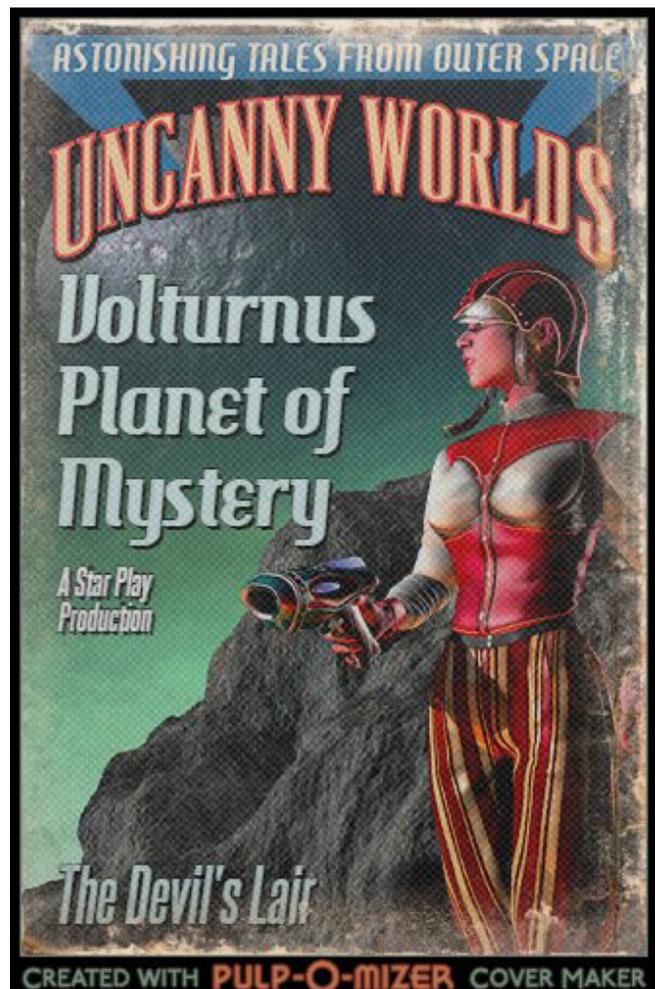
AN INTERSTELLAR ARMORY

These additional weapons and defenses, detailed in the November 1986 issue of Dragon Magazine (Issue#115) are not included in this article. For referees who have incorporated these new items into their Knight Hawk Game the following additions can be made:

- Add Reinforced Hulls to all ships
- Add Light Armor Plating to the Medical Ship, Repair Ship, and Mobile Ship Yard
- Add Heavy Armor Plating to the Hospital Ship, Military Tender, Military Supply Ship
- Add Contact Deflectors to Repair Ships
- Add Seeker Jammers and Masking Fields to EW Sloops
- Add Energy Shields to Hospital Ships and Mobile Ship Yards (800 and 400 SEU respectively)
- Military Tenders may also carry Maxi-missiles and Fusion bombs, but only to resupply other ships. They cannot employ these weapons in combat.

SUGGESTED BATTLE / OPERATION CHUCK WAGON

A convoy of UPF supply ships and their escorts are trying to reach the bridgehead on Outpost One, during the Second Sathar War. A force of Sathar ships, augmented by four pirate mercenary corvettes (hoping to salvage the supplies after the battle), seeks to stop them. The Sathar win if they can destroy 250 HP worth of convoy ships, but escort ships do not factor





THE STAR DEVIL'S TRIANGLE

By Richard 'Shadow Shack' Rose

Welcome to the 6th installment of the Star Devil's Triangle where we constantly go out of our way to nurture the need for narcissistic ne'er do wells to keep your players on their toes. We embellish the ideal of egotistical enemies that are eager to enable an early ending for your earnest players. We boldly go backwards to the banality of Bringing on the Bad Guys!

So far, we have vexed you with the veneer of vanity by producing a visitation of vices courtesy of the vilest of villains. We have offered antagonists and their allies, and this issue will be no different. Keeping with our Knight Hawks theme, this time we present a rogue pirate crew and their ship to better hassle your players in the space lanes.



Olive-skinned Jakosa Starn (mH) was a former Star Devil captain who served in the faction's Volturnus expedition. Once the Sathar battle fleet arrived, he escaped with his small crew aboard one of the SD assault scouts. Engine trouble forced a crash landing in Gruna Garu before he could make it outside UPF jurisdiction, thus he was never able to rejoin his comrades. Adding insult to injury, his fellow crewmen fled and left him for dead in the downed scout ship. Fortunately for Captain Starn his injuries weren't as bad as he had let on...

The Star Devil disowned him, thinking he was lost. His identity unknown at the time, he was rescued by a Yazirian clan and nurtured back to health. He made friends with Countess Krishtar, the heiress to the clan, shortly after saving her from a Sathar agent raid that claimed her parents and most of the clan as well.

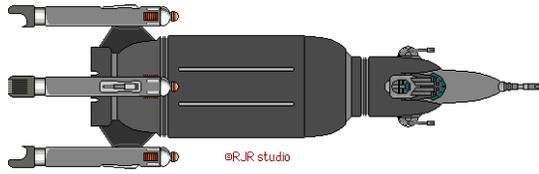
When the few surviving clan members departed to go their own ways and seek their destiny, the two also departed with the heiress' family fortune. They eventually found work on a civilian freight hauler. The freighter fell under pirate attack, but when the raiders could not take the craft, mostly due to Starn's luck at driving past the main assault, he made his way with ship troopers into the invading craft and quickly

overtook it instead. Starn parked the vessel in an asteroid cluster and marked the location for future retrieval and salvaged a few items for the freighter in the meantime.

That ship was eventually registered with a legal UPF salvage title under Starn's name once he and his heiress companion departed the freighter crew, and now plies the space lanes as the SS Dark Tramp. Now, back in the command chair of a pirate vessel once again, Captain Starn immediately adapted to his former lifestyle and had little trouble convincing his she-yaz friend to join him on such exploits.

Jakosa still bears the mark of the Star Devil on his upper right arm but goes to great lengths to conceal it, exposing it only after he begins a pirate raid to lay blame on the faction who disowned him. He is a highly skilled Technician with moderate skills utilizing Beam Weapons and Starship Piloting, and a novice in the fields of Computers, Robotics, Starship Engineering, and Gyrojet & Melee Weapons.





SS DARK TRAMP

BLACK CONDOR CLASS PIRATE FRIGATE

HS:5 HP:35 Powerplant: 3 Atomic-B

ADF:4 MR:3 DCR:50 Crew: up to 20

Armament: Laser Cannon, Laser Battery (x2), Rocket Battery (4 salvos)

Defenses: Reflective Hull, Masking Screen (x1), ICM (x5)

Communications/Detection: SubSpace Radio, WNB, Intercom; Radar, Energy Sensor

Misc. Equipment: Cargo Arm, Medium Hull Armor

COMPUTER (Level:5 FP:213 SP/Mass:300)

Alarm (3), Analysis (4), Astrogation (4), Bureaucracy (2), Communication (1), Computer Lockout (4), Computer Security (4), Damage Control (3), Drive, Atomic-B (5), Industry (1), Information Storage (1), Installation Security (4), Interceptor Missile (3), Life Support cap:36 (1), Laser Battery (1) x2, Laser Cannon (1), Maintenance (3), Rocket Battery (2)

Cargo Capacity: 2.5

Crew Accommodations: 2 single-bunk cabins (officers), 2 two-bunk cabins (crew), 2 three-bunk cabins (additional crew), 2 four-bunk cabins (troops)

Passenger Accommodations: 12 (cells @ brig)

Ship's Vehicles: 2 workpods, 2 Strel S-3 fighters** w/External Docking Facility

* See *Frontier Explorer @26* for Black Condor class pirate frigate deck plans.

** See *Star Frontiersman #29 Stellar Steel* from Strel for Strel fighter craft info.

CREW POSITIONS

Pilot/Captain: Jakosa Starn

Copilot/1st Mate: Alissus Krishtar

Chief Engineer: Karak Terb

Auxiliary Engineers: Grum-Buhl Skreed, Nolstro & Soltan Jang

Astrogator: Krishtar

Port Laser Battery: Dri-Losärma

Starboard Laser Battery: Bor'oq

CREW POSITIONS CONTINUED

Rocket Battery: Terb

Cannon Assist: Skreed

Fighter Pilots: Jang brothers

Medic: Nolstro Jang

Robotician: Soltan Jang

+2d10 mooks serving as assault troops

Alissus Moam Krishtar was Countess to the Krishtarian clan on Hargut. A Sathar agent raid coupled with a human refugee that the clan was caring for gave her that throne when her mate Count Arguus Krishtar was killed in the raid, alas her legacy was short lived as the few surviving clan members opted to go their separate ways.

She finally liquidated the remaining family fortune and departed Hargut with her human friend that stayed true to her. The two were hired on with a freighter crew to staff the helm of the ship under its owner. The ship came under pirate fire during a routine cargo run, and her human companion turned the helm over to her while he attempted to diffuse the situation. He somehow managed to not only wipe out the invaders but to overtake the enemy craft as well.

The two eventually salvaged the abandoned pirate ship and registered it under their names. A career in piracy soon began afterwards under Captain Starn, as Alissus held no loyalty to the Federation who showed little interest in pursuit of the worms after she lost her clan.

Karak Terb was part of a scientific experiment that involved raising various Yazirian infants on a secluded high gravity world. Many did not survive, only a small percentage adapted to the gravity and grew to incredible strength and size. The idea was to muster an elite force of brute battle raging LandFleet operatives, but the project was quickly scrapped due to the mortality rate. Karak, being one of the few survivors of the experiment, grew to incredible proportions as a result. By choice, he had his patagium surgically removed as they were now useless as far as their intended purpose goes.

Karak found himself out of what was supposed to be a promising job in LandFleet, and turned to various enforcer type jobs until finally being accepted into Gollwin Academy where he learned Engineering. Upon graduation, he was approached at a spacer gathering and recruited for service on a civilian craft, given a position as Chief Engineer aboard the *Dark Tramp*.



(COUNTRESS) ALISSUS MOAM KRISHTAR

FEMALE YAZIRIAN

35 years old

Right-handed 2.02 m/48 kg

STR/STA	45/55
DEX/RS	60/60
INT/LOG	50/50
PER/LDR	60/50

PS:3 IM:6 **Battle Rage:**26%

SKILLS (PSA: Military): Melee Weapons-5, Martial Arts-4, Beam Weapons-3, Thrown Weapons-1, Computers-6, Technician-6, Pilot-3, Astrogation-1

EQUIPMENT: SkeinSuit, Albedo Screen w/50SEU Power BeltPack, Laser Pistol w/50SEU Power BeltPack, StunStick w/20Seu PowerClip

Once her fraternal uncle was exposed as a high ranking operative of an anti-UPF faction funded by extremists and suspected terrorists, it didn't take long for Dri-Losärma to follow suit. With a family reputation like that following her around, it was pointless to try and prove herself everywhere she went. She resigned from her position as a battery operator aboard a



KARAK TERB

MALE YAZIRIAN

34 years old

Right-handed 2.35 m/100 kg

STR/STA	90/120
DEX/RS	45/45
INT/LOG	50/50
PER/LDR	40/50

PS:5 IM:5 **Battle Rage:**40%

SKILLS (PSA: Military): Gyrojet Weapons-6, Melee Weapons-6, Martial Arts-5, Projectile Weapons-4, Technician-4, Robotics-2, Engineering-3, Rocket, Gunnery-2

EQUIPMENT: SkeinSuit, Albedo Screen w/50SEU Power BeltPack, Automatic Rifle w/8 20r BulletClips, Gyrojet Pistol w/2 10r JetClips, Electro-QuarterStaff w/20SEU PowerClip

government subsidized para-military freighter and went "underground"...quickly finding employment aboard the *Dark Tramp*.

DRI-LOSÄRMA

FEMALE VRUSK

29 years old

Ambidextrous 1.57 x 1.63 m/48 kg

STR/STA	50/60
DEX/RS	65/65
INT/LOG	50/50
PER/LDR	40/40

PS:3 IM:7 Comprehension:35%

SKILLS (PSA:Military): Beam Weapons-6, Projectile Weapons-4, Demolitions-3, Melee Weapons-2, Energy Gunnery-4

EQUIPMENT: SkeinSuit, Albedo Screen w/50SEU Power BeltPack, 2 Laser Pistols w/8 20SEU PowerClips, 2 Automatic Pistols w/6 20r BulletClips, 5 V/T Detonators, 2 Radio Detonators w/transmitter (1 kg/20 charges of D-19 stored)

Nolstro, the slightly older of the Jang twins, is chief medical officer to the group. He also helms one of the Barracuda fighters when the need arises. He is the right hander of the pair, but unless either is engaged in fighting or any other display of the dominant hand, it's difficult to tell them apart. However, when encountered together Nolstro is slightly taller.

Born and raised in the "warehouse district" of New Hope (Triad), Nolstro was quick to sign on with the underworld elements and worked various odd jobs in the fields of smuggling, gun running, and vehicle chop shops. He left town on good terms with such organizations as the "Triad Sathar" hovercycle club, notorious for wearing skinned Sathar hides as vests, jackets, chaps, boots, and/or gloves.

Soltan, the younger of the Jang twins, is the roboticist of the group. He also helms the other Barracuda alongside his brother when the need arises. He is the southpaw of the pair, but unless the duo is fighting or any other display of the dominant hand, it's difficult to tell them apart. Although if seen together, Soltan is a tad shorter.

Born and raised in the "warehouse district" of New Hope (Triad), Soltan followed his brother's lead with employment in the underworld sector, working in such fields as vehicle chop shops, theft, and black and grey market sales. He left town under good terms with the Triad Sathar hovercycle gang and other such underworld groups.



NOLSTRO JANG

MALE HUMAN

31 years old

Right-handed 1.87 m/78 kg

STR/STA	60/60
DEX/RS	55/55
INT/LOG	40/50
PER/LDR	40/50

PS:3 IM:6

SKILLS Technician-6, Computer-2, Robotics-2, Medic-3, Projectile Weapons-2, Martial Arts-1, Pilot-2, Engineer-1

EQUIPMENT: Flight Suit (SkeinSuit), Inertia Screen w/50SEU Power BeltPack, Automatic Pistol w/3 20R BulletClips, Medkit



SOLTAN JANG

MALE HUMAN

31 years old

Left-handed 1.85 m/77 kg

STR/STA	55/55
DEX/RS	60/60
INT/LOG	45/55
PER/LDR	35/35

PS:3 **IM:**6

SKILLS Technician-6, Robotics-6, Computer-2, Projectile Weapons-2, Martial Arts-1, Pilot-2, Engineer-1

EQUIPMENT: Flight Suit (SkeinSuit), Inertia Screen w/50SEU Power BeltPack, Automatic Pistol w/3 20R BulletClips, RobComKit



BOR'OQ

MALE DRALASITE

42 years old

"Right-handed" 1.61 x 1.23 m/80 kg

STR/STA	85/75
DEX/RS	45/45
INT/LOG	40/40
PER/LDR	50/40

PS:5 **IM:**5 **Lie Detection:**25%

SKILLS Beam Weapons-6, Melee Weapons-5, Martial Arts-4, Energy Gunnery-3

EQUIPMENT: SkeinSuit, Albedo Screen w/50SEU Power BeltPack, 3 Laser Pistols w/9 20SEU PowerClips, 3 VibroKnives w/3 20SEU PowerClips

Bor'oq is a descendant of the Malthar, although not quite as sinister or grotesque. Instead, he is a hulking example of a Dralasite, stocky and strong yet unlike the Malthar he has a friendly demeanor. It didn't take him long to drift towards the wrong side of the law though, despite their vast differences. He racked up a criminal record that eventually had him exiled from Inner Reach. Although he never formally worked for MalCo Enterprises or any of their criminal associates, he was eventually hired aboard the Dark Tramp and presently serves as one of the gunners.

Grumm-Buhl is a Rim transplant from Capella who started his career as a delinquent. Trouble was something that had little difficulty in following him, as a youth he was constantly caught in various mischievous acts of theft. He was reformed and began a professional career as a ship's trooper in Faire and later as a reserve engineer aboard a Capellan merchant ship. The vessel made its way into the Frontier and Grumm-Buhl opted to stay behind.

He eventually found work on the Dark Tramp and made the unlikeliest of friends with, of all the possible shipmates, Karak. The two are polar opposites yet the camaraderie was almost instant. Of course, it also helps that he can make his way into those tight spots that Karak could never dream of crunching into!



GRUMM-BUHL

MALE IFSHINIT

34 years old

Right-handed 1.11 m/31 kg

STR/STA	55/65
DEX/RS	60/50
INT/LOG	35/35
PER/LDR	50/40

PS:3 IM:5

SKILLS: (PSA: Military) Beam Weapons-6, Melee Weapons-6, Projectile Weapons-6, Technician-4, Robotics-2, Energy Gunnery-2, Engineer-1

EQUIPMENT: SkeinSuit, Albedo Screen w/50SEU Power BeltPack, Laser Pistol w/4 20SEU PowerClips, Automatic Pistol w/4 20r BulletClips, StunStick w/20SEU PowerClip

Note how several of the Dark Tramp crew members hold more than one position. Obviously, these crew can only perform one task at a given time, meaning an engineer/gunner can either engage in combat or effect repairs but not both.

Join the Star Fighter Corps!

"This is Alpha Two, I've got one in my sights. Switching over to guns."

"Watch your six there Two, you've got one on your tail!"

"I can't shake 'im!!!"

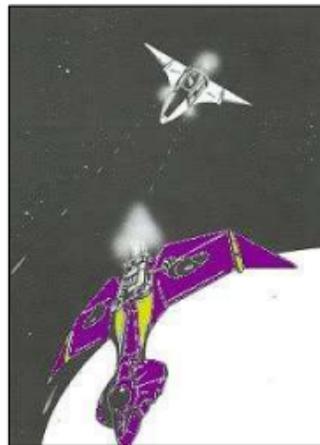
"Evasive maneuvers Two, I'm coming in at vector two five niner."

"Hurry up Chief, I can't hold this much longer..."

"Yahooooo!!! Chalk up another one!"

"Thanks Alpha One, drinks are on me when we land."

"Roger that Alpha Two, let's take out that other bogey and we can go home."



Enlist into the Star Fighter Corps, slide behind the stick of a sleek & deadly fighter craft, and take the fight to the enemy!

Do you have the right stuff to become an ace fighter jockey? Come find out

Interested parties should report to Mercenary Starbase, orbiting Volturnus in

the Zebulon system for qualifying exams.

Subspace Relay #
9751358410003845028

Personals

Thumb Wrestling Partner

I need somebody to thumb wrestle. I love the sport and am very passionate about it. I have different stage names for my (left) thumb, but the most famous that you may have heard about is El Chupa Thumbrah. He has a little mustache and I paint a red and green leotard on him for events. I am mostly looking for left handed partners to compete against and cheer on, but anyone with a caring and supportive demeanor and the grip of a offshore drill hand is welcome.

I also enjoy crocheting, shadow puppeteering and speed snapping to keep my fingers loose.

Retrieval at Zindrin's Moon

DwD Studios

For decades an unnamed distant star and its small orbital manifest have been ignored by navigators, after initial exploration yielded worthless results. New discoveries necessitated a new survey expedition, whose daily subspace messages have shown promise. But there have been no messages for four days, prompting concern.

The characters are sent to Zindrin's Moon to secure the safety of the survey team and its mission data. When they arrive, they will learn of the fate that befell Zindrin's team and embark on a rescue operation, facing the hazards of the moon and its unusual dominant species: simitaur, culminating in a discovery about this moon and its past.

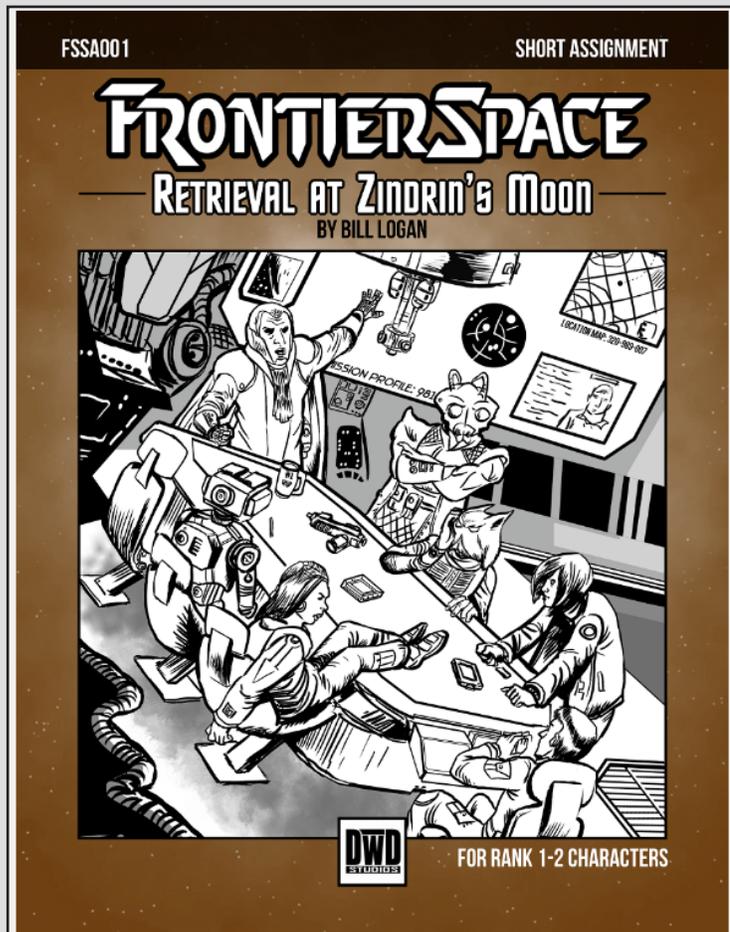
This short assignment can be placed anywhere in the frontier, just off the edge of the star map. Although it uses Tri-Corp as a framework, it can easily be adapted to any corporation or government that fits the GM's setting.

Contains:

- 1 page credits/contents
- 17 pages of content
- 12 pages of appendixes showing player and GM maps, NPC stats, and creature descriptions
- 1-3 sessions of sci fi fun!

Price \$2.99

Available on [DrivethruRPG](#) as PDF.



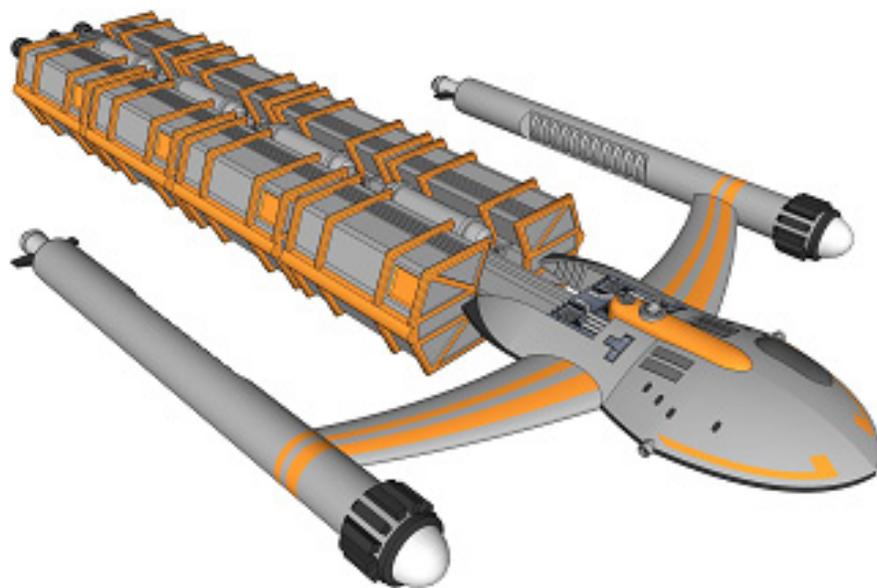


Do you dream of seeing the stars but can't get your feet (or pseudopods) off the ground? Well fret no more, friend...the spacer's life awaits YOU here at Trans-Travel! Our university has turned out some of the Frontier's finest civilian pilots, engineers, astrogators, and gunners for decades, and you can easily join their ranks.

Your local Trans-Travel office can supply you with all the information needed to join us in an exciting career aboard a starship. Our recruiters are anxious to meet you and point you in the right direction. Fantastic benefits await those who serve aboard our fine transport vessels.

So come meet us at your regional office, or better yet secure passage to Terledrom and interview with our admissions counselors to get started right away at Trans-Travel Transport University where you will learn valuable skills in the field of starship operation.

Your safest career route is with Trans-Travel!



THE FRONTIER'S MOST WANTED

STATS

RACE	Human	
STR/STA	60	60
DEX/RS	70	60
INT/LOG	55	55
PER/LDR	50	60
IM/PNCH	6	3
PSA	Technological	
SKILLS	Technician-6 Computer-2 Robotics-2 Beam Weapons-3 Melee Weapons-2 Gyrojet Weapons-1 Pilot-3 Engineer-1	

Jakosa Starn

NAME



WARRANTS FOR

Piracy
 Slavery
 Destruction of Government
 and/or Govt. Chartered
 Property
 Disruption of Exploration
 Efforts

HEIGHT

2.05 m

DESCRIPTION

including distinguishing characteristics

Black hair, green eyes, olive skin; tattoo on rt. arm (red demon w/6 silver stars)

WEIGHT

91 kg

ALIASES

"Captain Jack"

AFFILIATIONS

Star Devil piracy faction
 Krishtarian Clan

ARMAMENTS

Albedo Suit
 Inertia Screen w/50SEU Power
 BeltPack
 Laser Rifle
 w/6 20SEU PowerClips
 Electric Sword w/20SEU
 PowerClip

ASSETS

1/2 ownership of Black Condor
 class frigate "SS Dark Tramp"
 Possible hide-out(s) in
 uncharted system(s)