

SPACE OPERA  
**MARTIGAN  
BELT**



**AN ADVENTURE IN THE ASTEROIDS**

**Stephen Kingsley**



Fantasy Games Unlimited, Inc.

Scanned By:



# MARTIGAN BELT

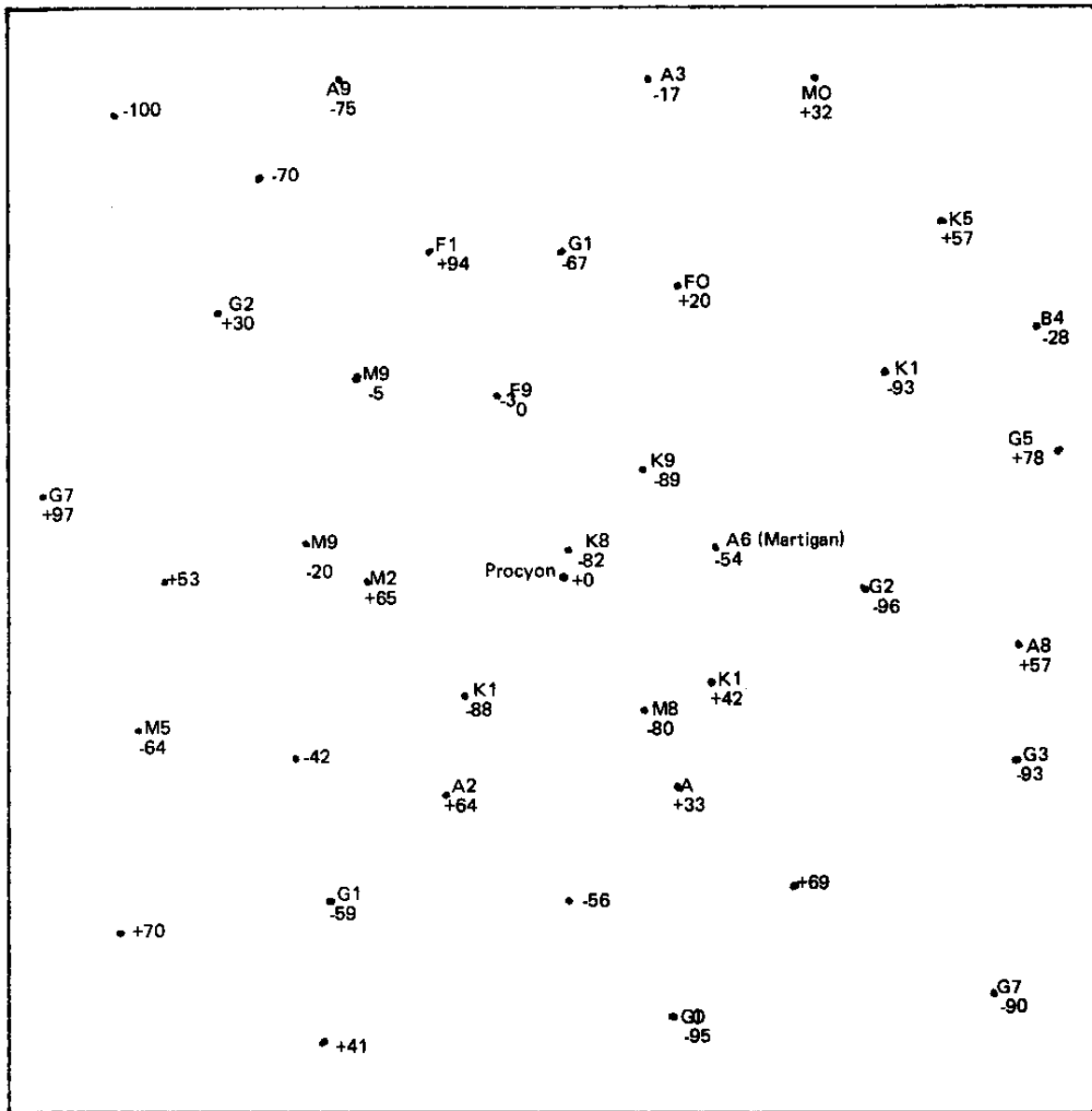
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**PROCYON SUBSECTOR**



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### EDITORIAL INTRODUCTION

Players should note that the various scenarios produced for use with **Space Opera** are not necessarily from the same game universe. There are many possible universes or settings for **Space Opera** and each scenario will be from the campaign of the scenario designer, not necessarily from the original campaign of the original game designers. As each campaign and scenario are different, it is still possible to place the region described in any scenario, **Martigan Belt** included, in a different region of any StarMaster's campaign universe.

Other scenarios by the same designer will be from the same campaign universe so that entire regions may be placed in out-of-the-way corners of the galaxy by a StarMaster. There will be a continuing series of such scenarios by this designer and by other designers.

## INTRODUCTION

Welcome to the universe of **Space Opera**. **Space Opera** presents a more complex set of rules than the average, but also more complete. That's not an apology since life is also complex. Yet, as complex an undertaking as working on this adventure/scenario has been, I might have forgotten or glossed over some things. For any such omission I do apologize.

In the interests of good StarMastering, I urge you to read this booklet carefully and to spend some time thoroughly familiarizing yourself with everything presented herein before attempting to run players through this adventure.

**Space Opera** is an expanding universe to which I hope to have sparked (or retained) your interest.

## DEDICATION & THANKS

Thanks to all my friends and fellow gamers at Waterloo in Stony Brook. To those who helped me playtest an early version at the Council of Five Nations in Schenectady. And, most of all to Scott, who gave me the chance and pushed me. To all of you, thanks. This one is for you.

Stephen D. Kingsley

## BACKGROUND

The Janus Mining Company has received the following coded message from a company mining vessel. Some portions of the message were over-ridden by static. Computer enhancement techniques have yielded the results shown below:

```

----- UNDER----- ACK -----ENS---AIL-----
THINK-WE-----CRY-----LS-----
-----SABO-----GE-----

```

Your team of troubleshooters has been assembled from among employees of all companies on Martigan III. Management is concerned with the final message segment, possibly indicating sabotage.

Armsmen have been leased from Xerxes to provide security services. Astronauts and Techs come from Icarus to crew a StarShip miner and provide transport. A geological specialist has been assigned by Promethus to provide mineral location expertise.

The team gathers at Janus for final briefings and to be equipped. The StarShip is equipped with sufficient space suits for all members of the crew. These are type SS-VS/4, double tanked with powercell purifier, PC/5 and PV Polarized Visor built into the suits.

Team members may check out an additional CR2000 worth of equipment from company stores, but they are responsible for the safe-keeping of this gear and its return. Personal gear (bought from any personal savings) is a personal responsibility.

Personnel assigned to this team who are not employees of the Janus Mining Company are paid at 125% of their normal salary rates.

Janus Mining has placed at the disposal of the team a modified four fanjet medium transport aircraft (**Space Opera** Vol. II, p. 23). It has been modified with upgraded thrust reversers to enable it to land on a runway of only 1500 meters.

Due to lack of proper maintenance, this aircraft has a higher breakdown rate than normal. Initially it is 10%, increasing by 1% per hour.

Standard air transport regulations on Martigan III prohibit the carrying of weapons on board the aircraft; radios are also prohibited. Weapons, armor, and other assorted personal gear can be stowed in a belly cargo space.

As an additional incentive on this mission, Janus Mining Company will pay all (faithful) participants a bonus at mission's end. This bonus will be in equal shares from a monetary pool equal to 1% of the net profits (monetary returns from any discoveries after operating costs are deducted, not including salaries.)

**Notes for the StarMaster:** Should players not be able to assemble a complete team with all necessary types of specialists, those missing team members should be made up of exceptional human NPCs. To make this task somewhat easier, a set of NPCs is included with this adventure/scenario.

Janus owns three mining vessels. Number 3 was the one that reported in with the mysterious message from the asteroid belt. Number 2 is a standard Meteor Miner. Number 1 is at the disposal of the players and deck plans and stats are included.

Vessel Number 3 as explosively destroyed. Sensors will indicate StarShip components scattered fairly evenly throughout the belt. It should also be noted that the materials for StarShip construction are mined in the asteroid belt so that positive identification of parts from No. 3 will be impossible with sensors alone.

Each company has secretly instructed its employees to attempt to gain as much as possible for their own company as possible, but to act in this fashion covertly.

## THE MARTIGAN SYSTEM

The Martigan system is located in the Procyon SubSector. A sector map is included to locate the star Martigan in relation to future scenarios in this series.

The system consists of nine planetary bodies and an asteroid belt. A system chart is included which shows the relative positions of the nine planets and the belt. The locations of two IPA bases in the belt are specified, as is the last known position of Janus Mining Vessel No. 3.

### MARTIGAN I:

Planetary Diameter . . . . .	11,270 km
Natural Satellites . . . . .	0
Surface Gravity . . . . .	0.875 G
Length of Day . . . . .	42 Standard Hours
Length of Year . . . . .	233.7 Standard Days
Temperature Range . . . . .	518°C to 143°C
Type 15 world with traces of atmosphere.	
Hydrosphere . . . . .	Negligible
Vulcanism . . . . .	Severe

### MARTIGAN II:

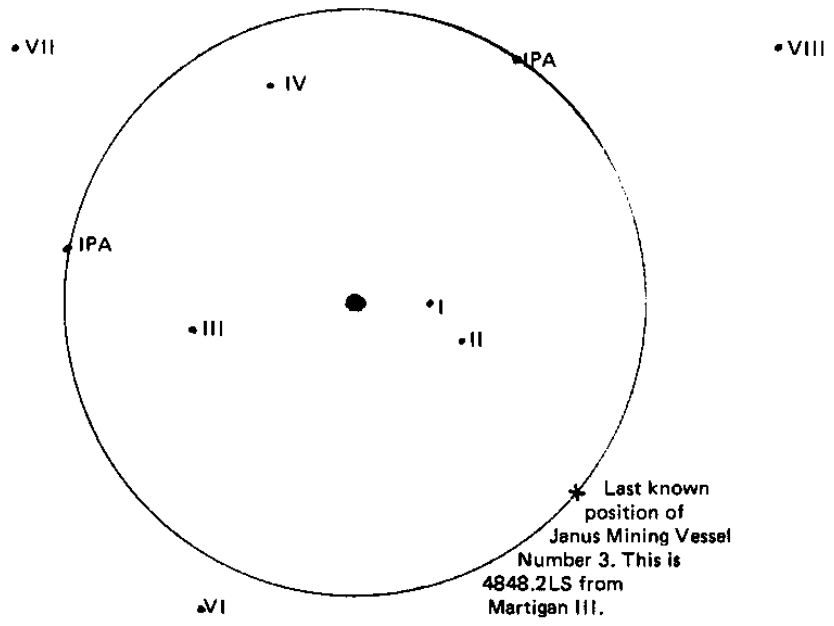
Planetary Diameter . . . . .	14,480 km
Natural Satellites . . . . .	1
Satellite Diameter . . . . .	318.78 km
Satellite Surface Gravity . . . . .	0.0238 G
Planetary Surface Gravity . . . . .	0.787 G
Moon's Orbital Period . . . . .	7,292 Standard Hours
Planetary Day . . . . .	41 Standard Hours
Planetary Year . . . . .	817.96 Standard Days (478.8 planetary days)
Surface Temperature . . . . .	313.9°C to 54.7°C
Type 15 world with thin atmosphere.	
Moisture . . . . .	Negligible

### MARTIGAN III:

Planetary Diameter . . . . .	12,880 km
Natural Satellites . . . . .	3
Satellite 1 Diameter . . . . .	128.8 km
Satellite 1 Surface Gravity . . . . .	0.013 G
Satellite 1 Orbital Period . . . . .	16.23 Standard Hours
Satellite 2 Diameter . . . . .	540.96 km
Satellite 2 Surface Gravity . . . . .	0.025 G
Satellite 2 Orbital Period . . . . .	56.8 Standard Hours
Satellite 3 Diameter . . . . .	1056.16 km
Satellite 3 Surface Gravity . . . . .	0.082 G
Satellite 3 Orbital Period . . . . .	81.15 Standard Hours
Planetary Day . . . . .	24 Standard Hours
Planetary Year . . . . .	1168.5 Standard or Planetary Days
Planetary Surface Gravity . . . . .	0.8998 G
Surface Temperature . . . . .	37°C to -14.5°C
Type 1 Terran Steppe Planet with Terran Atmosphere.	
Hydrographic Rating . . . . .	40%

MARTIGAN SYSTEM SCHEMATIC (distances not to scale)

• IX



• X

**MARTIGAN III POPULATION CENTERS:**

Major Population Centers:

**Landfall:** Site of the first planetary landing and first colony site. Now the seat of planetary government. The on-planet corporate heads meet here to determine planetary government policy. Landfall is also the major trade market for Martigan III.

**Xerxes:** On planet site for Xerxes Securities Corp. Products. These products are: Civilian and Military weapons, riot control equipment and devices for surveillance (or counter-surveillance). All such products are currently at Tech/7.

**Prometheus:** Base for Prometheus Energy Inc. They produce power-plants and petrochemicals. Prometheus Energy is currently doing research aimed at improving chemo-luminescence.

**Janus:** Location of Janus Mining Company. They do work involving mining, chemical extraction processes, and mineralogical exploration.

**Icarus:** The construction plant for Icarus Aviation. They are concerned with ground and air transportation craft.

Minor Population Centers:

Assorted villages and hamlets of 100-500 'persons' engaged in active agricultural work. Additionally, there are loose nomad clan aggregates of 50-100 'persons' engaged in hunting and trapping.

Note that full reports on Martigan III from the files of various government agencies are included in **Martigan Belt**.

**MARTIGAN IV:**

Planetary Diameter . . . . . 17,710 km  
 Natural Satellites . . . . . 0  
 Surface Gravity . . . . . 1.24 G  
 Length of Day . . . . . .38 Standard Hours  
 Length of Year . . . . . 1869.62 Standard Days  
 Length of Year . . . . . 1180.81 Planetary Days  
 Temperature Range . . . . . -40c to -30c  
 Atmosphere . . . . . Dense  
 Hydrographic Rating . . . . . 60%

**MARTIGAN V:**

No longer extant — now the Asteroid Belt.

Average Temperatures . . . . . 14.6c (noon) to -270c (night)

**MARTIGAN VI:**

Planetary Diameter . . . . . 61,180 km  
 Surface Gravity . . . . . 2.3745 G  
 Surface Temperature . . . . . -17c to -22.1c

**MARTIGAN VII:**

Planetary Diameter . . . . . 49,910 km  
 Surface Gravity . . . . . 1.55 G  
 Surface Temperature . . . . . -157.5c to -176.0c

**MARTIGAN VIII:**

Planetary Diameter . . . . . 43,470 km  
 Surface Gravity . . . . . 2.70 G  
 Surface Temperature . . . . . -185.8c to -191.0c

**MARTIGAN IX:**

Planetary Diameter . . . . . 40,250 km  
 Surface Gravity . . . . . 2.50 G  
 Surface Temperature . . . . . -208.15c to -218.5c

**MARTIGAN X:**

Planetary Diameter . . . . . 3,200 km  
 Surface Gravity . . . . . 0.323 G  
 Surface Temperature . . . . . -216.2c to -272.0c

**DISTANCE BETWEEN PLANETS OF THE MARTIGAN SYSTEM (Present in LS)**

Planet	Planet I	Planet II	Planet III	Planet IV	Planet V	Planet VI	Planet VII	Planet VIII	Planet IX	Planet X
I	—	529.1	2072.0	2636.6	3561	7993.6	15,316	28,578	57,985	115,020
II	529.1	—	2439.1	3154.3	3115.9	7874.4	15,839	28,454	58,514	115,090
III	2072.0	2439.1	—	2524.4	2670.8	6948.0	13,848	30,463	56,733	113,250
IV	2636.6	3154.3	2524.4	—	1780.5	9482.4	12,866	28,765	55,402	115,250
V	3561	3115.9	2670.8	1780.5	—	3561.1	10,683.2	24,927.5	53,416	110,393
VI	7993.6	7874.4	6948.0	9482.4	3561.1	—	17,873	35,800	60,524	107,670
VII	15,316	15,839	13,848	12,886	10,683.2	17,873	—	37,122	42,979	111,630
VIII	28,578	28,454	30,463	28,765	24,927.5	35,800	37,122	—	70,500	143,400
IX	57,985	58,514	56,733	55,402	53,416	60,524	42,979	70,500	—	121,770
X	115,020	115,090	113,250	115,250	110,393	107,670	111,630	143,400	121,770	—

Primary (MARTIGAN) Radius . . . . . 2,225,664km . . . . . 7.418LS

**PLANETARY DISTANCES FROM PRIMARY (mean)**

I . . . . .	178,050,000km . . . . .	593.5LS
II . . . . .	311,580,000km . . . . .	1038.6LS
III . . . . .	445,110,000km . . . . .	1483.7LS
IV . . . . .	712,200,000km . . . . .	2374.0LS
V . . . . .	1,246,400,000km . . . . .	4154.5LS
VI . . . . .	2,314,700,000km . . . . .	7715.6LS
VII . . . . .	4,451,300,000km . . . . .	14,837.7LS
VIII . . . . .	8,724,600,000km . . . . .	29,082.0LS
IX . . . . .	17,271,000,000km . . . . .	57,570.5LS
X . . . . .	34,364,000,000km . . . . .	114,547.5LS





**UNITED FEDERATION OF PLANETS  
DEPARTMENT OF INTERSTELLAR SURVEY**

Form 217/DIS.8JE

SURVEY EVALUATION, PLANET Martigan III

STAR SYSTEM DESIGNATION Martigan BEARING FROM MARKER STAR 10°  
STELLAR PRIMARY TYPE A6 DISTANCE FROM MARKER STAR 29.4 LY  
PLANETS IN STAR SYSTEM 9 VERTICAL COORDINATE -54LY

PLANETARY TYPE I - Terran Steppe

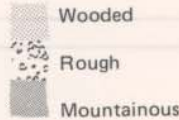
ORBITAL DISTANCE 1483.7 LS PLANETARY DIAMETER 12,880 km  
LENGTH OF YEAR 1168.5 days SURFACE GRAVITY FIELD 0.8998 G  
LENGTH OF DAY 24 hours HYDROSPHERIC RATING 40 %  
TEMPERATURE RANGE 37°C to -14.5°C

ATMOSPHERIC TYPE Terran

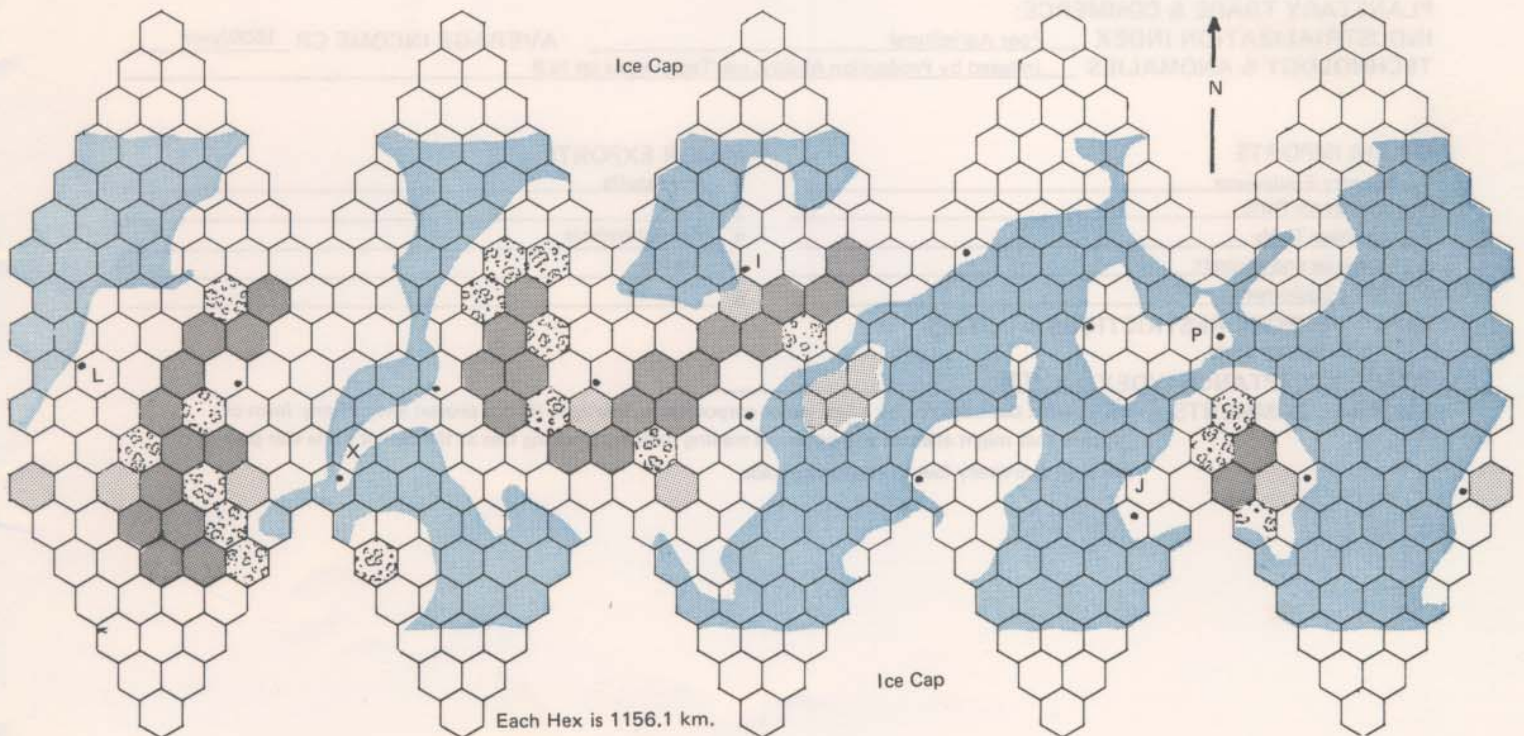
COMMENTS ON ATMOSPHERE:

COMMENTS: Third planet from Type A6 Blue-White primary

On the map the capital letters indicate the location of a major city with the letter being the first letter of the cities' names. A dot (.) indicates the location of a small airport and light maintenance facility.



Direction of Planetary Rotation >




**UNITED FEDERATION OF PLANETS  
CONTACTS SERVICE**

SENTIENT RACE REPORT, PLANET Martigan III TECHNOLOGICAL LEVEL 6-7  
 SENTIENT RACE TYPE Human SOCIAL ORGANIZATION Corporate  
 POPULATION LEVEL 50,000 SOCIETAL STRENGTH 7  
 POPULATION DENSITY 1/5000 km<sup>2</sup> XENO ACCEPTANCE INDEX 2%

MAJOR CITIES	POPULATION	STARPORT FACILITIES	DOCKING CHARGES
1 <u>Landfall</u>	1 <u>10,000</u>	1 <u>D</u>	1 <u>CR75</u>
2 <u>Xerxes</u>	2 <u>7,500</u>	2	2
3 <u>Prometheus</u>	3 <u>6,000</u>	3	3
4 <u>Janus</u>	4 <u>5,000</u>	4	4
5 <u>Icarus</u>	5 <u>3,500</u>	5	5

GOVERNMENT:  
 TYPE OF GOVERNMENT Representative Democracy BUREAUCRACY LEVEL \_\_\_\_\_  
 SUPPORT INDEX 30% REPRESSION INDEX 9% LAW LEVEL 4  
 LOYALTY INDEX 30% CORRUPTION INDEX 2% TAX RATE 30%  
 TOTAL TAX MCR 22.5

**POLITICAL PARTIES & SIGNIFICANT POLICIES**

1.  
2.  
3.  
4.  
5.  
 CURRENT POLITICAL SITUATION:  
 PARTY IN GOVERNMENT \_\_\_\_\_ STABILITY \_\_\_\_\_ VOTE \_\_\_\_\_ %  
 PARTY/PARTIES OPPOSING \_\_\_\_\_ VOTE \_\_\_\_\_ %

**CURRENT FOREIGN ALLIANCES:**

TRADE ALLIANCES:

MILITARY ALLIANCES:

OTHER ALLIANCES:

**PLANETARY TRADE & COMMERCE:**

INDUSTRIALIZATION INDEX Poor Agricultural AVERAGE INCOME CR 1500/year  
 TECHNOLOGY & ANOMALIES Indexed by Production Ability, use Tech Levels up to 9

**MAJOR IMPORTS**

1 Factory Equipment  
 2 Electronic Parts  
 3 Machine Tools  
 4 Vehicles and Aircraft  
 5 Misc. Equipment

**MAJOR EXPORTS**

1 Foodstuffs  
 2 Furs  
 3 Petrochemicals  
 4 Metals  
 5 \_\_\_\_\_

**IMPORT/EXPORT RESTRICTIONS & DUTIES**

20% Import Duty

 TRADE ACCEPTANCE INDEX 60%

GENERAL COMMENTS: As a planet basically run by a few major corporations, Martigan III has proven leery of any form of alliance that might alienate any potential trading partner. Docking fees at the planet's one star port are kept extremely low to encourage trade.



**UNITED FEDERATION OF PLANETS  
BUREAU OF INTELLIGENCE**

Form 357/BRINT.55R

CLASSIFIED MILITARY INTELLIGENCE REPORT PLANET Martigan III

MILITARY TECH INDEX 9  
PLANETARY DEFENSE FORCES: \_\_\_\_\_  
COMBAT READINESS INDEX High  
LOYALTY INDEX Low  
CORRUPTABILITY INDEX Low

**UNIT DESIGNATIONS & COMBAT EFFECTIVENESS**

AEROSPACE FORCES:  
COMBAT READINESS INDEX High  
LOYALTY INDEX Low  
CORRUPTABILITY INDEX Low  
PENETRATION INDEX \_\_\_\_\_

SPACE MARINES/ELITE ASSAULT TROOPS  
COMBAT READINESS INDEX \_\_\_\_\_  
LOYALTY INDEX \_\_\_\_\_  
CORRUPTABILITY INDEX \_\_\_\_\_

PARAMILITARY/POLICE/RESERVES:  
MILITIA COMBAT READINESS High  
LOYALTY INDEX Low  
CORRUPTABILITY INDEX Low  
POLICE COMBAT READINESS High  
LOYALTY INDEX Low  
CORRUPTABILITY INDEX Low

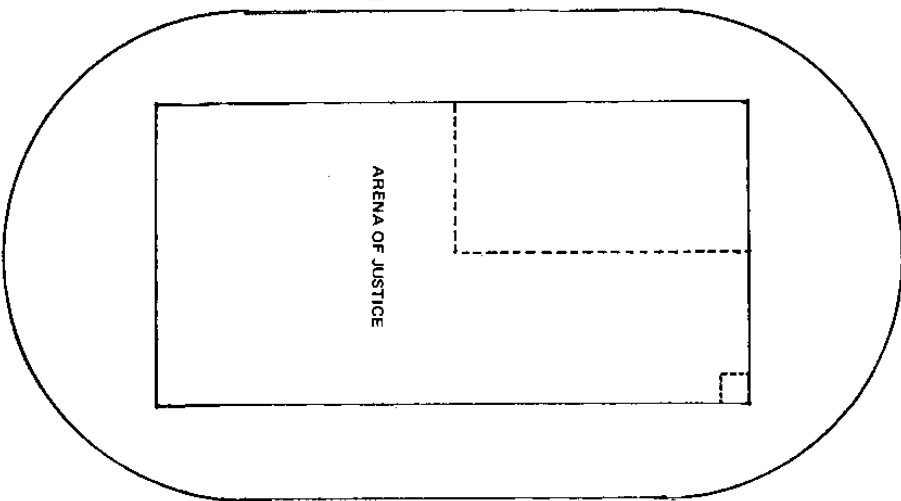
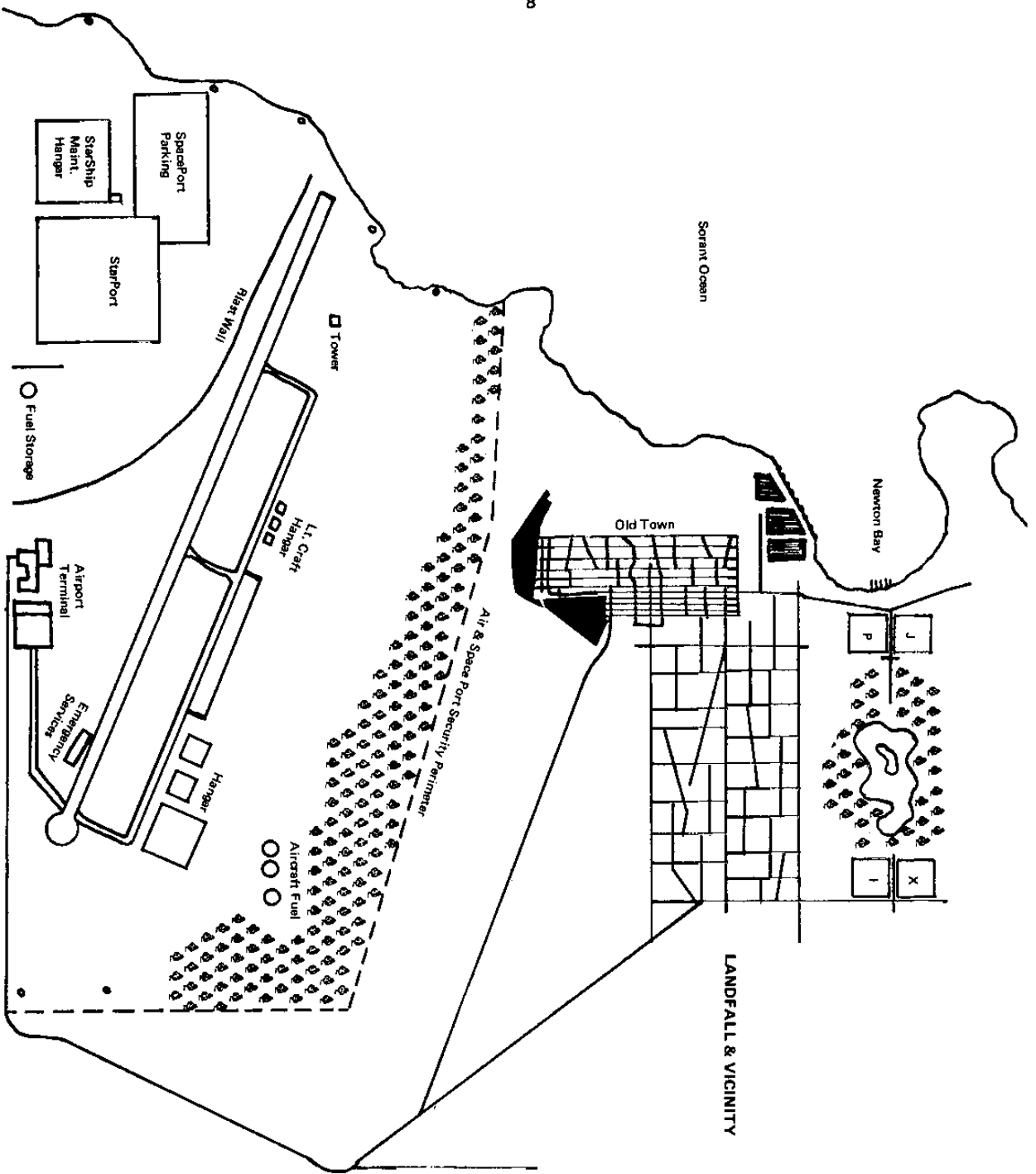
**COUNTER INTELLIGENCE EVALUATION:**

REVOLUTIONARY POLITICAL ORGANIZATIONS:  
LEGAL BODIES \_\_\_\_\_ REVOLUTION INDEX \_\_\_\_\_  
\_\_\_\_\_ REVOLUTION INDEX \_\_\_\_\_  
ILLEGAL BODIES \_\_\_\_\_ REVOLUTION INDEX \_\_\_\_\_  
\_\_\_\_\_ REVOLUTION INDEX \_\_\_\_\_

**COMMENTS:**

No actual military forces per se, but employees of Xerxes mercenaries, security, etc.

Security Corp. hired out as guards,



100 m<sup>2</sup>

**GUIDELINES FOR CHARACTER GENERATION**

**PLANET OF BIRTH:** 65% of the characters should have been born on Martigan III, the starting planet in this adventure. Planetary characteristics are Gravity = 0.89 G, Atmosphere standard pressure with 69% N, 23% O, 4% CO2, 2% He, 1% H, and 1% Trace elements. Climate is like Terran Steppe.

The remainder of player characters should have been born and raised elsewhere but immigrants to Martigan III who have become acclimated to the gravity, atmosphere, and climate. Compute height, weight, etc. by home planet.

**RACE:** 10% are non-human, but Transhumans are 'spontaneous' in occurrence among the human society and need not roll under 10% to qualify. Any character rolling characteristics qualifying them for Transhuman status who also roll under 10% are not Transhuman but some other non-Human race.

**TRANSHUMANS:** May have an empathy as low as 2. Transhumans do have a higher average Psionics score, add 3 to PC score\*. Note: it is sometimes useful to keep Psionic scores hidden from the players until such time as they might become 'awakened'.

On any psionics roll (initial) of (1)00, roll again. Results of 01-50 will indicate a PC of 16, 51-75 will indicate a PC of 17, 76-90 will indicate a PC of 18 and 91-(1)00 will indicate a PC of 19 for Psionics. No result higher than 19 is allowed.

**PHYSIQUE:** Where a PC has a gravity modifier, use it only with regards to height. Do not modify physique score. High Gravity characters have a denser bone structure which will benefit their carrying capacity and damage factor.

**CAREER EXPERIENCE:** Characters have one more year to 'serve' on initial term of enlistment with one of the corporations on Martigan III. For ease of play and continuity, do ranks and pay as independent explorers. Players now identify their character class with a major corporation on Martigan III:

- Armsmen . . . . . Xerxes
- Astronauts, Vehicle Techs, & Engineers . . . . . Icarus
- Research Scientists . . . . . Prometheus or Janus
- All Others . . . . . Janus

**SAVINGS:** .005 x Intelligence x Years of Service x Final Annual Pay Rate. No material benefits.

\* These are ways that the designer runs Transhumans in contradiction to the formal **Space Opera** rules.

**MARTIGAN III LEGAL SYSTEM & CODE OF HONOR**

Duelling is a perfectly acceptable means for settling personal disagreements or affairs of honor. However, a witness and prior notice are both required before such a duel may take place. Duels are generally conducted in the Arena of Justice in Landfall on Fair days (as in County or State Fairs.)

At present the only laws of Martigan III deal with theft and subsequent resale of stolen goods, killing a sentient being, and using force to impose one's will on another sentient being (note that blackmail is not considered to be 'force').

**Major Offenses:**

Theft of Company Secrets	Industrial Espionage
Theft of Personal Property in excess of CR2000	
Robbery (of bank or shop)	War Skirmish
Premeditated Killing of a Known Sentient Being	
Feud	Rape Etc.

**Minor Offenses:**

Shoplifting	Involuntary Manslaughter
Theft of Personal Property valued at less than CR2000	
Mugging or Physical Assault	

The more severe the crime, the greater the number of involuntary participations will be required in the Arena of Justice on Fair days. Fair Days occur every month, one day per month. Randomly determine the field size, conditions, and weapons to be used. In cases of 'challenge' duels, follow Medieval Terran custom and allow the challenged party the choice of field size and type and weapons.

Voluntary participation in the Arena of Justice is actively encouraged to allow dissatisfied citizens an outlet for their aggressions. Such volunteers are paid CR100 for their participation. Public audiences witness these combats live from viewing stands. The price of admission to the Arena of Justice is CR10 for a seat shielded at +6. It should also be noted that such combats are broadcast planetwide via telecommunications networks.

**THE ARENA OF JUSTICE**

The location of the Arena of Justice is shown on the map of Landfall. The basic rules for how the Justice system works are as follows:

**Weapons Allowed:**

**Ranged weapons, either modern or archaic, projectile or force. Non-ranged or melee weapons that are modern or archaic.**

**Conditions:**

Conditions in the Arena of Justice are artificially set and may be specified by the challenged party in some duels. These include changing the Gravity field in the Arena to + or - from normal for Martigan III, filling the entire Arena with water (duel with or without SCUBA), and fog. Lighting can also be specified. Spectators are issued IR visors when a scheduled match will be fought in any medium which will obscure normal visibility.

**Field Size and Description:**

1. 2000m x 1000m with clear space, level stadia, variable Gravity, fog generators for modern ranged weapons.
2. 1000m x 500m with a clear space, level stadia, variable Gravity, fog generators for archaic ranged weapons. This field is also used for any ranged weapons with the addition of variable building structures.
3. 100m x 100m x 20m water filled (to 19m), overhead rungs for modern ranged weapons, melee weapons, and unarmed combat. The 'pool' may also be drained and have a fog generator added for use with melee weapons of any kind or unarmed combat.

**RANDOM ENCOUNTER TABLES**

When travelling cross-country, whether intentionally or accidentally, a variety of terrain and/or wildlife can be stumbled across on Martigan Three. Animal tracks or spoor will not be mentioned in these tables, hunting and scouting should be left to the StarMaster's discretion.

Using an ecological pyramid as the basis for biological encounters, roughly 60% of such encounters will be with vegetation, decreasing towards carnivores.

<b>Land Encounters</b>		<b>Ocean Encounters</b>	
1d100 Roll	Encounter	1d100 Roll	Result
01-59	Harmless Plant	01-60	Plant
60	Roll Again	61-93	Herbivore
	01-95 Harmless Plant	94-00	Carnivore
	96-00 Active	'Harmful'	Plant
61-85	Herbivore		
86-90	Omnivore		
91-00	Carnivore		

On Land check once per hour.

In open water check once per 3 hrs. when in a raft or small boat and every hour when swimming.

**LAND ENCOUNTERS:**

Roll 1d6 when plants have been encountered. Cold regions will add a die modifier of -1, while arid and desert regions will add a DM of +1.

**1. Harmless Plant.**

**2. Mindfuzz:** In Fall (Autumn season), the Mindfuzz releases pollen. The pollen is an halucenogen (similar to LSD). Drug Type/Constitution CR modifier as per D1. Killing the plant at this stage is too late as the pollen has already been released in the area.

**3. Slingsap:** Photo-tropic (rapid change in light) variation triggers this tree to 'spring fire' barbed tentacles (ranges as per hurled axe, penetration -2 at PB, -1 at SR, and wound factor as per heavy crossbow). Captured food is 'reeled-in' (50kg carrying capacity). Sap flows from the tentacles for digestion of such foods. Each tree has 10-20 tentacles and there are 1/2.d6 trees in an area or grove. 100 + 6d6 Damage.

**4. Blaspore:** Small bulbous ground cover with widespread roots near the surface. The roots serve as pressure sensitive triggers for the release of a cloud of spores. Inhalation of such spores acts as Poison P15. Only 50% damage for contact. Decomposition of poisoned animals provides nutrients for the Blaspore plant. 1 + 1d6 Damage Capacity. 10.d10 occur together in an area.

**5. Springpoint:** Large version of a 'venus flytrap' type of plant. The Springpoint can range up to animal class N in size. It's weapon rating can reach Animal/H. The plant cannot move but the pressure of 1/2kg in its center triggers rapidly unfolding 'petals' which jab into the leg of its prey and rip downwards to hold the prey for digestion to occur. Damage: 5 + 1d6. The seeds of the Springpoint are spread and fertilized by insects. 1d10 plants will occur in an area.

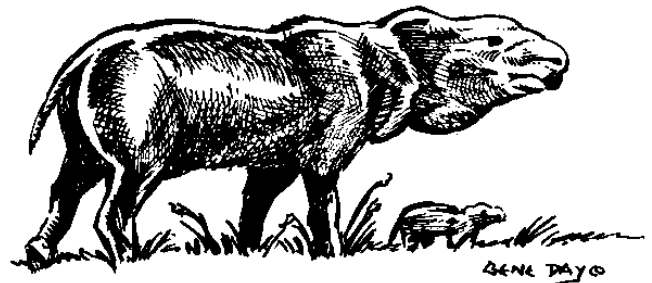
**6. Harmless Plant.****HERBIVORES: Roll 1d6.**

**3. Pusk:** Vaguely equine intermittent grazing animals of class AA. Pusk are found in herds and are easily frightened and stampeded. In such cases their attack is with their hooves as Animal/D. They move fast, especially when stampeding.

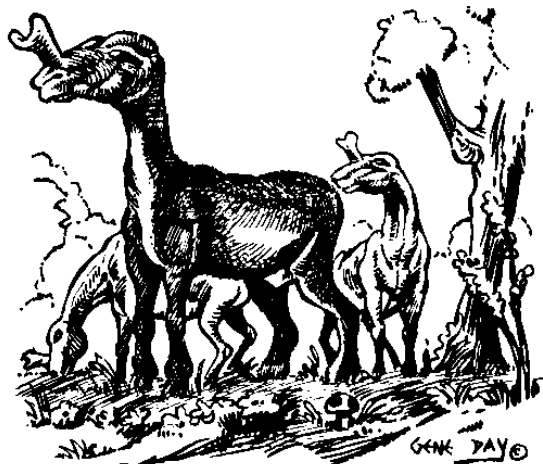


**1. Digger:** A burrowing animal, class L, which feeds on roots. Rarely encountered in open ground (10% chance), and is usually met when tunnels collapse. It has sharp digging foreclaws which attack as Animal/F. It has an armored shell as armor type F. The digger is quadripedal, bears live young, and is very slow moving.

**2. Trape:** Arboreal animal, class L, feeds on leaves. Its droppings and the chattering noises of troops (clans?) are the only signs of its presence in an area. The trape is very timid and will not attack unless it is cornered. Under such circumstances, treat as animal J for attack. Trapes are vaguely pithecinic in appearance. They are fast moving in trees, but only have average speed on the ground.



**4. Oduk:** Intermittant grazing animal which is quite similar to the Pusk, but with a central horn on its head for digging and rooting. Also Animal class AA and fast moving. When threatened or when stampeding they attack as Animal/C.

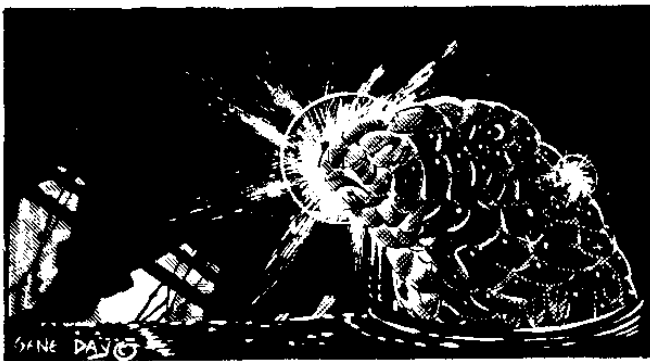




5. **Skanser:** Arboreal animal class O. They eat nuts and fruit and will only attack when under the influence of Mindfuzz pollen (see plant descriptions). When in such a state they attack with incisors as Animal/I and will always be fast moving.



2. **Stobor:** A usually innocuous rodent-like animal of class N. Stobor have a seasonal bloodlust/migration urge. They attack with incisors as Animal/H. These slow creatures are usually found in groups of 3 to 8 ( $1d6 + 2$ ), but during migration gather together in groups of 6 to 60 ( $6d10$ ).



6. **Mewstok:** Amphibian animal which feeds on aquatic vegetation. The mewstok is animal class K, and will attempt to hide if attacked. These slow moving animals lay their eggs on land and seek food in the water. They can remain submerged for up to twenty minutes.



3. **Grohog:** A tusked, hairy porcine creature which eats anything. The Grohog is a voracious omnivore of animal class F. It is easily provoked and attacks as Animal/C. It's natural armor of class I and 'herd' group of  $1d6 + 3$  animals make the grohog somewhat dangerous. It has average speed.



4. **Deathwatch:** An avian scavenger of class K. It waits to feed on the remains of battles and is attracted by the smell of blood. The deathwatch will eat vegetation if no meat is available. Being a true scavenger, the deathwatch will not attack. It has average speed.

#### OMNIVORES: Roll 1d6.

##### 1. Small Human Settlement: Determine Company affiliation (roll 1d6).

1. Xerxes field test team: 1 Astronaut, 6 Armsmen, 2 Research and 2 Engineer Scientists, 4 Techs who are testing tangle guns and shock dart rifles.
2. Prometheus Petro search team: 2 Research and 1 Engineer Scientist, 1 Astronaut, 4 Techs, with assorted Sensor and digging (coring) equipment.
3. Janus Ore Mine: 1 Astronaut, 4 Techs, 1 Research Scientist, 1 Armsman who are operating a Uranium mine in an area where they find 8kg/tonne of ore. There are 2 tonnes of ore ready for shipment.
- 4-5. Unaffiliated Nomadic Clan: 30-80 people.
6. Frontier Family: Unaffiliated. 1-6 persons in the family. Determine acceptance by Empathy CR. Nomads DM +4, Family DM +2. Failure indicates that the encountered persons are likely to chase you off. Passing this CR by more than 4 indicates that aid will actively be given.





5. **Terrat:** This animal is descended from Terran rodents which were present on early Terran spacecraft. It is a rodent of animal class O. These scavenging animals will eat almost anything they come across, though they typically scavenge in garbage and waste dumps. It is a disease carrier and bites as Animal/I. Any wound carries the danger of poison so that characters must make a Constitution CR as per Poison P1 at -3 to ascertain infectious disease. Should illness occur, it will become apparent 1d6 + Constitution days later. Recovery is as healing from a serious wound, during which time the character can do nothing but rest. Any activity will double the remaining recovery time. The danger is not too great from Terrats as they are slow moving, but aggressive. They are found in groups of 10d10 in an area.

6. **Ragan:** An amphibious animal of class J. Natural weapon is a beaver-like 'spiked tail' which enables the animal to attack as Animal/G. They are shy and slow moving. 1d6 will occur in an area.

**CARNIVORES:** Roll 1d6.

1. **Threne:** A canine carnivore found in hunting packs. The Threne is a fast animal of class I. It attacks as Animal/D.



2. **Pradin:** A feline stalker of animal class F. It is very fast and attacks as Animal/B. It is generally found alone (1-4 on 1d6) but will sometimes hunt in pairs (5-6 on 1d6).



3. **Togaht:** A reptilian lurker which builds subsurface pit-traps to trap its prey. The traps are usually 20m deep. Underground passages link the traps together. The togaht is animal class D, weapon class E. It is very slow and has an armor rating of E. Only one will be present in a tunnel network linking its traps together.

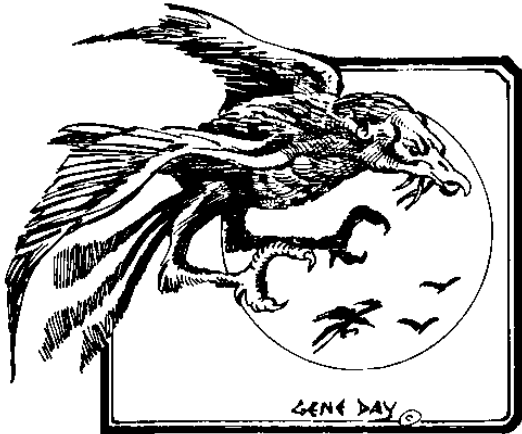




4. **Amarap:** A feline ambusher of animal class F. It has only average speed and waits overhead in trees for its prey to pass below. It attacks as animal/B and hunts alone.

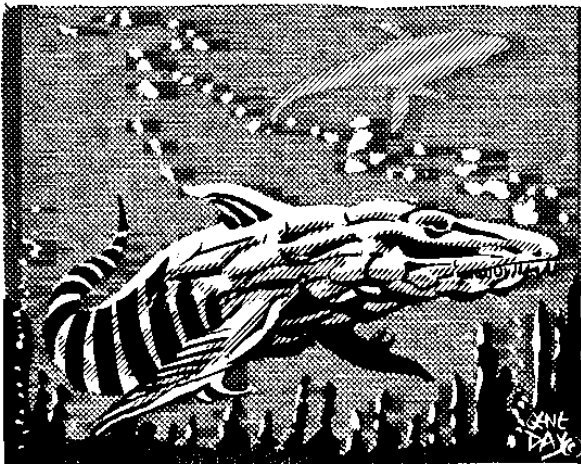
5. **Urgon:** An ursine killer of animal class AAA. It attacks as Animal/A with average speed. The urgon is a solitary hunter with armor rating 1.

6. **Tshah:** An avian stalker of class K. It attacks as Animal/E. Tshah are fleet and hunt in pairs.

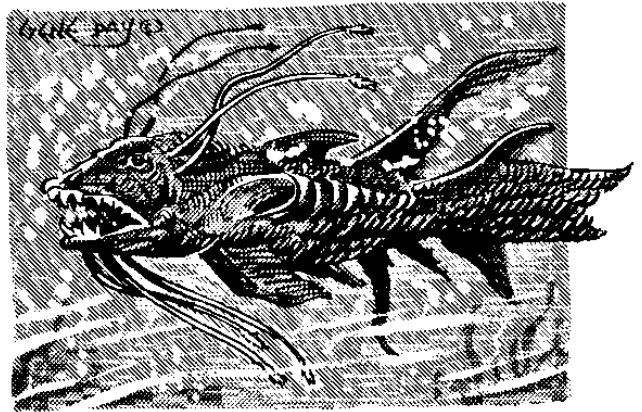


**AQUATIC CARNIVORES:** Roll 1d6.

1. **Yarg:** A killer animal of class AAA. It attacks as Animal/A and is attracted by blood or thrashing motions. The Yarg has average speed and hunts alone.



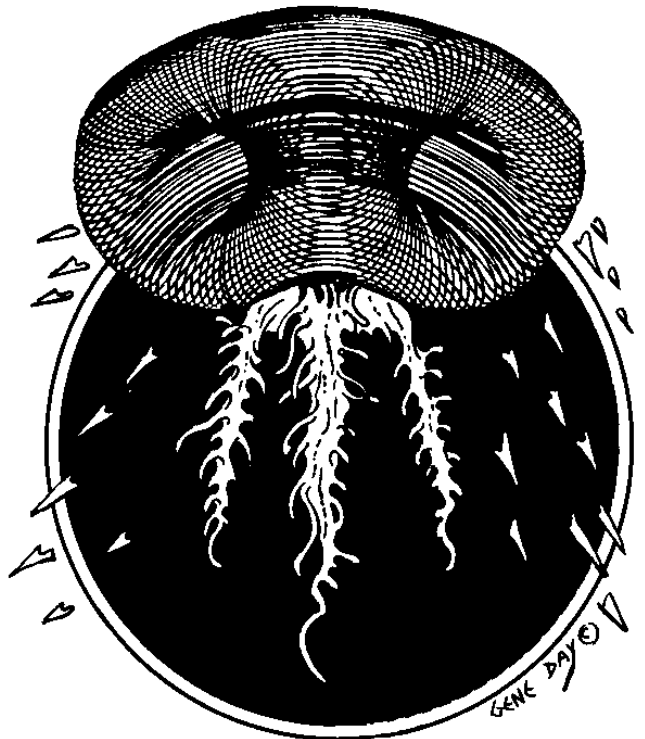
2. **Aduc:** This carnivore hunts in packs and is in animal class K. It attacks as Animal/E and is fast moving. 2d6 + 3 will form a pack.



3. **Davod:** A mollusc ambusher of animal class AA. The davod has ten 'arms' of 10-20m in length. It's attack is as Animal/B and it is slow moving. Only one davod will be encountered at a time.

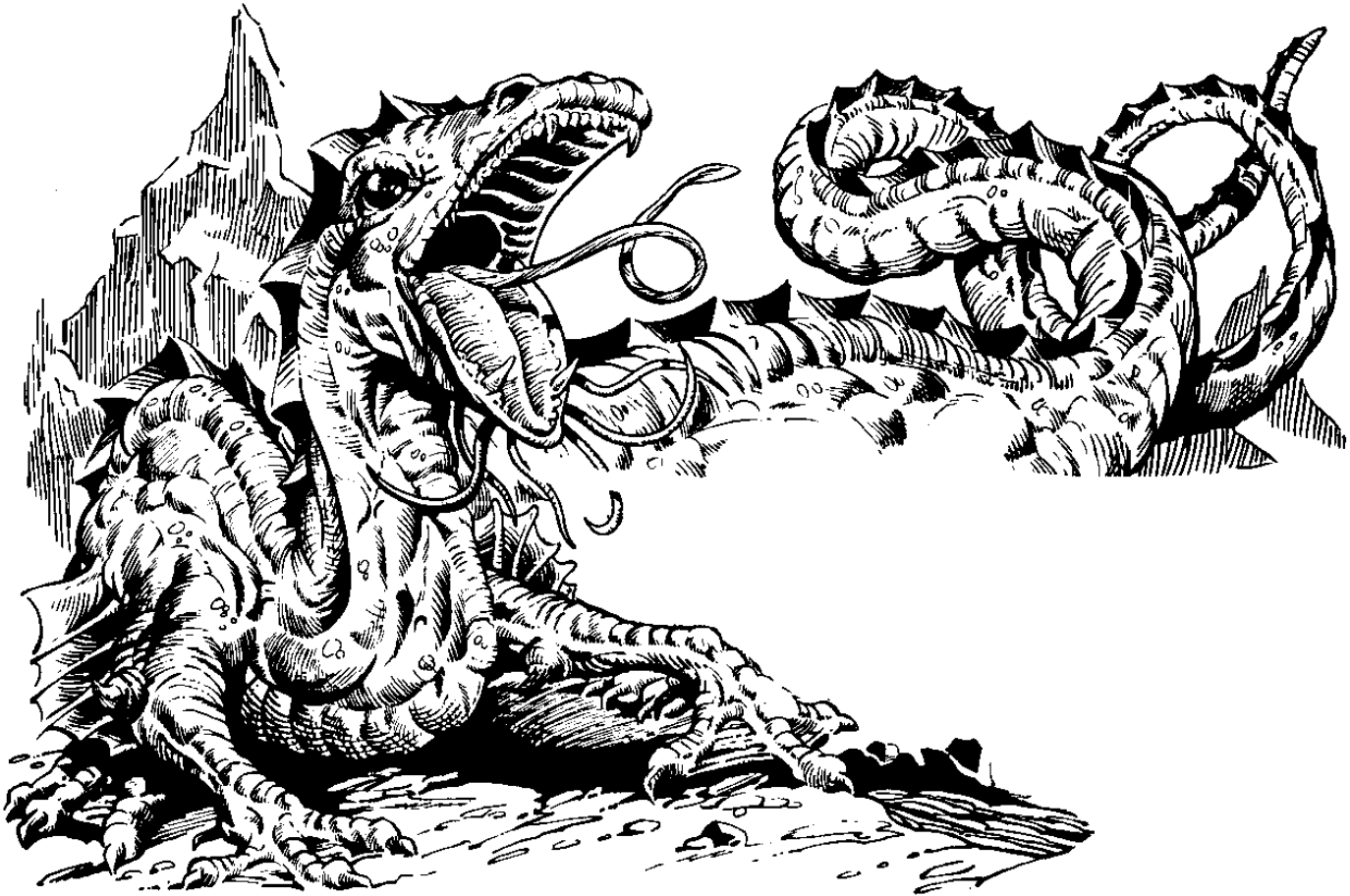


4. **Flood:** This lurker floats with ocean currents and attacks on contact. It is animal class H and attacks as Animal/D. The attack is triggered by physical contact which releases tens of tiny hollow point barbs which contain a paralysis drug (D8). One flood will be encountered at a time.



5. **Pesh:** This undersea stalker has the benefit of 'chameleon-like' skin which allows it to move within ten meters of its prey before being noticed. It then attacks as Animal/F. The Pesh is of animal class J and has average speed. It hunts alone.

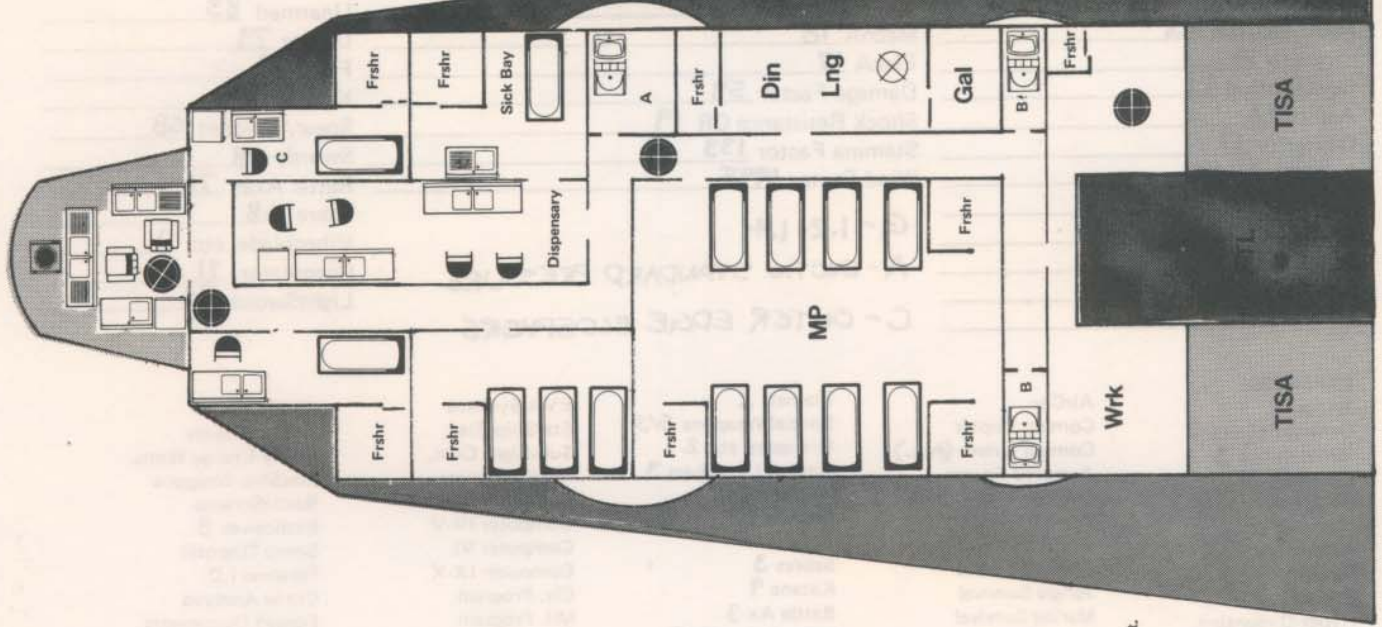
6. **Sprait:** A mammalian animal of class AAAA. It is a deep sea dweller which must return to the surface every thirty minutes for air. It is slow and attacks as Animal/A. Sprait travel in schools of 4d10 creatures. They will warn their fellows with sound if attacked and will attack if injured.



Name of Vessel	Mass(t)	Volume (m <sup>3</sup> )	Deck Area (m <sup>2</sup> )	Dimensions	Comments
<b>JANUS MINING VESSEL 1</b>					
Class SSC/					
Hull	500 x3 = 1500 /2		= 750		No. Decks = x <u>2</u> /1 Deck = <u>375</u> m <sup>2</sup>
Controls	15 x3 = 45 /2		= 22.5		Computer Mk. = <u>II</u>
Aux. Bridge	x3 = /2		=		Computer Mk. =
Crew Quarters	45 x3 = 135 /2		= 67.5		No. = <u>5</u> Astro. = <u>2</u> Tech. = <u>3</u>
Powerplant	30 x3 = 90 /2		= 45		Type = <u>FISSION</u> Fuel/20 days = <u>5</u>
TISA Drive	50 x3 = 150 /2		= 75		Max. = <u>100</u> LS Acceleration = <u>+25</u> LS
FTL Warp Drive	40 x3 = 120 /2		= 60		Max. = <u>20</u> LY Cruise = <u>14</u> LY
Fuel Capacity	10 x3 = 30 /2		= 15		Capacity = <u>1000</u> Per 100LY = <u>5</u>
High Passage	x3 = /2		=		No. of Passengers
Middle Passage	50 x3 = 150 /2		= 75		No. of Passengers <u>10 (DORMITORY)</u>
Low Passage	x3 = /2		=		No. of Passengers
Coldsleep	x3 = /2		=		No. of 'Passengers'
Sick Bay	30 x3 = 90 /2		= 45		No. of Patients Capacity <u>3 W/DISPENSARY</u>
Recreational	20 x3 = 60 /2		= 30		Total Passengers Awake = <u>10</u>
Cargo Hold	100 x3 = 300 /2		= 150		Specific Cargo on Separate Manifest <u>MINING MACHINE (20+)</u>
Boat Bay	20 x3 = 60 /2		= 30		Types <u>1 LAUNCH</u> <u>2 SCOOTERS (2+)</u>
Damage Capacity					<u>350</u> Damage Points <u>PARTS + SPARES (10+)</u>
BattleScreens	20 x3 = 60 /2		= 30		+ <u>10</u> Screen Damage Points <u>1000 STORES (8+)</u>
BattleArmour	x3 = /2		=		+ <u>3</u> /+ <u>105</u>
Main Battery	4 x3 = 12 /2		= 6		Turrets <u>2</u> x <u>2</u> NovaGun N* <u>50</u>
Hardpoints	4 x3 = 12 /2		= 6		Turrets <u>4</u> x <u>2</u> NovaGun N* <u>25</u>
MegaBolt Torp	x3 = /2		=		MegaBolt Torpedo MB*
StarTorpedoes	6 x3 = 9 /2		= 4.5		StarTorp Launchers <u>1</u> x <u>6</u> ST* <u>157</u>
EW/ECM					EW/ECM Factor <u>8</u>
Sensors					Range = <u>2000</u> LS
Communications					SpaceCraft Com SSC/ <u>4</u>

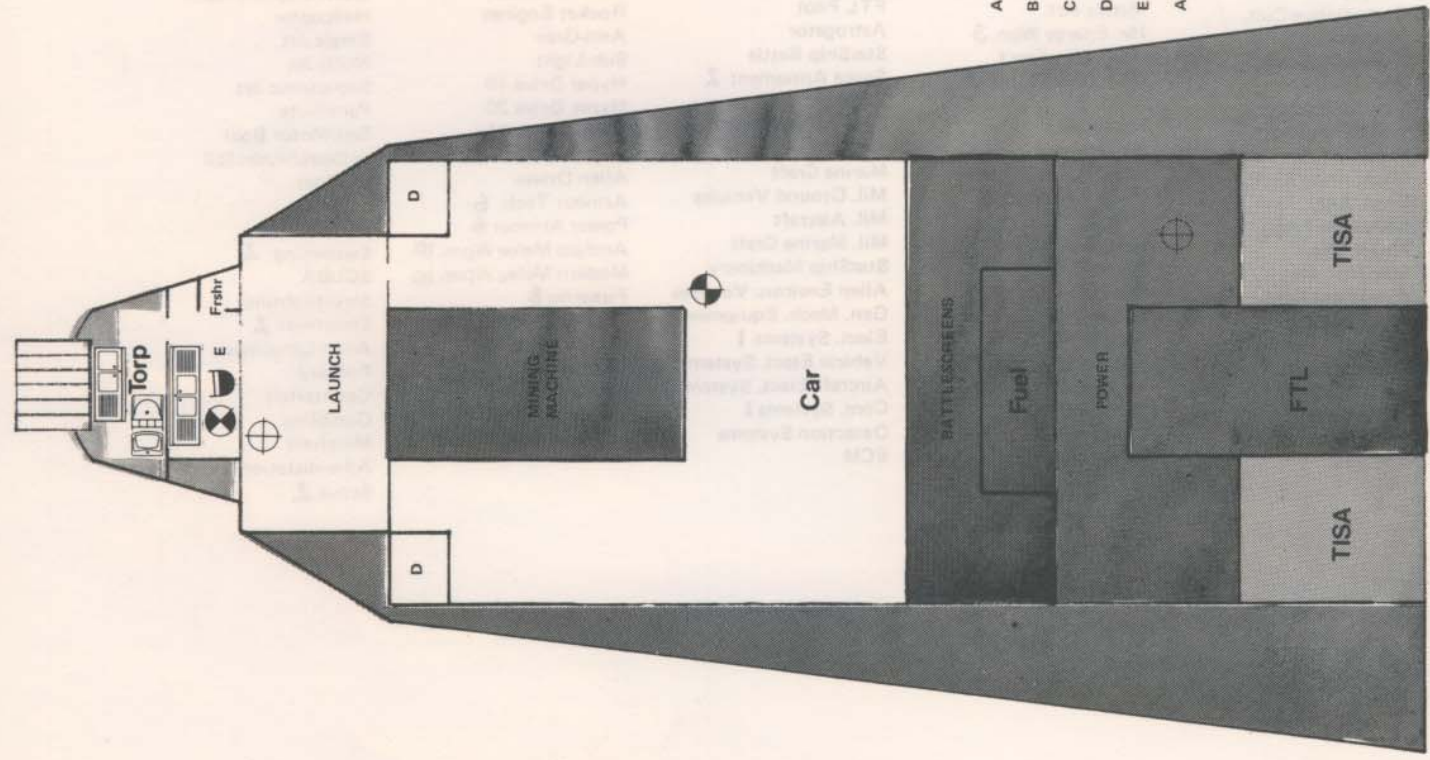
ATMOSPHERIC STREAMLINING: 17500 KM/HR IN ATMOSPHERE

A RECORD SHEET



- A = Primary Weapons Control
  - B = Emergency Weapons Controls
  - C = Astronauts Quarters
  - D = Scooter Bay
  - E = Cargo Manifest and Records
- All doors indicated can be sealed air-tight.

1 meter



## CHARACTER RECORD SHEET

Name <b>IAN MONTGOMERY</b>	Race <b>HUMAN</b>	Sex <b>MALE</b>
Rank/Grade <b>ARMSMAN</b>	Service _____	Pay CR <b>48,300</b>
Physique <b>19</b>	Carrying Cap. <b>210.67 KG</b>	Hand-to-Hand:
Height <b>195 cm.</b>	GTA <b>16</b>	Unarmed <b>83</b>
Mass <b>110,88 KG</b>	MechA <b>18</b>	Dagger <b>79</b>
Strength <b>19</b>	ElecA <b>17</b>	Foil <b>68</b>
Constitution <b>19</b>	Damage Factor <b>59</b>	Katana <b>79</b>
Agility <b>17</b>	Shock Resistance CR <b>19</b>	Spear/Bayonet <b>68</b>
Dexterity <b>17</b>	Stamina Factor <b>133</b>	Swords <b>78</b>
Intelligence <b>17</b>	Wind Factor <b>1995</b>	Battle Axes <b>71</b>
Intuition <b>12</b>		Sabre <b>68</b>
Leadership <b>19</b>	<b>G-1.2-1.4</b>	Vibroblade, etc. <b>81</b>
Bravery <b>15</b>	<b>A-EXOTIC STANDARD PRESSURE</b>	Coagulator <b>71</b>
Empathy <b>05</b>	<b>C- OUTER EDGE ELOSHERE</b>	LightSword <b>86</b>
Psionics <b>17</b>		

## EXPERTISE

<b>Science</b> General Physics <b>3</b> Mathematics <b>3</b> Chemistry <b>3</b> Geography Planetology Astronomy Nuclear Force Field Hyper-Dimension Temporal Metallurgy <b>3</b> Gen. Biology Biochemistry Botany Xeno-Botony Zoology Ecology Xeno-Ecology General Social Sci. Linguistics History Comparative Cult. Psychology Native Medicine Xeno-Medicine Medical Practice Medical Scientist Physician Mech. Eng. Elect. Eng. Computer Eng. Power Eng. StarDrive Eng. Armament Eng. <b>Armsman</b> Combat Training <b>10</b> Street Combat Para. Assault Jump Belt ContraGrav Airborne	AirCav Combat Copter Combat Driver <b>(ALL)1</b> Armored Forces Combat Pilot Alien Environ. Arctic Survival Desert Survival Jungle Survival Marine Survival Forest Survival Steppe Survival First Aid Space Orient. Space Combat Mobile Inf. Field Fort. <b>2</b> Military Const. <b>2</b> Bomb Disposal Demolitions Space Engineers Projectile Art. Missile Art. Hv. Energy Wpn. <b>3</b> Arch. Dir. Fire I Arch. Dir. Fire II <b>2</b> Arch. Dir. Fire III <b>2</b> Shotguns <b>2</b> Handguns <b>2</b> Sport Rifles <b>2</b> Mil. Small Arms <b>2</b> MGs <b>2</b> Recoiless <b>9</b> Gauss <b>9/3</b> Stat Arms <b>6</b> Lasers <b>1</b> Blasters <b>9/3</b> Fusion <b>1/3</b> Needlers <b>3</b> Stunners <b>2</b> Disruptors <b>2</b> APROBDF <b>2</b>	Flamers <b>2</b> Special Weapons <b>5/3</b> Grenades, etc. <b>2</b> Rocket Launchers <b>3</b> Daggers <b>9</b> Swords <b>7</b> Foils <b>3</b> Sabres <b>3</b> Katana <b>9</b> Battle Ax <b>3</b> Spears/Bayonet <b>3</b> LaserSword <b>12</b> Vibroblade <b>9</b> Coagulator <b>3</b> Unarmed Combat <b>10</b> <b>Astronaut</b> EVA Advanced EVA <b>1</b> StarShip Tech. Orbital Pilot Combat Orbital Pilot Interplanetary Pilot FTL Pilot Astrogator StarShip Battle Space Armament <b>2</b> <b>Techs</b> Ground Vehicles Aircraft Marine Craft Mil. Ground Vehicles Mil. Aircraft Mil. Marine Craft StarShip Machinery Alien Environ. Vehicles Gen. Mech. Equipment Elect. Systems <b>1</b> Vehicle Elect. Systems Aircraft Elect. Systems Com. Systems <b>1</b> Detection Systems ECM	EVA Systems StarShip Elec. Sub-Light Com. MiniComputer Computer I-III Computer IV-V Computer VI Computer IX-X Civ. Program Mil. Program Sci. Program Cybernetic Brain Cybernetic System Alien Computers Thermal Power Portable Power Vehicle Power Nuclear Power Anti-Matter Ground Transmission StarShip Power Beamed Power Rocket Engines Anti-Grav Sub-Light Hyper Drive 10 Hyper Drive 20 Hyper Drive 21+ Jump Drive Alien Drives Armour Tech. <b>6</b> Power Armour <b>6</b> Archaic Melee Wpns. <b>10</b> Modern Melee Wpns. <b>10</b> Firearms <b>8</b> PML Tech. <b>10</b> Slugthrowers <b>10</b> Lasers Blasters <b>10</b> Fusion Energy Small Arms <b>8</b>	Artillery Heavy Missiles Heavy Energy Wpns. StarShip Weapons BattleScreens Explosives <b>8</b> Bomb Disposal Personal I.D. Crime Analysis Forged Documents MediTech <b>General Skills</b> Motorcycle Groundcar ATV, 4-wheel ATV, tracked Single Body Truck Semi-Trailer Truck Hovercraft Construction Unit Single-Engine Prop. Multi-Engine Prop. Helicopter Single Jet Multi-Jet Supersonic Jet Parachute Sail/Motor Boat Jetboat/Hydrofoil SE Boat SE Ship Submersibles Swimming <b>2</b> SCUBA Streetfighting Streetwise <b>2</b> Alien Languages Forgery Counterfeit Gambling Merchant Administration <b>1</b> Scout <b>2</b>
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## CHARACTER RECORD SHEET

Name ORAB SKRANE Race HUMAN Sex MALE /43 YRS  
 Rank/Grade ENG./4 Service \_\_\_\_\_ Pay CR 63750 SAVINGS  
 Physique 17 Carrying Cap. 65.6 KG. Hand-to-Hand: \_\_\_\_\_  
 Height 195 cm. GTA 17 Unarmed \_\_\_\_\_  
 Mass 96 KG. MechA 18 Dagger \_\_\_\_\_  
 Strength 13 ElecA 18 Foil \_\_\_\_\_  
 Constitution 11 Damage Factor 34 Katana \_\_\_\_\_  
 Agility 14 Shock Resistance CR 12 Spear/Bayonet \_\_\_\_\_  
 Dexterity 16 Stamina Factor 72 Swords \_\_\_\_\_  
 Intelligence 17 Wind Factor 720 Battle Axes \_\_\_\_\_  
 Intuition 11 \_\_\_\_\_ Sabre \_\_\_\_\_  
 Leadership 14 **G - STANDARD** Vibroblade, etc. \_\_\_\_\_  
 Bravery 09 **A - MANAGED ATMOSPHERE** Coagulator \_\_\_\_\_  
 Empathy 16 **C - TERRAN OCEAN** LightSword \_\_\_\_\_  
 Psionics 07 \_\_\_\_\_

## EXPERTISE

## Science

General Physics **10**Mathematics **7**Chemistry **5**

Geography

Planetology

Astronomy

Nuclear **7**Force Field **6**Hyper-Dimension **6**

Temporal

Metallurgy **5**Gen. Biology **3**Biochemistry **3**

Botany

Xeno-Botony

Zoology

Ecology

Xeno-Ecology

General Social Sci.

Linguistics

History

Comparative Cult.

Psychology

Native Medicine

Xeno-Medicine

Medical Practice

Medical Scientist

Physician

Mech. Eng. **4**

Elect. Eng.

Computer Eng.

Power Eng.

StarDrive Eng. **7**Armament Eng. **6**

Armsman

Combat Training **7**

Street Combat

Para. Assault

Jump Belt

ContraGrav

Airborne

## AirCav

Combat Copter

Combat Driver

Armored Forces

Combat Pilot

Alien Environ. **10**Arctic Survival **1**Desert Survival **1**Jungle Survival **1**Marine Survival **10**Forest Survival **1**Steppe Survival **1**First Aid **1**

Space Orient.

Space Combat

Mobile Inf.

Field Fort.

Military Const.

Bomb Disposal

Demolitions

Space Engineers

Projectile Art.

Missile Art.

Hv. Energy Wpn.

Arch. Dir. Fire I

Arch. Dir. Fire II

Arch. Dir. Fire III

Shotguns

Handguns

Sport Rifles

Mil. Small Arms

MGs

Recoilless

Gauss **1**

Stat Arms

Lasers

Blasters **1**

Fusion

Needlers **1**Stunners **1**

Disruptors

APROBDIF

## Flamers

Special Weapons **1**

Grenades, etc.

Rocket Launchers

Daggers

Swords

Foils

Sabres

Katana

Battle Ax

Spears/Bayonet

LaserSword **1**

Vibroblade

Coagulator

Unarmed Combat **1**

Astronaut

EVA

Advanced EVA **2**

StarShip Tech.

Orbital Pilot

Combat Orbital Pilot

Interplanetary Pilot

FTL Pilot

Astrogator

StarShip Battle

Space Armament

Techs

Ground Vehicles

Aircraft

Marine Craft

Mil. Ground Vehicles

Mil. Aircraft

Mil. Marine Craft

StarShip Machinery **2**Alien Environ. Vehicles **3**Gen. Mech. Equipment **2**

Elect. Systems

Vehicle Elect. Systems

Aircraft Elect. Systems

Com. Systems

Detection Systems

ECM

## EVA Systems

StarShip Elec.

Sub-Light Com.

MiniComputer

Computer I-III

Computer IV-V

Computer VI

Computer IX-X

Civ. Program **1**Mil. Program **1**Sci. Program **1**

Cybernetic Brain

Cybernetic System

Alien Computers

Thermal Power

Portable Power **3**Vehicle Power **2**

Nuclear Power

Anti-Matter

Ground Transmission

StarShip Power **2**

Beamed Power

Rocket Engines

Anti-Grav

Sub-Light **3**Hyper Drive 10 **2**Hyper Drive 20 **2**

Hyper Drive 21+2

Jump Drive

Alien Drives

Armour Tech.

Power Armour

Archaic Melee Wpns.

Modern Melee Wpns.

Firearms

PML Tech.

Slugthrowers

Lasers

Blasters

Fusion

Energy Small Arms

## Artillery

Heavy Missiles **2**Heavy Energy Wpns. **2**StarShip Weapons **2**

BattleScreens

Explosives

Bomb Disposal

Personal I.D.

Crime Analysis

Forged Documents

MediTech

General Skills

Motorcycle

Groundcar

ATV, 4-wheel

ATV, tracked

Single Body Truck

Semi-Trailer Truck

Hovercraft

Construction Unit

Single-Engine Prop.

Multi-Engine Prop.

Helicopter

Single Jet

Multi-Jet

Supersonic Jet

Parachute

Sail/Motor Boat **1**Jetboat/Hydrofoil **1**SE Boat **1**SE Ship **1**Submersibles **1**Swimming **2**SCUBA **1**

Streetfighting

Streetwise **8**

Alien Languages

Forgery

Counterfeit

Gambling

Merchant

Administration

Scout



## CHARACTER RECORD SHEET

Name LOTHER STARMAN Race HUMAN Sex MALE /23 YRS.  
 Rank/Grade ASTRONAUT/5 Service \_\_\_\_\_ Pay CR 55,200 SAVINGS  
 Physique 13 Carrying Cap. 67 KG. Hand-to-Hand: \_\_\_\_\_  
 Height 180 cm. GTA 11 Unarmed \_\_\_\_\_  
 Mass 93.5 KG. MechA 08 Dagger \_\_\_\_\_  
 Strength 10 ElecA 08 Foil \_\_\_\_\_  
 Constitution 12 Damage Factor 34 Katana \_\_\_\_\_  
 Agility 13 Shock Resistance CR 15 Spear/Bayonet \_\_\_\_\_  
 Dexterity 14 Stamina Factor 90 Swords \_\_\_\_\_  
 Intelligence 16 Wind Factor 900 Battle Axes \_\_\_\_\_  
 Intuition 09 A- STANDARD Sabre \_\_\_\_\_  
 Leadership 12 G-1,2-1,4 Vibroblade, etc. \_\_\_\_\_  
 Bravery 16 C-TERRAN STEPPE PLANET Coagulator \_\_\_\_\_  
 Empathy 18 LightSword \_\_\_\_\_  
 Psionics 20 (UNKNOWN)

## EXPERTISE

Science	AirCav	Flamers	EVA Systems 1	Artillery
General Physics	Combat Copter	Special Weapons 2	StarShip Elec. 1	Heavy Missiles
Mathematics 5	Combat Driver	Grenades, etc.	Sub-Light Com.	Heavy Energy Wpns.
Chemistry	Armored Forces	Rocket Launchers	MiniComputer	StarShip Weapons
Geography	Combat Pilot 10	Daggers	Computer I-III 1	BattleScreens
Planetology	Alien Environ. 1	Swords 1	Computer IV-V 1	Explosives
Astronomy 5	Arctic Survival 1	Foils	Computer VI 1	Bomb Disposal
Nuclear	Desert Survival 1	Sabres	Computer IX-X 1	Personal I.D.
Force Field	Jungle Survival 1	Katana 1	Civ. Program 3	Crime Analysis
Hyper-Dimension	Marine Survival 1	Battle Ax	Mil. Program 3	Forged Documents
Temporal	Forest Survival 1	Spears/Bayonet	Sci. Program 3	MediTech
Metallurgy	Steppe Survival 1	LaserSword 2	Cybernetic Brain	General Skills
Gen. Biology	First Aid 1	Vibroblade 2	Cybernetic System	Motorcycle
Biochemistry	Space Orient.	Coagulator	Alien Computers	Groundcar
Botany	Space Combat 1	Unarmed Combat 3	Thermal Power	ATV, 4-wheel 1
Xeno-Botany	Mobile Inf.	Astronaut	Portable Power	ATV, tracked
Zoology	Field Fort.	EVA 1	Vehicle Power	Single Body Truck
Ecology	Military Const.	Advanced EVA 1	Nuclear Power 1	Semi-Trailer Truck 1
Xeno-Ecology	Bomb Disposal	StarShip Tech.	Anti-Matter 1	Hovercraft
General Social Sci.	Demolitions	Orbital Pilot 10	Ground Transmission	Construction Unit 1
Linguistics	Space Engineers	Combat Orbital Pilot 10	StarShip Power 1	Single-Engine Prop. 10
History	Projectile Art.	Interplanetary Pilot 10	Beamed Power	Multi-Engine Prop. 10
Comparative Cult.	Missile Art.	FTL Pilot 7	Rocket Engines	Helicopter
Psychology	Hv. Energy Wpn.	Astrogator 5	Anti-Grav	Single Jet 10
Native Medicine	Arch. Dir. Fire I	StarShip Battle	Sub-Light 1	Multi-Jet 10
Xeno-Medicine	Arch. Dir. Fire II	Space Armament 5	Hyper Drive 10 1	Supersonic Jet 10
Medical Practice	Arch. Dir. Fire III	Techs	Hyper Drive 20 1	Parachute
Medical Scientist	Shotguns	Ground Vehicles	Hyper Drive 21+ 1	Sail/Motor Boat
Physician	Handguns	Aircraft	Jump Drive	Jetboat/Hydrofoil
Mech. Eng.	Sport Rifles	Marine Craft	Alien Drives	SE Boat
Elect. Eng.	Mil. Small Arms	Mil. Ground Vehicles	Armour Tech.	SE Ship
Computer Eng.	MGs	Mil. Aircraft	Power Armour	Submersibles
Power Eng.	Recoilless 2	Mil. Marine Craft	Archaic Melee Wpns.	Swimming 2
StarDrive Eng.	Gauss	StarShip Machinery 1	Modern Melee Wpns.	SCUBA 1
Armament Eng.	Stat Arms 1	Alien Environ. Vehicles	Firearms	Streetfighting 3
Armsman	Lasers	Gen. Mech. Equipment	PML Tech.	Streetwise 7
Combat Training 3	Blasters 2	Elect. Systems	Slugthrowers	Alien Languages
Street Combat	Fusion 1	Vehicle Elect. Systems	Lasers	Forgery 2
Para. Assault	Needlers	Aircraft Elect. Systems	Blasters	Counterfeit
Jump Belt	Stunners	Com. Systems	Fusion	Gambling
ContraGrav	Disruptors	Detection Systems	Energy Small Arms	Merchant
Airborne	APROBDIF	ECM		Administration
				Scout 1

## CHARACTER RECORD SHEET

Name JANET ROSS Race HUMAN Sex FEMALE  
 Rank/Grade RESEARCH SCIENTIST/12 Service \_\_\_\_\_ Pay CR 78,375 SAVINGS  
 Physique 07 Carrying Cap. 50.4 KG Hand-to-Hand: \_\_\_\_\_  
 Height 160 cm. GTA 16 Unarmed 28  
 Mass 84 KG. MechA 11 Dagger 23  
 Strength 16 ElecA 14 Foil 23  
 Constitution 13 Damage Factor 30 Katana 23  
 Agility 14 Shock Resistance CR 14 Spear/Bayonet 23  
 Dexterity 13 Stamina Factor 87 Swords 25  
 Intelligence 19 Wind Factor 870 Battle Axes 25  
 Intuition 07 \_\_\_\_\_ Sabre 23  
 Leadership 19 \_\_\_\_\_ Vibroblade, etc. 25  
 Bravery 17 \_\_\_\_\_ Coagulator 25  
 Empathy 09 \_\_\_\_\_ LightSword 25  
 Psionics 10 \_\_\_\_\_

A-STANDARD

G-1.9-2.5 G.

C-TERRAN TUNDRA

## EXPERTISE

## Science

General Physics **8**  
 Mathematics **6**  
 Chemistry **6**  
 Geography **6**  
 Planetology **6**  
 Astronomy  
 Nuclear  
 Force Field  
 Hyper-Dimension  
 Temporal  
 Metallurgy **6**  
 Gen. Biology **6**  
 Biochemistry **5**  
 Botany **5**  
 Xeno-Botony  
 Zoology  
 Ecology  
 Xeno-Ecology  
 General Social Sci. **7**  
 Linguistics  
 History **10**  
 Comparative Cult. **1**  
 Psychology **6**  
 Native Medicine **6**  
 Xeno-Medicine  
 Medical Practice **6**  
 Medical Scientist  
 Physician  
 Mech. Eng. **6**  
 Elect. Eng. **6**  
 Computer Eng. **6**  
 Power Eng.  
 StarDrive Eng.  
 Armament Eng.  
**Armsman**  
 Combat Training  
 Street Combat  
 Para. Assault  
 Jump Belt **1**  
 ContraGrav  
 Airborne

AirCav  
 Combat Copter  
 Combat Driver  
 Armored Forces  
 Combat Pilot  
 Alien Environ.  
 Arctic Survival **10**  
 Desert Survival  
 Jungle Survival  
 Marine Survival  
 Forest Survival  
 Steppe Survival  
 First Aid  
 Space Orient.  
 Space Combat  
 Mobile Inf.  
 Field Fort.  
 Military Const.  
 Bomb Disposal  
 Demolitions  
 Space Engineers  
 Projectile Art.  
 Missile Art.  
 Hv. Energy Wpn.  
 Arch. Dir. Fire I  
 Arch. Dir. Fire II  
 Arch. Dir. Fire III  
 Shotguns  
 Handguns  
 Sport Rifles  
 Mil. Small Arms  
 MGs  
 Recoiless  
 Gauss  
 Stat Arms  
 Lasers  
 Blasters  
 Fusion  
 Needlers  
 Stunners  
 Disruptors  
 APROBDIF

Flamers  
 Special Weapons  
 Grenades, etc.  
 Rocket Launchers  
 Daggers  
 Swords  
 Foils  
 Sabres  
 Katana  
 Battle Ax  
 Spears/Bayonet  
 LaserSword  
 Vibroblade  
 Coagulator  
 Unarmed Combat  
**Astronaut**  
 EVA  
 Advanced EVA  
 StarShip Tech.  
 Orbital Pilot  
 Combat Orbital Pilot  
 Interplanetary Pilot  
 FTL Pilot  
 Astrogator  
 StarShip Battle  
 Space Armament  
**Techs**  
 Ground Vehicles  
 Aircraft  
 Marine Craft  
 Mil. Ground Vehicles  
 Mil. Aircraft  
 Mil. Marine Craft  
 StarShip Machinery  
 Alien Environ. Vehicles  
 Gen. Mech. Equipment  
 Elect. Systems  
 Vehicle Elect. Systems  
 Aircraft Elect. Systems  
 Com. Systems  
 Detection Systems  
 ECM

EVA Systems  
 StarShip Elec.  
 Sub-Light Com.  
 MiniComputer  
 Computer I-III  
 Computer IV-V  
 Computer VI  
 Computer IX-X  
 Civ. Program  
 Mil. Program  
 Sci. Program  
 Cybernetic Brain  
 Cybernetic System  
 Alien Computers  
 Thermal Power  
 Portable Power  
 Vehicle Power  
 Nuclear Power  
 Anti-Matter  
 Ground Transmission  
 StarShip Power  
 Beamed Power  
 Rocket Engines  
 Anti-Grav  
 Sub-Light  
 Hyper Drive 10  
 Hyper Drive 20  
 Hyper Drive 21+  
 Jump Drive  
 Alien Drives  
 Armour Tech.  
 Power Armour  
 Archaic Melee Wpns.  
 Modern Melee Wpns.  
 Firearms  
 PML Tech.  
 Slugthrowers  
 Lasers  
 Blasters  
 Fusion  
 Energy Small Arms

Artillery  
 Heavy Missiles  
 Heavy Energy Wpns.  
 StarShip Weapons  
 BattleScreens  
 Explosives  
 Bomb Disposal  
 Personal I.D.  
 Crime Analysis  
 Forged Documents  
 MediTech  
**General Skills**  
 Motorcycle  
 Groundcar **2**  
 ATV, 4-wheel **2**  
 ATV, tracked **2**  
 Single Body Truck  
 Semi-Trailer Truck  
 Hovercraft **2**  
 Construction Unit  
 Single-Engine Prop. **2**  
 Multi-Engine Prop.  
 Helicopter  
 Single Jet  
 Multi-Jet  
 Supersonic Jet  
 Parachute **1**  
 Sail/Motor Boat  
 Jetboat/Hydrofoil  
 SE Boat  
 SE Ship  
 Submersibles  
 Swimming **2**  
 SCUBA  
 Streetfighting **3**  
 Streetwise **4**  
 Alien Languages  
 Forgery  
 Counterfeit  
 Gambling  
 Merchant  
 Administration  
 Scout

This adventure uses a revised mining table which may be used elsewhere. Should a StarMaster decide to use this table in other adventures, use it with extreme care. It has been designed specifically for the Martigan system and could unbalance a universe.

#### REVISED MINING TABLE

This table comes into play only on a roll of 01 on the standard Space Opera mining table. When this occurs, roll again on the table below:

1d100 Roll	Type	Amount	Concentration
01-50	Silver	d100kg x dia/d100	d20kg/tonne
51-80	PK Crystals	dia/d100	d10/tonne
81-95	Dureum	d100g x dia/d100	d100g/tonne
96-(1)00	Artifact	1 (intact)	1

#### Value in CR of Finds

Silver	1000/kg
PK Crystals	10,000.d100/Crystal
Dureum	5000/g
Artifact	?

Normal mining rules prevail at all times, this table is meant solely as an addition to the mining rules for this adventure.

#### ENCYCLOPEDIA INFORMATION

**Dureum:** Originally discovered by the interstellar survey vessel 'Hopeful Outlook', Captain Trejiera commanding. Dureum was found in what remained of an asteroid belt after the nova of a type A3 star in Cygnus Sector which left the star a white dwarf.

Dureum is a form of allotropic silver. It is an extremely dense silvery-gray metal. Due to its rarity and high value, the most common use of dureum is in the plating of archaic melee weapons for specialized use. Such a dureum plated weapon will mass an additional 50%. The density of dureum makes it an excellent conductor, hence the chance of shearing from a lightsword is 10%, from a laser sword 5%. Skills required to dureum plate a weapon are:

Advanced Metallurgy 10  
Nuclear Physics 6  
Force Field Physics 6  
Armourer Tech, Archaic Melee Weapons 10  
(Specific Weapon Type) 10

Artificial production of dureum is beyond the current technological capability of any starculture known to the staff of this encyclopedia.

Plating armor with dureum adds 62.5kg to mass, making it effectively too heavy to use on anything short of assault PAPA armor. Skills required to dureum plate PAPA armor are:

Advanced Metallurgy 10  
Nuclear Physics 7  
Forcefield Physics 7  
Armourer Tech, Armor 10  
Armourer Tech, Power Armor 10  
Mobile Infantry

Plated armor reduces maximum speed when using CG harness to 108 kph, cruise speed to 45 kph, and increases power consumption by two charges.

Plated armor is +3 protection, -2 to penetrating wound effects. Plated weapons add +2 to penetration and wound effects (but cannot be fitted with vibroblades). The cost of such armor is CR469,012,500. The cost for plating a weapon is equal to Cost of Heaviest Weapon is Basic Cost x (CR5000/g x 50% Weapon Mass in grams) x 1.5.

Expensive and rare. Such dureum plated weapons are so extremely rare that to find one for sale one would have to roll (1)00 on d100 twice consecutively when 'shopping'. Should such a weapon be available, the type is determined randomly.

#### SLORTE

The Slorte is a previously unknown silicate lifeform inhabiting the asteroid belt of the Martigan system. It has the following characteristics:

**Intelligence:** Non-sentient, inquisitive. About the same as an archaic Terran canine.

**Body Mass:** 50kg to over 300kg. Largest found was 348kg (est.).

**Estimated Armor Rating:** Type 'D'.

**Damage Capacity:** As per Animal Class x 2 (see S.O., Vol. II, p.88).

**Physical Description:** Amorphous, 'rocky' coloration, silvery flecked highlights.

**Senses:** Low order 'hearing' (surface vibrations), 'radio' to convey emotions such as hunger, etc., 'radio' also serves as 'radar' for sight. This 'radio' sense will be picked up as static by sensors.

**Radiation Tolerance:** 6 times human norm.

**Movement:** By pseudopodia extenso-contraction. Highest observed velocity 36kph/22.36 mph.

**General Information:** Nurishment is obtained by way of acid secretion, which breaks down rock for ingestion. It is thought that solar energy is absorbed through the silvery flecks. Waste is deposited as heaps of dust. Such waste heaps are devoid of all silicon compounds and have been known to engulf workers who walk into them; but no harm results for the workers.

Slorte reproduction methods and rate of reproduction are currently unknown. They are fairly rare with a 10% chance of meeting one every six hours in the asteroid belt. Their average population density is 14/1000m of asteroid diameter.

**Warning:** 'Radar' imaging is presumed to be fairly sophisticated, as they move to consume silicon rich materials most readily, even among identically shaped objects. Computers (and other StarShip parts) are highly edible for Slorte.

#### Silicate Lifeform Wounding and Damage

Chances to hit or penetrate are as explained in Space Opera.

1d20 Roll	Wound Category	Damage*
01-08	Very Light	1/4d6 (1)
09-14	Light	1/2d6 (1-3)
15-18	Moderate	1 + 1/2d6 (2-4)
19-20	Serious	3 + 1/2d6 (4-6)

\* This is 1/2 the damage indicated in Space Opera, Vol. II, pp. 47-48.

#### SAMPLE ARTIFACT

**Description:** Seamless grey metaloid case with dimensions 55cm by 42cm by 18cm. The mass is 6.5kg. The upper surface of the artifact has 102 'touch' pads (plates), each bearing a semi-obliterated symbol and/or color. Each corner has a 3.26cm cubical depression.

**Note:** Instead of this device, players might find 3.259cm cube(s). Such cubes would mass 0.1kg and would be grey metaloid, devoid of markings other than being scratched and pitted.

In the back of the device are three raised rings. The center ring is nearer to the top and is 8cm in diameter. The other two rings are located low and in opposite corners. They are 2cm in diameter.

On either side of the artifact are three knobs of increasing size from front to back. They are 5cm, 7cm and 10cm in diameter respectively.

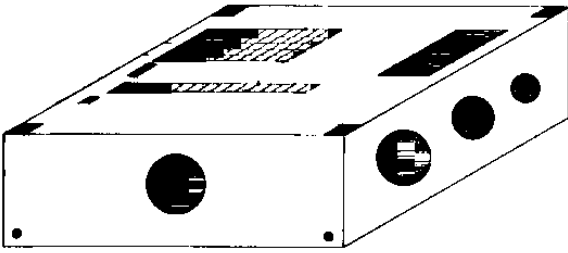
When found there should be several identical artifacts in the area which have been smashed by meteor impact or similar fate. There should also be a possible external optical power source. Players might conclude that the circular raised sections on the back of the case are to be connected to a power source. The left circle for power entry and the right circle for the exit of excess power.

**Artifact Evaluation:** The determination of what the artifact is and what it does is a complexity/16 problem in seven sciences. These sciences are:

Science	Skill Level
Historical Science	3
Psych & Xwno Psychology	2
Linguistics	Primary
Comp. Cultures & Xenology	2
Advanced Metallurgy	4
Computer Engineering	4
Electronic Engineering	4

Note that the last two listed sciences are required to assure proper handling and prevent damage to the artifact.





The results will vary in relation to the number of cubes found which can be fitted into the depressions at the corners of the artifact. The installation of such cubes must be apparent to the players before any results from their evaluation can be found. A power source will also have to be found.

**Cubes Installed Results**

0	Monochrome random swirls are projected from the central ring in the rear of the artifact. The swirls are on the near edge of infra-red.
1	Polychromatic random swirls are projected which range from infra-red to Ultra Violet midranges.
2	Monochrome controllable patterns are projected in yellows and greens.
3	Polychromatic controllable patterns are projected in any colors from infra-red to Ultra Violet midranges.
4	Reading and writing instructions are projected in three dimensions from the central ring in the rear of the artifact. It is a mechanical 'teacher.'

**ADDITIONAL SCENARIO IDEAS**

**1. HUNTING PARTY:** Off-planet playboy or dignitary wants to gather some heads for his trophy room. Or, a zoo has commissioned your party to capture a live breeding pair of some animal species (SMs discretion; see encounter tables). The playboy/dignitary will pay CR 500 per week and provide food and temporary accommodations. The zoo will pay up to CR 60,000 for each animal (dependent upon risk and animal condition) on delivery at Landfall and half of expenses.

Note that the encounter tables list only a few possibilities. Feel free to expand upon them, but be reasonable.

**2. GUILTY!:** You have been found guilty in the death of a sentient being. It was an accident, but you are sentenced anyway to six matches in the Arena of Justice. Each is to first critical wound, though your opponents may not be totally honorable (15% chance that your opponent will try to kill you in each match). The arena can simulate a variety of gravity and terrain conditions. Weapons (or lack thereof) are randomly determined as appropriate to the arena size and configuration for the match. Good Luck!

**3. MAYDAY, MAYDAY:** An aircraft went down on the planetary surface before radioing its position. A rescue mission is sent out. Run either or both groups. Or, use a spacecraft malfunction so the IPA sends out a search/rescue team.

**4. SCIENTIFIC EXPEDITION:** Explore the other planets of the Martigan System, (I-IV are easiest to try as more complete data on these planets is included with this scenario pack, but go ahead and try VI-X.) Also try prospecting expeditions.

# MARTIGAN BELT

----- UNDER ----- ACK ----- ENS ----- AIL ----- THINK ----- WE ----- P -----  
CRY ----- LS ----- ----- ----- SABO ----- GE -----  
-----

This is the content of the static-garbled message received by the Janus Mining Company from one of their mining vessels in the Asteroid Belt. Your team of specialists has been assembled by all companies on Martigan III to determine what happened to the vessel and whether 'sabotage' was involved as the message seems to imply.

Included in this scenario are the full stats on the Martigan System with greatest detail on the planet Martigan III. The system map shows the location of the lost mining ship and of the IPA bases in the Asteroid Belt. Provisions exist for adventures on Martigan III, exploring other planets of the system, determining what went on with the lost ship, and mining the asteroids. Additional suggestions for other scenarios are included for use within the Martigan System.

MARTIGAN BELT is intended for use with SPACE OPERA. Note that this is not a game, but a StarMaster's Aid for use with the SPACE OPERA game system.