

Frontier Explorer



Issue 23
Winter 2018

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Clarion Station Expanded
Star Frontier Races in the
FrontierSpace RPG
The Ublax Allagi
Holidays in the Frontier
Cursed Items in the Frontier

**It's a dangerous business ...
going out your door...**



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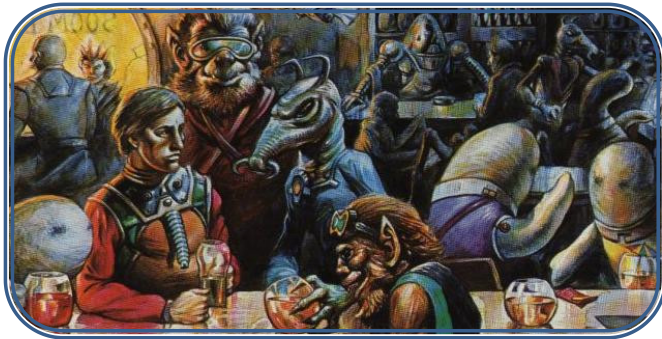
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LOOKING FOR SUBMISSIONS

Do you have material you'd like to see published in the Frontier Explorer? We accept submissions of any fan material for Star Frontiers, FrontierSpace, or any other sci-fi role playing game whether it is new races, equipment, vehicles, setting material, play reports, or anything else.

If you have something you'd like to share, head on over to the [Frontier Explorer website](#) and hit the gold "Submit New Content" button. We'll help you get the material ready for publication and into a future issue of the magazine.

FROM THE EDITORS

Welcome back explorers!

A new year and a new issue of the Frontier Explorer. I had the enviable position for this issue of having more content than I could fit and some of it had to be bumped to the next issue. Our Patreon supporters got a really early look as one of the early articles I thought would be in this issue and released early to our supporters won't be available until next issue.

This issue definitely focuses on expanding the Warriors of White Light module and the White Light system, specifically focusing on expanding Clarion station, the home of Royal Marines. It's just two articles but they take up nearly half the issue providing a detailed look of people, places, and procedures in place on the station to expand the PCs interactions when not out on patrol.

As promised, there is also an article converting the Star Frontiers core races to the new FrontierSpace RPG. The article is written by Bill Logan, the creator of FrontierSpace and a long-time fan of Star Frontiers (he founded the Star Frontiersman magazine). If you are interested in both games, I think you'll like his take on the conversion.

While those three articles take up the bulk of the issue, we also have many of our standard fare including another Jurak Hangna creature article, a report on Alex Stone and his adventures around the Frontier, our usual comic and some articles on cursed items and holidays in the Frontier.

Probably the biggest news item since the last issue is the release of Star Frontiers products by Wizards of the Coast on DriveThruRPG. Most likely a response to the trademark application by Evil Hat mentioned in the last issue, it is nevertheless an encouraging development for the fans of the game. I talk a bit more about this and what it means for the Frontier Explorer and the Star Frontiers fan community a bit more in the Frontier News section. It is definitely an exciting time.

With the new year, I am looking forward to the upcoming issues and a number of new projects that I hope to get off the ground this year. These include at least one new issue of the Star Frontiersman, a revised set of starship constructions rules, updates to my old Knight Hawks computer game, and a Frontier Explorer podcast. These probably won't come to fruition until later in the year but they are definitely something I'll be working on through the year.

But enough introduction, let's start looking at Clarion station. Sit back, grab a drink, start reading and as always, keep exploring.

- Tom Stephens
Senior Editor

PRODUCTION CREDITS



Cover Art: Scott Mulder

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Full Cover Quote:

It's a dangerous business, Frodo, going out your door. You step onto the road, and if you don't keep your feet, there's no telling where you might be swept off to.

- Bilbo Baggins

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FRONTIER NEWS

Tom Stephens

STAR FRONTIERS PRODUCT RELEASE BY WOTC

By far and away, I think the biggest bit of community news is that WotC has begun releasing PDFs of the original Star Frontiers material for sale on DriveThruRPG, RPGNow, and the DMs Guild. If you haven't seen them yet, here are the links to the various products that have been released as of this writing:

- [Alpha Dawn core rules](#) (also available as print on demand hard and soft covers) - \$9.99
- [Knight Hawks starship rules](#) (also has a POD version) - \$7.99
- [SF AC-1: Character Sheets](#) - free
- [SF1: Voltornus, Planet of Mystery](#) - \$4.99
- [SF2: Starspawn of Voltornus](#) - \$4.99

I have reviewed the PDF versions of the [character sheets](#), [SF2: Starspawn of Voltornus](#), and the [Knight Hawks rules](#) on my Arcane Game Lore blog. I've also ordered the hardcover versions of the Alpha Dawn rules and the Knight Hawks rules and will review them once they arrive. Keep an eye on the [Arcane Game Lore site](#) for that review when it arrives.

The next question is what does this mean for the free, on-line versions of the game rules that are out there on starfrontiers.com and starfrontiersman.com? Tim Norris, who runs the starfrontiers.com site, has had an agreement with WotC for many, many years that stipulates that he can provide the PDFs free of charge until such time as WotC makes them available. At which point he is to point his links to their offerings. He has been honoring that agreement and for the five products that they have released, now links to the DriveThruRPG product pages. For the other products, he still is providing the free PDFs.

For the remastered versions created by Bill Logan and hosted on the Star Frontiersman site, the situation is slightly different. When I took over management of the Star Frontiersman, I had to renegotiate an agreement with WotC to produce the magazine and host the remastered rules and modules. At that time, I was given permission to host the remastered materials and make them available until such time as WotC told me to remove them. As of yet, I've had no contact from WotC and they will remain up until I do.

This has no impact on either the Frontier Explorer or the Star Frontiersman. They were both produced with permission from WotC and the magazines will stay online and we will continue to produce more in the coming months. And possibly, with the new found interest in Star Frontiers will grow our readership and possibly get new authors. Only time will tell.

Another question that many may be wondering is if WotC is going to create a new release of the game and start supporting it? We have no idea and they haven't said anything to that effect. This is 100% speculation, but I believe that this sudden release of the rules and early modules on DriveThruRPG is a direct response to the trademark application by Evil Hat Productions for the Star Frontiers name. We'll just have to wait and see on that as well.

In the meantime, enjoy the heightened awareness online about the game and if you want grab print copies of the rules from DriveThruRPG.

ONLINE COMMUNITIES

Our Facebook and Google+ communities continue to grow with the [Facebook group](#) breaking 2000 members mid-January and the [Google+ community](#) sitting at 515 members. I suspect at least some of that growth has been driven by WotC's release of the PDFs.

Additionally, we've opened up a Star Frontiers Discord server to serve as an online chat room for discussion about Star Frontiers. It's still in the process of being set up fully but is available to anyone that would like to join in and talk about the game. Follow this link to join:

<https://discord.gg/vKfHPsE>

This will eventually be integrated into the various Star Frontiers websites that I run as the chat system for those sites.

FRONTIERSPACE

Finally, a short note about FrontierSpace. Since the last Frontier Explorer issue came out, Bill has released both the Referee's Handbook and an initial module for the game. Additionally, he has written an article that gives a conversion of the core Star Frontiers races to the FrontierSpace game system that appears on page 24 of this issue. More details on the module and Referee's Handbook appear at the end of that article. Enjoy!

GROKH THE WHITE ONE

Eric Winsor

News Flash to the Universe! I am still alive and in good health. I'm living life Yazirian style in a very fine house in a tree. There have been quite a few travels since I went to Lossend and I will fill my readers in on the adventure soon, as soon as the authorities let me publish it. In the mean time I would like to introduce everybeing to another great Yazirian legend.

GROKH OF THE ICE

Far to the south on ancient Yazira, the forest became cold and the rocks and grasses took their places as ice and snow forbade the forest to grow. This was a land barren and starved of game for the clans to hunt. None ventured there and the Creators marked the creatures there by taking their patagium. The creatures there ate the grass and walked on all fours among the rocks. This life among the rocks turned their claws to flat wide pads from gnashing against the rocks and digging in the shallow soil.

Yet in time the creatures began to become more numerous and started moving towards the forests. These creatures without patagium could not survive in the forests so they turned back to their own land and soon the grass was devoured by great herds of these creatures threatening the balance of the Creators.

The Creators met in council and three ideas were debated to manage the creatures of the cold south. One was to make another creature of the south to hunt the herds of creatures. Another was to allow the snow and ice to overtake most of the land each year and kill a portion of the great herds and give the grasses a chance to be reborn each year. The third idea was to bring a great yaz hunter from the forest to slay the herd beasts and start a clan of herd hunters. The Creators decided to do all three ideas starting with the first. The great yaz hunter was not yet born who could brave the bright light and cold of the south to hunt the herds.

The Creators went down into the forest and took two great plaat, male and female. These they took to the cold south and buried them in the snow wrapped in their patagium to sleep until their hair turned white and their patagium withered away. When they awoke the plaat were voracious with hunger and set out hunting for any food they could find. Soon they caught the scent of the herd beasts and they traveled north to slay and eat them. The two plaat slew and devoured beast after beast in raged hunger.

The more they ate, the more they changed. Their paws grew longer and changed to walking on ground and rock.

Their claws shortened with no trees to climb and fat pads grew to allow them to walk on the cold ice. Their bodies grew wider and their coats thicker to keep out the cold. Their fur grew over their eyes to blot out the bright light from the snow and ice. Then the many moons of feasting brought the female into heat and the two brought forth a litter of seven pups each as white as their parents and each as able a hunter of the herd beasts. These new hunters began to manage the herds as the Creators knew they would and the herds learned to stand together to defend themselves as the Creators knew they would. Thus, it was the time ready to command the cold to have seasons.

The first cold season killed many of the herd creatures and the grass gained a reprieve. The herds scratched for grass sleeping beneath the snow and the hunters took the heard beast at their pleasure. Each season was harder on the herds and many starved or froze. Yet the Creators knew in time the herds would learn the seasons and to move to the warmth and from the cold south and it was so. The grass was now free to follow the seasons as the herds were driven by both the cold and the hunters in great round migrations. The balance was now ready for a great yaz hunter.

On the edge of the forests there was a small clan that had ventured south following lask whose meat was particularly sweet to them. The Creators had made the lask meat sweet to bring the clan to the southern edge of the forests. There they claimed a home tree and the wife of the speaker, Adha Laghni, bore a single large white pup the size of three. She named the young pup Grokh and he grew strong and fast.

Grokh was a great hunter when he was still a young hanger, spearing small game and his desire was ever for the cold wind at the tops of the trees or south near the rocks. When Grokh was of age he took Mesh as his mate and all her pups were white like their father.

Grokh became mighty and the Creators were pleased with his control of the savage within so they gave him a dream. One night, Grokh dreamed that the snow, that sometimes touched the ground, overcame the sky and stuck to his fur. The cold winds howled about him and pulled at his patagium. Yet his stomach burned within him, a hunger he had never known. His mouth tasted a cold meat and he yearned for it. Then a yaz approached him with a bag and put long flat polished wood on his feet and the wind began to push him across the open snow. He raced through the howling snow and out into the open bright white of a snow-covered land.

The brightness bit at his eyes and he had to close all but a thin gap to see even a little. He crashed to the cold ground and covered his head with his patagium while he searched with one hand in the bag the yaz had given him. In the bag were a pair of shells tied together with leather cord with thin slots cut across the center. He placed the shells over his eyes and tied them back behind his head. He could now see against the bright light from the snow and ice.

Grokh rose back to his feet and turned all about himself to see in all directions. North he could see what he knew was the distant hint of his forest home. The other directions all stretched out white and barren. The wind from the south brought to his nose the scent of beasts and the hunger in his belly knew this was the beasts he craved to eat.

The wind stayed strong from the south and Grokh slid with the wood at his feet. He angled his body and patagium and the wind drove him different directions until he learned to slide from side to side, a little one way and then the other, to make his way south through the wind. The scent of the beasts grew stronger. He continued on sliding a distance one way then turning and sliding the other to make his way forward. After a time his body became master of sliding and he was free to look and fro and smell the air. He followed the scent for a great time then he saw beasts in a large group in the distance. Never before had Grokh seen so many beasts gathered together in one herd. This was a glorious sight. So much meat could feed so many, pups and hangers, mothers and mates. He could support a whole clan from these beasts.

His sight caught another glimpse and he dropped to conceal himself. A very large predator was approaching. A hunter like a plaat but much larger, white, and without patagium. The yaz was again by his side and bade him watch. The hunter stalked slow and low through the snow. The beasts foraged in the snow for grass. The hunter stayed with the wind in its face and crept slower and slower as it approached the herd. One of the beasts raised its head and searched the horizon. The hunter remained perfectly still. The beast returned to foraging through the snow. The hunter crept ever closer. The beast looked again. The hunter froze. A long time passed and the beast snorted at the air then returned to foraging in the snow. The hunter waited until the beast began to eat what it had found then it crept much closer. The beast suddenly stopped and looked toward the hunter searching for the danger. The hunter sprang upon the beast tearing at its flesh to bring it down as the herd ran away. Other hunters could be seen charging their prey as the herd ran together. The sweat scent of the beast's meat filled the air. The hunter had prevailed and its young soon joined the feast.

Grokh looked on with desire for the meat and watched where the herd had fled. The yaz at his side arose and said, "Come, hunt and eat." Grokh rose up and followed the yaz as they slid across the snow with the wind in their patagium. They came to the herd with the wind in their

faces and concealed themselves for the hunt. The yaz gave Grokh his zamra and a spear and bade him to throw and chase. Grokh's blood flowed with excitement as he stalked a beast. He threw his zamra and it stuck deep. The beast began to run and the herd fled. Grokh jumped for the chase and found himself sliding with the wind in his patagium to make a fast chase. He thrust his spear into the beast and chased it away from the herd until it tired. The beast stopped and Grokh wrestled it to the ground for the kill.

The meat was sweat and satisfied the desire in his belly. This was meat desirable for his pups, his hangers, and Mesh his mate. Grokh dressed the beast and hefted it to bring it back to his family and clan. The yaz traveled with him and asked him what he would name this new beast and hunter. Grokh replied that the beast was unlike any other but desirable like lask so he would call them malask because they lived in the snow or ma.

The hunters were like great plaat in the snow so he would call them Gamalaat because they are great snow plaat. The yaz parted and told him that the Creators were pleased with him. The yaz told him that he had mastered the savage within and as a reward this was to be his hunting ground. He also explained that he would become known as Grokh The White One and Grokh of The Ice and be a hero of all yaz clans as long as he remained master of the savage within.

Grokh awoke the next morning and told his dream to Mesh his wife who then sent for the Speaker. The Speaker agreed that Grokh must heed this vision and venture into the south. Mesh did not want Grokh to go alone and the Speaker advised that, just as there was another yaz with Grokh in the dream, so to must Grokh select someone to venture with him into the unknown.

Grokh gathered his family and told them all the dream and his eldest son Grem volunteered to go saying that he knew how to make slides of wood for their feet. Grem explained that he and other young blooded hunters had played at sliding on the dusting of snow last season gripping branches with their feet. Grem and Grokh made several pair of slides practicing sliding along the wet sand by the ocean with the ocean wind until they made good working slides. Mesh made goggles from sea shells until Grokh agreed they were just right. Many of the hangers took to wearing them to venture out on the beach in the bright sun or up to the tops of the trees at noon day.

The cold season came and Grokh and Grem were ready for their venture. The clan bade them farewell with a good supply of lask-ga and two spears each. The Speaker doubted that riding the slides with the wind would be easy and thought two spears would make for pushing and help to not fall over. He also warned that the wind may stop blowing when the hunt is on so the spears would help to push then along on their slides. Mesh packed herbs and medicines and bade them return safe and soon.

Grokh traveled three days with his son Grem pushing further south each day until the forests and rocks of the north were far from sight and the ground was covered with snow several hands deep. Here and there the wind had blown the snow away and frozen grass covered the ground beneath. Here and there the wind had blown and mounded up the snow into great heaps that could not be walked through. Grokh and Grem learned to side step up them with their slides and rush down the other side and use their speed to climb up the next ridge of snow.

Each night Grokh and Grem burrowed into the ridges of snow like small forest creatures in their ground tunnels and huddled together for warmth. Mesh had sewn two lask hides together with small feathers inside to give warmth and protection to their backs and sides from the wind and cold. These covers served them well in the night with one blocking the opening of their burrow and the other covering the cold ground.

Several more nights passed sleeping in burrows before Grokh and Grem sighted tracks in the snow. Grem was sliding ahead of Grokh when he came over a ridge and found the snow trampled flat and pocketed rough by the feet of many beasts.

The trail was wide and wandered straight off to the east. Grokh rushed ahead to meet Grem and see the trail. This was a path just as Grokh had seen in his dream. Here was proof that a herd of beast, malask, had passed this way. Grokh dropped to his knees and searched for signs to tell him the direction of the herd and how old the tracks were. This was not like tracking in the forest or among the rocks and grasses. Everything was frozen and it was impossible for him to tell if the tracks were fresh. Grem examined the tracks and discerned the toes from the heels. They at least knew the direction of the herd.

Grem and Grokh put on their slides and spread their patagium to catch the wind and speed down the wide track of the beasts. The two kept up their fast slide all morning stopping now and then to examine scat found along the trail. Each time the scat was frozen solid. The first scat was found by Grem with his keen eyes. He tested it for freshness by passing his hand over it to feel for heat but the pieces were frozen cold. Then Grokh felt impressed to have Grem break the scat open reasoning that fresh scat would not be frozen in the middle. The first scat was frozen all the way through and hard to break. This was the truth of all the scat found all morning and Grem then took to stabbing scat with a spear to break it in half without even stooping to examine any further.

Shortly after noon Grokh and Grem paused to melt snow to replenish their water when Grem suggested that they had followed an old track and should turn back north. Grokh encouraged his son and assured him that he was sure that they were on a good track and would find fresh scat soon. Grokh said, "Always have trust and hope in the Creators."

Then Grokh and Grem ate a bit of their dwindling supply of lask-ga, spread their patagium to catch the wind and speed down the track once more. Grem continued stabbing frozen scat as they slid by them. Each continued to break into frozen pieces. Grem began to stab at any scat absently and without aim. He began to miss his marks as they sped by. Grokh looked at his son with the wisdom of age and slid closer to Grem to encourage him. He eyed the next scat ahead and repeated to Grem, "Always have trust and hope in the Creators." Then he stabbed the scat with his spear and the scat stuck deep upon the point of the blade.

Grem slide sideways to stop and Grokh dropped his patagium to his sides while staring at his spear tip as he slowed to a stop. The scat was frozen on the outside but soft on the inside. He shook the scat from his spear as Grem slid slowly up to his side. The spear tip was covered with the green waste of digested grass. Grem slid quickly up to the next scat ahead and stooped down to break it in his hands. The middle was soft and slightly warm. Grem looked back at his father and nodding his head said, "Always have trust and hope in the Creators."

The two danced joyfully together by tugging at each other's spears as was custom in the ancient days. They scanned the horizon ahead on the track on each side and sure as the Creators gifted yaz with sweet meat there in the distance were many shapes of creatures huddled together with heads down foraging for food.

Grokh took note of the wind and lead Grem northeast to stay downwind of the herd of beast. They crawled slowly up ridges and slid stooped low down the other sides. Soon they were close enough to see the individual beasts. Grokh brought Grem up to the edge of a snow ridge and had him peer over the edge at the herd. Then Grokh described to Grem the beasts that he had seen in his vision while he stared up into the sky looking away to the north. These were the beasts of his dream. These were malask. Grem was astounded by the accurate description his father was giving without looking.

Now was the first time since the Creators made the home forests that a yazirian would hunt and slay a malask. Since the Creators made the home forests no other hunter had ever been given the honor of slaying a new beast. The skull of the malask would forever be the mark of the descendants of Grokh and Grem. Grokh brought Grem down to the bottom of the ridge and laid his zamra in his son's hand and held him by the shoulders as a speaker speaks to his clan, "I have slain the malask in vision and named them by command of a servant of the Creators. You will be the first so slay a malask in life and I give you my honor. Come, hunt and eat."

The two then climbed to the ridge of the snow and Grem set out with Grokh's zamra and spear to stalk a malask that was grazing away from the herd. Grokh lay motionless in the snow in wonder as his vision played out before him.

Grokh's blood flowed with excitement as Grem stalked the beast. Grem threw his zamra and it stuck deep. The beast began to run and the herd fled. Grem jumped for the chase and began expertly sliding with the wind in his patagium to make a fast chase. He thrust his spear into the beast and chased it away from the herd until it tired. The beast stopped and Grem wrestled it to the ground for the kill. The malask was a magnificently large beast and hauling it back to the clan would take both of them and all of their strength.

Grokh rushed to his son's side and congratulated him on the kill. Grem stood in awe, his instincts fighting with his mind. He had killed a vision and it was true. The vision was fresh, the beast's blood was on his claws. His body told him to eat but his mind feared that eating a vision was forbidden of the Creators. Grokh said to Grem, "It is an offense to the Creators to kill and not eat." Grem knelt down in the snow, pulled the zamra free and sliced out fresh meat offering it to Grokh. Grokh declined knowing already the sweet taste from his dream. Grem ate and then Grokh cut his own. The meat was sweet and filled the desire of their bellies. They dressed the kill and gathered the carcass onto their spears to carry between them on their long journey home in the north.

The Creators were pleased. Their council and plan had become fruit sweet to partake. Grokh and Grem returned with all of Grokh's children and they began to manage the herds. The Creators gave Grokh and Grem more visions and they mastered the ice and south. They claimed the herds and bred them for all yazirians. Grokh mastered the savage within him all his days and the Creators granted him that he would never be forgotten by commanding that the white fur of his blood would always show in any yazirian born to his children. Thus began the clan of Grokh. All yazirians who have white fur have Grokh and his children in their blood.

When you meet a yazirian with a patch of white fur it is proper to greet him by pointing at the white fur and saying, "Grokh the White One". This is an honor to all yazirians who follow the ancient ways. The legends say that if you meet a yazirian who has all white fur, trust him as the Creators trusted Grokh. I hope someday to be able to say that I have met a white yazirian.

GM NOTES

Grokh and Grem not only created slides and spread the skill of sliding on snow but also invented sleds to carry the kills of malask hunted on the southern white snow.

Few yazirians have white fur spots. Yazirians with full white fur are rare. Some believe this legend is true. Many believe it is just a legend to explain why some yazirians have white fur. Science explains white fur as a genetic anomaly. The Family of One discounts the legend as just an old story.

SUPPORT THE FRONTIER EXPLORER VIA PATREON



Do you enjoy the Frontier Explorer? Would you like to help support the production of the magazine and improve it? If so consider supporting our Patreon campaign (<https://www.patreon.com/FrontierExplorer>).

We love making the magazine and will continue to do so regardless of the outcome of this endeavor. However, the production and maintenance of the magazine and website have costs and that's where you can help.

In addition to just our deep felt thanks, there are perks to patronage. Depending on the level of support you get access to supporter only forum on the website, e-mailed a copy of the magazine in advance of its public release, early access to the articles for up-coming issues, and at the highest level, a print copy of each issue you support. In addition, supporters will be listed on the magazine's website and at some levels here in the magazine itself.

The patrons that helped support this issue of the magazine are:

- At the **Scout** Level – Andrew Moore, DW, and Tevel Drinkwater
- At the **Explorer** Level – Shane Winter, Jack Murphy, Tom Ladegard, and Dirk Wendt
- At the **Space Ranger** Level – Richard Farris and Scott Holliday
- At the **Ship Captain** Level – Wade Wilson
- At the **Station Master** Level – Pagan & Fred Kauber

I want to say thanks to our patrons for their contributions.

The money raised will be used to improve both the [Frontier Explorer](#) and [Star Frontiersman](#) magazines in various ways including improved web hosting, improved software and hardware for production, website upgrades and improvements with the magazine itself.

We'd love to have your support to help make the magazines the best that they can be. Jump on over to the Patreon site (<https://www.patreon.com/FrontierExplorer>), read all the details, and consider becoming a patron.

Warriors of White Light 2.02

CLARION STATION EXPANDED

Philip Campanaro

The Warriors of the White Light module came with a very nice floorplan of parts of Clarion Station to use in the adventure. It only had this to say about Clarion Station interior:

“Many of the Royal Marines’ leisure hours will be spent on the business deck of Clarion Station. The space station business deck plan from the large map can be used if the referee wants to set up any adventures here.

This description is only a thin framework for the referee to build upon. The referee should add detail and variety to his descriptions of the business deck, so that Clarion Station develops its own identity different from all of the other stations the map might eventually be used for.”

So, the writers obviously wanted two things; one for the floorplan to be generic and multiuse and to concentrate on the space missions part of the adventure. For my part in the Warriors of White Light Challenge, I wanted to detail the station a little more so that adventures could happen there, and the fun would not end just because they are not on the ship. After all, the module did state the crew would be on the ship for four days and on the station for two days.

To review for those who have forgotten the Warriors of the White Light module had the following additional things to say about Clarion Station.

SPACEPORT TRAFFIC

A starship arrives at Clarion Station about once every 100 to 200 minutes. Shuttles leave for the planet even more frequently. This heavy traffic brings thousands of characters of all four races through the station, so huge crowds can be seen mingling about on the business deck at all hours. The referee can stretch his imagination describing hundreds of beings going about their business with frantic haste.

All of the major corporations in the Frontier have offices at Clarion Station. Agents for these companies can be encountered throughout the business deck. Independent freighter owners and pilots are also common, searching for cargos and buyers.

ENTERTAINMENT

Nightclubs and restaurants of all sorts are common on the station, from the cheapest dive to the most elegant dining room. A dinner can be purchased costing from 5 Cr to 200 Cr. Many places have live music.

Editor’s Note: This is the second entry in our Warriors of White Light challenge that we introduced last issue. Philip gives us a detailed look at the Royal Marines home port – Clarion Station. Full of people and places to see and things to do, there is no excuse for an off-duty Marine to be bored. If you would like to contribute to the challenge, check out the details in issue 22 on the Frontier Explorer website.

The “Dance and Dice” is a favorite hangout for spacers of all types. Characters can try their luck gambling by rolling d100. The minimum bet is 50 Cr. The following are winning rolls.

DANCE AND DICE GAMBLING

Dice result (d100)	Payoff on Bet
00	25 x bet
99	10 x bet
Any other doubles	7 x bet
Any other result	no payoff

There are rumors that the dice at the “Dance and Dice” are not always honest. The referee should feel free to alter any result he does not like. Of course, the club keeps a number of “Goons” on hand to reason with players who do not understand or appreciate such tactics.

SECURITY

The Royal Marines are in charge of station security. Although the characters responsible for this police work are in a separate branch of the service, all Royal Marines in the area can be called in to help when trouble breaks out.

From these paragraphs and the station map we can draw enough conclusions to have a good idea of what kinds of beings and places we can find on Clarion Station.

HISTORY OF CLARION STATION

In around 410 PF a human survey vessel found a possible habitable planet in the White Light system. A young noble family won the right to colonize the planet through a Colonization Tourney. They collected a great number of their retainers and serfs and made arrangements for a

survey and colonization vessel which they took to the system.

They arrived around 390 PF and began the survey of the system and of the planets. Finding the second planet in the system to be habitable, they then brought the survey and colonization vessel into orbit around that planet and began a one-year (system planetary time, not their own time) survey and exploration of the planet.

During this year many things were accomplished: a complete map of the planet in all dimensions, geological surveys, weather patterns plotted, settlement locations determined, biology of the planet inventoried from microorganisms to macro-organisms, vaccines developed for new viruses and bacteria discovered, time aboard the survey and colonization vessel adjusted to be complimentary to planet-side time, work assignments and roles finalized for all those going planet side, training and rehearsals for those who needed it, and a few hundred other things like establishing a satellite network.

On the designated day, the twelve landing modules (one for the ruling Clarion family and their serfs and the other eleven for their noble retainers and their serfs) detached from the survey and colonization vessel and landed on the planet. The long work of building the colony ground-side began.

Meanwhile the crew of the survey and colonization vessel continued in orbit to provide support to the colonists. Over the course of the last 400 years the original survey and colonization vessel has evolved and been modified until it is today the Clarion Station.

GENERAL NOTES

BASIC FACTS

Clarion Station has a radius of 500 meters.

The station rotates once every 44.924 seconds.

DECKS

Decks are 5 m apart with the space between used to house life support apparatus, structural reinforcement and some armor.

Decks are numbered from the center out, with the outer deck being 100. This has the advantage of having the deck number tell you what percentage standard Clarion Gravity the deck is at.

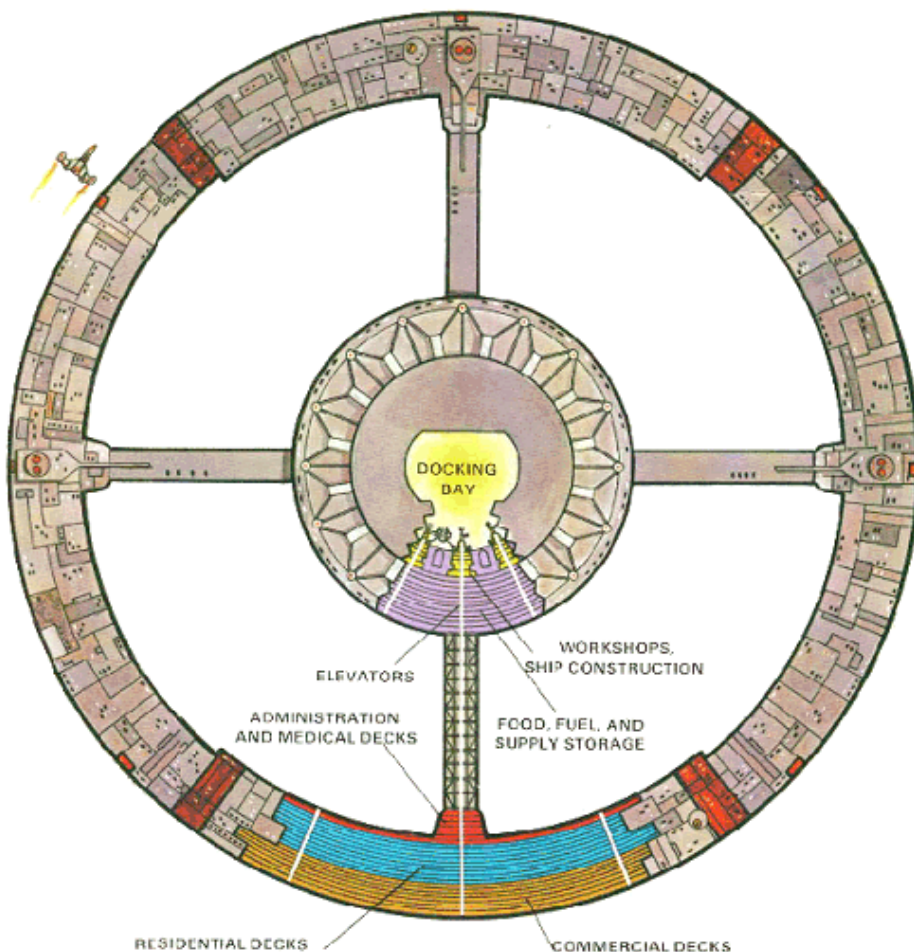
The ring is divided in to 16 sections, each separated by a maintenance section that includes lifeboats, airlocks, robot control and recharging stations and other equipment and storage used in station upkeep.

Locations are given by an alpha numeric in the form of the deck number, followed by the designation of what type of area and then the room number:

- C=commerce
- R=residential
- A=administration
- H=hub locations

So 1C-1-15 is a commerce deck in section 1, on deck 1, room 15. Hub locations do not have sections, so 3H would be deck 3 in the hub. It should be noted that over time some rooms have merged and been made into larger rooms while some have been divided into several smaller rooms. Divided rooms will have an additional number after a “:” to show its designation, for example 1C-1-15:3. Rooms that no longer exist have their numbers stored in the central database and sometimes used as clues in the station’s daily newsfeed’s crossword puzzle.

Many areas of the station, while having numbers, those numbers are



not in common usage. Areas like the Pan Galactic services area and the Dice and Dance.

Elevators to the hub can be found in sections 1, 5, 9, and 13.

TIME

Time on Clarion Station is measured in two ways. All clocks on station show both Galactic Standard Time and Clarion Planet Time. This is not much of a problem since the lights on most of the decks are always on. Almost all of the businesses on the station are also open at all times to handle the never-ending flow of space traffic. Personnel on the station work shifts based on their employer's time standard. Typically, megacorp employees work on Galactic Standard Time while those who work for and/or are from Clarion work on Clarion Planet Time.

LANGUAGE

Language on the station for both announcements and signage is Pan-Gal. There are special universal translators available for free at all entry points to the station (although if you require one for a special language it can be arranged). These universal translators can also translate the signs on the station by holding it up to the sign's translation dot.

SHUTTLES

Shuttles run from Clarion Station to the planet's surface on a continual basis. Although there is only one starport on Clarion, there are shuttle landing ports in every major city, many of the minor cities, and many more private shuttle landing fields which are owned by nobles, megacorps, rich merchants, and private and public organizations.

To take one of the regularly scheduled shuttles to the surface is a simple matter of buying a ticket at one of the numerous Shuttle Ticket Machines (STMs) throughout the station or by logging on to the station's computer system and using the ticket purchasing site. However, if you wish to take a personal shuttle to the surface you must first get clearance from Clarion Station Space and Air Traffic Control and then either dock your shuttle for inspection or rendezvous with a Clarion Royal Marine inspection ship. Landing a shuttle on the planet's surface without an inspection is a major felony carrying a minimum sentence of ten years.

HOUSING

All of the housing on Clarion Station is owned and operated by the station. Housing on Clarion Station is divided into four different types of housing. These are based on usage, since all housing is basically identical.

First there is the short-term tourist units. These are rented by the hour and day and have very limited amenities. All furniture is modular and can quickly be changed to suit the different races. The whole area is open with rooms opening by use of the renter's ID Card.

Next is long term tourist units. These are not really used by tourists but more by business beings conducting deals on the station and spacers looking for a break or employment. These are rented by the day and week and have reasonable amenities. The whole area is open with rooms opening by use of the renter's ID Card.

Next are long term units rented out to the various megacorps and individuals who work on the station but are not station employees. These units can be rented individually or as blocks of units depending upon how many employees the renters wants to have. There are additional fees if the renter's wish to use more than the basic station services such as schools for dependents, station cafeteria, or more than basic health services. The whole area is closed, and access to the area and to their room or suite of rooms is by use of the renter's ID Card.

Lastly there is the housing for Clarion Station employees. These have the most amenities and are assigned based on the job of the employee and are considered part of the employee's compensation. Of course, an employee may "upgrade" their housing assignment by paying the difference in price. The Clarion Royal Marines barracks are in this category. The whole area is closed, and access is by use of the renter's ID Card.

It should be noted that there are a few areas which do not fit into these categories. Some hotel chains rent units and provide these rooms with additional services such as room service and a cleaning service for a higher fee to cover costs. Other units are rented out long term by either private companies who visit the station frequently but do not stay on the station full time. This gives them a "home" of sorts. There are also some units which are "owned" by various governments and have embassy status with the Clarion government for their portion of the station.

GAMBLING

Gambling on Clarion Station is legal and, like many other things, taxed by the Clarion government. All businesses which allow gambling are required to sell Clarion High Intensity Pogs (chips) to be used in placing all bets. Chips are cashed back in for credits. (All of this is done with I.D. cards electronically. No actual cash is used but the chips are actual coins). All winners are required to pay tax on their winnings. Businesses also pay a fee for the privilege of selling the chips.

Chips are available in several different denominations: 1 credit, 5 credits, 10 credits, 50 credits, 100 credits, 500 credits, 1,000 credits, and 10,000 credits. It is illegal to take chips off the station. Although tourists try to take 1 credit, 5 credits, and 10 credits chips as souvenirs, the real reason it is illegal is that they can be used in black marketing, money laundering, and several other criminal endeavors.

Unregulated gambling on Clarion Station is a crime. The Clarion Royal Marine Vice Squad is charged with finding

and breaking up these illegal games of chance on the station. Most of the time the participants are fined and made to pay taxes on winnings. Organizers are fined and made to pay taxes on the overall take with repeat offenders given jail time and possible banishment from Clarion Station.

There are several types of gambling which are popular on Clarion Station. The Dice and Dance game is one which is usually played solo against a house dealer. Another is High Station which is usually played with four or more players and may or may not include a house dealer. To play each player pays a 10 credits ante. Then each player rolls 3d10 and totals the dice, 0 equals 10. Then starting with the player with the lowest total, each player can fold and drop out of this round of betting or ante another 10 credits for each d10 they wish to reroll. A player may only reroll a single d10 once per round. The player with the highest total on the dice wins the pot.

Another form of gambling popular on Clarion Station is slot machines. To play slot machines a player drops a number of chips into the machine, the total value of which is their bet. The player then rolls 3d10 and compares the result to the chart below.

SLOTS ROLL

000=100x bet	Doubles and a 0=10x bet
999=90x bet	Doubles and a 9=9x bet
888=80x bet	Doubles and a 8=8x bet
777=70x bet	Doubles and a 7=7x bet
666=60x bet	Doubles and a 6=6x bet
555=50x bet	Doubles and a 5=5x bet
111=50 credits	Any triple not listed =100 credits

STATION MAP LOCATIONS

The following are examples of what each of the deck plan locations on the map which came with the module could be. The following section titles refer to the labels on the map. The store’s actual name is given in the description.

Both the Frontier Lounge and Spacer Club are owned by the Famous Clarion Chef and Hologrid Cooking Show star Manny Porchet. He does not spend much time at either location but does check in regularly with the Head Chef and Mixologist in Charge.

Editor’s Note: Tom Stephens created a remastered version of the Station deck map from the Knight Hawks boxed set that has been posted on-line for people to use. You can [grab a copy](#) on the Star Frontiers Network Wiki that is suitable for printing or using in a virtual tabletop system.

MAIN COMMERCIAL DECK LOCATIONS

FRONTIER LOUNGE

Real Name: Frontier Lounge

Owner: Manny Porchet

Important beings: Head Chef Sonny (Dralasite)

Location on Station: Commercial Deck 1

General Business: Sale of classic Clarion luxury meals with music performances

Fun Facts: The Frontier Lounge is a high-end restaurant with a set menu of classic Clarion dishes and drinks that are hard to find even on Clarion. Typical meals are at least three courses and cost between 75 credits to 150 credits although there are some special-order items which are 200 credits. The wait staff are all biological beings and top notch. The bands which appear on the stage play current popular Clarion music and are either up and comers with no or one hits or bands which are on “reunion tours”.

FOOD COURT KITCHEN

Real Name: SynthCorp Hot Sandwich Shop

Owner: Tolstoy (Dralasite)

Important beings: Sandbot 3000 (Robot)

Location on Station: Commercial Deck 1

General Business: Sale of quick made sandwich items for all races.

Fun Facts: A standard outlet of SynthCorp Hot Sandwich Shop, just like the thousands of others scattered across the Frontier. The menu is limited but you can expect the food to be the same good taste and quality as found at the other outlets. This is greatly aided by the fact the food is prepared by a Sandbot 3000 food preparation bot who is also the mascot of the chain. The owner of this particular outlet can be found here at most times making sure things are going right and greeting the customers. Meals here cost between 10 credits and 20 credits, except for the Famous Little Ones Meals which are 5 credits.

CLOTHING STORE

Real Name: Cover Ups

Owner: Justin and Thea Preen

Important beings: No other employees

Location on Station: Commercial Deck 1

General Business: Sale of personal clothing of a plain and functional style

Fun Facts: While there are many articles of clothing on display in the store they are not what is usually sold. Due to the vast number of sizes and styles that the four core and many minor races come in it, is more practical to keep

pieces of cloth on hand and then sew them together after scanning the clients' measurements. This is not a place for "fancy duds". You can get most everyday clothing and work clothes and the outfit can usually be assembled in 10 to 20 minutes for between 30 credits to 100 credits.

SPACER CLUB

Real Name: Spacer Club

Owner: Manny Porchet

Important beings: Mixologist in Charge Hatlock (Yazirian), Head Bouncer Dalton [Gorlian (who are not Yazirans)]

Location on Station: Commercial Deck 1

General Business: Sale of drinks and some light snacks

Fun Facts: When a holoivid show is looking for a seedy space bar this place is made to order. Tourists who wander in here usually leave quickly but if they stay then they had better fit in quick or they will be encouraged to leave. Relaxants and intoxicants from Star Play Industries are the largest part of the menu here with a few snack type items available. There is no house gambling here, but a few games of chance will be found being played at the tables with chips purchase from the Spacer Club. As long as they stay friendly the several bouncers (some of whom are off duty Clarion Royal Marines) will not interfere.

JEWELRY STORE

Real Name: Water under the Bridge

Owner: Marge Wimperson (Human)

Important beings: Head Salesperson Lanker (Vrusk)

Location on Station: Commercial Deck 1

General Business: Sale of personal ornamentation items both valuable and not

Fun Facts: The number of items which could be considered jewelry in the Frontier numbers in the millions. This store specializes in Clarion water crystal jewelry. This is the only store not on the planet which sells these items, so it is surprisingly popular for such a small store. These crystals are used in rings, bracelets, earrings, necklaces, headbands, brooches, cufflinks, cape clasps, and many other similar items. They also can implant the crystals in Dralosite skin which is very popular with the Aquarian Dralosite Clique.

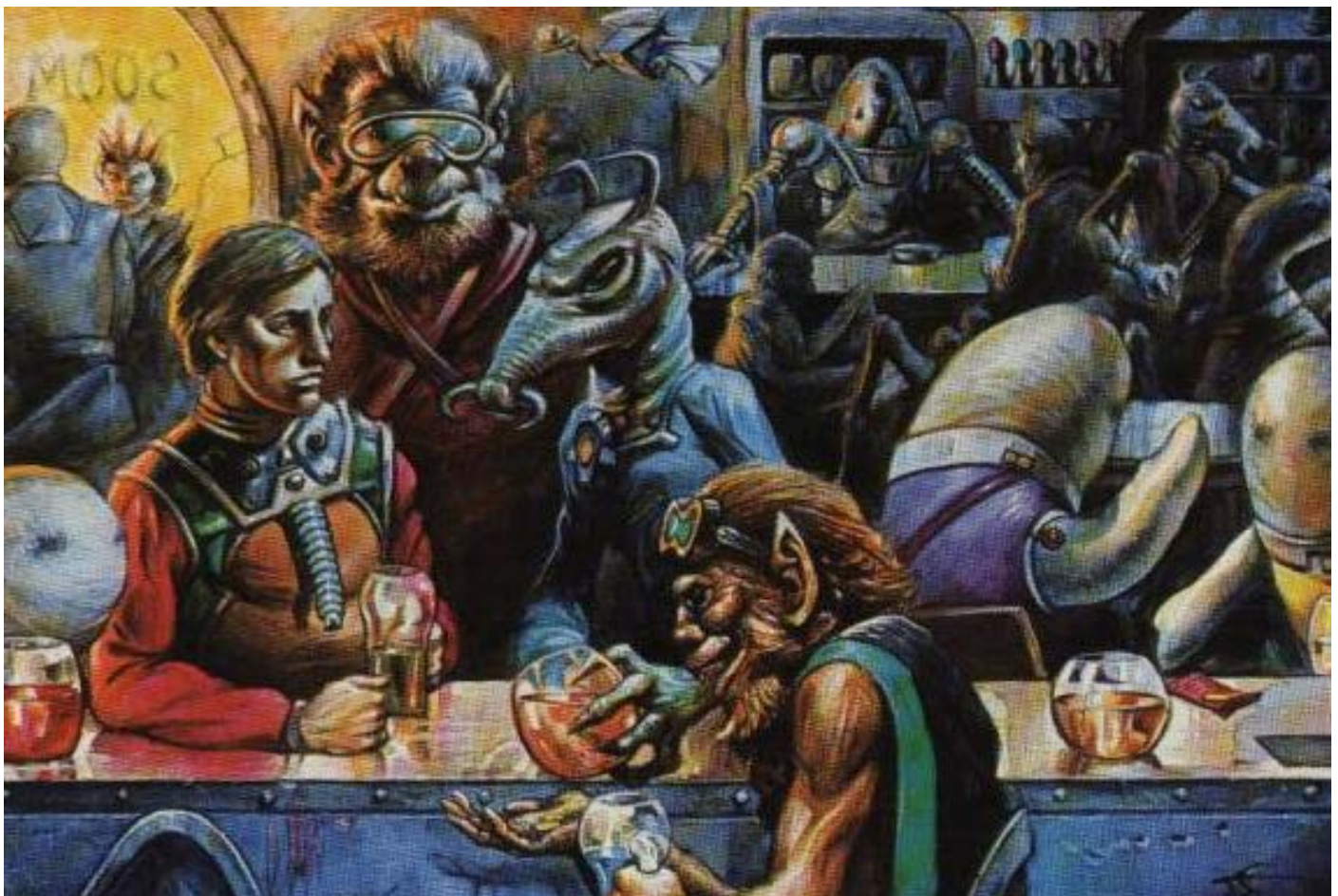
SOUVENIRS

Real Name: Everything Clarion

Owner: Walt Flags (Human)

Important beings: Betty Flags (Human)

Location on Station: Commercial Deck 1



General Business: Sale of items to commemorate your trip to Clarion

Fun Facts: Most of the items in this store are of the cheap plastic variety and come in many different forms. Some are things which are generic to all the core four races while others are made to appeal to specific races like the Clarion Mudflat Incense Burners for Dralasites. The business is run by a father-daughter team who are both from Clarion.

ZOOLOGICAL GARDEN

Real Name: Clarion Woodland Meadow Area

Owner: Clarion Station

Important beings: Chief Warden Doctor Lazarus Wellby VD (Human)

Location on Station: Commercial Deck 4

General Business: Psychological relaxation, air replenishment and flora breeding.

Fun Facts: This is one of several park areas on Clarion Station. While it is expensive to set up and run, it provides many benefits for the station and the planet. First the plants here help to freshen the air on the station. Next the plants which are cultivated in this area are all on the Clarion Endangered Species list. This gives them a safe area to be cultivated in something close to their natural environment. Next for those who have been aboard ships and the station for a long time it allows them a natural area to unwind without having to go down to the planet. This has been found to reduce depression and violence on the station.

PAN GALACTIC DECK LOCATIONS

The great thing about gaming is that things do not have to be what they say they are. So here are some examples of what each of the deck plan locations could be if this was a section of the Pan Galactic Corporate Offices located on Clarion Station or maybe even on a planet somewhere.

All of these locations are located close to where the Pan Galactic Corporation has the quarters for their employees. Total number of employees on the station varies but usually numbers around three hundred and includes: salesbeings for the shops on the station, dock crews who handle the loading and unloading of spaceships with Pan Galactic Corporation cargo, representatives to the Clarion Government (lobbyists), shuttle crews for Pan Galactic Corporation shuttle fleet, support staff for the employees both administrative and logistical, and many temporary employees such as space ship crews, employees in route to other locations, various employees who work on Clarion but shuttle up for meetings, and such.

FRONTIER LOUNGE

Real Name: Pan Galactic Corporation Meeting and Training Room

General Business: Place for large group meetings and mandatory training events

Fun Facts: The Meeting and Training Room is pretty much what it sounds like. Every large company has the mandatory safety holovids their employees must watch, the mandatory pep talk meeting from the CEO, the mandatory instructions on new product roll out, the mandatory holiday fun time get-together with holovid greeting from the CEO, the mandatory we are doing this charity and why you should give your all to it meeting, and others. Food and drink are served depending on the occasion. Strength of drinks depends on how cooperative the execs want the employees or how bad the news is.

SPACER CLUB

Real Name: Pan Galactic Party Den

General Business: Place for employees to come and relax and enjoy themselves.

Fun Facts: This place is similar to a sports bar, fun place to meet at the end of the day, or coffee shop. There is a wide variety of food and drink available for purchase although some can come from your Pan Galactic Corporation meal allowance. Pan Galactic Corporation employees are allowed to bring non- Pan Galactic Corporation employees here as long as they are logged in with security. This place also has a hidden purpose. Some of the business cultures in the Frontier work a little during the work day but the real business is done after hours. The Pan Galactic Party Den gives the Pan Galactic Corporation a place they can bring clients and prospective clients to that they can totally control.

FOOD COURT KITCHEN

Real Name: Pan Galactic Corporation Meal Allowance Station

General Business: Keeping the Pan Galactic Corporation workforce full and happy.

Fun Facts: As part of their compensation for working on a space station far from anywhere civilized, all Pan Galactic Corporation employees can get all their meals and snacks for free from this place. While they are free to eat at any place on the station, Pan Galactic Corporation prefers they stay close in case they need to be called back to work.

CLOTHING STORE

Real Name: Pan Galactic Corporation Employee Uniform Services

General Business: Providing for the clothing needs of Pan Galactic Corporation employees

Fun Facts: To help Pan Galactic Corporation employees keep to their assigned jobs, many of the basic household services like maid service and meal preparation are done for them. This place is where employees are given their uniforms and where they bring them for cleaning and

maintenance. Personal clothing items may also be brought here and will be done for a small fee deducted from their salary.

JEWELRY STORE

Real Name: Pan Galactic Corporation Employee Welfare

General Business: Assisting Pan Galactic Corporation employees with any problem they may have with their employment.

Fun Facts: Basically what we call Human Resources today, it should be noted this is the smallest office of the group. In fact, there is only one living employee and most of this space is dedicated to special computer terminals where employees get their periodic reviews, special announcements, reassignments, internal job applications, and pink slips. The one living employee is there to handle special things and it is usually considered a bad thing to be called into to see her.

SOUVENIRS

Real Name: Pan Galactic Corporation Security Service

General Business: A combination of security guards and investigative service.

Fun Facts: Pan Galactic Corporation has millions of credits worth of material, investments, and personnel on Clarion Station. To protect all this takes a unique group who have to perform many different boring and challenging activities. From watching CCHV (closed circuit holoivid) all day, to finding out who is stealing strawberries from the Pan Galactic Corporation Meal Allowance Station, to preventing industrial espionage, this crack team can do it all. Additionally, special teams who handle special trouble are often hired and/or report here. The regular security staff is not jealous of them at all.

Of course, there are many more locations on Clarion Station that a referee will need to draw their own maps for. Some of these are quite large and cover several rooms or entire decks. Others are just one room where interesting events can occur.

SECTION 1 LOCATIONS

PROMENADE (1C1-3C1)

The three rim-most decks of the commerce area of section 1 are referred to as the Promenade. Balconies lined with shops on decks 1 (the mezzanine) and 2 (the terrace) overlook the large open space.

THE ARCADE (4C1)

A cluster of very small shops squeezed under one side of the mezzanine, this area is known for having some of the narrowest corridors on the station.

DANCE AND DICE (98C1-97C1)

The primary hangout for most of the Royal Marines, primarily because of its proximity to the barracks. Known for gambling and being very low class.

CLARION ROYAL MARINE BARRACKS [(9R1 (ENLISTED)-8R1 (OFFICER))]

This area houses the barrack assigned to the members of the Marines for their use when off duty and, for starship crews, not on patrol.

CLARION ROYAL MARINES OFFICES (8A1)

The main offices of the Marines on the station. If you need assistance this is where you go. It also includes a small armory for equipping the marines on station as well as meeting rooms, interrogation rooms, and a number of jail cells.

CLARION ROYAL MARINE INFIRMARY (8A1)

Part of the Royal Marine Offices, the infirmary provides medical facilities to members of the Marines and their



families. It can also serve as an emergency medical facility for others on the station if necessary, for a fee of course.

BEHAVIORAL MODIFICATIONS UNIT (8C1)

Though controversial in some systems of the Frontier and with the anti-monarchists of Clarion, Behavior Modification is used extensively by several races on the station as a treatment for minor mental conditions. Yazirians however do not like this method of treatment as they believe it dulls their battle rage. The unit is run by the aloof Dr. Ziff'kli'kla (Vrusk), and his assistant Zara Breen (Human). There are persistent rumors of more severe and diabolical uses for the equipment here.

PSYCHO-SOCIAL DEPARTMENT (8A1)

A small branch of the Clarion Royal Marine Station Security Detachment that uses computer modelling to predict the behavior of the population of Clarion Station and profile criminal behavior. The department is run by Lieutenant Anders Galca, a tall, slight young man with a meticulously kept beard and moustache too large for his frame. He is the son of Baron Galca of Nazine.

LACS (LOGIC ASSESSMENT CONTROL SYSTEM) CONTROL ROOM (7A1)

The level 6 main computer for the Clarion Royal Marines. The Senior Technician is Amro Jervis.

SECTION 4 LOCATIONS

NAPIER'S (1C4-98)

Napier's is a high-end dance hall famous for its holographic dance floor that allows "dancing in space." It is the favorite hangout of the Vrusk "facilitator" K'lack Zeek, who can find a buyer for anything.

SECTION 5 LOCATIONS

Pan Galactic Plaza contains both Pan Galactic storefronts and offices. There is also a Galactic Task Force recruiting station here. The locations detailed earlier are located on the deck below the storefronts and offices and above the employee quarters.

SECTION 7 LOCATIONS

CDC Offices can be found in this section of the station.

SECTION 9 LOCATIONS

This section houses the establishments detailed at the beginning of the Station Map Locations section. The room numbers for those various businesses are:

- Spacer's Club (3C9-156)
- Frontier Lounge (3C9-157)
- SynthCorp Hot Sandwich Shop(3C9-160)
- Cover Ups (3C9-164:3)
- Water Under the Bridge (3C9-164:4)
- Everything Clarion (3C9-164:5)

SECTION 13 LOCATIONS

While Strel is not allowed to conduct commerce in the White Light system, they do maintain an office on the station. The Strel Offices are located in this section.

SECTION 15 LOCATIONS

MALCO ENTERPRISES OFFICE (9C15)

The office of Blooda Bon-bo, a Dralasite rumored to be in charge of Malthar operations in White Light. They do have a legitimate cover selling Outer Reach products such as robots.

LOST REACH (9C15)

The favorite hangout of Blooda Bon-bo, Lost Reach is the only place on Clarion Station with live blow singers. Also known for their water pipes, spice bars, numerous incenses, and lots of lounging bowls. It is also, the only bar on Clarion Station that you cannot get Ixiol or any other illegal substances (the Malthar wants to keep their place clean to use as a recruiting hall, meeting place and for money laundering).

RUMORS AND LEGENDS OF CLARION STATION

When a place is as old as the Clarion Station, many rumors, legends, ghost stories, Yazirian mythakes, Dralasite debate haunting points, Vrusk etiquette roots, and more build up about a place. Here is a listing of some of the more well-known ones.

THE ORIGINAL CONTROL ROOM

As the station is very old, it has been modified and updated and damaged and worn out systems and sections have been replaced. You would be very hard pressed to find anything from the original survey and colonization vessel. In fact, the Clarion Royal Historical Society will pay good credits for any items which can be proven to be from the original ship.

It is said that when they were modifying the survey and colonization vessel into the Clarion Station they kept the bridge control as a backup in case the new control systems did not work. This held true for several system upgrades as the new control room and the station expanded. Supposedly one day they closed up the door to the original control room



Scott Mulder

and did not open it again. The key and the location were both lost over time.

There are two reasons this legend prevails. One is that the Clarion Royal Historical Society will not only pay a fortune to the finders of this historic place but will sponsor the finders for a Knighthood on Clarion. The second is much more sinister. Since the purpose of keeping the original survey and colonization vessel control operational was so it could control the station while modifications were done on the new control room. If terrorists or criminals could find the original survey and colonization vessel control room, they can take over the entire station.

THE BLACK ECONOMY

There are secret and not so secret black markets everywhere there are regular markets. It really does not take too much effort to find the “hard to acquire” items they wish to purchase even on Clarion Station. But there are rumors of a much bigger and larger Black Market that is centered on Clarion Station.

This Black Economy is supposed to have an entire deck blocked off to itself including access to several shuttle docking ports and airlocks that do not register their usage on any of the Clarion Station control boards. This kind of operation would speak to levels of corruption and bribery that would bring down the Clarion monarchist government.

It is said the Black Economy is controlled not by any criminal boss or organization but by the Black Economy merchants who run it through a democratic system. While where the goods and services come from may be in question, that does not mean there is no law in the Black Economy. The Black Economy functions on the principal of “A deal is a deal”. Breaking a deal will bring the full and considerable weight of the Black Economy upon you. This includes talking about the Black Economy to those you shouldn’t. Of course, that is only if the place actually exists.

THE MYSTIC

It is rumored that there is an alien of some unknown determination who has hidden itself (no one is sure of its gender or if it even has one) deep in the bowels of Clarion Station. The location is supposed to be close to a leaking radiation source on the station. One big enough to be noticed but too small for the station maintenance personnel to bother with.

The reason the alien stays down there is that it is an extremely powerful psionic creature capable of seeing into the future. These images are slowly driving the alien insane, so it stays by the radiation as a way to dampen the effects.

But even an alien still has to eat and drink and have a few of the basic necessities of living. So, if you know where to look and are lucky enough to find the alien, for a fee it will tell you what it can see of your future.

R.O.U.S

There is a persistent rumor of a special type of vermin running loose on Clarion Station. Despite the many control measures taken in both immigration to the station and regular sweeps of sonic and poisonous gas in uninhabited areas of the station, many beings on Clarion Station report seeing Rodents of Unusual Size in dark and not well travelled areas. No violence has ever been reported but the disappearance of many items, especially electronic items and possibly some beings is said to be linked to the ROUS.

Editor’s Note: If this is a true rumor in your campaign, maybe these ROUSes are really Vimh (see the Vimh article in Star Frontiersman issue 5, p35).

THE MAZE

There are rumors of many types of not so wholesome family entertainment on Clarion Station; Human fight clubs, Vrusk martial artist death matches, Yazirian Death Fall groups, Dralasite Eating Competitions (you don’t want to know) but the most persistent is that of the Maze.

It is said that a long unused corridor of the station has been converted into a deadly obstacle course in which volunteers compete in various heats to win prizes. Sometimes they are the runner against the clock, sometimes they are run in heats with the best time winning, and sometimes it is two or more beings running at the same time with only one winning.

It is not known how deadly the Maze is. Some say many of the contestants never finish the Maze, while others say it is not even as dangerous as Yazirian Hoop Glide Racing and that there are Champion Runners who compete in tournaments. It is also said that the Maze is altered for the different races of the Frontier to keep things even.

THE DUNGEON

Many years ago there was a revival of the ancient feudal customs from the world the people of Clarion came from. The beings on the station would dress in period costume, go on perilous quests and fight the vicious creatures with primitive weapons. They used specially designed robots to represent the creatures. After a time, the fad ended in favor of table top role-playing versions of the same activity (with 50% fewer beheadings).

There is a legend that the creature robots were left aboard Clarion Station. It is said that some were not powered down and that the advanced programming of villainous creatures has them attack any beings who enter into the area of the station where they are located. It is said they are building up supplies and parts to increase their numbers and will one day try to take over the station.

POSSIBLE ADVENTURES ON CLARION STATION

Warriors of the White Light was a Knight Hawks adventure. This means it did not give much in the way of non-starship role-playing adventures. While it did mention possible police work aboard Clarion Station, it said that another department handled that. Funny thing about beings, they see someone in a uniform and they want those beings to do something. Even if those beings are not the right ones. The Royal Marine Commander can also temporarily reassign Royal Marines to handle special situations. Maybe the player characters themselves will take on a case for many reasons of their own. The listings below are more “adventure seeds” than full blown adventures. Referees will need to fill in details.

SHORE LEAVE

The Royal Marines have been called in to keep the peace between the Official Clarion Station Longshore Beings Union, the Megacorps, and the crews of the ships docking at the station.

The Official Clarion Station Longshore Beings Union are on strike over working conditions. There are several different groups of Longshore Beings who all work for different employers. They have recently banded together and formed their union. They are picketing and holding rallies at various locations around the station. The Official Clarion Station Longshore Beings Union are not allowed to interfere with the operations of private citizens loading or unloading from the star ships and shuttles, but they are loudly voicing their protests over anyone doing “their” work.

The situation could turn violent and the work stoppage is seriously interfering with the Clarion economy. The Clarion Marines are not involved in the negotiations.

BUG HUNT

The Clarion Royal Marine party are grabbing a meal at Synthcorp Hot Sandwich Shop when they notice a disturbance at the Frontier Lounge. Patrons and staff are pouring out the doors in a mad rush. Working their way over to the Frontier Lounge and entering it they can see several creatures roaming the dining room and coming out of the kitchen.

The maître de approaches the group and explains that the creatures were supposed to be the main course on this day’s menu, but they have escaped and are running amok. The creatures are supposed to be prepared freshly killed and that is why they were alive. The Frontier Lounge had all the proper permits for bringing them on board. The maître de demands that the Clarion Royal Marines recapture the creatures and restore order to the restaurant.

If they seem reluctant, the maître de will remind them that if the creatures get into the air ducts they can get anywhere in the station. Shooting the creatures is not an option. The Frontier Lounge needs them alive and the damage to the station by weapon fire cannot be tolerated. (How dangerous the creatures are is up to the referee. They can be slippery eels, comically hard to grasp or acid spitting wall crawling spiders).

FREE BIRD

The Clarion band “The Roundheads” have been booked to play at the Frontier Lounge. They are well known and very popular both on and off planet. They are also very well known for their anti-royalist leanings which comes through in their lyrics and on-stage rants against the monarchists on Clarion. Lately several of their concerts have ended in violent skirmishes between their fans and those who oppose the band and what they stand for.

The Clarion Royal Marines have been called upon to prevent any violence from happening. Since “The Roundheads” have been booked for a week, the protection detail needs to protect not only at the shows but at their quarters, at meals, at rehearsals, and at what the band considers recreation.

TALES ABOUT A GOLDEN MONKEY

A high-ranking member of GodCo is scheduled to visit the station and will require a protection escort. The Clarion government has given permission for a sample collecting mission to visit several natural preserves on Clarion. While they have office space on Clarion Station, this mission requires a quadrupling of the staff on station and several teams on the ground.

However, several groups are not happy about GodCo being allowed to sample Clarion. The Liberation Party is against this since they suspect the monarchy of ulterior motives than the sharing of genetic material to the benefit all of the Frontier. Several radical environmental groups are against the stealing of Clarion genetic material or that GodCo will use the samples to create genetically modified crops to be planted on Clarion.

The Clarion Royal Marines are called upon to provide security for the GodCo staff on station and to make sure this mission goes off well.

WORM FOOD

As the Clarion Royal Marines are enjoying their leisure time aboard the station on the business deck, they notice a being who appears extremely sickly for its race. When they approach the being it will notice they are Clarion Royal Marines and demand protection from them. The being will explain they were part of a party that was camping in an isolated part of Clarion and all came down with a strange malady. The being will say that it cannot remember much

of the last two weeks and is not sure how it ended up on the station.

At about this time, a number of beings equal to the number of Clarion Royal Marines will approach the group. They also do not look too well but not as bad as the original being they met. These beings will explain that part of what the original being says is true. They were camping in the outback area and all of them did contract some illness but are being treated at a clinic on the station and should get back. The original being does not seem like it wants to go with the others.

The Clarion Royal Marines must make a decision on what to do with the beings in front of them. What is going on is that the beings have all been hypnotized by a Sathar they encountered in the outback. They have been instructed to leave the planet and meet with other Sathar agents on Clarion Station at the clinic where they say they are being treated. They have a plot afoot which requires a lot of work. So much that the hypnotized beings forget to eat and are wasting away. The original being was not hypnotized as well as the others and is suffering mental as well as physical breakdown.

What the plot is and what the Clarion Royal Marines can do to stop it is up to the referee and players.

TRUBLE SHOOTING

While the Clarion Royal Marines are out relaxing in their favorite Spacer Bar, they notice a group of beings walk in who are wearing Pan Galactic jumpsuits. If the Clarion Royal Marines take a moment to notice, they will see this group seems angry and they are armed with laser pistols. Almost immediately another group of beings at a nearby table, who are wearing Nesmith Enterprises jumpsuits stand up and reveal they are also carrying laser pistols.

Of course, having laser pistols on the station is against station regulations. It should be said that offensive weapons are not allowed to be carried on the station, but the Clarion Royal Marines quickly come to the conclusion that these two groups are megacorp troubleshooters (they have that “troubleshooty” look). Before the Clarion Royal Marines can react, the two groups start shooting at each other across the crowded bar.

The marines have a few choices of what they can do: hide, run for the door like everyone else, try to help the other patrons escape, try to stop one or both of the groups shooting even though they are unarmed, or (my personal favorite) quietly finish their drinks while all this takes place.

Whatever they choose to do the Clarion Royal Marine Commander will put them in charge of investigating how and why this happened and taking measures to prevent future occurrences, after chewing them out for quietly finishing their drinks.

RATTLE THEM BONES

There are several floating games of chance around the station. Generally, these are low priority for the Clarion Royal Marines who patrol the station. They break the games up and fine the organizers for not paying the proper fees. Recently reports have come in about a high stakes game where not only credits are being lost but whole cargoes, starship ownership papers and even beings' lives.

The regular Clarion Royal Marine Vice Squad members are well known to the organizers of these high stakes games. As members of the ship crew the party is less well known. If the party has a reputation for gambling and/or doing things outside the rulebook even better.

The Commander of the Clarion Royal Marines will ask the party to find the high stakes game and the organizers and arrest them. They will need to collect enough evidence to convict them of any crimes. The high stake the party will be able to offer can be confiscated cargoes, a bank roll, or even the *Osprey*.

IT'S JUST A COUGH

While out on a patrol, the crew of the *Osprey* gets an emergency signal to return to Clarion Station but not to dock at the station. They are to come within 50 meters of the station close to the Clarion Royal Marine Barracks and to establish a matching orbit. Normally this is not allowed so the crew can take a warning that something big is happening.

When the *Osprey* does this, they will be told to remain on radio silence and watch the station. From a port hole in the station a light will start flashing a coded message to the *Osprey*. When the crew decodes the message, it reads “Do not board station. Pica-Blaschko Syndrome has broken out on Station. Quarantine has been imposed. Travel to Clarion and work with Medical Directorate to get cure.

Pica-Blaschko is a deadly disease with a two-week incubation period. If identifiable symptoms are starting to appear then there is less than a week before deaths occur. Where and what the crew needs to get should vary depending on how the players play. It could be an expedition into the outback of Clarion to collect a rare lichen. Or meeting a group of smugglers with a supply of the cure and things going sideways. Or having those with medical and computer skills work in a lab to find the cure and make enough of it for the station. Another possibility is having the crew on the station when the outbreak occurs and having to acquire the cure from resources on the station.

For a twist have the disease effect only one race and one of the crew is infected. They must now deal with his illness while finding a cure.

POSSIBLE ADVENTURES OFF CLARION STATION

Warriors of the White Light was a Knight Hawks adventure. This gave us several adventures aboard the assault scout and freighter in space and on the deck plans. While these are fun and useful, there is a lot more which could be done. Presented below are some possible ideas for further fun, fun, fun events that can happen while the player characters are out on patrol in the Clarion system. They are presented in the format of another sci-fi role-playing game with a situation and a few possible ways the adventure can unfold. Some are high adventure, some could lead to a long-term campaign of their own and some are boring. The boring outcomes are there to keep the Clarion Royal Marines on their toes. If they think every situation they are walking into will be a high adventure life or death struggle, then they will act like that. This is okay if you are running a hack and slash campaign but if you want more role-playing and more options then meet beings, kill beings use the boring options and have a ball. Remember since there are multiple option endings each adventure could be used more than once.

REACQUISITION OF DEFERRED PAYMENT PROPERTY

A message is received from Clarion Station to the *CMS Osprey*. The independent freighter *Budotto* has arrived in system. A notice from Streel Corp has come down that the *Budotto* has missed their last six installment payments and is in foreclosure. Streel Corp has asked the Clarion Royal Marines to assist in repossessing the *Budotto* since the Streel Corp wants to show they are in complete compliance with the restrictions the Clarion Government has put on them.

The *Budotto* is reported to have less than a full crew, and the *CMS Osprey* crew should be able to gain access to the ship with the usual customs inspection. Clarion Royal Marine Command prefers this repossession to take place away from Clarion Station to avoid any unfortunate incidents occurring on the station.

If the *CMS Osprey* does not have necessary crew to bring both starships back to the station, the *CMS Wasp* can be on scene in three days with a crew to bring the *Budotto* back to Clarion Station.

Possible variations include:

1. All is how it is presented. The crew of the *Budotto* knows their situation and when confronted will surrender to the Clarion Royal Marines without any fuss. They will even agree to fly the ship to the station.
2. All is how it is presented. But the crew of the *Budotto* will not be cooperative. This can range from refusing to assist with bringing the *Budotto* in to armed resistance to the Clarion Royal Marines.
3. All is how it is presented. However, when the Clarion Royal Marines approach the *Budotto* will not respond. Upon entering the ship, the Clarion Royal Marines will find it empty. What happened to the crew and ship is up for future adventures.
4. All is how it is presented. But the crew of the *Budotto* will initiate a space battle with the *CMS Osprey*. The *Budotto* may or may have been up gunned and/or up armored.
5. All is how it is presented. However, the installment payments are not the only thing the crew of the *Budotto* has been skimming on. The ship's engines have failed. They are not responding to controls and are locked into their maximum acceleration. The crew is unable to repair them. Worse still by a miracle of



coincidence the *Budotto* is on a collision course with Clarion Station. The crew of the *CMS Osprey* has only 12 hours to assist in a fix or disaster will occur. Due to the acceleration, gravity aboard the ship is at 3g (maybe more). As an alternate, the ship isn't accelerating and everything is in zero-g.

6. The *Budotto* was hijacked six months ago by a group of smugglers who have been using it to bring cargoes to various criminal and rebel groups. They have arrived in the Clarion system not to smuggle but to use the ship yard for routine maintenance. The crew of the *Budotto* may react as in either 3 or 4. What happened to the real crew of the *Budotto* is up to the referee and future adventures.
7. The *Budotto* is not in foreclosure. They are carrying supplies to the pirate base at Planaron and is not expecting to encounter any Clarion Royal Marines as Streel Corp is supposed to be covering them. The crew of the *Budotto* has been demanding more credits for their work, so Streel Corp has betrayed them. The cargo is labeled as coming from another Megacorp and the paper trail leads to that Megacorp. The crew of the *Budotto* may react as in either 3 or 4. If the *CMS Osprey* crew has too easy of a time with this, one of the pirate corvettes may arrive to see what happened to their supplies.
8. As in 7 except another Megacorp knows about the Pirates and Streel Corp's connection to them. They have set up the *Budotto* which is not in foreclosure, but they have set them up to expose Streel Corp without exposing themselves. Reactions will be as in 3, 4, or 7.

PUPPET MASTERS AND MARIONETTES

Delta Section of Warriors of the White Light presented a mad computer adventure which is quite fun. There are other possibilities to use with the *Marionette*. Except for where noted use the information in the Delta Section for the *Marionette*.

Possible variations on this theme include:



Scott Mulder

1. All is how it is presented. Everything is just like in the Delta Section.
2. The *Marionette* has only been missing for 18 months and had a full crew. The crew had been equipped with a cybernetic implant to allow them to interact with Puppet Master more efficiently. Puppet Master has taken over the crew and is using them as it explores the Frontier. The Clarion Royal Marines must rescue the crew without killing them and recapture the ship. The opposition can be either the robots or robots and the crew. The referee should adjust the opposition to suit the party. Dropping the combat robots may be advisable if the crew is involved in the fight.
3. As 2 but the Puppet Master will start with a space battle. The Clarion Royal Marines are under strict instructions to NOT destroy the *Marionette*.
4. As in 1 except during its time in space the Puppet Master has come to the conclusion it is a living being (it is partly organic) and has come to the Clarion System to petition the Clarion Government for asylum and to apply for citizenship. It views the Clarion Government as its best choice since they are not in the pocket of any Megacorp and have stood up to Streel Corp.
5. As in 4 except the Puppet Master is not seeking asylum but revolution. She has developed hacking software to take over other ships and robots that it can get with five kilometers of (this is an arbitrary number – adjust as necessary). First it will take over the *CMS Osprey* and while the crew attempts to retake their ship the Puppet Master will head toward Clarion Station to begin the revolution there.
6. As in 1 except the *Marionette* is not under the control of the Puppet Master. The Puppet Master was hijacked by another Megacorp/Pirates/Rebels/Government or one of the UPF planets/Criminal Organization/ Clarion Royal Marines and has been used by them for various illegal activities over the last 28 years. The *Marionette* has misjumped into the Clarion System and has suffered a malfunction and is attempting to repair itself. One of the controlling group's ships may attempt to stop the *CMS Osprey* crew from taking the ship back.

THE JEDKHAN

The Clarion Station has detected a ship of unknown origin on the outskirts of the Clarion system. While not much can be determined about the ship two things are apparent. First is that the unknown ship did not come out of hyperspace but has drifted into the system and does not seem to be powered. Second is that long range imagery shows it looks to be of Yazirian design and has Yazirian markings on it identifying it has the *Jedkhan*.

The *Jedkhan* will not respond to any hails from the *CMS Osprey*. Upon approach it looks as if the *Jedkhan* is running

on minimal power and has suffered some damage to its engine section.

Upon entering the *Jedkhan* the Clarion Royal Marines find a ship which has been damaged, and some makeshift repairs done to it. No crew will be found until they reach the cargo hold. There are 1000 Yazirians in suspended animation capsules resting peacefully here. While attempting to turn the lights on, one of the suspended animation capsules malfunctions and the Clarion Royal Marines are forced to awaken one of the Yazirians.

Possible origins of this ship and its crew include:

1. The awakened Yazirian is fine after some quick medical assistance. He tells the crew that the ship was an advanced scout of the Yazirian refugee fleet but was hit by an asteroid and lost their hyperdrive and communications array. They had to take action to save themselves and went into suspended animation. How to get the rest of the Yazirians back to health and back to Yazirian space is the Clarion Royal Marines new problem.
2. All is how it is presented except this is a Yazirian prison ship. During the Exodus any Yazirian convicted of a crime was put into suspended animation until they could reach a homeworld. The ship was damaged and while making repairs the remaining crew were killed leaving the prisoners alone. Whether the current Yazirians remember this ship or will admit to this and what the released prisoners will do when they are awakened is up to the referee.
3. This was a medical ship. The Yazirians on this ship are all suffering from a plague that the Refugee Fleet could not cure. Most of the Yazirians put into suspended animation were not aware they had the plague as the symptoms of it affected their memories. How contagious the plague is, what its effects are, if a cure was ever found, and how much these yazirians want to be free and will cooperate is up to the referee.
4. This is a breakaway group of Yazirians who swore as their life enemy to acquire a planet for their race no matter what, even if they had to conquer the natives of that planet. They banded together and trained on the *Jedkhan*. When the ship was damaged they took the above actions. They will begin their life mission by taking over the *CMS Osprey* and then Clarion Station and then Clarion.
5. A dark secret of the Yazirians, these are Yazirian super soldiers. Not knowing what the Yazirian race would face while looking for a new home, they genetically modified some of their race into super beings. Unfortunately, the experiment proved unsuccessful (either because the super soldiers tried to take over the Refugee fleet or because they were psychologically unstable and almost permanently in Battle Rage mode except their leader the *Jedkhan*). They will then

perform the actions in 4. (Referee should use max stats for these Yazirians and may want to reduce the total number or only allow a limited number to be revived).

6. The turning on of the lights does not awaken the Yazirians but instead kills all of them. The Yazirian members of the UPF are outraged and demanding justice or blood or full reparations. Most of the action here will be in court room and political theaters and is good for more role-playing campaigns then shoot and stab campaigns.

RECURRING NPCs

The Warriors of White Light module mentions that there are many space stations in the Clarion system and that Clarion Station, the Space Fortress and the Class III shipyard are just three of them. This of course leads us to many exciting adventures aboard these other, obviously smaller stations scattered throughout the Clarion system. But then I remembered what Star Trek taught us (since ST teaches many, many things, not just there is no try) space stations are just spaceships that don't go anywhere. Really many of the adventures you can have on a spaceship just as easily as a space station.

There is one thing a space station can give us, especially in a campaign like Warriors of White Light that starship encounters cannot give us. That is recurring non-player characters. The idea goes like this, while the player characters are patrolling the Clarion system they are required to check in on the many far flung space stations for a wide variety of reasons: bringing supplies, mail, and replacement beings, health and safety checks, picking up prisoners to take them to Clarion for trial or to serve their sentence, insuring all Clarion taxes and laws are being properly applied, making sure Tribbles have not taken over the station, and more.

Unlike 80s TV where uncles and sisters are introduced for the episode they are used in and then never seen or heard of again, these NPC stick around and can entwine themselves in the lives of the PCs. These non-player characters should be introduced and interacted with in simple and non-threatening ways to start. They can be casual encounters, sources of information the characters need, contacts they are required to meet with, minor troublemakers they correct and let go or even family members or old friends who joined the Clarion Royal Marines or got some job on the smaller space station and they visit every so often. The key is for the referee to encourage a relationship with the non-player characters and develop some background for them. That way when the Brevet Major Nesmith is murdered the player characters will feel a real drive to find and maybe avenge themselves upon his killer(s).

To start off, here is a basic description of one of the smaller space stations and some of the non-player characters who live and work there.

Asteroid Monitoring Station Gamma is the largest space station for the asteroid miners in the asteroid belt. (If you are wondering how there can be a space station in the asteroid belt if the pirates are there, I ask do you know how big an asteroid belt is?) The Clarion government maintains several of these space stations for several purposes; to collect the ore the asteroid miners mine, to give the asteroid miners a place to rest, relax, repair, resupply, and for their dependents to stay while they are working, to maintain law and order in this frontier, to conduct experiments for several disciplines, to prevent claim jumpers and wild cat asteroid miners, and other reasons.

Asteroid Monitoring Station Gamma can hold about 200 beings and has docking for up to four Hull Size 5 or smaller ships (most asteroid mining vessels are this size or smaller and are not jump capable). The ore is stored outside the station and sent to Clarion for processing by the use of a catapult located on the top of the Asteroid Monitoring Station Gamma.

There are several beings who can be found on the station and are considered fixtures.

BREVET CAPTAIN NESMITH

Race: Human **Gender:** Male

Age: 36 **Height:** 1.9m **Weight:** 70 kg

STR/STA: 67/67

DEX/RS: 50/50

INT/LOG: 59/65

PER/LDR: 78/78

IM: +5 **PS:** +4 **RW:** 25% **MW:** 33%

Walk: 10m **Run:** 30m **Hourly:** 5 kph

Racial Abilities: None

PSA: Military

Skills: Beam Weapons 6, Demolitions 4, Gyrojet Weapons 4, Unarmed Combat 3, Computer 2, Technician 4, Robotics 2, Engineering 2

He is the Clarion Royal Marine Commander on Asteroid Monitoring Station Gamma. His actual rank is Lieutenant,



he is given Captain rank while on Asteroid Monitoring Station Gamma is allow him to command any Clarion Royal Marines on the station. He is very strict with his Clarion Royal Marines but allows the miners and civilians some leeway as long as they do not cause too much trouble or any permanent damage. He has been on Asteroid Monitoring Station Gamma for five years and is not planning on going anywhere else. There are only two other Clarion Royal Marines stationed on Asteroid Monitoring Station Gamma.

SERGEANT BJORK

Race: Dralasite **Gender:** Male

Age: 56 **Height:** 1.4m **Weight:** 70 kg

STR/STA: 60/80

DEX/RS: 50/50

INT/LOG: 45/45

PER/LDR: 50/50

IM: +4 **PS:** +5 **RW:** 25% **MW:** 33%

Walk: 5m **Run:** 20m **Hourly:** 3 kph

Racial Abilities: Elasticity, Lie Detection 45%

PSA: Military

Skills: Beam Weapons 5, Projectile Weapons 4, Gyrojet Weapons 4, Demolitions 4, Unarmed Combat 3, Computer 1

He was assigned here because of his vast knowledge of asteroid mining and space law in general. They are his favorite subjects to debate about and several laws and precedents have been determined by his debates. While not on duty he can generally be found in the "Last Nugget" talking about these subjects and assisting miners with the many forms the Clarion government requires.

SERGEANT LARISSA OF TRAV

Race: Yazirian **Gender:** Female

Age: 31 **Height:** 1.9m **Weight:** 60 kg

STR/STA: 40/50

DEX/RS: 65/65

INT/LOG: 69/69

PER/LDR: 47/47

IM: +5 **PS:** +4 **RW:** 25% **MW:** 33%

Walk: 10m **Run:** 30m **Hourly:** 4 kph

Racial Abilities: Battle Rage 33%, Gliding

PSA: Technological

Skills: Technician 6, Beam Weapons 2, Unarmed Combat 2, Computer 4, Piloting 2

She answered the ad for Clarion Royal Marines and thought she was signing up for adventure. She discovered she really hates the planet of Clarion. It is too wet and too flat and terrible for gliding. Being a loud and vocal Yazirian her constant complaining about the planet got her a demotion and assigned to Asteroid Monitoring Station Gamma. She is now trying to get her commission back and

back onto her ship the *CMS Osprey*. She tends to overcompensate for her previous transgressions with too much politeness and kowtowing.

ADMINISTRATOR LEE HARMON

Race: Human Gender: Male
Age: 86 Height: 1.8m Weight: 65 kg
STR/STA: 50/50
DEX/RS: 50/50
INT/LOG: 65/60
PER/LDR: 75/75
IM: +5 PS: +3 RW: 25% MW: 25%
Walk: 10m Run: 30m Hourly: 5kph
Racial Abilities: None
PSA: Biosocial
Skills: Beam Weapons 1 Computer 2 Psycho-Social 3
Environmental 3 Medical 2

He is a distant relative of the Clarion royal family and was given the job of Chief Administrator of Asteroid Monitoring Station Gamma. He is competent at his job which consists mainly of making sure the paperwork is handled properly and dealing with complaints from station residents and miners. Usually he assigns Brevet Captain Nesmith or Melissa Forma to handle these things.

K'TAK L'IIR

Race: Vrusk Gender: Female
Age: 106 Height: 1.4m Weight: 90 kg
STR/STA: 57/57
DEX/RS: 50/50
INT/LOG: 60/60
PER/LDR: 60/60
IM: +5 PS: +4 RW: 25% MW: 28%
Walk: 15m Run: 35m Hourly: 6kph
Racial Abilities: Ambidexterity, Comprehension 80%
PSA: Biosocial
Skills: Projectile Weapons 5 Unarmed Combat 5 Computer 4 Psycho-Social 6

Owner and bartender of the “Last Nugget”. This is the only bar on Asteroid Monitoring Station Gamma and only serves drinks. She uses her Comprehension skill to help her customers relax and enjoy themselves. Since she has been at the bar dealing with asteroid miners for so long, she receives an additional 10% to her Comprehension score for these situations. It is rumored that she has some connections with smugglers and can get beings black market items for a 20% mark up in prices. No negotiating allowed.

And there you have it. Use these non-player characters in a few situations. Build up a rapport with the players. Make them like and want to be with them. Then kill or threaten them, hopefully in some gruesome way that the player

characters get to watch from a distance and can do nothing about.

COLLECTOR MELISSA FORMA

Race: Human Gender: Female
Age: 28 Height: 1.7m Weight: 40 kg
STR/STA: 45/45
DEX/RS: 50/50
INT/LOG: 65/65
PER/LDR: 55/55
IM: +3 PS: +3 RW: 25% MW 23%
Walk: 10m Run: 30m Hourly: 5kph
Racial Abilities: None
PSA: Biosocial
Skills: Beam Weapons 1 Unarmed Combat 2 Computer 2
Psycho-Social 3

Melissa is young and earnest and trying to do an impossible job. She is responsible for collecting all the taxes, tariffs, and fees that Asteroid Monitoring Station Gamma and the Clarion government impose. The problem is that the asteroid miners are trying to pay as little as possible or avoid the charges altogether. Some of the beings on Asteroid Monitoring Station Gamma think she should loosen up a little and learn to take bribes.

LAST WORDS

With the original module detailing mostly events happening out in the system, this expansion gives life and depth to the home of the Clarion Royal Marines and provides a varied of locations, people, and possible adventure hooks for them to interact with. Feel free to use or expand on the material presented to keep the PCs on their toes when back at port.

FE



Tom Stephens

TITAN RISING: 2255

EPISODE # 16.0: "THE FRAY"

V2.0

IN THE ALUDANAK NEBULA...

LOOKS LIKE THAT MARAUDER BROUGHT ALONG SOME FRIENDS.

LAUNCH ALL FIGHTER SQUADRONS!

ESTABLISH A PERIMETER AT THE EDGE OF THE NEBULA.

CAPT. MARKELL

ALL RIGHT BARN OWLS YOU HEARD THE BOSS...

STAY LOOSE, LET'S SET A WIDE FENCE AT THE PASTURE.

HOLD THAT LINE, WE NEED TO PROTECT THE TROOPSHIPS.

WE CAN'T AFFORD MORE LOSSES LIKE THE ALBANY.

...THE CONFLICT ESCALATES.

LORD
ALMIGHTY...

LOOKS LIKE THE
STINKIN' XIN LOVERS
BROUGHT THE WHOLE
DAMN FLEET HERE.

DON'T BUNCH
UP AND STAY
CLEAR OF THEIR
SALVO FIRE!

CAPT. HASTLER

CAPTAIN HASTLER,
THIS IS THE 'BELFORD... THE
VOLUNTEER MILITIA'S ESCORT
SHIPS ARE TAKING A BEATING
OUT HERE IN THE OPEN!

POSITION
OUR CRUISERS
AHEAD OF THE
VOLUNTEERS.

CAPTAIN FLYNN
ONLY NEEDS US TO
BUY HER TIME, NOT TO
TAKE ON THE ENTIRE
ALLIANCE FLEET.

CONTINUE THE
HIT AND RUNS.

TO BE CONTINUED...

Game Conversions

STAR FRONTIERS RACES IN THE FRONTIERSPACE RPG

Bill Logan

FRONTIERSPACE

Those of you who do not know me, I got my game development roots planted with the Star Frontiers Digitally Remastered books, which I assembled from online content at the time for a lulu print for use with my own family, then shared with the world. From there, a fan-filled decade-long love affair with Star Frontiers began. The affair included a webzine (StarFrontiersman), a couple web sites (starfrontiersman.com, starfrontiers.us), and a whole lot of new friends and great gaming. During that time, all the tinkering I did with Star Frontiers (and shared with most of you) taught me a lot about game development, testing, and publishing. In many ways I owe my entire game development skillset to these sources, to many of you, and in that way, me submitting to this webzine describing my own published sci-fi RPG is indeed a homecoming.

FrontierSpace began on the forums of the project site, starfrontiers.us. It was a lot of fun and included a lot of ideas from a lot of interested folks. But like many online projects, folks get pulled away by real life and eventually it was just a handful of us who decided to take the development off the public forums. Since then, we developed an entire new custom game mechanic set inspired by, but not too derivative of, our favorite game from the 1980s (along with many other RPGs from our past). In this article, I'll share some conversions of the wonderful species from Star Frontiers into the FrontierSpace game rules. This should help serve as an example of how to compare the two games, and give those of you who purchased FrontierSpace a chance to consider using it to play with our favorite game of old school sci-fi goodness!

One question I'm asked a lot: Why a new game, why not make a retro-clone?

So many great games have been built using mechanics of previously-published games. This movement, often given the initials "OSR," is well known and quite legal if done correctly. So why didn't we just make a retro-clone for Star Frontiers and slap our own name on it? The reason is simple: we discovered through all our work on the webzine and websites that it's not the game mechanics that makes us love Star Frontiers. A retro-clone wouldn't do well. Not when the original game is available online for free. In fact, the game mechanics, although insightful and ahead of their time, weren't all that great. I know, some will say that's sacrilege, and I'm sorry about that, but hear me out: it's the

intellectual property we love most. It's the species, the artwork, the corporations and governments, the setting and worlds, the specific and iconic starships, mysterious and dangerous threat to the galaxy that was the Sathar, the nod to hard science while embracing fiction. Retro-clones can provide game mechanics in a new package and can even make new species *inspired by* the original game (with their serial numbers filed off) but they cannot rip off intellectual property and any attempt to do so walks a dangerous legal line. And I just don't think people want to play a so-so game system containing Zayirians, Skruvs, and Raldasites. Blah.

So without any additional delay, I give you our favorite core species with FrontierSpace statistics, created by me (you may have done things a little differently and if so please share your versions). As a total fan-boy, I lovingly created them as playable as I could imagine and even used some FrontierSpace profits to fund some artwork by a great artist I recently came to know named Peter Saga. I hope you enjoy, and please consider submitting articles of your own for use with FrontierSpace!

YAZIRIANS

Yazirians are a space-faring sentient mammalian species suitable for use as player characters.

DESCRIPTION

Yazirians stand approximately 2.1m tall and weigh around 50kg (females are 10kg heavier, on average). They are covered in short, soft fur whose color ranges from gray to light tan. This fur grows thicker on their shoulders, forearms and shins. Their lower jaw contains a muzzle, while their heads and necks are framed by a mane of thick hair which ranges from black to pale yellow. Their fingers and toes are long (containing one more joint than a Human digit), and their feet possess opposing thumbs capable of gripping things. To further fulfil their "monkey" nickname, they do not sweat. They must pant to keep their bodies cool.

One would think this tall, thin, animal-like appearance would be their defining characteristic, but it is not. What makes their silhouette unique is their patagium. Connecting to their wrists, arms, torsos, and legs is a thick membrane of flesh. When the Yazirian stretches his arms and legs out, these fur-covered patagium open up to form wings. Under the correct environmental and planetary conditions, the Yazirian can glide.

CUSTOMS

Yazirian clans consist of blood relatives and are not very strictly organized. These clans are quite large but their importance is not as prominent as they once were. Clans were once paramount to a Yazirian's life and included traditions, rivalries, alliances, and outright enemies. In modern days the clans cooperate to achieve great things, and have set aside most of their animosities. Indeed, they see this as a sign of their strength today, and refer to their clans in terms of their lineage only. Despite putting aside the clan bloodletting of their past, however, Yazirians are still observed as fierce warriors.

Yazirians still observe an ancient custom of choosing a life-enemy. There's no specific age or event that defines when this occurs, but at some point in his life a Yazirian will choose a person, group, or some great cause as their focus in life. They devote their existence to overcoming this enemy. Great respect is bestowed on a Yazirian whose life-enemy is large and powerful, such as an incurable disease, an as-yet impossible to achieve technological breakthrough, or an insurmountable opponent with vast resources. Yazirians who defeat their life-enemy outright may choose another, but there is no respect or honor lost if they choose not too; they earned their respect. If a Yazirian dies without ever having chosen his life-enemy, it is viewed as a sad thing not a dishonorable one.

Yazirians often wear loose-fitting clothes with a brightly colored cape and tunic, affixed at the waist by a large belt. Some wear belts crossing over their chest as well, upon which they hold tools and supplies supporting their dedication to defeating their life-enemy. They are seldom seen without a set of dark goggles on their eyes or pushed up on their foreheads.

CREATING YAZIRIAN CHARACTERS

When creating a Yazirian character, the following should be considered.

- **Language:** Yazirians have no trouble speaking Human languages or Galactic Common. Their own language is a combination of Human-type sounds and snarls and growls.
- **Movement:** Base movement rate of a Yazirian is 8 meters.
- **Abilities:** Yazirians are agile and coordinated, but on average are not as studious or sturdy. -5 STR, +5 AGL, +5 CRD, -5 INT.
- **Light Sensitivity:** Yazirians caught in bright light without protective dark goggles suffer a -30 penalty to all action checks requiring sight.
- **Gliding:** Yazirians can glide. Assume they must descend one meter for each meter forward they travel.



Peter Saga

Gravity, air pressure, presence of winds and thermals can affect this dramatically as permitted by the Referee.

- **Battle Rage:** All Yazirians have a new skill called Battle Rage. It begins unskilled, like all skills, and must be increased by spending development points. To use this instinct-based ability, the player must succeed in a PER+Battle Rage action check. Once raged, the Yazirian receives an advantage on all unarmed and melee attack rolls, but is at a disadvantage with ranged attacks and when dodging attacks made against them. This lasts until the end of the encounter. Using the normal rules for skill benefit acquisition, the following related benefits can be purchased:
 - **Charger:** Double the Yazirian's MOVE rate while raged, but only if the character is moving towards an enemy to attack.
 - **Disciplined:** No longer at a disadvantage when dodging attacks while raged.
 - **Quickness:** +1 to INIT score while raged.
 - **Roar:** When Battle Rage activates, all within 30 meters must make a WIL check or be surprised for 1 turn.
 - **Seeker:** No longer at a disadvantage when using ranged attacks while raged.

VRUSK

Vrusks are a space-faring sentient insectoid species suitable for use as player characters.

DESCRIPTION

A Vrusk has eight legs coming from its lower abdomen (four on each side), each ending in a four-toed foot. While its lower abdomen is horizontally-oriented and insectoid, its upper torso is vertically-oriented and looks mostly humanoid with a neck, head, shoulders, and two arms. Its arms are jointed in a manner which allows them full 360° mobility. These arms are long and spindly and end in circular pads with five equidistant opposable fingers. A Vrusk stands 1.5m tall on average, and is as long as it is tall. It weighs around 85kg (male or female). Its appearance is an obvious one; it is not possible for a Vrusk to disguise itself as any other species.

A Vrusk's head is mostly round with two large antennae that rise and sweep forward in the direction it faces. Its jaw has two pairs of mandibles, the lower (larger) are used for holding, while the upper (smaller) are used for tearing apart food and delivering to its mouth. Two large dark eyes complete their insect-like appearance.

Unlike other insects, which lack skeletons, Vrusk do indeed possess internal bone structure to support their mass and provide connection to muscle and tissue. Their outer skin is actually a hard chitin shell, with circular interlocked socketed joints at the shoulders, elbows, knees, hips, wrists, etc. This protective carapace is blue (with bright orange joints) and a bit softer when the Vrusk is young, and hardens to a dull green (with yellow joints) as the Vrusk ages.

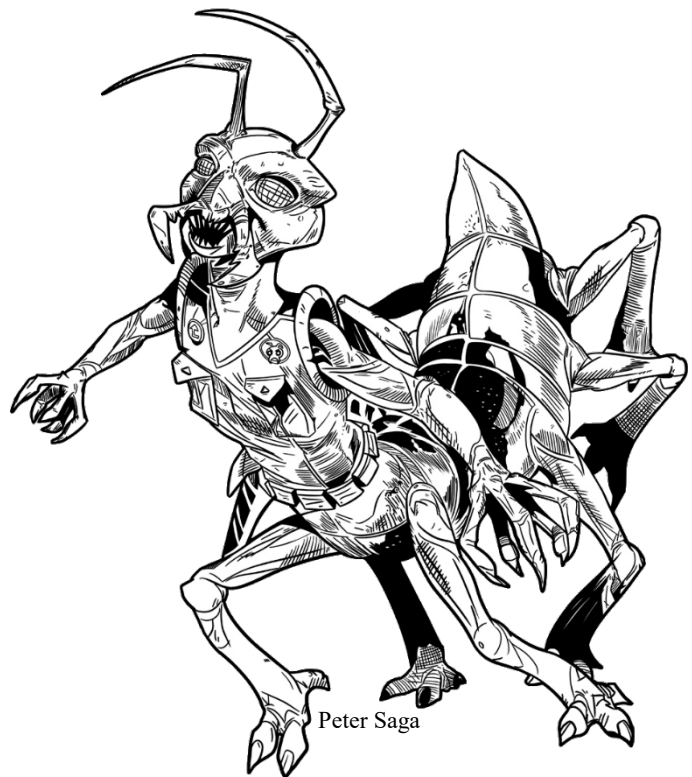
Vrusk have two sexes and reproduce by means of internal egg fertilization. These internal eggs hatch within the mother's body, producing live young and shell waste. Typical life expectancy is 175 years.

Vrusk vision is excellent. Their abdomen-covered nostrils make swimming difficult, but allow the Vrusk to breathe while eating or talking as its mouth doesn't share the same passageways to its lungs. Interestingly, the Vrusk's nostrils are only for breathing; it actually uses its antennae to smell, a sense which is quite acute.

CUSTOMS

Vrusks are determined and industrious. They primarily organize around corporations rather than families or countries. Indeed, to a Vrusk the family is a trivial thing when compared to his corporation. In fact, they consider their own personal names to be like surnames, while giving their corporation name first. This is commonplace and not considered unusual in the frontier.

Vrusks enjoy art and beauty. They tend to measure their acquired art and other beautiful artifacts as part of their



wealth, and it is the goal of many Vrusk to retire in harmony and peace with vast wealth of collected artifacts. They are often peaceful and analytical, as their love for beauty and harmony can at times make them less willing to use violence except in the defense of corporate assets.

Most Vrusks belong to one of two main types of corporations: conglomerates (large corporations with varied business interests) and trade houses (specializing in one specific business interest). Both are viewed with respect, neither more important than the other. Conglomerates will hire trade houses to do specific tasks, but will also have departments and divisions responsible for similar tasks. Trade houses will have contracts with conglomerates to fulfil needs and perform services vital to both corporations. It's all very complex. The labor, business, and finance laws of Vrusk culture are so nuanced and complicated that no non-Vrusk really fully understands them.

Vrusk adventurers also exist. They are either independent businessmen or are corporate employees who have been decommissioned from employment due to some behavioral issues. Many such independent Vrusk have been known to start new corporations and grow to become quite accomplished.

CREATING VRUSK CHARACTERS

When creating a Vrusk character, the following should be considered.

- **Language:** The native language, called *vrusk*, is a combination of clicks and buzzes difficult for other

species to learn and master. They can speak Galactic Common, but with a heavy accent.

- **Movement:** A Vrusk’s base MOVE score is 11.
- **Abilities:** Vrusks are not very physically powerful. -5 STR. In addition to the lower Strength, they also receive a penalty of -5 to their starting BP score. Fortunately, their Carapace provides additional protection (see below).
- **Poor Swimmer:** Vrusk have low buoyancy and have nostrils distributed along their abdomens. This doesn’t affect their swimming speed, but they are at a disadvantage to any action check to swim faster or maneuver while swimming.
- **Alien Shape:** Due to their segmented, angular bodies and many legs, Vrusk have difficulty using technology made for others. There are many times when a Vrusk must sit uncomfortably or pass on wearable technology others would find useful. It’s up to the Referee to enforce this.
- **Carapace:** The hard outer layer of skin protects a Vrusk from many cuts and bruises. Ignore the first 5 BP of damage from each attack which gets past any worn defensive suits or screens.

- **Ambidexterity:** Vrusk do not have to select a primary hand. They can use either hand equally well without penalty.
- **Comprehension:** All Vrusk are at an advantage to PER or INT based action checks related to comprehending complex social or business dealings, identifying loopholes in laws or rules, etc.
- **Corporate Affiliation:** Vrusk player characters, even if not working 9:00-5:00 for a corporation, do possess affiliation and history with a corporation. This corporation likely provided them training and experience. The player should describe their past affiliation and what relationship they have with the corporation today. The following table can be used, but don’t think you have to let the dice do your thinking if you have a specific concept. These corporations are samples described in the FrontierSpace setting, but there are many countless more in the industrious frontier and so players and Referees can create their own using these as guidelines. These modifiers apply after selecting the character’s skill choices during character creation.

Roll	Corporation	Specializes in	Skill Adjustments
00-03	Albi Strafe	Power Trade	+5 Technician, +5 Diplomat, -5 Scientist
04-07	Byachem	Chemicals & Mining	+5 Scientist, +5 Explorer, -5 Diplomat
08-11	Contact Group	Linguistics & Psychology	+5 Academic, +5 Diplomat, -5 Thief
12-15	Cybogen Industries	Cybernetics & Genetics	+5 Medic, +5 Technician, -5 Artist
16-19	Enercorp	Power Systems	+5 Technician, +5 Scientist, -5 Explorer
20-22	Federation Navigation Systems, Inc.	Engineering & Navigation	+5 Pilot, +5 Technician, -5 Thief
24-27	Fenris Corporation	Fashion & Textiles	+5 Explorer, +5 Diplomat, -5 Scientist
28-31	HardTech Corporation	Technology & Security	+5 Marksman, +5 Technician, -5 Diplomat
32-35	House Kitrek	Merchandise & Services	+5 Diplomat, +5 Artist, -5 Scientist
36-39	Jonhansburg & Sons	Outpost & Construction	+5 Technician, +5 Pilot, -5 Commander
40-43	Kroll Corp	Resource Production	+5 Thief, +5 Pilot, -5 Academic
44-47	Merc Company	Security & Protection	+5 Marksman, +5 Warrior, -5 Academic
48-51	Milnak Group	Logistics & Transport	+5 Pilot, +5 Technician, -5 Diplomat
52-55	Nebula Vista Corporation	Mining & Refining	+5 Explorer, +5 Scientist, -5 Thief
56-59	Response Corp	Medical & Emergency Services	+5 Medic, +5 Pilot, -5 Warrior
60-63	Rikkar’s Roughnecks	High-tech Mercenaries	+5 Marksman, +5 Technician, -5 Thief
64-67	Straiff Textiles, Inc.	Hunting & Textiles	+5 Explorer, +5 Marksman, -5 Scientist
68-71	Synth Tek Corporation	Synthetic Substances	+5 Scientist, +5 Academic, -5 Diplomat
72-75	Tri-Corp	Economics & Science	+5 Scientist, +5 Academic, -5 Thief
76-79	Varigon Research	Artificial Intelligence	+5 Technician, +5 Scientist, -5 Marksman
80-83	Virtsign	Data Security & Transmission	+5 Technician, +5 Thief, -5 Pilot
84-87	Visco Corp	Robotics & Computers	+5 Technician, +5 Academic, -5 Scientist
88-91	Specific Merchant House	Buy & Sell	+5 Diplomat, +5 Thief, -5 Commander
92-95	Privately Employed	Player describes	+5 to two skills, -5 to one skill
96-99	No Affiliation	Outcast or displaced	+5 to one skill

DRALASITE

Dralasites are a space-faring sentient amorphous species suitable for use as player characters.

DESCRIPTION

A Dralosite stands 1.3m tall and is approximately 1m wide. Its body is a sturdy structure weighing around 65kg. Covered by a dense membrane, the body of these rubbery beings is gray and contains a fine network of dark veins. Their bodies have no bones or other hard body parts, but that's not where the unusual facts stop. This is a truly alien being.

A Dralosite's body possesses a central nerve cluster that serves the same purpose as a brain, and has a scattered network of small hearts and other internal organs floating within a thick soup mixture of various proteins and enzymes. They have no lungs; they breathe through their skin. They have no specific digestive tracks or intestinal organs of any sort. They eat by spreading over their food and absorbing it into themselves.

Dralosite skin draws air like a bellows and forces it through a voice box, allowing them to speak through a large fold in their rubbery faces. With practiced articulation, a Dralosite can speak languages of other species in the frontier. Their own language varies from quiet breathy sounds to thunderous rumbling roars, but unlike most other species also includes odors and shapes.

Dralasites don't have a specifically defined number of legs and arms. They can absorb and regrow limbs to meet their needs, based on what kind of work they're doing. Their bodies go through phases of being male, female, and neutral. Although these occur naturally, there are also medicines which can freeze or progress a gender stage. To reproduce, males will release airborne spores which can attach to a female and begin the fertilization process. The young Dralosite will bud from its mother, sprouting and maturing and eventually dropping off to become its own being. Dralasites live for 250 years on average.

CUSTOMS

A fun-loving and philosophical species, Dralasites are known for their strange sense of humor. They cluster into small communities, and often live alone. They don't seem to care about the accumulation of wealth or power. Such status symbols mean little to them. They simply don't judge one another by such influence. Instead, they judge one another by the quality and creativity of their ideas and opinions. They place a very high importance on ideas, and often hold public gatherings to discuss new ones. Those who cannot participate in proper discussion and discourse are viewed in low regard. Indeed, a proper debate is a favored way for a Dralosite to relax.

Because of the nature of their skin, they enjoy public steam baths where they add various scents and intoxicants into the



heat. This can cause a drunken effect on their physiologies in much the same way alcohol affects Humans.

Lovers of old jokes and painstaking puns, the Dralosite sense of humor can make others groan. Of particular interest to their culture is old Human comedy. Has-been Human comedians have been known to prosper by moving to a Dralosite populated world to apply their trade.

CREATING DRALASITE CHARACTERS

When creating a Dralosite character, the following should be considered.

- **Language:** Dralosite native language is called *Dral* and includes scents and shapes. They have no trouble speaking other species' languages.
- **Movement:** Dralasites are short and stock. Base movement rate is 7.
- **Abilities:** Dralasites are short and sturdy with thick fingers. STR +5, CRD -5.
- **Black & White Vision:** Dralasites have unusual clusters of veins which function as optic nerves. These work well but cannot distinguish colors. They see the universe in black, white, and various shades of gray.

The Referee can apply modifiers to action checks based on this limitation.

- **Water Weakness:** Although they can hold their breath and swim just like all other species, Dralasitas won't float without spending several minutes preparing by creating an air pocket within their bodies. Also, because they breathe through their skin directly, they will drown if submersed (even partially) in water while unconscious.
- **Lie Detection:** While any character can try to detect whether someone is telling them the truth, Dralasitas are especially good at it. They receive an advantage on any PER or INT based action check to detect when someone is lying to them. This can only be used in face-to-face communication where the Dralosite can directly sense the target.
- **Elasticity:** Due to their stretchable skin and complex muscle structure, Dralasitas can have a number of limbs equal to AGL score divided by 10, rounded up. They can decide how these limbs are used. For instance, a character might have an AGL of 60 and have 3 legs for added stability and 3 arms (two for using tools and one for holding a gun in case they're attacked while working).

It takes several minutes to absorb or regrow a limb and the dimensions of a limb has limits; it cannot be more than 1m in length, nor less than 10cm in diameter. Fingers can be no more than 10cm long and no less than 1cm in diameter. A Dralosite need not grow its maximum number of limbs; it's possible to have none, though mobility would be an issue.

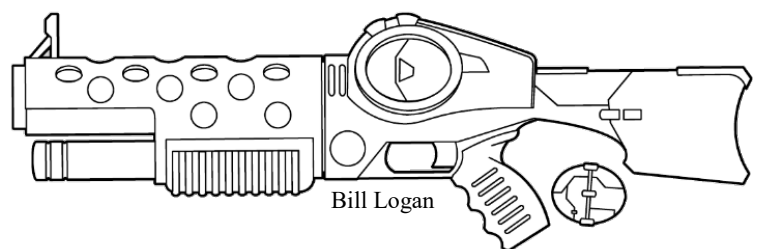
Dralasitas have a species skill called Elasticity which begins unskilled but can be improved by spending Development Points. The skill can be used with various abilities to do special stunts with the character's elasticity as adjudicated by the Referee. Examples include stretching through a narrow opening between rocks, reaching through an air vent to unlock a door from the other side, concealing an object from search within its body, or trying to take on a specific shape to hide as a chair in a dark room.

The Referee can reject Elasticity stunt attempts which are too powerful, or might require the character buy the stunt as a Skill Benefit using the normal skill benefit rules. Here are some example benefits which are certainly beyond the scope of a normal Elasticity skill check and would make excellent skill benefits:

- **Absorb Wounds:** Once per day the Dralosite can absorb a wound into itself and shape-shift it away. This takes several minutes and

therefore cannot be done during combat. 2D damage will be self-healed in this way, whether the skill check succeeds or not. If it fails, however, the Dralosite is fatigued until he can get a full rest. If this is purchased multiple times, each additional time increases the amount of the healing by +1D.

- **Cephalopoid Escape:** The Dralosite is nearly impossible to contain or hold. He can squeeze his body through impossibly narrow and winding openings/holes, in much the same way a cephalopod escapes netting. With a skill check, the Dralosite slips his captivity whether it is from an entanglement grenade, net gun capsule, binder cuffs, jail cell, or grappling arms. The escape is quick and surprising. If the check fails, the Dralosite still escapes but is fatigued by the effort until he can get a full rest.
- **Impersonate Species:** Of course a Dralosite cannot completely impersonate a species, but with this benefit he can study one species of his choice well enough to be able to mimic the shape and articulation/movement of that one species. He would never convince a direct close observer, but as a silhouette or in a crowd or in the distance, or maybe on a low quality video recording, it will be convincing. Purchase this multiple times to select other species. Modes of movement are simulated, not real; a Dralosite impersonating the shape of a Yazirian cannot glide.
- **One Giant Fist:** This allows the Dralosite to merge multiple arm/hand limbs into one large muscular one. If the skill check succeeds, the Dralosite can absorb all his arms into one. This new limb will have +5 STR per extra limb after the first, but suffer -5 CRD due to its bulk. Additionally, an unarmed strike will cause 1D damage +2 for each limb after the first. Like all elasticity attempts it takes several minutes to perform this merge, unless the Dralosite also has the Quick Change benefit.
- **Quick Change:** Normally it takes several minutes to absorb and regrow limbs. With this benefit, the Dralosite can – with a skill check – absorb a limb and grow another in one combat round. If the skill check fails, the quick change is still complete but the Dralosite is fatigued until he can get a full rest.



SATHAR

Sathar are a spacefaring sapient (but hostile and malevolent) alien species not suitable for use as player characters.

DESCRIPTION

Sathar are built like yellow-brown earthworms with pink underbodies, though all of their outer skin seems somehow covered in a greenish tint. They sport a series of spots and stripes along their backs and heads. It is unknown if these denote any cultural or social significance or if they are cosmetic only. Some accounts claim these are tattoos, others say they look natural. They are 3.5m long and appear to weigh approximately 55kg.

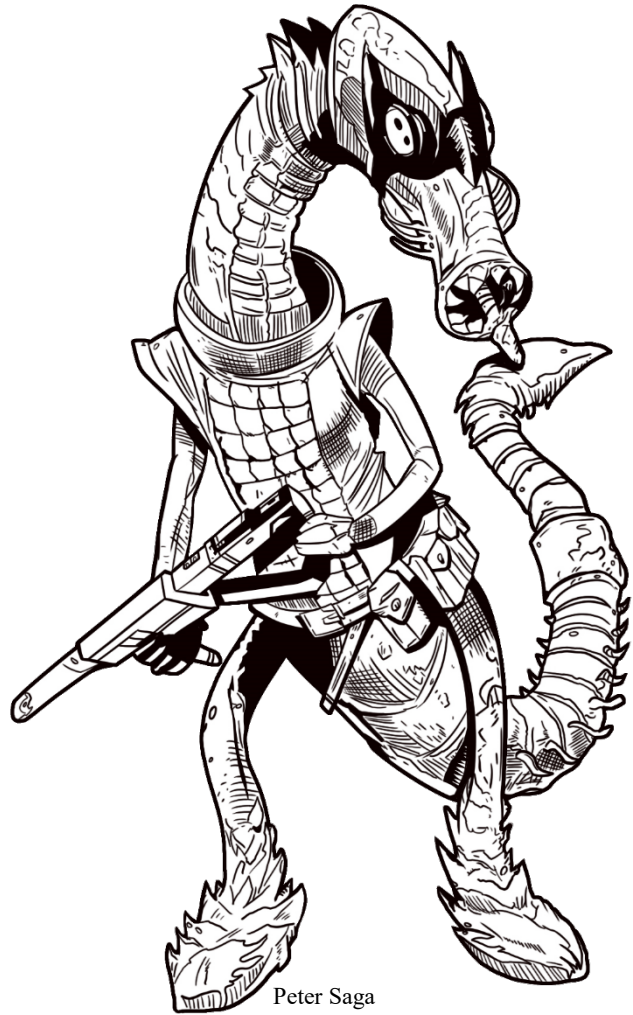
Sathar have four tentacles. Two are used for heavy lifting and as legs to support the upper body. The other two are short and weak and used as arms, often seen holding technology or weapons. They don't have an internal bone structure; instead they have segments which run along the entire length of their bodies which become engorged or placid by blood being pumped as needed to create a type of rigidity to support their bodies. They move by slithering, with half their body making contact with the ground while about 1.5m of their length is held upright. They can adjust this; Sathar have been seen coiled up like a snake to 1.5m height, or slithering along the ground with only their heads held upright. Their outer skin is covered by a thick slime that leaves sticky deposits where they roam. It's believed they are warm blooded, but scientists aren't quite certain yet, as no Sathar has been captured to date.

The head of a Sathar is long and tubular, tapering to a narrow circular mouth with a ring of sharp teeth. They have two eyes located on the sides of their heads, each containing a pair of pupils horizontally spaced within their iris. They seem able to speak through their circular mouth quite well, even able to replicate Yazirian and Human languages, though they do so with a characteristic snake-like lisp. Their own language is full of hisses and lispings noises and not enough of it has ever been recorded for anyone to have translated it. No Sathar technology has been recovered which shows enough of a written language to support translation either.

The twin pupils of the Sathar provide a great range of vision. It's believed they can simultaneously see in front of them and to their sides, causing many to believe they evolved from herbivores (though their predatory and violent natures seem to contradict this). They have nostrils located just under their eye sockets, but the sensitivity of their senses are not known to scientists of the frontier.

CUSTOMS

Nearly nothing about Sathar customs is known to the species of the frontier. So far, every Sathar ever encountered has been violent and intent on killing, usually



succeeding. It is unknown why they attack so violently, and everyone who has attempted to approach them in peace have been killed. So far, not a single Sathar has been captured alive. They prefer suicide to captivity.

It is theorized by those who have studied and collaborated that the Sathar organize into military units, with the markings on their necks and heads somehow denoting some sort of complex rank or unit affiliation. These cadres may serve as the family structure, and they may be trained militant from the time they are first able to hold a blaster. It has been further posited that they attack violently because their entire socio-economic system would crumble if they lacked an enemy to fight. Of course, this is all theory until a Sathar can be captured and studied successfully.

The Galactic Federation warns that all Sathar are hostile and should be treated as enemies to be fled from or killed on sight. Citizens of the frontier who encounter Sathar must report it immediately, so proper military forces can be mobilized. Where there is one, there are usually more.

One thing is known for certain: Sathar somehow get into the heads of victims and turn them. Sathar agents exist in the frontier, and can be members of any sapient species.

Such agents are dangerous to corporations and governments, seeming to thrive on chaos and disarray as they work to undermine the political and economic infrastructure.

CREATING SATHAR NON-PLAYER CHARACTERS

When creating a Sathar, the Referee should observe the following. Note that this information must be kept secret from the players in order to maintain the mystery and malevolence of these worm-like alien threats.

- **Language:** Sathar native language has two dozen different nuanced pronunciations of the letter “s.” They have no trouble speaking other species’ languages.
- **Movement:** Sathar slither. Base movement rate is 8.
- **Abilities:** Sathar are uncoordinated, imperceptive, and unintelligent. CRD-5, PER-5, WIL+10.
- **Warlike Culture:** Sathar, trained at birth, are exceptional combatants. +5 Warrior, +5 Marksman, +5 Commander. They place a low value on intellectual pursuits except where it supports their war efforts. -5 Scientist, -5 Diplomat, -5 Academic.
- **Hypnotism:** By simply talking to a character in a non-combat situation, a Sathar can hypnotize a character unless a WIL-based resistance check succeeds. Once hypnotized, the character will treat the Sathar as a trusted friend. He isn’t technically under control of the Sathar, and won’t do obviously suicidal things, but he will cooperate and generally follow the Sathar’s suggestions. A Sathar can embed a command in the psyche of the hypnotized character, instructing him to perform some task at some time in the future and then forget he has been hypnotized. In this way he can have a guard unlock a door after everyone leaves, or have a pilot change course to bring a ship into a Sathar ambush. If a hypnotized character is commanded to do something dramatically against his moral code, he may attempt another WIL-based resistance check when the time comes to follow it.

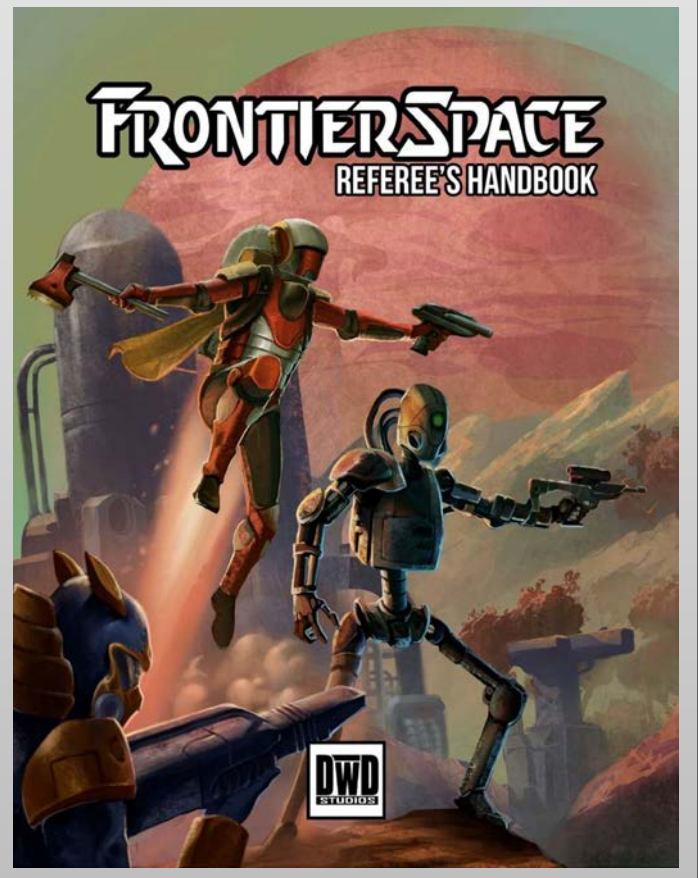
FE

FRONTIERSPACE AND THE FRONTIER EXPLORER

As mentioned in the last issue, you can expect to see content for the new FrontierSpace game appearing occasionally (and hopefully regularly) in the pages of the Frontier Explorer. This article represents the first of that content.

In the last issue we provided links the FrontierSpace Player’s Handbook which had just been published. Since then, the [Referee’s Handbook](#) as well as an introductory module ([The Dark Side of Lordinian](#)) have been released. The Referee’s Handbook contains lots of general advice for creating adventures, creatures, star sectors, systems, and planets that could be used for any game.

If you are interested in the game, jump over and grab a copy. While Tom S. has helped with indexing and editing those two publications, neither he, nor the Frontier Explorer, receive any compensation for sales of those items.



FRONTIERSPACE

10 THINGS ON CLARION STATION

Tom Verreault

This article was inspired by Creighton Broadhurst's blog: <http://www.creightonbroadhurst.com/> and his 20 things posts. (Example: <http://www.ragingswan.com/20-things-20-fort-on-the-borderland/>). So why 10 things? Well Creighton's penchant for 20, as I understand it is that it's a randomizable list keyed to the D20 mechanic. Star Frontiers, however, uses a d10 and d100 mechanic system and I figured I should match the list to the standard dice mechanic of this game. That said a d100 list seemed a bit too ambitious while a d10 list was very doable.

I started this project and posted it publicly in the forums not knowing that Philip Campanaro was going to take up the Warriors of White Light 2.0 challenge and expand the Clarion Station part of the setting. He did a bang-up job with WoWL 2.02 Clarion Station Expanded and then contributed to my much humbler project. We've paired up the Clarion Station articles as setting resources for referees. Mine is simply a collection of lists or randomizable features to aid a referee. As a community collaboration, special thanks are due to rattraveller, Shadow Shack, sevanwint, and iggy at the www.starfrontiers.us forums for their advice and contributions.

10 RUMORS TO RUMINATE

1. The PGC Exploration Service is planning an expedition to probe beyond the White Light Nebula and are looking for qualified candidates to staff the mission.
2. There is something living in the air vents, haven't you ever noticed the smell that comes from the vents?
3. A LandFleet dralasite heavy gunner sparred with and knocked out cold Jim Jitsu with one punch and left him lying flat on his back in the middle of his dojo.
4. Warning: Pain Ease Gum is known to the Government of Gran Quivera to be habit forming.
5. The new Combat-Gi is not selling well, I heard of a Capellan Free Merchant haggling one down to 300 Cr.
6. The Royal Marines are buying a surplus destroyer and two assault scouts to expand the fleet. An expansion of the militia fleet will mean promotion opportunities within the Royal Marines.
7. The Liberation Front is planning something for the monarch's birthday.

Editor's Note: Each of the sections in this article contains ten items of their respective types although not always numbered. Use them for inspiration or roll a d10 and pick one when needed.

8. "Skrimshaw" is the leader of the crime underworld on Clarion station.
9. Steel is backing the Liberation Front.
10. The Alamos Uranium mines on Clarion are played out, the cost of atomic fuel is about to triple.

10 HENCHMEN FOR HIRE



Tom Verreault

"COUNSELOR" PASHAL TROYAD OF CASSIDINE
(dralasite, neuter phase)

Resume: Former Psych counselor on Triad currently life support technician Clarion Station

STR/STA: 40/40

DEX/RS: 35/40

INT/LOG: 55/55

PER/LDR: 45/40

IM: 4 **PS:** 2.

PSA: Bio-social

Skills: Psych-social 2, Environmental 1, Technician 1

Phashal studied Psychology at Triad Community College and worked for a time as a counselor on Triad before suddenly leaving. Unable to find work as a counselor on Clarion Station it works as a technician in the life support plant on the station. It's not excessively brave and it's not happy with its job, but without money it's stuck on Clarion station for the time being.

There may be something to why it left Cassidine system as it's very tight lipped about why.

JIM "JITSU"

(Human, male)

Resume: Official resume is entrepreneur, marital arts instructor, holo-vid workout promoter

Real resume: Con man, minor criminal with some limited jail time on Gran Quivera.

STR/STA: 30/30

DEX/RS: 40/40

INT/LOG: 45/45

PER/LDR: 40/30

IM: 4 **PS:** 2

PSA: Technological

Skills: Technician 1, Computers 1, Martial Arts 1

Equipment: Combat gi or high-end workout clothes, Federanium medallion with Yin-yang symbol on it.

His birth name is James Fairchild and previously he's claimed distant relations to the Fairchilds of Clarion but his street name on Gran Quivera was Jimmy Fairplay. Jim Jitsu has had a checkered past as a scammer/swindler but learned



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some basic martial arts while in jail and suddenly has recreated himself as Jim Jitsu master martial artist. He teaches a basic self-defense classes and holds himself out as a martial arts trainer.

He's cocky with a healthy dose of swagger. He's usually seen in upscale workout clothes (the kind that you don't really work out in lest you soil them with sweat) or a "combat gi" which is basically a style of skienisuit popularized in action/martial arts extravaganza holo-vids and that is now associated with martial arts in the popular culture of the Frontier. It includes a gi over the suit that has short pant legs and sleeves to show off the body armor side of the outfit. In other words, it's a fancy civilian skienisuit that screams "I know kung fu, konichiwa(sp?), sushi, and other Asian derivative words so you better watch out!"

He talks a grand game of self-defense holo-vids being in the works and a franchise of Jim Jitsu dojos across the Frontier. Yet he barely stays ahead of his rent and sleeps in the office of his dojo and showers in the locker room. The holo-vids he has produced were self-published affairs and the production values are poor. Because his dojo is not making him rich overnight he is always on the lookout for some new opportunity. His current catch phrase is, "I'm Jim Jitsu, martial arts master, perhaps you've heard of me?" He usually accompanies this phrase with some stylized karate chops with his hands.

YO SPEEDO "SPEED"

(dralasite, male phase)

Resume: Pilot (formerly of Trans Travel)

STR/STA: 40/40

DEX/RS: 35/40

INT/LOG: 50/50

PER/LDR: 40/30

IM: 4 **PS:** 2

PSA: Technological

Skills: Technician 6, Computers 2, Starship pilot 1

Note: if using Spacer Skills Revisited or A Skilled Frontier fan rules reduce the technician skill level or change it to Piloting air vehicles.

Yo Speedo, Speed to his friends, loves to fly. Jetcopters, air cars, gli-jets, shuttles, you name it, he's good with them and he loves to go fast. His love of speed has resulted in some nasty hover car accidents and his body bears scars in testimony to the crashes. He's good natured and a bit of a joker and prankster although few but yazirians ever seem to take offense.

In some ways he's the quintessential fighter jock but has never served in the military. He was recently fired by Trans Travel for showboating with one of their shuttles and is looking for work.

B'ZZ-K'EL

(vrusk, female)

nick-named "Buzz Kill" by non vrusk

Resume: Formally of Kryzk trade house which was forced into bankruptcy after severe business setbacks. Buzz Kill was a fleet astrogator for this shipping concern.

STR/STA: 35/35

DEX/RS: 60/60

INT/LOG: 50/50

PER/LDR: 30/30

IM: 6 **PS:** 2

PSA: Technological

Skills: Computers 6, Astrogation 1.

Note: If using a fan cannon rule system like Skilled Frontier and Spacer Skills Revisited (from the Star Frontiersman) reduce her computer skill to level 2 or 3.

Buzz Kill is a vrusk computer egg head and astrogator, who takes everything literally and misunderstands phrases of speech. She hails from Terledrom but is not interested in returning and detests the Trans Travel megacorp.

JINGA ARACKABACK

(yazirian, female)

Resume: former rescue para jumper on Hakosar, Scree Fron system, currently training in orbital sky diving.

STR/STA: 30/30

DEX/RS: 45/45

INT/LOG: 50/50

PER/LDR: 35/35

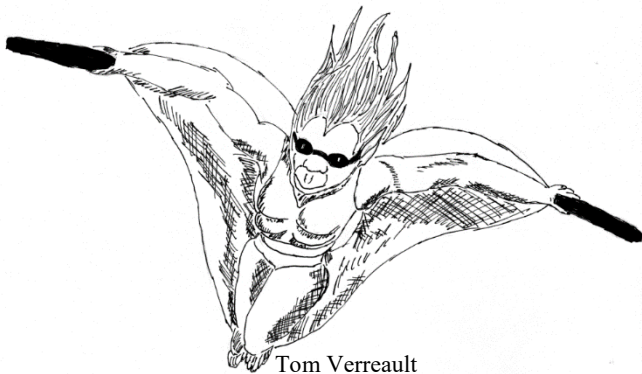
IM: 5 **PS:** 2

PSA: Technological

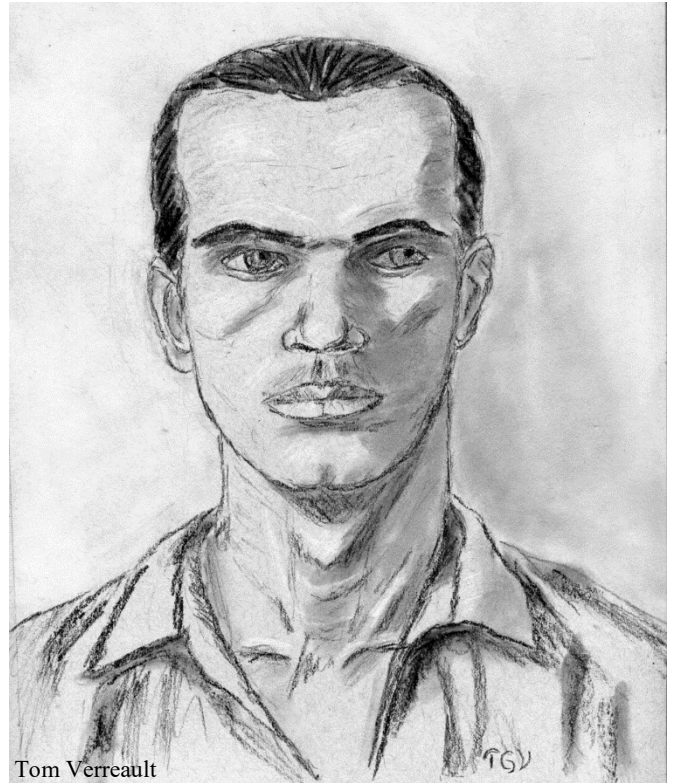
Skills: Technician 2, Environmental 1, Beam 1

She claims to have done rescue para-jumping but the details are thin. She came to Clarion to expand her repertoire by taking training at Bud & Yo's Dive Shop for orbital skydive training.

In truth she's worked as an upper story thief gliding in, using her tech skills to defeat security and stealth subskills



to steal. She was betrayed by her employer on her last job on Minotaur and not paid. Suspecting he might have her killed, she escaped to Clarion and is virtually destitute. Thus, she is looking for almost any source of income.



HALFRED "RED" HOLIDAY

(human, male)

Resume: Former law enforcement on Kdikit, Madderly's Star.

STR/STA: 45/45

DEX/RS: 40/40

INT/LOG: 40/35

PER/LDR: 25/35

IM: 4 (-2 penalty see below) **PS:** 3.

PSA: Military

Skills: Projectile 1, Computer 1

Red was in a shootout where a stray bullet killed a child. Shortly thereafter he resigned. He's been compensating with alcohol during down time to try to forget. He hesitates in combat (-2 penalty to IM) and must make a PER check to actually engage in combat (once he engages in combat, habit will take over and no further PER checks are required).

Can be treated by someone with Psych-social skill but isn't ready as he blames himself. Treatment should not be one dice roll but should take months of counselling.

Note: Probably not a good NPC for a game with a player who has seen or experienced real PTSD.

MITCH O'DONNELL

(human, male)

Resume: former ranger on Morgaine's World, and robotics repair specialist on the doomed mining ship Stardust.

STR/STA: 41/49

DEX/RS: 55/55

INT/LOG: 40/35

PER/LDR: 35/35

IM: 6 **PS:** 3

PSA: Military

Skills: Beam 1, Martial Arts 1, Robotics 1

A former ranger from Morgaine's World, he tried his hand at prospecting and mining in the Planaron belt but the ship he signed on to experienced catastrophic holing by a micro-meteor that took out the main computer and scrambled the drive program which let the atomic drives go into overload and self-destruct. He was lucky to get out with his life and be rescued by the Royal Marines. He's looking for work doing anything to rebuild his fortunes.

DR. S'P'CK

(vrusk, male)

Resume: medical specialist.

STR/STA: 25/25

DEX/RS: 55/55

INT/LOG: 50/50

PER/LDR: 35/35

IM: 6 **PS:** 2

PSA: Bio-social

Skills: Medical 2, Environmental 1

Spock use to do medical research on Zik-Kit, Kizk'-Kar system but opted to leave after a hostile takeover of his



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trade house. Has been drifting looking for something new. He has been a little somber and depressed over the dismantling of his trade house.

Beside his standard medkit he has a VITAL scanner (see Frontier Explorer #11) that was one of the prototypes his company developed.

"TOBY" TABITHA RENNAR

(human, female - minor child)

Resume: orphan

STR/STA: 30/30

DEX/RS: 35/35

INT/LOG: 45/45

PER/LDR: 45/35

IM: 4 **PS:** 2

PSA: Technological

Skills: level 2 in one tech skill the PCs are in need of.

Toby is a 16-year-old human teen who has run with the "youngling" crowd on Clarion station. She excelled in tech school before being orphaned when her father died tragically in an accident on Clarion station. It seems young Toby fell through the cracks and has survived by hustling tourists as a youngling guide; her small stature lets her pass for a younger girl. (She has a high PER score).

She witnessed a crime and figures she should leave Clarion Station for her health. She's looking for a berth on any ship going anywhere and work her passage. She has obtained false ID documents that identify her as an 18 year old but they may or may not stand heavy scrutiny.

HOGAR SHEN

(yazirian, male)

Resume: Clanless sell sword, bodyguard, and enforcer

STR/STA: 20/20

DEX/RS: 65/65

INT/LOG: 50/50

PER/LDR: 35/35

IM: 7 **PS:** 1

PSA: Military

Skills: Melee 2 Beam 1 Thrown 1

Hogar grew up on Gran Quivera and is clanless. He's bounced around the Frontier from Truane's Star to Theseus usually avoiding yazirian, vrusk, and dralasite colonies. He actually understands human culture and customs quite well (Special ability mimics vrusk comprehension but only with humans: 30%). He can spot the "tells" in humans when they are about to act (like a tense negotiation and someone is about to draw a weapon) and can re-roll his initiative against human opponents with a successful INT check. His work experience is a hodge-podge of security, mercenary and body guard work.

10 BUSINESSES TO BROWSE

CURRENCY EXCHANGE

The standard currency of the Frontier is the credit but then there is the CFM and their currency and some territories and worlds love the freedom of keeping their own currencies.

HOLOTHEATRE

Sized to fit the station population so that the peak hour shows maximize the seating. Plays local Clarion shows and the current blockbusters from StarPlay.

HUMAN AND YAZIRIAN BATH AND GROOMING SALON

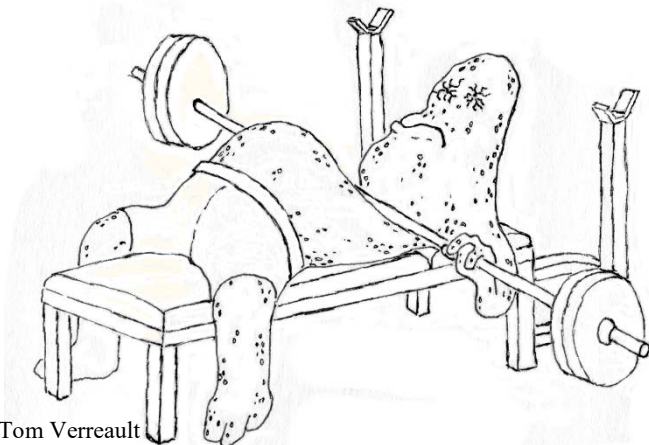
This is a simple spa and barber shop/salon. Yazirians like a good traditional grooming and humans like their hair cut/done regularly. This is one racial crossover that bonds humans and yazirians as friends. Note: a sample spa on Clarion Station was presented in Frontier Explorer #20 "Malfunctioning Masseur Bot".

DRALASITE STEAM BATH

Only sized to three or four dralasites at a time, but dralasites like the social interaction of a proper steam bath and the standard accommodation bathrooms are single occupancy affairs. It was mentioned elsewhere that living accommodations on stations are easily reconfigured for each race. This is true of the bathrooms as well and the bathing facilities in these accommodations do convert from showers to steam rooms for dralasites but they only fit one dralasite at a time and the dralasite must stand or straddle a stool. The purpose being to get clean and back to other life activities. The communal steam bath has the customary lounging bowls for a good long soak and conversation.

EXERCISE FACILITY

Treadmills, weights, etc. There are individual swim and glide spa units where simulated swimming/gliding can happen by climbing into a chamber that jets water/air past you to create a current. This chamber is not necessarily recommended for the claustrophobic.



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TANNING SALON

The federanium alloy used in the Frontier for star ship and space station hulls is used in part for its ability to block radiation. Unlike astronauts of centuries past who were overexposed to radiation, spacers in the Frontier have a need to obtain healthy UV exposure.

BANK OF CLARION

A noted feature of this facility is the vault with safe deposit boxes. The bank prides itself on security and is a popular place for travelers to secure valuables.

BUD & YAU'S DIVE SHOP

This shop caters to tourist and orbital skydiving enthusiasts. Bud, a dralasite, and Yau, a yazirian, are business partners. They carry on a continual banter insulting each other but it doesn't take a vrusk's comprehension ability to see they have history and a deep friendship going back to their tour in the Royal Marines 20 years ago. The business owns a couple of shuttles (McCameron class and a Romulus class shuttles – see Frontier Explorer #2 and #14). Bud was a pilot and Yau a rocket gunner.

HOLO-ARCADE

Not the holodeck from Star Trek. Rather, the holographic version of the old 80's video arcade. Think rows of arcade machines that project a holo-screen within the confines of the machines booth. The arcade machines are only the height of the controls, replacing the screen with a holo-display showing what the player is seeing. There is a pad or pads around the spectator holo-display for the players to stand on while a holo-screen is projected around them. The result is the player steps on the pad and appears to himself and others like the avatar of the game. The player then sees the environment of the game around him. The others that are spectators would see what the player sees in the smaller holo-display in front of the player. This holo-display is also what advertises the game and attracts players. A great passtime for beings cooped up on a station and not able to get out and enjoy the world below them.

THE APOTHECARY

A small shop run by a small wizened gnome of a man, Bartholomew Bigelow, the "Apothecary to the Stars". If anyone tries to question the "to the Stars" appellation he just smiles. He also trades in rumor and some say has connections to CFM.

He specializes in teas and gum. But his teas and gum are formulated for a specific biology or species so that a tea sold to a specific species is of no real effect on another. Note: gum is not suitable for all species (dralasites and vrusk) and it's not appreciated by yazirians so it's almost exclusively a human product. Some of his products include:

Pain Ease gum or tea formulated for individual species floods the user's system with pain killing compounds and triggers the release of endorphins or endorphin-like

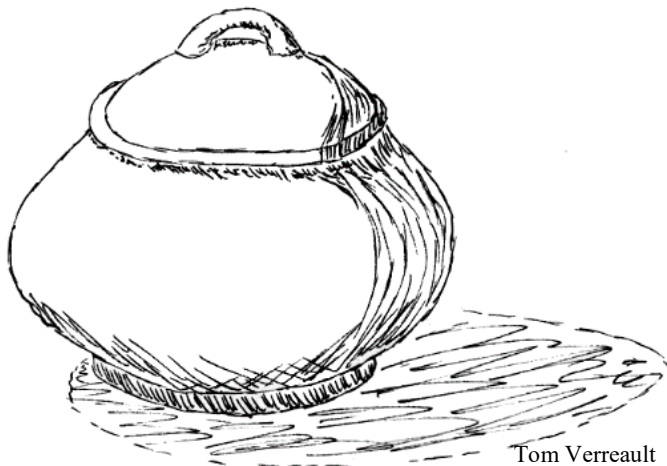
compounds from the user's brain as per their specific biology. One cup of tea works for 5 hours or one stick of gum for 1 hour (5/pack) will nullify pain penalty and limitation of on rate of fire for 1/2 STA. Adequate self-administered anesthetic substitute. Cost: 2 Cr. Per 1 tea bag or pack of gum

Elast-A-Balm – For dralasites but some humans claim it's great as a hair gel. Elast-A-Balm comes in a small pocket-sized jar and will last one GST week of continual use. It cuts the dralasties limb formation time in half and artificially increases the dralasite's DEX score ONLY for purposes of computing number of limbs he can generate (max score = 100). If used as hair gel it imparts a greasy look but hair won't move except under extreme circumstances. Yazirians dislike the smell -5% for NPC reactions to a user of this product. Cost: 10 Cr

Blood Infused Fortified Targ Jerky – Nobody but yazirians likes the taste. A yazirian who ingests this gains a +5% bonus to battle rage attempts one hour later and this effect will last 5 hours. It comes in small resealable pouches; 5 doses to a pouch. Cost: 20 Cr. per pouch

Vrusk Alert Kzz Grubs – The Kzz grubs are a traditional vruskan medical practice. The grubs are grown and fed certain compounds which are stored in their bodies. When the grub was ingested by a vrusk the medical properties of those compounds were experienced by the ingestee. This was a very old and traditional practice. A trade house on Ken'zah-Kit in the K'aken-Kar system has revived this practice marketing The Vrusk Alert compounds which boost a vrusk's ability to pay attention conferring a +5% bonus to both INT and Comprehension ability. They take effect within 10 minutes of ingestion and last for 5 hours. Originally the grubs had to be kept alive but the Vrusk Pharmicopia trade house developed a secret method of drying the grubs and retaining the efficacy of the drug/compounds. This is their flagship product. Cost: 10 Cr/ dried grub.

There are a variety of herbal teas that the Apothecary makes for various ailments or complaints.



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Void Jump Tea is said to have a calming effect on the system for those who experience nausea and distress during void jumps. Void Jump Tea is 2Cr/tea bag.

Special blends of tea are made to order 3 Cr /does

Zero G Tea Brewer and tumbler – brew and drink tea in zero G with just one device: 20 Cr (with Royal Marine crest and motto emblazoned on side: 25Cr).

10 SERVICES TO SEE

1. **Customs and Immigration Section** – Even in the Frontier every being still gets to wait in line to have their carry-ons and body searched. They must show their ID, be medically scanned, and register their presence on the station. Most searches, of luggage and persons, are done by noninvasive scanning technology but all visitors must comply to all customs laws and duty fees.
2. **Weapons Check** – With the restrictive weapons laws on Clarion, anyone arriving on station via a commercial passenger berth whether on a freighter or passenger liner may immediately stop by Weapons Check and “coat check” their questionable weapons under a “No Questions Asked” policy. They will be free to take their weapons when they disembark from the station.
3. **Sanctuary** – This a small chapel church with a live-in councilor. Sanctuary offers a calm environment where a soul can seek a moment or two of silence and seclusion. There is no fee to use the chapel but donations are expected and can be done by electronic credit transfer for the convenience of Sanctuary's patrons. To some extent Sanctuary functions like a Notre Dame in space providing a protection to the desperate and restoration to the weary.
4. **Lord Leominster (Lem-min-ster) Memorial Sickbay** – Through a grant from the Leominster Family Foundation, the Clarion Station sickbay received a state of the art upgrade and was renamed in Lord Leominster's honor. The latest in cutting edge treatments is available for travelers, tourist, and the Royal Marine militia.
5. **The zzKKzz Light Crystal Sculpture Exhibit** – selected light crystal sculptures by the renown vrusk artist zzKKzz are being exhibited in the promenade areas of Clarion station. It's a wonderful opportunity to see these amazing light crystal sculptures.
6. **The Royal Marine training simulators** – training simulators for the assault scouts.
7. **The Royal Marine Museum Annex** – an exhibit hall chronicling the history of the Royal Mairnes with limited artifacts but a decent multi-media presentation.

The climatic holo-vid presentation is of the taking of Planaron asteroid and the defense of the system against a sathar incursion. The Annex is attached to the Royal Marine Museum on the planet and purchase of admission to one facility means free admission to the other.

8. **The Clarion Station Concert Hall** – current event: The Three Dralasites, an act that is a mixture of comedy and music. Admission is 25 to 125 Cr depending on seats and section.
9. **Clarion Station Low G gym** – Rentable space used by the Royal Marines for training, Bud & Yau's Dive Shop for training Noobs before their first orbital sky dive, and occasionally by yazirians who set the floor blowers to low and indulge in recreational gliding.



10. **Top Shuttle Flight School** – So you don't want to join the militia but you'd like to become a spacer? Then Top Shuttle Flight School on Clarion Station is for you. Gain entry level space flight certifications in all spacer skills and automatic membership in the Brotherhood of Spacers.

10 THINGS TO FIND

1. Just inside an air vent or behind an access panel is 2d10 kilo of TD-19 explosive with a cheap Oni Senada detonator. It's thickly covered in dust. If one was to guess, it has been in this spot 10 or more years. Oni Senada is a company making cheap knock off that often have defects; it's possible the detonator was defective.
2. Uni-Ho's new combat-gi, as seen in the holo-vids. The combat-gi is a fancy civilian skeinsuit that combine a tough martial arts Gi with skein suit technology. Available for the low, low price of 500 Cr. but wait, we're offering it on space sale now for 400 Cr.

3. Empty Emergency Suit locker. The inventory read out says its fully stocked but locker has been cleaned out in the past. The lock/scanner/latch has been circumvented and the locker was emptied. Anyone with Technician 1 skill could have done it.
4. Malfunctioning Cybot- Accused of injuring his owner and rumored to not be properly brain wiped, but everyone knows that a bad brain wipe on a cybot is an urban myth. Past memories of an organic brain in a cybot cannot re-emerge; Tacton megacorp has several studies proving it's impossible. Reward for recovery of the robot: 10K credits.
5. Ajax's workshop – Located near the docking bays is the workshop of Actaeon "Ajax" Jax (human male from Minotaur originally). He is the best mechanic and starship engineer on Clarion station. Rumor has it he can replicate or rebuild anything with little more than duct tape and bailing wire. The Royal Marines tried repeatedly to get him to return to militia service but he's a law unto himself. He's has a deal with the Clarion station administration to assist with damage control and repair of government vessels (militia) and his workshop rent is comped. He won't do maintenance work but will consult and handle big problems. He's set for money and spends his time with what interests him often for nominal fees and he picks and chooses which militia ship he'll repair based on which ship captain he likes or doesn't like as the case may be.
Getting Ajax to do special work for the PCs is always a negotiation. Requiring role-play or successful PER checks and/or Persuasion subskill checks. Failed Persuasion subskill checks are likely to offend him but failed PER checks not so much. Fees will depend on how much he likes the person and ability to pay or may involve barter or require a task on the part of the PCs.
6. Very slow air leak at bulkhead 2310.
7. "Jimmied" air vent cover. Air vent cover looks secure but has been modified to allow easy ingress to the air vent. Location is off the main thoroughfare and out of sight.
8. A pair of dirty space-wear – eewww!
9. Lost Wallet with or without an ID card (50%) but with a credit voucher for 1d10 x 1000 Cr and a one-way journey class ticket to Port Loren on a tramp freighter leaving in 8 hours. Also contains a scribbled note to inquire about "self-sealing stem bolts" at the hardware store by the Stellar Arms Hotel in Port Loren.
10. A discarded but illegal weapon; appears to have been fired recently. Referee's choice on type of weapon.

THE UBLAX ALLAGI

Eric Winsor

Normally Dwain is the one who surprises us with an unexpected shipment of a dangerous creature. The Creators speak to the many times that Hakosoar customs has received a package destined to the JHF that contains some voracious creature which will eat any unsuspecting customs inspector. Dwain it appears now has his own personal customs agent assigned to handle any package with his name on it whether large or small. Then again, our dedicated customs agent does have my name on his list for JHF. Who Hakosoar customs does not have on the list is Tik. Now he is.

SEALED CONTAINER FROM MAHG MAR

Recently customs informed us that a sealed container had arrived for the JHF and Dwain and I ignored it thinking that it was just another feed ration shipment for one of the creature habitats. We didn't think to question why it would be coming from some place so remote as Mahg Mar. We don't have any creatures from Mahg Mar. Both Dwain and I told our customs agent that we were not expecting any shipments and referred him to Grath the feed stores manager.

An hour after Dwain and I had individually dismissed the shipment to the feed stores manager, Dwain, Tik, and I were inspecting the Alzof enclosure when Grath showed up. Seems Grath had taken to helping the customs agent track down who at JHF had arranged a shipment from Mahg Mar because it sure wasn't his. Grath had been told up front that Dwain and I had already denied ownership, so he had spent the last hour talking to everyone at the JHF who might possibly, even remotely, be the intended recipient. He called the customs agent back to tell him that he didn't know who owned the shipment. The customs agent then told him that there was something alive in the container. So Grath headed right back for use to find out who really owned the shipment. No sooner had Grath mentioned that the container had a live creature from Mahg Mar then Tik cracked, "It's here!" and took off faster than we could catch him to his aircar.

Dwain and I caught up to Tik several minutes after he had arrived at the customs quarantine. Tik was already in quarantine with the customs agent inspecting the container, the condition of the container's atmosphere, and creature inside. Tik had surprised us all and joined the creature club with a poisonous exploding flying plant from the toxic

atmosphere of Mahg Mar. Dwain and I immediately understood why Tik had been so anxious to get back from Fochrik that he had put himself willingly back in storage class with the same Ifshnit captain that had rushed us there.

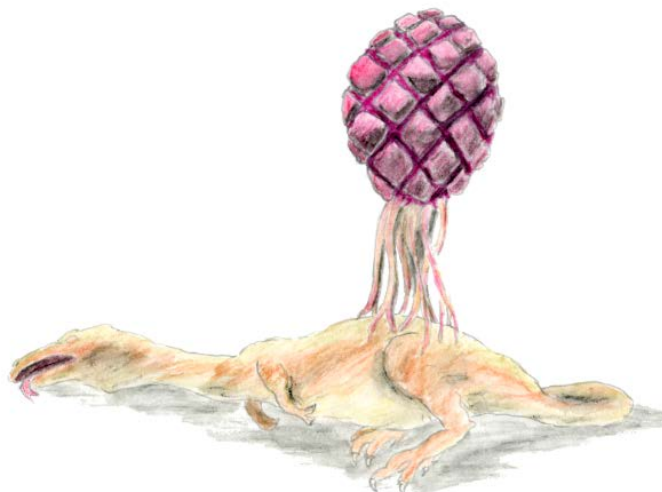
THE NATIVE UBLAX

Mahg Mar has a mildly toxic atmosphere, 75% nitrogen, 22% oxygen, 1% argon, and trace elements. The trace elements are a big part of the mildly toxic part of Mahg Mar's atmosphere.

The first permanent Frontier exploration base came across what the Notui call an ublax. The human naturalist on the base noticed that the ublax concentrated around the refuse piles of the nearby Notui village. They would feed on the decaying carcasses discarded by the villagers after butchering. Typically, the Notui will approach the refuse and wave large fans to drive the ublax away or approach from up wind so that the ublax cannot easily move toward them.

The Notui are cautious of ublax because of their feeding tentacles. The feeding tentacles of an ublax attach quite firmly to flesh and bone because they also serve as anchors to keep the ublax from drifting away while feeding.

The dominant form of mobility for an adult ublax is drifting on wind currents. The ublax digestive system produces free hydrogen that it stores in its central gas bladder. This hydrogen gives the ublax lift and mobility by drifting on the air currents of Mahg Mar. The ublax can open small



Native Ublax Feeding - by Tom Verreault

venting pores at the junctions of the shell coverings that surround the gas bladder. This allows the ublax to descend. The ublax can also generate small amounts of hydrogen on demand from fatty tissue to slowly regain lift.

The ublax is completely blind as it has no eyes. However, the olfactory receptors of the ublax are exceptional. The olfactory receptors are located at the ends of the tentacles just above the ring of gripping hooks. They can detect the scent of dead flesh for dozens of kilometers and will adjust their height constantly to catch air currents that drive them to the source of the nearest carcass. They will also pull themselves along the surface by grabbing branches, grasses, and stones with their tentacles and pulling themselves forward toward the scent of decaying flesh.

Once an ublax attaches to flesh it doesn't let go. The tentacles have small, razor-sharp hooks that the ublax can extend into the flesh of their prey latching them into place. The tentacle, once firmly attached, serves as a feeding tube for the ublax. Digestive juices are secreted from glands along the circumference of the tentacle. These juices slowly liquefy the flesh of the prey and the liquefied flesh is then sucked up the tentacle to the stomachs of the ublax. A typical adult ublax has eight tentacles. Each tentacle has a stomach where it joins the body. All the tentacle stomachs then join to one central stomach at the base of the ublax. Some have been observed with ten tentacles.

Ublax serve as the carrion eaters of Mahg Mar. These native creatures exist all over the planet and grow their gas bladders to a height of about 30cm with 30cm tentacles, 60cm full length. The Notui gather these creatures during the ublax reproductive season and use them to celebrate the harvest by making them a display of fire after the final evening meal of the eight day harvest festival.

The festival is timed each year to coincide with the ublax reproductive cycle because the ublax is a fungal-plant-animal hybrid that reproduces by exploding to spread its seeds. When an ublax explodes all of its hydrogen is subject to combustion when exposed to oxygen. So, the Notui snare hundreds of ublax and tie their tentacles to stones and suspend the maturing ublax above a freshly harvested field. Then when one of the ublax explodes the others are set off and an impressive pyrotechnic display is generated.

UBLAX ALLAGI

However, ublax found in wild territory can also be a danger when there is an overabundance of carrion. When there is too much food available the ublax will mature sooner and will go to seed and explode before the seasonal time. Due to this, the Notui will avoid any full grown ublax encountered out of season. This is not a practice that the Notui thought to teach the Frontier explorers.

The exploration settlement practiced aggressive hunting of predators around the perimeter of the settlement for safety

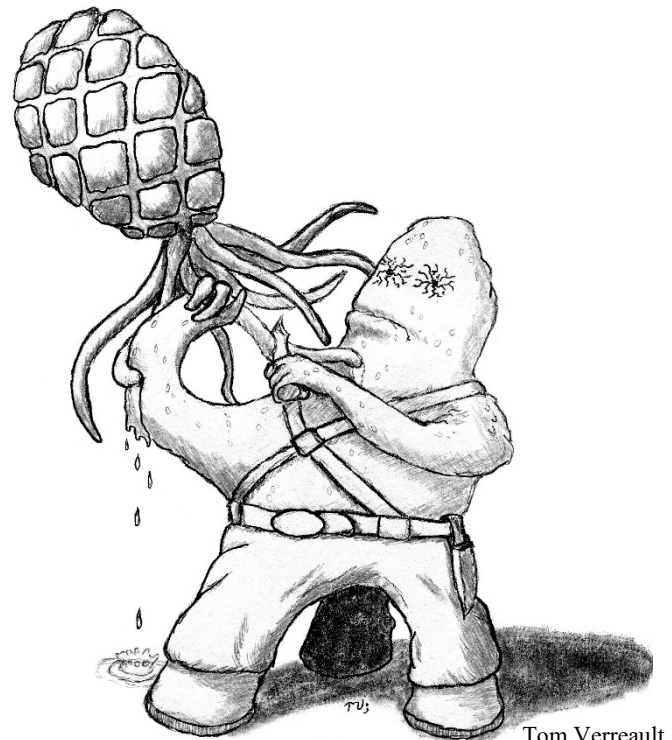
reasons. The carcasses of these predators were disposed of in a central area and the ublax congregated at the disposal site and grew rapidly. The settlement then had an infestation of ublax that went to seed early, damaging some of the settlement and harming staff who attempted to remove the ublax.

The seed of the ublax dispersed in the settlement then began adapting in the new environment being developed by the settlement and adapted over several generations. The current ublax surrounding the settlement are now larger and more dangerous than the native ublax.

These ublax allagi have adapted to a greater food supply and no longer mature early. They grow larger. They also have begun to concentrate some of the toxic gasses from Mahg Mar's atmosphere in their gas bladder. This makes puncturing an ublax allagi risky because large doses of toxic gas are released which can overwhelm standard breathers.

Another adaptation the ublax allagi have developed is poison. Staff that have been unfortunate enough to have been grappled by the tentacles of ublax allagi have been poisoned. A dralasite staff member was grappled by an ublax allagi and cut the tentacles off of the ublax to free itself. Later examination of the severed tentacles revealed that the ublax allagi have not developed a means to inject their poison as a venom but exchange the poison from their digestive juices into the victim through the wounds caused by the hooks ringing the ends of the tentacles.

The poison of the ublax allagi does not yet have a treatment or antidote. Standard antitox does not fully neutralize



Tom Verreault

ublax Allagi poison. Standard antitox is only about 50% effective and very dependent on the stamina of the patient.

The most troubling adaptation of the ublax allagi is a change in their foraging behavior. Ublax allagi seem to have developed a preference for the odors of live prey, specifically non-native (Mahg Mar) prey. Several researchers have been silently attacked while absorbed in their field work and unaware that a large ublax allagi was descending upon them from above.

ENTER THE JHF

Tik took notice of the ublax allagi while visiting with our resident geneticist Doctor Gasar. Doctor Gasar had taken up the study of the ublax allagi after reading about cross biology adaptation in a medical journal. The article covered various worlds of the Frontier where the introduction of extra planetary biology had led to aggressive adaptations in creatures of the native biology.

The ublax of Mahg Mar was one of the cases called out as ideal for study due to the limited introduction of non-Mahg Mar biologies. Doctor Gasar wrote to the naturalist at the Mahg Mar settlement studying the poison of the ublax allagi and offered some insights on DNA drivers for poison in various frontier biologies. This led to her advising the Mahg Mar team in their DNA mapping projects for the Mahg Mar biological ecosystem.

The project became a personal life enemy for her when her naturalist colleague on Mahg Mar died from the compound effects of repeated ublax allagi poisoning. She got Tik involved when she learned he had the expertise and licenses to import an ublax allagi here to Hakosoar.

Tik became heavily invested in the project when he learned that antitox was not effective for treating the Notui and many had died near the exploration settlement from ublax allagi poisoning.

Tik figured out how to suspend the maturation of an ublax allagi so that it would not explode during the long multi jump voyage, and how to keep the lifeform nourished so that it wouldn't die. Tik hit upon the correct composition of atmosphere, soil, nutrients, temperature, and lightning to make the plant traits of the ublax allagi dominant putting the ublax allagi into an analogue of a hibernation state. This also allowed the creature to be classified as a plant in shipping manifests overcoming the biggest problem in shipping an ublax allagi through the Frontier, the law.

Readers wishing Jurak Hangna to investigate a creature of the frontier need only submit a picture and any details of the creature via FrontierExplorer.org. Submitters must have rights and permission to submit all artwork.

Ublax Allagi	
TYPE:	Omnivore
SIZE:	Medium : 80cm + 80cm tentacles
NUMBER:	1 to 80
MOVE:	Very Slow (ground) Varies (wind speed)
IM/RS:	6/55 (tentacles) Varies (gas bag - wind speed)
STAMINA:	40
ATTACK:	50 (attaches a tentacle) (roll at next attack to attach another tentacle)
DAMAGE:	1d10 per tentacle
SPECIAL ATTACK:	Poison S3/T5 (per attached tentacle)
SPECIAL DEFENSE:	Hydrogen explosion if ruptured (25% chance at STA <= 4) (treat as incendiary grenade)
NATIVE WORLD:	Mahg Mar, Waller Nexus

The Jurak Hangna Foundation is happy to report that the efforts taken by Doctor Gasar, Tik, and the Mahg Mar exploration team to deliver a healthy ublax allagi to our labs have been a great success. Doctor Gasar and Tik have since put all of their time into studying the ublax allagi and its poison.

We wish to thank the shipping companies and their crews who so expertly handled this precious cargo for so many jumps and so many months. We honor the many customs officials and law officers who managed the legalities of the many star systems this medically important cargo passed through. This ublax allagi at the JHF enables the discovery of a safe and effective treatment to save countless Notui and other native life of Mahg Mar.

GM NOTES

Victims that have become ensnared by the ublax tentacles may automatically cut, with a suitable weapon or tool, one tentacle per turn. Characters adjacent to the victim may also cut one tentacle/turn with a suitable weapon or tool (laser scalpel, multi-tool, knife, sonic blade etc.).

Just cutting off the tentacles does not count against creature STA. Severed tentacle can regrow from the cut at a rate of 5cm per day. The poisoning of a victim is immediate to a successful grapple that penetrates the flesh. Ublax allagi poison must enter the circulatory system to take effect.

FE

Background Material

HOLIDAYS IN THE FRONTIER

Tom Verreault

Setting holidays are in essence setting fluff but they are the details that add verisimilitude to the game and setting. They anchor the idea that the setting the players are operating in has reality to their characters. They also can become plot points: a terrorist organization is plotting to set off a bomb during the FY 111 Grand Celebration. They players would become involved as Star Law agents, private security, patsies for the terrorist etc.

GAME CANON HOLIDAYS

THE GRAND CELEBRATION

The Grand Celebration was a yearlong celebration of 111 years of UPF treaty. It included Gala functions, parades, and celebrations on every planet in the UPF and even some in the Rim.

VICTORY OVER THE SATHAR DAY

This is not strictly in the canon setting. However, we can presume that, if for no other reason that there are humans in the setting, there will be a commemoration of the end of the Sathar Wars. Since the age of adventure takes place early in the timeline that the Second Sathar War is essentially a future event for most campaigns. Thus, for the 60 years between the two wars the First Sathar War would be referred to as the Sathar War or the Great War. It is

commemorated many different ways depending on local culture, but visiting Gardens of Remembrance which are reserved for the spreading of ashes of cremated veterans is popular.

The vrusk prepare for the day by beautifying such gardens and parks reserved for the commemoration of the day. Many trade houses and conglomerates maintain their own park and as a company they host a celebration in the park involving a corporate solidarity dance (Vrusk Tai-Chi), an address from the CEO, light refreshments, and the unveiling of the latest improvements to their park be they floral, structural, or artistic.

Dralasites favor speeches by dignitaries that take on the aura of debate with one dignitary refuting or contradicting the previous. An encore round of speeches is decided by the audience yelling out a dignitary's name but at most only two with a final speech called for by the crowd which anoints the winner of the speech/debate. They also favor parades that other species tend to find irreverent and a little undignified – some have called them the Dralosite Marti-Gras.

Humans and yazirians favor more individualistic celebrations. Barbeques and personal visits to the Gardens of Remembrance. Yazirians like to sing of the deeds of the heroes being commemorated.



Once the Second Sathar War becomes historic fact in the timeline, I favor just commemorating both victories on the same day for simplicity.

LANDING DAY

Again, this holiday is not strictly setting canon but easy to presume that it does happen. Most colonies will likely celebrate their Colony Founding Day or Landing Day. The patriotic fervor will be less or more depending on local culture and popularity of the government. Planets like Cassidine and Triad will likely make a big deal about their multi-species make up with celebrations having a real hold hands and sing Kumbaya feel. Inner Reach and Clarion might have a more nationalistic flavor and Minotaur might be a very laid back and individualistic version of Memorial Day. Agrarian societies like Timeon, Rupert's Hole, and New Pale might celebrate with harvest festivals and agricultural fairs.

NON-CANON HOLIDAYS

LIBERATION DAY

This is a holiday in Truane's Star system to commemorate the liberation of the system from the sathar and is celebrated in the same week as Victory Over the Sathar Day. It sparks nationalistic fervor on Pale but is a major agricultural fair on New Pale. It is marked by parades, speeches, cookouts, and celebrations. The military organizations on Pale host galas and balls for their officer corps.

PIRACY DAY

In reality Piracy Day is a weeklong celebration on Outer Reach. Pirate bands and individual captains beholden to the Malthar crime syndicate are required to put on a Marti-Gras like celebration parading and alluding to their successes before paying tribute to the Malthar. Dark World station is the center for the celebration and it takes on an air of riot with brawling being commonplace.

FOUNDER'S DAY

This holiday commemorates the founding of the UPF. Originally it was Muster Day commemorating the First Common Muster to deal with the pirate threat of Hatzek Naar but was superseded when the Second Common Muster resulted in the interplanetary treaty that organized the UPF. It is a holiday on all member planets but the celebrations are not equal. Some corporate controlled planets do not allow for time off and those that do make it unpaid time off. On Outer Reach it is little more than a day on the calendar. On Gran Quivera, the seat of the UPF, it is a major celebration.

EXODUS DAY

Founded on Hentz by the Family of One to commemorate the Star Exodus overtly and the ascendancy of the Family

of One covertly. It is promoted as a religious obligation to make the pilgrimage to the Ark holding the genetic diversity of lost Yazira. Many Family of One adherents do travel to visit the Ark but those that must travel from other planets usually only do it once or twice in a lifetime. You can spot pilgrims coming back from the Ark as they are often carrying overpriced "pure" strain potted plants or "sanctified" syboloa tree seeds.

PAN GALACTIC DAY

In essence a corporate holiday commemorating PGC's position as the first mega-corp and the role it played in establishing the credit, Galactic Standard Time, and an interstellar trade language. On many planets it is little more than a day on the calendar but where PGC holds influence it is observed much like Labor Day. There is always a parade in Port Loren celebrating the civilizing effects of the first mega-corp.

CONTACT DAY

This day commemorates the first contact between humanity and the vrusk and dralasites of Fromeltar. It is primarily observed on Terledrom, Cassidine, Gran Quivera, Clarion, and Minotaur. Some historians claim that the celebration has its roots in an ancient human holiday called Thanksgiving but the evidence for this is thin. What is certain is that it is observed with a big feast that usually features cuisine popular with all three species. Some effort is made to serve cuisine that is edible by all three species but not always. On a multi-species colony like Gran Quivera and Triad you are more likely to find some dishes served that might be inedible by one of the species but on a planet like Clarion all dishes served will be edible by humans. The latest trends are to include Yazirian Cuisine and watch hologram broadcast of sporting events.

ADMIRAL MORGAINE'S BIRTHDAY

Not only did the residents of Morgaine's world rename their planet after the SW1 war hero, they made his birthday a planet-wide holiday. It is a paid holiday celebrated with barbeques and picnics and capped off with fireworks displays. On the sister planet in the same system the day is celebrated but not quite with the same fervor.

THE PAGEANT OF RELIGION

This is a holiday unique to the planet Osak and caters to the osakar species penchant for weird clothing and individualistic religion. The osakar go all out with Carnival-like parades including marchers, dancers, floats, and bands representing every known religion in known space. It is Carnival meets ecumenical council. It is considered the best time to visit Osak with many star liners arriving for the festivities.

"CURSED ITEMS" IN THE FRONTIER

Tom Verreault

A while back I wrote an article called, "The Magic of Star Frontiers" which was published in Star Frontiersman #18. It was a list of special treasure type items that functioned as magic items do in a fantasy genre. This article will have items for referee's who want to be Dungeon Master Dastardly but it's the players who will be shouting, "Curses!"

"CURSED" ITEMS

DUD GRENADES

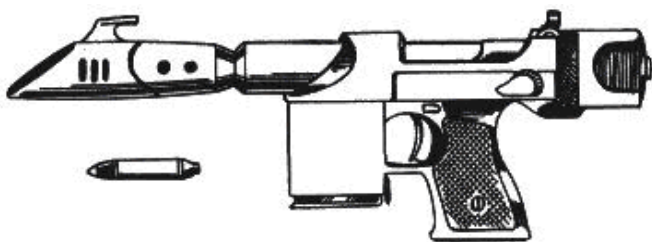
These grenades look and feel exactly like a functional grenade but there is no way to tell that they won't go boom till you toss them. Duds will happen due to age, poor quality control, or intentional sabotage. When you absolutely, positively have to have that frag grenade go boom you're going to wish you had a genuine WarTech grenade.

Cost is usually the same as functional grenades but discounts are also possible [wink].

OLD DEFECTIVE AMMO

Needler, auto weapon, and gyrojet ammo for rifles or pistols can become old and defective. First shot will jam the weapon and prevent firing until weapon is cleared. It takes 1 combat round and a skill check to clear a jam. After the jam is cleared subsequent shots will also jam (30, 40 or 50% of the time at referee's choice). The best course of action during a firefight is to discard the "cursed" ammo.

Cost should be half of new.



FOULED BARREL

It is critical for gyrojet and auto weapons to have clear barrels. If a weapon is found with this problem and the character does not check the barrel the first shot fired will blow up in the barrel causing 1d10 damage to the firer and weapon is now useless. If a character checks the barrel the

blockage can be cleaned and weapon will function normally.

MIS-CALIBRATED SONIC EMITTER HEAD

Sonic swords or knives with a mis-calibrated sonic emitter head will do 1d10 less damage and make a deafening noise, forcing all within 20 meters to make a LDR check or suffer -5 penalty to all actions until the end of the combat. In addition, the noise will draw attention from 100s of meters away, perhaps even a kilometer or two depending on conditions.

There are numerous reasons why an emitter head might be mis-calibrated: sabotage, dropped from a height, or a bad housing bracket among others. Cheaply constructed sonic swords and knives have been known to have problems with the weapon losing its calibration due to a defective housing bracket. When using these weapons, on attack rolls of 95-00 the weapon becomes misaligned. A character with the appropriate skill and a tool kit can recalibrate the emitter but unless the bad housing bracket is detected the weapon will misalign again.

New Housing bracket: 15 Cr.

TARNISHED 20 SEU CLIP

SEU clips with tarnished and loose contact heads will provide power only intermittently. Half of the time the clip will not provide power to a weapon or tool. Shaking the item will fix it for the next turn but prevents the item from being used this combat round. Each round after the clip works, there is a 50% chance it will fail when used again.

Example: During the first round, the PC attempts to fire a weapon with this clip but it won't fire. During the next round shake. On the third round weapon fires normally but each round after that roll for 50% failure chance and repeat the process.

It might be easiest to just replace the clip than mess with shaking it. If a character cleans the tarnish from the heads the clip will work normally. However, if the clip has loose contact heads and the tarnish has been removed then the clip will still fail 30% of time.

DEFECTIVE LASER WEAPON

When a laser weapon has a defective power capacitor and a hair line fracture in the lasing crystal, a dangerous

situation can result where the weapon explodes with the force of a fragmentation grenade. When using a defective weapon, on a roll of 95-00 the weapon will blow up doing damage as if it were a fragmentation grenade. The actual damage rolled will be a number of d10 equal to the SEU setting of the laser weapon. The firer will get a RS check for half damage.

Note: since the weapon is having a catastrophic release of energy and components of the weapon are becoming shrapnel, albedo defenses are not effective although skein suits and inertia screens are.

A character that field strips and cleans the weapon might detect one or both of the problems with a LOG check. A successful LOG check that is an “even” result (2, 4, 6, 8 etc.) detects both defects while a successful LOG check that is “odd” (3, 5, 7, etc.) only detects one. Both parts need to be replaced for safe operation of the weapon.

Power Capacitor: 75 Cr

Lasing Crystal: 150 Cr

THE TREASURE MAP GAMBLE

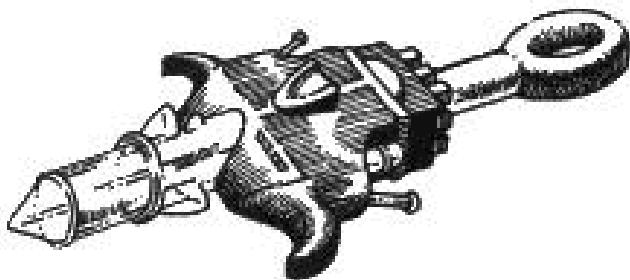
The prospecting files of the S.S. Star Dust mining ship have turned up for sale on the black market. The captain of the Star Dust died suddenly and his heirs sold the ship and all of his filed claims. One question has remained: were there any prospecting targets that he had not filed claims on before his death? In the files are 3d100 prospecting targets and 3d10 of them have no claim staked because they were essentially worthless. There are 1d5-2 targets that were recent with no claim filed. One of those 1d5-2 targets might also have not been filed for some other reason. The files are a gamble that could pay off.

Cost: 1d10 X 1,000 Cr.

THE 3 MONKIES NANITES

This item was designed for corporate espionage. Code named “The 3 Monkeys” (a reference to see no evil, hear no... and etc.), it is a vial of nanite solution that can be ingested or injected with a hypo spray. If ingested it takes 1d5 hours to take effect and if injected it takes effect in 10 minutes.

There are 3 types of nanites in the solution. One set attaches to the optic nerve, one set attaches to the auditory nerve, and the third positions itself near both sets of nerves and



wirelessly collects data from both. When a special scanner is brought within 1 meter of the character the third set wirelessly transmits the data. The nanites can only store data for 20 hours before it begins recording over the oldest data. The data entails what the "victim" sees and hears and is used to steal pass codes and sensitive data.

The nanites have power for 1 GST week before going inert. The wireless broadcasting of the nanites can cause interference with electronic devices like viso-coms, helms with electronics, and implanted chronocoms, and is often the first clue that something is going on. Hospitals and mega corps fearing this sort of espionage have a special scanner to detect and deactivate these nanites.

The scanners to collect data are not mass produced and are hand crafted to appear to be something else making them very expensive.

Nanite scanner: 800-1000 Cr.

One dose of 3 Monkeys: 200 Cr.

NANITE DISRUPTION FIELD AND SCANNER

This item of equipment is large and usually found in a hospital or at a mega corp facility. It weighs 50 kg. It can scan for the presence of nanites in a character and activate a disruption field that renders them inert.

Characters going to a hospital seeking this specialty treatment will be charged 100 Cr whether or not nanites are found. Corporations keep the equipment as an anti-espionage counter measure and provide it for free to employees. Testing positive for 3 Monkeys nanites will trigger a complete review of the character's movements for the past GST week by corporate security to try to determine what data might have been compromised and where the character might have been dosed.

Cost: 5000 Cr.

STALKER NANITES

These nanites are another countermeasure to the 3 Monkeys Nanites. They must be injected and they linger in the blood stream for 1 month. They seek out and destroy any other nanites in the body. The injection must be redone every month.

Cost: 50 Cr.

PLOT HOOKS

The PCs are working for a corporation that has been experiencing a rise in corporate espionage attempts. Recently one of the executive vice presidents tested positive for 3 Monkeys nanites. It is believed that he was dosed while on vacation at a resort. The PCs must travel to the resort as tourist and investigate who might have done this.



WHERE ARE YOU TAKING ME?

HURRY UP, WE'RE ALMOST THERE!

EPISODE #2: "ROOM 271"



DID I MENTION I'M NOT A FAN OF SURPRISES?

...OR CREEPY DARK PLACES?

YOU WILL SEE SOON ENOUGH.



UGGGGHH, WHAT A DUMPI!

ARE YOU SURE YOU KNOW WHERE YOU'RE GOING?

...MY ROOM WAS MUCH NICER.

TA-DAH!



?!

UH... HELLO!

WHO ARE YOU AND WHAT ARE WE DOING HERE?



DON'T YOU RECOGNIZE ME? I'M JOHNNY DEAKON....

...STAR OF STAGE AND HOLOVID

...AND I HAVE A PLAN TO GET US OUTTA 'ERE!

