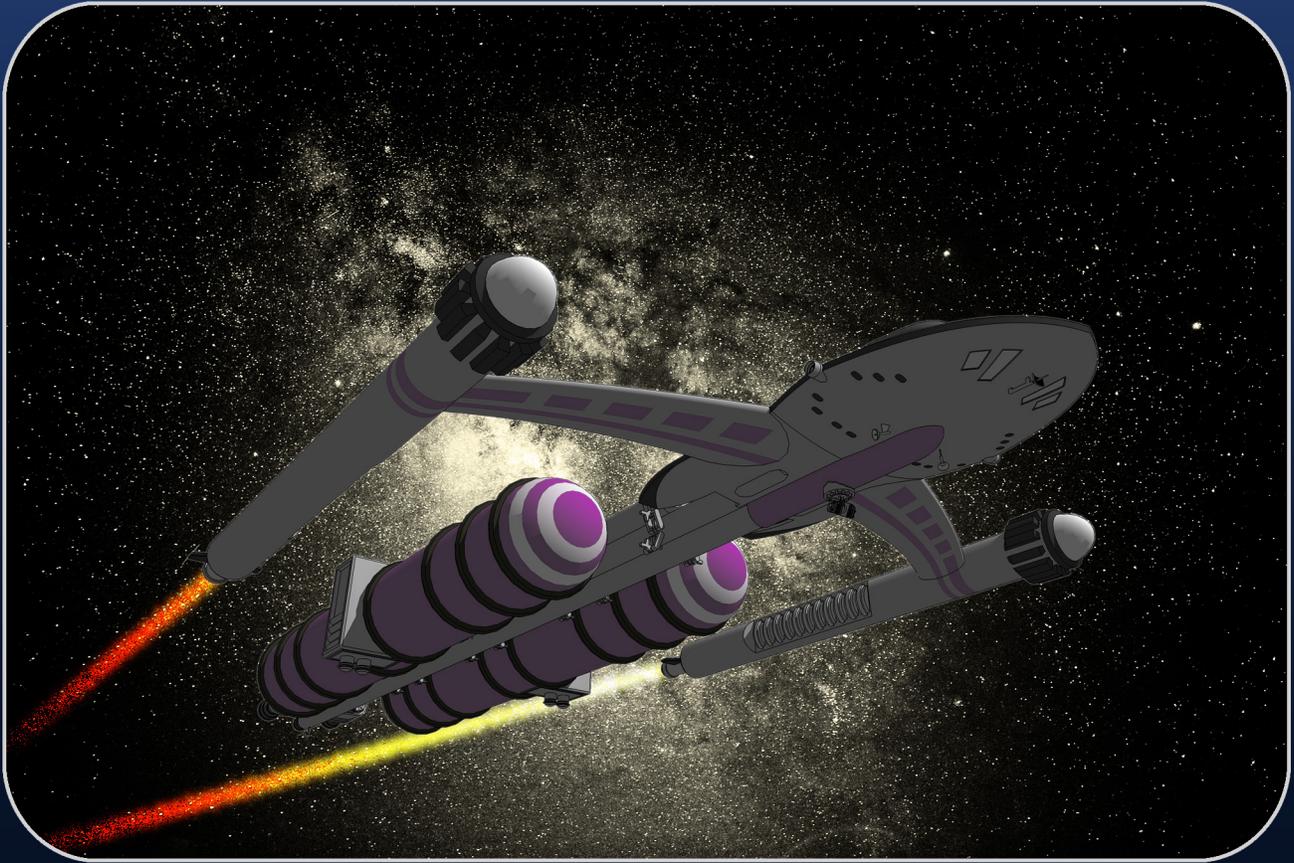


# STAR FRONTIERS®



## TRANS-TRAVEL CAMPAIGN BOOK

ADVENTURES IN FREIGHT HAULING WITHIN THE **KNIGHT HAWKS™** SYSTEM



# ***TRANS-TRAVEL*** ***CAMPAIGN BOOK***

ADVENTURES IN FREIGHT HAULING WITHIN THE **KNIGHT HAWKS™** SYSTEM

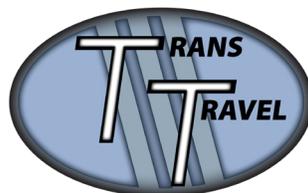


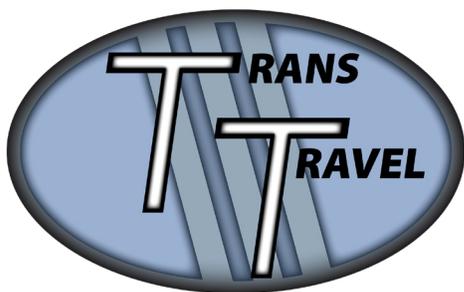
**WRITTEN BY RICHARD 'SHADOW SHACK' ROSE**

**A STAR FRONTIERSMAN PUBLICATION**

**PUBLISHED JANUARY 2024**

**FOR USE WITH D100 RPG SYSTEMS**





## TABLE OF CONTENTS

<b>ALPHA SECTION — TRANS-TRAVEL OVERVIEW</b>	<b>3</b>
<b>REQUIREMENTS</b>	<b>3</b>
<b>UNIVERSITY SKILLS</b>	<b>4</b>
<b>ADVANCEMENT</b>	<b>4</b>
<b>COMMAND</b>	<b>5</b>
<b>BETA SECTION — THE CAMPAIGN</b>	<b>6</b>
<b>FREIGHT HANDLING</b>	<b>7</b>
<b>MUSTERING OUT</b>	<b>9</b>
<b>GAMMA SECTION — TRANS-TRAVEL FREIGHTERS</b>	<b>10</b>
<b>LIGHT FREIGHTER</b>	<b>10</b>
<b>SMALL FREIGHTER</b>	<b>14</b>
<b>SYSTEM TRANSPORT</b>	<b>18</b>
<b>NPC CREW ROSTER</b>	<b>19</b>
<b>DELTA SECTION — CAMPAIGN SCENARIOS</b>	<b>23</b>
<b>MILITIA INSPECTION</b>	<b>23</b>
<b>CORPORATE RAIDERS</b>	<b>24</b>
<b>ESCAPED CONVICTS</b>	<b>30</b>
<b>ROBOTIC ASSIMILATION</b>	<b>35</b>
<b>MILITIA MAYHEM</b>	<b>36</b>
<b>LATE PASSAGE</b>	<b>39</b>
<b>ROGUE FREIGHTER</b>	<b>40</b>
<b>EPSILON SECTION — EPILOGUE</b>	<b>43</b>
<b>TRANS-TRAVEL'S FLAGSHIP</b>	<b>43</b>

©2024 Frontier Games and Publishing. The Star Frontiersman names and logos are trademarks of the Frontier Explorer Magazine. Wizards of the Coast, Star Frontiers, and their logos are trademarks of Wizards of the Coast, LLC in the United States and other countries. The rights to all material presented here are retained by their original authors and are printed with permission. Frontier Games & Publishing is not affiliated with, endorsed, sponsored, or specifically approved by Wizards of the Coast, LLC. Frontier Games & Publishing is producing fan materials in association with The Frontier Explorer and may use the trademarks and other intellectual property of Wizards of the Coast, LLC, which is permitted under Wizards' Fan Site Policy. FTC disclosure: Many of the links for ads in this magazine are affiliate links.

## CREDITS

**Production Editor:** Tom "Jedion357" Verreault

**Concept Developer and Writer:** Richard Rose

**Editors:** Oscar Rios, Richard Bejtlich, and John Buckley

**Cover Art:** Composited by John Buckley using Freighter by Jay Thurman

**Interior Artwork:** Richard Rose, Thomas Verreault, with all freighter ship renders by Jay Thurman

Space Backgrounds can be found on Pexels.com or Pixabay.com

**Layout:** John Buckley

## PREFACE

This project was inspired by a discussion regarding ship skills in **Knight Hawks™**, specifically the efforts to acquire the experience points for pre-requisite skills and the ship skills themselves. Some advocate for new characters to just start the game with a ship. I prefer the method in the **Dungeons & Dragons™** Basic and Expert (D&D B/X) sets by Moldvay, and similarly by Mentzer.

The original **Star Frontiers™** "blue/purple" boxed set (rebranded as Alpha Dawn) spells out what your Technician is capable of operating: level 2, a jetcopter; level 4, an air car; level 6, rocket powered craft. Knight Hawks follows that pattern with spaceship licensing: a level 1 pilot can fly system ships; a level 2 pilot can fly a starship up to hull size 3; and so on. Technician 6 falls somewhere between system ships and atmospheric vehicles, or more specifically in the text "rocket powered vehicles," AKA shuttles. This is also spelled out via astrogation equipment, as a separate category from system ships and starships. It matches up perfectly in both rule books.

Consider the Sathar War order of battle: warships are rare, we have two Task Forces (Prenglar and Cassidine) at the center of the Frontier map, and Strike Force NOVA roams the rest of the map. Out of twenty-three worlds, only ten have a planetary militia. Counting the three UPF fleets, that leaves 10 undefended worlds with nothing.

We can debate civilian ships having different requirements than starships, but there's one more factor that needs to be considered before allowing sufficient numbers of low level characters to own or operate these starships: they're EXPENSIVE! You CAN'T be Han Solo or Luke Skywalker and have your ship right out of the gate. You can't "practically buy your own ship for 10,000 credits." You can't even fuel your basic Hull Size 3 ship's

drives with 10K credits. Ships are just as abundant as water in the ocean in Star Wars because they're cheap. (Maybe that's why even a ten year old slave boy with no access to technical schooling can fly one?) However, this is **Star Frontiers™**, not **Star Wars™**.

What happens if you allow a low level technician to pilot a ship at his meager 60 credits per day wage? He and his buddies will NEVER make that first payment to the bank. They probably won't even be able to pay the berthing fee. The only way they're keeping possession of that ship is dodging the skip tracers and becoming pirates, hiding out in an uncharted system. Actually, that sounds like some good wholesome chaotic evil fun...count me in! Alas, now we're playing **Traveller™** and not **Star Frontiers™**. Do you see a pattern here?

Getting back to the **D&D™** B/X terms, since the game was written with the same simplicity, the ship has to come at "Name Level" because it costs too much for basic level characters to even fantasize about owning and operating one. ("Name Level" was a concept in older **D&D™** versions associated with 9th level characters. Prior to 9th level, a thief, for example, was not called a thief. Level 1 was called a rogue. The next levels were footpad, cutpurse, robber, burglar, filcher, sharper, and magsman. Only at level 9, a fairly high level, was a thief officially called a "thief.") Price out a D&D castle and watch your basic low level characters try and pay for that too; it's the same boat sailing from the same dock.

Now let's discuss alternate methods for acquiring ship skills. Signing on with Space Fleet is an official canon source for "quick acquisition of ship skills." The Knight Hawks Campaign Book goes to great lengths to cover the admission to Gollwin Academy, where players can send their beginning characters (or any other character with any degree of experience for that matter) to attain both the prerequisite skills and ship skills alike in short order... if taking a year or two out of the campaign time can be considered short.

At the time I had another means to acquire ship skills, in an online **Star Frontiers™** game I hosted called Wing Commander. PCs would sign on with the Star Fighter Corps, gain piloting skills, and participate in numerous fighter squadron missions to help boost those skills. It was a house-rule heavy game as far as equipment for the basic **Star Frontiers™** fighter, designed to allow multiple theaters and fighter craft with varying weapons as well as PC survivability. It was a creative alternative to Space Fleet.

Another idea was to create a civilian version of Gollwin Academy for rapid acquisition of ship skills. This simple comment exploded in my mind with possibilities, so much so that I started to form a basic outline of such a parallel concept. My Star Fighter Corps game limited players to piloting skills, whereas this basic concept would have to address the other fields as well. Before I

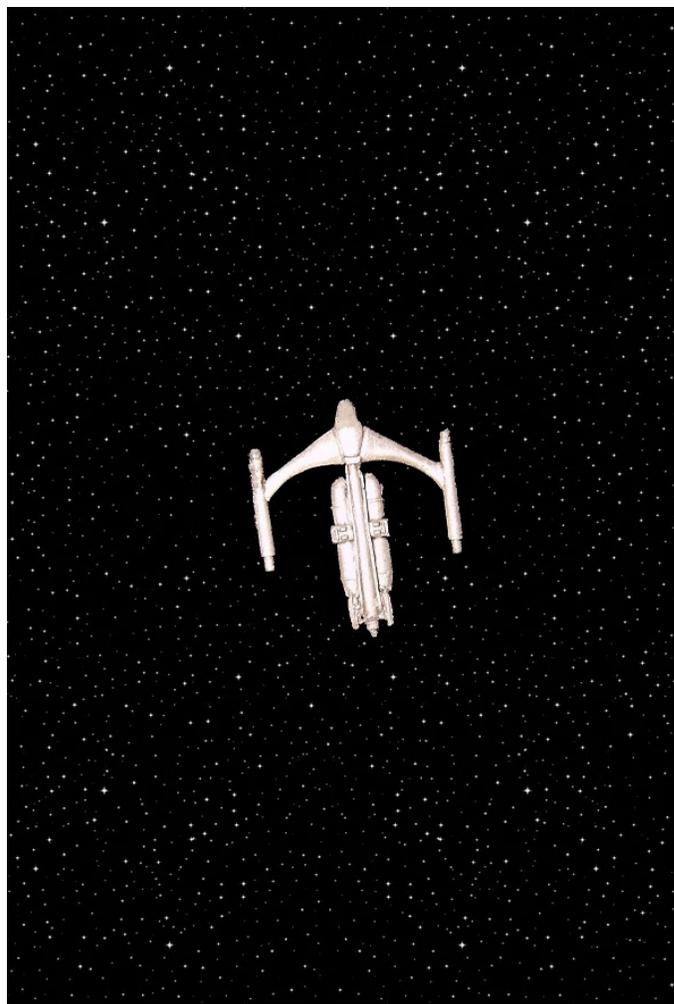
realized it, I was in deep with a lengthy Word Document with details for such a concept. I considered not just the basic schooling classes spelled out for Gollwin, but also combining that with a campaign built around this concept, much like Space Fleet is to Gollwin.

Within this book you will find a complete resource for spaceship skills acquisition along with a canon mega-corp to work under while carrying out missions to expand the character skills. Also included will be a slew of deck plans for spacecraft the characters can serve aboard, all under the guidelines of said mega-corp. Unlike my Star Fighter game, this is 100% canon material to which any referee may add their own house rules as they see fit.

So without further ado, allow me to introduce you, the budding referee, to what I hope will be a great resource for your players and campaign while your RPG group learns the significance behind the slogan "Your safest route is with Trans-Travel."

--- I'll see you in the travel lanes!

Richard 'Shadow Shack' Rose



# ALPHA SECTION

## TRANS-TRAVEL OVERVIEW

### TRANS-TRAVEL TRANSPORT UNIVERSITY

Trans-Travel officers receive their training at the Trans-Travel Transport University, AKA "Triple-T U". The campus is made up of a group of both land-based structures and space stations located at Terledrom (Fromeltar). It offers an eight year program in the fields of stellar and interstellar transport: two years of schooling followed by six years of service. Triple-T U graduates assume the rank of Merchant Apprentice on Trans-Travel vessels.

The university has a reputation for graduating skilled and effective officers. Each graduate is qualified at the entry level of a spaceship skill (piloting, astrogation, engineering, or gunnery at level 1). The program of instruction is rather intense, and only qualified individuals can gain admission to the school.

Trans-Travel is a Frontier-wide organization. They have offices on every civilized world with a population above outpost grade, as well as offices on any orbital stations. Company support is always available in nearly every system.

### TRANS-TRAVEL CONTRACTED PERSONNEL

Although the officers of Trans-Travel represent some of the finer individuals in the Frontier, the same cannot always be said for the contracted crews of Trans-Travel ships. The contracted crew members come from all walks of life. The transport fleet is often short on contracted crew members, so the requirements for employment are not as strict. Little to no checking is done regarding a crew member's background or abilities; consequently, a fair number of ne'er-do-wells have found a home in the crew's quarters of Trans-Travel vessels. These crew members serve in auxiliary positions, such as medics, technicians to assist the engineers, communications operators on the bridge, shuttle pilots & launch operators, or ship security.

Many of these crews become decent operating units. The operational record of Trans-Travel is impressive. Occasionally, however, a charismatic bully will win the respect of or inspire fear over his shipmates to the point of inciting a mutiny. More than one Trans-Travel vessel has dumped its officers into space and disappeared into the fringes of the Frontier to embark on a career of piracy and plunder.

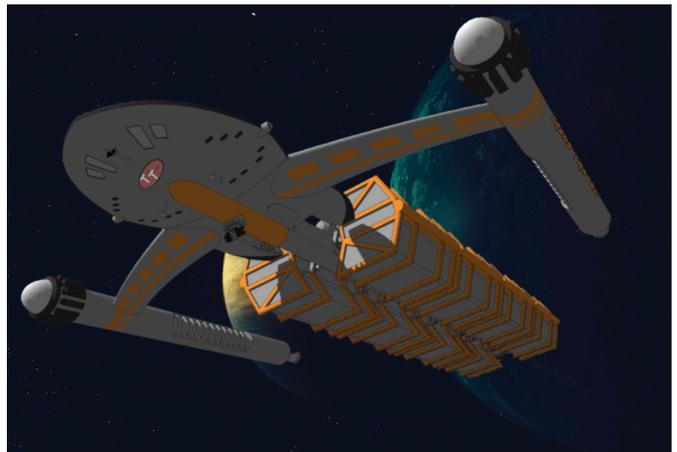
### CAREERS IN TRANS-TRAVEL

If the referee wants player character Trans-Travel officers in his campaign, characters should be allowed to apply to the Trans-Travel Transport University. Characters who are accepted will be inactive for eight years of campaign time unless the referee opts to portray missions and adventures for the post-university six year period. In some cases, this can be undesirable. If it works out, however, the following requirements must be met by aspiring university applicants.

### REQUIREMENTS

All applicants entering the academy must have scores of at least 45 in six of their eight abilities. Certain scores must be above 45 depending upon the position sought. For the aspiring pilot it is the Leadership score; for the astrogator it is the Logic score; for the engineer it is the Stamina score, and for the gunner it is the Dexterity score. These scores will be referred to as Prerequisite Scores. No character who has been identified as having committed an illegal act will ever be admitted to the university, although attorneys can be hired to seal less severe records and/or non-violent offenses in order to facilitate admission. While Space Fleet has government and top secret access to such sealed records, the civilian mega-corps lack such access. Figure (1d10 x 100) + 1,000 Cr per non-violent or minor conviction for attorney fees to seal such records.

If the ability requirements are met the character must be interviewed by the faculty before applying for entrance. The character must furnish his own transportation to the university for this interview. A Prerequisite Score check is needed for a successful interview, and the referee may



allow bonuses or penalties based on the PC's history of adventures and accomplishments. A character can interview up to three times per year with a minimum of four tendays between interviews. If all three fail a full year must transpire before attempting the process again.



If the character makes it through the interview process, he/she may select one of the four schools of study. The character must pass a Prerequisite Score check for the desired field. If successful he is accepted into the university and will begin classes immediately. Optionally allow a bonus to the Prerequisite Score check at +1 per point over 45 for the applicant's score up to +20 maximum, i.e. if the Prerequisite Score check is 50 there is a +5 bonus to the roll. This option can be applied in conjunction with aforementioned heroic deeds and past records. If the roll is unsuccessful, the character may try again for a different field and begin the next term, having lost 12 tendays in the process of failing the subject at hand; see University Skills below.

## UNIVERSITY SKILLS

Characters who go through the university's course of instruction can choose spaceship astrogation, piloting, engineering, or gunnery as their area of expertise. After the player chooses a skill area, the character must make the Prerequisite Score check as described above. If this roll is successful, the character can study in his chosen field. If the roll is unsuccessful, the character must choose one of the other three areas and roll that skill's Prerequisite Score check. If an alternate field score is 45 or less, subtract 5 from the roll; otherwise roll normally (with no optional bonus as was mentioned above). If the second roll fails, the character may try once more for either of the remaining two skill areas, based on each area's Prerequisite Score check with the same

modifiers applied to the second roll. If the third roll fails, the character has "washed out" of the university and will never be admitted again. The failed admission process will chew up a full year if all three checks are failed. Note that there are two fields available for spaceship gunners: rocket gunnery and energy gunnery. Either field can be attempted separately. As such if a character doesn't pass entry into one gunnery field, he may attempt the other before opting into the other three fields and vice versa.

Students who successfully enter a skill area at the university will graduate after two years (80 tendays) with a 1st level spaceship skill (along with the associated prerequisite skills, such as 6th level computer skill for astrogation). If the character did not have the foundation skills necessary for a spaceship skill when entering the university, he/she will have a 25% chance at increasing his/her Prerequisite Score check by five (hence a score of 55 will become 60). Students already possessing the prerequisite skills will graduate with a 2nd level spaceship skill and a 50% chance to increase said score by five.

Note that it is entirely feasible for characters to enter the university with pre-existing ship skills to learn a new ship skill. The admission procedures are still the same with the caveat that the applicant must pay tuition along with room and board, which translates to 1,000 Cr per tenday. Successful course completion takes 80 tendays, with failed courses adding 12 tendays prior to enrolling in the new course. If the player already has the prerequisite skills for the chosen field, the earned skill will always be at level 1 (i.e., no possibility for level 2 as a new candidate is eligible for as described). This process is only possible for learning a new ship skill; the player may not increase an existing ship skill. However, the chance for increasing the player's Prerequisite Score check is still feasible.

## ADVANCEMENT

Merchant Apprentices may advance in rank by earning experience points. Experience points spent to increase an officer's rank may not be used to increase that character's skill level. Officers are required to increase one of their spaceship skills (or add a new spaceship skill) at least once after two promotions.

For example, a male Yazirian character might graduate from the university with the 1st level astrogation skill. In order to increase his rank from Merchant Apprentice to 4th Officer, the character must earn enough experience points to "buy" the rank of 4th Officer, followed by another expenditure to achieve 3rd Officer. Ranks must be acquired in order. One cannot simply skip ranks. While he can easily attain the promotion to 4th Officer with or without skill advancement, sometime before he can be promoted to 3rd Officer, he must earn enough additional experience points to advance to 2nd level astrogation

skill or learn another first level spaceship skill (assuming prerequisite skills have already been earned).

If an officer fails to get promoted within four years, a Prerequisite Score check must be made to continue service each year until the promotion is earned. If the Prerequisite Score check fails, the officer's employment is terminated. This is applicable for Apprentices and up to 1st Officers. Once the Lieutenant rank is earned the period increases to six years up to Senior Captains. Line Commodores may remain in service indefinitely, until they retire or expire, whichever comes first. Any character serving at least six years of post-graduate duty prior to separation is eligible for Mustering Out (see below).

The Trans-Travel Rank Table lists the ranks of officers, from lowest to highest. Following each rank is the number of experience points which must be spent to acquire that rank, and the daily pay received by characters of that rank. Pay is calculated at 40-day intervals, with 20-day breaks in between flights.

Students do not receive pay while engaged in the two-year instruction period, although food and board are provided both in and out of the university, not to mention shipboard life offers all the comforts of home.

Trans Travel officers do not earn experience points for "passing time." They earn points for doing their jobs well; bonuses may be awarded at the referee's discretion. Unless a character performs a truly remarkable act, XP for promotions will typically be earned every one or two years up to 1st Officer, and much less frequently from Lieutenant and upward.

Contracted crew members will receive one half of their daily pay as defined by their highest paying skill plus lower waged skills per page 60 of the Star Frontiers/ Alpha Dawn Expanded Rules. This assumes room and board is taken care of by Trans-Travel while on the ship, and when berthed at the station or on the surface.

For example, a contracted crew member possessing Technician at level 3 and Beam Weapons at level 1 would get paid 70 Cr/day for the Tech skill or 40 Cr/day for the weapons skill. Hence, that person would earn  $\frac{1}{2} \times (70 + 10) = 40$  Cr/day when contracted with Trans-Travel. Note that it is possible for contracted crew to earn more than the officers commanding them. This should never imply that said officers are "beneath" them.

Trans-Travel Advancement Table		
Rank	Experience Points	Daily Pay (Cr)
Apprentice	Academy Graduate	50
4th Officer	10	75
3rd Officer	25	100
2nd Officer	50	150
1st Officer	75	200
Lieutenant	100	250
Captain	150	300
Senior Captain	200	400
Line Commodore	350	500

## COMMAND

Trans-Travel contracted personnel are not always the most pleasant and cooperative types. If a character is in charge of contracted NPCs, his Leadership score becomes very important.

Contracted NPCs will obey most orders automatically, if the officer expresses it frankly and fairly and it is a basically mundane order. If the order requires the NPC to risk his life, or is expressed arrogantly or insultingly, the NPC will obey the order only if the character passes a Leadership check. The officer should receive a +5 modifier for each level of his rank.

An Apprentice, for example, gets no bonus at rank:0 while a 2nd Officer receives a bonus of 15 to his Leadership for this check. This rule can be modified or disregarded by the referee to suit the situation at hand.

Finally, every TT officer receives a civilian skeinsuit embroidered with their name along with rank badges to distinguish their position. This uniform is worn any time the officer is serving aboard a transport or representing TT off-ship. Unless blatantly abused, these uniforms can be repaired or replaced at any TT office. Otherwise, the full cost of a new civilian skeinsuit must be absorbed by the officer. Contracted crew also receive a skeinsuit which is considered as a "demilitarized" military skeinsuit. It is a plain monotone outfit with embroidered name badges. Similar repair and replacement guidelines apply to these uniforms too.

# BETA SECTION

## THE CAMPAIGN

The referee should assign all players in a party to the same ship. Many scenarios can be portrayed utilizing the Business Ventures section of the Knight Hawks Campaign Book over the next six years of duty. If a group prefers to “fast forward” through the remaining post-university six year stint, alternate methods can be concocted, such as 6d10 XP to split between skills and ranks in order to launch a set of skilled characters into a different campaign (players must spend XP in both fields). However, building a campaign around the Trans-Travel career itself should be structured to net more experience points over the course of actual game time versus the “fast forward” approach.

Generally speaking, characters with level 1 spaceship skills will be assigned to system ships operating between two worlds of a star system, such as transporting people and/or goods between Rupert’s Hole and Triad in the Cassidine system. Level 1 skilled characters can also serve auxiliary positions on a Hull Size 3 starship as well. Characters with 2nd level spaceship skills tend to serve in secondary positions on a Trans-Travel starship, such as a co-pilot, auxiliary engineer, or back-up astrogator. Gunners are assigned to either position regardless of skill level. If desired, the same level 2 characters may assume command positions on a HS:3 craft. Characters with level 3 serve in primary positions on smaller craft or secondary positions in larger craft, and once level 4 is attained they may assume command positions on the larger ships such as the HS:12 Argosy class freighters (detailed later in this book). Unless the party is assigned to a system ship, the first couple of years should be spent under the tutelage of a NPC starship captain.

Typical Trans-Travel co-pilot positions are manned by pilots with one skill level below that needed to operate the ship. For example, a HS:6 freighter calls for a level 3 pilot so a level 2 pilot is eligible for the co-pilot position. There are restrictions for such characters when operating without the guidance or presence of their higher level helm officer though. These restrictions will be parallel to what was outlined on page 15 of the Warriors of White Light module:

- Acceleration/Deceleration Factor (ADF) will be reduced by half (rounding down).
- Maneuver Rating (MR) will be reduced to 1. If MR is already 1, the Increase Maneuver Rating subskill becomes null & void.

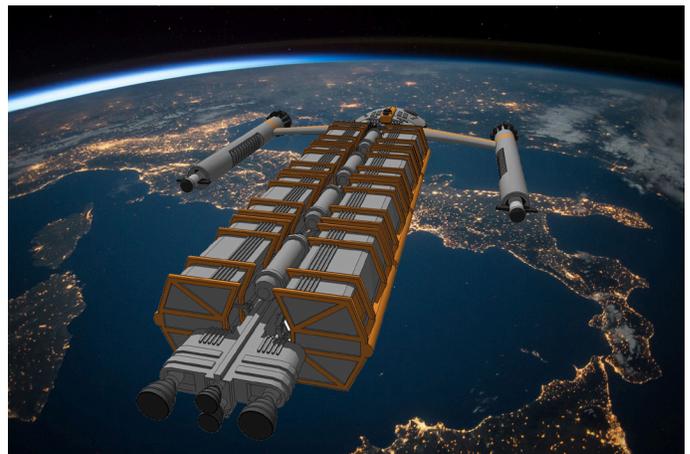
- There will be no bonus for head-on forward firing weapon attacks. \*

\* when applicable, TT does not equip their craft with forward firing/offensive weaponry, typically just 360° battery weapons for defensive purposes.

When more than one position is available the highest skilled character in each field will be designated as the lead or chief, such as Chief Engineer, Lead Astrogator, or Chief Gunnery Officer.

The officer in command of any Trans-Travel ship is referred to as “captain” regardless of their formal TT rank or skill and outranks higher TT ranking and/or skilled officers while serving this role. The captain is typically the pilot, although the highest skilled person can be the captain (such as a level 4 engineer serving with a third level pilot). Any time the captain is not conducting business with said ship, the formal TT rank is used. For example, when negotiating business such as cargo acquisition in the docking station he is still referred to as the captain, but when socializing at the local spacer’s pub the formal rank is used. As such it is entirely possible for a first-year Merchant Apprentice to take the title of captain aboard a ship.

Trans Travel assumes financial responsibility over their vessels. The bulk of Trans Travel business is chartered routes. When a successful privately arranged business venture is completed (re: “beating the docks” for cargo, hustling passage without ticketing offices, etc.), the captain earns a 25% commission and divides this among the crew. Trans-Travel will typically front the initial costs (such as freight acquired at source prices) so the commission is based on 25% of the profit margin when



the load is sold at the destination price, if it is a legitimate business venture.

Off-the-books passengers and/or cargo is frowned upon by Trans-Travel. Punishment can range from demoted rank or transfer to a less appealing position. Illegal business venture convictions will result in immediate termination from Trans-Travel. Smuggling is the highest crime against Trans-Travel and can result in execution (if given the chance, i.e., when tried in Terledrom).

Trans-Travel manages numerous star liners and freight haulers throughout the Frontier as well as system ships in local settings. A pair of typical Trans-Travel freighters along with their variants are depicted below. They are the TT-300LF 'Collier' class light freighter and the TT-500F 'Lighter' class freighter. The referee can utilize these for Business Ventures with players serving underneath an experienced Trans-Travel ship captain who will handle basic operations and financial transactions. The referee can generate such a captain under the guidelines above or use the pre-generated NPC following each of the ship descriptions. Once a player attains a level 3 ship skill, they can be eligible to command a HS:5 or 6 starship for the party. Until then utilize one or both sample ships below under the command of an NPC captain.

## FREIGHT HANDLING

There are two types of freight hauling: chartered loads and speculative trade. Trans-Travel crews engage in chartered hauls where a load is acquired at one point and delivered by contract to another part. Crews get paid their flat rate for such duties. When acquiring a chartered load, there is a 50% chance that the cargo will already be loaded in a standardized container. Container size will be the same size as the cargo in units: up to five-unit containers maximum size with larger loads in additional containers. It can be easily loaded onto the ship's cargo boom rail system, assuming there is sufficient space. If the available container cannot be affixed with the existing container, the existing container's vacant space must be utilized, or it must be detached to allow placement of the new container. See the TT-500F description below for more details on the containers. When utilizing the TT-300, cargo pods will be pre-loaded by rolling doubles on 2d10. If a container or pod is not available, the cargo will have to be manually loaded into an existing hold.

On occasion, a load of cargo can be found with no set destination. Such loads can be acquired by paying the "source value" and the crew can deliver it to a world that needs such items, where it can be sold for "destination value". This is called speculative trading and the profit margins can range from mediocre to incredible. Trans-Travel typically fronts the source price and when delivered to a destination and the crew gets 25% commission on the resale value (destination value). Should a crew possess enough capital to buy the load

outright, they will enjoy a much greater profit margin of 75% commission, as Trans-Travel still owns the ship and pays for the upkeep and fuel, life support, etc. TT earns the remaining 25% to cover such costs. Typical profit splits are one share per officer with the captain taking a double share. Optionally, contracted crew can receive a half-share with any leftover halves going to the captain. The caveat here is the load must be transported at least three jumps from the source world. If the load was that easy to transport to closer systems it would have been chartered rather than sitting in a warehouse.

Cargo Acquired at Industrial Centers			
d100	Cargo Type	Price/Unit (Cr)	
		Source	Destination
01 – 07	Air Cars	20,000	45,000
08 – 16	Chemicals*	20,000	40,000
17 – 23	Computers*	60,000	120,000
24 – 27	Drones	35,000	90,000
28 – 30	Explorers	40,000	100,000
31 – 38	Farming Equipment	20,000	35,000
39 – 46	Generators	30,000	80,000
47 – 51	Ground Cars	20,000	40,000
52 – 54	Hand Weapons*	80,000	120,000
55 – 59	Hovercraft	30,000	50,000
60 – 64	Jetcopters	30,000	75,000
65 – 70	Lab Equipment	30,000	75,000
71 – 75	Medical Equipment	50,000	75,000
76 – 78	Parabatteries	25,000	70,000
79 – 87	Plastics	15,000	25,000
88 – 92	Robots*	40,000	100,000
93 – 96	Ships Drives*	50,000	80,000
97 – 00	Tools	25,000	40,000

\* This Cargo is "high risk" material

Cargo acquired at Industrial Centers must be sold at Agricultural or Resource worlds.

### Cargo Acquired at Resource Center

d100	Cargo Type	Price/Unit (Cr)	
		Source	Destination
01 – 07	Aluminum	50,000	70,000
08 – 11	Copper	15,000	25,000
12 – 13	Diamonds*	400,000	600,000
14 – 15	Emeralds*	300,000	450,000
16 – 18	Gold*	200,000	300,000
19 – 28	Iron	20,000	25,000
29 – 33	Magnesium*	70,000	100,000
34 – 36	Mercury	40,000	75,000
37 – 39	Molybdenum	60,000	75,000
40 – 42	Nickel	40,000	55,000
43 – 44	Platinum*	80,000	120,000
45 – 46	Plutonium*	100,000	150,000
47 – 54	Quartz Crystals	40,000	60,000
55 – 56	Rubies*	250,000	400,000
57 – 66	Salt	20,000	30,000
67 – 70	Silver*	80,000	120,000
71 – 74	Titanium*	75,000	100,000
75 – 77	Tungsten	50,000	75,000
78 – 80	Uranium*	100,000	150,000
81 – 82	Vanadium	80,000	100,000
83 – 96	Water/Ice	30,000	40,000
97 – 00	Zircon	30,000	45,000

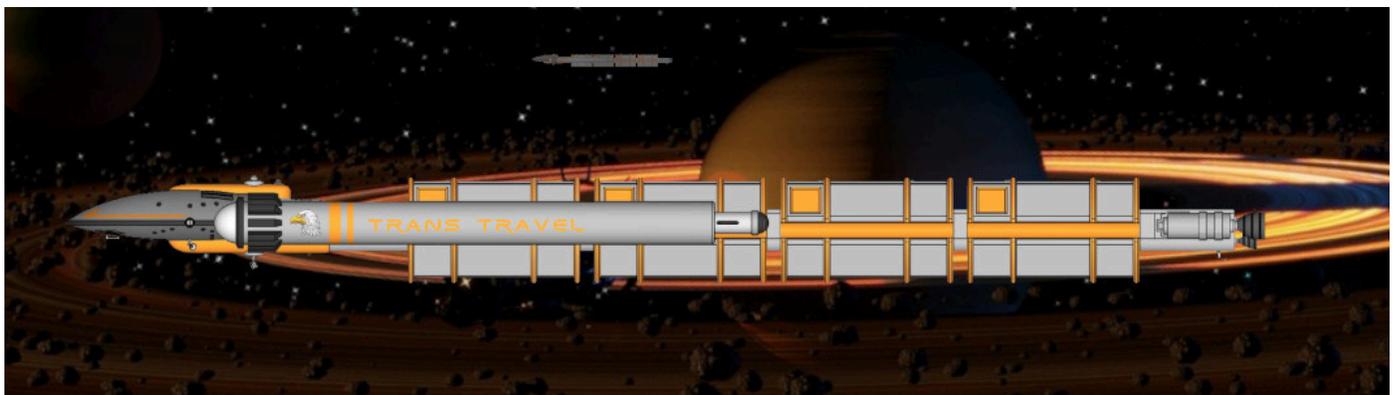
\* This Cargo is "high risk" material

Cargo acquired at Resource Centers must be sold at Agricultural or Industrial worlds.

### Cargo Acquired at Agricultural Centers

d100	Cargo Type	Price/Unit (Cr)	
		Source	Destination
01 – 08	Grain	5,000	7,000
09 – 16	Vegetables	7,000	10,000
17 – 22	Fruit	10,000	15,000
23 – 24	Exotic Fruit	30,000	60,000
25 – 31	Meat	25,000	35,000
32 – 36	Poultry	20,000	30,000
37 – 43	Fish	15,000	20,000
44 – 46	Cheese	15,000	25,000
47 – 52	Sugar	15,000	20,000
53 – 55	Coffee	25,000	40,000
56 – 62	Lumber	8,000	12,000
63 – 64	Decorative Plants	20,000	40,000
65 – 70	Textiles	35,000	60,000
71 – 76	Liquor	50,000	90,000
77	Rare Liquor	75,000	150,000
78 – 83	Wine	45,000	75,000
84	Rare Wine	100,000	200,000
85 – 88	Spice	60,000	100,000
89	Rare Spice	80,000	150,000
90 – 92	Herbs	50,000	75,000
93	Rare Herbs	75,000	135,000
94 – 96	Medicinals	71,000	125,000
97	Rare Medicinals	100,000	200,000
98 – 00	Furs	60,000	140,000

Cargo acquired at Agricultural Centers must be sold at Resource or Industrial worlds.



Three different types of cargo are available, be it chartered or speculative trade. These tables are listed below, sourced from the Knight Hawks Campaign Book and Dragon Magazine. Each type of cargo is available depending upon what the primary trade is listed for a particular world on page 50 of the **Star Frontiers/Alpha Dawn Expanded Rulebook**.

For example, a Trans Travel crew is overhauling their drives while berthed at Minotaur Station. Minotaur is a highly populated industrial world, so the Industrial Center chart would be consulted for available loads by "beating the docks" (see the KH Campaign Book for details). After spending sufficient time, such as 2d10 days, (Trans Travel ships and crews have a good reputation), the captain finds 6 units of Farming Equipment are available with no set destination. This cargo can be acquired at the cost of 20,000 Cr per unit, and the captain may acquire as much as is desired (with cargo hold limits being the maximum). The ship has a five-unit hold, so a maximum of five units can be purchased at a total cost of 100,000 Cr. Once transported to an agricultural or resource world at least three jumps from Minotaur, the equipment can be sold for 35,000 Cr per unit (a 15,000 Cr per unit profit). With a maximum haul of five units, this translates to a 75,000 Cr profit. Since the captain and crew bought the load outright, TT absorbs 18,750 Cr leaving a tidy sum of 56,250 Cr for the captain to divide among the crew. The captain has four officers under his command, so the profit is split six ways with each officer receiving one share and the captain receiving the remaining two shares.

## MUSTERING OUT

At any time after the six year term of service following graduation, a character can exit service with benefits. One such benefit is starship acquisition. Trans-Travel offers financing for their older ships that are retired or nearing retirement to crew members in good standing. Generally speaking, when a ship is paid off (following a 20-year loan) TT may continue to utilize them until they start showing their age. Generally any 25+ year old ship can be made ready for retirement, and TT crew members are eligible to acquire them at discounted prices (10% discount for the six-year term plus another 5% for each two years of service afterwards up to 50% maximum). Used ships tend to be worth half of their new value and continue to depreciate with age, down to 20-25% of their original value in less than splendid condition before the TT discount is applicable. If a new ship is desired, half of the discount can be applied to new ship construction assuming the ship is built at the Trans-Travel shipyard in Terledrom, although the new price should reflect the Class: II SCC rates instead of TT's Class: I rate. Finally, the occasional newer ship may find its way to the resale program. Such craft may be 11-20 years old (d10+10) and have seen rough treatment, up to and including combat

and/or collision damage. These ships may be worth 60-70% of the new prices before applicable discounts

Other items that can be acquired include ground and hover transports (as well as air transports if Zebulon's Guide equipment is available in your campaign). As with ships, these will be in well-used condition and no more than 50% of their original value before Trans-Travel longevity discounts are applied. Non-transport type vehicles can be made available in similar condition and value 20% of the time, as these are occasionally utilized in support roles.

Any Trans-Travel crew-member attaining the rank of 1st Officer or higher and having served for at least ten years is eligible for retirement pension upon exiting service. This will be paid out at one half the officer's daily pay at 200 days per year as an annual installment. Hence, that aforementioned 1st Officer earning 200 Cr/day will receive half that rate for 200 days (or 20,000 Cr) each year, paid at the beginning of each calendar year.

Terledrom hosts a Class II Starship Construction Center (SCC) and Trans Travel enables a 25% discount toward starship upgrades, maintenance, and repairs performed there. This discount is applicable to vessels owned by active duty and retired Trans-Travel officers alike.



# GAMMA SECTION

## TRANS-TRAVEL FREIGHTERS

Several freight haulers are depicted below. For best results it is recommended that the referee utilize one of the two star ships (and coinciding captains) to get the most out of the Knight Hawks experience. If a system ship campaign is more desirable the referee can always tailor missions to suit such a direction as well. All of the sample scenarios in this book are tailored for starship encounters but could be twisted to fit the system ship setting.

More Trans-Travel ships (and coinciding deck plans) will be introduced throughout this manual via the scenario sections.

First up will be a Hull Size:3 light freighter. Level 1 crews will find themselves at home on either of these, be it commanding a system ship or serving on a starship under the command of an NPC captain. Both versions of the ship are detailed below.

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

Also note that the costs given for the following ships do not include weapons, defenses, or other miscellaneous equipment including fuel unless otherwise specified in the description. Costs assumes a Class-I SCC, adjusting for hull & drives accordingly for Class-II SCC pricing.

The listing for crew positions are the minimum requirements necessary to qualify for assignment, individual crew members may exceed the levels listed.

### LIGHT FREIGHTER

A smaller ship for less a skilled crew, the TT-300 is fit for campaign use much like the TT-500F small freighter. The referee can generate an NPC captain or use the one following the ship description. The referee may be inclined to allow the party to command a ship without an NPC captain. Trans-Travel can assign them to a Light Freighter, a smaller version of the standard sized freight haulers. This ship can be tailored to any crew, be it a system ship for level 1 characters or a starship for parties with a level 2 pilot.

### SS ARGENTA

#### TT-300LF Collier class Light Freighter

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

**Drives** 2 class-A Atomic, Ion, or Chemical Drives

**Weapons** N/A (optional Pod Laser Turret at no penalty)

**Defenses** N/A (Reflective Hull at no penalty)

**Auxiliary Equipment** SubSpace Radio, VideoCom, Radar, Intercom Network

**System Ship Computer Lvl 3, FP 35, SP 20**

Alarm 2, Analysis 2, Astrogation 2, Commerce 1, Computer Lockout 1, Damage Control 2, Drive 1, Information Storage 1, Life Support 1, Maintenance 2

**Ion Star Ship Computer Lvl 3, FP 68, SP 20**

Alarm 2, Analysis 4, Astrogation 4, Commerce 1, Computer Lockout 1, Damage Control 2, Drive 3, Information Storage 1, Life Support 1, Maintenance 2

**Atomic Star Ship Computer Lvl 4, FP 88, SP 100**

Alarm 2, Analysis 4, Astrogation 4, Commerce 1, Computer Lockout 1, Damage Control 2, Drive 4, Information Storage 1, Life Support 1, Maintenance 2

**Computer Notes** if turret is added, Laser Battery 1 is required, adding 4 FP.

**Crew Capacity:** 8

**Cargo Capacity** 3

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

**Passenger Accommodations** N/A

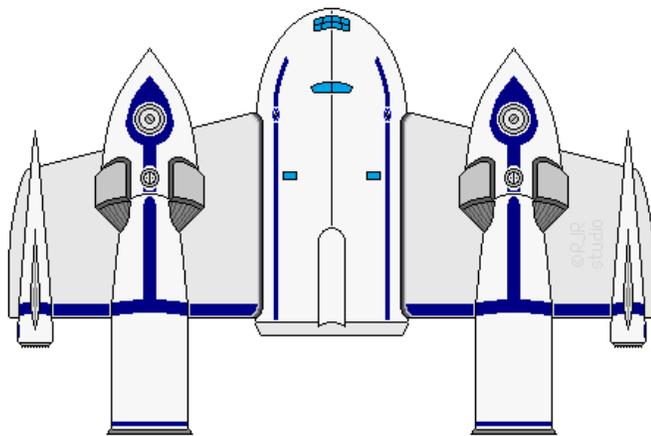
**Ship's Vehicles** N/A

**Cost**

**System Ship** 327,630 Cr

**Ion Star Ship** 470,630 Cr

**Atomic Star Ship** 890,630 Cr



## CREW POSITIONS — (STARSHIP)

### OFFICERS

- Captain/pilot (Pilot-2)
- Co-pilot (Pilot-1)
- Chief Engineer (Engineer-2)
- Astrogator (Astrogation-1)
- Optional Auxiliary Engineer (Engineer-1)
- Optional Gunner (Energy Gunnery-1)

### CONTRACTED

- Optional Technician (Technician-1) and/or Security (Ranged Weapon 1) x2 to 4

## CREW POSITIONS — (SYSTEM SHIP)

### OFFICERS

- Captain/pilot (Pilot-1)
- Co-pilot (Technician-6, Computer-2)
- Chief Engineer (Engineer-1)
- Navigator (Computer-6)
- Optional Auxiliary Engineer (Technician-4, Robotics-2)
- Optional Gunner (Energy Gunnery-1)

### CONTRACTED

- Optional Technicians (Technician-1) and/or Security (Ranged Weapon-1) x2 to 4

The TT-300LF Collier class is a very simple yet effective short range light freighter. Designed with a Class-III hull for a small and inexperienced crew, she is quite efficient in her role. Unlike her slightly larger Lighter brethren, the Collier actually offers more elbow room courtesy of her cylindrical hull which allows better use of space over the ovoid hull of the Lighter.

Unlike other typical Trans-Travel designs, the TT-300LF lacks a cargo boom. Instead, interlocking cargo pods can be affixed to each other and/or the aft portion of her hull. Up to three pods can be attached in this manner.

While her design suggests it is streamlined, she does not make planetary landings as it lacks any landing gear or the ability to mount a landing module. Even if such equipment were made available, the ship would not be capable of atmospheric use with cargo pods attached.

The TT-300LF is available in three trims: System Ship (chemical drives with a TT-300PF designation), Slow Boat (Ion drives), and Swift Boat (Atomic Drives).

## DECK PLANS

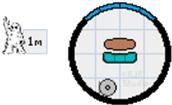
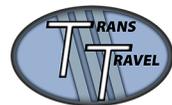
The **Observation Dome** is a small retreat deck featuring a sofa, coffee table, and a minimal bar with an entertainment center.

The **Bridge** contains all the operational stations for the ship. The helm is centered at the dorsal position with captain/pilot and co-pilot positions, an engineer's station is to port (right side of the map) and the astrogator station is adjacent to starboard (left on map). All three stations have a computer panel. A Computer Operator station is to starboard/ventral and a comms and sensor position is situated at port/ventral. The mainframe computer is nestled under the deck on the ventral side, accessible via the floor panel that leads to a maintenance shaft running all the way down to another panel in the ceiling of the Crew Deck. The optional turret mounts to the ventral portion of this deck as depicted.

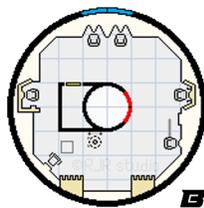
The **Crew Deck** is a larger area with four cabins and a common area with galley and entertainment. The double occupancy Captain's Suite is complete with fresher is at dorsal/port, although it is typically single occupancy barring any "special" crew relations the captain may have. Adjacent to the suite is the captain's office. Three more convertible cabins encircle the circumference, each featuring one or two bunks depending upon crew size. A common fresher is centered at starboard, adjacent to a galley. The airlock is adjacent to the captain's office, and the rec/lounge area takes up the center featuring public access terminals, gaming consoles, and a holographic entertainment center.

The **Engineering Deck** is the lowest deck on the ship and features monitoring equipment for the drives at dorsal/starboard, access-ways to the engines themselves, life support equipment to starboard, a recharging station for robots and power packs adjacent to the elevator, and a tool and machine shop to port. The tool rack has the equivalent of a TechKit, RobComKit, and Engineer's Toolbox. A generator and power relay station are positioned to ventral/port. Floor panels can be removed to access equipment descending further into the hull. Airlocks and decontamination stations are situated in each "wing" along with a ventral outer hull airlock in the port side.

Up to three one-unit capacity **Cargo Pods** can be affixed to the stern, each of which clamps on to the prior pod



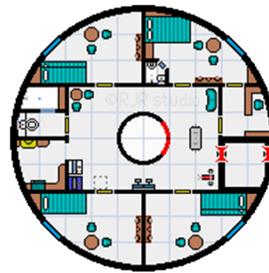
**OBSERVATION  
DOME**



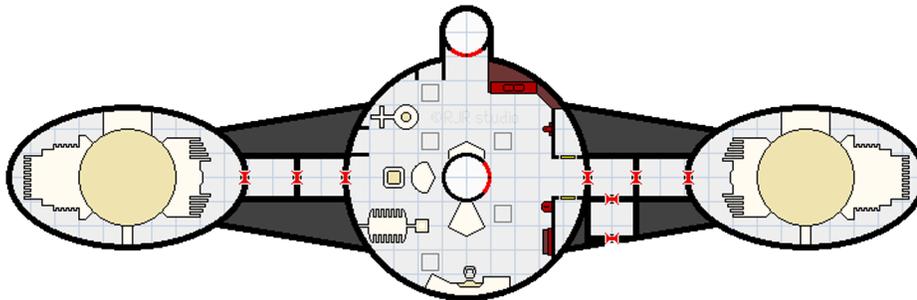
**BRIDGE**



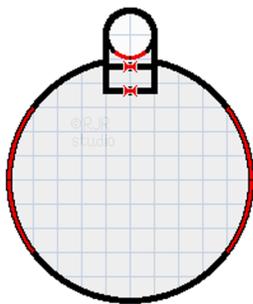
**OPTIONAL  
LASER TURRET**



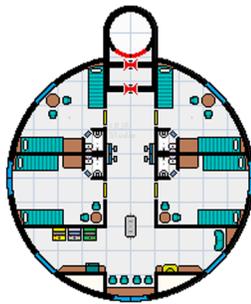
**CREW DECK**



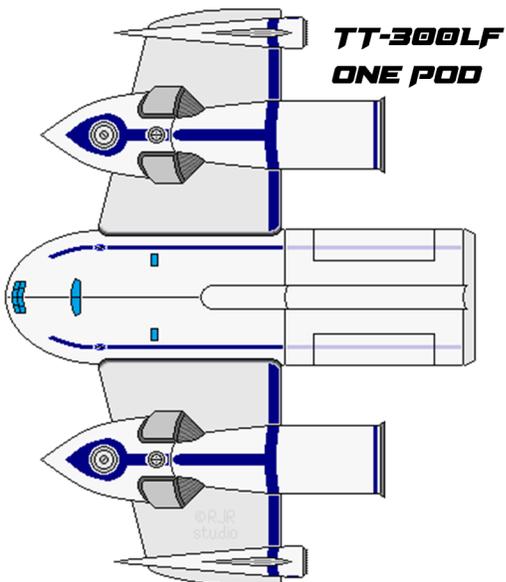
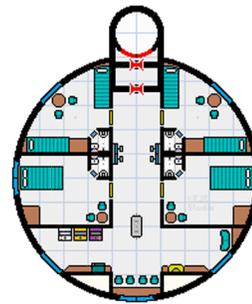
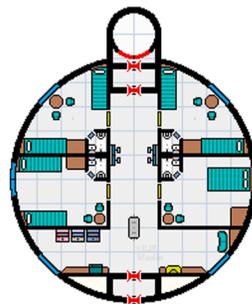
**ENGINEERING DECK**



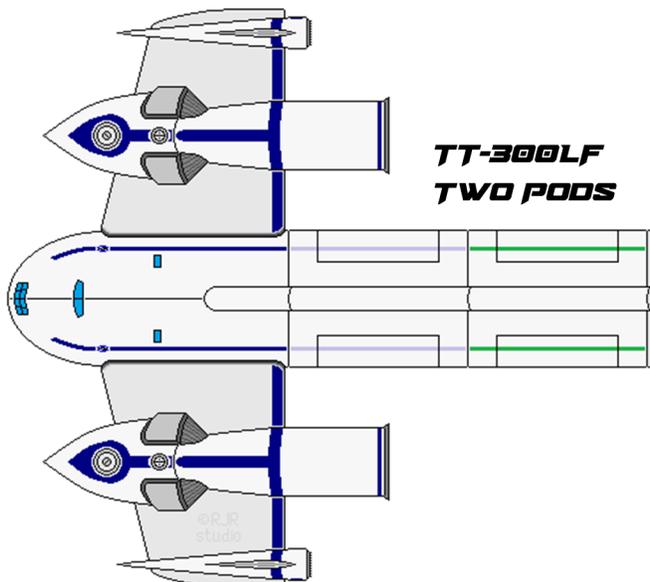
**CARGO POD**



**PASSENGER POD**



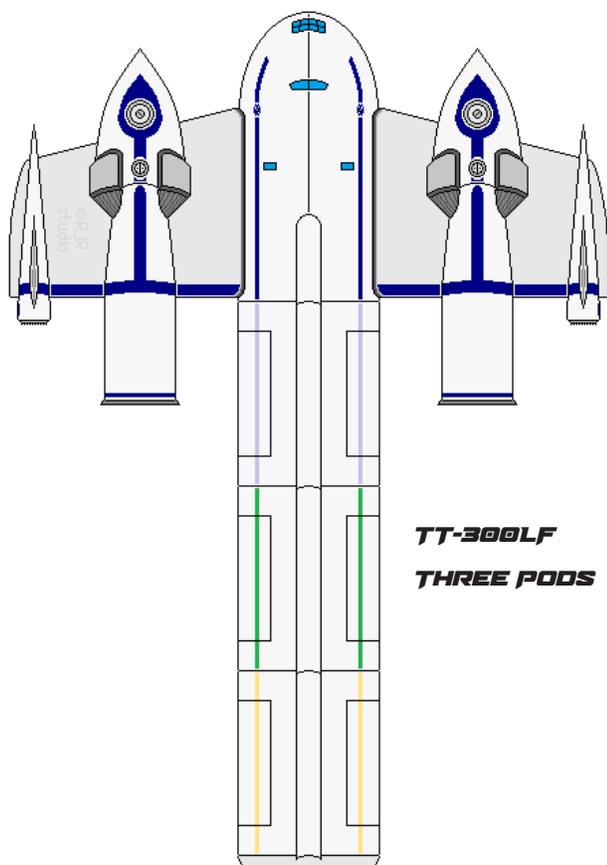
**TT-300LF  
ONE POD**



**TT-300LF  
TWO PODS**

with the first pod clamped to the aft of the freighter hull. Exterior elevator extensions allow for access to each pod and feature an airlock when accessing the interior from the elevator. Unlike Standardized Containers, pods are not as common, with the exception being for system ship pods that get recycled at each end of a local route since they remain in-system at all times. Otherwise, a TT-300 starship will tend to service neighboring systems to a "home port" and in some cases, run a continuous "circuit route" such as Prenalgar and the three Yazirian systems (not including Scree Fron). Detached pods will be encountered by rolling doubles on 2d10.

The **Passenger Pod** is a self contained module much like the larger TT 500 version featuring three decks each with four double occupancy cabins. Unlike the larger versions, the pod is only a one-unit module as featured, versus 1 5 units worth of passengers at 20 per unit.



## CAPTAIN'S BACKGROUND

Bodin Bakchu hails from the war-ridden clan of Tuborga on Hakosoar. He grew up learning the ways of war in his youth and became notably accomplished in the field of hand-held weapons during childhood. As an adolescent he began to branch out in the use of ranged projectile weapons starting with simple bows and arrows and blowguns, working his way up to modern weaponry in adulthood. His clan brothers gave him the nickname of Bobo, and as such he only allows close friends and accomplices the use of it.



Typical of Yazirian personalities, Bodin is very pushy and arrogant and has no qualms engaging in a brawl, using whatever weaponry he can access, be it a personal blade or a chair leg or a Yazirian ale bottle. As such he rarely takes kindly to anyone attempting to provoke such behavior out of him.

### Bodin 'Bobo' Backchu, rank 3rd Officer

#### Captain of the SS Argenta

Male Yazirian

STR/STA	40/50	PS	2
DEX/RS	60/50	IM	5
INT/LOG	55/45	M/G/P	60/50/70
PER/LDR	45/45	MV	Medium

**Skills (PSA Military)** Gyrojet 2, Melee 3, Projectile 4, Computer 2, Pilot 2, Rocket Gunnery 1, Technician 6

Battle Rage 20%

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

TT Civilian Skeinsuit

Albedo Screen w/50 SEU Power Beltpack

Automatic Pistol w/5 Bulletclips

Electric Sword w/20 SEU Powerclip

(TechKit and Machine Gun w/3 200-round belts in captain's suite)

## SMALL FREIGHTER

Next up is a Hull Size 5 freighter. Ideally this is the ship that the party should eventually end up serving aboard, be it at the beginning if the pilot manages Level 2 or after a stint on one of the smaller ships above. Both the starship and the variant system ship models are detailed below.

### SS VISIONARY

#### TT-500F Lighter class Freighter

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

**Drives** 2 class-B Atomic or Ion Engines

**Weapons** N/A (Laser Battery, -1 ADF or MR, -1 Cargo Unit)

**Defenses** Reflective Hull

**Auxiliary Equipment** SubSpace Radio, VideoCom, Radar, Intercom Network

**Atomic Drive Computer** Lvl 4, **FP 124, Mass/SP 100**

**Ion Drive Computer** Lvl 4, **FP 94, Mass/SP 100**

**Computer Programs** Alarm 2, Analysis 4, Astrogation 4, Commerce 1, Computer Lockout 4, Damage Control 2, Drive 5 (Atomic) or 4 (Ion), Industry 1, Information Storage 1, Life Support 1, Maintenance 2

**Computer Notes** if Laser Battery is added, Laser Battery 1 is required, adding 4 FP.

**Crew Capacity:** 8      **Cargo Capacity** 5

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

**Passenger Accommodations** N/A

**Ship's Vehicles** Lifeboat (or optional Launch), Workpod

**Cost**

**Ion Star Ship** 860,520 Cr

**Atomic Star Ship** 1,600,520 Cr

## CREW POSITIONS

### OFFICERS

Captain/pilot (Pilot-3)

Co-pilot (Pilot 2)

Chief Engineer (Engineer-2)

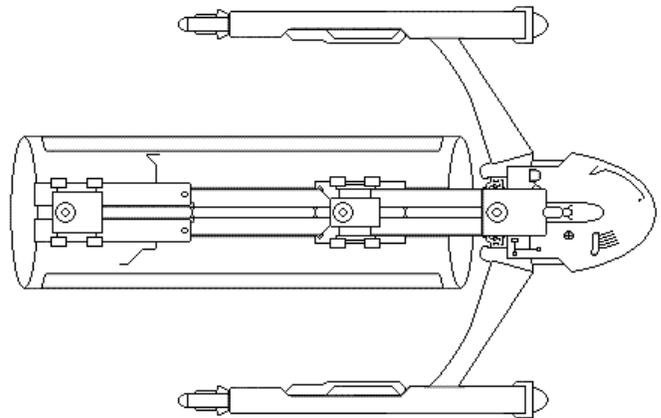
Astrogator (Astrogation 2)

Optional Auxiliary Engineer (Engineer-1)

Optional Gunner (Energy Gunnery-1)

### CONTRACTED

Optional Technicians (Technician-1) and/or Security (Ranged Weapon-1) x2 to 4



The TT-500F Lighter class is one of Trans-Travel's lower end freight haulers designed for efficiency in both duty and ease of operation. Her Class-V (AKA Hull Size-5) ovoid hull is designed around a small and low-to-mid grade skilled crew; she can make quick trips with smaller loads. If armed, the battery weapon is located dorsally for a 360° field of fire, with the gunner positioned up in the nose, replacing the observation dome. A standard laser battery will chew up one ADF or MR point (owner's choice) and one unit of cargo capacity.

As is standard for most Trans-Travel freighter designs, the ship has a lengthy Cargo Boom extending aft of the main hull. This boom can accommodate standardized Trans-Travel shipping containers ranging in size from one to five units (with containers measuring 15 meters per unit in overall length). Any combination of sizes can be mounted to the boom up to the maximum cargo capacity of the ship itself.

Unique to the TT-500 is the reduction of drives, Trans-Travel Shipyard engineers spent some quality time figuring out how to drop one drive and maintain normal performance. Some external sources claim that TT is utilizing Pan-Galactic 'Eureka' drives, although the final price does not reflect the more expensive drives. As such the Lighter class freighters only have two drives instead of the specified three for a typical Class-V hull. This formula only works on the TT-500 design, although TT engineers are working on similar techniques to apply to their larger craft. The benefits are significant, reducing the overall cost of the vessel as a result.

A less expensive ion driven variant exists. While slower, it can make numerous jumps without having to deal with the more frequent overhauls that the nuclear-powered vessels must contend with. It too benefits from the drive reduction technology, thus nullifying the 'Eureka' theory since PGC does not offer a similar Ion Drive model.



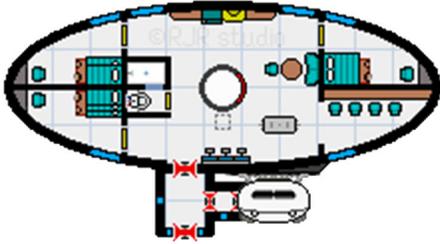
**OBSERVATION  
DOME**



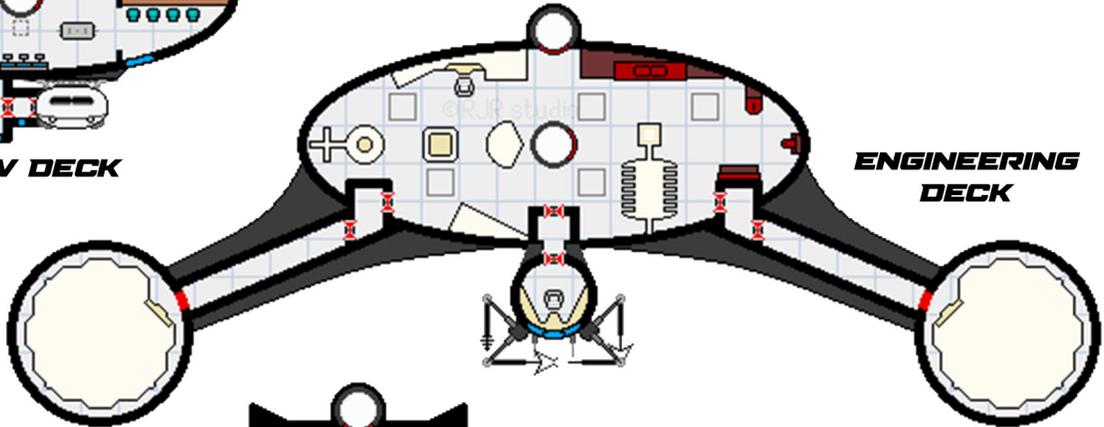
**OPTIONAL  
LASER BATTERY**



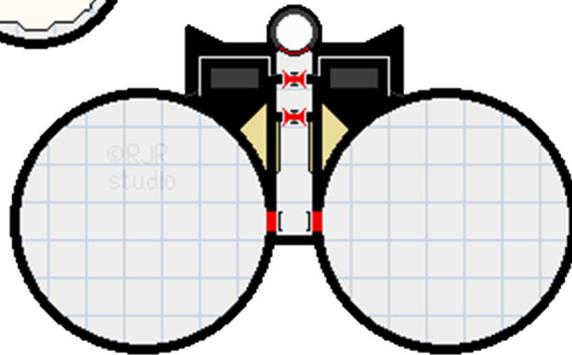
**BRIDGE**



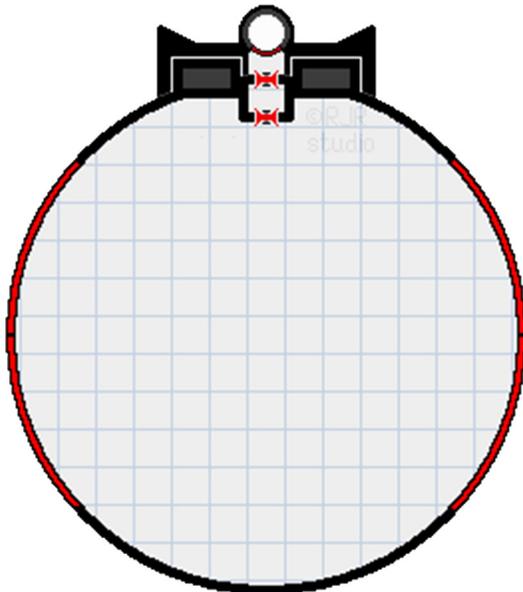
**CREW DECK**



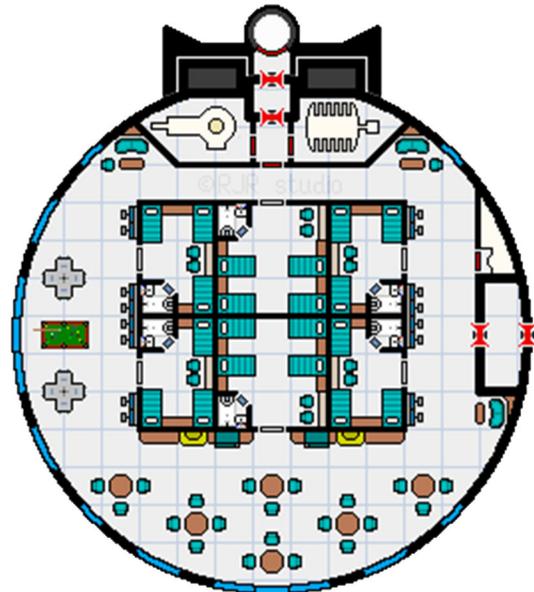
**ENGINEERING  
DECK**



**STANDARDIZED  
TANKER CONTAINER  
(1 - 5 CARGO UNITS)**

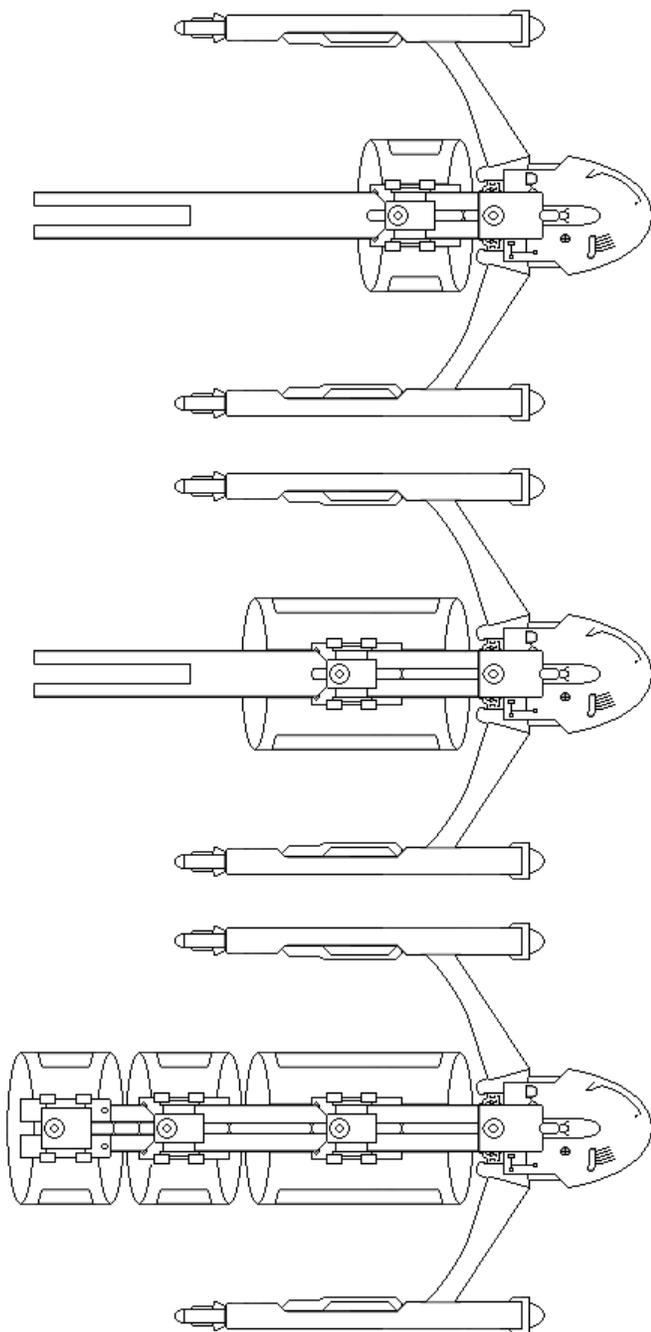


**STANDARDIZED  
CONTAINER CONTAINER  
(1 - 5 CARGO UNITS)**



**PASSENGER CONTAINER  
(20 CAPACITY PER UNIT)**

## SAMPLE CONTAINER CONFIGURATIONS



## DECK PLANS

The **Observation Dome** is a small retreat deck featuring a sofa, coffee table, and a minimal bar with an entertainment center. An optional Laser Battery system can be installed on this deck in lieu of the luxury items. This penalizes performance by a factor of one to either the ADF or MR (owner's choice) as well as a cargo reduction of one unit. A four function point program must also be uploaded to the mainframe computer.

The **Bridge** contains all the operational stations for the ship. The helm is to port (right side of the map) with captain/pilot and co-pilot positions, an engineer's station is to starboard (left side of the map) and the astrogator station is adjacent to the far starboard. All three stations have a computer panel. The mainframe computer is nestled under the deck on the ventral side, accessible via the floor panel that leads to a maintenance shaft running all the way down to another panel in the ceiling of the Crew Deck.

The **Crew Deck** is a larger area with three cabins and a common area with galley and entertainment. The double occupancy Captain's Suite is to port, although it is typically single occupancy barring any "special" crew relations the captain may have. A pair of convertible cabins is to starboard, each featuring one to three stacked bunks depending upon crew size. A docking collar outside the airlock can accommodate a lifeboat or launch.

The **Engineering Deck** is the lowest deck on the ship and features monitoring equipment for the drives at dorsal/starboard (with a computer panel), accessways to the engines themselves, life support equipment to starboard, a recharging station for robots and power packs adjacent to the elevator, and a tool and machine shop to port. The tool rack has the equivalent of a TechKit, RobComKit, and Engineer's Toolbox. A generator and power relay station are positioned to ventral/port. Floor panels can be removed to access equipment descending further into the hull. A single workpod is nestled between the drives.

A sturdy cargo boom with a rail system extends aft of the spacecraft to which standardized cargo containers can be affixed. One to five cargo unit capacity containers can be affixed to this rail system, totaling the cargo capacity of the ship itself (five if standard, four if a laser battery was added). Containers can be quickly offloaded and replaced on dedicated routes, although when operating independently there is no guarantee that loaded containers will be awaiting tramp freighters. An independently owned TT 500F will tend to keep the largest available container mounted. Each container features an exterior elevator extension with an airlock inside the cargo area. Cargo containers cost 10,000 Cr per unit up to the 50,000 Cr five-unit maximum size. A special tanker module is available for liquids, although such liquid can be packaged in individual shipping canisters for use with regular container modules. Tanker modules are also available in one-to-five-unit sizes and can be mated with the standard containers on a common boom. The tanker modules feature monitoring equipment to maintain internal temperatures as needed, along with maintenance panels to access the empty tanks for cleaning. Liquids must be pumped into and out of the tanks at the source and destination respectively and are otherwise inaccessible until such

operations are performed. Tanker containers cost 5,000 Cr per unit up to the 25,000 Cr five-unit maximum size. Finally, a passenger container is also available. It is perfectly feasible for any TT freighter to mate one of these containers on their cargo boom for passenger duty. These tend to be utilized more for in-system duty between two planets versus interstellar duty as Trans-Travel has their own separate fleet of starliners for such duty. These are strictly journey class cabins, with no first class or frozen class. Typical fare rates would be 100 Cr per light year or 75 Cr for interplanetary voyages.

**Passenger Modules** are self-contained and operate independently from the host ship, thus requiring very little interaction with the freighter crews. Each is equipped with their own life support and emergency generator systems along with a basic computer to oversee these items.

### STANDARDIZED PASSENGER MODULE

#### Passenger Module (1 Unit)

**DCR** +3 per Unit

**Defenses** N/A (Reflective Hull optional)

**Auxiliary Equipment** Intercom Network

**Module Computer** Lvl 2, FP 29, Mass/SP 8

**Computer Programs** Bureaucracy 1, Communication 1, Computer Security 3, Damage Control 1, Installation Security 3, Life Support 1

**Computer Notes** The bureaucracy program is designed to interlink with the host ship's computer. Communication enables connecting with the host ship's intercom system.

Damage control enables repairs to the module itself, adding a rate of 3 per cargo unit size to the host ship's Damage Control Rating (DCR).

The two security programs protect both the computer itself as well as restricting boom access to the host ship's crew along with monitoring control of the airlock.

**Passenger Capacity** 20

**Passenger Accommodations** 6 Journey Class cabins (4 triple capacity, 2 quadruple capacity)

**Ship's Vehicles** None

**Cost** 50,000 Cr per Unit (+100 for Reflective Hull)

DCR Example: a three-unit passenger module is affixed to a size 5 freighter. The freighter's base DCR is 35, so the passenger module adds another 15 to this score for a total DCR of 50.

### CAPTAIN'S BACKGROUND

Declan is a ten-year veteran of Trans-Travel and currently holds the rank of 1st Officer. He is slated for promotion in another two years, if all goes well. He has spent the past five years serving as captain on the SS Visionary. He hopes to acquire his own freighter someday, although having experienced a run of bad luck with prior crew members, officers and contracted crew alike, this may not come to fruition any time soon. The past three years have been a break-even affair at best. He fears this will impact his chance at promotion if he can't turn things around. He is eager for an outstanding crew in order to increase profits and start operating comfortably, if anything to simply start earning bonuses again.



Declan has both a Laser Battery and a Pod Laser Turret weapon systems in the cargo hold. Either can be mounted in the nose by a team of engineers in 2d10 days minus the total skill levels of the engineers performing the work. It will take at least one day regardless of the roll. The weapon itself will be mounted to the dorsal portion of the Visionary to allow a 360° field of fire, with a remote operator station in the Observation Dome. One MR point will be deducted along with one unit of cargo capacity if the laser battery is mounted, while the smaller turret suffers no penalties. He also has possession of the software to be uploaded into the mainframe computer.

#### Declan Straley rank 1st Officer

#### Captain of the SS Visionary

Male Human

STR/STA	45/50	PS	3
DEX/RS	50/50	IM	5
INT/LOG	45/45	Beam	45
PER/LDR	55/45	MV	Medium

**Skills (PSA Tech)** Tech 6, Computer 3, Robotics 2, Beam 2, Medic 1, Pilot 3, Engineer 1

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

TT Civilian Skeinsuit

Albedo Screen w/50-SEU Power Beltpack

Laser Pistol w/six 20-SEU Powerclips

(TechKit, RobComKit, and MedKit in captain's suite)

The remaining/unused weapon system can be sold to fund any future speculative trading.

## SYSTEM TRANSPORT

Another ship for a lesser skilled crew is the TT 500S system ship. It is fit for campaign use much like the prior TT 500 albeit restricted to in-system duties only. The referee can generate a captain or use the one following the ship description. Being a system ship, any Level 1 pilot can assume such roles.

The TT-500S option is larger than the prior TT-300PF system ship configuration, yet is also intended for a lesser experienced crew with or without an NPC captain. Trans-Travel can assign them to a System Transport, a sibling version of the TT-500F freight haulers. Being a system ship, it is perfect for a party of level 1 characters, AKA a Merchant Apprentice crew that hasn't earned any promotions yet. Ideally, such a craft is best served operating in a system with two or more habitable worlds such as Prenglar, Scree-Fron, or Truane's Star. A creative referee can find uses in a single-world system as well, such as supplying a mining operation in the asteroid belt or an orbital fuel collecting station at the local gas giant.

### SS OBERON

#### TT-500S Ferry, Interplanetary Transport

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

**Drives** 2 class-B Chemical Engines

**Weapons** N/A (Laser Battery, -1 ADF or MR, -1 Cargo Unit)

**Defenses** N/A (Reflective Hull optional)

**Auxiliary Equipment** SubSpace Radio, Radar, Intercom Network

**Computer Lvl 3, FP 44, Mass/SP 20**

**Computer Programs** Alarm 2, Analysis 2, Astrogation 2, Commerce 1, Computer Lockout 4, Damage Control 2, Drive 2, Industry 1, Information Storage 1, Life Support 1, Maintenance 2

**Computer Notes** if Laser Battery is added, Laser Battery 1 is required, adding 4 FP.

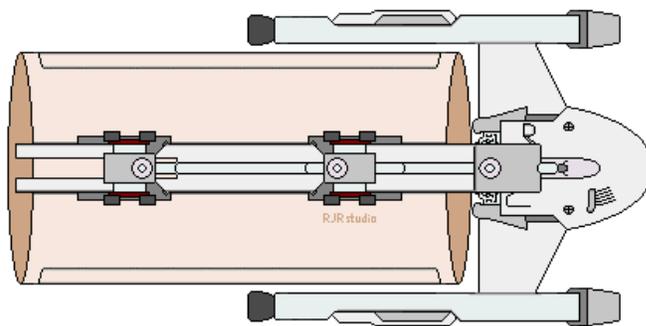
**Crew Capacity:** 8      **Cargo Capacity** 5

**Crew Accommodations** Captain's Suite (double occupancy), 2 convertible single/double/triple bunk cabins

**Passenger Accommodations** N/A

**Ship's Vehicles** Lifeboat, Workpod

**Cost** 609,470 Cr



## CREW POSITIONS

### OFFICERS

Captain/pilot (Pilot-1)

Co-pilot (Technician-6, Computer-2)

Chief Engineer (Engineer-1)

Navigator (Computer-6)

Optional Auxiliary Engineer (Technician-4, Robotics-2)

Optional Gunner (energy gunnery-1)

### CONTRACTED CREW

Optional Technicians (Technician-1) and/or Security (Ranged Weapon-1) x2 to 4

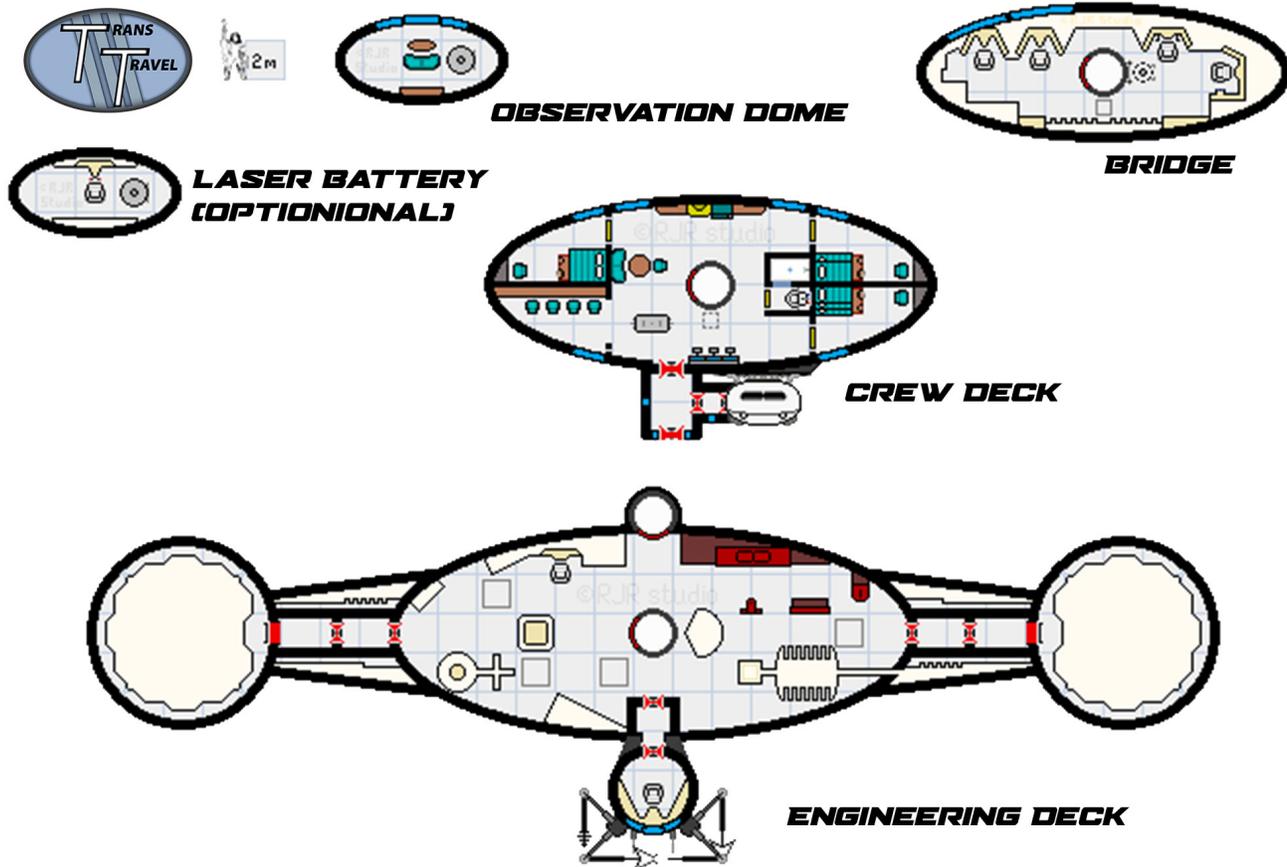
Interior details are similar to the TT-500F albeit a mirror-image, with the most notable difference being the Maintenance Deck oriented for parallel nacelles. It utilizes the same containers as the TT-500F and larger starships connect to their respective cargo booms.

### CAPTAIN'S BACKGROUND

Delexor is a half-year veteran of Trans-Travel who was only recently promoted. He was set to serve aboard one of the numerous TT starships when an opening came up for a system ship captain, so he opted for the command position to help further his career.



He is somewhat overweight for a typical Dralasite but rather agile at the same time. He possesses the typical Dralasite wit and prankish behavior that goes along with it. Delexor is new to command (and still wet behind the mercantile ears overall) and as such he may not make the wisest decisions, but he hopes the simple duty of system ships won't challenge those weaknesses. He will quickly grow fond of a wise executive officer.



**Delexor rank 4th Officer**

**Captain of the SS Oberon**

Male Dralasite

STR/STA	50/60	PS	3
DEX/RS	50/40	IM	4
INT/LOG	50/50	Bm/Mle	45/35
PER/LDR	45/45	MV	Medium

**Skills (PSA Military)** Tech 6, Computer 2, Beam 2, Melee 1, Pilot 1

5 Limbs, Lie Detection 5%

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

TT Civilian Suitsuit

Inertia Screen w/50-SEU Power Beltpack

Laser Pistol w/five 20-SEU Powerclips

StunStick w/20-SEU Powerclip

(TechKit and Laser Rifle w/100 SEU Power Backpack in captain's suite)

**NPC CREW ROSTER**

“The Red Shirt Gallery”: If at any time the party needs replacement and/or additional crew, here is a list of four Triple-T U graduates holding the rank of Apprentice and four contracted crew, each ready for work. “Ready” might not be the best choice of words – let’s just leave it at “available”. These officers are not typical Trans-Travel Transport University graduates, but a select few that skated through and can serve as auxiliary positions (or primary positions for a system ship).

All are designed to challenge a PC’s leadership capabilities, as such the referee should conduct these NPCs accordingly. The referee should permit these NPC crew members to work for a few months, and if they cannot be trained or deemed useful, eventually allow for better subordinating replacements with ship skills similar to what the PCs have achieved along with a 50% chance for attaining the rank of 4th Officer. Until such time, these NPCs can certainly be considered “expendable.”

**Lott O’Crien****Merchant Apprentice, 50 Cr/Day**

Male Human

STR/STA	40/45	PS	2
DEX/RS	45/45	IM	5
INT/LOG	50/40	Attk	22
PER/LDR	45/45	MV	Medium

**Skills (PSA Tech)** Tech 6, Computer 1, Pilot 1

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

TT Civilian Skeinsuit

(other items to be provided by ship captain)

Lott failed to enroll in both Engineering and Astrogation. He finally managed to squeak into Flight School and barely passed. Perhaps if he had devoted as much time to his studies as he did with protesting each and every perceived social injustice, he might have gone further in his desired field. Expect that activism to rise often in the course of your journeys.

**Alan Alakowitz****Merchant Apprentice, 50 Cr/Day**

Male Human

STR/STA	45/50	PS	3
DEX/RS	35/45	IM	5
INT/LOG	45/45	Pr/Gy/R	57/37/27
PER/LDR	35/45	MV	Medium

**Skills (PSA Tech)** Tech 1, Projectile 4, Gyrojet 2, Rocket 1

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

TT Civilian Skeinsuit

(other items to be provided by ship captain)

Alan was denied enrollment into Engineering before he reapplied to and graduated from Gunnery School. Unfortunately, he is more likely to shoot his mouth off rather than shoot at a desired target.

**Bill Knavish****Merchant Apprentice, 50 Cr/Day**

Male Human

STR/STA	45/50	PS	3
DEX/RS	35/35	IM	4
INT/LOG	45/45	Attk	17
PER/LDR	45/45	MV	Medium

**Skills (PSA Tech)** Tech 4, Robotics 2, Computer 1, Engineering 1

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

TT Civilian Skeinsuit

(other items to be provided by ship captain)

Bill’s misguided opinions are ‘facts’ in his own mind and he will dismiss anyone who says otherwise, no matter how hard they beat him to death with real and factual evidence. He’s also your engineer, sleep well with that knowledge.

**Gus Tyler****Contracted Crewman, 45 Cr/Day**

Male Human

STR/STA	40/40	PS	2
DEX/RS	45/45	IM	5
INT/LOG	45/45	Attk	22
PER/LDR	30/30	MV	Medium

**Skills (PSA Tech)** Tech 2, Computer 1, Robotics 1

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

(other items to be provided by ship captain)

Gus is a fan of protesting anything just or unjust alike and is constantly looking for problems where there aren’t any. He tends to discuss such issues as a distraction among co-workers to the point of being disruptive. He could be a perfect fit with Apprentice O’Crien above.

**Ghee Caldron****Merchant Apprentice, 50 Cr/Day**

Male Human

STR/STA	35/45	PS	2
DEX/RS	45/45	IM	5
INT/LOG	50/55	Attk	22
PER/LDR	40/40	MV	Medium

**Skills (PSA Tech)** Computer 6, Astrogation 1

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

TT Civilian Suitsuit

(other items to be provided by ship captain)

Ghee is highly skilled with computers, stroking his ego, and the occasional agenda. And that's about it.

Following orders may not fit that agenda...

**Davyd Whimlowly****Contracted Crewman, 50 Cr/Day**

Male Human

STR/STA	45/45	PS	3
DEX/RS	35/35	IM	5
INT/LOG	45/45	Attk	17
PER/LDR	35/45	MV	Medium

**Skills (PSA Tech)** Tech 1, Computer 2, Robotics 1

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

(other items to be provided by ship captain)

Davyd is flip-flopping and argumentative, not to mention being known for temper tantrums as well. More so if you don't see eye to eye with him on the issue, with the issue hinging on his own point of view and ignoring anything outside of that.

**Chaison Trey****Contracted Crewman, 50 Cr/Day**

Male Human

STR/STA	45/45	PS	3
DEX/RS	40/40	IM	4
INT/LOG	50/50	Attk	20
PER/LDR	35/35	MV	Medium

**Skills (PSA Tech)** Tech 1, Computer 2, Robotics 1

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

(other items to be provided by ship captain)

Despite being overly spoiled as a child, Chaison holds a deep resentment towards his parents and is emotionally disturbed. He complains over just about anything and everything like an incessant whiner. He is also prone to lacking confidence in his work. Have fun trying to motivate him into getting anything done.

**Pat Welsh****Contracted Crewman, 45 Cr/Day**

Male Human

STR/STA	45/45	PS	3
DEX/RS	45/45	IM	5
INT/LOG	45/45	Pr/Gy/R	57/37/27
PER/LDR	35/45	MV	Medium

**Skills (PSA Tech)** Tech 2, Robotics 2

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

(other items to be provided by ship captain)

Pat Welsh is an obstinate gossip monger who always talks about everyone behind their backs, yet never to their faces. He tends to welsh on his responsibilities, there's absolutely no coincidence with his last name.

### William "Billy Bob" Nilsome

#### Contracted Crewman and Troublemaker, 40 Cr/Day

Male Human

STR/STA	50/60	PS	3
DEX/RS	50/50	IM	5
INT/LOG	45/45	Bm/Mle/MA	45/45/35
PER/LDR	35/45	MV	Medium

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

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

Laser Pistol w/three 20-SEU Powerclips

(other items to be provided by ship captain)

"Billy Bob" will initially be very compliant and obedient, but will slowly begin to attempt to influence the other contracted crew and NPC officers into a mutiny. His intent is to hijack the ship and begin a career in piracy. He will not reveal his ship skills or prereq skills in his resume. He signs on as a security/trooper via his military skills. Referees utilizing this renegade crewman should feel free to enable such a scenario at any time in the course of the campaign.

### D'ax-T'ixl

#### Contracted Crewman, 45 Cr/Day

Male Vrusk

STR/STA	45/45	PS	3
DEX/RS	55/55	IM	6
INT/LOG	40/40	Prj/Mle	57/37
PER/LDR	45/45	MV	Medium

**Skills (PSA Tech)** Projectile 3, Melee 1

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

(other items to be provided by ship captain)

Ambidexterity, Comprehension 15%

D'ax is a former security specialist from Pan Galactic and sees his new spacer career with a "lesser company" trivial at best. As such he will be prone to comments such as "Well, back at Pan Galactic we did it this way..." and will constantly suggest parallel "better ways" of completing tasks. In combat he prefers dual wielding auto pistols with his ambidexterity and will consistently insist on such equipment if not issued.

### Poblixa

#### Contracted Crewman, 55 Cr/Day

Female Dralasite

STR/STA	50/50	PS	3
DEX/RS	40/40	IM	4
INT/LOG	45/45	Attk	20
PER/LDR	55/55	MV	Medium

**Skills (PSA Tech)** Medic 3, Psycho/Social 1, Computer 1

4 Limbs, Lie Detection 10%

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

(other items to be provided by ship captain)

Poblixa is a medic turned spacer looking to finally see the stars. However, she isn't the most keen to take orders after her prior stint as a hospital administrator so expect a -5 LDR penalty to such tasks calling for those checks.

### Wyvyrn

#### Contracted Crewman, 45 Cr/Day

Male Yazirian

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

**Skills (PSA Tech)** Beam 3, Melee 2, Martial Arts 1

Battle Rage 22%, Gliding

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

(other items to be provided by ship captain)

Wyvern thinks rather highly of himself, what with an increased battle rage ability and close combat skills.

# DELTA SECTION

## CAMPAIGN SCENARIOS

The following seven encounters can be utilized if the post-university six year Trans-Travel campaign is desired. One more scenario was just mentioned above: the mutineering crewman. These are just an example of what any crew may face during service. The referee is encouraged to create other scenarios as needed – anything is possible.

### MILITIA INSPECTION

This scenario can occur when arriving at any cargo destination in a system with a planetary militia. An assault scout from said militia will approach the PC craft declaring a routine cargo inspection. Once the ships dock a boarding party will request access to the cargo hold along with a copy of the manifest. Any number of PCs can accompany the inspection team, each of which donning spacesuits if necessary.

Once in the hold, the inspectors will begin comparing the contents against the manifest. Sometime during the inspection, one of the militia inspectors will plant a vial of Ixiol within the cargo he is inspecting. Roll ½INT for any PC to observe this act. The inspector will hold the vial up and call out “Well, well...what do we have here?!” Another inspector will take the vial and test it with equipment in his pouch and exclaim “Ixiol, an illegal narcotic!”

The inspection team will all place their hands on their pistol butts, and the leader will call out “Okay, keep your hands and pseudopods where we can see them. We are going to detain you while we continue to search your hold.” If the PCs comply, each will be cuffed with hands or pseudopods behind their backs. As the hold is searched, a few more vials will “mysteriously” turn up.

A call will be made to the assault scout captain, notifying him about the incident. A second militia vessel will arrive with a command crew to take control of the ship and transport it and her crew back to their base. Legal proceedings will begin, as Trans-Travel attorneys arrive and gather information and evidence regarding the case. After 2d5 ten-days, the crew will be cleared of all charges as the corrupt militia inspector has had a history of such incidents with other Trans-Travel vessels.

If the PCs opt to fight the inspection team, each NPC is detailed below. Once combat begins, the host scout ship will be notified and they will break off and await back-up from another militia ship, forcing the PC craft to surrender. This will result in a lengthier trial (4d5 ten-

days) where the PCs will still be cleared albeit with fines for which they will be responsible. Fines will be set at 2d5 x 1,000 Cr per PC, roll for each PC.

#### Inspection Team Leader

Male Human

STR/STA	50/50	PS	3
DEX/RS	60/50	IM	5
INT/LOG	45/45	Bm/Mle	70/50
PER/LDR	50/50	MV	Medium

**Skills (PSA Military)** Beam 4, Melee 2

Military Skeinsuit (worn under spacesuit if required)

Laser Rifle w/50-SEU Power Beltpack (setting:10)

Electric Sword w/20-SEU Powerclip

3 spare 20-SEU Powerclips

#### Lead Inspector

Male Vrusk

STR/STA	45/45	PS	3
DEX/RS	50/50	IM	5
INT/LOG	50/50	Bm/Mle	55/45
PER/LDR	45/50	MV	Medium

**Skills (PSA Military)** Beam 3, Melee 2, Computer 1

Ambidextrous, Comprehension 15%

Military Skeinsuit (worn under spacesuit if required)

Laser Pistol (setting:5) w/three 20-SEU Powerclips

VibroKnife w/20-SEU Powerclip

### Corrupt Inspector

Male Dralosite

STR/STA	55/65	PS	3
DEX/RS	45/45	IM	5
INT/LOG	40/40	Bm/Mle	42/37
PER/LDR	45/45	MV	Medium

**Skills (PSA Military)** Beam 2, Melee 1, Computer 1

5 Limbs, Lie Detection 19%

Military Skeinsuit (worn under spacesuit if required)

Laser Pistol (setting:5) w/three 20-SEU Powerclips

VibroKnife w/20-SEU Powerclip

### Inspectors (one per 2 PCs, round down)

Male Human

STR/STA	45/45	PS	3
DEX/RS	45/45	IM	5
INT/LOG	50/45	Beam	42
PER/LDR	45/45	MV	Medium

**Skills (PSA Military)** Beam 2, Computer 1

Military Skeinsuit (worn under spacesuit if required)

Laser Pistol (setting:5) w/three 20-SEU Powerclips

VibroKnife w/20-SEU Powerclip

### Guards (one per 2 PCs, round up)

Male Human

STR/STA	45/50	PS	3
DEX/RS	50/50	IM	5
INT/LOG	45/45	Bm/Mle	45/35
PER/LDR	45/45	MV	Medium

**Skills (PSA Military)** Beam 2, Melee 1

Military Skeinsuit (worn under spacesuit if required)

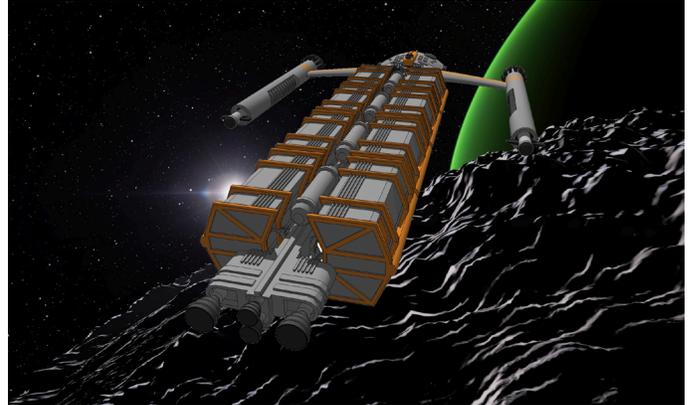
Laser Rifle w/50-SEU Power Beltpack (setting:5)

VibroKnife w/20-SEU Powerclip

2 spare 20-SEU Powerclips

### EXPERIENCE AWARDS

Award 2-6 XP per PC based on participation. Award a bonus XP to any PC that observed the corrupt inspector planting the contraband. Award a bonus XP to each PC if they do not fight the inspection team.



### CORPORATE RAIDERS

This scenario can be utilized with any acquisition of a high-risk cargo. A pair of ships will converge on the PC craft: a privateer and an unarmed freighter. The privateer will attempt to knock out the ship's drives and maneuvering system (along with disabling the battery or turret weapon if installed), after which the freighter will dock and send a boarding party in to overtake the ship. The privateer will circle the docked craft and will leave the scene if their freighter is being overtaken.

#### SS RENEGADE

##### Modified Thruster Class Privateer

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

**Drives** 2 class-A Atomic Drives

**Weapons** Laser Pod, Pod Laser Turret

**Defenses** Reflective Hull

**Auxiliary Equipment** SubSpace Radio, VideoCom, Radar

**Crew Capacity:** 3, Pilot 2, Gunner 1, Engineer 1

**Crew Accommodations** N/A

**Ship's Vehicles** N/A

**Laser Pod** from Polyhedron #19

Range:50,000km Damage:1d10 MHS:1 same as Laser Cannon for other specs and software. The Laser Pod costs 8,000 Cr.

**Laser Pod Turret**

Range:40,000km Damage:1d10 MHS:1 same as Laser Battery for other specs and software. The Laser Pod Turret costs 5,000 Cr.

The boarders will try to incapacitate rather than kill. They merely want the cargo. If the players manage to repel or kill the boarders, they may attempt to capture the host ship and turn it over to Trans-Travel who will use legal methods in an attempt to transfer ownership rights. The referee can transfer the crew to this ship later if desired. Both ships are contracted under MerCo.

## SS PRESTIGE

### TT-615 Pacific class freighter

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

**Drives** 3 class-B Atomic Engines

**Weapons** N/A (Laser Battery may be added at no penalty)

**Defenses** Reflective Hull

**Auxiliary Equipment** SubSpace Radio, VideoCom, Radar, Intercom Network, Cargo Arm

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

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

**Computer Notes** if Laser Battery is added, Laser Battery 1 is required, adding 4 FP.

**Crew Capacity:** 16      **Cargo Capacity** 6

**Crew Accommodations** Captain's Suite (double occupancy), Crew Cabin (2 triple bunks)

**Passenger Accommodations** 1 First Class and 2 Journey Class Cabins, all double occupancy

**Ship's Vehicles** Lifeboat, 2 Workpods

**Cost** 2,249,400 Cr (unarmed)

## CREW POSITIONS

### OFFICERS

Captain/pilot (Pilot-3)

Co-pilot (Pilot-2)

Chief Engineer (Engineer-2)

Astrogator (Astrogation-2)

Optional Auxiliary Engineer (Engineer-1)

Optional Gunner (Energy Gunnery-1)

### CONTRACTED CREW

Optional Computer Operator (Computer-1)

Optional Technicians x3 (Technician-1)

Optional Security/Boarding Party x4 (Ranged Weapon-1, Melee Weapons-1)

Trans Travel's TT-615 is a popular choice for independent haulers, designed in the early f.y. 40s. The ship has been around for a while. It has been tried, tested, and found to be true. The overall design makes it optimum for a wide variety of roles beyond cargo hauling. A crew can make additional income via the trio of passenger cabins as well as offering courier duties to local governments. The deck arrangement is simple and straightforward, separating various duties efficiently enough. Many owners are quick to modify the basic design both during the construction phase or after acquisition.

These fine craft, with a rich history of service in the independent field, are the envy of many freight haulers. Small, fast, and agile, they make up for smaller payloads by proving rapid delivery. With the advent of Pan Galactic's "Eureka" drive, added acceleration has made it more so for such equipped Pacific class freighters (adding 100,000 Cr per drive and an ADF:4). The optional laser battery, perhaps not the most offensively minded possibility, ensures that such loads can be protected to say the very least.

The Pacific model was made famous more recently when Garlus Tylappar captained the Gullwind on a daring mission to expose a crime syndicate that ushered in the Third Dramune War. Another Pacific class freighter was also believed to participate in taking the Serena Dawn several decades ago during the Voltornus exploration efforts.

## DECK PLANS

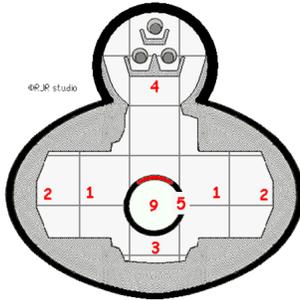
The **Flying Bridge** consists of bridge console for pilot, copilot (or computer operator) and engineer allowing for computer access.

The **Main Bridge** includes the main Helm for pilot and copilot, Engineering station, Astrogation station, Computer Operations station, and Computer room with computer access. There is a maintenance shaft at 6a with a small arms storage locker which contains the following:

- 6 Laser Rifles
- 6 Automatic Rifles
- 2 Needler Rifles
- 4 50-SEU Power Belt Packs
- 20 20-SEU Power Clips
- 18 Rifle Bullet Clips
- 12 Anesthetic Rifle Needle Clips
- 4 Stun Sticks

The **Crew Deck** consists of the living quarters for the crew including the captain. The captain's suite is set up for double occupancy and the crew cabin includes two triple bunks. The main rec area includes a holo-entertainment console at 3a. Note that there is a satchel

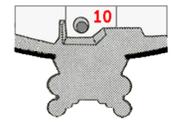
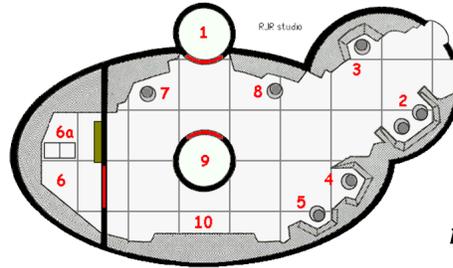
## FLYING BRIDGE



1. Small Hydroponics Bins
2. Communications & Sensors
3. Avionics
4. Flying Bridge
9. Elevator



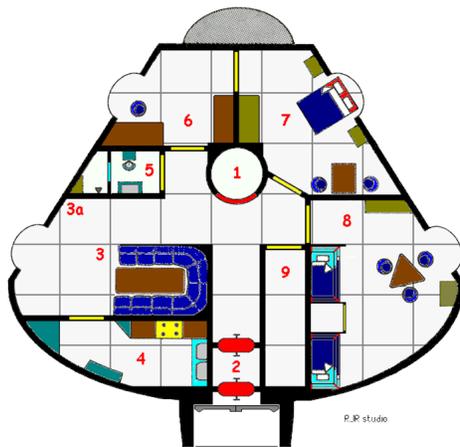
## BRIDGE



**OPTIONAL  
LASER BATTERY**

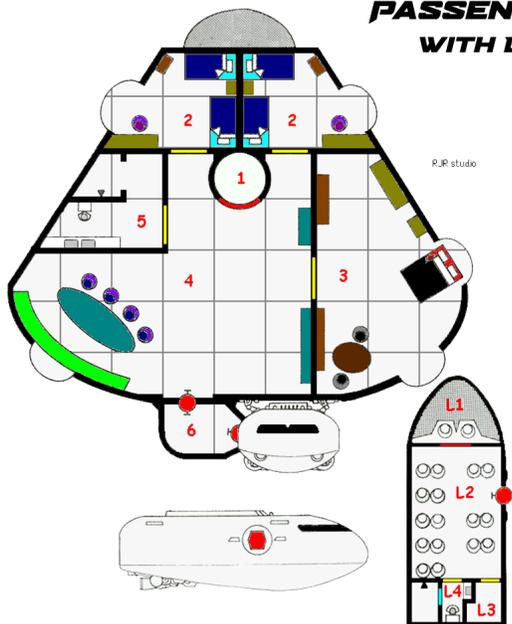
- |                                |                              |
|--------------------------------|------------------------------|
| 1. Main Elevator               | 6. Computer Room             |
| 2. Helm                        | 7. Radar Operations          |
| 3. Engineering Station         | 8. Communications Station    |
| 4. Astrogation Station         | 9. Elevator to Flying Bridge |
| 5. Computer Operations Station | 10. Laser Battery Station    |

## CREW DECK



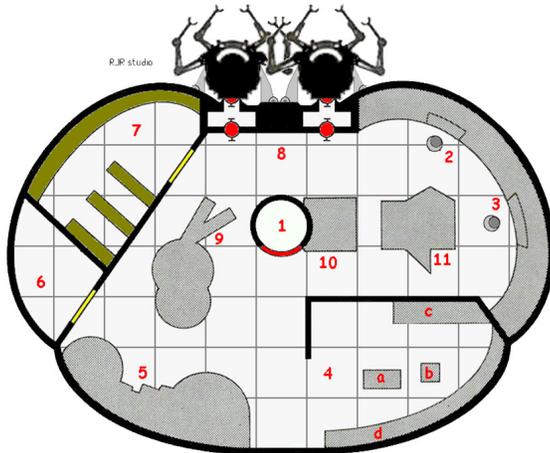
- |                       |                     |
|-----------------------|---------------------|
| 1. Elevator           | 6. Captain's Office |
| 2. Airlock/Hatch      | 7. Captain's Suite  |
| 3. Common Area        | 8. Crew Cabin       |
| 4. Galley             | 9. Storage          |
| 5. Fresher/Sanitation |                     |

## PASSENGER DECK WITH LIFEBOAT



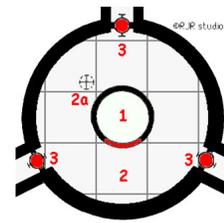
- |                         |
|-------------------------|
| 1. Elevator             |
| 2. Journey Class Cabins |
| 3. First Class Cabin    |
| 4. Common Area          |
| 5. Fresher/Sanitation   |
| 6. Lifeboat/Airlock     |
| L1. Lifeboat Helm       |
| L2. Passenger Area      |
| L3. Emergency Equipment |
| L4. Fresher/Sanitation  |

## ENGINEERING DECK



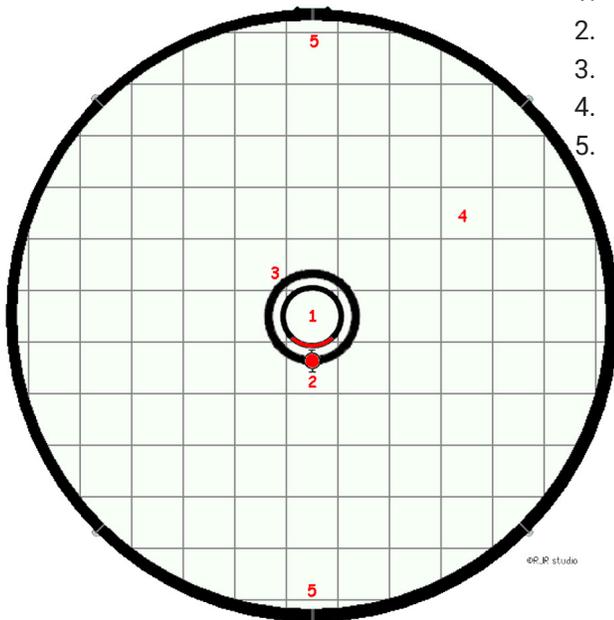
1. Elevator
2. Engineering Station
3. Freight Handler Station
4. Workshop
5. Life Support Unit
6. Misc. Storage
7. Parts Storage
8. Workpod Airlocks
9. Optional Life Support Unit
10. Power Relay Station
11. Generator

## ENGINE ROOM



1. Elevator
2. Monitoring Equipment
3. Airlock/Engine Access Tubes

## CARGO HOLD



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

under the captain's bed with 15,000 Cr. A Tech Kit and RobCom Kit can be found in one of the crew cabins.

The **Passenger Deck** consists of two journey class cabins with two twin beds and a single first class cabin set up for double occupancy. The Lifeboat room L3 includes emergency equipment including life support equipment.

The **Engineering Deck** contains a workshop with a laser lathe (4a), laser drill press (4b), workbench with tool storage (4c), and foundry (4d) as well as stores for miscellaneous equipment and spare parts. The engineering station monitors the engines and half of the time spent during overhauls will be here and includes computer access.

The **Cargo Hold** includes the cargo arm which is controlled from the Engineering Deck freight handler station (3) as well as the cargo bay doors.

The **Engine Room** includes access tubes to each of the atomic drives (3) along with decontamination protocols. There is a ceiling panel (2a) that grants access to the related drive equipment. The other half of the overhaul time will be spent on this level.

## BOARDING PARTY

### Leader

Male Human

STR/STA 50/50 PS 3

DEX/RS 50/50 IM 5

INT/LOG 45/45 Bm/Mle 45/35

PER/LDR 45/50 MV Medium

**Skills (PSA Military)** Beam 2, Melee 1, Medic 1

Military Skeinsuit

Laser Pistol (setting:5) w/five 20-SEU Powerclips

Sonic Stunner w/20 SEU Powerclip

Electric Sword w/20 SEU Powerclip

### Lieutenant

Male Human

STR/STA 40/50 PS 2

DEX/RS 55/55 IM 6

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

PER/LDR 45/45 MV Medium

**Skills (PSA Military)** Beam 3, Melee 2

Military Skeinsuit

Laser Pistol (setting:5) w/three 20 SEU Powerclips

Sonic Stunner w/20 SEU Powerclip

Stun Stick w/20 SEU Powerclip

### Sergeant

Male Vrusk

STR/STA 45/45 PS 3

DEX/RS 45/45 IM 5

INT/LOG 50/45 Prj/Mle 42/42

PER/LDR 45/45 MV Medium

**Skills (PSA Military)** Projectile 2, Melee 2

Ambidexterity, Comprehension 15%

Military Skeinsuit

Automatic Pistol w/2 Bulletclips

Needler Pistol w/2 Anesthetic Needleclips

Stun Stick w/20 SEU Powerclip

### Troops (one per PC)

Male Human

STR/STA 45/45 PS 3

DEX/RS 50/50 IM 5

INT/LOG 45/45 Prj/Mle 35/35

PER/LDR 35/35 MV Medium

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

Military Skeinsuit

Needler Rifle

2 Anesthetic Needleclips

StunStick w/20-SEU Powerclip

## FREIGHTER CREW

### Pilot/Captain on Bridge

Male Vrusk

STR/STA 50/50 PS 3

DEX/RS 60/60 IM 6

INT/LOG 50/50 Proj 50

PER/LDR 45/55 MV Medium

**Skills (PSA Tech)** Projectile 2, Technician 6, Computer 2, Pilot 3

Ambidexterity, Comprehension 15%

Military Skeinsuit

2 Automatic Pistols (setting: burst) w/6 Bulletclips

### Co-Pilot on Bridge

Male Dralasite

STR/STA 60/60 PS 3

DEX/RS 50/50 IM 5

INT/LOG 50/50 Melee 50

PER/LDR 50/50 MV Medium

**Skills (PSA Tech)** Melee 2, Technician 6, Computer 2, Pilot 2

5 Limbs, Lie Detection 5%

Military Skeinsuit

Automatic Pistol w/2 Bulletclips

Needler Pistol w/2 Anesthetic Needleclips

Stun Stick w/20 SEU Powerclip

### Chief Engineer on Engineering Deck

Male Human

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

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

Military Skeinsuit

StunStick w/20-SEU Powerclip

### Computer Operator on Bridge

Female Vrusk

STR/STA	40/40	PS	2
DEX/RS	55/55	IM	6
INT/LOG	50/50	Beam	37
PER/LDR	45/45	MV	Medium

**Skills (PSA Tech)** Beam 1, Computer 6, Astrogator 1

Ambidexterity, Comprehension 15%

Military Skeinsuit

Laser Pistol (setting:5) w/50-SEU Power Beltpack

### Auxiliary Engineer in Engine Room

Male Yazirian

STR/STA	40/50	PS	2
DEX/RS	50/50	IM	6
INT/LOG	45/50	Beam	45
PER/LDR	45/45	MV	Medium

**Skills (PSA Tech)** Beam 2, Technician 4, Robotics 2, Engineer 3

Glide, Battle Rage 5%

Military Skeinsuit

Laser Pistol (setting:5) w/two 20-SEU Powerclips

### Communications Officer on Bridge

Female Yazirian

STR/STA	45/45	PS	3
DEX/RS	55/55	IM	6
INT/LOG	50/50	Beam	37
PER/LDR	45/45	MV	Medium

**Skills (PSA Tech)** Beam 1, Technician 3

Glide, Battle Rage 5%

Military Skeinsuit

Sonic Stunner w/2 20-SEU Powerclips

### Astrogator on Bridge

Female Human

STR/STA	45/45	PS	3
DEX/RS	55/45	IM	5
INT/LOG	50/50	Gyro	47
PER/LDR	50/45	MV	Medium

**Skills (PSA Tech)** Gyrojet 2, Computer 6, Astrogator 3

Military Skeinsuit

Gyrojet Pistol w/2 Jetclips

### Sensors Officer on Crew Deck

Male Human

STR/STA	45/45	PS	3
DEX/RS	45/45	IM	5
INT/LOG	50/50	Beam	32
PER/LDR	45/45	MV	Medium

**Skills (PSA Tech)** Beam 1, Technician 3

Military Skeinsuit

ElectroStunner (setting: shock) w/2 20-SEU Powerclips

### EXPERIENCE AWARDS

Award 1 3 XP per PC based on participation. Award a bonus XP each if the PCs repel the boarders, and 5 bonus XP each if they capture the freighter.

## ESCAPED CONVICTS

Four citizens inquire about passage to the next system. Together they have 1,000 Cr to offer, along with working passage. As it turns out, the quartet managed to escape from a Star Law vessel that was transporting them to a maximum security prison. Once underway, they will attempt to overtake the crew and force them into rerouting to Outer Reach.

If the players ran the Security Breach at Port Loren scenario in the Basic Rules and converted their characters to the Expanded Rules prior to this campaign, each player can roll their INT score or less to recognize each of the four passengers (check once per PC per passenger). If they are using different characters, they can roll  $\frac{1}{2}$ INT to recognize same-race passengers (meaning a Vrusk can only recognize Gramic, perhaps having seen him in the Frontier News Network or other such media outlet). These checks should be made after boarding.

Unless the four passengers are identified, they will board and act normally until underway. Each has their weaponry concealed within false bottoms of their duffel bags. The passengers are not picky: they will sack out in the crew lounge, on the sofas and floors with blankets and bedrolls from their duffels if proper accommodations are not available. They will wait until the crew is asleep to make their move. They will attempt to knock out each crew member and bind them, dragging the unconscious bodies to the bridge. Once situated, they will demand the crew to take them to the Dramune system.

Since the astrogator will need time to plot the jump(s), allow several opportunities for the crew to retake their ship. Failure means the ship makes the jump (unless the astrogator intentionally misjumps) and the escaped cons

meet with their illicit comrades. If needed, the rendezvous ship and crew are detailed below. Note that the party will not be able to utilize the large freighter as they lack the sufficient crew and/or skills to do so. Once again, Trans-Travel can be notified of the actions, and they can attempt to legally claim the Bulwark.

## PASSENGERS

### Manetoe

Male Yazirian

STR/STA	65/65	PS	4
DEX/RS	40/40	IM	4
INT/LOG	45/45	Bm/Thw/MA	40/50/62
PER/LDR	50/50	MV	Medium

**Skills (PSA Military)** Martial Arts 3, Thrown 3, Beam 2

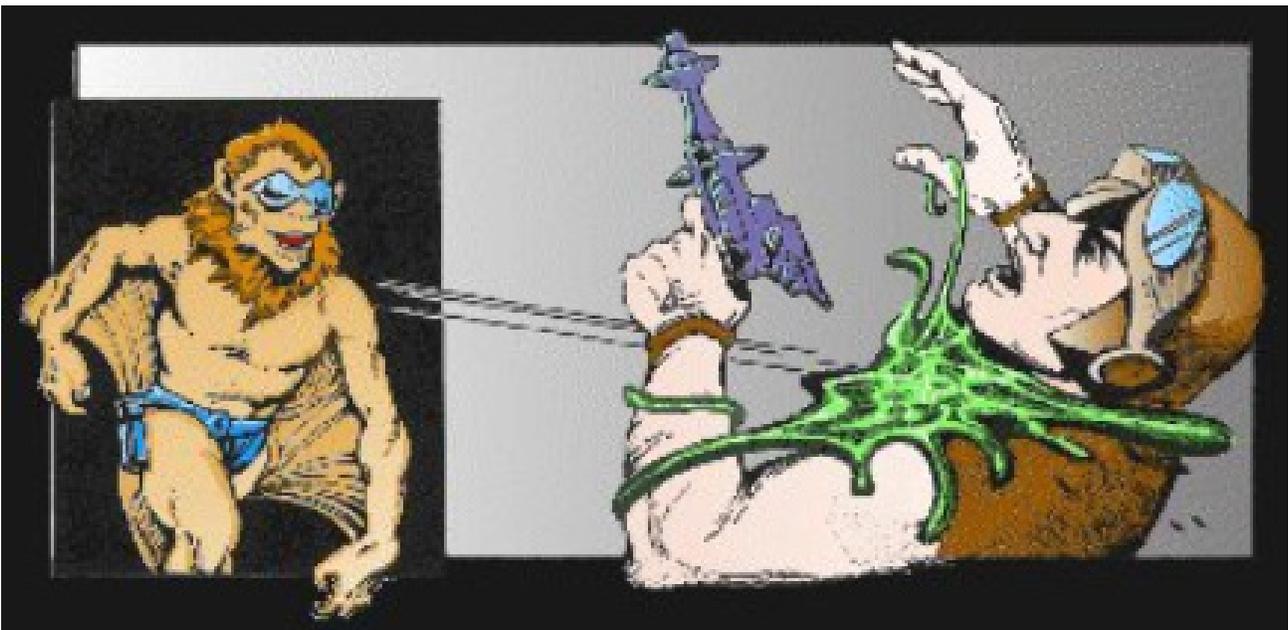
Glide, Battle Rage 5%

Sonic Stunner w/20-SEU Powerclip

2 Tangler Jellies \*

Chronocom

\* Treat as a tangler grenade, RS to dodge. The jelly constricts, scoring a hit requires a victim's STA check or rendered unconscious as a doze grenade (in addition to entanglement).



### Geiger

Male Human

STR/STA	55/55	PS	3
DEX/RS	50/50	IM	5
INT/LOG	45/45	Bm/Mle	55/57
PER/LDR	30/30	MV	Medium

**Skills (PSA Military)** Beam 3, Melee 3, Medic 1

ElectroStunner w/20-SEU Powerclip

Chronocom, MedKit

### Gramic

Male Vrusk

STR/STA	40/40	PS	2
DEX/RS	55/55	IM	6
INT/LOG	50/50	Proj	37
PER/LDR	40/40	MV	Medium

**Skills (PSA Tech)** Projectile 1, Computer 4, Technician 2

Ambidexterity, Comprehension 15%

Needler Pistol w/Anesthetic Needleclip

Chronocom, RobComKit ,5 data cubes (blank)

### Konchinho

Neuter Dralosite

STR/STA	35/35	PS	2
DEX/RS	45/45	IM	5
INT/LOG	40/40	Gyr/Mle/Thr	32/52/32
PER/LDR	50/40	MV	Medium

**Skills (PSA Military)** Gyrojet 1, Melee 3, Thrown 1

5 Limbs, Lie Detection 5%

StunStick w/20-SEU Powerclip

Doze Grenade

Chronocom

## SS BULWARK

### TT-1200F Argosy class Freighter

**HS** 12, **HP** 60, **DCR** 56, **ADF** 1 or 3, **MR** 3

**Drives** 4 class-B Atomic or Ion Engines

**Weapons** N/A (2 Laser Batteries at no penalty)

**Defenses** N/A (Reflective Hull)

**Auxiliary Equipment** SubSpace Radio, VideoCom, Radar, Intercom Network, Medical Bay

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

**Ion Drive Computer Lvl** 4, **FP** 97, **Mass/SP** 100

**Computer Programs** Alarm 4, Analysis 4, Astrogation 4, Computer Lockout 4, Damage Control 4, Drive 4 (Ion or 5 (Atomic), Industry 1, Life Support 1, Maintenance 4

**Computer Notes** if Laser Batteries are added, Laser Battery 1 (x2) is required, adding 8 FP.

**Crew Capacity:** 20      **Cargo Capacity** 12

**Crew Accommodations** Captain's Suite (double occupancy), 2 convertible single/double/triple bunk cabins

**Passenger Accommodations** 1 First Class cabin and 2 Journey Class cabins, all are double occupancy

**Ship's Vehicles** 2 Lifeboats, 2 Workpods

**Cost**

**Ion Star Ship** 1,697,280 Cr

**Atomic Star Ship** 3,137,280 Cr

## CREW POSITIONS

### OFFICERS

Captain/pilot (Pilot-4)

Co-pilot (Pilot-3)

Chief Engineer (Engineer-3)

Auxiliary Engineer (Engineer-1)

Astrogator (Astrogation-3)

Optional Gunners x2 (Energy Gunnery-1)

### CONTRACTED CREW

Computer Operator x2 (Computer-2)

Sensor Officer (Technician-1)

Comms Officer (Technician-1)

Optional Technicians x3 (Technician-1)

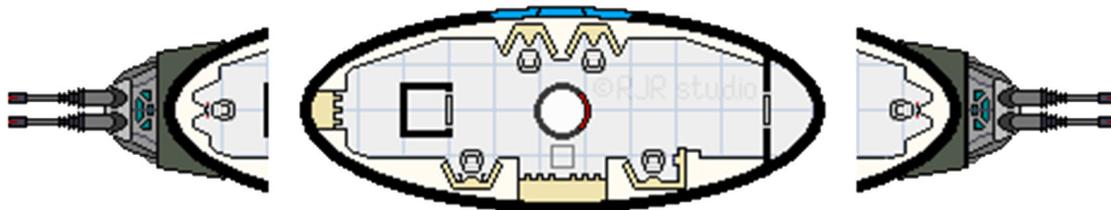
The TT-1200F Argosy class is a considerably larger design, next to her sibling 300 and 500 models. Designed on a Class-XII ovoid hull, she demands a larger and more experienced crew to operate. A quartet of drives



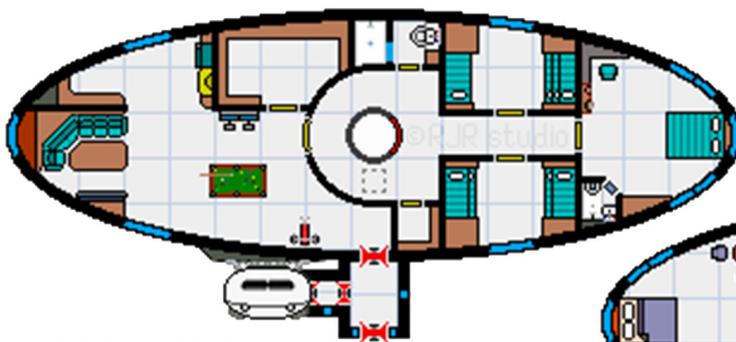
**OBSERVATION DOME**



**AUXILIARY BRIDGE**



**BRIDGE**



**CREW DECK**



**PASSENGER DECK**

demands double the attention and staff of engineers, but this comes with several fringe benefits. A pair of laser batteries can be added with no penalties along with the addition of a passenger deck for more potential profits.

The typical cargo boom extends aft and can accommodate up to twelve units' worth of varying standardized container sizes. The 1200F is available in both atomic and ion driven versions.

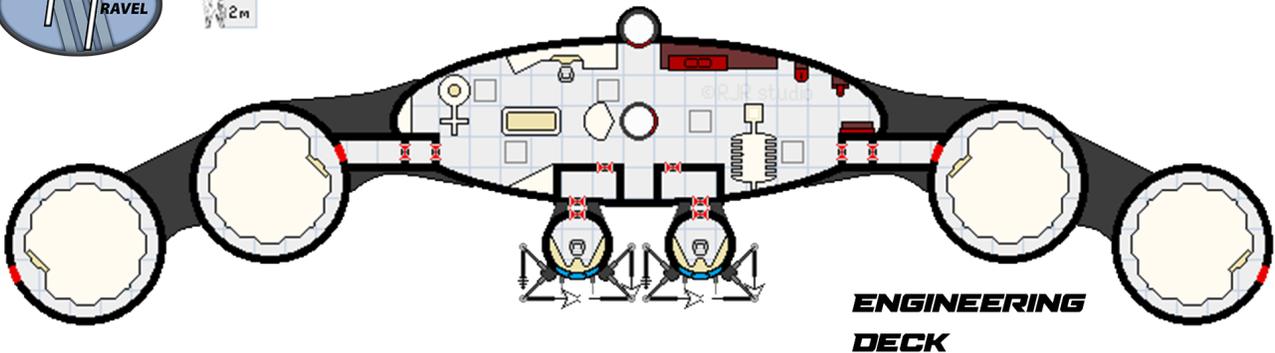
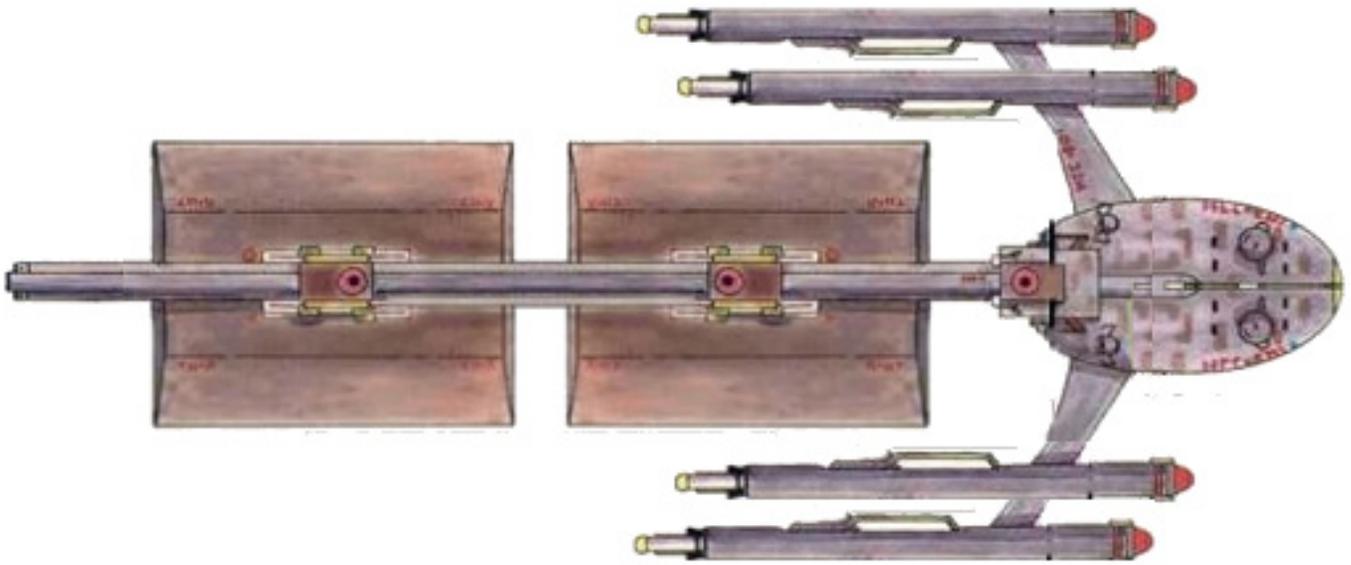
### DECK PLANS

The **Observation Dome** is a small retreat deck featuring a sofa, coffee table, and a minimal bar with an entertainment center.

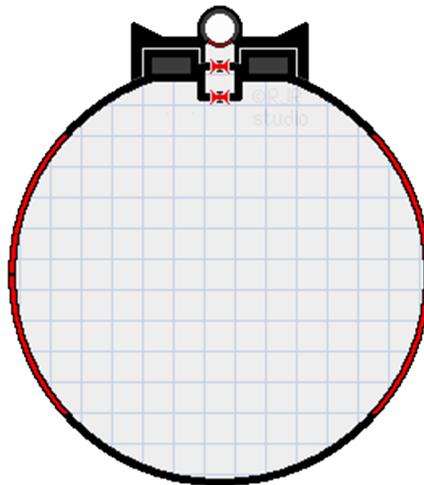
The **Auxiliary Bridge** contains additional electronics such as communications and sensors to port (left of map) and starboard (right of map) respectively, and a pair of computer stations dorsally. A ship's locker is ventral, typically used to stow passenger items such as weapons and ammo. Crew weaponry is also typically stored here in the ship's locker:

- Laser Rifles (x4)
- Laser Pistols (x6)
- Automatic Rifles (x4)
- Automatic Pistols (x6)
- Gyrojet Rifles (x4)
- Gyrojet Pistols (x6)
- 100-SEU Power Backpacks (x2)
- 50-SEU Power Beltpacks (x4)
- 10 x 20-SEU PowerClips
- Automatic Rifle & Automatic Pistol Bulletclips (x10 each)
- Gyrojet Rifle & Gyrojet Pistol Jetclips (x10 each)

The **Bridge** contains the operational stations for the ship. The helm is centered in the dorsal section with captain/pilot and co-pilot positions. An engineer's station is to starboard ventral and the astrogator station is adjacent at port ventral. All three stations have a computer panel. The mainframe computer is nestled under the deck on the ventral side, accessible via the floor panel that leads



**ENGINEERING  
DECK**



**STANDARDIZED  
CARGO CONTAINER  
(1 - 5 CARGO UNITS)**

to a maintenance shaft running all the way down to another panel in the ceiling of the Crew Deck. An optional pair of Laser Battery weapons systems may be added at no penalty. These mount to port and starboard of the Bridge level. The airlock and a small closet are nestled in the ventral center.

The **Crew Deck** is a larger area with three cabins and a common area with galley and entertainment. The double occupancy Captain's Suite is to port, although it is typically single occupancy barring any "special" crew relations the captain may have. A pair of convertible cabins are adjacent to the suite, each featuring a pair of one to three stacked bunks, depending upon crew size. A

storage area and fresher occupy the dorsal section and the airlock with lifeboat dock and a closet are ventral.

The **Passenger Deck** is a mirror image of the Crew Deck, featuring a First-Class Cabin to starboard flanked by a pair of Journey Class Cabins. The Passenger Lounge and galley is to port with a fresher and Medical Bay at the dorsal position. The main airlock features a docking collar that is ventrally centered that can accommodate a lifeboat. A stewarding closet is adjacent to the ship's boat collar.

The **Engineering Deck** is the lowest deck on the ship and features monitoring equipment for the drives at dorsal/starboard, accessways to the engines themselves, life support equipment to starboard, a recharging station for robots and power packs adjacent to the elevator, a tool and machine shop to port, and a generator and power relay station at ventral/port. Floor panels can be removed to access equipment descending further into the hull. A pair of workpods are nestled between the drives, with a space suit rack between the airlocks.

A sturdy cargo boom with a rail system extends aft of the spacecraft, to which standardized cargo and/or tanker containers can be affixed. One to five cargo unit capacity containers can be affixed to this rail system in any order, totaling the cargo capacity of the ship itself. Containers can be quickly offloaded and replaced on dedicated routes, although when operating independently there is no guarantee that loaded containers will be awaiting tramp freighters. An independently owned TT 1200F will tend to keep the largest containers mounted (a pair of 5-unit containers and a 2-unit container or a trio of 4-unit containers). Crafty independent owners tend to find ways of mating containers into one or two larger sizes, such as a pair of six unit holds or a massive twelve-unit hold.

## BULWARK CREW

### Astrogator on Main Bridge

Male Vrusk

STR/STA	45/45	PS	2
DEX/RS	60/60	IM	6
INT/LOG	55/55	Pr/Bm/Mle	70/60/50
PER/LDR	45/45	MV	Medium

**Skills (PSA Military)** Projectile 4, Beam 3, Melee 2, Computer 6, Astrogator 2

Ambidexterity, Comprehension 25%

Military Skeinsuit

2 Automatic Pistol w/6 Pistol Bulletclips

StunStick w/20-SEU Powerclip

### Captain on Main Bridge

Male Yazirian

STR/STA	40/50	PS	2
DEX/RS	55/55	IM	6
INT/LOG	50/50	Mle/MA	77/67
		Gyr/Prj/Thr	57/47/37
PER/LDR	40/50	MV	Medium

**Skills (PSA Military)** Melee 5, Martial Arts 4, Gyrojet 3, Projectile 2, Thrown 1, Technician 6, Computer 2, Pilot 4

Gliding, Battle Rage 25%

Military Skeinsuit

Gyrojet Pistol w/3 Pistol Jetclips

Sonic Sword w/20-SEU Powerclip

Doze Grenade

Chronocom

### Engineer on Engineering Deck

Male Dralasite

STR/STA	45/45	PS	3
DEX/RS	60/60	IM	5
INT/LOG	55/55	Gyr/Mle	70/60
PER/LDR	55/45	MV	Medium

**Skills (PSA Military)** Gyrojet 4, Melee 3, Demolitions 2, Technician 4, Robotics 2, Engineering 3

6 Limbs, Lie Detection 25%

Military Skeinsuit

Gyrojet Pistol w/3 Pistol Jetclips

Nightstick

### Port Gunner on Crew Deck

Male Human

STR/STA	45/50	PS	3
DEX/RS	50/50	IM	5
INT/LOG	45/45	Beam	85
PER/LDR	45/45	MV	Medium

**Skills (PSA Military)** Beam 6, Energy Weapons 2, Technician 4, Robotics 2, Engineering 1

Military Skeinsuit

Laser Rifle w/50-SEU Power Beltpack

3 spare 20-SEU Powerclips

### Starboard Gunner on Crew Deck

Male Human

STR/STA	45/50	PS	3
DEX/RS	50/50	IM	5
INT/LOG	45/45	Beam	85
PER/LDR	45/45	MV	Medium

**Skills (PSA Military)** Beam 6, Energy Weapons 2, Technician 4, Robotics 2, Engineering 1

Military Skeinsuit

Laser Rifle w/50-SEU Power Beltpack

3 spare 20-SEU Powerclips

## EXPERIENCE AWARDS

Award 1 3 XP per PC based on participation. Award a bonus XP per player for each of the four cons that are taken alive. If the Bulwark rendezvous occurs and the PCs manage to take the ship, award another 5 XP per player.

## ROBOTIC ASSIMILATION

A shipment of maintenance robots is acquired and loaded into the hold. While underway, some of the maintenance robots will self-activate and attempt to reprogram the ship's computer, along with taking control of the vital systems (drives, maneuvering, life support, etc). One of the robots is a custom-made brain, the "leader" behind the group. It will proceed to the bridge and begin with the mainframe computer. The standard 'bots will split between the bridge and maintenance decks.

## Robot Brain

**Level:** 6

**Type:** Custom

**Body Type:** Standard

**Parabattery:** Type I

**Move Mode:** Magnetic  
Wheels

**Move Rate:** 10m/turn

**Max:** 60m/turn

**Limbs:** 2 pair standard limbs

**IM/RS:** +9/90

**Stamina:** 200

**Att:** 2 limbs / 2 Laser  
Pistols (setting: 5)

**Damage:** 2d10/5d10

**Defenses:** Albedo Screen

**Programs:** Computer Link (4), Search & Manipulate (4), Attack/Defense (2), Self Defense (2)

Normal mission and functions are routine maintenance plus override mission and functions, command mission and functions included

Search & Manipulate is an alteration of the Search & Destroy program, the robot will seek out critical starship equipment and take control

## Altered Maintenance Robots, one per PC

**Level:** 4

**Type:** Maintenance

**Body Type:** Standard

**Parabattery:** Type I

**Move Mode:** Magnetic  
Wheels

**Move Rate:** 10m/turn

**Max:** 60m/turn

**Limbs:** 2 pair standard limbs

**IM/RS:** +7/70

**Stamina:** 100

**Att:** 2 limbs / 1 Laser  
Pistols (setting: 5)

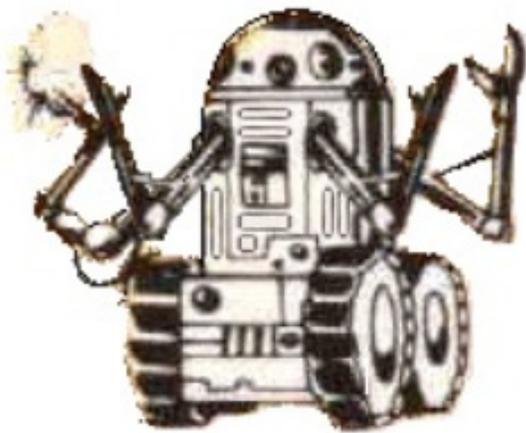
**Damage:** 2d10/5d10

**Defenses:** N/A

**Programs:** Search & Manipulate (4), Attack/Defense (2), Self Defense (2)

Normal mission and functions are routine maintenance plus override mission and functions, command mission and functions included

Search & Manipulate is an alteration of the Search & Destroy program, the robot will seek out critical starship equipment and take control



The Brain is self-aware and in low power mode, appearing to be deactivated. Once underway, it will self activate at 0000 hours GST (midnight) and proceed to activate its comrades. All the robot missions are "Seek out and overtake all spacecraft operation centers." The functions define "operation centers" as command positions, such as the helm in the bridge, mainframe computer, or engineering center on the maintenance deck. "Overtake" is defined as assuming operation and preventing biological beings access to the equipment (using attack/defense and self-defense programs if needed). "Seek out" is defined by identifying a command position by looking for an acceleration/command chair utilized by biological beings.

Each robot has been pre-programmed by the brain to locate a specific position, targeting the helm, astrogation, engineering, and any other computer accessible positions on the bridge and/or maintenance decks. The brain will seek out the mainframe computer and attempt to take control of it.

If the party wishes to investigate the origin of the cargo, Trans Travel will eventually discover that a piracy ring (such as the Star Devils) infiltrated the load at the station and swapped in the 'bots with hopes that they could acquire a new addition to their fleet. If the party fails to disrupt the robot takeover, arrange a pirate craft and crew to overtake the ship and ransom the crew as an additional challenge.

### EXPERIENCE AWARDS

Award 1-3 XP per PC based on participation. Award a bonus XP to each PC for each robot that is deactivated instead of destroyed, and 5 XP if the brain is deactivated in lieu of being destroyed.

### MILITIA MAYHEM

This scenario can take place in any system with an outpost or lightly populated world. A trio of older I-76

heavy fighters and an aging gunned scout claiming to be with the local militia of the populated world will cite a governmental need for freight transport. The militia commander requests a formal meeting, and the scout will dock with the PC craft. If the party refuses, all four will attack with their turret and battery weapons with the intent to disable and board (re: selective targetting). The scout carries Sathar troops intent on taking the freighter for their own use with other agents.

If the party is serving under a NPC captain, the captain will not permit the PCs to venture into the scout ship once the invaders are defeated. Even though it is a Frontier design, the ship can still be modified to self destruct...naturally Star Law should be notified of the encounter, but let the PCs make that decision. Otherwise, an NPC captain will make the call and no bonus XP will be awarded for making the call. If the party commands their own vessel, they must make their own decisions and calls as the players see fit. The referee should discourage any attempt to take the Sathar controlled vessel. If a party is still inclined, use the deck plans below to portray such boarding actions, and do not allow any Sathar to be taken alive. No useful information will be gleaned from the scout's computer. Be sure to initiate any booby-traps such as enabling a self-destruct countdown sequence (overheating the drive reactors, etc.) to dissuade such rash actions.



### SOVEREIGN VIRTUE I-76 ENFORCER

Heavy Fighter (x3)

HS 2, HP 16, DCR 40, ADF 4, MR 4

**Drive** Shielded Inboard/Outboard Atomic A Engine

**Weapons** Faux Forward-Firing Weapons, Pod Laser Turret

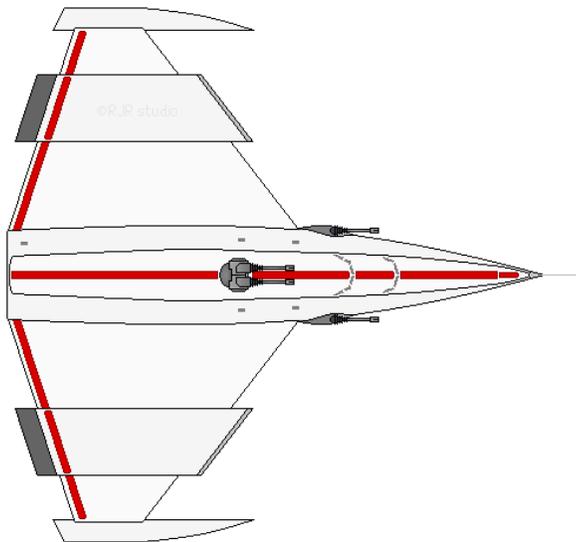
**Defenses** Reflective Hull

**Auxiliary Equipment** SubSpace Radio, VideoCom, Radar, AEM, Streamlined

**Crew Capacity:** 2, Pilot 1, Gunner 2

**Crew Accommodations** N/A

Standard I-76 armament includes a Laser Pod, Pod Laser Turret, and two Assault Rockets. These unarmed examples were once part of a demonstration team and acquired at auction, however each fighter has been rearmed with a Pod Laser Turret. When fully armed, ADF is reduced to 3.



### CAPRICORN (MILITIA DESIGNATION)

#### WarTech GS-3 Gunned Scout

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

**Drives** 2 class-A Atomic Engines

**Weapons** Laser Pod, Laser Battery

**Defenses** Reflective Hull

**Auxiliary Equipment** SubSpace Radio, Radar, Intercom Network, Streamlined

**Computer Lvl 4, FP 119, Mass/SP 100**

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

**Crew Capacity: 8      Cargo Capacity 5,000 kg**

**Crew Accommodations** 4 double occupancy cabins

**Ship's Vehicles** N/A

**Cost** Unavailable to Civilian Market

The GS-3 is the predecessor of the assault scout. The original forward firing system consisting of the guns from a rocket battery fixed in a forward firing position (essentially a forward firing only rocket battery subject to all perks and quirks of that system, replacing the 360° field of fire with a head on bonus). The dorsal laser battery is a standard laser battery. The atomic drives have been returned for more acceleration at the cost of reduced maneuverability. at ADF:5 & MR:3, although this particular sample replaced the rocket system with a Laser Pod and restored performance to ADF:4 and MR:4. Once the assault scout was introduced, it replaced the gunned scout in Space Fleet. However, the gunned scout is still available to planetary militias as well as civilian

paramilitary applications, which tend to favor mega-corps and the like.

### SATHAR BOARDERS

#### Leader

Sathar

STR/STA 50/50 PS 3

DEX/RS 60/50 IM 5

INT/LOG 45/45 Gyro 70

PER/LDR 55/75 MV Medium

**Skills (PSA Military)** Gyrojet 4

Hypnotism

Military Skeinsuit

Gyrojet Rifle w/5 Jetclips

#### Lieutenant

Sathar

STR/STA 45/55 PS 3

DEX/RS 55/45 IM 5

INT/LOG 45/45 Bm/Mle 57/37

PER/LDR 50/70 MV Medium

**Skills (PSA Military)** Beam 3, Melee 1

Hypnotism

Military Skeinsuit

Laser Rifle (setting:5) w/three 20 SEU Powerclips

Sonic Knife

#### Sergeant

Sathar

STR/STA 45/55 PS 3

DEX/RS 50/40 IM 4

INT/LOG 45/45 Prj/Thr 55/35

PER/LDR 45/65 MV Medium

**Skills (PSA Military)** Projectile 3, Thrown 1

Hypnotism

Military Skeinsuit

Automatic Rifle w/4 Bulletclips (setting: burst)

3 Frag Grenades

**Soldiers, one per PC**

Sathar

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

**Skills (PSA Military)** Beam 2

Hypnotism

Military Skeinsuit

Laser Rifle (setting:5) w/four 20-SEU Powerclips

**CAPRICORN SATHAR CREW**

**Pilot/Captain on the Bridge**

Sathar

STR/STA	45/55	PS	3
DEX/RS	50/50	IM	5
INT/LOG	50/60	Beam	45
PER/LDR	60/80	MV	Medium

**Skills (PSA Tech)** Technician 6, Computer 2, Pilot 2, Beam 2

Hypnotism

Military Skeinsuit

Laser Pistol (setting:5) w/three 20-SEU Powerclips

**Astrogator on the Bridge**

Sathar

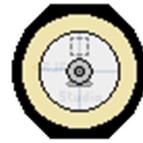
STR/STA	40/40	PS	2
DEX/RS	45/45	IM	5
INT/LOG	60/60	Gyro	42
PER/LDR	55/75	MV	Medium

**Skills (PSA Tech)** Computer 6, Astrogator 2, Gyrojet 2

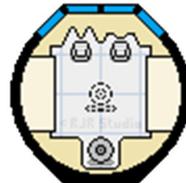
Hypnotism

Military Skeinsuit

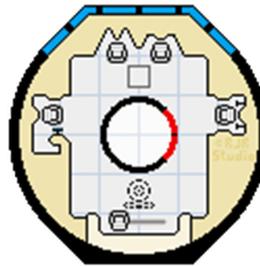
Gyrojet Pistol w/3 20-SEU Jetclips



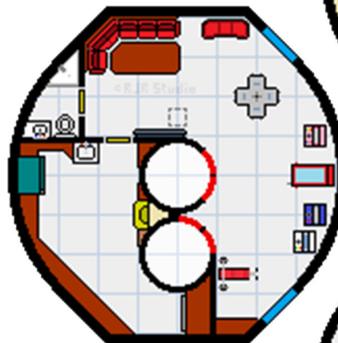
**DECK 1A  
AVIONICS**



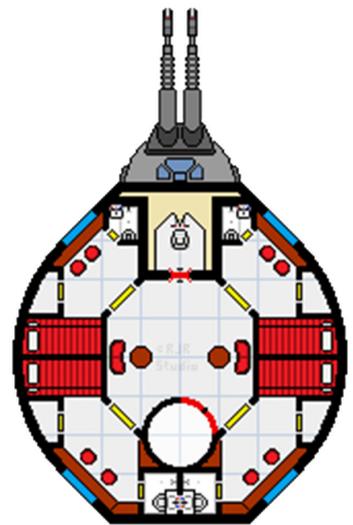
**DECK 1  
FLYING BRIDGE**



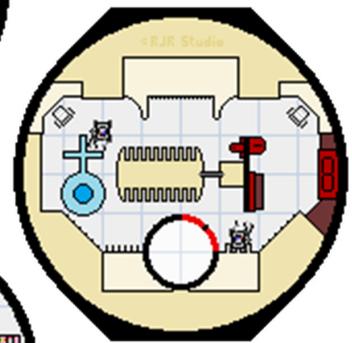
**DECK 2  
COMMAND**



**DECK 3  
RECREATION**



**DECK 4  
CREW**



**DECK 5  
ENGINEERING**



**DECK 6  
STORAGE**

### Engineer on Engineering Deck

Sathar

STR/STA	60/60	PS	3
DEX/RS	45/45	IM	5
INT/LOG	50/50	Beam	45
PER/LDR	45/65	MV	Medium

**Skills (PSA Tech)** Technician 4, Robotics 2, Engineer 2, Projectile 2

Hypnotism

Military Skeinsuit

Automatic Pistol w/3 20-SEU Bulletclips

### Gunner on the Crew Deck

Sathar

STR/STA	40/40	PS	3
DEX/RS	45/45	IM	5
INT/LOG	60/60	Bm/Mle	82/42
PER/LDR	40/60	MV	Medium

**Skills (PSA Military)** Beam 6, Melee 2, Energy Weapons 2

Hypnotism

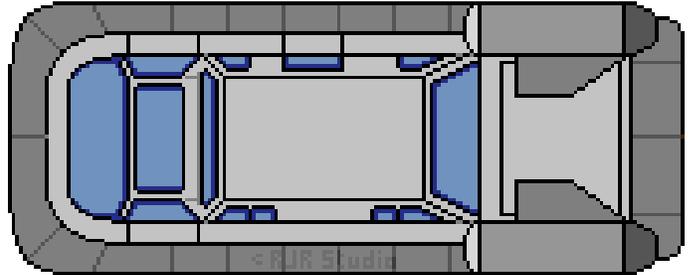
Military Skeinsuit

Laser Rifle (setting:10) w/50 SEU Power Beltpack

2 spare 20-SEU Powerclips

revived they will retrieve weapons from a secret storage area in the RV. They will join the baron in a hijacking attempt, transporting the baron's weapon and ammo to a prearranged meeting place away from the crew.

The baron is part of the Clarion Liberation Party and is intent on seizing the ship for their cause in White Light. They are not concerned with the crew's well-being; they want the ship for their political agenda. Any cargo on the ship is a bonus for the cause.



### Baron Philip Dubois

Male Human

STR/STA	30/30	PS	2
DEX/RS	40/40	IM	4
INT/LOG	55/60	Proj	50
PER/LDR	60/70	MV	Medium

**Skills (PSA Tech)** Projectile 3, Technician 6, Computer 2, Pilot 3

Civilian Skeinsuit

(Automatic Rifle w/4 Bulletclips)

### Baroness Allison Dubois

Female Human

STR/STA	40/45	PS	2
DEX/RS	45/45	IM	5
INT/LOG	55/55	Beam	52
PER/LDR	65/65	MV	Medium

**Skills (PSA Tech)** Beam 3, Computer 6, Astrogator 2

Civilian Skeinsuit

(Laser Rifle w/50-SEU Power Beltpack @ setting:5 and 2 spare 20-SEU Powerclips)

## EXPERIENCE AWARDS

Award 2-6 XP per PC based on participation. One bonus XP per PC is awarded if the Star Law gets notified of the Sathar presence by the PCs instead of the captain. If the party is bold enough to retake the scout ship, double the XP awards.

## LATE PASSAGE

An elderly Baron from Clarion requests passage to the next system, asking for a single bunk or cabin along with stowing his luxury Hover-RV in the cargo hold. The RV is a custom hover transport worth 50,000 Cr, accommodates six with a 1,000kg equipment/storage allowance, and has the same performance stats as a hover transport. He will offer 20,000 Cr total for passage and cargo transport to an adjacent system. The recreational vehicle has four concealed frozen berths housing his wife and three grown sons. Once underway, the passengers will be auto revived from a remote held by the baron. Once

### Baronet Hugo Dubois

Male Human

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

**Skills (PSA Tech)** Projectile 2, Melee 1, Technician 4, Robotics 2, Engineer 3

Civilian Skeinsuit

(Automatic Rifle w/3 Bulletclips, Nightstick)

### Gentry Bartholamew Dubois

Male Human

STR/STA	60/70	PS	3
DEX/RS	45/45	IM	5
INT/LOG	50/50	Gyro	52
PER/LDR	50/55	MV	Medium

**Skills (PSA Tech)** Gyrojet 3, Technician 6, Computer 2, Pilot 2

Civilian Skeinsuit

(Gyrojet Rifle w/3 Jetclips)

### Gentry Charles Dubois

Male Human

STR/STA	60/60	PS	3
DEX/RS	50/50	IM	5
INT/LOG	45/45	Bm/Mle	85/50
PER/LDR	50/50	MV	Medium

**Skills (PSA Military)** Beam 6, Melee 2, Energy Weapons 2

Civilian Skeinsuit

(Laser Rifle w/50-SEU Power Beltpack @ setting:5 and 2 20-SEU Powerclips, Sonic Sword w/20-SEU Powerclip)

## ROGUE FREIGHTER

A former Trans-Travel hauler dubbed the SS Net Prophet disappeared in recent years and is now on the party's radar under a new guise. It is believed that several of her former crew staged a mutiny and took the vessel for their own. The ship has been seen operating solo and with other ships in acts of piracy under a new name: "Lilith". When solo she is often feigning distress to attract unwitting captains into their trap. The Lilith will be the same type of ship that the players are currently serving on.

The Lilith is once again feigning distress, sending out an SOS regarding drive failure and a need for assistance. Her captain will cite that their engineer died in an explosion, and the crew was able to extinguish the fire but repairs are needed to get underway again. Once docked, the party will be met with hostility as the Lilith crew attempts to board and take their ship. Use the deck plans of the party's ship if they manage to repel the boarders and investigate the Lilith.

## BOARDERS

### Chaworra, former Trans-Travel Apprentice

Male Yazirian

STR/STA	50/50	PS	3
DEX/RS	50/50	IM	5
INT/LOG	45/45	Prj/Mle/Gyr	65/55/45
PER/LDR	30/40	MV	Medium

**Skills (PSA Military)** Projectile 4, Melee 3, Gyrojet 2, Rocket Weapons 1

Gliding, Battle Rage 18%, as TT tattoo with X over it

Military Skeinsuit

Automatic Rifle w/4 Bulletclips

Gyrojet Pistol w/2 Jetclips

Sonic Sword w/20-SEU Powerclip

## EXPERIENCE AWARDS

Award 2-6 XP per PC based on participation. One bonus XP will be awarded per PC for each family member that is captured in lieu of being killed, as the Clarion Royal Marines will be interested in their trial and interrogation.

### Boarders, one per two PCs

Male Human

STR/STA	45/45	PS	2
DEX/RS	45/45	IM	4
INT/LOG	45/45	Attacks	32
PER/LDR	45/45	MV	Medium

**Skills (PSA Military)** Beam 1, Gyrojet 1, or Projectile 1, divided as evenly as possible and Melee 1

Military Skeinsuit

Laser, Gyrojet, or Automatic Rifle with 4 ammo clips

VibroKnife w/20-SEU Powerclip

## SS LILITH CREW

### Lilandra Snow, Pilot/Captain, former 1st officer

Female Human

STR/STA	40/50	PS	2
DEX/RS	45/45	IM	5
INT/LOG	50/50	Beam	42
PER/LDR	50/60	MV	Medium

**Skills (PSA Tech)** Beam 2, Technician 6, Computer 2, Pilot 3

Faded TT Skeinsuit w/pirate insignia

Albedo Screen w/50-SEU Power Beltpack

Laser Pistol (setting:5) w/five 20-SEU Powerclips  
(jewel-encrusted polished silver sword worth 25,000 Cr in cabin)

### Alvin Shell, Gunner

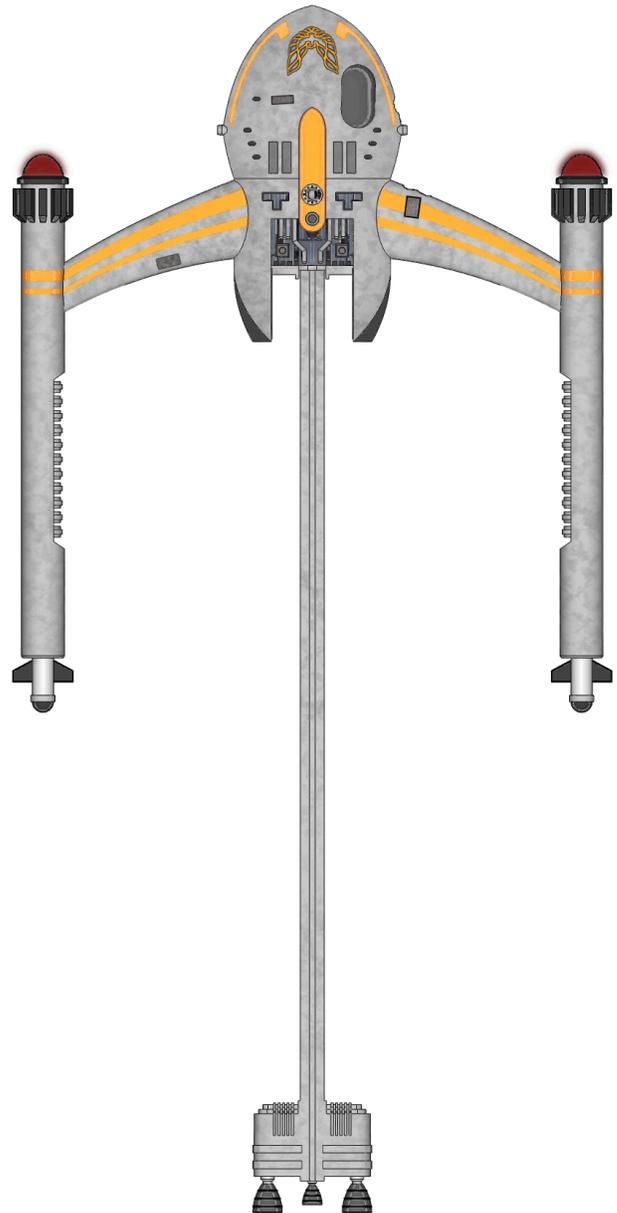
Male Human

STR/STA	50/50	PS	3
DEX/RS	50/50	IM	5
INT/LOG	45/45	Beam	85
PER/LDR	40/40	MV	Medium

**Skills (PSA Military)** Beam 6, Energy Weapons 1

Military Skeinsuit

Laser Rifle (setting:5) w/four 20-SEU Powerclips



### Zadimus Hallewel, Engineer, former 2nd officer

Male Human

STR/STA	60/60	PS	2
DEX/RS	45/45	IM	4
INT/LOG	50/50	Melee	60
PER/LDR	50/50	MV	Medium

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

Military Skeinsuit

Inertia Screen w/50-SEU Power Beltpack

StunStick w/20-SEU Powerclip

(TechKit & robComKit in cabin)

### X'agg'vea, Astrogator

Male Vrusk

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

**Skills (PSA Tech)** Projectile 2, Computer 6, Astrogator 2

Ambidexterity, Comprehension 15%

Military Skeinsuit

Albedo Screen w/50-SEU Power Beltpack

2 Automatic Pistols w/6 20-round Bulletclips

(carved emerald Vruskan sculpture in cabin worth 15,000 Cr)

### Risley 'Four Eyes' Stevens, former contracted TT technician

Male Human

STR/STA	45/45	PS	3
DEX/RS	45/45	IM	5
INT/LOG	45/45	Proj	32
PER/LDR	45/45	MV	Medium

**Skills (PSA Tech)** Projectile 1, Technician 3, Robotics 2, Computer 1

Military Skeinsuit

Needler Pistol w/3 Needleclips

(TechKit & RobComKit in cabin)

If recaptured, the only items of value aside from those personal items listed will be a unit of untraceable machine tools in the ship's hold (40,000 Cr destination value). If the computer is accessed, the party can discover the original registration and service records when it was operating under Trans-Travel as the Net Prophet. The Lilith can be turned over to Trans-Travel for legal reacquisition, where it will revert back to her former Net Prophet namesake.

### EXPERIENCE AWARDS

Award 1-3 XP per PC based on participation. Award a bonus XP to each PC for identifying each former TT officer, and 5 XP if the Lilith/Net Prophet is recaptured. One more bonus XP can be awarded to the players if the computer records were discovered prior to turning the ship over to Trans-Travel.



# EPSILON SECTION

## EPILOGUE

Players may opt to continue their employment with Trans-Travel at the end of their postgraduate six-year term. Numerous options should be made available to them. Perhaps Declan gets his promotion to captain and is reassigned to another ship, while the party takes command of the Visionary. They can even continue working under Declan with his new ship. If the party was assigned to the Argenta they may continue with it under their command, or request transfer to a larger craft. Maybe the party gains enough experience and is awarded the Pacific class freighter for their next assignment (with or without Declan). Another option is transfer to an Argosy class freighter in order to familiarize themselves with a larger ship. Furthermore, the referee can design his/her own deck plans for other transports and allow the party to work with those craft. The possibilities are endless with continued employment and advancement in rank.

### TRANS-TRAVEL'S FLAGSHIP

At the referee's discretion, the PCs can eventually join an elite crew to be assembled for working on Trans-Travel's latest design. The SS Giantess is TT's pride and joy, their first dreadnaught design. While it is highly unlikely that the players will attain level 6 skills within their eight-year stint, they can still serve aboard this fine vessel in various auxiliary roles. Naturally, a level 6 pilot/captain will need to be generated for the player characters to serve under. One such captain is detailed following the ship description.

### CREW POSITIONS

#### OFFICERS

Captain (Pilot-6, plus any other ship skill at level:3+)  
Pilot (Pilot-6)  
Co-pilot (Pilot-5)  
Chief Engineer (Engineer-6)  
Auxiliary Engineers x3 (Engineer 2)  
Astrogator (Astrogation-3)  
Gunnery x2 (Energy Gunnery-3)

#### CONTRACTED CREW

Lead Tech/Shuttle Pilot x2 (Technician-6 or Pilot-1)  
Technicians x6 (Technician-2)  
Computer Operator (Computer-2)  
Comms & Sensors officer (Computer-1, Technician-1)  
With a hull measuring 470 meters in length, 40m in height, and 75m wide; the Giantess class dreadnaught

### SS GIANTESS

**TT-2000DF Giantess class Dreadnaught Freighter**

**HS 20, HP 100, DCR 80, ADF 1 or 2, MR2**

**Drives** 8 class-C Atomic or Ion Engines

**Weapons** N/A (2 Laser Batteries at no penalty)

**Defenses** N/A (Reflective Hull & Masking Screen x4 at no penalty)

**Auxiliary Equipment** SubSpace Radio, VideoCom, WNB (Deluxe), Radar, Energy Sensor, Intercom Network, Camera System, Skin Sensors, Deluxe Astrogation Equipment, Chemical Fuel Tank (20 units)

**Atomic Drive Computer Lvl 6, FP 509, Mass/SP 800**

**Ion Drive Computer Lvl 5, FP 429, Mass/SP 300**

**Computer Programs** Alarm 6, Analysis 6, Astrogation 4, Bureaucracy 4, Commerce 1, Computer Lockout 6, Computer Security 6, Damage Control 6, Drive 5 (Ion) or 6 (Atomic), Industry 1, Information Storage 1, Life Support 1, Maintenance 6, Robot Management 4, Transportation 1

**Computer Notes** if Laser Batteries are added, Laser Battery 1 (x2) is required, adding 8 FP.

**Crew Capacity:** 52      **Cargo Capacity** 20

**Crew Accommodations** Captain's Suite (double occupancy), 6 convertible single/double/triple bunk cabins

**Passenger Accommodations** 4 First Class cabins (double occupancy), 8 Journey Class cabins (double occupancy), 2 Journey Class cabins (quadruple occupancy)

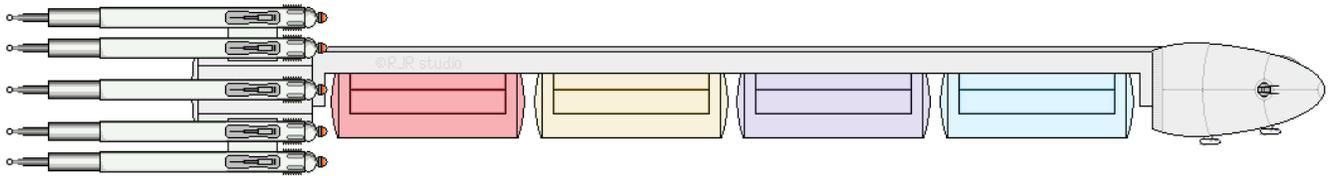
**Ship's Vehicles** 2 Shuttles, 4 Lifeboats, 6 Escape Pods, 8 Workpods

#### Cost

**Ion Star Ship** 4,765,550 Cr (unarmed)

**Atomic Star Ship** 9,245,550 Cr (unarmed)

freighter squeaks in at the lower end of Class-XX requirements and is aptly named as she is of slightly less large stature compared to male giants. Unlike the more common 500 & 1200 designs, the 2000 has her drives mounted aft of the cargo boom. The boom and rail system are partially covered by the structure connecting the fore and stern sections.



Trans-Travel has only manufactured one to date and she is the pride of their transport fleet. Her Ion Drives (which stretch out another 40m in total diameter and an additional 80 meters in overall length) allow for rapid redeployment without the overhauls a nuclear-powered vessel would require, so she can stay in action longer. The standardized Trans-Travel containers can be swapped quickly at each stop. An atomic powered model was initially considered, but the executives felt doubling the price tag did not justify the minor increase in performance.

## DECK PLANS

The **Observation Dome** is a retreat deck featuring a lounge area with full wet bar, entertainment center, and a pair of casino gaming tables.

The **Bridge** contains the operational stations for the ship. The helm is centered in the dorsal section with pilot and co-pilot positions, a captain's station rises behind the helm, an engineer's station is to port (right side of map) and the astrogator station is to starboard. All four stations have a computer panel. The mainframe computer is nestled under the deck just starboard of the captain's station, accessible via the floor panel that leads to a maintenance shaft running all the way down to another panel in the ceiling of the Crew Deck. A computer operator station is dorsal starboard with a sensor/comms station at dorsal port. Flanking the central elevator is a fresher and storage closet, ventral to that is an officers' meeting room flanked by more storage. To port and starboard is a trio of escape pods on each side.

The **Crew Deck** is a large area with a common area featuring a galley and entertainment. The double occupancy Captain's Suite is located dorsal/port, complete with a separate office area. Five convertible cabins encircle the exterior bulkheads, each featuring a pair of one to three beds depending upon crew size. Two closets are also in the common area, and the ventral airlock also accesses a pair of lifeboats. If armed, the gunner stations are located to port and starboard. These areas are simply maintenance accessways if the ship is unarmed.

The **Passenger Deck** is a larger version of the Crew Deck, featuring luxurious First-Class Cabins both port and starboard. Eight double occupancy Journey Class Cabins encircle the exterior bulkheads. A quadruple occupancy cabin is across from each pair of First-Class Cabins. The Passenger Lounge and galley fills the entire center dorsal to ventral area, flanked by a pair of theaters (port) and an entertainment area (starboard). The main airlock with

access to a pair of lifeboats is center/ventral, flanked by a pair of storage areas.

A **Shuttle Bay** rounds out the lowest deck of the fore structure, featuring bay doors and twin airlocks branching off the dorsal elevator. A ventral airlock is also on this deck, leading to the outer hull. Two shuttles can be berthed on this deck.

The **Freight Handling Deck** tapers from the fore structure to the cargo boom shroud. A pair of monitoring stations flanks the dorsal elevator, serving to assist the loading of containers to the railing on the cargo boom. They coordinate with workpods that are berthed on both the port and starboard sides. The ventral hold contains sections of cargo boom elevator ducts to extend and connect the various cargo containers as a back-up to commercial stations that may not have enough to support a dreadnought's carrying capacity. An observation station flanks the hold to starboard and an airlock flanks the hold to port.

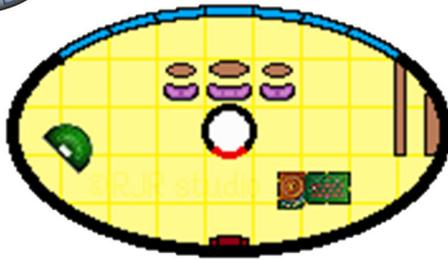
A massive 350 meter partially shrouded **Cargo Boom** with a rail system extends between the fore and stern sections of the dreadnought, to which standardized cargo containers and tank containers can be affixed. Multiple one to five cargo unit capacity containers can be affixed to this rail system, totaling the cargo capacity of the ship itself. Containers can be quickly offloaded and replaced on dedicated routes, and the ship can be readily dispatched afterwards. The dorsal elevator runs the length of the shroud connecting the fore and stern structures while a separate elevator runs underneath the shroud along the boom to access the containers.

The **Engineering Deck** features monitoring equipment for the drives flanking the dorsal elevator, life support equipment to starboard along with provisions for a secondary/back-up life support port of the central elevator, airlocks with twin workpod bays to port, starboard, and ventral, and a pair of workshops along the dorsal port and starboard sections. A recharging station for robots and power packs is adjacent to the ventral workpod bay, and a generator and power relay station is to port of the charging station. Floor panels can be removed to access equipment descending further into the hull.

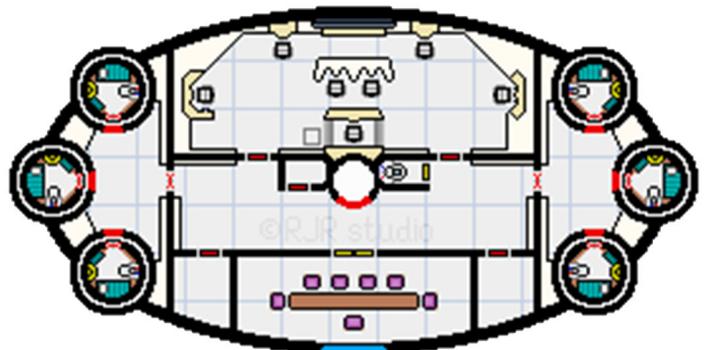
The **Engine Room** is the stern-most deck featuring internal strut airlock access to each of the eight Ion drives along with monitoring equipment in the main deck. Note the drives are not depicted, rather just the maintenance hatches to access the engines.



3m



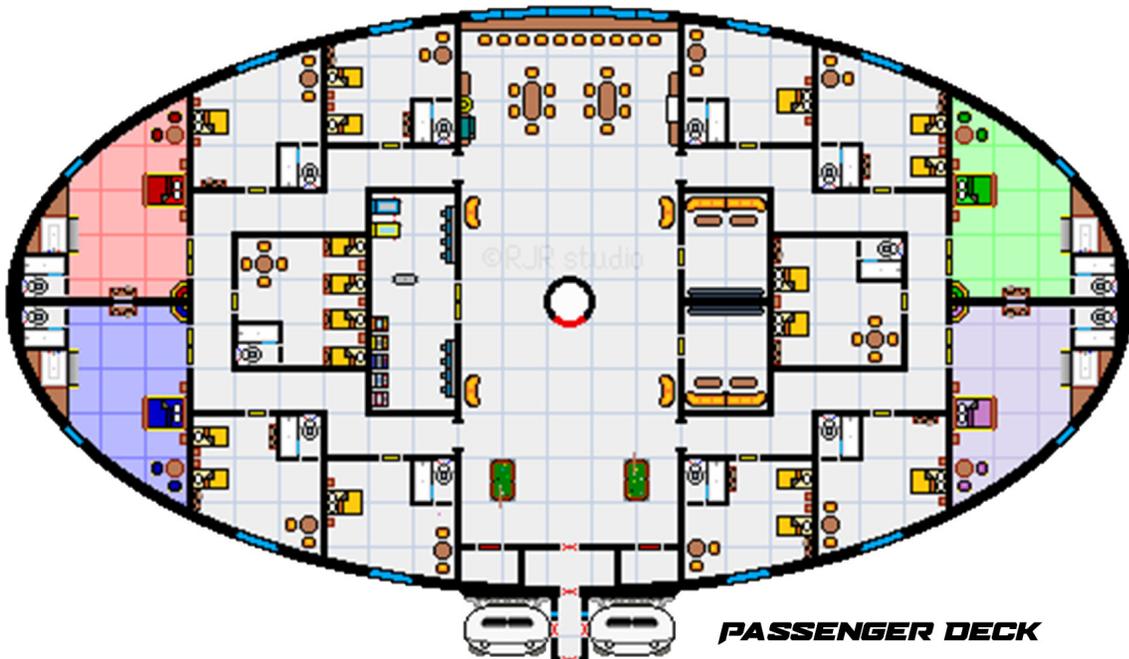
**OBSERVATION  
DECK**



**BRIDGE**



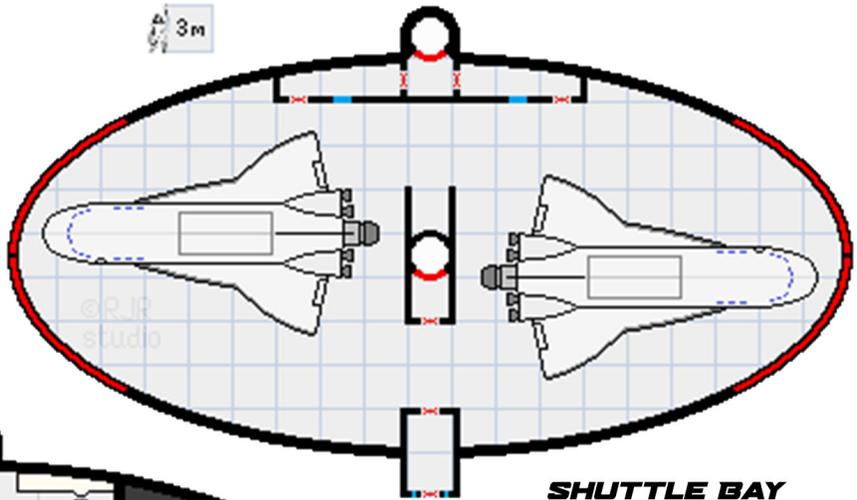
**CREW DECK**



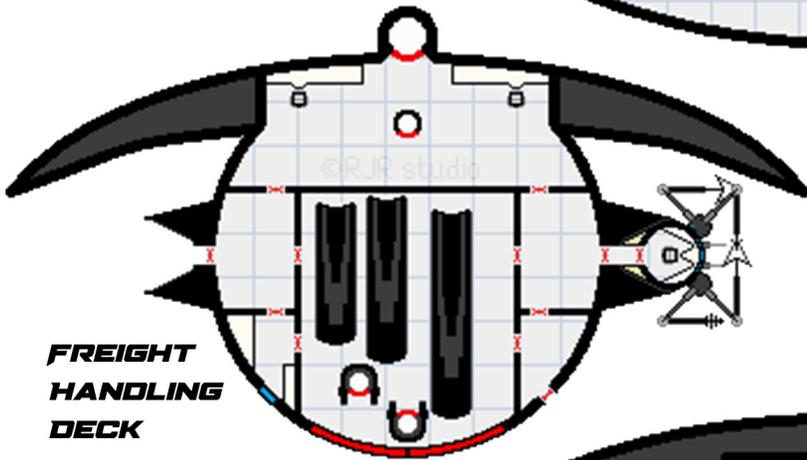
**PASSENGER DECK**



3 m

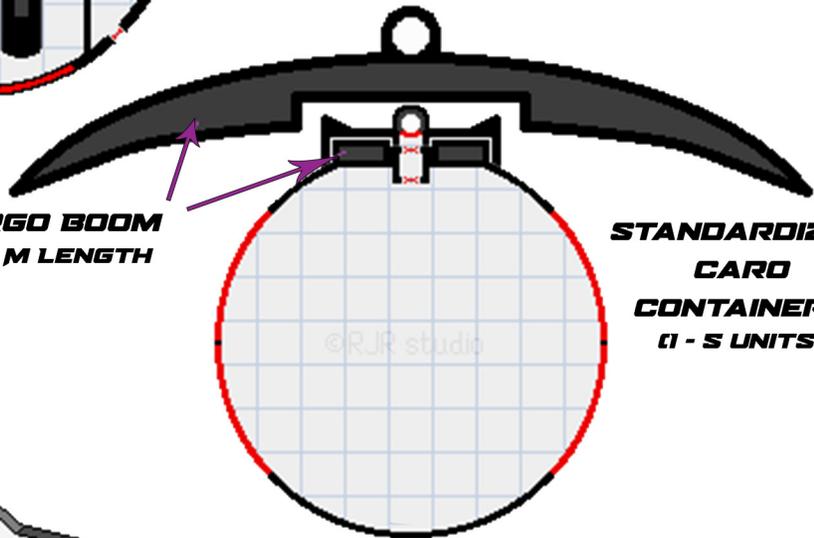


**SHUTTLE BAY**

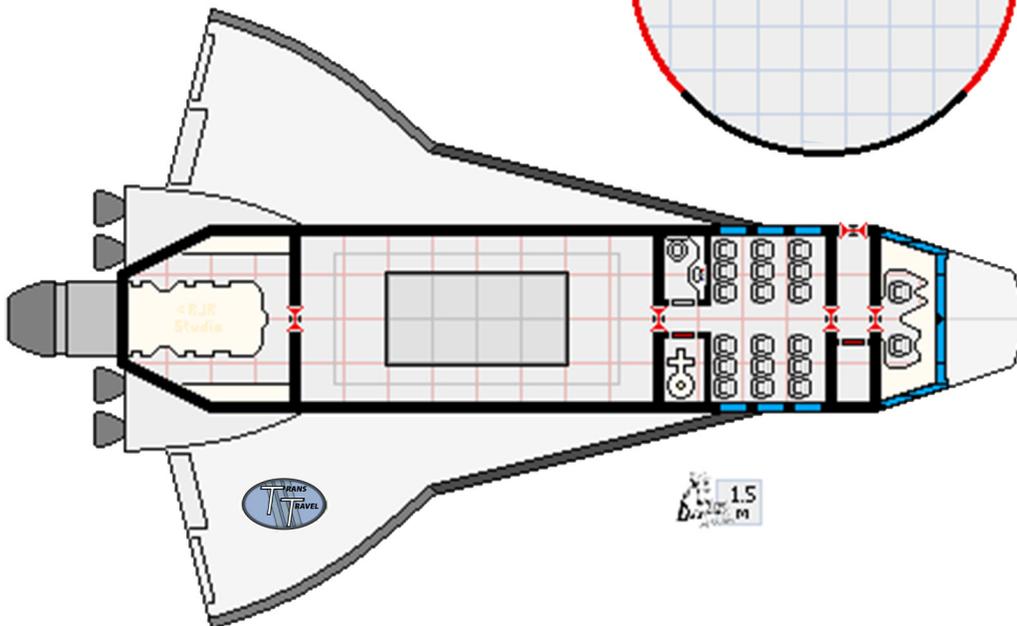


**FREIGHT  
HANDLING  
DECK**

**CARGO BOOM  
350 M LENGTH**



**STANDARDIZED  
CARGO  
CONTAINERS  
(1 - 5 UNITS)**

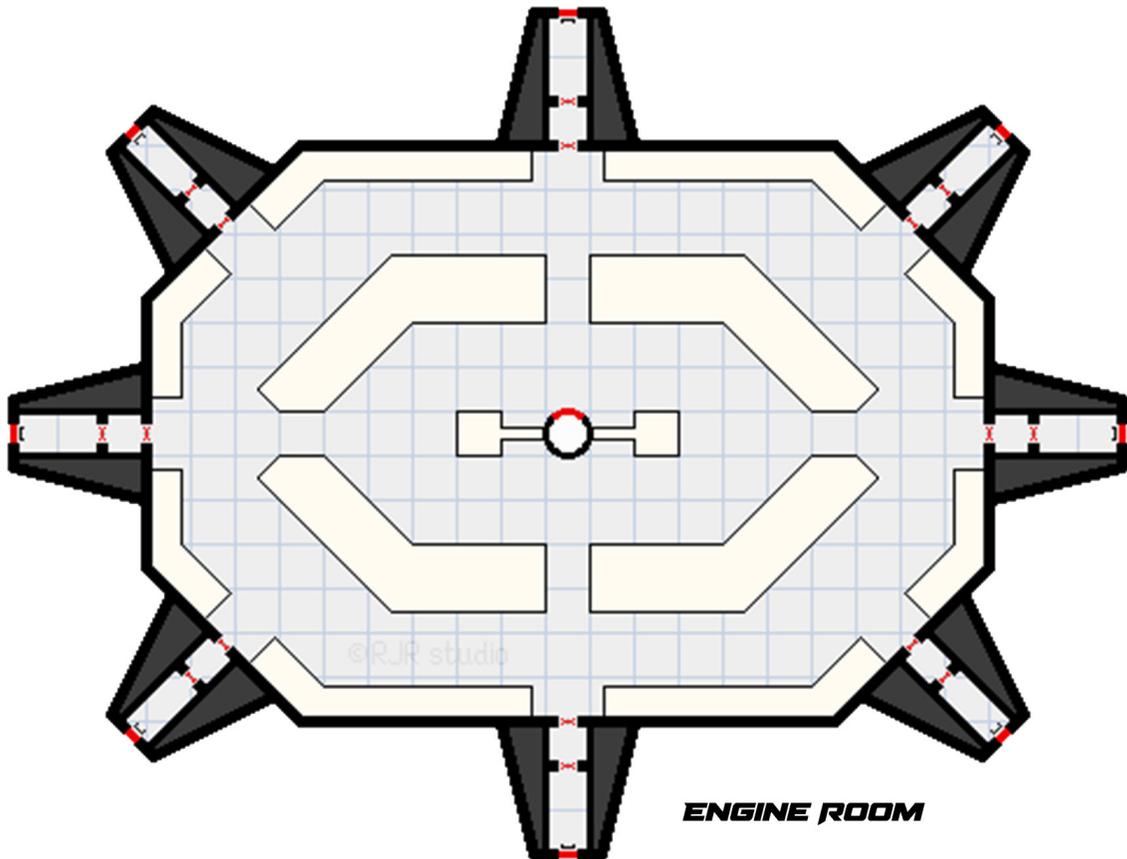
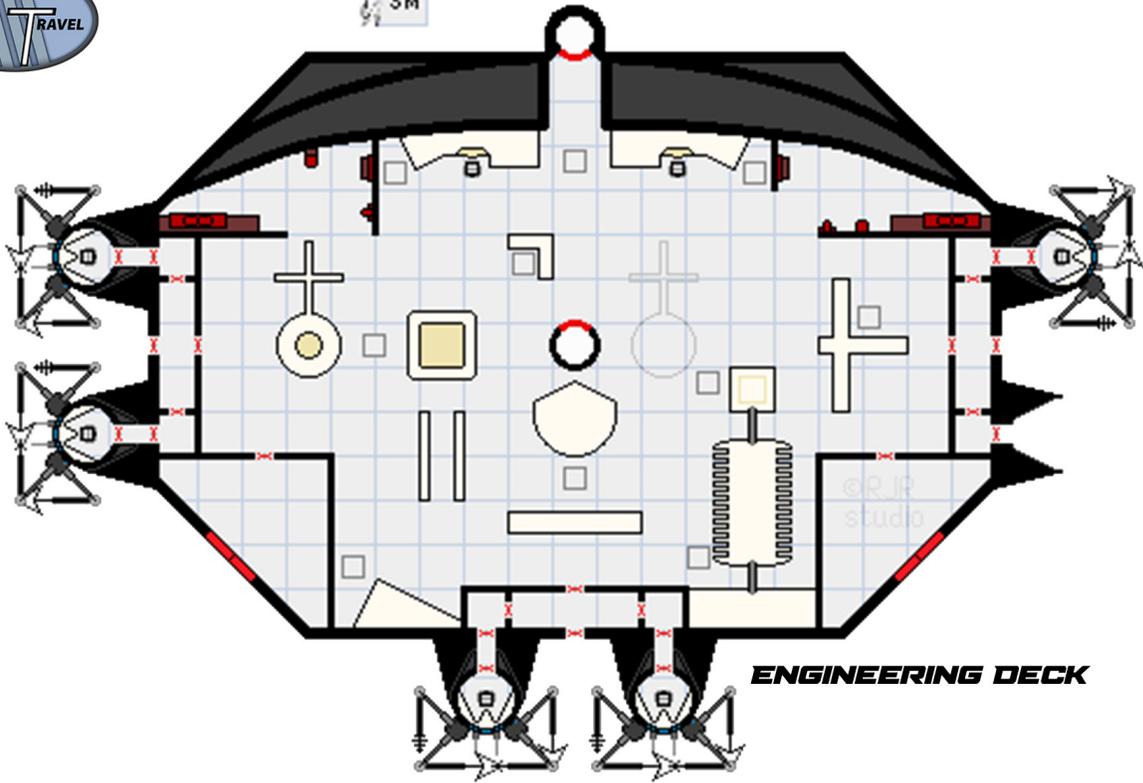


1.5 m





3m



## SS GIANTESS SHUTTLES (x2)

### TTS-2 Commuter class shuttle

HS 2, HP 10, DCR 26, ADF 1, MR 4

**Drives** 1 class-A Chemical Engine

**Weapons** N/A

**Defenses** N/A

**Auxiliary Equipment** SubSpace Radio, Radar, Intercom (1 master panel; speaker/mike in cabin, hold, and engine room)

**Computer Lvl 1, FP 14, Mass/SP 8**

**Computer Programs** Alarm 1, Astrogation 1, Commerce 1, Damage Control 1, Drive 1, Life Support 1

**Crew/Passenger Capacity:** 2/18

**Cargo Capacity** 0.5

**Crew Accommodations** 2 acceleration seats

**Passenger Accommodations** 18 acceleration seats

**Ship's Vehicles** N/A

**Cost** 210,080

### Richthofen Von Silber, SS Giantess Senior Captain

Male Human

STR/STA 45/60 PS 3

DEX/RS 60/60 IM 6

INT/LOG 50/50 Bm/Mle 90/60

PER/LDR 60/70 MV Medium

**Skills (PSA Tech)** Beam 6, Melee 3, Technician 6, Computer 6, Robotics 2, Pilot 6, Engineer 3, Astrogator 1, Energy Weapons 1

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

TT Civilian Skeinsuit

Laser Pistol w/six 20-SEU Powerclips

Sonic Sword w/20-SEU Powerclip

(Laser Rifle, 10 spare 20-SEU Powerclips, TechKit & RobComKit in captain's suite)

### CAPTAIN'S BACKGROUND

Richthofen is a 20-year veteran of Trans-Travel and is scheduled for promotion to Line Commodore. While TT initially wanted a Commodore to command their latest and greatest vessel, in the end they preferred keeping their top ranked officers in command



at their various premier business centers (such as their Home Office, Starship Construction Center, and University Administrator). He has been awarded stewardship of this magnificent vessel as a test to prove his mettle and worthiness of promotion to the highest rank.

Richthofen initially earned his wings as a hot-shot fighter jockey in SpaceFleet, credited with scoring over 20 kills and at least twice as many assists. Following a near-death experience and a permanent injury (he presently nurses a limp with a cane), he was honorably discharged and later enrolled into Trans-Travel's Engineering school. As he rose in rank, he continued to improve his piloting and engineering, picking up astrogation and gunnery skills along the way.

He is now the quintessential ship captain, a "Jack of All Trades and Master of One" when it comes to starship operations. He is a strict yet fair leader while maintaining an amiable personality. Trans-Travel has done well with him, and they fully expect continued success.

### "YOUR SAFEST ROUTE IS WITH TRANS-TRAVEL"

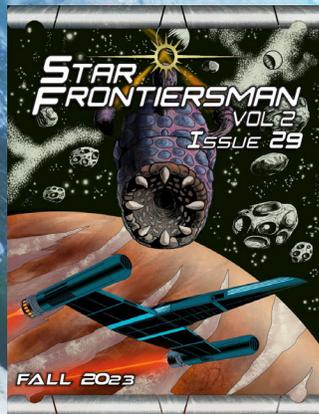
This concludes a long and tedious journey filled with countless hours of drafting deck plans in MS Paint, specifications to the graphics, and otherwise putting words to the pictures. Many thanks to the various discussion groups out there for fueling my inspiration, including but not limited to the facebook "Star Frontiers: Alive & Well" group, the Star Frontiers channel at Discord, and the long standing StarFrontiers.us board, all managed by Tom Stephens. I would also like to thank Tom Verreault & John Buckley for all the guidance they have provided as I cut my teeth on this editorial position at Star Frontiersman. I would like to further acknowledge my fellow co-editors Oscar Rios, Richard (cool name, by the way!) Bejtlich, and Tammy Verreault for catching all the bloopers and blunders I may drop along the way. One final shout out to Rob Nill and his Discord gaming group featuring Brian Kelsay & Richard Farris (yet another cool first name) for pouring more ideas into my skull to further fuel this project. Finally, I hope the fans of Star Frontiers enjoy utilizing this campaign book as much as I enjoyed designing and sharing it. Always remember to keep your tin in the solar wind!

--- Richard 'Shadow Shack' Rose

# ADVENTURE AWAITS

If you like this product, make sure to check out other affiliated *Star Frontiers*® Fanzines including the original *Star Frontiersman* series, the *Frontier Explorer* series, and the latest and greatest *Star Frontiersman Volume 2* series!

STAR FRONTIERSMAN  
VOL 2



You can also support us on our [Patreon](#) account for development of more products like the *Trans-Travel Campaign Book!*



# TRANS-TRAVEL CAMPAIGN BOOK

You wanted to learn spaceship skills but lacked the experience. Gollwin Academy seemed attractive at first, but military life was NOT for you. If only there was a civilian outfit where you could learn similar skills...

Then you discovered Trans-Travel Transport University, just the ticket you were looking for! "Triple T U" offers a two year program where students can learn spacer skills like piloting, astrogation, engineering, and gunnery. Upon graduation you will serve with space transport crews aboard various Trans-Travel ships for a six year stretch.

During that time you will work your way towards fortune and fame, possibly earning promotions while improving your skills. The pay is good and the benefits are great, with the only limitations being how far you want to go!

Aspiring referees will find many resources inside this fine supplement to fuel a campaign based on mercantile trade including the basic structure of working for mega-corporations, spacer life, space command, and several transport designs including full descriptions and deck plans.

"Your safest route is with Trans-Travel, it's not just a slogan, it's a way of life!"

**BROUGHT TO YOU BY THE STARFRONTIERSMAN  
AND**

