

Issue
20

STAR FRONTIERSMAN

Magazine



Adventures in the Frontier

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ON THE COVER:

Cover art by Kyrinn Eis. This is depicting images from the Return to Archangel adventure in this issue. See more of her work @ <http://thegrandtapestry.blogspot.com/>

Kyrinn also has her own RPG; URUTSK: World of Mystery.



OTHER ART CREDITS:

» Artist Credit on images

FOREWORD

Another issue of The Star Frontiersman has come.

In Issue #19, I forgot to credit Shell Allan Shoemake for his creature art in the “An Aliens’ Best Friend” article. My apologies Shell. Sometimes it’s the details that kill us.

One other mishap also was that Shadow Shack’s deck plans for the Eorna Fighter disappeared. They are located on the last page of his Assault Scout article in this issue. My apologies to Shadow.

We have a great adventure by Ben Gorman this issue. I know that there has not been a Star Frontiers module for years, but we have a new mini adventure and a wonderful new race, the my-xine, to enjoy.

Please send any feedback to me and Happy Reading..

The next issue will have a blast from the past, “Day of the Juggernaut”.

Raise your dice hand high!
William Douglass
Wdouglass1970@gmail.com

RETURN TO ARCHANGEL

By Ben Gorman A.K.A Rollo

Editor's Note: This article is a good example of putting together a Planetary Brief, New Creatures, New Races, and wrapping it up into an Adventure plot. A referee can use this as a great stepping stone into an adventure for players.

This outline is intended to familiarize the Game Master (GM) and Players with this previously unknown part of frontier space. A basic scenario is outlined herein to get things started, but once started there are several avenues that can be considered for future play and it is up to the GM to develop them further to fit into their universe.

ABBREVIATIONS

OOO	Out of Character
IC	In Character
GM	Game Master
PC	Player's Characters
NPC	Non-player Characters
Human(s)	Regular human colonists' descendant from the original colonist stock on Archangel
Feral(s)	Feral humans' descendant from the original colonist stock on Archangel

Section Alpha

Player Briefing (IC)

Current Date: 111FY (Federation Year)

Briefing Location: Hargut, Gruna Garu

A human female enters the small auditorium and looks around at the 50 +/- volunteers that have attended the briefing. She places a stack of files on the small desk at the head of the room and busies herself turning on a holo-vid projector. Turning to her young assistant (human male) she nods and says, ***"Dim the lights Private."***

With the push of a button a small (OOO: hull size 3) UPF science vessel amid the backdrop of open space brightens the screen. It is clearly marked 'Star Gazer'.

She clears her throat and speaks, ***"I am Major Manning of the UPF's Human Relations Department. Last month a passing UPF science vessel en-route to Starmist picked up a very faint signal from grid coordinates 09, P"*** (OOO: the Beta quarantine system located on the star map from SFMan06 p.42).

"They immediately investigated the signal and found it to have originated in a system at those coordinates. They transmitted their report with a brief summary of the new system and a voice file attached from some unknown source. Upon closer examination our UPF linguistics experts were able to pick out just two words, the rest was inaudible."

She pushes another button and a garbled synthetic voice intones in static-filled repetition:

"...Archangel...Clear...Archangel...Clear..."

"The crew of the 'Star Gazer' has not been heard of since and is now five days overdue for their standard ship maintenance at Lynchpin." She pauses, seemingly for effect, changes the view on the holo-vid that now shows what scant detail is known about the system...

SYSTEM BRIEF	
System	Io (09, P)
Habitable World	Archangel
Moons	1 (none)
Star	Yellow
Total # of planets in the system	5
Artificial Satellites	Beacons, x100
Gravity	.8 g
Length of Day	20 hours
Length of Year	351 days
Prevalent Race	Unknown
Population	Unknown
Trade	Unknown

...then clears her throat again and continues.

"A search of our databases turned up an old reference to a colony advance team with 100 colonists that went missing in this general area in the year 389PF (Pre-frontier - OOC: if the current year is assumed to be 111FY, then the colony advance team has been missing for 500 years). The colony ship's name was 'Archangel' and our scholars think that it is too much of a coincidence that a radio signal stating that name is now found in the same region of space where a ship bearing that name was lost. They believe that the 'Star Gazer' has stumbled upon the 'Archangel' and has now gone missing as well.

The UPF's Planetary Survey Administration, in conjunction with the Human Relations Department has immediately set about manning and outfitting the UPFS Seeker, the nearest planetary survey and research vessel, with plans to send it to the area to investigate, retrieve whatever scientific data was collected by the 'Star Gazer' and recover the crew if possible. This is where all of you (she eyes the crowd of volunteers) come in. We need people to fill in the gaps and round out the crew. All volunteers will be paid 50 credits per day once the work begins and 10 credits per day while traveling as well as food and lodging while on this mission. If you're interested, please step forward and we'll get the paperwork started."

Section Beta

Game Master Briefing

Any players choosing to be 'military' in nature will have been assigned to this vessel. 'Civilian' players will be independent contractors signed on at the last minute to fill the gaps in expertise needed for the mission.

The '**Seeker**' is currently at Hargut in the Gruna Garu system, taking on supplies for the trip and ready to board the players ASAP. It is a hull size 3 research ship with atmospheric landing and takeoff capabilities. The crew compliment is 10 or less. The travel time from Gruna Garu is a known 14 days round trip. The travel pay (140 credits) will be remitted upfront to 'sweeten' the deal. Since this money will be paid up front, the players may of course, buy any essentials they wish (and can afford) prior to leaving.

Planet

The planet of Archangel is 61% water, 32.76% of which is ice. The ice is concentrated at both of the poles, manifesting as glaciers ranging from 1 - 2km in thickness. The planet seems to be enjoying an ice age with average temperatures of about +15C (+60F) along the equatorial zone and -18C (+0F) at the poles. The average ocean temperature is about +10C (+50F) at the equator and about +2C (+36F) at the poles.

The vast majority of life on the planet is concentrated around the equator. Because much of the atmospheric moisture is locked up in the vast glaciers, Archangel is a fairly dry planet. It doesn't rain much, though there are large numbers of glacial rivers that have formed during the seasonal melts. This effect has left large areas of the planet's surface in a cold, arid state - meaning, chilly, yet desert-like from a lack of water. The more temperate band circumnavigating the planet at the equator receives regular rainfall, but bordering that green band, both to the north and south are vast, cool, arid plains - intermittently broken by tundra - that stretch on until they reach the polar ice fields. The forests of the equatorial zone are boreal (taiga) in nature - similar to what can be found along the Pacific Northwest; large Hemlock; old-growth coniferous.

Population

There is a city ruin (Gideon) that looks as though it was capable of sustaining 35,000 +/- located on the equator (see map).

Picture by Fragile-stock @ deviant art



The population of sentient beings on Archangel currently includes about 225,000 ferals, 40,000 humans and 2 million my-xine (see below for more information about this race).

Though the ferals could be found anywhere within 146,250 square km of the ruins of Gideon, about 10% (roughly 20,000 ferals scattered among 40 different tribes) of them reside in and around the ruins of Gideon.

The humans can also be found anywhere within the 146,250 square km area around the ruins of Gideon since the 'time of chaos and terror' sent them running for their lives in all directions. There are small bands of them scattered all over. There is however, a human city of some 10,000 inhabitants called 'New Gideon' that has been built within a cavern complex. 'New Gideon' sports a vast underground lake that has access to the surface by a slow-moving subterranean river. This lake is populated with my-xine (plural) and is the first site of contact between the humans and the my-xine.

The my-xine can be found anywhere on the planet, though about 2,000 call the subterranean lake of 'New Gideon' home and only about 5,000 (total) reside in the area (within the 146,250 square km area around the ruins of Gideon) where the humans have settled (ruins of Gideon/New Gideon).

Throughout the entire period of time of human habitation on Archangel there have only been perhaps 2 million my-xine residing on the planet – scattered over the entire planet – and mostly living in the oceans that cover 61% of the planet's surface. For this reason, few my-xine are even aware of the human presence on their world. The my-xine culture does not utilize technology at all so there is no form of mass communication among the my-xine. 'Word-of-mouth' (or mind in this case) is the only way such news could spread. When this is considered, along with the aquatic preference of the my-xine, their low population planet-wide and the fact that the humans have crashed and colonized an inland area have all contributed to the ignorance of the vast majority of the native population to their human neighbors.

Population Growth Calculation
N = No(e)kt
Where:
e = 2.71828
N = future value
No = present value
k = rate of increase (expressed as a fraction of the percent, i.e.: 1.35% = 0.0135)
t = number of years over which growth is to be measured
Pre-plague (from 389PF to 89PF):
76 original colonists after 300 years with a population growth of 2% = 28,897 total population.
Post-plague (89PF to 111FY):
28,897 starting population - 10% = 2,890 humans unaffected by the plague
- 25% = 7,224 killed by the plague outright
- 65% = 18,783 humans transformed by the plague
Current (111FY) population of Archangel:
2,890 humans after 200 years with a population growth of 1.35% = 42,232 total current population of humans.
18,783 ferals after 200 years with a population growth of 1.25% = 225,305 total current population of ferals.

If the GM wishes to adjust the time line, the formula and data used to calculate the human/feral population currently on Archangel is on this page. Bear in mind that there is a factor that was not considered in this formula for simplicity's sake, humans in the SF universe have a 150 year life expectancy. Also, a 'best guess' was used to determine how better medical technology would impact these numbers and is reflected in the population growth percentages (1.36% is the average population growth of the world today).

Scenario Background

In the year 389PF the advance colony ship '**Archangel**' suffered a catastrophic engine failure while attempting to jump through the void. Once the crew regained control of the crippled ship, they found that, aside from having lost several crew members to the accident, the '**Archangel**' was hopelessly damaged from an apparent collision with a cloud of pebble-sized debris. Their engines were irreparable and major systems throughout the ship had been severely damaged, including communications, navigation and life support. With oxygen levels rapidly depleting, no communications and with none of their stellar maps corresponding with the star field they could see they began to consider their very limited options.

Luckily their mis-jump placed them close to a planet. With no other option and with the crippled ship slowly tumbling into the gravimetric influence of the nearby planet, Captain Gideon gathered a handful of volunteers together then ordered the crew into the lifeboats and the order to abandon ship was given. Once the lifeboats were launched, Captain Gideon and his small band of volunteers set to work attempting to crash-land the crippled ship and hopefully keep it from completely breaking up in the process.

Though successful in keeping the ship from being completely destroyed in the crash, Captain Gideon and his handful of volunteers were killed. All told, the colonists lost 24 people between the initial accident and the subsequent crash.

Happily, the planet was capable of supporting human life. The colonists in the lifeboats were able to locate the '**Archangel**' crash site and a new human colony was born, albeit unknown to anyone else. The colonists were able to salvage much of the equipment that had originally been intended to help them build their colony.

Unfortunately, they did not have the resources necessary to fabricate a means of their rescue; repairing their ship or their subspace radio.

The colonists named their new world, '**Archangel**' after their doomed ship and named their new colony, 'Gideon' after the captain of the '**Archangel**' who had managed to save the majority of his crew and give them a chance to survive by keeping the ship mostly intact.

In the year 89PF a horrific plague struck the planet, 300 years after colonization. The world had previously been a high technology world with a population of about 30,000. The plague arrived by way of a small asteroid that crashed into the planet some hundreds-of-thousands of years previous. The virulent alien virus had gone undetected underground until the activity of the human settlers building their city unearthed a pocket of it during the course of excavation for future construction.

Once released, the virus had a disastrous effect on the human population. It spread rapidly and caused the people who became infected to lapse into a palsy-ridden coma for a few days during which time specific portions of the unfortunate victim's brain would be destroyed by the virus. Upon waking, the victim's personalities will have changed dramatically toward extreme violence, astoundingly lowered intelligence and a shocking lack of a moral compass.

As is often the case with diseases, a small percentage of the population was immune to it. They recognized the dire situation they now found themselves in - with about 25% of the population dying outright from the virus and leaving another 65% of the population homicidal maniacs. During this time of 'chaos and terror' - the virus took two months to run its course through the population - a small group of scientists and engineers were able to sequester themselves in a relatively safe compound where they could work.

Previous to the outbreak, the people of Gideon had been working on a project to fabricate a satellite array that could hopefully boost a communication signal enough to send a message out in order to affect their rescue. The scientists of Gideon realized their colony was doomed because of the plague and a different use for the satellites was conceived. Since the satellites were already constructed, all that needed to be done was to modify them to create an effective quarantine barrier and warning system and then launch them. They managed to modify and launch all 100 satellites into orbit around the planet before being forced to abandon their bunker. Afterward any immune humans were forced to flee Gideon or be slain at the hands of the ferals.

Over the course of the intervening generations (between then and now), the original population that had an immunity to this virus have passed it on to their children, etc., so that any regular humans on the planet now are immune to this virus.

Similarly, once infected and once the damage has been done, an infected host becomes immune as well. Therefore, even the current population of ferals has immunity to this disease.

Currently, the plague is no longer a threat - it seems to have regressed and disappeared completely. The natives they meet now are all virus-free (and immune to the virus if it should resurface in its previous genetic state). They have all regressed to a primitive state however (both the ferals and the humans). At this point in their development, the ferals act very much like their virus-contaminated progenitors because that is how their culture and society has evolved. If infants/very young children were ever taken out of the feral tribes and raised in a civilized manner however, they would easily adapt just fine as functioning, rational members of the human race (as would the human population on Archangel).

For now though, the planet has been reduced to a post-apocalyptic state, the ferals having chased the smaller number of humans from the technology of Gideon and leaving them to learn how to survive without their technology or the means to reclaim it. Therefore over the course of 200 years even the humans have lost most of their previous technical knowledge.

This doesn't mean that the humans have lost the memory of their history however. The humans keep their origins on the planet alive through a story-telling tradition and therefore, have remembered most of their past. Currently though they would be unable to fashion any high technology and have a level about equivalent to Iron Age technology.

It should be noted that, if compared, there is no real physical difference between the humans and the ferals. This can cause an accidental misidentification, especially when one or the other group is first encountered and/or viewed from afar without the knowledge of the human or feral. Until a feral perceives the approach of another being, they would appear to be nothing more than a primitive human - scrounging for grubs under a log for example. Once a feral becomes aware of another being's presence however, that is where things go horribly wrong. They will snarl, growl, scream and charge with unrestrained blood lust and seeming unconcern about personal safety. If they have no weapons readily available, they will leap upon and savagely attack by grappling, scratching, biting, punching and kicking with abandon

- to the point that they will gleefully rip the throat from their prey with their teeth.

It should be noted that ferals have an animalistic existence - they operate in packs and as in nature, if they are outnumbered but have an avenue of retreat they will retreat until they can gain the upper hand. It should also be noted that though they have an animalistic mindset they are still thinking beings, albeit marginally so. Meaning they are cunning and though they attack with abandon once they commit to a fight - they don't commit to a fight unless they are sure they have the upper hand.

This means that players could easily rush to the rescue of a feral, thinking it is a human in distress only to have the feral run away and return a short time later with their tribe to harvest the meat (read: PCs) that they had just encountered a few moments prior. Now, just because they look strikingly similar from afar, there are still some subtle differences that the observant PC can pick up on.

Ferals don't care about hygiene and therefore, their hair is snarled and unkempt. They wear clothing as a matter of necessity to ward off the elements and it always consists of animal hides that may or may not protect their modesty. The female ferals are always subordinate to the males - squatting and cringing if a male approaches for example. Even within their own tribes, ferals bare their teeth and snarl at each other to show dominance. Ferals have retained enough cognitive function to utilize simple tools and create simple weapons (spears, clubs, stone knives, slings, etc.) but have a penchant for extreme violence and cannibalism with absolutely no concept of morality. They view all forms of life as 'meat', showing some limited loyalty only to members of their own tribe as if in some primitive recognition of the need to band together in order to survive as an individual. Of course, they have no problem with killing and eating even those within their own tribes if need be.

Tribes of feral humans are always led by a dominant male (who killed his way to the top) who will remain the leader for only as long as he can kill any challengers to his position of power.

Humans on the other hand tend to at least try to keep the knots out of their hair. They always wear clothing to protect their modesty as well as to protect from the elements and it can sometimes consist of rudimentary cloth but often consists of animal hides. Female and

male interactions are equal, not subservient/dominant. Humans laugh - they don't bare their teeth and snarl. Instead of simple melee weapons, humans usually carry rudimentary swords, metal knives, bows and arrows and even ancient firearms.

Weapons are almost exclusively archaic in nature, the ferals preferring simple weapons (see above) since they are easily fashioned and don't take much thought. The humans tend to possess much better melee arms (see above) as they have retained their intelligence and attention spans. The occasional projectile weapon can be found, but only in the hands of a chieftain or tribe champion. Ammunition is extremely rare (none has been produced here for 200 years) so even when a weapon is in the possession of one of the natives they are loath to fire them unless absolutely necessary. The ferals never use them as they are too complex for them to bother with, nothing beats a good bludgeoning.

Ancient relics of the past civilization are common and can be found here and there around the ruins of Gideon; old vehicles, buildings and the like. Vehicles are no longer functional, having spent too much time inoperative, any moving parts are now fused together. Any energy sources have long since been depleted and no chemical fuels are left to be utilized. The only possible advanced equipment will be in the form of weaponry, specifically, projectile weapons that have been well tended and passed down from generation to generation.

The city ruins are almost exclusively the domain of the ferals who have sought them out and taken them over. It is much easier to move into an existing structure than it is to build your own after all. Ages ago the humans came to realize that their feral brethren sought out these easy sources of shelter thereby making the city ruins extremely dangerous to visit. The various feral tribes in and around Gideon constantly bicker with each other over prime shelter locations (buildings that aren't as damaged as others, etc.) and it is not uncommon to see violent skirmishes between tribes of ferals in these close quarters.

No one tribe in the ruins of Gideon is more powerful than any other so this tends to provide a defacto but uncertain peace.

Rest assured that if any single tribe in these ruins ever gained enough power (power to these tribes translates to higher population so they have more

people to throw at the enemy and overwhelm them with numbers) then all-out war would be inevitable until only one tribe ruled the ruins.

As it stands now, single ferals caught alone are almost always picked off by some other group. This behavior is a constant among the scattered tribes of ferals on the planet, whether in close quarters or not. If any single or small group of ferals is ever encountered by a larger group of ferals from a different tribe, the smaller group is at risk of being preyed upon.

After the fall of Gideon, the humans struck out into the wilderness in an attempt to get away from the territory of the ferals.

After having lived on the planet for 300 years the humans had always thought themselves to be the only sentient beings on the planet, all of that changed after the 'time of chaos and terror' however. As the humans fled for their lives and over the course of the time that they spent searching for a likely place to start a new colony they came to encounter another sentient race: the my-xine.

Though a very alien race (in human terms) the my-xine were extremely curious about the humans and that curiosity has allowed them to form a favorable relationship with them. The humans however, have come to view the my-xine with a sense of awe. The my-xine are an exceptionally strong psychic race and much of their everyday activities include actions that appear (in human terms) to be magical or mystical in nature. They can speak directly to your mind, they can levitate, etc.

For this reason the first my-xine/human encounter was exceptionally strange in that, the my-xine found the humans (the first sentient race they had ever encountered) extremely intriguing and had many questions while the humans found the my-xine, though repulsive in appearance, nearly god-like.

After the initial awkwardness of the encounter, the two races eventually came to trust each other and an alliance between the humans and the my-xine have developed. The humans view the my-xine with a sense of awe and respect - some even plunging headlong into viewing them as deities to be worshiped. The my-xine currently view this sense of awe and (at least in some humans) adoration to the point of worship as exceedingly satisfying. The my-xine tend to capitalize on this to a degree - nothing sinister, but they certainly don't discourage whatever accolades and 'gifts' that might be given from the humans. But bigger

than that to the my-xine is the notion that there are other sentients out there and now, having learned that these humans came from the stars, well to say their interest is piqued is an understatement to say the least. The my-xine are now exceedingly interested in leaving the planet and exploring – if only they had a way to do so.

Section Gamma

Orbit of Archangel

Unknown to the PCs is that the network of satellites (there are about 100 satellites, though only about half still work as they have been in orbit now for 200 years) orbiting the planet at about 15,000 km, aside from being intended as a warning system for future explorers is also a defensive system intended to disable any ships that attempt to establish orbit around the planet...thereby insuring the integrity of the self-imposed quarantine.

Though the beacon message seemingly states that the quarantine is now clear, the satellite defensive system has malfunctioned after all this time and is still very much active. Any attempt to establish orbit around the planet will result in an electromagnetic pulse (EMP) that will disable any unshielded electrical equipment on any passing ship(s).

The EMP is generated through the use of a built-in microwave generator in each satellite. Each EMP burst lasts only about 15 nanoseconds, the peak of the damage output of the pulse having been achieved after the first 5 nanoseconds. The effective range of each pulse is 10,000 km with an energy output of 100 kilovolts/meter. The satellites are able to target a specific point in space within 10,000 km with their EMPs by directing the microwave energy generated into wave-shaping circuits and then directed to a targeting antenna. The microwave burst is then carried along the targeting carrier wave to the target. Such energy is capable of seriously damaging any electrical equipment within the 10,000 km range. It should be noted that military warships are usually shielded against EMPs (not necessarily military support ships or any civilian ships).

Prior to passing through the 15,000 km satellite barrier (en-route to the planet) a successful scan will show that the satellites are emitting microwave

energy. A roll to scan the area that fails, but is close (GM's discretion) may reveal microwave energy in the general area and of course, a miserably failed roll will result in no additional information.

Once the PCs pass the barrier and commit to orbiting the planet the '**Seeker**' will immediately be attacked by the satellites' defensive mechanism. During the few moments of chaos while the '**Seeker**' is being attacked, any successful scans of the planet will allow the PCs to locate the ruins of Gideon from space (see map), though those scans will also reveal that the terrain around the ruins is unsuitable for landing a star ship (uneven, hilly terrain); the nearest landing site is 15km from the ruins. If the roll is close, but fails (GM's discretion) then general information about the ruins will be gleaned (approximate location and distance, etc.) and of course, miserably failed rolls will get the PCs no information.

At this point, when the '**Seeker**' is being attacked, if the PCs were unable to determine that the satellites were radiating microwave energy, they will have another chance to do so now as the targeting signal from the satellites will be buried in the carrier wave of the EMP. These clues will allow the PCs to track the attacks back to the source provided they make their rolls. There will be 4 satellites firing at the '**Seeker**' at a time (though 4 others in the immediate area will be inactive thereby forcing the players to sort through their scans to determine which satellites are emitting microwave energy and which aren't; otherwise the gunner may end up fruitlessly targeting inactive satellites!). If the player manning the weapons is able to score a successful strike against a satellite, the satellite will be destroyed (regardless of damage and regardless of whether the satellite was previous active or inactive).

As far as the satellites are concerned, they are programmed to specifically target communications, engines and life support equipment in order to insure maximum debilitating damage to the space-worthiness and communication abilities of a ship.

The intention is not necessarily to kill the occupants of the ship as EMP energy is harmless to bio-forms. The intention was to cause the ship to be forced to the planet's surface where it would be stranded indefinitely and leave the passengers to fate.

On any roll of 50 or less the satellites score a hit on the ship. The GM should keep track of what system is hit (determine this randomly: roll 1d6, 1-2 = Subspace

Radio, 3-4 = Main Engines and 5-6 = Life Support Equipment) and once a system has been hit twice (the first hit reduces the effectiveness of the affected system by 50%), it is seriously damaged and inoperable until replacement parts are found to repair them with. Each satellite is capable of firing once per turn.

The combat abilities of the satellites are intended to allow the GM a way to guarantee that the **'Seeker'** ends up stranded on the planet without being destroyed (and without making the GM appear to simply be forcing the PCs to be stranded) and also allow the PCs an exciting thrill ride to the planet by way of combat with the automated satellites.

All players with applicable skills will be able to take part in sorting through the dangerous nature of the satellites, targeting them and shooting at them. As well as landing the ship safely amidst the chaos of the combat and the disabled engines - the pilot will have to make a soft landing using thrusters as the engines will likely be too damaged to function properly without replacement parts. As well, if there is a particularly clever player with appropriate skills and they think to try a reverse carrier wave in an attempt to access one of the satellite's systems, they could readily discover that the satellites are programmed to allow ships to cross their barrier toward the planet, but not to allow any ship to cross back in the opposite direction! Perhaps this could net an extra experience point even.

Section Delta

Forced Landing

After the **'Seeker'** is forced to land on the planet's surface, the PCs will have a bare minimum of 21 days before they can expect rescue. It will take at least 12 days before they are missed, about 2 days to prep a crew and ship for departure and 7 days to travel to the Io system from Hargut. Similarly, once the rescue ship arrives (and depending upon what the PCs have accomplished on the planet's surface) they may or may not figure out the danger of the satellite network and if figured out, it may take a while to clear the satellites and then search the planet's surface for the crashed expedition. In short, the characters will likely be stranded on the planet's surface for a month or more (If they're found at all!) unless they are able to repair their ship and save themselves.

If the PCs do get stranded and manage to survive and return to civilization, they may well have a decent paycheck waiting for them back on Hargut! If the PCs were able to identify the ruins of Gideon then the thrusters of the **'Seeker'** will enable the pilot to land nearby, however the terrain around the ruins is unsuitable for landing a star ship (uneven, hilly terrain); the nearest landing site is 15km from the ruins. If the PCs were unable to identify the ruins from orbit, then the GM should place the ship randomly somewhere within the 146,250 square km area detailed in the map (see map).

This latter point is being suggested so that the GM will be easily able to eventually bring the PCs to a meeting with some of the human tribes on the planet. If the GM so chooses however, they can place the PCs nearly anywhere on the planet. But in order to realistically be able to continue on with the scenario as outlined (if the GM allows the players to land elsewhere on the planet), they would have to make contact with a my-xine that is aware of the humans and their location and that would be able to direct the PCs there. For this scenario however, it will be assumed that the PCs will be able to land the **'Seeker'** somewhere within this 146,250 square km area.

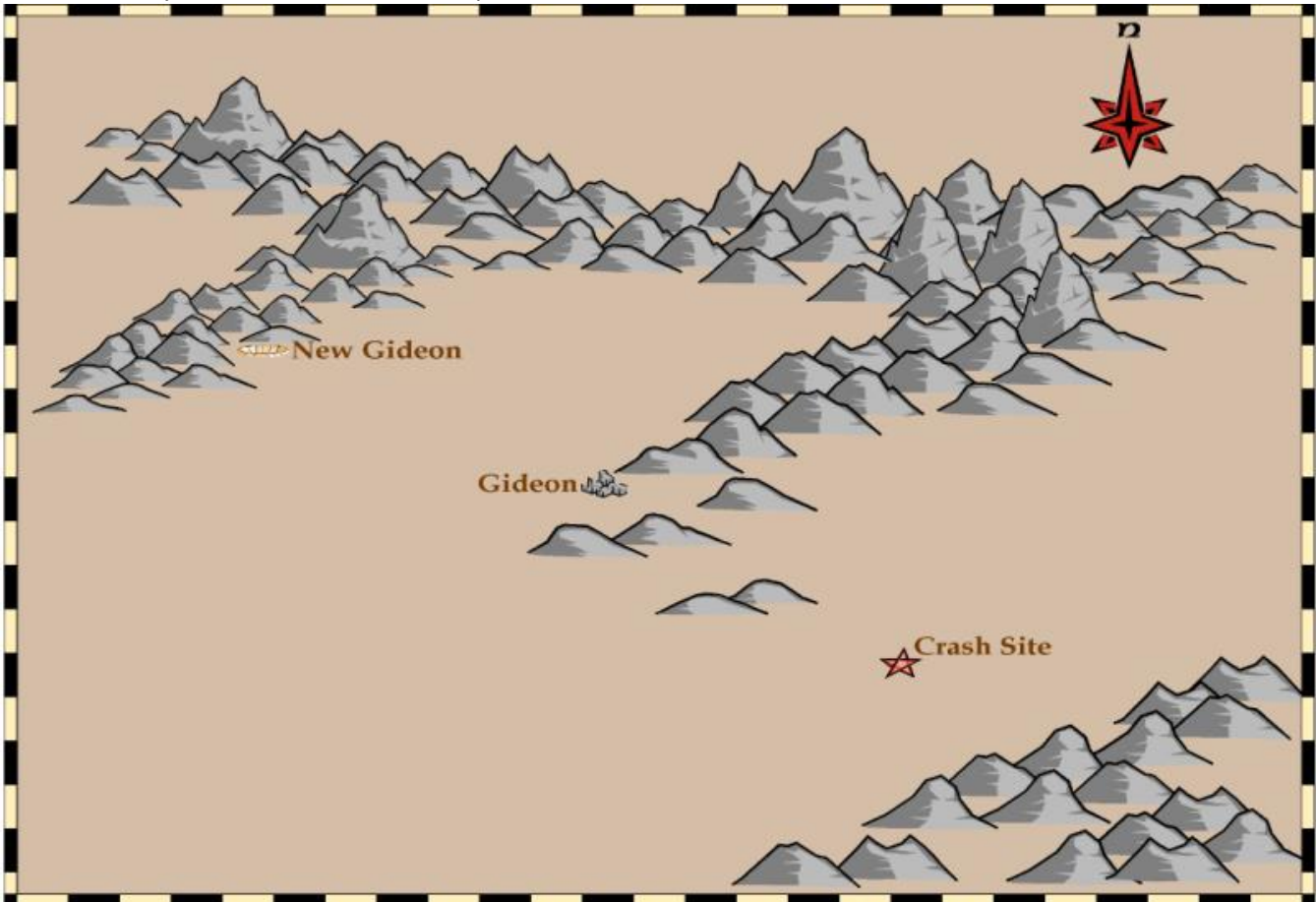
Section Epsilon

Planet's Surface

Once on the planet's surface the PCs will need to take stock of the damage to the **'Seeker'**. After some successful skill rolls, they will be able to determine that the subspace radio, the main engines and the life support equipment have all been severely damaged and cannot simply be repaired. Spare parts will be required for any repairs to be successful as the EMPs that the **'Seeker'** had been subjected to in orbit have destroyed many electrical components in the above-listed ship's infrastructure thereby destroying delicate, but necessary components.

Thus the PCs will have to seek out alternate sources of technology in order to repair their ship so they can leave the planet - otherwise, their only other option is to sit and hope for rescue. It would be common knowledge that sensors in Star Frontiers are not sophisticated enough to specifically pinpoint people from orbit or even a small ship. The ruins can be partially seen by the naked eye from orbit and sensors

would enhance that curiosity thereby allowing a diligent specialist operating a ship's scanner to find them. But a stranded group of people and their ship would be very difficult to find - if not impossible.



Planned Encounter 01

Regardless of whether the PCs choose to land the 'Seeker' nearby the ruins of Gideon, their first encounter on the planet will prove to be disconcerting. Shortly after they disembark from the 'Seeker' to investigate this unexplored world, the PCs will encounter a half-naked, unkempt human woman (who looks to be about 25-30 years of age). She is running through the brush, obviously frightened.

She passes a short distance from the PCs, notices them, but turns away from their position and continues moving away rapidly. A brief moment later a loud, thunderous roar reverberates through the area as a huge bearlike creature shambles into view - and notices the PCs. The beast immediately charges the nearest PC with obvious bloody intent.

The creature is a Cave Bear and the human woman is a feral. As the PCs are busy with the Bear, the feral continues running to her nearby tribe and tells them about the 'meat' just over the hill. So immediately after the battle with the bear the PCs will be confronted by a group of ferals (the GM should give the ferals a 2 or 3-1 advantage). Depending on the GM's style of play, this encounter could simply be a brutal brawl from the very start. But if the GM wishes to be a bit darker, they could allow the PCs to approach the humans in a more friendly manner while the ferals hang back a bit to 'take the measure' of the strangers.

Ferals have seen guns before, though rarely (and they know enough to respect firearms - and indeed these strangers did just fight a cave bear!). So if the PCs have obvious firearms that could be enough to cause them to hesitate at first, and then at the last minute, spring upon the PCs with clubs swinging.

Planned Encounter 02

At some point after Planned Encounter 01, the PCs will encounter a group of humans. Assuming the PCs aren't jumpy after their encounter with the ferals and they don't shoot first and ask questions later, these humans would be more than happy to talk about the area to the PCs. It should be noted that the language these humans speak has diverged from human speech 500 years prior and will be a strange, but still recognizable dialect - nothing that a polyvox can't handle though, of course.

The PCs will learn about Gideon, New Gideon and the Crash of the '**Archangel**' as well as human history and the my-xine 'gods' from this small group of humans. These people are on their way to New Gideon to worship the my-xine there and they will tell lavish stories about the my-xine's god-like powers. If asked, these humans would be glad to guide the PCs to New Gideon. Otherwise, they will describe how to locate it and then be on their way.

Planet's Surface

New Gideon

Once the PCs make it to New Gideon they will readily be allowed entrance to the well-protected city if they are traveling with the humans from Planned Encounter 02. If they are not traveling with the humans from Planned Encounter 02, then they will have to convince the guards at the gate that they are not 'evil' like the ferals. Because of the obviously advanced nature of their gear (and assuming there are other races in the group of PCs) this won't be terribly difficult to do, but could provide some fun interaction at the city gates that would otherwise have been bypassed if they had the escort from Planned Encounter 02 with them.

Once inside the city they will immediately become the center of attention and extreme curiosity. They will be surrounded by the human inhabitants much like tourists being surrounded by beggars in impoverished destinations. After several minutes of this - and with their forward progress being greatly impeded by the gathering crowd of non-threatening onlookers - guards will push their way to the group of PCs and proclaim that the Seneschal (the title for their ruler), Salmae Locke (a human female about 35 years of age), wishes to meet them.

The meeting with Seneschal Salmae Locke will be a friendly meeting (on her part) and can encompass whatever the GM wishes to throw in there. The

Seneschal will be happy to talk about human history on Archangel (anything from the Scenario Background Section), the ferals or the government of New Gideon: A new Seneschal is chosen at random from the population of New Gideon every year - the only qualifications are that the candidate must have been a resident of the city for at least one year immediately preceding the election and that they must be residing in the city at the time of the election - the position is similar to that of a monarch.

If she is asked about the possibility of buying or scavenging technology from the people of New Gideon Salmae will be able to discuss knowledge of old technology at Gideon (see below) and the crash site of the '**Archangel**' (see below); and of course the humans of Archangel have no technology that would be worth buying.

The PCs are able to learn from Salmae that the science bunker in Gideon (see map) is where the satellites were built and that there may be some old technology that remains since it is said that the scientists sealed the bunker when they were forced to abandon it 200 years prior. Unfortunately no one knows of the exact location of the science bunker within the ruins of Gideon. No one has been in there for 200 years - at least no one that came back out alive. All that is left is the tale about the existence of the bunker and the work that went on there as passed down through the generations.

If she is asked about the '**Star Gazer**' she can tell them of reports of a flaming ball that fell from the sky about the same time the '**Star Gazer**' crashed. She is able to give a description of the direction and approximate distance to the crash site.

After meeting with the Seneschal the PCs will be free to wander the city and check things out. Now would be a great time to introduce the PCs to the my-xine if they haven't encountered them already through random encounters (See GM Briefing above). Some my-xine would be greatly interested in approaching the PCs in an effort to talk them into allowing them to go along with them once they leave the planet. Depending upon whether the GM wishes to allow the my-xine off the planet to mingle with the rest of the SF universe, this interaction could be left out.

The PC's stay in the city of New Gideon will be friendly (on the part of the natives), if not awkward as everyone they meet will be extremely curious -

looking them over - especially their gear and any non-human races in the PC's group.

Planet's Surface

Foraging For Parts

The PCs will need to go to the crash sites of both the '**Archangel**' and the '**Star Gazer**' in order to collect parts and to find out what happened to the crew of the '**Star Gazer**' and the PCs will have to go to the ruins of Gideon in order to salvage parts from the subspace radio. If the PCs are able to fix the life support systems and the engines, they could leave the planet without having to fix the subspace radio if need be. Similarly, if they fix the subspace radio and are unable to fix the life support and the engines, they could contact someone off world and be rescued. Therefore, these missions have experience values associated with them should the players choose not to do one or more of these.

a) The subspace radio in Gideon is missing some vital components that are impossible to fabricate without the proper technology to do so. However, there are parts that can be salvaged by the PCs in order to repair their own subspace radio (see below). The PCs will also discover (if they poke around enough when in the facility that houses the subspace radio) that they can remotely shut down the satellites from this facility.

b) The engines, and navigation equipment of the '**Archangel**' have been damaged beyond repair, without a total rebuild. The subspace radio had been salvaged, but vital parts had been destroyed, making it non-functional. Regardless, it was too valuable to simply discard so it was moved to Gideon (see a above). The life support equipment is in good working order (in the initial accident of the '**Archangel**' life support failed due to hull breaches - not equipment failure) and can be salvaged and used to repair the damaged life support equipment of the '**Seeker**'.

c) The engines of the '**Star Gazer**' are in good working order and parts can readily be salvaged from them to fix the engines of the '**Seeker**'. The cockpit has been completely destroyed.

Experience Points

a) '**Star Gazer**' crash site: experience value, 1 point. There are 5 survivors (the Captain and Pilot are both dead). They can be treated as NPCs if the GM wishes or can be used as characters for players joining the game after the scenario has started.

The experience award of 1 point is attained for rescuing the injured crew, tending their injuries, salvaging the required parts from the damaged ship and collecting the scientific data from the damaged ship's computer that was collected during their investigation. These NPCs should be taken back to the '**Seeker**' where they can remain safe inside the ship, if the GM doesn't wish to use them as functional NPCs in the scenario.

b) '**Archangel**' crash site: experience value, 2 points. There is a small tribe of 100 ferals living around and inside the wreckage of the '**Archangel**'. The experience award of 2 points is attained for gaining access to the inside of the ship and salvaging the required parts to repair their life support equipment, whether through force or through stealth.

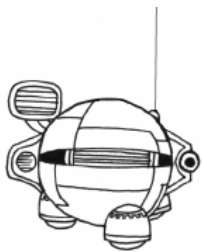
c) Gideon ruins; Science Bunker: experience value, 2(+1) points. The ruins of Gideon are crumbling and overgrown. No maintenance has been performed on any of the infrastructure for 200 years. Indeed, most of the structures will show damage inflicted by the primitive ferals that live in the ruins (they particularly like the sound of breaking glass so intact windows are extremely rare!) as a course of their constant warfare between the various tribes. Any multistory structures will be particularly popular shelters with the ferals as it allows them to seize the '**high ground**' and have an advantage over any attacking tribes as well as affording a good field of view.

The GM should feel free to embellish this section as much as they desire. It cannot be over-stated that traveling through the ruins will be exactly like any post-apocalyptic movie that has ever been watched. There will be ancient children's toys on the streets (rusty tricycles?), skeletons here and there – cannibalistic, warring, tribal factions peeking out of every nook and cranny. There will be a constant feeling of dread and of 'being watched' and there will be a constant threat of imminent violence.

Since the human residents at New Gideon do not know the exact location of the science bunker, the PCs will have to search the ruins for it. Since the bunker is a 'hardened' structure it will not be damaged like the rest of the buildings in the ruins. It will however, be just as overgrown as everything else. Still, once up close it will be obvious that they have the right place.

There are about 20,000 ferals scattered among 40 tribes that reside in and around the ruins of Gideon (which means that they will be encountered regularly and almost exclusively in this area). The subspace radio and the shut off command for the orbiting satellites are in the same room (See Map: Diagnostic Shop) in a heavily fortified science facility (bunker) in the center of the ruins. The bunker had been sealed when the last scientists that modified the satellites fled the city so the inside of the bunker is in good shape.

Getting to the bunker and hacking the security system (level 5 security systems) to gain entrance to the bunker are major hurdles however. Similarly, once inside there are automated security systems that are active. The bunker is powered by a small reactor that is just large enough to power the building.



Once entry is gained to the bunker there are formidable automated defenses to overcome. Randomly (but separately) roaming the halls are two Beta Class Security Robots (from Star

Frontiersman #01, p.13). In addition, at every intersection in the hallway is a Heavy Laser Sentry Gun (from Star Frontiersman #05 p.17-18).

The door into the diagnostic shop is locked with a level 5 security lock and the computer terminal in the shop is a level 3 computer for the purposes of hacking and accessing the stored information. To the side of the main computer terminal is a smaller terminal that is independent of the primary system. This is the control unit for the orbiting satellites. It is a level 5 computer and if accessed, will allow the PCs to remotely shut down all the orbiting satellites.

It is plausible to think that there could be a handful of power clips to be found inside the science bunker. The place has been untouched for 200 years – no ferals have been able to get inside. If the GM wishes to allow some extra tech to be found (particularly in the form of power clips) this would be about the only place on the planet to allow for that. One of the points of this scenario however, is to get the players to have to rely upon their skills and strategy in order to overcome the problem of their finite resources (running out of ammo!), so the GM should be careful not to give them too much here. For example: if one (or more) of the

automated laser turrets is repaired by the PCs, the GM could allow them to use it – but bear in mind that those things are energy hogs! Sure they might be able to vaporize a few ferals with one of those babies, but they're also going to chew through what energy reserves they have in so doing!

The experience award of 2 points is attained for gaining access to the bunker and salvaging the parts from the subspace radio, whether through force or through stealth. An additional point should be awarded if the players find and activate the shut off command for the orbiting satellites.

Section Zeta

Epilogue:

Depending upon the actions taken by the PCs they can repair the 'Seeker' and save themselves, repair their subspace radio and call for help or hang out and wait for a rescue ship. Regardless of which of the above-described trails the PCs end up traveling the GM should keep track of the days spent in action. If they do ever make it back to Gruna Garu their pay could be rather substantial.

Similarly, as mentioned above, many of the my-xine that have been exposed to humans (and now, whatever other races may have been part of the PC's group) they are very interested in leaving the planet to see what else is out there. Hilarity can easily ensue on the return trip home if the PCs decide to take a couple my-xinei (or maybe a few stowaways?) back to Gruna Garu. Imagine how startling take off could be – and apply that to the natural defensive mechanism of a my-xine!

If a my-xine 'delegation' does head back to 'civilization' with the PCs (and if any of the players have taken an interest in playing this new race), the inevitable interaction with some unnamed government agency and their army of scientists would provide some potentially funny, very challenging and quite detailed role-play.

Notes:

Other experience awards are up to the GM but moving around the planet and engaging in random encounters over the course of the entire scenario may be worth 3 points. Otherwise, all other experience guidelines as outlined in the Alpha Dawn rules should apply.

As an interesting possible companion scenario to this one; over the course of time it seems plausible that this virus could still be lurking underground and even though present humans (on this planet) are immune and even though a cure could now easily be synthesized from the blood of these immune humans, virus' have an uncanny knack of mutating and surging back in a different, oftentimes more dangerous form.

Only humans and possibly vimh (from SFMan05 p.35) are susceptible to the effects of this virus (see Feral Rats below for further details).

Section Theta

Scenario Support Materials:

When in the ruins of Gideon, encounters will always be with ferals. Frequency that they are encountered is up to the GM.

Encounter Table (Roll 1d100 twice/day)	
01-10	No Encounter
11-16	Average Herbivore (from AD p.83)
17-22	Weather (rain, hail, sleet, snow, hot, tornado, etc.)
23-28	Average Carnivore (from AD p.83)
29-34	Terrain (mountains, bodies of water, dense brush, etc.)
35-40	Average Omnivore (from AD p.83)
41-46	Feral Rats
47-55	Ferals
56-60	Cebus
61-65	Sand Swimmer
66-70	Razor
71-75	Cave Bear
76-80	Chimera
81-85	Ravener
86-90	Argus
91-95	Mantid
96-00	Humans and/or My-xinei (roll even or odd)

Creatures specific to Archangel:

Below is a collection of some of the more interesting creatures to be found on Archangel. The Referee is encouraged to be creative when adding others during the course of play. For example, it can be noted that the encounter table provided has listings for average herbivores, carnivores and omnivores. Since this world is experiencing an ice age it is reasonable to think that rolling an average herbivore encounter might end up

being a creature similar to a woolly mammoth. Or an average carnivore could be something similar to a saber-toothed cat.

Argus (I used the picture on p.11 of Gamma Dawn as inspiration for these creatures)	
Type	Large Omnivore
Number	2-20
Move	Medium
IM/RS	+5/50
Stamina	150
Attack	50
Damage	3d10 Pincers (x2)
Special Attack	Attack rolls 10, 20, 30, 40, 50 & 50 mean the argus has locked a pincer onto a target and is automatically doing 3d10 per turn with no need to roll to hit thereafter with that pincer. If locked on, may attempt (especially if threatened) to carry the victim into the water to feed in safety.
Special Defense	Chitinous shell acts as full polyplate armor.
Native World	Archangel - fresh or salt water areas

DESCRIPTION: These large crayfish-like creatures are amphibious scavengers. They prefer carrion but will attack and kill other creatures smaller than themselves and will also feed on accumulated seaweed or algae. They can detect blood or carrion from 20 km away in water or 2 km away on land. Once a dead or wounded creature has been detected the argus becomes a single-minded feeding machine and will strive tirelessly to track down the source and eat it. If a living (unwounded) creature ventures close enough to be spotted by the argus they may or may not be attacked depending upon whether the 'odds' are clearly in favor of the argus (example: 10 argus milling around a beach and 3 humans wander by – the humans would be attacked. 3 argus on a beach and 10 humans wander by - the argus would retreat to the water.).

The argus never strays more than 2 km from a water source and they never stay out of the water for longer than a few hours before returning to the water to wet their gills after which they will venture back out in search of food. They are only active at night out of the water but in water they can be encountered at any time.

Their shell acts as full polyplate armor (¼ damage from beam and inertia sources; absorbs 250 pts.). Once the armor has been breached the argus will attempt to retreat to the safety of its watery home where the shell will eventually heal (1 week per 100 points of damage).

They attack with large vice-like pincers that are easily



capable of clipping limbs off human-sized targets and even nipping a man-sized victim in half from side to side. If an argus is ever killed after it has locked a pincer onto a victim the pincer will stubbornly remain closed on the victim as if the argus was still alive. Even if the pincer is hacked off at the 'wrist' joint it will continue to remain closed like a vice. The only way to release it is to manually pry the pincer apart (STR [of the strongest character involved, victim or helper] -20 with a bonus of +10 per character helping [example: the victim being helped by 2 others would get a bonus of +20 to the STR roll]) or to break the 'thumb' joint where the two, sides of the pincer come together (causing 100 points of damage [the ¼ damage from beam and inertia sources applies] specifically to the joint after the beast has been dispatched will break it and release the hydraulic effect - no called shot is required for this as the beast is not jumping around, etc.). This could end up being a potentially life-threatening situation for a lone victim as it could easily lead to the amputation of a limb even after the argus has been killed if the victim is unable to remove the pincer. Irreversible limb death will occur if the limb in question has been squeezed thusly for longer than 20 minutes.

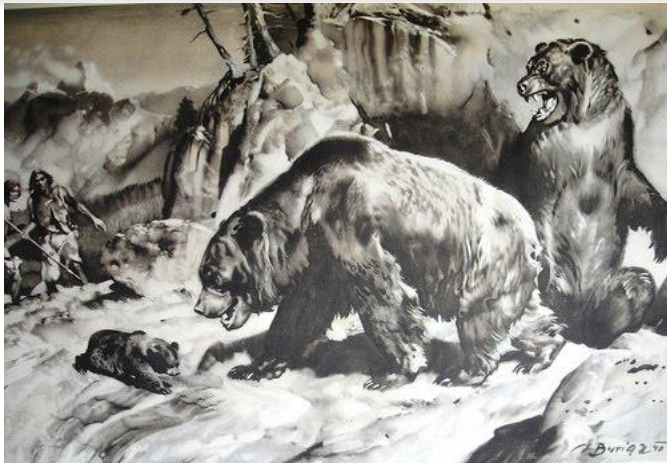
A resourceful character might realize that the shells of these beasts are extremely hard and seem to be a very

adequate defense. It seems plausible to consider the possibility that with a successful Repair Machinery roll a character might be able to fashion replacement plates from this armor to repair their own combat or polyplate armor...or even to fashion a new suit of armor using shell fragments in place of polyplate. The protective value and mass would all be the same. As an aside, once dispatched, the argus makes an extremely good meal - especially with a bit of butter and lemon juice.

Cave Bear	
Type	Giant Omnivore
Number	1-2
Move	Slow
IM/RS	+4/40
Stamina	500
Attack	55
Damage	6d10 claw or 4d10 bite
Special Attack	Hug for an automatic +4d10 per turn on a roll of 10 or less
Special Defense	Thick hide acts as a skiensuit for the duration of the bear's lifespan
Native World	Archangel - caverns/ruins

DESCRIPTION: The cave bear is a large (10 meters long and 5 meters high at the shoulder) creature inhabiting the caverns and ruins of Archangel. It attempts to eat any organic substance it finds. The cave bear normally attacks by slashing the victim with its massive fore-claws, attempting to sweep the unfortunate creature into a hug. If the bear's normal attack succeeds on a roll of 10 or less, it has caught the foe in its hug. The cave bear does +4d10 points damage each turn until the victim dies or breaks the hold (at -30, due to the bear's great strength).

A resourceful character might realize that the hide of this beast is extremely tough and seems to be a very adequate defense. It seems plausible to consider the possibility that by simply stitching pieces of hide onto existing clothing a character might be able to fashion a replacement skiensuit. The protective value would only be 40 points to simulate the fact that there would be unprotected seams here and there instead of a full bodysuit and the mass would be 4kg instead of 1kg because the hide is thick and heavy. But when you're pretty store-bought skiensuit is hanging off you in ragged strips, something is better than nothing yeah?



Artwork by Zdenek Burian

Cebus (I used the picture of the primate-like figure on p.08 of Gamma Dawn for inspiration for these creatures)

Type	Small Omnivore (semi-intelligent)
Number	2-20
Move	Medium
IM/RS	+8/80
Stamina	15
Attack	50
Damage	1d5
Special Attack	None
Special Defense	Teleportation (see below)
Native World	Archangel - temperate forests

DESCRIPTION: These small primates (10 kg) are very curious creatures and will approach any being or creature that they either know to be non-hostile or that they know nothing about.

They will avoid contact with creatures that they have had previous experience with if that experience has been hostile in nature. They are semi-intelligent and can discern the difference between that grumpy yazirian that growled at them and that nice dralasite that offered an apple. Similarly, they can even recognize the difference between mean and nice members of the same species and will actively avoid the mean ones in favor of socializing with the nice ones.

They absolutely love fruit of any kind and will continuously visit a friendly creature that offers fruit. They also love shiny objects and, during the course of social interaction may manage to snatch the occasional shiny object and hide it for future

examination. Of course this makes them a minor nuisance to those that wish to retain all their shiny objects and not share. Once they become comfortable with a particular being they will conduct 'grooming' behavior whereby they will pick at the being's clothing, equipment and hair for parasites like ticks and fleas, etc.

If ever they find themselves in a hostile situation these curious little primates have an astoundingly powerful defensive mechanism. They can teleport themselves (and whatever small items they happen to be holding in their hands) up to 60 meters away instantly (no concentration requirement), with no chance of failing, two times per day. They must be familiar with the location that they wish to teleport to (meaning, they must have physically been at the target location at some point within the last hour). When the cebus teleports, there is a slight rush of air toward the cebus (like the intake of breath from a very large creature) followed by an audible '**POP**' a fraction of a second before the cebus vanishes.

They are extremely agile and good climbers. They mainly eat fruit, greens and small insects but can survive on stripped tree bark in a pinch. Their short, soft fur is very dark black along the back and sides and dark brown on the belly. Their faces, tops of their heads, and the pads of the hands and feet are hairless. Their large and inquisitive eyes are amber with black irises and their prehensile tail is easily twice the length of their body and is used to grip tree limbs and help the cebus maintain its balance.

They can be domesticated and trained.



Chimera:(I used the picture on p.80 of the Remastered Alpha Dawn rulebook for inspiration for these creatures)

Type	Medium Carnivore
Number	1-10
Move	Fast
IM/RS	+6/60
Stamina	100
Attack	60
Damage	2d10
Special Attack	None
Special Defense	None
Native World	Archangel - dry plains and deserts

DESCRIPTION: This strange-looking beast looks like a composite of a mammal (lion) and a reptile (snake) and sports just two legs. It lives in dry areas like dry grassy plains. In spite of its very unusual and somewhat frightening appearance, this creature is



fairly harmless unless it is cornered or threatened. In which case it will bite and then sprint away at a rapid pace.

Usually the beast can be seen lounging lazily in whatever shade it can find, only springing up abruptly and dashing after prey that it happens to spot. It eats anything it can catch and will chase after any other animal that is smaller than it. When lying in the shade as it often does, it may sometimes go unnoticed and upon approach it will suddenly leap upright, snarl loudly and dart off in a safe direction away from the approaching creature. The experience can surprise and unsettle the unobservant to say the least!

Feral Human

Type	Medium Omnivore
Number	10-50 (typical 'hunting' party)
Move	Medium
IM/RS	+5/50
Stamina	50
Attack	40
Damage	By weapon type or 1d10 fist
Special Attack	None
Special Defense	None
Native World	Archangel – anywhere

DESCRIPTION: Feral humans are nothing more than roving gangs of insane, cannibalistic wild humans that have no moral compass in the least and a very limited intelligence. They rob rape and kill without remorse whenever they have the chance.

It is not uncommon for them to consume the bodies of those they kill, often even hunting humans for meat. Females are usually taken as slaves for the purpose of procreation and are killed and eaten after they become too old to serve that purpose. Males are always killed and eaten and never taken as slaves. The only way to become a member of a gang is to be born into it. All outsiders are considered 'meat' unless they are being used as a slave for procreation as detailed above. Very rarely do they use technological weapons, preferring instead to use simple archaic-style weapons since they allow them to get 'up close and personal' - and of course because technological weapons are extremely rare on Archangel.

Art by Estivador @ <http://estivador.deviantart.com/>



These 'humans' are capable of speech, but they are also **EXTREMELY** violent and essentially never stop attacking long enough to carry on a conversation with their prey. There are about 1 million humans scattered all around the planet. Roughly 100,000 of them are regular humans. The rest are these feral humans. A settlement of these feral humans typically has between 50-500 members.

Though they are no longer afflicted with the virus, their culture has evolved to the point that they still conduct themselves as if they were.

Feral Rats	
Type	Small Carnivore
Number	2-20
Move	Fast – 90 meters/turn
IM/RS	+6/60
Stamina	5
Attack	40
Damage	1d2 bite + disease
Special Attack	None
Special Defense	None
Native World	Archangel – ruins

DESCRIPTION: Feral rats are large brown rats originally brought to the planet by human settlers. Feral rats travel in packs of 2-20 and will attack any animal in their path. A medium-sized creature caught by a pack will be attacked by the rats, creatures larger than medium will be avoided.

Any creature bitten or scratched by a feral rat has a 50% chance of being infected by a disease that attacks the central nervous system. A creature only needs to roll once per encounter with these rats. Unless a victim is given a dose of antibody plus within 12 hours, he will become hostile and paranoid and might even attack or desert his companions. If antibody plus is administered after the initial 12 hour period of exposure it will be ineffective unless administered in a hospital setting. Every 12 hours after being bitten the victim can make a stamina check with a -5% cumulative modifier per attempt. If the character succeeds, he has recovered. If not, another 12 hours must pass before the victim can try again. Once the cumulative negative modifier exceeds the diseased character's STA score, the character perishes from the affliction.

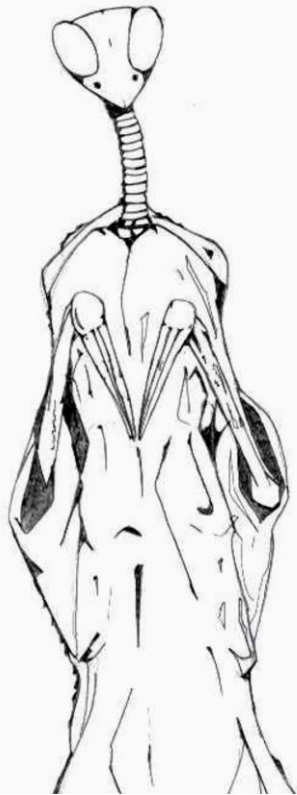
Under normal conditions rats would shy away from larger life forms. These feral rats however, had been affected by the virus in a similar manner as the humans on the planet. During the course of infection however, the virus affected the rat population in a much more sinister way, genetically altering them to become these larger, more aggressive rodents. The disease they carry has nothing to do with the virus. It is just a simple disease common to this world and easily cured with a dose of antibody plus.

Depending upon the universe that the Referee has created, this virus may also be dangerous to a vimh character. Since these feral rats were susceptible, perhaps there is a shared genetic similarity that the virus could exploit. It is left to the Referee therefore, to pass this virus along to any vimh characters if it were ever to resurface. Since it has been incorporated into the genetic code of these rats, it is also conceivable to imagine that any vimh character wounded by one of these rats could possibly catch the virus.

Mantid (I used the picture on p.32 of Gamma Dawn for inspiration for these creatures)	
Type	Medium Carnivore
Number	1
Move	Medium; on ground, Fast; in flight
IM/RS	+8/80
Stamina	100
Attack	70
Damage	2d10 per claw
Special Attack	Attack rolls 10, 20, 30, 40, 50, 60 & 70 mean the victim is impaled and no further rolls to hit are required, 2d10 damage per turn is automatic and the bug can then carry the victim off.
Special Defense	Camouflage - 70% to remain unnoticed until it moves to strike.
Native World	Archangel - Warm climates

DESCRIPTION: This mantis-like creature's camouflage is excellent. It can change color to mimic its surroundings.

Furthermore, its body temperature equals that of the ambient air temperature making it invisible on thermal imagers. It is a 200 kg, 1.5 m insect that patiently sits completely still (moving only to mimic the action of wind on a shrub or to slowly and painstakingly approach a victim) until a



target comes close enough for the mantid to detect (within 50 m). Then it slowly stalks the prey until it can strike. It is a fearsome predator and has no fear of attacking prey twice its size. It can impale a victim and, if threatened, fly away at a rapid pace with that victim as long as the victim is equal to or less than its own weight. If the mantid takes damage or is attacked with weapons that make loud noises it will flee and attempt to take its victim with it.

Though primarily active at night, mantids can be found hunting during the day as well.



Ravener (I used the picture on p.32 of the Remastered Zebulon's Guide to Frontier Space for inspiration for these creatures)

Type	Medium Carnivore
Number	2-25
Move	Fast
IM/RS	+7/70
Stamina	75
Attack	75
Damage	2d10 bite
Special Attack	None
Special Defense	None
Native World	Archangel - anywhere

DESCRIPTION: Ravens are furry brown creatures that resemble wolves. Ravens hunt in packs of 2-25, and will attack any animal in their path. They are cunning and attack in waves, some sprinting after prey while others follow at a loping stride. When one wave of sprinters falters, another wave takes their place until the prey finally tires. A medium-sized creature caught by a pack of ravens will be attacked by 2-3 of the creatures, while the rest encircle the prey and block off any avenues of escape.

Razor	
Type	Giant Carnivore
Number	1-2
Move	Fast
IM/RS	+5/50
Stamina	500
Attack	60
Damage	10d10 bite
Special Attack	None
Special Defense	Soft cover while in water
Native World	Archangel – salt water

DESCRIPTION: The razor is a giant (20 meters and weighing in at about 60 tons!) predatory fish similar to a shark, though it sports elongated dorsal fins that occur at regular intervals and incrementally diminishing sizes along the entire length of its spine from a bit behind its massive head all the way to its triangular, downward-pointed tail. Its jaws, more than two meters wide, are filled with hundreds of razor-sharp teeth. The razor will attack anything in the water smaller than 20 meters long. If the players are aboard any type of craft, the razor will bump and investigate the craft in an effort to determine if it is edible.

Keeping in mind that this is a 20 meter long beast, its 'gentle' bumps will cause 1d10 damage to the craft. After 1d10 bumps, the creature will determine that the craft is not worth eating and will move off. If the characters are in the water, the razor will attack one

of them at random. If the initial strike causes damage (blood in the water), then the razor will relentlessly attack that same target until it is dead and consumed (if that initial attack misses or fails to spill blood into the water there is a 50% chance that the razor will lose interest and simply move off). If there are more victims in the water after that point, the razor will circle a couple times and then choose another at random. Once it starts feeding, one razor (on average) will kill and consume two medium-sized victims before moving off. Of course, once it starts attacking and blood spills into the water, it is just a matter of time before more razors show up. Razors can smell blood in the water up to 30km from its source and will come to investigate.

Sand Swimmer	
Type	Medium Carnivore
Number	1
Move	Slow
IM/RS	+8/80
Stamina	50
Attack	75
Damage	2d10 bite
Special Attack	Poison S8/T10
Special Defense	None
Native World	Archangel - warm, dry areas (spends all but the summer months underground and dormant)

DESCRIPTION: The sand swimmer resembles a 4 to 8 meter long snake. It has two 8 cm long horns, one over each eye, that gently arch over the top of the serpent's head. The sand swimmer prefers to dislodge burrowing animals from their subterranean homes in order to occupy the burrows themselves. After taking over a suitable lair, the sand swimmer waits patiently until an unsuspecting creature wanders within striking range (2-4 meters). As soon as it senses the presence of its prey, the sand swimmer springs forth, hoping to kill any creature it hits with its extremely venomous bite (a shot of anti-tox will counteract the venom). Once it strikes it will immediately recoil into its burrow and let the poison do its work. The bite mark oozes puss and releases pheromones from the poison that the serpent can detect from as far away as 1km. The serpent therefore, waits after having landed a successful bite for an hour or so before venturing out to locate its victim. This serpent is easily capable of killing and consuming an adult human.

New Race

My-xine (Snot Snake)	
Average Size	1 meter
Average Mass	15 kg
Average Lifespan	150 years
Reproductive System	Asexual, regeneration
Body Temperature	Varies, but remains always within about 5C (9F) of ambient air (or water) temp. Typically they are most comfortable in the 13C (55F) range, but can survive adequately in temperatures ranging from -7C (20F) to 38C (100F).

Physical structure

Typical adult my-xine (plural) are approximately 1 meter (3 ft.) in length and about 25 cm (10 in) in diameter. They are worm-like creatures whose skin is a mottled dark and light brown in color. They have a single iridescent green eye that sits out at a right angle to their body on a thick stalk, just in front of their head. This eye is protected by a second, transparent eyelid that remains closed to protect the eye during adverse conditions.

My-xine have an internal cartilaginous skeletal structure which consists of a skull (about 10 cm [4 in] in diameter for an adult) and exactly 25, 2.54 cm (1 in) thick x 2.54 cm (1 in) diameter vertebrae stretching from the base of their skulls to about 2/3rds of their body. They have underdeveloped jaw bones and no teeth. When feeding they swallow their food in whole gulps (swallowed items cannot be larger in diameter than the my-xine) and can consume any organic material (carrion, dirt, etc.) and process it for nutrients – any organic material that is except wood or wood products (paper). If they inadvertently swallow something they cannot process (a small stick, wad of paper, or a rock for example) they will simply regurgitate that item and move on.

As detailed below, they are incapable of passing such an item like a human might. The last 1/3 of their body is nothing more than musculature and some rudimentary, redundant internal organs.

Procreation in this species is through a process of asexual regeneration. The my-xine (singular or plural) will shed the last 1/3 of its body in a body of water (in a protected area like a crevice in a rock) where it will quickly regenerate into an exact genetic duplicate of its parent. Once shed, the parent my-xine abandons their offspring to its own fate. It takes about 10 days for this immature my-xine to sprout a head and eye and other necessary internal organs for it to function normally, at which point it is quite capable of fending for itself. It will live in this body of water for at least another two years before it attains a length capable of allowing it to create offspring of its own. In this way, the my-xine as a race is able to pass down from parent to offspring, genetic knowledge and is therefore able to perpetuate their mentalist abilities (see below). My-xine are not biologically compelled to shed offspring, they can choose to do so – or not, whichever they wish. Once an immature my-xine has been created, the parent my-xine is unable to shed any further offspring for 6 months.

Similar to dralasites, my-xine are able to breathe through their skin. They have no lungs. Their respiration system allows them to draw oxygen from either air or water. This species originated in a liquid environment - shallow water seas (they have the same depth limitations as humans) - and has since adapted to an amphibious lifestyle. It can live perfectly well in or out of water. Though if living out of a liquid environment it must keep itself moist to keep its skin from drying out and thereby, suffocating; as the skin would then lose the ability to pass oxygen into the blood stream.

A my-xine secretes waste products from digestion through their skin. Normally this occurs continuously in small amounts. There are specialized subcutaneous reservoirs between their skin and muscles. These reservoirs remain constantly full as a by-product of digestion and as these reservoirs become overfull, tiny ducts leading to the surface of the skin channel that extra waste material to the skin's surface. In short, my-xine do not pass waste material in the same way as humans, they have no anal or urethral vents from which to discharge waste. Rather, waste is discharged through the skin - over the entire body of the my-xine.



Under normal conditions the creature's body only releases small amounts albeit continuously. But in this condition those small amounts aren't noticeable or objectionably scented (though a slight '*musky*' scent is discernible by the human olfactory system). However, under extreme conditions, a my-xine can cause the reservoirs beneath their skin to release their payload of waste by-product all at once with extremely dramatic effect (see below).

Artwork by Captain Rags

Senses

My-xine have good color vision, sensing the spectrum between infrared and ultraviolet wavelengths. They have good depth and motion perception but can only see things within a 45 degree arc of whichever direction their eye is facing.

Their anatomy is such that they can swivel their heads around 180 degrees to look behind them if they wish.

Their skin is very sensitive to tactile stimuli. They also have an organ similar to fish called a lateral line that runs along the sides of their bodies. This line is sensitive to electrical impulses such that they can sense the synaptic activity of other living beings. It also produces a very weak electrical field itself that bounces the energy off the environment around the my-xine and produces a mental picture something like radar. This lateral line affords them a 360 degree radar-like view of their surroundings. Out of water this effect has a range of only 25 meters (82 ft.) - in water this range is 100 meters (328 ft.). Lighting conditions (darkness, smoke, etc.) do not hamper this ability. A curious effect though is that anyone wearing any sort of electrical defense (anti-shock implants do not count - just suits & screens) are rendered invisible to this effect.

They have no sense of taste or smell.

Speech

My-xine have no vocal cords and cannot vocalize - in fact, they have no way of making any noise whatsoever short of noises made during normal movement (see special abilities below for further information).

Society & Customs

These worm-like creatures are not social within their own race since everyone is an exact genetic copy of everyone else; conversations tend to be a bit mundane. But that does not mean they are anti-social with other races they may happen to meet. They are intelligent beings after all - and with their mentalist-based abilities and their heightened mental acuity they are naturally a very curious and social race. Once they are able to leave the confines of their current planet, they would be exceedingly eager to interact with any other race.

Attitudes

Staying true to their scavenger roots, the my-xine will take advantage of any being that they can gain from. Need to leave a planet? Nothing wrong with stowing away on a ship to do so! Need some protection? Why not befriend that tough Weren and hang out in his backpack, poking your head out every so often to use some of your mentalist abilities.

Ability Scores	
STR/STA	-10
DEX/RS	+0
INT/LOG	+10
PER/LDR	+0
Movement:	
Walking	3 meters per turn
Running	12 meters per turn
Hourly	2 kilometers/hour
Swimming:	They are no faster in water than on land

Playing a my-xine

When playing a my-xine character it is important to keep a couple things in mind. Foremost is that they are descended from original scavenger stock and much of their outlook and attitudes reflect that. Though not at all an evil race, they could be viewed as unscrupulous in that they have no particular concept of belongings or money.

Eating the leather handbag of some nearby human female and then regurgitating the lipstick and mirror (that couldn't be digested) in a saliva and mucus-coated puddle might seem perfectly fine to a my-xine since it was simply food... even though that human female may well harbor some objections to such activity! Similarly, stowing away on a transport wouldn't be seen as particularly bad by a my-xine either since the nature of a scavenger is to utilize

whatever is at hand that fulfills your needs at the time.

Now this doesn't mean that a my-xine PC can't ever learn that other races have things like laws that prohibit such behavior. But it does mean that "old habits are hard to break" as the saying goes and it could take time for a new my-xine character to 'adjust'. And there may always be some minor cultural differences that rear their ugly heads from time to time no matter how old the my-xine character is.

Oh no! Little Susie's precious pet kitty just got squished on the streets of Port Loren by that articulated ground truck right in front of poor, horrified, little Susie! Looks just like a great snack to that passing my-xine! What's this? Susie's having nightmares and therapy the rest of her life with a deep-seated disdain for worm-like creatures? Ah well, there was no sense letting a perfectly good cat go to waste!

The other aspect of playing a my-xine, and probably the most challenging is its form of communication (see the Special Abilities section for more detail). Speaking is through a form of blended telepathy that utilizes both words and images.

When spoken to or speaking, the my-xine is able to troll the thoughts of its target conversationalist(s) and associate words with images in order to impart ideas. This means that there is always an inherent degree of delay built into any conversation with a my-xine. Both sending and receiving. This leads to uncomfortable pauses and occasionally speaking over each other until such time as the conversationalists get used to the method of communication. This means that a group that has a my-xine as a member will eventually become accustomed to communicating with it and the communication will then flow more naturally. But whenever meeting any other individual (except another my-xine of course), the communication will be exceedingly slow and awkward.

Similarly, this method of communication has inherent flaws that make it unreliable to a degree (see Special Abilities below for further detail). Miscommunications are a built-in part of their language and will always persist because word/image association can pair multiple words/images that mean the same or nearly the same thing - but the context could be completely off and the my-xine has no real way of correlating the meaning with the context.

Special Abilities

Unable to Carry or Adequately Use Equipment

Let's face it; not having simple things like arms, legs...shoulders...kind of makes it difficult to carry back packs, fire laser rifles, etc. These beings are 100% committed to their mentalist disciplines and rely on them completely. This is not as debilitating as it may seem at first glance. Telekinesis for example, gives enough lee-way for a my-xine to be able to manipulate everyday items adequately - exerting pressure on a lever, button or toggle switch to open doors, turn on lights, that sort of thing. This simply means that the Telekinesis ability doesn't provide enough manual dexterity and precision for a my-xine to effectively aim and shoot a weapon or wield a vibroknife, etc. Common sense should be an adequate guide in dealing with this disadvantage.

Have no Concept of Money-and no need for it even if they did

Again, let's face it - these guys can survive on dirt, literally. They can't wear a shirt, and even if they improvised and slipped into a sock how long would it take for the thing to slide right off? Yeah - who needs money under those circumstances?

Natural Psionics

Again, as a result of their genetic knowledge, these creatures have passed down their extensive knowledge of mentalist disciplines that they have adapted over the course of many centuries of development. These creatures are required to take mentalism as their primary PSA. They have knowledge of all the mentalist disciplines (as passed down through their genetic memory) but lack the control to call upon all of them at first and must develop the mental control to do so over time (simulated by the experience point system). This means that they do not require teachers to teach them any of the mentalist disciplines, they are already aware of them - they simply need the maturity to access them.

Except for those exceptions listed in this racial description, all mentalist disciplines are handled as per the Mentalist rules from Alpha Dawn (AD) Remastered starting on p.145. As with any other character type, this species is allowed to choose skills from the other skill groups if they wish. Some obvious things to note though; a beam weapon skill will be of no use - but a tracking skill could be useful. Just use common sense when shopping around for skills.

Cannot speak or Read

Though they can inherently use Send Thoughts and Read Thoughts at skill level 1 without having to spend exp to attain them. This race developed with no written language and no books to expand and record their language so the my-xine communicates through images and words. Thus, their 'sentences' incorporate simple phrases and/or single words in conjunction with images.

Since this race has adapted to this form of communication throughout their existence the Send and Read Thoughts abilities are slightly more powerful than those listed in the AD Remastered Rules p.145. The my-xine's ability allows them to associate a word or a very simple combination of words with a mental image to be broadcast between them and their communicative target. The word(s) in question would be 'heard' by the target(s) in whatever language the target(s) is most comfortable with (meaning that if there are multiple targets receiving the communication of the my-xine it could potentially be perceived in different languages simultaneously). Similarly the 'word' in question can be taken from the target (as a surface thought) and associated with an image (also taken from the target as a surface thought). If the target is actively attempting to hide that word or image then they would be considered an unwilling target as outlined in the AD Remastered rules governing Send & Read Thoughts.

This form of communication, though superior in that no polyvox is needed to communicate with a receptive target, also means that miscommunications are quite possible and indeed, maybe even probable. Since the my-xine is a being like any other being, when trolling the surface thoughts of a communicative target the my-xine is most likely to use whatever word association comes to them first when pairing it with an image. For example the word 'toxic' which could mean deadly might be paired up with the image of a shark - leaving the target with the phrase 'toxic shark' or even simply, 'toxic fish' when in fact the my-xine was attempting to communicate that sharks are deadly physically - not necessarily if consumed. This also means that complex ideas are exceptionally challenging to explain in the my-xine language - even though a my-xine may well be able to understand a complex idea if it is being explained, for the my-xine to explain it in return would be daunting and would take an extreme amount of patience and time to impart.

One last component of this style of communication that comes into play is the delay between the my-xine trolling surface thoughts for image/word association and the time it takes to broadcast that 'sentence' to the respective target(s). Though only a couple seconds, this delay necessarily creates pregnant pauses bordering on the uncomfortable. It causes moments of accidental interruption and speaking over the verbal conversation of others until such time as the target(s) of a my-xine's conversation becomes accustomed to the way they communicate.

Natural Swimmers

As a result of their genetic knowledge, these creatures take readily to a liquid environment and start with a swimming skill of 1 without having to spend experience points to attain it.

Natural Resistance

Since they originated as scavengers (carrion eaters) they have a natural resistance to toxins and disease. They get a +10% to rolls concerning such.

No Cybernetics

Though an anti-shock implant would be alright, any other cybernetic devices would negatively affect their mentalist abilities (to the point of completely blocking their ability to use them). This species has grown so attached to their mentalist abilities that severing that bond would be like amputating a human's arms and legs and leaving them that way. No my-xine would willingly do that.

Chemical Defense

Under extreme conditions this species can suddenly and explosively expel copious amounts of very viscous, mucus-like goo from every pore in their epidermis. This goo coats their bodies in a two inch thick layer. It is extremely foul-smelling, very slippery, greenish gray and viscous like axle grease. It is a defensive mechanism (similar to that of a hag fish) employed to keep would-be predators at bay. Aside from being absolutely repulsive because of the vile rotting flesh/sewage-like stench, it is also extremely bad-tasting for any creature unlucky enough to have a my-xine in its mouth at the time this defense is employed. It has another potent characteristic of note. This goo completely nullifies damage/effects caused by (only the following) acid, flame, cold, lasers, bolt, electricity, rafflurs and tangles (the slipperiness of the goo allows them to slide out of tangles with ease) - up to 50 points. After that the goo is burned away and the my-xine is vulnerable. Once this defense

is triggered, the my-xine cannot employ it again until at least 1 hour after eating a full meal. After the attacker has left the my-xine alone, it will loop itself into a square-knot configuration and slide the knot free, scraping off the goo (exactly as a hag fish does), leaving behind a viscous 3 gallon puddle of digested organic matter.

Another effect of their natural chemical defense is its completely repulsive (by human standards) stench. This stench naturally repels anything within 5m (assuming that creature or being has olfactory senses equivalent to those of a human being). Optionally, if the GM wishes, he or she could perhaps, expand that repulsive radius from 5m to say 10m if the creature or being in question has olfactory senses that are more sensitive than that of a human. This repulsion effect would grant anyone smelling this foul concoction of rotting flesh/sewage a -5% to all actions while in the area of effect. The GM should use common sense when applying this effect of course, as some creatures with exceptional olfactory senses are attracted to the above-described stench. Vultures for example can smell rotting flesh from 10 miles distant and are attracted to the source...



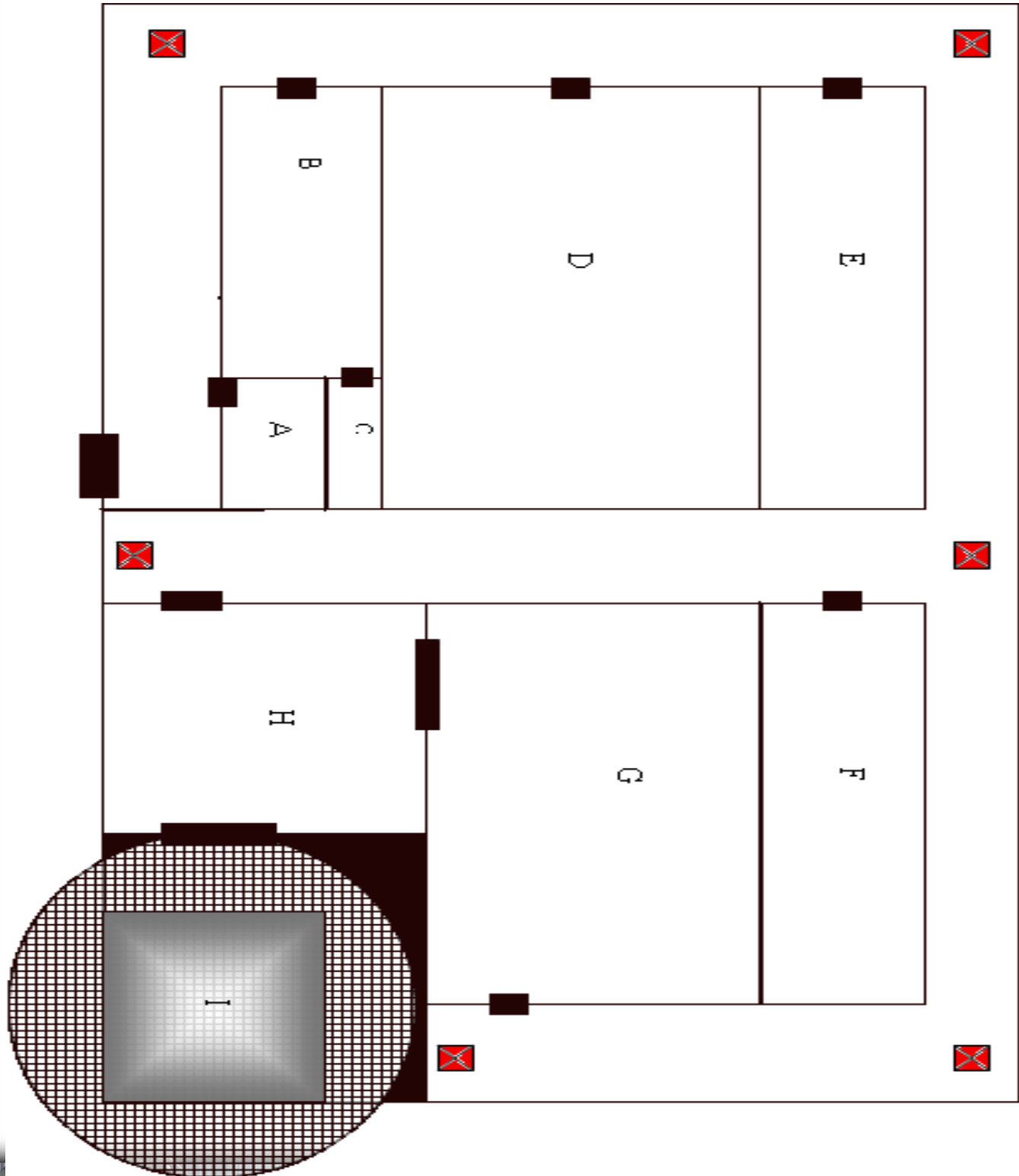
Installation Map

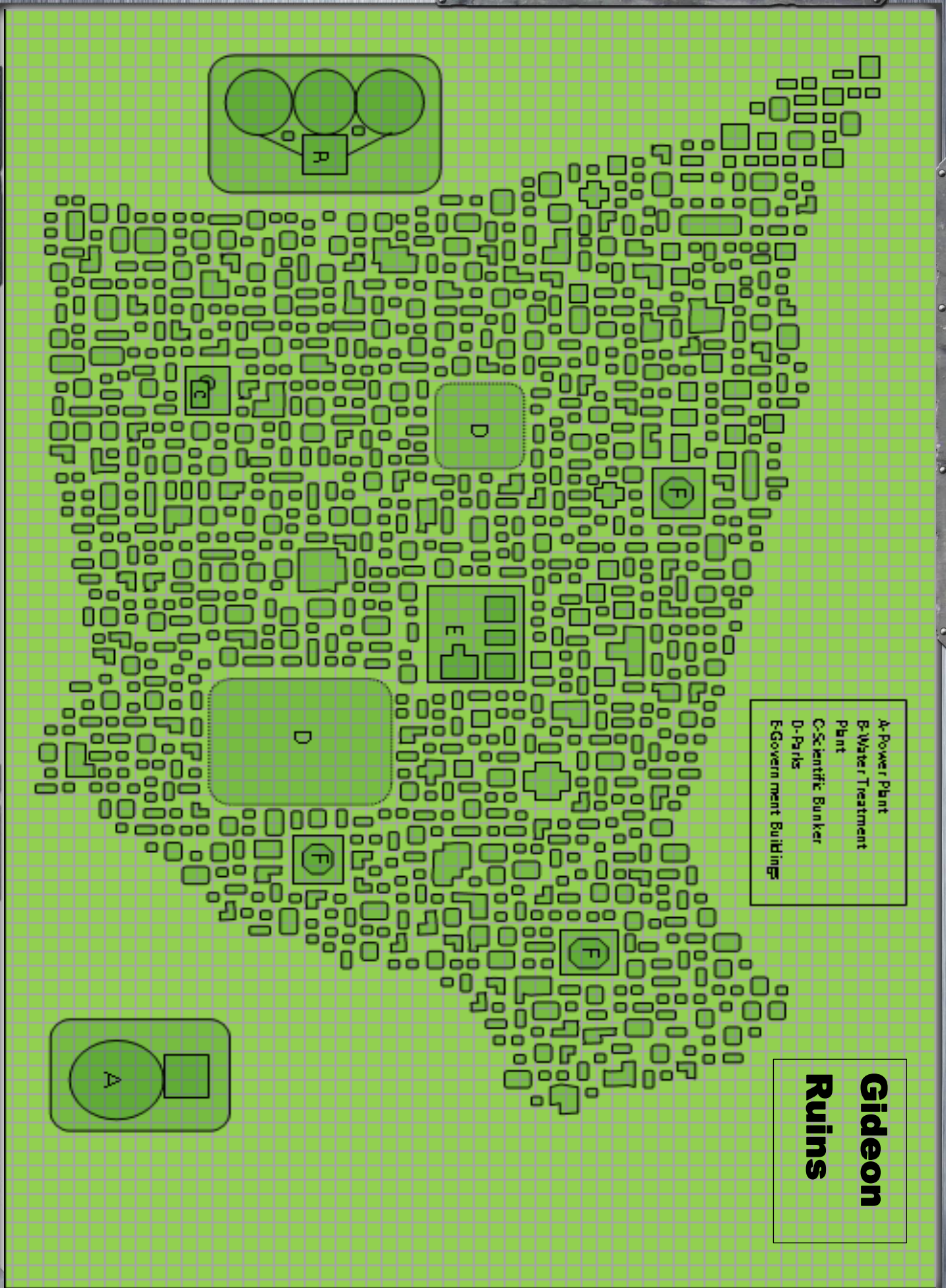


=Sentry Gun

A-Reception Room **B**-Electrical Engineering **C**-Storage **D**-Mechanical Engineering
E-Work Shop **F**-Metal Shop/Welding **G**-Satellite Construction Shop **H**-Satellite Diagnostic Shop
I-Satellite Launch Tower/Control Room

Maps





- A-Power Plant
- B-Water Treatment Plant
- C-Scientific Bunker
- D-Parks
- E-Government Buildings

Gideon Ruins

THE VIZHAI INCIDENT

By Eric Johnson

06.15.132 FY

CDCS Mansi Astrogator's Quarters

Orbiting Kholat Syakhl

Szavriah System

16:22 FST

Astrogator Aimee Ironwolf sat above the door to her quarters. She had her feet slid into a pair of handholds with her back against the ceiling. This helped to steady her in the zero-g environment of her orbiting ship. She was taking deep breaths trying to control her breathing after her frenzied flight to the room. Aimee turned a WarTech LP1462 over and over in her hands. She felt and smelled the oily metal and plastic. It was almost alien. In another spacer's hands the laser pistol was a deadly weapon but that was not the case for her.

Aimee was familiar with various pistols from her training over the years. But in her twenty-seven years in space, she had never had to fire one in combat. Sure she'd been in plenty of hairy situations however other crew members had handled the grisly business of combat.

Lt Commander Ironwolf was at home crunching numbers in preparation for her ship's next void jump. Most beings found the job of ship's navigator monotonous, tedious, and quite frankly boring. Aimee reveled in the fact that the ship went exactly where she told it to. She had never been responsible for a misjump. Aimee was just that good. When her ship dropped out of the void precisely where she wanted it to, Aimee knew things didn't get much better.

A few more years and she could retire from Cassidine Development Corporation and go back to Gollywog. A few more years, that is if she survived the next few minutes.

Guns had always frightened her. Aimee knew they were a necessary evil out on the edge of the Frontier. You never knew what you were going to run into. Crazies, pirates, corporate mercs, hostile alien life, all were a fact of life away from civilized space. That still

didn't change the fact that she never liked guns. Aimee found it ironic that her life now depended on her skill with something that she utterly detested.

Aimee was going to have to kill or die. Nothing was going to change that fact. She held the pistol up to her lips. The barrel rested on the tip of her nose. Aimee had to hold it in both hands to steady it. She was shaking with nervous fright.

She asked herself over and over, "How did I get into this jacked-up mess?" Here she was sitting on a bulkhead waiting for death to float through the hatch in front of her.

06.15.132 FY

CDCS Mansi

Orbiting Kholat Syakhl

Szavriah System

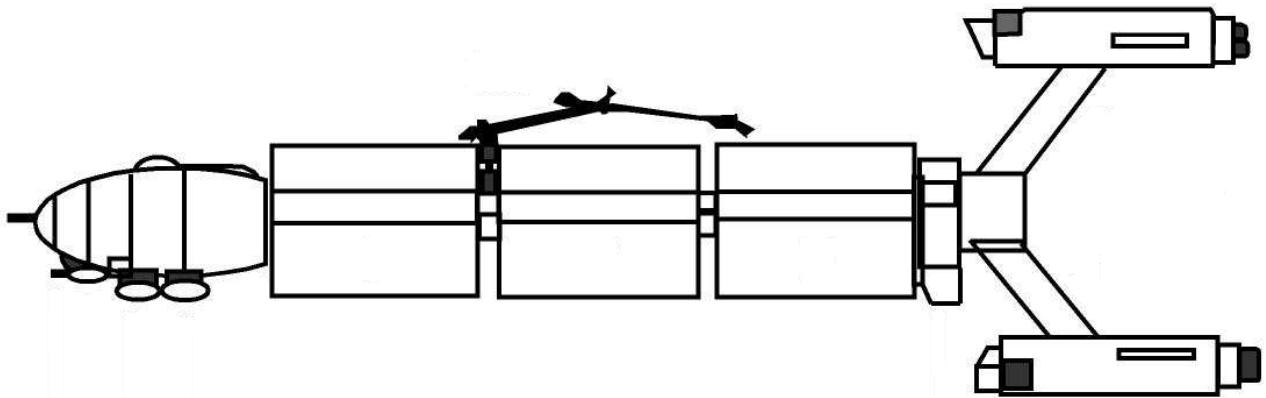
06:13 FST

The ship shuddered as the emergency docking clamps made contact with the orbiting derelict ship, the CDCS Vizhai. The Vizhai had been several weeks overdue when the CDCS Mansi was sent to investigate.

The Mansi's mission was to investigate what had happened to the ship and her crew, secure all corporate assets and all data.

Sensor readings indicated the Vizhai was still under power but the orbit was decaying. A sure indicator that the vessel was not manned nor under the control of the ship's computer. It was broadcasting an automated distress signal but it had not responded to repeated hails from the Mansi.

The Vizhai was an East Indiaman Mark II Class freighter. The company had modified it to be a long term exploration and research vessel. The spacecraft was popular with many independent traders because of its well-designed modular system of cargo holds. Built for a crew of four, records indicated that the Vizhai carried a crew of eight.

EAST INDIAMAN CLASS FREIGHTER:0001100

Some of the pods were self-contained laboratories allowing for examination of possible hazardous material or creatures without endangering the rest of the ship. If things got out of control the pod could be jettisoned at the touch of a button. All of the pods could be accessed from the ship's central spine through a hatch unlike a standard East Indiaman.

The Vizhai was also longer than the standard two hundred ten meters. The spine was lengthened to accommodate two shuttle landing docks or hooks.

"Beaman do an EVA. I want to know what happened to that shuttle," ordered Captain Sorgen through the ship's com system.

The visual display showed that one of the two ship's boats had some kind of damage, possibly from docking mishap or something else. The other shuttle was missing. The captain saw these color images in black and white like others of his race.

Captain Sorgen was a wily space veteran who had spent most of his life inside of a ship. Sorgen was atypical for a dralasite as he seemed to possess little to no sense of humor and was very moody. His unflappability and quick decision making had saved the Mansi and her crew numerous times. He didn't like what he was seeing.

The veins that visibly ran through his skin met at the two points that were Sorgen's eyes. The vein pattern gave him the illusion of being covered in spider webs. Dralasites have no skeletal structure. However, their dull gray skin is semi-rigid and layered with muscle underneath. This characteristic allows a dralasite to

grow or sprout limbs as needed instead of having a fixed number.

"Deploy the umbilicus," came the next terse order.

"Deploying umbilicus," was the response.

"Lt Commander, start the plot for our trip out of here."

"Aye aye, Sir," Aimee answered automatically. She had actually begun the computations immediately after their exit from the void.

"Doctor, I want an update on the first mate," stated Captain Sorgen through the intercom.

"No change," replied Kkr'rlk't Zirk'tl the ship's doctor. "It could be void sickness. We're just not sure at this point. We're running more tests as we speak." The doctor's insect-like visage filled the captain's com screen.

The first mate, Ogren "Oggy" Tep, had fallen ill soon after they entered the star system. Oggy was a mentalist who had the ability to calm those who were panic stricken or otherwise not in control of their actions. Oggy had made nearly a hundred void jumps and had never shown any signs of void sickness. This worried the captain.

"I need him on his feet yesterday," stated Sorgen.

"Acknowledged Sir," came the tinny artificial voice from the doctor's poly-vox.

The poly-vox was a programmable translation device worn around the throat. It was developed by the Pan-Galactic Corporation during the early years of space exploration. The use of a poly-vox was mandatory when dealing with a vrusk. The vrusk lacked the physiology necessary to speak a language other than their own. Vruskan consisted of clicks, buzzes, chirps, and whirs.

It was widely known that doc Zirkt'tl was one of the finest trauma doctors in the company. The vrusk physician had personally revived more beings than some hospital ERs in major cities.

"Truk, Zoran, Gax, Kelly," continued Sorgen, "get your EVs on. We need eyes inside. I want you in the Vizhai two mikes after we have seal."

06.15.132 FY

CDCS Vizhai

Orbiting Kholat Syakhl

Szavriah System

06:31 FST

The door to the airlock opened. Chief Petty Officer Gax with the rest of his team stepped through and into the derelict.

Gax was a yazirian from the planet Yast. He was shorter and squatter than those typical of his race. He wore a patch over his left eye which he lost during a rescue in a hot zone a few years past. Gax had refused a prosthetic replacement. A scar ran from his left cheek to well inside his mane. A cera-metal plate had been implanted because his skull had been fractured in several places. It was the same material that served as armor in main battle tanks. His muzzle was also noticeably shorter than other yazirians. It had been rebuilt several times and was more composite material than cartilage and bone. The effect gave him jowls.

Truk and Zoran had their sungoggles on beneath their helmets. A yazirian's eyes are light sensitive. They wear eye protection even in what other races would consider normal brightness. The chief however did not. Gax had a sunmonocle that he had fashioned himself. He had also built into the little beauty a magnification option that he could use when working on small electronics or circuit boards.

"Standard scans everyone," ordered Gax through the suit's communication system. "Captain we have entry. Proceeding with reconnoiter."

The captain's voice came over the suits' speakers, "If that ship is operational, I want you to correct the orbit."

"My vaporscanner is not showing anything unusual," reported Truk.

"No signs of rad leakage either," added Zoran.

"Leave your suits sealed," commanded Gax. "A virus or some kind of germ may be responsible for our empty lady here."

"According to our schematic, this is Echo deck. Truk, Kelly, you two stay here. Check out the condition of the engines and report. Zoran and I will go to Bravo deck and check the systems there. Stay frosty, there may be OPFOR aboard." OPFOR is military slang for opposing force. It wouldn't be the first time corporate mercenaries or sathar were still on board during a rescue.

Zoran, also from Yast, was the chief's project. The kid had a mechanical aptitude rarely seen in any of the frontier races. Zoran had trouble controlling the rage that was hard coded in to each strand of DNA possessed by every yazirian. Zoran was easily baited by his shipmates, which had gotten him into trouble on more than one occasion.



Art by J. A. Davis

Zoran and Chief Gax floated over to the elevator shaft that ran through the spine of the ship. Gax pressed the call button while Zoran activated his magnetic boots and drew his laser pistol. The two waited a few moments and nothing happened. The chief pressed the call button again.

The Mansi's crew wore EV suits that had several pockets. Usually they were filled with tech gear or medical supplies. It was from one of these pockets that the chief produced the tools he used to remove the panel behind the call button. He went to work on the exposed electronics.

"It's not getting any juice," stated the chief after a few moments. "Zoran, pry these doors open."

The two yazirians switched positions. The junior crewman produced a pry bar. Zoran made quick work of the doors. The two technicians examined the interior of the vessel's spine. They located the elevator car. It was in the aft section of the ship. The shaft contained handholds to be used as a ladder in the event that the elevator was offline. They used them to guide their hand-over-hand float to Bravo deck, three decks above.

During the climb Truk and Kelly reported that the engines and power systems appeared to be functional. It seemed as though the elevator system was shorted out and some replacement components would be needed. The chief ordered them to proceed aft to Golf deck and inspect the life support systems.

Gax and Zoran now stood in front of the hatch that gave them access to the astrogation and avionics suite.

"Captain, we're at the astrogation room hatch," said the chief petty officer. "Please transmit the access codes to my suit's chronocom."

"Chief, I'm running the by-pass now," stated Zoran as he removed an access panel to the left of the door pulled out his hand held diagnosis equipment. The bypass was necessary so they could enter the access codes from this deck. Otherwise, one of them would have to go to the bridge to enter the required code for entry.

A few moments later the hatch was open and the pair stood in a room full of computer machinery. Everything in the room was a dull gray color. The

banks of equipment seemed to be working. Gax went over to the astrogation display. He saw a solution had been plotted for the ship to vacate the system. The astrogation computer was just waiting for confirmation from the ship's astrogator.

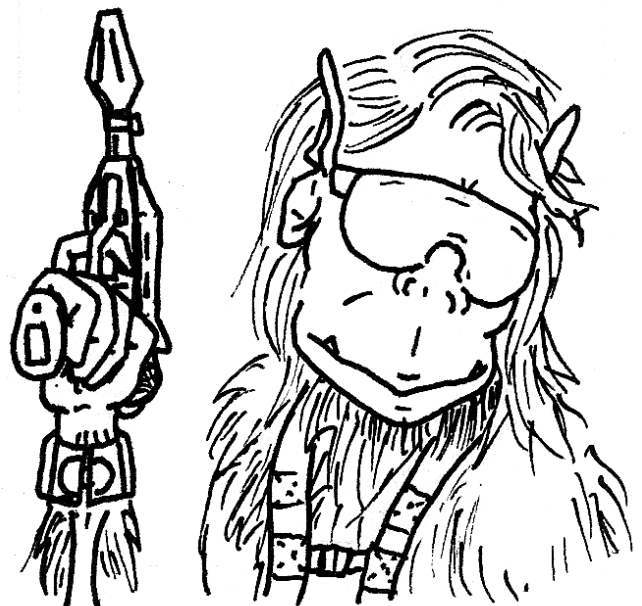
"Astrogation and avionics appear to be in working order," reported Chief Gax after their diagnostics were completed. "Commencing a sweep of the rest of the deck."

"Chief take a look at this," requested Zoran. "Somebody tried to weld this hatch shut from this side." He was looking at the elevator doors.

Gax looked at the weld. Whoever did this was inexperienced. It was a cold weld. The proper bonding hadn't taken place and the weld had broken easily.

"Let's check the arms locker while we're here," said the chief with a distracted tone. Gax furrowed his brow. He put the weld into one of his pockets. He thought whoever did this probably wanted to keep someone or something out. The questions were who and why.

The two went down the hall to the small arms locker. The hatch was wedged open by a boot from an EV suit about three fourths up the door. Zoran looked at Gax. The chief petty officer already had his weapon drawn and motioned for Zoran to do the same. Zoran drew his pistol and slowly opened the hatch.



Artwork by J. A. Davis

The hatch swung open easily. They could see the boot was attached to a dead humanoid. Bits of flesh and semi-liquefied organs floated in the zero-g environment. The chief could see through the putrid stew that the ceiling and one of the walls were coated with dried gore.

The body was a mess. It was still garbed in an EV suit. The inside of the helmet was coated in dried blood. The suit showed signs of being burnt. However this was overshadowed by the fact that the front was a tattered mess.

The body had exploded from the inside. The internal gasses had built up during decomposition. The flesh had become too weak to hold the mounting pressure and gave way in a hellish eruption.

The chief averted his eyes and went to check the pilot's quarters across the hall. Zoran threw up at the sight. Nausea and revulsion had teamed up to punch him in the gut. The spray had rebounded off of his face shield. He scrambled to get his helmet off as his vomit now coated the inside as well as most of his head. Zoran wrestled it off and the stench of rotting death mixed with puke assaulted his nose. The young yazirian retched again.

Chief Gax stepped out of the pilot's quarters and shut the hatch. He thumbed his mic, "Captain, we have a couple of floaters."

06.15.132 FY*CDCS Mansi**Orbiting Kholat Syakhl**Szavriah System**11:46 FST*

Reserve pilot Beaman addressed the staff. "The shuttle did a hard touchdown. Whoever was flying her was in a hurry. The mating couplings on the shuttle and on the Vizhai are so jammed up that they'll need to be separated at a space dock."

The captain turned to doc Zirkt'tl, "Please report on the recovered bodies."

"Captain please bear in mind that we're not a forensic pathologist by training," started the vrusk. "We have identified the two people as Lt. Drena, ship's astrogator, and the ship's pilot Borth."

A vrusk in service of a company referred to itself in the plural. This was common practice in each vrusk society. This practice, at times, confused non-vruskan listeners.

Zirkt'tl was the only doctor on board but was not the only being with medical training. Each of the Mansi's crewmembers was trained in emergency medical techniques. This was in the hope that the wounded could be kept alive until the doctor could give them attention.

"From what we can determine based on the bodily decay, crewman Borth has been dead sixteen to eighteen days. The cause of death appears to be multiple laser blasts to the chest area. Some of the tissue in the chest area and his suit show evidence consistent with burns from a hand welder."

Sorgen cut in, "The bodies were basically liquefied. How could you tell?"

"Several of the bones in the chest area had scorch marks and others were burned clean through," came the tinny reply of the doctor.

He continued, "Ship's astrogator Lt. Drena died of dehydration and malnutrition. Several tests of his tissue confirm this conclusion."

Chief Gax asked, "How can that be? The water supply tested potable and the galley was operational."

Doc Zirkt'tl looked at Gax. "We can't say for sure, but our theory is that he intentionally stopped his food and water intake."

"So let me get this straight, the shuttle basically either crashed or rammed its docking port. There were only two bodies aboard, the astrogator and pilot. The astrogator apparently shot the pilot and then dehydrated and starved to death. Even though, the ship's stores were well stocked. There are no signs of forced boarding or of pirates...This stinks of sathar."

The sathar was an old enemy of the United Planetary Federation. Two wars of survival had been fought with the worms. This epithet referred to their slug-like appearance. The first war ended in a decisive defeat for the worms at the hands of a rag-tag militia fleet led by Captain Morgaine.

The worms had been so close to total victory that the independent worlds of the frontier formed a defensive alliance, the UPF. The alliance proved its worth eight standard decades later during a second war. The sathar, after being on the losing end of another major war, changed their tactics. They now relied on subterfuge and sleeper agents rather than brute force. Skirmishes still occurred but they were the exception and not the rule.

Without a different explanation, Captain Sorgen highly suspected that one of the two CDC employees recovered had been a tool of the worms. He wondered, "What did the worms want with this planet or the Vizhai?" Maybe the answers would start presenting themselves as more information became available. He was not going to enjoy filing this report with the Directors of New System Exploration, Security, and Legal. Sorgen knew he was going to get skewered without some answers.

The room was silent as the captain looked from face to face. The crew knew the look and the tone. Sorgen was pissed. He hated when things weren't nice and tidy. This was far from it.

"We have to find the rest of the crew and the missing shuttle," stated Captain Sorgen flatly. "Ironwolf, have you found anything in the ship's records."

"Yes sir, I have," answered the astrogator. "According to the captain's log the planet below is tentatively named Kholat Syakhl. A survey team left in both shuttles to investigate a site named Gora Otortren, located at South Latitude 47° 9', West Longitude 126° 43'. Apparently, there was some kind of energy or life sign readings from their survey mapping satellite. Our sensors indicate the Vizhai's other shuttle is at those coordinates."

Sorgen eyed her thoughtfully as she gave her report. Aimee continued, "The atmosphere is breathable with the aid of a respirator. However, it is highly ionized. There is a high amount of volcanism all across the planet. I'm still trying to piece together what happened to them based on their helmet cam transmissions. It's all garbled because of the ionization."

"The crew's suit transponders are broadcasting very near the LZ. The signals are intermittent because of all of the atmospheric interference." She added, "I'll have to go over the security recordings to know what happened with the two crewmen we found."

Practically everything on a corporate ship was recorded. The practice helped to shield the company against lawsuits.

"Do it," was the captain's response. "Doctor Zirkt'tl, Lt. Commander Ironwolf, and Chief Gax will stay on board. I will oversee the planet-side recovery operation with the rest of the crew."



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06.15.132 FY
Gora Otortren
Kholat Syakhl
Szavriah System
 15:10 FST

The team exited the shuttle in full EV suits. Sorgen looked up to see if he could spot his ship now in geosynchronous orbit. He couldn't find any sign that it was up there. The dralasite looked around.

Kholat Syakhl was a hell hole. The landscape was rocky and desolate. The highly ionized gases in the atmosphere were responsible for the red appearance of the sky and the intermittent flashes of lightning. Active volcanoes could be seen in the distance in almost every direction. There was a strong wind currently blowing. Sorgen surmised that this was

common given the planet's eight and a half hour rotation.

"Beaman stay with the shuttle," ordered the captain. "Kelly and Zoran check the Vizhai's shuttle. Truk, look around for any hostiles. I'm gonna try to get a fix on the missing crew."

The dralasite wobbled slightly as he walked. He wished the suit had a third leg so he could be more stable in this environment. He found it difficult to focus on his scanner. Sorgan had so many things running through his mind that his ability to concentrate was being stretched to its limit.

His scanner lit up. Sorgan was getting the missing crew's transponder signals clear and strong. They were close. He didn't hold out hope that the crew was still alive. They were way beyond their suits' ability to supply and recycle breathable air. The captain did find it odd that he was getting a signal at all. The batteries in their suits should be long dead. Something wasn't right.

"Lt. Commander, are you receiving both audio and visual?" queried Sorgen.

"Sir...there...-ion...," came the static filled reply.

He really didn't like the situation. Sorgen barked, "Everybody rally on me. I have a fix on the missing personnel."

06.15.132 FY

*CDCS Mansi Medical Bay
Orbiting Kholat Syakhl
Szavriah System
15:20 FST*

Doc Zirk'tl's head was throbbing. All of the tests that he had run on the first mate had revealed nothing. It was the first time that he had run into a medical problem that he couldn't figure out.

He wasn't a researcher. The vrusk was at home in the chaos of being surrounded by the wounded and dying. Doc Zirk'tl could handle putting the intestines back into a body that had been disemboweled. But trying to find a cure for this mystery illness was beyond his skills and the equipment carried by the Mansi.

"Maybe there was some equipment on the Vizhai," he thought. He floated over to the computer terminal.

The doctor sat his abdomen on the couch and began to type. Two of his eight legs gripped the sides of the couch while the other six relaxed.

The ship's manifest scrolled up his screen. There was a lot of high tech, cutting edge equipment aboard that ship. Doc Zirk'tl was thoroughly impressed and almost envious. The company had really laid out the credits to outfit this expedition. Something caught his eye. He pressed a button and stopped the list. The list scrolled up. He stopped it again.

"That might do it," he thought. "Yes, that might do nicely."

Ogren's eyes opened. His eyes moved from side to side. He released the zero-g restraint and sat up. The doctor's back was to him. The vrusk was totally engrossed in what he was doing.

Doc Zirk'tl thumbed the ship's intercom, "Chief Gax please meet doctor Zirk'tl at pod number five aboard the Vizhai. Thank you."

Those were the last words beside "no" that the doctor would ever utter.

06.15.132 FY

*CDCS Mansi Bridge
Orbiting Kholat Syakhl
Szavriah System
15:34 FST*

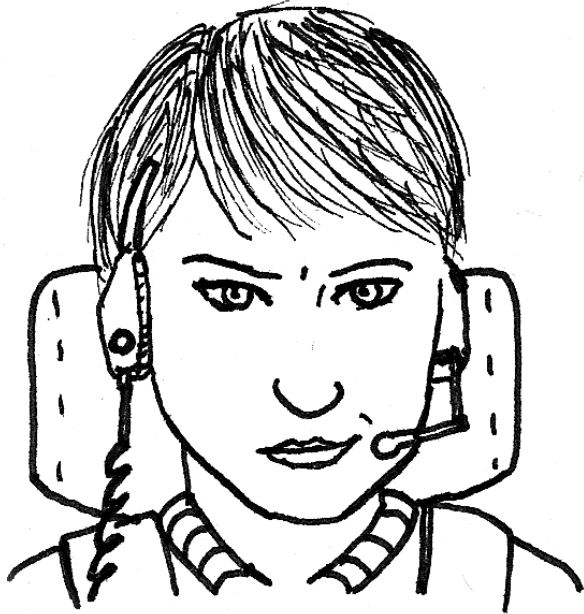
"This is impossible," thought Aimee as she worked the communication controls. All of her attempts to raise the shuttle and the landing party had been fruitless other than the brief garbled communication she had received from Captain Sorgen.

She got up and stretched. Aimee overdid it and had to quickly grab the back of her seat to keep from tumbling out of control. She went over to the astrogation computer and started checking the computations.

The Pathfinder 8700 was the latest astrogation computer marketed by Tacht Instruments or T.I. as they were commonly referred. It was faster than any comparable system on the market. The StarTracker software it used was easy to work with and intuitive. The calculations looked correct thus far.

Aimee believed that if the astrogation systems kept progressing at the rate that they were, she'd be out of a job in the next two decades. A smile crept across her lips. She was going to retire well before she was considered obsolete.

Back at the communications station, Aimee began to sift through the Vizhai's security recordings starting from the approximate time of the crewmen's deaths.



Artwork by J. A. Davis

06.15.132 FY
Gora Ototrten
Kholat Syakhl
Szavriah System
15:36 FST

The structure was huge. Captain Sorgen could hardly believe his eyes. The each step leading up to a titanic door was over four meters tall and six times as broad. The stone that composed the stairs seemed to be of a different sort than that of the surrounding area. Where everything on this world had a red coloration, the steps had a sickly greenish tint suggesting an origin of elsewhere.

Sorgen, seeing only in black and white, missed it entirely. The rest of the team did not. Sorgen looked at his hand held receiver. The missing crew was dead ahead.

The captain called over the suit's com system, "Beaman bring the shuttle over to our location."

"Roger that Sir," was the static filled reply.

The SR161 Trauma Hawk was built exclusively for Cassidine Development Corporation. It was the product of a joint venture between Frontier Spaceship Manufacturing Corporation and Wartech Inc.

The boxy shuttlecraft was designed as a dual-purpose vehicle. First and foremost the Trauma Hawk was a combat ambulance. Its secondary function was that of a personnel shuttle.

The tough little craft was lightly armored and had a six patient capacity. The wounded could be carried in a pair of three high bunk trauma beds. There was a sliding two-and-a-half-meter wide door on each side of the shuttle. The SR161 boasts two oversized power plants that give it best in class acceleration. In fact, it could out accelerate most surface-to-air missiles.

The crown jewel, however, was the GL16 "Fire Spitter" gattling laser. The weapon was mounted on an overhead boom. It could be positioned to provide covering fire from either sliding door. This six barreled mini-gun could deliver six hundred laser pulses a minute. Each pulse had the punch of one megajoule or twenty five grams of the explosive Tornadium D-19. The GL16 draws its power directly from the Frontier Dynamics power plants. The Fire Spitter had proven itself effective against personnel as well as a variety of lightly armored vehicles. If you wanted to keep an enemy at bay, the Fire Spitter was your best friend.

The GL16 had to be fired in bursts as sustained fire could stall the power plants. This drawback could mean death for all aboard because the spunky little craft would fall like a stone.

The dralasite ordered the team up the steps. The ascent was going to be difficult. The shuttle landed near the base of the steps as the crew had made it about three-quarters of the way up. They had to help each other up from step to step.



**Model designed by Marcos Hidalgo @
toposolitario.com**

Model built by William Douglass

Sorgen decided that he was going to have each suit thoroughly checked when they got back to the ship. The team was complaining about feelings of vertigo. Despite his dismissal of their complaints, he had the same feeling. Why couldn't this be a low-g world? This mission kept getting worse.

06.15.132 FY

CDCS Vizhai

Orbiting Kholat Syakhl

Szavriah System

15:42 FST

CPO Gax was growing impatient. The doctor had paged him to meet here by pod number five; however the vrusk had not shown up. The yazirian was going to be diplomatic but he was going to let the doc know his time was valuable.

He had a lot to do in order to get this derelict ready for interstellar travel. The help that he needed was planet side probably bagging and tagging the dead. They'd stack 'em like cord wood in the aft of the shuttle. Hopefully the Vizhai's other shuttle needed little to no work to get it back here. Otherwise it could delay the void jump from hours to days depending on what had to be done to make it operational. The suits at corporate weren't keen on abandoning assets so leaving it behind was out of the question.

He blinked in surprise and made sure his sun-monocle was still on his eye. It wasn't the doctor that entered the shaft but Oggy. When had Firsty recovered? Where was doc Zirk'tl? This was damned peculiar.

An electric ticklish feeling went up his spine as he saw what was in Oggy's hand, a laser pistol.

"Sir?" said the yazirian when the human came within ten meters. Gax saw the look on Oggy's face. The first mate was stark raving mad. The chief bared his teeth as he launched himself towards the approaching man.

The first officer brought up the weapon and fired multiple shots. The chief's body crashed into the bulkhead. It left a trail of blood drops floating in the microgravity.

The empty laser pistol floated end over end where it had been dropped as Ogren pulled himself by the handholds back the way he came.

06.15.132 FY

CDCS Mansi Shuttle

Gora Otortren

Kholat Syakhl

15:49 FST

Beaman could see that the rest of the team was slowly making their way up the titanic stairs and were near the top as he landed the shuttle. He kept the power plants fired up per standard procedure.

Beaman grinned as he could hear the captain's foul mood in his voice. He was glad that he was nowhere

near the little fuming glob. Being the reserve pilot definitely had its perks.

The door at the top was built into a hillside. Beaman guessed the portal was about forty meters tall. Those guys are going to have a heck of a time getting that open. The chatter over the com channel was full of disbelief.

“Truk, Zoran, Kelly get that door open,” growled Sorgen. “The signals are coming from behind that thing.”

Beaman’s smile grew wider. He was glad he didn’t have to figure that one out.

The pilot watched the helmet video feeds. Zoran was looking up and down at the obstacle. Truk was shaking his head. Kelly was watching Zoran. The dralasite was looking around, probably for hostiles or an alternate way in.

The wind seemed to die down. Zoran approached the massive door and opened it one handed. It swung open easily as though it was perfectly balanced.

“Weapons ready. Kelly on point,” commanded the captain. “Helmet lights on. Beaman.”

“Sir.”

“If that door closes behind us, chew a hole through it.”

“Roger that, Sir.”

“Move out.”

The group moved in slowly and methodically. Beaman watched with renewed interest. The transmissions were getting fuzzier the further that they moved in.

“Sir, your signals are starting to break up,” informed the pilot.

“Acknowledged,” replied the dralasite leader. “I don’t plan on being in there long.” His transmission was already starting to be incomprehensible.

Beaman watched as the images and voices were almost all static. He felt that something was wrong or about to go wrong. The shuttle lifted off.

The pilot positioned the craft so that it was hovering near ground level at the edge of the platform in front of the door. This gave the rescue team about thirty meters to travel once they exited.

Beaman set the controls to hover prior to moving to the right sliding door. He hooked a tether line to the ceiling and slid the door open. The boarding plank extended without a problem.

He could now make out there was a lot of chatter that sounded like yelling on the com channel. The human couldn’t quite tell because of the interference. The pilot took up the mini-gun and maneuvered it into position.

Beaman could tell it was Truk that came running out of the structure by his helmet art. The yazirian had a stylized eye painted on each side of his helmet.

Truk was yelling, “Shoot! Shoot! Shoot!”

The pilot stood unmoving. He had become a spectator of the surreal scene unfolding in front of him. A pseudo pod-like thing shot out of the darkness and yanked Truk off of his feet and back into the darkness.

It emerged. It stood between thirty and thirty-five meters tall. The thing had a frog-like aspect but that description was inadequate. It bore multiple mouths and at least a score of eyes spaced along its girth in a seemingly random pattern. The crown of tentacles it possessed flailed excitedly.

Beaman’s thumbs locked down on the firing spoon. The GL16 began to whine as the barrels began their rotation. Death spat at the speed of light from the chain-gun. The creature reeled as the energy bolts slammed into it mercilessly. Flesh and bone, no matter how monstrous, was not meant to withstand that kind of punishment. The vaporized flesh formed a steam cloud.

The beast’s plaintive croaks were drowned out by the engine and weapon noise. Sweat was starting to drip into his eyes blurring his vision. Beaman knew that he had to keep firing. The creature was still moving in his direction. He wasn’t going to stop shooting until that thing was cinders. The whine from the power plants turned into a scream of protest as the gun was sucking the life out of them. The pilot continued.

The SR161 shuddered violently as the engines died. The Trauma Hawk slammed into the gigantic steps and rolled down them. Beaman was thrown around on the inside like a ragdoll. The tether was the only thing that kept him from being ejected.

“Burst fire damn it,” ran through his mind as he lost consciousness. Beaman was blissfully unaware when a jagged piece of metal pierced one of the emergency oxygen tanks. The micro-spark caused a chain of explosions inside of the Trauma Hawk.

06.15.132 FY

*CDCS Mansi Bridge
Orbiting Kholat Syakhl
Szavriah System*

15:54 FST

Aimee had been able to piece together the chain of events leading to the Vizhai’s pilot’s death from the security tapes. The pilot had left the rest of his crewmates and the planet in a hurry.

Lt. Drena knew something was wrong and shorted out the elevator before Borth made his hard docking. The Lt. had scrambled to keep the pilot off of the astrogation deck by trying to weld the elevator doors shut. His poor job was evident as Aimee watched the pilot wedge the doors open.

Lt. Commander Ironwolf got a chill up her spine. She decided that a little company may be just what the doctor ordered. Aimee tried to raise the chief on his chronocom. She got dead air. Aimee tried the doctor and again got nothing. Her bad feeling was getting worse.

She toggled through the surveillance cameras. The systems of the Vizhai and the Mansi were now tied together through a wireless connection thanks to Chief Gax.

Aimee had to do a double take when she first saw the lifeless body of the doctor floating in the medical bay. Oggy was missing. She next saw Gax floating motionless. Terror overcame her. She fled the bridge and made for her quarters as fast as she could propel herself.

06.15.132 FY

*CDCS Mansi Astrogator’s Quarters
Orbiting Kholat Syakhl
Szavriah System*

16:24 FST

Aimee sat above the hatch to her quarters. She almost had her breathing under control. She pulled the laser pistol away from her face and stared at it. Soon it would be kill or die time. The astrogator shivered with fear and revulsion.

The hatch opened. Aimee tensed up and took a shaky aim as death floated through. His upper torso had cleared. She squeezed the trigger. The focused light reached out and burned a streak across his shoulder. The killer spun around to face her.

The Lt. Commander panicked and launched herself across the room. She twisted in flight so that she landed feet first on the opposite bulkhead. Years of working in low-g environments had made the maneuver old hat for her.

Oggy was floating towards her. Aimee’s heart felt like it would leap from her chest. Adrenaline filled her body. She fired another shot and then launched herself toward the hatch.

The murderer’s arm shot out and grabbed the astrogator as she tried to fly past him. They began to spin. Aimee brought her feet up for a kick as Ogren grasped a handful of her hair.

The panic stricken woman kicked with every ounce of fear driven strength that she had. Aimee connected with his face and chest. An excruciating pain shot through her scalp as her head was wrenched to the left and down. The first mate was spinning wildly as he careened into a bulkhead near her desk. She was loose of him but her flight was out of control. Her head slammed into the wall above her bunk.

Aimee was seeing stars and her vision was not allowing her to focus. She struggled to regain her senses. The Lt. Commander knew that the hated LP1462 was still in her grasp but little else except for the pain in her head.

The disoriented woman screamed uncontrollably as she felt her assailant’s left hand close on her right wrist. Oggy’s right hand closed on her throat in an iron

grip. Aimee involuntarily squeezed the trigger of the laser pistol.

A flood of imagery filled her mind as the mentalist used his ability. Aimee was falling down a long black pit. A face took shape in front of her. Its pate was completely hairless. The being's skin was a sickly grayish-green. The skin appeared to have sheen suggesting a slippery or wet appearance. She could make out gills on the sides of its neck as they opened and closed.

It had large maleficent widely spaced eyes. Those orbs testified to a wicked intelligence that was beyond her comprehension of evil. Her soul shook to its very foundations. Aimee now knew there were things after death that were more horrific than any suffering that could be experienced during life.

The thing opened its mouth filled small pointed teeth. It spoke in a terrible croaking voice, "Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'ngl fhtagn." Something inside her mind snapped. Aimee screamed uncontrollably.

06.15.132 FY

*CDCS Mansi Astrogator's Quarters
Orbiting Kholat Syakhl
Szavriah System*

16:28 FST

Gax drove the screwdriver into the mad first mate's back. Instantly Oggy released his hold on the screaming woman and tried to grasp the object that now impaled him. Aimee convulsed and gasped for breath.

Oggy's kill shot had hit Gax on the skull plate beneath his skin. The yazirian decided to play dead as he was severely wounded from the other blasts that he had taken. Once the first mate had left, Gax made his way to the nearest first aid kit. The yazirian then stalked his prey.

The chief produced another ten-centimeter screwdriver from a pocket in his coveralls and growled. The killer turned to face him smiling maniacally.

Gax was in bad shape. He sized up his enemy. The human was probably already mortally wounded and would die within an hour from internal bleeding. Oggy might be able to overpower him before Gax could

deliver the killing stroke. At least he would go down swinging.

"You should have stayed dead," the mad man said in a croaking voice that was not his own.

"The next time you kill somebody," said Chief Gax as he moved to grapple with the killer; "you really ought to make sure they're dead." He tapped the plate in his head.

Aimee watched them spring at each other. They were savagely primeval. It was man versus beast. Except in this case the beast was the man and the man was the beast.

The struggle was brief and ferocious. Their bodies locked in a deadly dance. Aimee watched with detached relief as it ended. The wounded yazirian drove the screwdriver up through the underside Oggy's jaw and into his brain. Gax shook the handle in one last instant of brutality. The human's body convulsed, stiffened and finally went limp.

Aimee stood and sobbed, weapon in hand, as the chief draped his arms around her. The tears floated away from her eyes in the microgravity. She felt no comfort in his embrace. Everything was not over.

There was a flash and a report. The yazirian floated backward with a smoking hole in his chest, dead. A surprised look was frozen on his face. Aimee looked at the weapon in her hand and rested the end of the barrel against her temple.

Click... Click... Click... She floated with a slight spin, occasionally bumping into one of the corpses in the room. Click... Click... Click... Click... Click... Click... Aimee slowly, fruitlessly pulled the trigger until the reaper found her.

06.30.132 FY

CDCS Caduceus

Orbiting Kholat Syakhl

Szavriah System

04:17 FST

"Captain Ariel, you really should watch this video from the Mansi's astrogator's quarters," stated crewman Paris as she thumbed the ship's com system.

"Can you sum it up for me, crewman?" replied the captain irritably. "We're launching planet-side recovery operations in less than one mike."

"This has worm tracks all over it," the captain thought.

End



Art by J. A. Davis

CHARACTER RACES

This is another of the Races that exist beyond the known Frontier. Like the other races in this series it has been adapted from the races available in the Star Frontiers (URS) project for inclusion in a Star Frontiers campaign if a Referee chooses to do so.

Ghed'yan

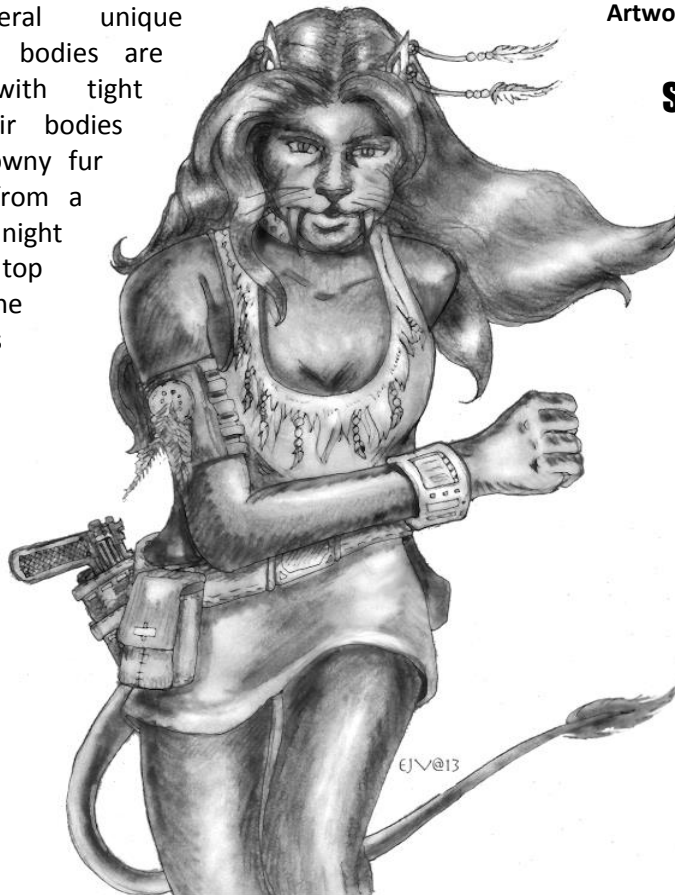
BY Victor M. Gil de Rubio

Average size	1.8 meters tall
Average mass	73kg (male) 49kg (female)
Average lifespan	160 Years
Body temperature	37° C
Reproduction	Heterosexual Viviparous

PHYSICAL DESCRIPTION AND STRUCTURE

Ghed'yans are a race of felinoids. They generally follow the same basic symmetry of a Human with several unique differences. Ghed'yans bodies are slender of build with tight musculature, and their bodies are covered in soft downy fur that ranges in color from a bluish gray to a midnight blue. The hair on the top of their heads and the back of their heads is long and luxurious. Ghed'yans have almond shaped eyes that are golden yellow in color and have slit pupils. Their ears are pointed.

All Ghed'yans possess a 1.9 meter long slender tail that is prehensile and serves them as another



Artwork by Emily Vitori

manipulative extremity. Ghed'yans evolved from a hunter species and so they have slightly elongated fangs and they possess retractable claws that tend to be razor sharp. Female Ghed'yans possess a second set of nipples below their breasts that are remnants of their evolution from a quadruped forest dwelling feline.

SENSES

Ghed'yans possess sharper senses than a Human. Their sense of vision extends into the ultraviolet spectrum which allows them to see at night as well as they can in daylight. Their sense of hearing is also more developed than a Human making it hard to surprise a Ghed'yan. All Ghed'yans possess enhanced tactile sensitivity.

SPEECH

Ghed'yans speak a language that is as complex as any common Human language, and is easily mastered by most races.

SOCIETY AND ATTITUDES

Ghed'yan's homeworld is a lush green planet of tree covered forest, and wide savannahs. The temperature is tropical with ample rainfall. Ghed'yans dwell in small treetop settlements and they are a very clan oriented. Their technology is roughly equal to that found in the Frontier, however they only utilize what technology is necessary for survival, while maintaining the hunter customs of their race.

Ghed'yans have a deep hatred for the Adrainian species stemming from

the other race's desire to annex the Ghed'yan homeworld, and enslave its "Kittenfolk".

War has only been averted by the intervention of several of the other races in the quadrant who believe that war between the two races would be bad for business and would attract unwanted attention from the Sathar. Regardless of this pressure on the Adrainians, they still perform lightning fast raids against Ghed'yan settlements, though these are acts not condoned officially by the Adrainian government.

Ghed'yans are otherwise very easygoing beings, that are naturally inquisitive and love technology, because of the strange and wonderful things that it can accomplish. They get along very well with several neighboring races that they have come in contact with. Many races think that if the Ghed'yans were to put their technological skills to build interstellar capable spacecraft that their inquisitive natures would make this race one of the most prevalent races in known space. The Ghed'yans merely smile whenever this topic is raised, with a twinkle of mischief in their eyes, and then ask to see the schematics on the visiting ship's jump drive.

SPECIAL ABILITIES

Heightened Hearing

Because of a Ghed'yan's heightened sense of hearing they gain a +10 to their Intuition rolls to avoid surprise.

Highly Developed Smell

All Ghed'yan have highly developed olfactory senses. These are so accurate that a Ghed'yan can recognize and identify even very weak odors that it has encountered in the past, including people. Any Ghed'yan can track prey by scent on a ½ Intuition check and can raise this by 1% per Experience point expended on this ability. This ability is foiled if something has masked or removed the scent of a Ghed'yan's quarry.

Heightened Jump: A Ghed'yan can spring up to 6 meters horizontally from a standing start and can leap down 10 meters without taking damage, and landing on his feet.

Prehensile Tail: The tail of a Ghed'yan is 1.9 meters long and has a grip stronger than a Human hand. The tail is capable of holding an item or swinging a melee weapon. When holding an item, the Ghed'yan can use its two arms normally. When using the tail to wield a weapon, however the Ghed'yan must concentrate on it and does not increase his number of attacks in a combat round but must decide if he is going to attack with his tail wielded weapon or his other limbs. The tail can only wrap around hilts, handles, etc., and cannot throw grenades or operate devices.

Natural Weapons: A Ghed'yan's claws cause +2 points of damage to his punching score.

ATTRIBUTE ADJUSTMENTS

Strength/Stamina	+0
Dexterity/Reaction speed	+10
Intuition/Logic	+5
Personality/Leadership	+0

The following information gives an overview of the Ghed'yan's homeworld.

Planetary Overview						
Number of planets:		6				
Planet	Core Type	Diameter	Average Temperature	Gravity	Orbital Period	Notes
Chunk	Rock	2,765km	324°C	.3	95 days	
Pre-garden	Magma	3,635km	143°C	1.0g	225 days	
Garden	Rock	4,860km	54°C	1.0g	400 days	Ghed'yan homeworld
Rock	Magma	8,400km	-96°C	1.3g	595 days	
Ice ball	Magma	7,100km	-140°C	1.1g	1,745 days	
Rock	Magma	5,910km	-218°C	1.3g	18,945 days	

Ghed'yre

System Information	
Location	98.6 light years from Prenglar.
Sun Classification type	K5
Color	Orange
Temperature*	4,000
Life**	80,000
Radius***	.5
Habitable sphere****	3-6 orbits
*Temperature is in degrees Kelvin	
**Lifetime is listed in millions of years	
***Radius is listed in terms of Sol's Radius (700,000Km)	
**** Planets in orbit within these orbits have the possibility of sustaining life without artificial means being employed to convert the planet so that it can support Human or Human-like races.	

Notes: Ghed'yre is a mid-sized star system that has several features that if exploited would increase the wealth of the Ghed'yan a species of felinoids that evolved on the lush garden world that orbits the system's orange sun. The star system has a dense ring of ice and rock that circles the 4th planet in the star system. The system also has a large ice world that can be mined for the ice and frozen atmosphere that blanket the planet's surface.

The last planet that orbits the system's orange sun is noted for the 10 moons that orbit it. These moons are mostly small ice balls, But there are two almost planetoid sized moons that orbit the planet that are mostly rock with thick icy poles and an atmosphere that lies frozen on the surface of these moons.

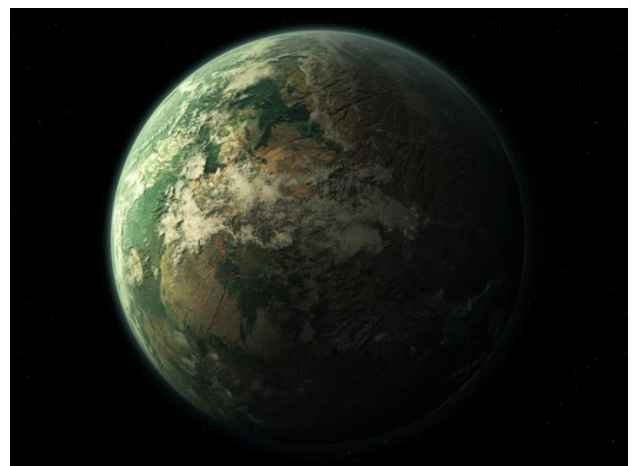
Ghed'yre	
Orbital position	3rd
Number of satellites	3
Diameter	4,860 kilometers
Orbital period	400 days
Rotation period	40 hours
Seasons	3
Axial tilt	31°
Core type	Rock

Gravity	1.0g
Atmospheric pressure	.9
Tectonic plates	27
Stress factor	17%
Classification	Garden
Hydrosphere	64%
Cloud cover	32%
Chance of Precipitation	26%
Average temperature	54°C
Average wind speed	4kph
Major land masses	1
Minor land masses	4

Natural Resources	
Gold	(30,000cr/ton at the source)
Iodine	(1,000cr/ton at the source)
Ghedian Amethyst	(6,000cr/ton at the source)
Silicon	(3,000cr/ton at the source)
Iron	(3,000cr/ton at the source)
Coal	(1,000cr/ton at the source)

Notes: Ghedyre is a lush jungle planet with one major continent in its southern hemisphere and 4 subcontinents that are huddled together in the northwestern part of the planet. The planets land masses are covered by large expanses of jungle and rain forests, with several very long mountain chains, and areas of wide savannah. The Ghed'yan settlements are sprinkled throughout the continents, but they have one spaceport city on the northeastern edge of the major continent on the coast called Arkadeh Ra'el (Friendship port) which has been designed to accommodate non-Ghed'yan sensibilities and is a beautiful high tech city.

Planet by Mac @ <http://macrebisz.deviantart.com/>



Ghedyre is home to a wide variety of native life, including several primate species whose intelligence level borders on what is considered the level which qualifies a species as a major race. Ghed'yans have over the years used very little of the planet's natural resources. They have colonized two of the planet's moons and these lunar colonies are primarily industrial complexes and resource mining sites.

Ghed'yre has three seasons. The first season sees an increase of the average amount of rainfall to 52%. This increase in rainfall causes many of the lowland rivers to swell to dangerous levels and some flooding is common especially in the southern parts of the main continent. Ghedyre's second continent sees the rain levels return to normal, but sees a decrease in the planet's average temperature to 49°C. During this season the average wind speeds increase to 7kph. During the third season the planet's temperatures rise to their original levels, but the winds remain increased. During this season some areas of the planet suffer droughts as the average chance of precipitation drops to 13%.



Civilization information	
Classification	Homeworld
Progress level	7 (Frontier level)
Government type	Charismatic Oligarchy
Law level	Level 4 (light assault weapons prohibited)
No. Major settlements	8
Population	20,000,000
Planetary wealth	Moderate
Spaceport type	Major (private docking facility, excellent repair facilities, construction of system ships and star ships, warehouse facilities, a customs house, and Spaceport security services)
Manufactured resources	
Electronic parts	(4,000cr/ton at the source)
Artwork	(5,000cr/ton at the source)
Crystals	(4,000cr/ton at the source)
Pharmaceuticals	(6,000cr/ton at the source)



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Extreme Future is a role-playing game with refined rules and loads of background information and examples, to include everything you need to start playing your first game, in an easily digestible and beautifully illustrated book.

This book contains the background, character creation rules, robot creation rules, vehicle creation rules and lots and lots of examples of vehicles, characters, equipment and monsters. There are planets, scenario ideas, mecha and psionics, all implemented in a simple but sophisticated and powerful way.

So start exploring the Extreme Future now

As shown on RPGNow, this game is made by one of our fellow SF.us site members, Brett Fitzpatrick. He was inspired by the Remastered Star Frontiers rules to finish up his project and get it to print. Check it out.



The Saurians are presented here as an NPC race, though players may use them as player characters if the campaign referee so allows it. It is assumed that the Saurians are very rarely seen, so they have little overall impact on events in the Frontier. The Saurians' history may be altered to fit the circumstances of a particular campaign. — Original Editor

The Saurians

A new Race for the Star Frontiers campaigns

By Jeffrey Bouley

From Dragon Magazine
#103
November 1986

The Saurians hail from the planet Kischen, an oceanic world many light-years from the Frontier. For a time they lived in peace, enjoying profitable trade with nearby races. Soon, however, the Sathar became aware of the Saurians and regarded them as both a threat and a challenge to be overcome.

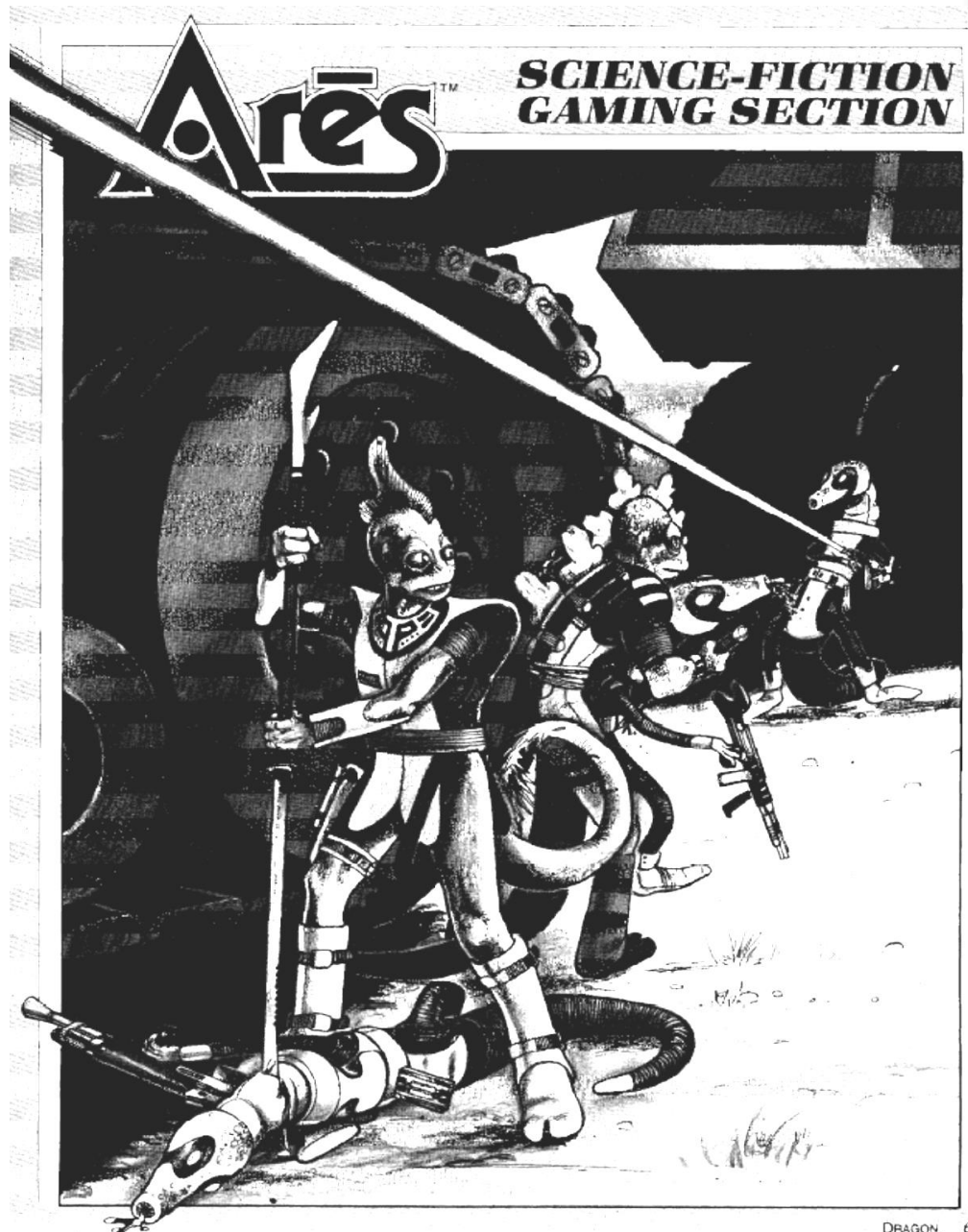
The Sathar descended in waves on the unsuspecting planets, destroying whole populations in the process.

The Saurians, unused to full-scale war, fought bravely against the worms, but to no avail. With their defenses decimated and racial destruction imminent, the Saurian governments prepared dozens of starships to transport hundreds of thousands of citizens on a

large-scale exodus to new worlds. To save as many beings as possible, all of the starships were filled to capacity with passengers placed in stasis.

The majority of the computer-guided vessels were launched in the direction of the Frontier, although ships were sent out in many other directions. The Saurians had earlier intercepted radio signals from the Frontier that were part of a plan by the Pan-Galactic Corporation to contact other sentient races, in hopes of developing more interstellar trade.

The Saurians did not send all of their ships in that direction, though, lest the signals prove to be a Sathar trick. The main body of Saurian starships eventually



DRAGON 65

entered the Theseus system and was boarded by alerted UPF vessels.

Only a few thousand Saurians were brought out of stasis at first, until space could be found on other worlds on which they could settle. At present, two hundred thousand Saurians now live and work throughout the Frontier, but nineteen Saurian starships (with over five hundred thousand colonists aboard, in stasis) remain in solar orbit at Theseus. Finding space for these beings is still a problem, though plans are underway to ship them to Lossend (Timeon).

Characteristics

Appearance and structure:

Saurians are bipedal reptilian humanoids that stand 2.1 meters high. Each of them has two hands, each with three fingers and an opposable thumb. Each foot has four toes; feet, as well as hands, are webbed. Saurians have small scales, as per their reptilian ancestry, but they are warm-blooded as mammals are. Saurians are omnivorous and have rather flat teeth. Being semi-aquatic creatures, Saurians feel at home both above and below water. As part of their aquatic adaptations, Saurians have a gill slit on each side of their throats which filter oxygen out of fresh and salt water. Saurians also possess underwater vision of exceptional quality.

Saurians still have certain physical defenses inherited from their prehistoric ancestors. One of these is the set of claws on fingers and toes. Although these claws have degenerated, they can still be used to some effect. When a Saurian uses its claws, consider the attack to have punching damage but add 1 hp extra damage. The tail can also be used as a weapon; it has a -10 to hit any target, but it does 2d10 damage on a strike. The internal structure of a Saurian is similar to that of a Human, with the functions and positioning of a Saurian's organs approximating those of a Human's.

The respiratory system is adapted for air and water breathing, and no Saurian organ corresponds to a Human appendix.

Saurian races

The Saurians evolved from a highly adaptive creature that Humans have called a land dragon. This creature was found in a variety of habitats on Kischen and developed into the four known races of Saurians:

The Kavak, The Kamier, The Talsoi, and The Vanar.

The Kavak: These Saurians have green scales, a long tail, and a short, curved horn protruding from the top of their skulls. The horn varies in color from one Saurian to another, from white to green; it is light-colored at birth and darkens gradually as the Saurian grows older. This horn can be used as a weapon, causing 1d10 damage. However, for every .1 meter by which the opponent is shorter than the Saurian, reduce the chance to hit by 5 (to a minimum of a 10% chance). The Kavak evolved from a grasslands-dwelling dragon that used the horn for defense and the green coloration for camouflage (allowing them to approach prey more easily).



Kavak

The Kamier: While the other races of Saurians have small but visible scales, the Kamier have the appearance of smooth skin, their scales being visible only under magnification. Coloration is green to green-brown, and this variety of Saurian also sports a large crest of red or orange skin that runs from the base of the neck to the tip of the skull. The claws of the Kamier are more developed than those of the other Saurians, doing + 2 hp damage to punching damage, as opposed to the 1 hp damage cited above. In addition, the tail of a Kamier is covered with horny spikes which add 2 hp of damage to tail attacks (4-22 hp). Another unique feature of the Kamier is its snout, which is much shorter than those of the other races, being almost flat. The Kamier evolved from a swamp dwelling land dragon that had to contend with particularly dangerous swamp predators. The head crest, which resembles a native marsh plant, was used to help the Kamier with concealment.

Adventure Idea: The player characters are sent to check out the location of a possible Sathar listening post. When they arrive, they find the place has been destroyed and there are dead Sathar and destroyed Sathar constructs littering the post. This would be a good time for a Saurian encounter and begin to introduce them into your adventure.

The Talsoi: A Talsoi has beige to dark brown scales, a heavy tail (+ 1 hp to tail damage), and a horny ridge running from its extended snout to the tip of the tail. They developed from the forest and plains-dwelling land dragons, which used the coloration for camouflage to improve their hunting skills. Talsoi enjoy freshwater rivers, seas, and lakes.

Check out *Frontier Explorer #4* for more on the Saurians. <http://frontierexplorer.org/magazines>



Kamier



Talsoi

The Vanar: Vanar are bright to dark green and have a very narrow, whip-like tail (1d10 + 1 hp damage). They are descendants of the land dragons that were native to the jungles and rain forests of Kischen. Vanar have thin limbs and are lighter than other sorts of Saurians.

Senses

Saurian senses are roughly equivalent to those possessed by Humans. They have a slightly more acute sense of vision and, as noted before, can see well underwater. Saurians do have a more acute sense of smell than humans, about equal to a Vrusk's.

Speech

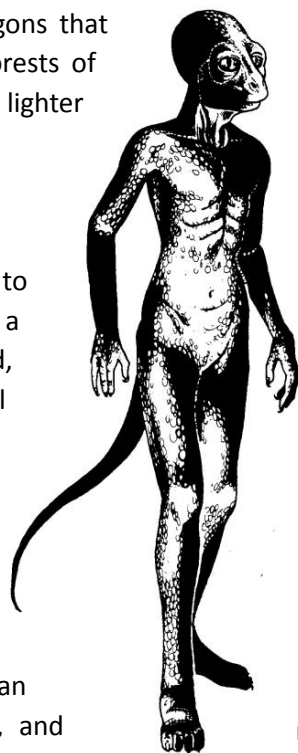
Saurians are able to speak in the same manner as Humans, and many can communicate in Pan-Galactic, Human, and Yazirian languages with ease. Saurians tend to lisp, though their hissing voices are distinctly unlike those of the Sathar. When angered, Saurians hiss loudly and bare their teeth.

Society and Customs

Saurians stress two beliefs above all others in their society: individuality and the freedom of choice. Saurians detest dictatorships and prefer very loosely structured governments, having an uncaring attitude for authority, though they will obey it if convinced it is for the common good. Their belief in self-reliance made it hard for the Saurians to accept the aid of the UPF at first, though they really had little other choice.

Saurians in the Psycho-Social field will not hypnotize unwilling beings; only the most evil and vile of Saurians would do so.

Saurian's have large-extended families. Because their young develop so rapidly (reaching adult size in five years), 'nuclear families' would be short-lived. Education and socialization of the young are handled within each clan, or *svik*, which may consist of hundreds of individuals living within the same general area. Saurians are inter-fertile despite their racial types, and a *svik* may have members of all four races



Vanar

within it. *Svika* may compete with each other over business or personal matters, but violent crime among them is almost unknown; they are too aware of their own near extinction as a race from the Sathar's attacks.

Saurians are extremely touchy about comments regarding them as a species. Any insult against a single Saurian is easily taken as a slur against the race as a whole, even if the Saurian in question belongs to another *svik*. Saurians tend to be overprotective of their fellow clan members, even as they recognize the importance of standing on one's own two feet. This causes such stress for them that they will not willingly discuss it with someone of another species, such as a Human or Yazirian.

Saurians are something of a paradox to other races, as they are gentle and kind as well as vengeful and brutal. Among friends and their *svik*, is pleasant, cheerful, and absolutely loyal. But in the presence of a hated enemy such as the Sathar, a Saurian's rage and fury can be frightening (although Saurians do not receive any bonuses for rage in combat).

A wrong done to a Saurian will not be forgotten by any of them, and making amends can be difficult (or impossible, depending on the offense). Should the offending party make an appropriate apology, the Saurians will grudgingly accept it and continue with the business at hand - though forgetting about the incident will take months or years.

The horrifying losses that they took in their war with the Sathar have made Saurians a militant race. They tend to purchase large quantities of arms, and groups of them have expressed interests in creating their own military force, with which to raid Sathar bases and ships. Saurians hope to someday locate the Sathar homeworld and destroy it; they also wish to return to their old homeworld of Kischen and retake it from the Sathar. For cultural reasons, Saurians have a marked fondness for weapons that others see as archaic (swords, pole arms, crossbows, etc.).

Saurians have from three to four names. The first two are the common and *svik* names, comparable to a first and last name. If the Saurian performs an important deed, he or she may receive an honorific to signify this accomplishment. The most important of all names, however, is the *tarish satimu* ('sacred name').

According to Saurian religious beliefs, the *tarish satimu* is a part of the owner's very soul. Only the individual Saurian and his *svik* will ever know the Saurian's sacred name. Should someone somehow discover a Saurian's *tarish satimu*, it is considered an insult of the most terrible kind, and the Saurian will try to regain his honor through a duel of some sort, often to the death.

This practice has eroded under contact with the races of the Federation, though sacred names are still considered very important.

Attitudes

Saurians are respectful of the other races, but they particularly enjoy and are fascinated by Dralasites. [Aren't we all?] They respect Vrusk for their drive, but find it hard to make friends with them; the Vrusk are too practical and structured. Saurians find Humans fairly easy to get along with. Yazirians are another matter. Though Yazirians and Saurians are alike in certain social, political, and family matters, the Saurians find the former to be rude, insulting, and pushy. Fights between individuals of the two races have tended to turn into widespread brawls as clan members from either side are drawn into the conflict, and even in the short time that Saurians have been in the Frontier, several remarkable feuds have developed.

When it happens that a Yazirian and a Saurian become

friends, however, they become friends for life. Saurians dislike S'sessu greatly, because of the latter's similarity to Sathar and amoral business practices. S'sessu dislike Saurians in turn. Other races are generally friendly toward the Saurians, despite their touchiness, but some Humans are slightly nervous around Saurians, particularly if they have an aversion to reptiles. This reaction is fortunately rare.

Special Abilities

Because of their nervous structure, Saurians have a pronounced resistance to hypnotism or mind control of any kind. A Saurian will receive a + 15 bonus in his favor to resist the control, depending on the exact nature of the mind-affecting power. In addition, a Saurian has a + 15 bonus to any roll enabling him to notice the control attempt (or to a normal Intuition roll if the noticing roll is not normally allowed). Note that if experience is used to increase this resistance, the bonus to notice the attempt will not automatically be increased (and vice-versa). Each ability must be given experience separately.

Weapons

Since Saurians prefer or at least have a fondness for archaic weapons, I have included the crossbow; the crossbow is not from the AD rules, but my own invention from discussion on the StarFrontiers.us site. You can also include powered weapons, such as the Sonic Sword and Stunstick. When fighting sathar, the Saurians will use a special poison on their weapons, with damage similar to the poison grenade; S5/T10.

Another weapon that I could see the Saurians using is from Star Frontiersman #5, The BlastAxe. This was created by our own Bill Logan. I have included it here for reference in case you do not have Issue #5, which you should download if you don't have it for all of the other goodies in it.

Preferred Saurian Weapons									
Weapon	Melee(mod)	Cost(cr)	Wgt(kg)	Damage	Ammo	SEU	Rate	Defense	Range(PB/S/M/L/E)
BlastAxe	--	300	2	4d10	20 seu	2	1	Gauss	5/15/-/-
				beam	--	--	--	Inertia	--
				3d10					
melee									
Crossbow	--	75	2	5d10	1 bolt	--	1per 2 turns	Inertia	10/25/50/100/200

This is a combination short pole arm and light electrolaser. It takes a 20 SEU PowerClip in the handle, and fires an electro-laser beam at somewhat short range. The beam causes 4d10 damage and drains 2 SEU (just like the blast beam of an electrostunner). Unlike a proper electrostunner, however, the beam cannot be set to stun. The electro-beam is defeated easily with an active Gauss Screen or an Anti-Shock Implant.

When used in melee, this weapon is like a long axe half way between a polearm and a battle axe. It causes 3d10 inertia damage (plus punching score, as normal).

This weapon isn't that popular and so is seldom found brand new. It's often found in a pawn shop or in less high tech areas of the Frontier. To a fledgling adventurer, however, this weapon offers some interesting and versatile options that should not be ignored.

The Saurians have found this weapon in the Frontier and have adopted it as their new symbol of joining the Frontier. It has the simplicity of an archaic weapon and the sophistication of the high-tech society that they came from and are becoming a part of.

It costs 250 Credits and weighs just less than 2 kilograms. It often comes with a leather harness worn over the shoulder, with the blade pointing down.

Miscellaneous Information

Average size:	2.1 m tall
Average mass:	100 kg (male), 90 kg (female)* *- Vanar are 15 kg lighter.
Average lifespan:	240 years
Reproduction:	Oviparous

Saurians have the following ability modifiers, regardless of sex and racial type

STR/STA:	+10
DEX/RS:	-10
INT/LOG:	+0
PER/LDR:	+0
Walk	10 m/turn

Run	30 m/turn
Move	5 km/hour

Reaction Modifiers for:	Race's Reaction to Saurians:	Saurians reaction to:
Human	-5	+0
Dralasite	+0	+20
Vrusk	+0	+0
Yazirian	-10*	-15*
S'sessu	-5	-20
Zethra	+0	-5

*If favorable reaction is gained, discard the use of this modifier on future rolls regarding the individuals in question

Concluding Notes

All Saurians encountered in the Frontier will be able to speak Pan-Galactic, since they were hypno-trained in its use after they were released from stasis. They were also taught some of the common cultural idiosyncrasies and customs in order to integrate them into society.

Some Saurians have remained aboard their old starships, which are hull size 16-20, and are using them as transports in their own commercial dealings.

There was a lot of good discussion around Saurians on the Starfrontiers.us site here:

<http://www.starfrontiers.us/node/6728>

<http://www.starfrontiers.us/node/3632>

More has also been explored in the Frontier Explorer #4,

<http://frontierexplorer.org/book/frontier-explorer-issue-4>



The Clii'jak and Thren were retrieved by Ken from the starfrontiers.com site as it was down for a while. It is now back up but some of the links are not there anymore. Ken generously gave permission to print up some of his creations in the Star Frontiersman, and here are the first. There will be more in future issues. -Editor

CLII'JAK

By Ken Ryan

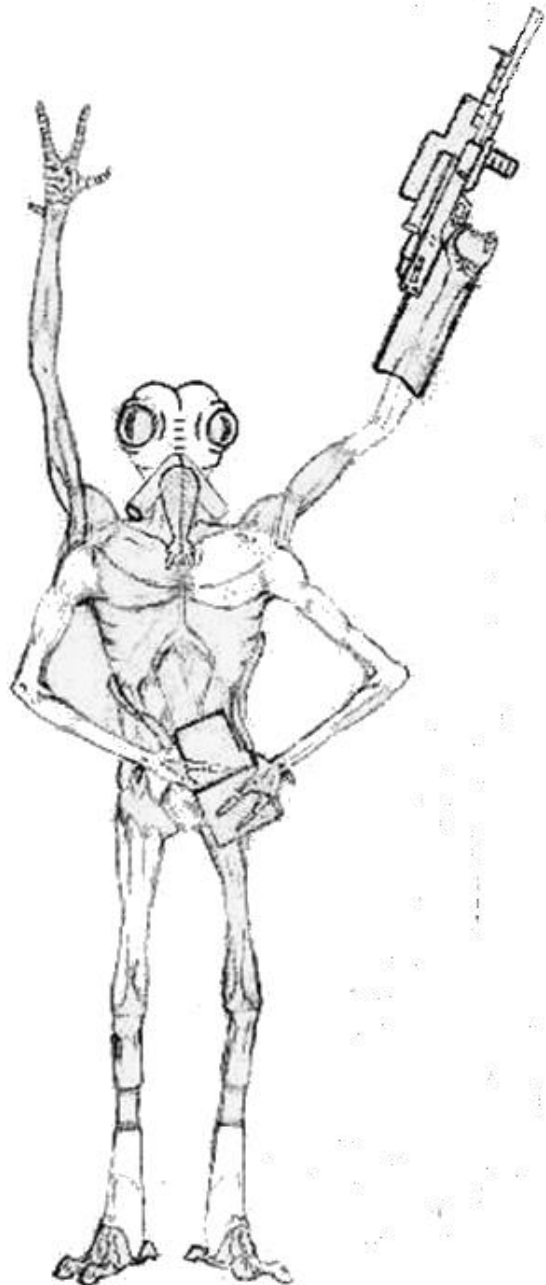
Average size:	3m tall
Average mass:	110 kg
Average lifespan:	300 years
Reproduction:	Heterosexual, Oviparous
Body Temp:	34°C

Physical appearance and structure

Clii'jak look like a cross between crustaceans and large insects. Four arms protrude from their upper torso, two on each side. They are bipedal and stand upright. The head is above the shoulders. It has two large, bulbous eyes that are slitted as a cat's eye. These are red with black irises. The mouth is noted as resembling a lobster's tail and has two blowpipes beneath, off to the side. These function for breathing, sound and also excreted waste material is blown out as smoke. The tips of the appendage are used for taste and the pipes for smell. They have ear holes below and behind their huge eyes.

Each hand has two long dexterous fingers with an equally dexterous opposing thumb. These are covered with scales like the underside of a snake resulting in a fantastic grip, the scales can be maneuvered to "lock" and "release" this grip. Their feet function much in the same way only on a larger basis. The arms and legs are extremely thin and long but are noted for their tremendous strength. A Clii'jak's skeleton is a hard crustaceous shell with internal muscles and external muscles connected to

it. The external muscles are covered with a skin. Because of this double musculature this race has great strength. This also helps them avoid serious injury or bleeding to death, although they do get cuts and bruises and, if crushed, will certainly perish. The skin is a lucid tan to deep gray color.



Art by Ken Ryan

On their home planet they are tree climbers who hunt for prey and consume a coconut type of fruit which they tear open with the spurs on their wrists. They then insert their "mouth" appendage and use the tiny appendages on the underside to convey the food stuffs into their bodies at the bottom of the "flapper". The appendages tear up any meat and excrete digestive juices as the food is ingested and masticated; offal is discarded (much like a modern juicer). The waste is excreted as smoke, via the pipes, that has no solid shape.

They have a natural shock absorber built into their long legs. This allows them to adjust their height and grip while climbing. If they fall they suffer 1/4 damage or can fall 4 times the distance of other races to sustain equivalent damage. This mechanism can also be used to withdraw and "cock" a leg (20% of the time) and then released to do quadruple kick damage. Not many hinges survive on doors they go through in this manner.

Senses

Clii'jak's have extremely well developed color vision. They see as well as Vrusk and in longer wavelengths than humans. Their sense of smell is not as acute as Humans, but their sense of taste is highly developed. They also have a wider range of detection than that of any other main species. Their hearing is about the same degree as Humans.

Speech

Clii'jak speech is extremely complex. They communicate by "flapper" clacks and by inhaling/exhaling and dilating their blowpipes to make a wide variety of sounds. PanGal is not a problem.

Society and customs

Clii'jak's are gentle and thoughtful concerning others' feelings. They are very protective of their belongings and young. They are usually unaggressive but are frightening opponents when angered. Yazirians even watch how they treat Clii'jaks. A Clii'jak tolerates and even enjoys jokes about his/her personal self but grows irate if harmful jokes are placed on loved ones or innocents. Their society is based on one family clans. These clans live and work together in mutual status. Clii'jak wars are few in number. They enjoy complementing others to the point of annoyance and

value most importantly friends and friendship. They will place themselves in grave serious jeopardy just to protect the name of their friends. A Clii'jak is held in high esteem according to the number of his friends. They look down on lying and pride. They are gentle giants.

Attitudes

Clii'jak's get along well with all other races. They respect Yazirians and Threns and thoroughly enjoy the company of Dralasites. They like Humans the most due to their adaptabilities and inventiveness. They are extremely loyal when trust is proven.

Special Abilities

Because of their shock absorber legs they can leap great distances (twice that of Humans) and can fall 4 times the distance of other races, sustaining equivalent damage. They also have a +20% chance of cocking and releasing a leg to deal 4 times the damage of a regular kick/blow.

THREN

Average Size	1.7m tall
Average Mass	70kg (male) 50kg (female)
Average Life Span	160 years
Reproduction	heterosexual, viviparous
Body Temp	38C

Physical appearance and structure

Threns are short, strong humanoids. They are basically human in physical appearance. The backbone protrudes a little at the base of the spine and continues to go over the skull and onto the nose bridge. This organ is a combination of several things; it cools the blood by regulating the amount of blood flowing through it and the speed at which it flows; it is also an attractant between sexes and several other things. They have no body hair and no sweat glands and are in constant danger of overheating in hot conditions. They have two canine eye teeth, and are generally shorter and swifter than Humans. They are Caucasian.

Senses

Threns' senses of hearing, smell, taste, touch and sight are equivalent to Humans.

Speech

Threns have no trouble speaking Human, Yazirian or PanGal languages. Their own language is somewhat guttural like German, Russian and Japanese.

Society and customs

Threns are militant, with Spartan like mentalities. Thren culture is based on mental and physical prowess, speed and agility. They hold an annual Olympics with award winners. Competition is very high among professions. Threns train at the beginning of life with weapons because they are warlike perfectionist. They constantly attempt to outdo their peers and try to excel in anything they do. They are somewhat cynical and proud. There are no Thren cowards because they are eliminated through strenuous training conditions. As a result, Threns are not widespread. There is no sexual discrimination between Threns and both sexes perform almost equally well, although males and females excel in certain categories. They are furious fighters who fight to the death and work equally as well. They are communistic, cold, clinical societies. No Threns let their bodies grow out of shape. Their tempers are extremely short though, and this has led to some skirmishes, especially with Yazirians. But the Sathar have united these problems and Yazirians and Threns view each other as almost equals. Any cowards or overweight people are despised and should be "exterminated". Laziness, cowardess, obesity, lying and any "vice" addictions are treated with capital punishment in all Thren societies. These people don't even smoke.

Attitudes:

Threns rarely bluff. They are moody and cynical. They do not start fights but generally finish them. They are efficient and brisk in all dealings, social or otherwise. They like most races but Dralasites are a wonder to Threns, who often view them with indifference. They respect Vrusk culture.

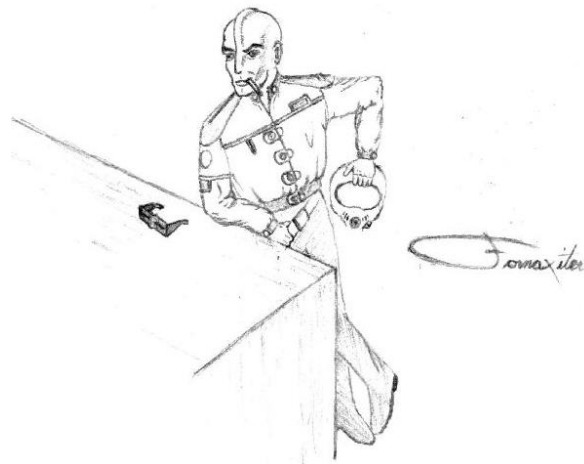
Special abilities

Threns concentrate on physical and military prowess. They train at very early ages to become adept with weapons. Because of this they gain a +15% on their chance to hit with a weapon of their choice. If this roll is successful they gain a +15 if they're standing still, a +10 if walking and a +5 if running or dodging. The +15 is added when they take CAREFUL AIM on a solid surface, where they get another +15 bonus. This is only applied to the weapon of their choice. Threns also get to add 5 to any ability (as Humans) because of their vigorous training and emphasis on being the best in everything they do. They average 5', have canine teeth and are renowned for their speed (+10 RS).

Notes

The Thren are like ancient Spartans in their approach to life. Being highly militaristic with an organized culture, they are not loose-cannon types as the Klingons were. Slothfulness, theft, vice-addiction and lying are very serious crimes on their planets.

This is Fornaxiter, or Fornax. He is a Thren and that thing running over his head follows the spine to its end. That thing is a sweat gland and something like an emotional flag flyer - when they get ticked off it flames. It also serves as a sort of sexual attractant between sexes.



Art by Ken Ryan

Fornax didn't like to labor and loved to smoke and drink, so the Thren cut out his tongue and banished him, making him a pariah. He is a mute who makes his living gunnin' down slower life forms, as his IR is 9.



CREATIVE REFEREEING

The Whole Earth Ecology

By Danny Kretzer

From Dragon Magazine #123 July 1987

There is some good advice for keeping things real in this article. As a Referee, you have to cater to your player's to a point. If they like the feel of realism then throwing some ridiculous creature in the mix might not go over well. On the other hand, I have known some players who would prefer the ridiculous, so if you were to throw in a Dralasite eating potato as a creature, it would probably be enjoyed. Bottom line is, know who your players are and have a good time.

The Whole-Earth Ecology

Building a better alien in the STAR FRONTIERS® game

Glakket and his Yazirian companion slashed their way through the dense jungle. Suddenly, a gigantic bird swooped down, claws flashing. In an instant, the Yazirian was gone, leaving the Vrusk explorer alone. .

"Whaaaaat?!" cried the player. "How could a giant-sized bird even budge something with a Yazirian's mass? And how could it find room to fly, much less swoop, in the middle of a dense jungle?"

"Well, I guess there was a break in the branches," replied the referee, nervously ignoring the first question.

"This jungle is miles in diameter! Why would a creature spend time flying above it in hopes that another creature would be in one of the few clearings at the same time it flew over?"

The referee simply shrugged.

"Well, where is its natural habitat?"

"Um . . . in the mountains to the south. But sometimes it goes hunting over the woods," said the referee.

"So, it **does** fly over this extremely dense jungle in hopes that a meal will conveniently pass through the clearings. But it's a fact that birds need to eat their weight or more in food each day, so there's no way that a giant flying bird could survive in these circumstances and have strength to pick a hireling out of a jungle. In real life, that bird would not have the strength to lift its own head off the ground due to lack of nourishment!"

The referee sighed. Perhaps it was time to try a fantasy game. No one ever questioned giant flying birds *there*.

All too often in STAR FRONTIERS® games, I see creatures that are so poorly adapted to their environment that players begin to wonder how these creatures manage to survive. Referees create exotic plants and animals which could never really live together in one environment.

The presence of unrealistic alien ecologies often causes players to wonder if there is any special reason for the flaws they perceive. The first thing players will suspect is that Sathar may have tampered with the ecology of the planet, sending the PCs off the track of the actual adventure in search of a Sathar base. Keeping the game on track and keeping the game balanced and believable are good reasons for a well-planned ecology.

When designing other-worldly creatures, the referee should add the following guidelines to those given in the STAR FRONTIERS® Expanded Game Rules. Note that these are *very* general guidelines, and numerous exceptions could exist for each such suggestion.

Appearance

Creatures often have the same colors on their dorsal sides as their surroundings (“dorsal” means the back of a creature), with white or pale colors on their ventral sides (i.e., the underbelly of a creature). Many small creatures, such as insects, are brightly colored when concealment is of minor concern or color is important for social identification. How well any natural camouflage works is completely up to the referee, though it should usually be helpful.

Consider, too, the location of a creature’s eyes. As a general biological rule, predators have eyes on the fronts of their heads (to coordinate their attacks with binocular vision), and their prey have eyes on the sides of their heads (to detect predators over wide visual areas). The location of the eyes helps the referee determine how easily a creature can be surprised.

Nearly every mammal has fur or hair, serving as insulation for the creature and, if thick enough, as armor (to a limited extent). Fish, birds, and amphibians have no fur, but the referee may wish to have lizards, for example, grow fur in arctic regions. Some dinosaurs are believed to have had fur or feathers.

Physical form

Certain creatures might not be completely solid in form. Invertebrates such as the slug, worm, jellyfish, and medusa have no rigid internal structure; some creatures could almost be liquids. Such creatures would usually dwell in oceans or other mediums which would support their weight.

Attack forms

Almost all creatures have one or more methods of attack. Carnivores would usually attack with jaws or claws, and sometimes with a tail slap or sting.

Herbivores generally attack only with limbs (like a horse’s hooves) or by ramming and goring (like a rhino’s horn).

Sometimes, if large enough, herbivores can trample. Herbivores may bite but rarely do so by preference. Plants that attack might have mouth like leaves like those on a Venus flytrap. Alien plants would likely “attack” with thorns (perhaps poisoned) or with poisonous spores.

The referee should feel encouraged to create brand new attack forms, such as an acid spray, special venom, or maybe a sonic boom. However, attack forms should be suited to the creature using them, and should reasonably be expected to work against the creature’s worst biological enemy. Avoid completely ridiculous attack forms unless you can find an analog for them in Earthly biology.

Defense forms

All creatures have one form of defense or another. Herbivores and omnivores usually have more effective defenses since they need them the most. Defense forms include protective shells, thick hides, heavy fur, increased speed, and sharpened senses. The referee should decide what bonus the creature should get from a defense; for example, a creature with a fur coat 5 cm thick might get a bonus of - 15 to the attacker’s hit roll with melee weapons, and it could take 5 points off the damage roll from non-energy weapons.

Large carnivores living on a planet that has no intelligent weapon-wielding predators will likely not be well defended unless they need protecting from their preys’ attacks or from other carnivores.

Speed

Small creatures would usually be fast or very fast. The referee should keep in mind that defenses like armor plating or heavy fur impede the speed of a creature and should only be given to large creatures that usually move slowly anyway. Herbivores that are medium- to small sized should never be any slower than medium speed, unless the predators are equally sluggish or unless the herbivores have a powerful defense form.

Likewise, this rule should apply to carnivores. Giant and large-sized creatures are usually slower (unless they can fly), as are herbivores of this size, since they have more weight to move around.

Flying

Carnivorous flying creatures usually hunt prey on the open ground or on the surface of water. The terrain over which they are found usually helps determine their size. In the opening instance with the Yazirian-eating bird, the creature's size would impede its flight capability through the trees, and it couldn't see very well through the branches to catch its prey.

In the woods, flying carnivores should never be larger than medium at best, and only that large in extreme cases. Larger flyers generally stick to the mountains or open areas. Smaller flyers will stay away from exceptionally windy areas, since they would be blown around like leaves. And please note that even the largest flying creatures in existence today would be unable to lift a medium-sized dog, much less a grouchy Yazirian with full combat/exploration gear!

Numbers

Tiny and small creatures are often found in large groups if they are social, especially if they have attack forms which can be combined to be dangerous to larger creatures. Medium-sized creatures might also be found in packs and herds. Medium carnivore numbers vary, since some travel in packs (like wolves) while others will hunt alone (like mountain lions).

Hunting techniques may thus dictate group sizes. Large- to giant-sized creatures might be found in smaller groups if they are herbivores, but carnivores will rarely be found in groups larger than packs or prides of eight individuals or less. This is because large carnivores that must hunt and bring down prey cannot stand great competition for food. Imagine the food requirements of a herd of tyrannosaurs!

On a planetary scale, there should be a great many small creatures serving as prey, a good number of medium prey and small predators, few large prey and medium predators, and very few large predators.

The referee should remember this when he is making a random encounter table and make large predators a less likely encounter.

This guideline, the food-chain ratio, is rarely applied but is critical if a realistic ecology is desired.

Special abilities

When a referee decides to give any creature a special ability, he should take into account the following: size, special attacks or defenses, intelligence, and dietary type (carnivore, herbivore, or omnivore). A large, intelligent carnivore with a poison sting should have few and limited (if any!) special abilities. A small herbivore of low intelligence without any attack or defense to speak of can have more and better special abilities. Herbivores or omnivores that are preyed upon will usually have special abilities keyed toward defense or camouflage.

Restrictions

Most, if not all, creatures have some type of restriction. If a carnivore has a restriction (which it should), then its prey is bound to take advantage of it. To give a modern example, killer whales cannot survive on land. When one attacks a group of penguins, they quickly swim to land or a floating ice floe. This prevents the whale from completely wiping out the penguins, though a few penguins are usually caught anyway, thus allowing the orca to survive; both prey and predator benefit from the restriction, since a loss of prey means a loss of predators.

The restrictions don't always have to be as obvious as this example. Restrictions should never allow every member of the prey's group to survive, or else the predator dies out. Of course, clever characters will observe the restrictions of different creatures and use them in their favor.

Intelligence

Almost every highly intelligent creature I've seen in any game adventure has been roughly man-sized and humanoid in design. Just because it happened that way on Earth doesn't mean it has to be that way on other planets. I've never seen a tiny creature or an aquatic or fishlike creature be the most intelligent race on a planet. And look at Vrusk and Dralasites! Challenge your players with a civilization of tiny lizard creatures that can talk and fight.

I've also rarely seen a newly created race of intelligent aliens that have developed firearms or motor-powered transports. It's likely that sooner or later the UPF will uncover a planet with beings that have developed technology to a point where they have sophisticated inventions and weapons or even early space exploration.

Hours of exciting role-playing are possible when a group of PCs uncovers a technologically advanced planet and tries to get them to join the UPF. For example, a group of PCs and NPCs exploring a remote star system in a game I ran discovered a crude exploration satellite with primitive photography equipment attached to it. This led them to a medium-sized planet, second from its sun. When they passed over it, they discovered the world was covered with settlements - some as large as cities.

When they landed, the PCs met the planet's military forces. Once their poly-voxes were adjusted to the alien's language and they had established their peaceful intentions, they were brought before the world's ruling council. This was an interesting point in the game, as the PCs discovered that they had allies and enemies on the council. They worked to convert those who were opposed to them. In the end, after much intrigue, the PCs got the planet to join the UPF. This got the PCs promoted in the UPF fleet. More important, it gave the player's hours of fun. Now they knew how the aliens who come to Earth in the movies might feel!

The above example is one of several adventures in which I had the native aliens possess firearms. On another occasion, the Sathar got to the planet first and armed the natives, giving orders to kill anyone in UPF uniforms. To further complicate matters, the Sathar also told the natives that Sathar were gods who had to be obeyed. It was a challenge for the PCs to take on a bunch of armed alien religious fanatics who weren't talking and could easily beat the PCs in combat.

Parasites

Parasites are found on all planets. These are creatures that feed on larger creatures called hosts. Parasites have many ways of entering or attaching to a host; one way is through the digestive system (swallowing). Once inside, the parasite feeds off one or more of the host's natural features (blood, flesh, etc.). The parasite's feeding should affect the host in at least one way; for example, a parasite might lower a character's reaction speed by 10. The parasite should rarely be capable of killing its host, since this is against its best interests. If the host dies, then the parasite dies with it. Parasites should be a minor annoyance to the PCs and not a fatal threat.

Microorganisms

Earth is crawling with bacteria and other organisms that are microscopic. It seems very likely that other planets would be host to similar organisms. Only a relative few microorganisms on Earth cause harm to humans; this resistance evolved over millions of years of exposure to these organisms. However, microorganisms on planets that humans or other PC races have never visited before have a greater likelihood of being harmful to PCs (remember *War of the Worlds*, by H.G. Wells?). I've only seen one occasion on which a microorganism was a threat to the PCs in a STAR FRONTIERS® game adventure.

Microorganisms can become a very interesting problem for the PCs and can affect them in several ways. The first and most obvious is to have an effect similar to poisons, diseases, or infections, as shown in the Expanded Rulebook. The second is to give exposure to the microorganisms a bizarre effect, such as causing insanity or psychological deterioration. The third and most terrifying effect is (obviously) swift onset of illness and death. This should only be used when the bacteria are in an area in which PCs wouldn't normally encounter them: a depressurized drifting hulk, for example. If this type of effect is used, the referee may wish to introduce new anti-contamination equipment to the campaign. The effect should usually become obvious upon exposure to NPCs or lab animals (don't kill off PCs too rapidly).

In a recent adventure I ran, the PCs discovered a hulk full of dead bodies. When they brought a corpse back to their own ship, a careless NPC exposed himself to the body and its bacteria, and subsequently died. The PCs spent the rest of the adventure fighting faulty equipment and each other in an attempt to find a cure for the disease.

The last type of effect that microorganisms can have is to damage equipment, weapons, or even starships. This can leave the PCs stranded on a planet if the referee chooses. *The Andromeda Strain*, by Michael Crichton, makes useful reading.

Microorganisms don't have to affect all races. In fact, there may be a type of microorganism that only affects the Sathar. The UPF would want to get their hands on it so they could use it to make new weapons (like grenades) for the Star Law Rangers to use against their foes. Corporations may also want to market a new pesticide and send PCs to collect samples.

The native animals on certain planets should have a very small chance of being affected by the microorganisms of their own planet since they probably would have developed immunity. But, if exposed to PCs or brought to another planet, aliens may die from contact with seemingly harmless microorganisms (again, as in *War of the Worlds*).

Microorganisms are almost always found in great numbers, and they usually move by wind or water currents. Some microorganisms cause harm only under certain circumstances. For instance, alien bacteria may only take effect when inhaled, but can attach itself to skin and be carried by the victim even if he is wearing a gas mask. Other microorganisms are only effective when they are swallowed or enter the bloodstream through a cut.

Not all microorganisms have to be dangerous. Some may act as a cure for the damage done by others. They can even be a mixed blessing, like one that raises a PC's Stamina but impedes his vision ("Hey, who turned out the lights?").

Lairs

In nature, a lair usually serves as a place to raise young, sleep, and eat food. Some creatures may store items that they consider valuable in their lairs. If the creature lives on a planet where there are large deposits of a valuable mineral, it may collect that mineral and even compete with prospecting PCs for control of a mineral deposit. Unintelligent aliens might keep valuable items for odd reasons, like the Australia bowerbird that builds a nest of shiny objects to attract female bowerbirds.

Uses

When the referee creates a creature, he should decide if there are any possible ways in which PCs could use that creature. Wild animals could be ridden by the PCs or used as pack animals on overland trails. The referee should decide how fast a creature moves while burdened with a rider or gear (or both), and what penalties are assessed against encumbered beasts. A creature can also be used for food.

Some creatures that are preyed upon (most notably insects) have toxic chemicals in their bloodstreams that are most effective against their natural predators. These poisons may or may not affect the PCs. Intelligent creatures may act as guides or mercenaries, but the PCs must have something of value with which

to pay the creatures. Credits aren't likely to be accepted by aliens who have no contact with the UPF!

Summary

By using the guidelines above, referees should be able to create more realistic alien life forms. The referee should use the following rules in particular:

1. There should be more, weaker creatures than powerful ones in a world's ecology.
2. The ecology should allow both predators and prey to survive.
3. Intelligence should not be restricted to man-sized creatures, nor should technology be so restricted.
4. Most important, just because something hasn't happened on Earth doesn't mean that it can't happen on other planets. In other words, the referee should not allow his imagination to be limited by the way things are here on Earth. If a creature is believable and consistent in its own environment, the game will be improved.

Note: One excellent reference book for ecology and alien-builders is Dougal Dixon's After Man (New York: St. Martin's Press, 1981), which depicts a future ecology on Earth, 50 million years after the extinction of mankind. It's hard to beat for imagination and detail. — RM.



Dixon Class Frigate by AZ_Gamer

City Block Generator

Submitted By Mark Hassman

Sometimes when you are creating a map, it can be tough to populate the buildings. What kind of store is next to the equipment shop? Does anyone care if it is the local barber or a good restaurant?

Mark kindly shared this website with us. I have run an example of a mixed commercial and residential zone. Experiment and see what you come up with.

<http://www.mithrilandmages.com/citygen/image.php>

CityGen: Modern Block Generator

Mixed Commercial and Residential

Notes:

- Selections are roughly equivalent to Zone Types in modern cities
- Currently no criteria is given for overall size of any given facility
- Duplicates occur. Results are random.

Example to the right:

So what would this be good for in a game? I have been thinking about how to expand the Port Loren map lately. I can draw on some graph paper some new streets and put in places Like Star Law, UPF offices, Strel, Pan Gal, those sorts of things as needed. Hotels are easy also to place, but what else?? And then I thought about this block generator. If you use this to give you an idea for a street or two then it would be easy to populate the buildings. Also some of these items would need to be made into a Star Frontiers theme, such as the motor cycle shop. Why not ask Shadow Shack if you could use his hovercycle shop in that location? Tanning salon, do dralasites tan? The Baseball stadium could be turned into Jedion's idea of the Jugger game he has posted on the SF.us site. But you get the idea.

Tools like these can be a help in creating templates when you may need a little help. I know you could go down to the local Main Street in your town and do the same thing, but this you can do from home. If anyone has any more ideas like this, please submit them for our community.

Caterer	Vitamin Shop
Video Rental Store	Newstand
Gas Station	Office Building-Medium
Game Store	Restaurant-American
Law Office	Laundromat
Park-Small	Motorcycle Shop
Apartment Building-Multi-building complex	Tanning Business
Restaurant-Breakfast	TV Station
Stadium-Baseball	Driver Education
Auto Parts Store	Restaurant-Brewery
Truck Stop	Pizzeria
Restaurant-Bakery	Pet Store

City Block Gen (c) mithrilandmages.com 2012



I found this neat d100 table over at: <http://www.rpgarchive.com/index.php?sysid=26&page=adv&sort=Alpha>. It is good for us to save any of the old web pages that get lost over time. We want to thank Daron for creating this list. This is a great seed for encounters in the City. I think I can use it to create more Classifieds too.

D100 City Encounters

By Daron "Dan" Patton

Star Frontiers: d100 Encounters City Encounters

1. A well-thumbed hard copy of Reflections of a Humble Servant lies on a park bench, an empty monorail seat or other convenient location; barely legible scribbles in the margin of the book says "The Council of Worlds must pay with their lives."; no being will be around to claim the book or will have been seen leaving it where it is discovered.

2. A food vendor offers the PCs samples of new Vera Lee cake, which is delicious to anyone taking a bite; unfortunately, the flavor enhancer for the cake is a chemical analog of Telol, for the following 2 hours anyone who sampled the cake will behave as if dosed with the truth drug.

3. A fast-talking Vrusk street vendor is selling little toy 'Burfees', fist-sized fuzz-balls that repeat anything said around them in an annoying cartoon voice; any Dral in the party must make a LOG check with a -10 to avoid paying the 5 Credits to get one, which it will play with incessantly for 1-10 days.

4. Soller Chili Parlor Mascot, Solar (giant caricature of a yellow sun with a wide-brimmed sombrero-ish hat), approaches the PCs and offers them coupons for a free soft drink with the purchase of a Ranger Meal.

5. Yazirian child running loose through a public area, screaming and giggling at the top of her lungs before disappearing around a corner.

6. Osakar who does not speak a word of PanGal (p-vox won't be programmed to translate the obscure tongue that she's speaking); she will keep asking "Yato? Yatto?"

7. Holo-fielded tri-vid star traveling incognito (the field will short out at the moment this NPC meets the group).

8. Deaf old Yazirian wearing a SpaceFleet veteran pin keeps asking for directions repeatedly saying "Speak up!" no matter how loud the PCs are.

9. Bounty Hunter looking for someone just like one of the PCs who defaulted on a starship loan.

10. A chronocom 'baps' into mid-air in front of the PCs, hangs there for a moment then falls to the ground; the chronocom is ordinary and works, but is inscribed with the name "Slingshot" Simmons; a public records check will note that a Simon "Slingshot" Simmons was killed a year ago to the day in a bap bin accident.

11. Sathar agent slips a tiny package into one of the PC's pockets/clothing.

12. Three SpaceFleet sailors on shore leave (very drunk).

13. Three LandFleet soldiers on leave (even drunker).

14. Disgruntled TranStar delivery being who pulls a blaster and starts shooting at random individuals.

15. Malfunctioning service 'bot keeps calling one of the PCs "Master/Mistress" as it continues to follow the party around.

16. Saurian who will take offense at whatever the PCs say (even a greeting) and will challenge one or all to a duel.

17. Billi-creditaire who dresses shabbily and has lost his/her/ids chronocom.

18. Bum who dresses shabbily and claims to have lost his/her/ids chronocom.

19. "Civilized" Ul-Mor Chieftain taking a tour of the city has been separated from his/her guide; he speaks only broken PanGal.

20. Inconspicuous person with barely noticeable (INT check) growth on his/her neck that is actually a Sathar mind control creature.

21. Prostitute in dire need of credits approaches one of the PCs, offering his/her/ids services; the prostitute's pimp arrives moments later and watches to see how well his 'worker' is doing.

22. Local police threaten to 'run in' the PCs if a little money (d10x10 Cr) isn't forthcoming.

23. Humma just waking up in the street to discover someone has shaved its head into a Mohawk.

24. Ifshnit businessperson carrying a briefcase offers to pay for temporary escort service to the local spaceport.

25. Mhemne (see KH3 and KH4) accidentally bumps

into the most hot-headed of the PCs.

26. Thief fleeing from a bank toward the PCs; he chucks a bag of loot to one of them as he passes.

27. Prize krik has escaped from the local zoo and is rampaging through the neighborhood.

28. Two vehicle skimmer accident (fender bender) that the PCs witness.

29. Frontier scouts selling cookies, using their most persistent sales tactics.

30. Vrusk with three leg casts has just dropped a bag full of Ool melons (fist-sized) at the most inopportune time (e.g. middle of the street with oncoming traffic).

31. Retired SpaceFleet officer who drones on and on about his/her/ids service time.

32. Sathar with two blasters firing into the air as he exits a building (this is actually a S'sessu actor and the PCs have wandered onto a section of town 'cleared' for a movie production).

33. Old love interest of one of the PCs.

34. Chukka who chitters at the PCs, then runs down an alley or other secluded area and disappears.

35. Wallet with 1000 Cr worth of notes and no ID.

36. Nasal-voiced passerby decides to strike up a conversation with the PCs..

37. Ghostly apparition of Admiral Morgaine appears to be talking (no sound) to the PCs, lasts for a few moments before shimmering into nothing.

38. Quartet of street toughs who immediately attack the group.

39. Ambulance skimmer crashes into a nearby building and the doors open to reveal a cyborg human female who immediately starts running from the crash site.

40. SpaceFleet recruiter decides to try his pitch on the PCs, even the mention of a criminal record doesn't dissuade him.

41. Hooded acolyte from the Brotherhood of Beings (cult out of Inner Reach) panhandles the group- "Credit for a Flower, Mister?"

42. City-wide power outage that lasts for at least half an hour.

43. A Mime (blasters are recommended for this encounter).

44. Adventurer looking to sell his Wartech Beta Bolt (it's an Oni-Senada) Cheap!

45. Sailsnail (furry, flying snail-like creature, popular as a pet) will land on one of the PCs and refuse to leave.

46. Innocent-looking trinket lying on the ground

(temporarily and secretly reduces any one individual's DEX by half); the stone is actually a silicon-based neurological parasite that interferes with its hosts neural activity (hence the lessened DEX) within 1 meter from that being.

47. Reporter and tri-vid camera operator doing 'Being On The Street' interviews about whatever seems insipid to the Ref.

48. Wandering Mentalist in training practices his art on the PCs but is not subtle enough to avoid detection.

49. Yazirian mother looking frantically for her missing daughter.

50. Dralasite Ixiol addict accosts the group for some money.

51. While passing an outdoor cafe, the group sees a human run toward them with his/her hands clutched around his/her throat (he/she is choking on a bit of sandwich).

52. Gunfire is heard down an alley the PCs are passing and should they investigate, they will find a dying Dral who utters the word "Outriders" before passing on.

53. Newspaper bot announces the headline that the Claw has killed again (near wherever the PCs are staying); if they buy the paper they will learn that a group identical in composition of their group is wanted by the authorities for questioning.

54. The protective escorts of a Council of Worlds member are cut down by sniper fire in front of the PCs, leaving the council being utterly helpless and in the open.

55. Gameshow Host who offers one of the PCs 1000 Cr if he/she will take The Dare! The Ref's chance to come up with something really outrageous.

56. Jealous (and armed) spouse of someone one of the PCs may have tried to charm/seduce or even just talked to for too long!

57. Pssst! Shady Vrusk selling tickets to a sporting event at incredibly cheap prices; the tickets will be counterfeit if purchased.

58. An exact duplicate of one of the PCs walks smack into the group, then runs away at breakneck speed only to disappear into a crowd.

59. SilverTwin team fighting a 5 meter tall terrorbot less than 50 meters away from the PCs (think classic comic book major destruction of property).

60. Vrusk musician playing conga-like drums and a

body-harness flute on a street corner.

61. Frontier Relief Association worker ringing a bell and collecting contributions in his/her familiar silver kettle.

62. Zethra willing to swap a recharge of up to 100 SEU for a GOOD Story.

63. A hovercycle club (one member per PC) drives around the party, pointing and laughing; they are just having a good time and will leave in a minute or so unless taunted or attacked.

64. Auto Bank Computer (ABC) starts firing out single credit chits (500 Cr in all) in random spurts as the PCs pass the machine.

65. At the entrance to an alley, the party discovers a Yazirian trapped in tangler threads, an unbroken vial of solvaway is clutched in her partially exposed hand.

66. Local radio station announcer asks one of the PCs an incredibly easy trivia question earning that PC enough tickets for the party to go to the local amusement park for the day.

67. A nervous Ifshnit offers to sell a shard of the Mist Stone to the party; the crystal's internal color shifts and swirls like an encased multi-colored cloud; the bauble is nothing more than a heat-activated mood stone but give any PC who buys it an extra INT check for a game day or so to convince the player that it has some sort of supernatural powers.

68. Really bad Human Comedian who is really popular with the Drals tries out some tired old jokes on the party (cramped elevators are good for this encounter).

69. An oddly dressed teenager (any race) offers the PCs a flyer for a new alternative dance club located in the fringe district of the city.

70. Pizza delivery Dralasite on a hoverboard crashes into the party from behind spilling sauce all over everyone and itself.

71. While eating a sandwich bought from a local street vendor, one of the PCs bites down on something hard, which turns out to be a jewel-encrusted Twin Laurels for Manifest Gallantry award from the planet of Terledrom; the item is worth in excess of 10,000 Cr and was placed in the food by a thief who, along with some fellow rogues, will be looking for the party.

72. A hover-car sized section of the street collapses swallowing a Vrusk trapped in the middle of the road; approaching the unstable edge of the hole reveals a shaft that extends at least 20 meters straight

downward where muffled groans may be heard.

73. Gorlian looking for someone to punch bumps into the least violent member of the group.

74. A local deputy hands one of the PCs a court summons stating that he/she/id is being sued for 10,000 Cr in damage (link this to a previous bar fight, shoot-out or other destructive act the PCs assumed they got away with).

75. Undercover StarLaw officer practices his tailing technique on the PCs; if noticed he will disappear around a corner or into a crowd.

76. A crazed and very brawny Yazirian suddenly grabs a human, holds a Khaddan to her throat and begins demanding that he have a skimmer take him to the nearest spaceport.

77. Vrusk pick-pocket asking for the time as he relieves one or more of the PCs of their wallets, jewelry, etc.

78. An explosion rips through a nearby building, leaving the PCs undamaged but dazed; across the street a hovercar will start up and a cackling maniacal laughter will issue from the vehicle's open windows as it zooms away; the moans of survivors are heard coming from the unstable looking structure.

79. A Vrusk with a small easel strapped to her back approaches the group with a colored pencil sketch of a man she just witnessed going into a nearby bank; she claims the man is wanted by local police and offers to share the 1500 Cr reward with the PCs if they can capture him.

80. Dralasite asks the group for change for a 20 Cr note, passing them a fake bill should they agree to the change; this bill will automatically be discovered by the first person the PCs try to use it on and that person will call in local law enforcement who will alert StarLaw.

81. A very pregnant and very angry female Humma starts going into labor, growling at the party for their assistance.

82. A local sewer line breaks, spewing noxious smelling brown liquid all over the party; this should be timed to occur just before they are expected somewhere for a meeting.

83. A three-meter tall, massively proportioned faintly glowing blue Yazirian will crash into the ground in front of the PCs, leaving a half meter deep crater; the feral creature will growl and snarl at the party, then

flex its legs and jump out of sight OVER the nearest building.

84. The sounds of racing engines can be heard as the PCs approach a street corner; two teenagers are drag racing in broad daylight on a main thoroughfare and the opposing light just turned yellow as a little girl

dashes out into the street after her favorite toy.

85. As a hover-limo races by, the back door opens and a Dral is shoved out the hatch without the slightest deceleration from the vehicle; the Blob bounces a couple of times and groans in agony as it struggles to its pods.

86. The Triad Corsairs just won the holo-cross tournament and the home fans are visibly upset; unfortunate that one of the PCs happens to be wearing the Triad colors as a bunch of surly fans crowds out of a nearby pub, shouting "There's one!"

87. A young and attractive young being (Ref's choice) walks up and "plants one" on a member of the opposite gender but same race in the party; this is a tradition observed in honor of Morgaine's Day, the anniversary of Frontier victory in the First Sathar War.

88. The party walks past an alley in time to see a Vrusk dressed in high-tech looking black armor gun down a Yazirian standing with his arms raised in surrender by a dumpster; the Vrusk's mandible clatter as it turns to train a nasty-looking weapon on the party.

89. A human dressed in a mask, purple tights and a bright yellow cape flies past the group (apparently without the aid of a para-wing or other aviation device) then disappears over the next building.

90. Whenever the PCs enter a small local store they find its proprietor lying face down in a pool of his own life fluid; candles mark a rough geometric pattern around the dead being, all of the money is still in the register and nothing seems to be missing from the store; a cop walks in one minute after the PCs.

91. An Ifshnit couple will ask one of the PCs to take their picture as they are on their honeymoon.

92. A man claiming to be a holo-vid producer will rush up to one of the PCs and begin fawning over them as he tries to talk them into starring in his next picture.

93. A middle-aged specimen of one of the races will rush up and place his hands (claws, paws, etc.) over a PC of the same race's eyes, asking "Guess Who?"; it's that PC's old Uncle Rheay (Ray for humans), known for his half-baked ideas and get-rich-quick schemes.

94. Treaty Day Parade in celebration of the Frontier-Rim Coalition, clogs the main streets, as floats slowly trudge past; behind the party a couple of looters decide to swipe gear from an electronics store's window that is closed for the holiday.

95. An earnest young Yazirian approaches the party, a fairly decent looking droid in tow; he has to sell the 'bot in order to pay off his family's debts and needs money quickly; he will part with the machine (Level Two personal servant model with no problems) for as little as 500 Cr.

96. A low-flying avian plops a nasty right on the newest piece of wearable gear that one of the PCs has just purchased. Even the Frontier's most advanced stain removing technology can't remove the general outline of this blotch.

97. A street vendor is giving away genuine Inner Reach skin dye for Dralasilites to anyone willing to fill out a marketing survey; the dye is extra strong and turns anything it touches (even metal) a garish bright orange that lasts for three months before finally wearing off (repeated washings do not shorten this period where body parts or clothing are concerned).

98. A chronocom call informs one of the PCs that a package has arrived at a local shipping company and is awaiting their retrieval; upon arrival at the shipping company, the party will be taken to a casket-like case containing a Vrusk who has apparently been frozen for storage class passage. The addressee PC is the only one legally allowed to claim this package.

99. A TranStar delivery being hands one of the PCs a message sent ten years before that PC was born; the sender's name is the same as the PC receiving the message.

100. An ice cream truck drives by, allowing the PCs to get a nice treat.



CREATURES OF THE FRONTIER

Author's Note: The following creatures have been adapted by me using the format in the creatures of the Frontier guide, and represent a number of creatures found in the White Light system.

In the Wilds of White Light

By Victor M. Gil de Rubio

Artwork by Brett Franke

Bat, Marsh (swarm)	
Number:	10-100
Move:	1m/fly 20m
IM/RS:	8/75
Stamina:	1 Stamina point/member of the swarm
Attack:	bite
Damage:	1d10 points
Special Attack:	Disease
Special Defense:	Immune to blinding attacks
Native World:	Clarion

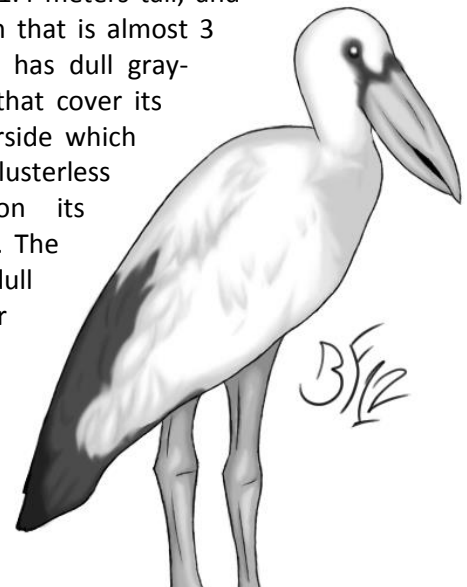
DESCRIPTION: Marsh bats are 5 centimeter long flying rodents with a wingspan of 1.2 decimeters. These flying rodents are smoky gray furred creatures with milky leather skin where visible, and milky white orb-like eyes. Marsh bats fly in swarms, and are blind. They use echolocation to orient themselves as they fly.



Marsh bats attack warm blooded creatures for food, and while the bite of one marsh bat is negligible one attack roll represents the bites of many marsh bats. A person bitten by a marsh bat must make a Stamina check or they contract a disease. This disease incubates for 1d5 days and then the victim's skin becomes covered in red splotches, and he suffers a loss of 5 points of Strength/Stamina, and a -5 to his Dexterity due to aches and joint pain. These loses are restored at a rate of one point/day, but the red splotches do not go away for at least 2 weeks after the last points lost are restored.

Boobrie	
Number:	1 (rarely 1-5)
Move:	10m/Flight 15m
IM/RS:	7/70
Stamina:	70
Attack:	Beak
Damage:	1d10 +5
Attack:	Claw
Damage:	1d5
Special Attack:	Wing bash
Special Defense:	Immunities
Native World:	Gollywog

DESCRIPTION: A Boobrie is a giant relative of a stork that dwells along the many wetlands of Gollywog. The Boobrie stands 1.4 meters tall, and has a wing span that is almost 3 meters wide. It has dull gray-white feathers that cover its head and underside which become a dark lusterless gray brown on its wings and back. The Boobrie has a dull mustard color on its beak and scaly legs.



A Boobrie's diet consists mainly of fish, but during

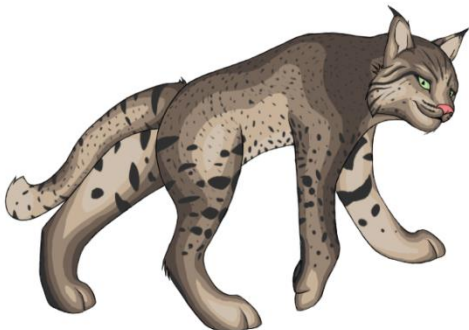
desperate times it will eat rats, snakes and anything else it can get its beak on.

Boobrie are mean spirited avian, that are prone to nipping at anything that comes too close to them. If they feel threatened they will spread their wings and charge forward trying to intimidate their opponents, and will often use their wings to batter their opponents for 1d10 points of damage.

Boobries can stand very still for long periods of time in order to surprise their prey, and will rush forward and hop on their prey, clawing it with their sharp talons, before biting at their prey. Boobries are immune to most toxins and are immune to disease because of their often toxic diet. Boobries have excellent vision which make them hard to surprise, and they can see equally well in darkness as they can in daylight.

Briar cat	
Number:	1 (rarely 1-2)
Move:	12m/climb 6m
IM/RS:	10/95
Stamina:	75
Attack:	Claws
Damage:	1d5 +5
Attack:	Bite
Damage:	1d10 +5
Special Attack:	Leaping rake, Savage attack
Special Defense:	None
Native World:	Gollywog

DESCRIPTION:A Briar cat is a large feline that lives in the thorny wilds near the equator of Gollywog. These creatures are close to 2.5 meters long from tail to snout, and have a slender build made for speed. They have tawny colored fur that has dark brown and gray mottling which helps them hide in the brush. Briar cats are carnivorous creatures, which prefer fresh prey, but will eat carrion at need.

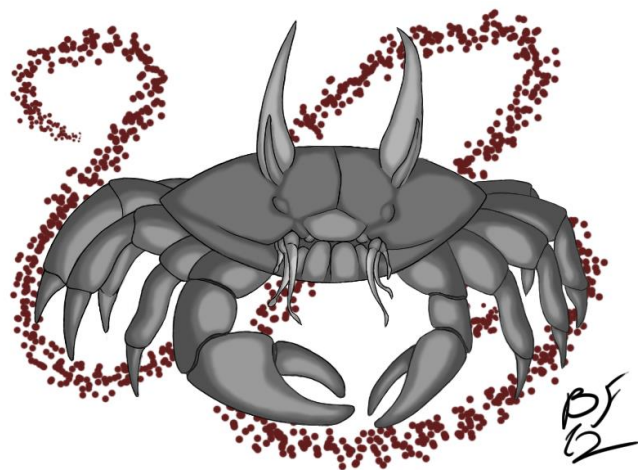


These creatures can use their powerful legs to spring up to 9 meters from a standing start, and if they strike an opponent they rake with their claws causing devastating wounds (1d10 +5 points of damage). A Briar cat who bites an opponent on a roll of 01-05 will automatically gain a second attack and if it succeeds causes 1d10 +5 points of damage as it savagely rakes its prey.

Briar cat's senses are so acute that it is rarely surprised. These creatures have excellent thermal vision, allowing them to see in darkness.

Crab, Marsh	
Number:	3-30 +5
Move:	2m
IM/RS:	6/60
Stamina:	55
Attack:	Pincers
Damage:	1-2
Special Attack:	Immune to blinding attacks
Special Defense:	Armored shell
Native World:	Clarion

DESCRIPTION: Marsh crabs are 1 meter in diameter fresh water crustaceans that are covered by a hard shell that ranges in color throughout the blues, with the armor covering their limbs and pincers becoming a midnight blue. Marsh crabs shells are so hard that they reduce damage from non-energy weapons by -1 point/die of damage and can even reduce damage to 0 points/die.



Marsh crabs possess two slender antennae that are as long as their body length which allows them to detect movement, and sound. These antennae can detect

movement in a 10 meter radius around the crab. Because Marsh crabs are blind, they are immune to light based blinding attacks.

Marsh crabs are difficult to cook, and only the most skilled chefs can cook marsh crab, which is a delicacy that can sell for as much as 50 credits/plate. Dralasite in particular love a well-cooked marsh crab.

Kelp Adder	
Number:	1 (rarely 1-5)
Move:	7m/swim 7m
IM/RS:	9/ 85
Stamina:	55
Attack:	Bite
Damage:	1d5
Special Attack:	poison
Special Defense:	Immune to poison
Native World:	Clarion

DESCRIPTION: The Kelp adder is a 1.8 meter long aquatic serpent, common to warm brackish waters near the coast line. These creatures are excellent swimmers, whose mottled green and blue scales allow it to go all but unnoticed in the brackish waters and beds of sea weed. Kelp adders are easily startled and bite with little provocation.

Kelp adders have exceptional senses including the ability to detect movement in water due to vibrations touching nerve endings that run along the edges of their scales. They can thus detect creatures moving in water up to 30 meters away in water.

Kelp adders inject a powerful neurotoxin when they bite a victim. This virulent poison requires a Stamina check at -10 to avoid suffering a loss of -10 points to the character's Dexterity/Reaction speed, as the poisoned creature starts to spasm uncontrollably. If the victim is not killed by the serpent, he recovers 1

point of Dexterity/reaction speed per day until his attributes are restored. Kelp adders are immune to their own poison.

Silver Hart	
Number:	1 (1-5)
Move:	12m
IM/RS:	8/80
Stamina:	65
Attack:	Gore
Damage:	1d5
Special Attack:	Hoof smash
Special Defense:	Poisonous skin
Native World:	Gollywog

DESCRIPTION: Silver harts are slender fawns that live in coniferous forests on the northern edge of the temperate zone of Gollywog. They stand 1.4 meters tall at the shoulder and sport a single spiral horn which protrudes from the center of their foreheads and generally grows to 4 centimeters among the males. Silver harts are covered with short silver gray fur that becomes shaggy about the base of their neck.

Silver harts sense of hearing and scent is so acute that they are seldom startled by approaching enemies. Silver harts flesh is highly toxic to most species in the Frontier, and eating a silver hart requires a stamina check at -20 or the character becomes severely ill, and can do nothing but walk at half speed for one to two weeks.

These creatures would rather flee from beings then attack, but if they are cornered or protecting their young, males will pull their torsos up once every two turns and use their front hooves to hit an opponent, or they can stab at their opponents with their horn.

Silver harts are herbivorous animals, which have a passion for thorn apples, a prickly highly toxic fruit that grows on the briar bushes at the edge of the forest.



Plains Snake	
Number:	1 (rarely 1-5)
Move:	7m
IM/RS:	9/85
Stamina:	70
Attack:	Bite
Damage:	1d5
Special Attack:	Poison
Special Defense:	Immune to poison
Native World:	Clarion

DESCRIPTION: This plains snake is roughly 1.9 meters long. It has a thick triangular head and a cream colored body overlaid with a dark diamond pattern. Hiding in shallow burrows and hunting amidst the tall grass of the steppes or plains. The snake is a quiet creature that relies on stealth and patience in order to defeat its foes. Rodents, birds and small lizards make up its diet. Although this snake is cunning, it angers easily and will vigorously defend itself rather than flee, even in a fruitless confrontation

Plains snake's bite requires a victim make a Stamina check at -5 or their muscles lock causing paralysis. This paralysis lasts 1 hour, and afterward the victim can move, but he suffers a -10 to his Dexterity and Reaction speed. These points are regained at a rate of one point/hour. As a side effect of this poison the victim's pain receptors shut down until the poison is finally out of his system (when all his attribute losses are restored). Plains snakes produce a unique chemical that grants them immunity to all known types of poison.

Plain snakes are often used in medicine with extracts of their venom, and unique blood being harvested for use in the creation of anesthetics and anti-venom medications.



The Patrol by J. A. Davis



EQUIPMENT

The Cardice Pistol

By Ben Gorman

The **Cardice** (or **Carbon Dioxide Ice**) pistol is a plastic and ceramic design lending to its lighter weight, even though the gun is a bit bulkier (fatter) than most other small arms. The gun is capable of accepting 10 SEU and 20 SEU power clips, but because of its massive energy requirements, most owners opt for the 20 SEU powerclip so they can get two shots before reloading. There are plug ports to allow the weapon to be attached to a power backpack or backpack if so desired.

Heating elements were also added to the grip to keep the users hands from freezing during use.

Cardice Gun	
Type	Beam Weapon
Cost	800 cr
Weight	1kg
Damage	2d10 (with another 1d10 possible the following turn)
Structural Damage	No significant damage
Ammo	10 SEU's/shot
ROF	1
Range	5/10/15/-/-
Skill	Beam Weapons
Defenses:	
Space suit	Nullifies any damage from the weapon (but not the entrapping effect as long as there is gaseous CO2 surrounding the target – this weapon's effects do not function in the vacuum of space, though activating the weapon will drain energy as if the weapon was fired).
Chill suit	Nullifies any damage from the weapon (but not the entrapping effect) so long as the suit is powered, 1/2 damage plus the entrapping effect when the suit is not energized.

Environmental suit	Wearer suffers 1/2 damage plus the entrapping effect.
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Disadvantages:

- Short ranged, will not encase anything larger than twice human-size targets (Size, not mass, the mass is irrelevant. It's the surface area that matters. If the target is larger than the weapon can handle then the energy will still be used but the weapon will fail to adequately affect the target by simply outlining it with a bluish glow and some minor frost for 1d6 turns.
- A slow rate of fire due to capacitor recycling, and massive energy requirements.

Advantages:

- Entrapment.

Special Effects:

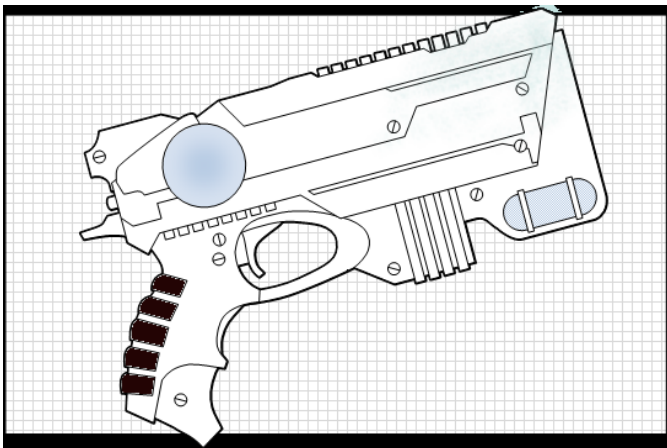
When a hit is scored by this weapon the atmospheric carbon dioxide (CO2) around the target is rapidly (1 turn) solidified (turning it to dry ice) in an irregular, haphazard outline of the target, nearly instantly imprisoning the target (the target is defined as an object between 1.5 and 2.1 meters (4'9" to 6'9") in height and human-shaped), such as the average human or yazirian. For the duration of the target's entrapment they are encased in a 1.27cm (1/2in) thick layer of dry ice and surrounded by a faint blue energy field (which is sustaining the dry ice). If the target in question is half the size (anything smaller than 1.5m(4'9")), ex. Ifshnit, as previously defined, then the dry ice thickness is doubled (2.54cm or 1in). If the target is twice the size (over 2.1m (6'9") to 3m (9'8")), ex. Humma, as previously defined, then the dry ice thickness is halved (0.635cm or 1/4in). Larger targets have a better chance of breaking free of the entrapment due to the relative thinness of the dry ice (see Strength Modifier Chart below).

Strength Modifier Chart

If target is:	Modifier is:
smaller than 1.5m(4'9")	-10% on all strength rolls
1.5 and 2.1 meters (4'9" to 6'9")	+/- 0% on all strength rolls
over 2.1m (6'9") to 3m (9'8")	+10% on all strength rolls

Aside from the initial cold, the target is also entrapped in the ice and cannot breathe for 10+1d10 turns. During this time the target is allowed to make one STR check every turn at a cumulative -05% (starting the turn after the initial turn of entrapment) per attempt (this simulates a loss of strength due to lowered oxygen levels in the blood). Failure means the target remains entrapped until it makes a successful strength roll. Passing means the target breaks free and can conduct normal actions on the next turn. On the turn immediately following the one in which the target was entrapped, the target must make a STA roll or suffer an additional 1d10 damage from extreme cold (This extra damage is completely negated if the target is wearing any of the above-mentioned defenses and no STA roll is required. Also, this damage is only inflicted once per entrapment.). On the last turn of entrapment, the target must make a STA roll. Failure means that the target has passed out due to a lack of oxygen for 1d10 additional turns. Passing means that the target has retained their senses and can resume normal actions on the next turn. After this final STA roll is determined on this last turn of entrapment, the blue energy field discharges with a crackle and the atmospheric CO2 returns to its gaseous form instantly with a billowing hiss of vapor. The target is damp and lightly coated with a frosty mist.

Art by Bill Logan



Taser Rifle

Created by Pierre Savoie
Original article by Frank Mentzer

RPGA Network Item Design contest results From POLYHEDRON #19, 1985

First Runner-Up: **The Taser Rifle** (for the STAR FRONTIERS game)

SKILL USED	Projectile
Damage	Stun (needle damage is negligible)
Avoidance roll	Current STA or less (no effect)
Ammo	20 SEU clip (or powerpack connection)
Seu use	2 per hit
Rate	1 shot per turn
Defense	Anti-Shock implant (suits and screens are ineffective)
Ranges	PB (0-2); Short (3-5); Medium (6-10); Long (11-20); No Extreme (20m natural limit)
Mass	5 kg
Cost	900 Cr (new disk-and-wire assemblies 50 Cr each)

This rifle has four disks mounted near the front, each connected to a 20m coil of insulated wire. Each disk is 10 cm in diameter, with a short barbed needle in the center, a steel plate around it (3 cm diameter) and Velcro (fasteners) on the remainder of the surface.

The user may fire one disk per turn. On a successful hit, the disk attaches to the target and a surge of electricity is delivered through the wire. The victim is stunned for the first turn (during the power surge) and remains helpless for d100 turns. A successful Stamina check means that the victim has resisted the stun.

After the initial turn of the power surge, the disk can be removed and reeled back to the rifle in one turn. As there are four disks, immediate recovery may not be needed. In addition, each reel may be set to recover automatically while the user continues to use others. Note that the wire may snag on obstructions in some terrain or may not easily be removed from certain creatures.

The wire has high tensile strength but is easily cut [Using a set of built-in gun mechanisms], enabling the user to flee if necessary without losing the gun itself.



GAMING RESOURCES

Trade Goods and Commodities of the Frontier, Part Two

By Allen Trussell

[Author's Note: In this series of articles, I am assuming one metric ton equals one cargo unit; consider the terms "metric ton" and "cargo unit" synonymous.]

The many worlds of the Frontier and Rim planets are composed of similar elements, yet those simple atoms can combine in myriad ways to form unique minerals and stones. Whether used as jewelry, or in industry, the gems, minerals and stones found throughout the Frontier are traded among the many worlds. Prices given are bulk freight cost when purchased, on average, though prices may vary depending on availability and on the quality of the raw stone. End sale prices will depend on demand, and may vary greatly from planet to planet.

Alaite – a metallic ore, found in numerous asteroid fields throughout the Frontier, alaite is a source of several radioactive, actinide metals, most notably uranium, plutonium and neptunium. Though radioactive, it is relatively stable and no special precautions need be taken on a properly shielded vessel. Mining environment suits are typically well shielded as well. 1,800 metric tons of alaite will yield one metric ton each of these three metals, with lesser amounts of actinium (0.2 ton), thorium (0.5 ton), americium (0.1 ton) and curium (0.05 ton). The resultant slag is highly toxic, and mildly radioactive.
Price: 500 Cr per metric ton.

Argium – a silvery white crystal, it contains no silver, being an aluminum based stone. Its unique coloration and gem-like quality has put it in some demand as jewelry. It has only been found on Minotaur, where it is a rare stone.
Price: 0.2 Cr per carat weight; 100,000 Cr per metric ton.

Bengston – an ore of rare earths found on Triad, bengston (named for Arthur Beng, its discoverer) is a significant source of lanthanum and cerium, and a minor source of yttrium. It is fairly common in the Raking Range on Triad, and has long been mined there. Approximately 3,000 metric tons are required to obtain 1 ton each of these three metals.
Price: 300 Cr per metric ton.

Byzenium – a rare metallic element, with properties similar to thallium. It is found in the White Light system's asteroids and Gollywog, and occasionally elsewhere as the ore byzenite. Its primary use is in various infrared optics, as it performs similarly to thallium with less toxicity. Byzenite ore can be refined at the rate of 2,000 metric tons of ore to one ton of refined metal.
Price: ore – 20 Cr per metric ton; metal – 30,000 Cr per metric ton.

Cagnium – a rare crystal of yellow-orange color, this mineral has a unique property of energy transference. Cagnium crystals of purest quality are used in the manufacture of many power supplies, from power clips to parabatteries. Some effort has been made to make jewelry from cagnium crystals, but shocks and explosions have occurred too often to make this practical.
Price: 30,000 Cr per metric ton.

Chrylate – a chalky, grayish stone, chrylate has medicinal qualities. Found in the rocky badlands of Pale, chrylate is a rare mineral, and often contains fossils of the marine creatures that long ago dominated this world. Due to its scarcity, chrylate is much more valuable than the products made from it.
Price: 80,000 Cr per metric ton

Cumite – this pinkish or red crystal is valued for its gem quality. It is found in streams and rivers around Ken'zah-Kit, where it forms inside geodes. It is semi-rare as a stone, but gem varieties are much less common.

Price: 0.1 Cr per carat weight; 50,000 Cr per metric ton.

Darocium – this bluish, metallic element is chemically similar to bismuth, and like it is useful in many medicines, especially radiotherapy. It normally appears in the ore darocite, which is a bluish-purple lustrous stone, found in ancient volcanic sites on Terledrom, Groth and a few asteroids in the Fromeltar system. Traces of bismuth, antimony and selenium are also common in darocite, but not enough to recover. 2,200 metric tons of darocite is required to smelt one metric ton of darocium.

Price: ore – 15 Cr per metric ton; metal – 25,000 Cr per metric ton.

Diopote – a blue-green or dark blue crystal, noted for its twin “V” shape, diopote is a semi-precious gem found only on Kdikit. It is a translucent stone, prone to fracture and usually riddled with flaws; its scarcity is the driving force behind its value. For a time, diopote was all the rage, especially among vrusk, but it has since lost its status as the “it” gem. It is still more highly prized among the vrusk than any other race.

Price: 0.1 Cr per carat weight; 50,000 Cr per metric ton.

Ernon – this soft, powdery yellow stone is valued as a spice and seasoning. Ernon is sediment from ancient alluvial deposits on Pale, and has a salty-tangy flavor. It is formed of sea salt and prehistoric microorganisms, which over millions of years have become this soft stone. Ernon is rare on Pale, and is highly valued by chefs around the Frontier.

Price: 40,000 Cr per metric ton.

Euxenate – a grayish pink stone, euxenate is a “cornucopia” ore; it is a source of cobalt, rhodium, iridium, and meitnerium, with occasional traces of iron, nickel, ruthenium, palladium and more. Euxenate is common in the asteroids of many star systems, though the richest sources have been discovered in the Scree Fron system. Euxenate is rich enough that 1,200 metric tons can yield 1 metric ton each of cobalt, rhodium, iridium, and 0.5 metric ton of meitnerium, as well as up 0.1 metric ton each of one or more associated metals. The resultant slag is mildly toxic, but easily disposed of.

Price: 100 Cr per metric ton.

Faspenite – a dense white to blue-gray stone, faspenite is known for its heat resistant qualities. Found on several worlds, faspenite is found among metamorphic rock layers, where cryptocrystalline stones have been fused by heat and pressure into this remarkable material. Faspenite is hard to harvest, and is most often ground into powder by industrial process and added to various building materials as a fireproofing material.

Price: 20,000 Cr per metric ton.

Garium – this yellowish ore of holmium, along with trace elements of erbium and thulium, is useful an ore. Holmium is highly magnetic, and has a wide range of use in magnetic scanners, radiological equipment, and as control rods in fission reactors. Garium is much higher in holmium than any other known ore; it is found on various planets and other bodies in the Prenglar system, as well asteroids around Madderly's Star and in the Scree Fron system (where it is quite rare). Approximately 2,000 metric tons of ore will produce 1 metric ton of pure holmium.

Price: ore – 25 Cr per metric ton; metal – 50,000 Cr per metric ton

Golbedote – this rich, red-brown gem is found only on Athor, in a secluded mountain range. The yazirian clan that owns and operates the mine also hold the mountain range as holy, and thus considers golbedote a sacred stone, which they call “Blood of the Gods”; they are very strict about its sale and handling. The rarity and mystique of the stone has added to its value, making it the most expensive stone in the Frontier. Chemically, golbedote is a very unremarkable rock, being simply an alumino-silicate mineral (essentially, a garnet). Occasionally, golbedote appears as a more reddish or even burnt orange, and very rarely a deep violet-red.

Price: 100 Cr per carat weight; 50,000,000 Cr per metric ton.

Haron – this sedimentary stone is common on Inner Reach, where it is found in ancient alluvial deposits. Haron is a soft, mica-like stone, gray-brown in color, which flakes easily. The thin flakes display a fine array of fossilized microorganisms in a translucent base. This makes haron a gem-like stone, used much in the same way as mother-of-pearl, lining fine jewelry boxes, combs, and other decorative items.

Price: 60,000 Cr per metric ton.

Hedetite – this naturally occurring salt from Pale is a calcium rich mineral, and has many uses in medicine, from vitamin supplements to prescription drugs. It is whitish-gray, and crystalline, forming massive blocks in its natural state. Hedetite mines can be found everywhere on Pale, and often include many other salts.

Price: 30,000 Cr per metric ton.

Hetzarolsite – this iridescent, amorphous stone is found in coastal regions of Terledrom, and has proven to be a form of obsidian. It is soft, and carves easily. Dralasites especially prize naturally sculpted pieces found on beaches, much like driftwood. It is sometimes also called “moon jade” or “sea jade”, though it has no chemical relation.

Price: 35,000 Cr per metric ton.

Idate – this is a purple-black stone with occasional tiny crystal inclusions, found in much of the breccia of Minotaur. Though dull in nature, it is strong, and takes a beautiful shine, making it a fine decorative building material. Idate is used for everything from countertops to building floors and walls. It is abundant, but hard to work.

Price: 25,000 Cr per metric ton.

Kairite – this nondescript whitish stone from Kawdl-kit would be unremarkable save for its neurotoxicological properties. An arsenic compound, kairite is mildly toxic in its natural state, though it can be refined into a number of anesthetic drugs. As some of these include illicit, controlled substances, and due to its natural toxicity, kairite is restricted to licensed handlers and shippers.

Price: 10,000 Cr per metric ton.

Latite – a layered sedimentary stone, this purplish sandstone is found on Inner Reach, and is useful as an abrading material. Many fossils are common in latite, and these can be valued among xenopaleontologists.

Price: 10,000 Cr per metric ton.

Laton – this is a dull, white-silver metal, a naturally occurring alloy of aluminum and related metals (gallium, indium and thalium), as well as traces of boron, silicon and magnesium, found on many worlds in the Frontier. The richest source is in the Laton Hills of Gollywog. In its pure form, it is a lightweight, strong metal, but the heat required to shape it breaks down the alloy's structure, resulting in an impure aluminum/gallium slag. Laton is often found in large enough veins to cut large blocks of the alloy, which can then be reshaped by cutting and magno-electric methods to make cheap, but strong building materials.

Price: 20,000 Cr per metric ton.

Malercium – a dull, grayish rock salt, malercium is a source of rare alkali metals – cesium, francium, radium and barium. It is rare, found only in deep mines on Pale, and is one of the major commodities of that world. One ton of each alkali metal can be recovered from 1000 tons of malercium.

Price: 25,000 Cr per metric ton.

Morynite – a rich brown gemstone, clear and dazzling, morynite is prized for its warm color. Found in various locations around Minotaur, morynite is chemically dissimilar to most other stones on the world, making it a possible remnant of the body that impacted Minotaur millennia ago. The stone is sometimes referred to as Thessian diamond, or derogatorily as a “dirty diamond”.

Price: 0.5 Cr per carat weight; 250,000 Cr per metric ton.

Neraspote – this yellow-green crystal found on Outer Reach would be unremarkable save for its stimulating effects. Neraspote can be refined into a number of useful medicines, including some varieties of Stimdose. It has also found its way into the criminal world, where illegal drugs are culled from neraspote. Humans use these drugs as stimulants and aphrodisiacs, while yazirians use neraspote drugs to increase their rage abilities (increase Battle Rage score by 5 for 10 turns). Dralasites find all applications of neraspote drugs toxic, while vrusk are unaffected by the same. Neraspote drug use has a debilitating use on the user, eventually lessening the mental capacities of the addict. Neraspote is a restricted material available only to licensed handlers and transporters.

Price: 25,000 Cr per metric ton.

Niricium – stellar effluvia, this silvery-gray stone is found in the asteroids of the Tristkaar system's Shridkai belt. Niricium is a rich source of many metals, chiefly copper, silver, palladium and nickel. Niricium is rich enough in these metals that 900 tons of ore yields 1 ton each.

Price: 200 Cr per metric ton.

Oliminite – a green to blue crystal, valued for its beautiful inner fire. It is often described as “water fire”, due to its color and brilliance. It is a popular stone among dralasites and vrusk, and only less so among other races. Oliminite is found primarily on Terledrom, though lesser deposits have been found throughout the Fromeltar system.

Price: 0.05 Cr per carat weight; 25,000 Cr per metric ton.

Ortheptene – a carbon rich stone, ortheptene can provide many useful hydrocarbon compounds. Mined on Pale, from ancient deposits, it is a non-renewable resource. Ortheptene provides such compounds as methane, octane, bisphenol-A, a variety of naphthenes, pthalates and polyvinyls, among numerous other compounds. Approximately 1 metric ton of each substance can be extracted from 2,000 tons of ortheptene. It is relatively stable, but is flammable, and care must be taken not to expose ortheptene to excess heat or fire.

Price: 50,000 Cr per metric ton.

Psirnel – this beautiful deep purple stone is found in elegant crystals, with occasional dark inclusions. It occurs only on Kdikt, where it is carefully controlled by the Maaz'kisk'trr family. Psirnel cuts well, and its natural inclusions and lustrous beauty make it a coveted stone.

Price: 0.3 Cr per carat weight; 150,000 Cr per metric ton.

Rhodimum – this pink-tan, hard and rough stone is used for decorative construction. It can be cut in large blocks, and polishes well, resulting in handsome finished stone. Rhodimum is found on Hentz, although deposits have been found elsewhere, albeit of lesser quality. Rhodimum is fairly common on Hentz, and many buildings feature it.

Price: 35,000 Cr per metric ton.

Rhoryte – a reddish brown ore, rhoryte contains high amounts of cadmium, mercury and rhorium, as well as trace amounts of related metals. The richest deposits or rhoryte are found on Alcazzar, while lesser deposits are known on Gollywog and Zik-kit. The Alcazzar deposits are rich, and can yield 1 ton each of mercury, cadmium and rhorium for every 1,200 metric tons processed, while those of Gollywog and Zik-kit yield 1 ton of metals for each 1,500 tons or 1,800 tons of ore, respectively.

Price: 100 Cr per metric ton (Alcazzar), 80 Cr per metric ton (Gollywog), 70 Cr per metric ton (Zik-kit).

Scardium – an alluvial salt found on Inner Reach, scardium is a pale blue-gray crystal. It is high in metal salts, especially cobalt, and is mainly used in medicines. Scardium deposits are controlled by semi-legitimate criminal interests on Inner Reach, and buyers should be wary of dealings with these individuals.

Price: 25,000 Cr per metric ton.

Serdium – an ore of lanthanide series metals, especially gadolinium and terbium, this gray-blue stone is slightly radioactive. Minotaur has the richest deposits of serdium, believed to be remnants of the body that impacted the world millennia ago. Even these deposits yield little of these metals, requiring 2,200 metric tons of ore for 1 ton each of gadolinium and terbium each.

Price: 25 Cr per metric ton.

Sintanite – this translucent stone is found in a variety of colors, ranging from blue-green to yellow to off-white, with sparkling inclusions of mica. Found in deposits on Hargut, it is used as a decorative stone for small items such as jewelry boxes, combs, brooches, and the like. The yellow and golden varieties are most prized.

Price: 0.1 Cr per carat weight; 50,000 Cr per metric ton.

Subnium – this coal from Lossend is brown-black and oily, formed from the native xanthophyllic plants. Subnium can easily be processed into a variety of chemicals. Its abundance has led to the wide use of fossil fuels on Lossend. While there is some use for these chemicals throughout the Frontier, subnium itself is little used beyond Lossend.

Price: 15,000 Cr per metric ton.

Syrilite – this gemstone is clear, pale blue or pale aquamarine in color, with beautiful clarity and fire. Syrilite is found on Inner and Outer Reach, and while it is more common on Inner Reach syrilite is still a rare stone. Various legitimate and illegal cartels control the syrilite trade, which causes wide variations in its price. Dralasites are particularly fond of syrilite.

Price: 0.01 – 0.1 Cr per carat weight; 5,000 – 50,000 Cr per metric ton.

Terunite – this brown, crystalline stone is an ore of manganese, with some chromium and iron, and related metals. It is sometimes of gemstone quality, but this is rare. Mined on Gollywog, terunite is that world's official stone, and a symbol of pride among the people. Each 1,200 metric tons of terunite yields 1 metric ton of manganese, and 0.2 metric tons of chromium and iron each. The mining and processing of terunite poses health risks to all races, and a respiratory cancer, terunoma, is common on Gollywog.

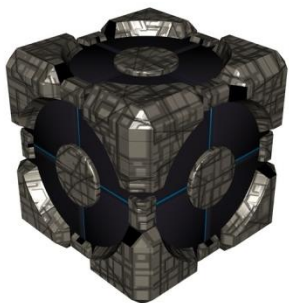
Price: 0.1 Cr per carat weight; 35,000 Cr per metric ton.

Tsallurite – this translucent, smoky colored stone is traded by the Capellan Free Merchants, who keep its location secret. Tsallurite ranges in color from pale gray to a deep gray-brown, and is sometimes referred to as “smoke jade” or “shadow jade”, though it has no chemical relation to jade. It carves easily, and is often made into beautiful decorative sculptures, cabochons, and inlays. The ifshnit merchants often sell uncut tsallurite in bulk, much to the delight of jewelers across the Frontier.

Price: 0.06 Cr per carat weight; 30,000 Cr per metric ton.

Tyrcite – a sedimentary salt recently discovered on Kir'-Kut, tyrcite has antibiotic properties, and is useful in many medicines and food as preservatives. SynthCorp is the sole controller of tyrcite, and its derivative products.

Price: 40,000 Cr per metric ton.



Cube Art by AZ Gamer

Vensutote – this green-gray stone is similar in appearance to onyx, with bands of lighter and darker color. It is strong and is often used in construction as a decorative stone. Small pieces are sometimes carved and polished as sculptures, cameos and cabochons. Vensutote is found throughout the Tulukus range of Hum, and the humma prize this stone.

Price: 0.08 Cr per carat weight; 40,000 Cr per metric ton.

Vantrite – this grayish stone is an ore of vanadium and titanium, and related metals, with 1,600 metric tons of ore yielding 0.5 metric tons each of vanadium and titanium, and up to 0.01 metric tons of chromium, niobium and/or zirconium. Vantrite is mined on Outer Reach, and is a target for criminal interests in the Drammune system.

Price: 40,000 Cr per metric ton.

Xernotrium – this rare heavy element is a recent discovery on Cass. Xernotrium is a semi-metal, silvery-gray in color, and shares many of the qualities of the noble gases although it is a solid. Under current, xernotrium emits a strong light without exhibiting any signs of damage; its inert and solid nature allows it to be safely used in many illumination devices. Cassidine Development Company controls the supply of xernotrium, and holds many licenses for the devices that use the metal.

Price: 75,000 Cr per metric ton.

Zesprite – this beautiful yellow-green gem is native to Yast, where it is found on riverbanks and underground. The stone is brittle, and great care must be taken in cutting the stone to avoid ruining the gem. Yazirians are fond of zesprite, and some religious sects hold the stone sacred. Humans regard the gem as a poor substitute for beryl type stones, and rarely purchase it.

Price: 0.15 Cr per carat weight; 75,000 Cr per metric ton.



Sathar Ship Walkthrough

Submitted by w00t

This YouTube walk through was created by DarkCyder9. If you were ever wondering what the inside of a sathar ship looked like.

<http://www.youtube.com/watch?v=AYCxiaAJ1wY>



SPACESHIPS

Razor and Star Hawk class Assault Scouts

By Richard "Shadow Shack" Rose

Razor and Star Hawk class Assault Scouts



Art by AZ Gamer

Deck Plans by Shadow Shack

Star Hawk class Assault Scout			
Hull Size	3		
Classification	Assault Scout		
Powerplant	2 Atomic A		
ADF/MR	5/4		
Hull Points	15		
DCR	50		
Weapons	Pod Laser, Assault Rocket (x1), Laser Battery		
Defenses	Reflective Hull		
Sensors	Radar, portholes		
Communication	Subspace Radio, VideoCom, Intercom		
Misc.	streamlined		
Cargo Capacity	0		
Accommodations	four double cabins, storage closet can convert to a four-bunk barracks		
Passenger Accommodations	0		
Ship's Vehicles	0		
Crew	up to 12		
Computer Programs:	Function Points	Computer Programs:	Function Points
Alarm	2	Drive, atomic A	4
Analysis	4	Industry	1
Assault Rocket	1	Information Storage	1
Astrogation	4	Installation Security	4
Bureaucracy	2	Laser Battery	1
Communication	1	Life Support - cap:12	1
Computer Lockout	4	Maintenance	2
Computer Security	4	Robot Management	3
Damage Control	2		

Razor class Assault Scout	
Hull Size	3
Classification	Assault Scout
Powerplant	2 Atomic A
ADF/MR	5/4
Hull Points	15
DCR	50
Weapons	Assault Rockets (x4), Laser Battery
Defenses	Reflective Hull
Sensors	Radar, portholes
Communication	Subspace Radio, VideoCom, Intercom
Misc.	streamlined, camera system
Cargo Capacity	0
Crew Accommodations	four double cabins, storage closet can convert to a four-bunk barracks
Passenger Accommodations	0
Ship's Vehicles	0
Crew	up to 12

Computer Programs:	Function Points	Computer Programs:	Function Points
Alarm	2	Drive, atomic A	4
Analysis	4	Industry	1
Assault Rocket	1	Information Storage	1
Astrogation	4	Installation Security	4
Bureaucracy	2	Laser Battery	1
Communication	1	Life Support - cap:12	1
Computer Lockout	4	Maintenance	2
Computer Security	4	Robot Management	3
Damage Control	2		

External Cargo Modules	
Hull Size	N/A
HP	5
Power plant	N/A
ADF	-1 MR: -1(only when full)
DCR	0
Armament	N/A
Defenses	RH
Cargo Capacity	1

Measuring 12 meters in length by 10 wide and 6 high, the external cargo module attaches to the stern of any Razor and Star Hawk class UPF Assault Scout. The module connects flush to the "host" assault scout, and both the scout's airlock and bay doors connect directly to the cargo module's airlock & bay doors as well.

A larger secondary set of bay doors runs most of the ventral length of the module to permit loading/unloading items too large for the fore & aft bay doors. The module is tiered, with a "level" every four meters from the bottom (three levels total). The airlock spans the entire length, with a hatch on each tier. Each tier has retracting bay doors centered in the deck, parallel to the main bay doors fore and aft.

The added bulk of the cargo module causes a -1 ADF penalty and when loaded there is an additional -1 MR penalty (thus negating assault rocket use). Unless selective targeting is utilized by attacking craft, sustained combat hits strike the cargo module 20% of the time; otherwise the scout itself absorbs the damage. If the cargo module takes more than 5 hull points of damage, the balance is sustained by the host craft (i.e. if the cargo module takes 8 points of damage, it is destroyed and the assault scout takes the remaining 3 hull points of damage). Connecting the module takes three combat turns (30 minutes) but it may be easily ejected within one combat turn (10 minutes).

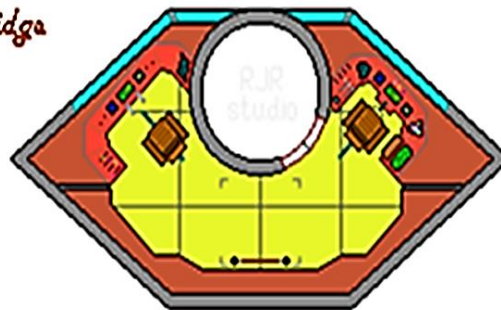
Additional modules can be connected in tandem, up to three total. Each one incurs an additional -1 ADF penalty along with additional -1 MR penalties when loaded, thus three full modules would result in ADF: 2 and MR: 1. Each additional module requires an additional 30 minutes (three turns) to connect, but any/all can be ejected in a single turn. Note that interconnected modules have their airlocks and bay doors connected for the same easy access from ship to module or module to module. Cumulative 20% modifiers apply to additional cargo modules, i.e. with two modules attacking craft will hit a module 40% of the time and 60% for three. Use increments of 20 to determine which module is hit, with 01-20 being the one connected to the host craft. Again, any module taking more than five hull points of damage will divide the remaining damage evenly (rounding down) between adjacent craft and/or modules.

Assault Scouts with any modules attached may not make atmospheric take-offs or landings, the modules must be left in orbit (or aboard a space station) for such maneuvers.

Deck Plan Descriptions

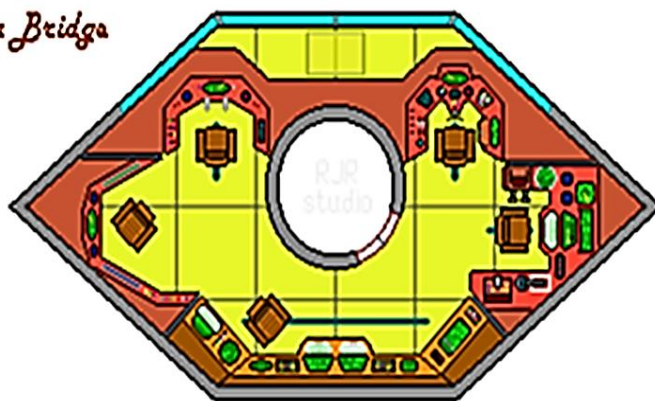
The uppermost deck is the **flying bridge** with stations for the pilot (right) and rocket gunner (left). Viewports on the dorsal side (top of the map) permit views from both stations. A ladder ascends to a ceiling panel that allows access to the avionics and assault rocket launcher system.

Flying Bridge



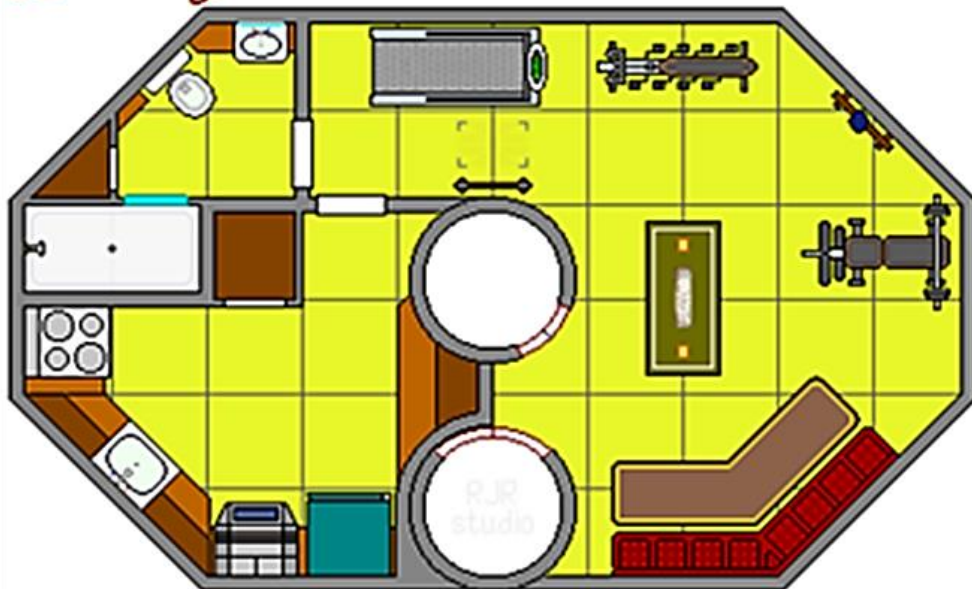
The next deck down is the **main bridge**. The rocket gunner and pilot stations echo those found on the flying bridge (left and right respectively), again with viewports on the dorsal side. Adjacent to the rocket gunner station is a communications and sensor station; adjacent to the pilot station is an Astrogation center. Centered on the ventral side (bottom of the map) is the mainframe computer. A floor panel between the elevator and viewports can be removed, leading to a maintenance shaft (that connects to a ceiling panel in the recreation deck below). Accessing the maintenance shaft requires climbing over the pilot or rocket gunner control panels.

Main Bridge



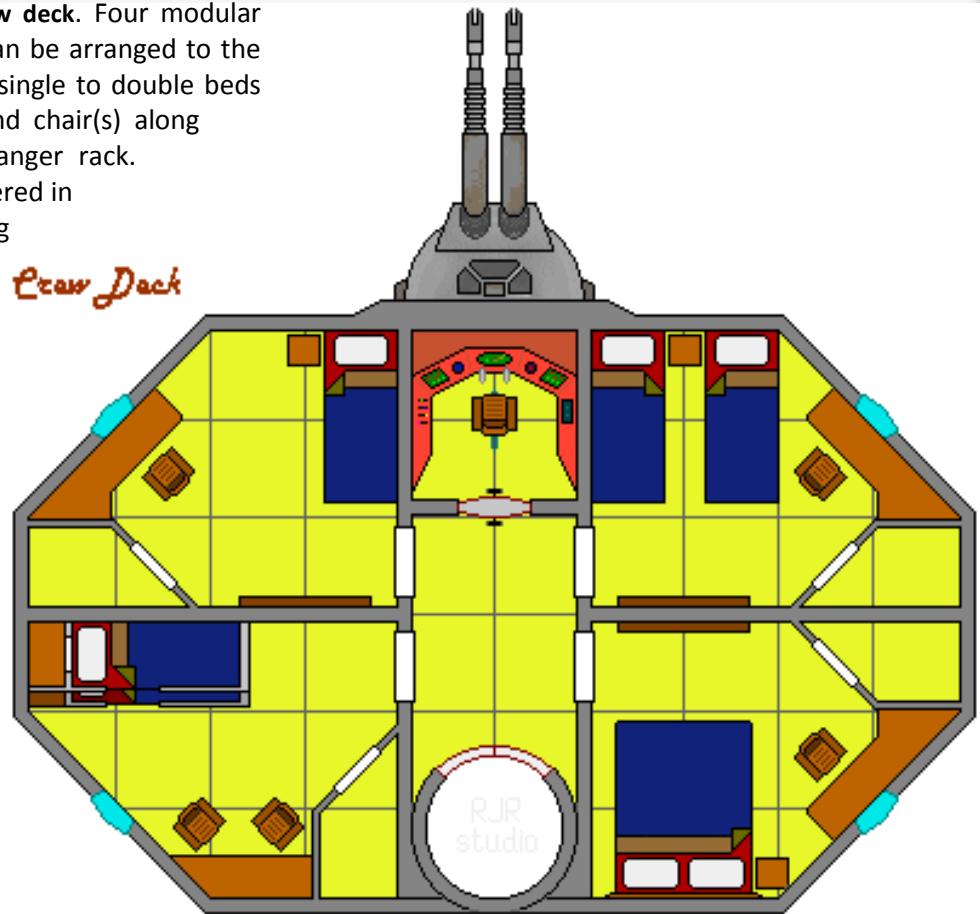
Below the bridge is the **recreation deck**. Two elevator shafts are present on this deck; the dorsal elevator permits access to the bridge while the ventral elevator leads down to the crew deck, maintenance deck, and hold. This deck is sectioned off in two halves; the port (right side of the map) has a dining area, exercise equipment, and an entertainment center. The starboard side (left side of the map) has a fresher with toilet, sink, and shower; adjacent to it is a full service galley with pantry, stove/oven, sink, cupboards, refrigerator/freezer, and an auto-cooker.

Recreation Deck



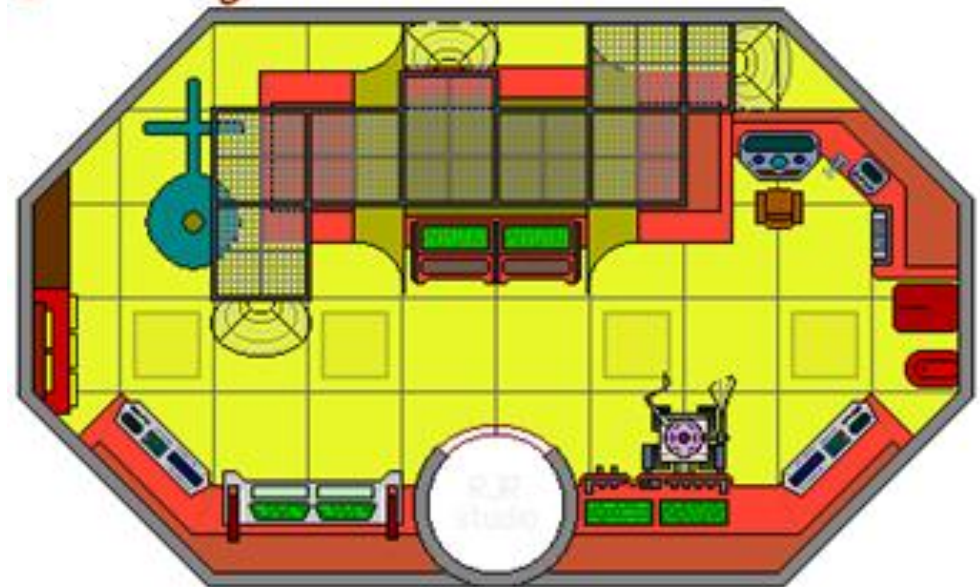
The next deck down is the **crew deck**. Four modular cabins occupy this level; each can be arranged to the occupants' desire ranging from single to double beds or bunks, along with a desk and chair(s) along with an optional closet and hanger rack. Each cabin has a viewport. Centered in the dorsal side is a hatch leading to the laser battery controls.

Crew Deck



Below the crew deck is the **maintenance deck**. A large generator and power relay station occupies the dorsal side, with scaffolding leading up to access the entire system. To port is the engineer's station along with a lase (laser lathe) and laser drill press, Starboard of the generator is the life support unit along with a workbench and tool cabinet. The ventral side houses engine monitors and recharging docks for powerpacks and robots. A quartet of floor panels can be removed to access the water purification plant, sewage unit, and the water tanks.

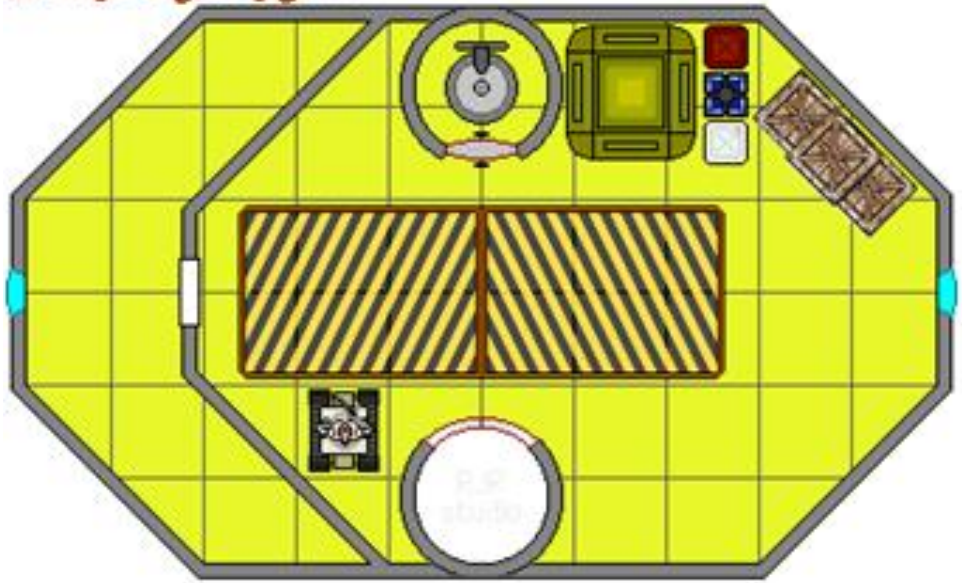
Maintenance Deck



The **storage and Entry deck** is the ship's hold. While it is not large enough for any form of profitable cargo hauling, it can accommodate seized items as well as

personal items belonging to the crew and dry goods/supplies. Centered in the main hold are retracting airtight 2m x 5m bay doors. The starboard vac-suit locker can also be converted to a four person barracks via folding bunks. Centered in the dorsal side is the airlock leading to the outer hull hatch (exiting below the deck/adjacent to the bay doors).

Storage & Entry Deck

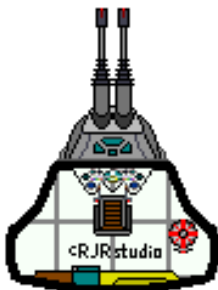


The **External Cargo Module** is simply an open bay with four tiers, all interconnected with the airlock.

External Cargo Module



Eorna Heavy Fighter Deck Plans are below.



THOUGHTS ON THE FRONTIER

Editor's note: I am not sure who the author was of this so please email if it is you and I will make sure you is credited.

There is no Prime Directive

There is no "Prime Directive" per se, but I do have something that is kind of similar.

The UPF categorizes every living creature, and in some ways this can help protect certain creatures. I doesn't always work, but the system exists nonetheless. I adapted it from Alternity.

Non-Intelligent

This generally applies to creatures with no central nervous system, such as microorganisms, lichens, algae, most plants and most invertebrates. Such creatures receive no protections unless in immediate danger of extinction.

Low-Order Animal

Such creatures usually have a central nervous system, but operate on pure instinct. Includes most insects, and some fish. Sophisticated plants, microorganisms & invertebrates fall into this category. Such creatures receive no protections unless in immediate danger of extinction.

High-Order Animal

Such creatures are capable of simple problem-solving, but are still not considered sapient. Includes most birds & reptiles. Some of the more advanced alien fish & plants fall into this category. Includes some simple mammals. Such creatures receive no protections unless in immediate danger of extinction.

Subsapient

Such creatures are capable of complex problem solving & cooperative behavior. They often have their own method of communication. Those who spend time around them consider them intelligent. Such creatures are often kept as pets, or trained as work animals. Subsapient creatures are more likely to

evolve into fully sapient life forms than other non-sapient creatures. Subsapient creatures qualify for protection from cruel treatment. It is illegal to eat subsapient creatures. (It should be noted that many people in less civilized regions do abuse or eat these creatures.) Include such creatures as horses, dogs, monkeys, cephalopods (such as octopi), most advanced mammals/birds, lopers, Tomar's horses, Yazirian ground shanks, etc.

Low-Order Sapient

Such creatures are capable of complex problem solving & cooperative behavior. They have their own method of communication, and are able to learn other forms of communication. Able to create basic tools & weapons, such as sharp rocks or pointed sticks. Capable of operating machines & following instructions, but cannot design or build their own machines. Qualify for some protection from exploitation, but not UPF membership. Considered "wards of the UPF". Includes elephants, gorillas, orangutans, chimpanzees, sapes, lokkuku, etc.

High-Order Sapient

Have the equivalent of language & culture. Able to create & use complex tools & weapons. Most are able to create fire and use medicine. Capable of carrying on a deep, rational discussion. May potentially qualify for UPF membership. Divided into 3 categories: Class I, II and III.

Class III

These societies are considered "primitive". May have trouble grasping advanced scientific concepts, including space travel. May have trouble adjusting to interstellar society, and many would be best left alone. Others might be ready for space travel, and open-minded to such ideas. Class III societies must be handled on a case-by-case basis. Includes such species as Heliopes, Notui, Ul-Mor, Kurabanda, Edestekai, Yernoids, etc.

Class II

These societies are roughly equal to the current spacefaring society of the UPF. Such species are capable of making long-range plans, piloting spaceships, regulating their own reproductive drives, conducting commerce, and can engage in meaningful discourse with members of alien species. Includes Humans, Yazirians, Dralasites, Vrusk, Ifshnits, Humma, Osakar, Saurians, S'sessu, Zethra, Mhemne, etc.

Class I

These advanced societies are far more advanced than Class II societies. Includes the ancient Eorna and the Tetrarchs.

Quickfungus: Where It Came From, Where It's Going

By Andrew Campbell

Probably every SF fan out there has, at one point or another, played the Volturnus series of modules for the game. SF-0, SF-1 and SF-2 all featured a (so-called by unscientific game designers) "mutated virus" called quickfungus. The characteristics of the "virus" or "cancer" were that it infested living beings (in a manner similar to AD&D Green Slime), required water to exist, and gave off hydrogen and nitrous oxide as waste gases. After some pseudoscientific investigating, I've written up a vaguely believable scientific explanation of just what the hell this stuff was, and how it came to spread like cheese-whiz over a Volturnian crater and through cavern systems.

For starters, the home crater of quickfungus is most likely due to a cometary (not meteorite as stated in the module) impact. Comets are believed to contain organic chemicals and when closest to the sun warm up pretty nicely - so a virus / bacteria symbiote capable of surviving under extremely harsh conditions could potentially develop on a comet. At closest approach to the sun, the symbiote warms up, feed and reproduces; it then enters dormancy as the comet swings back out of the inner Zebulon system.

Conveniently, comets contain H₂O, NH₃, CH₄ and CO₂ - so the bacteria half of the symbiote metabolizes these compounds giving off H and N₂O as waste products (fortunately this is just pseudoscience - so I'm excusing myself from figuring out if such a metabolism is even theoretically possible). The virus serves as the "reproductive system" of the bacteria, which are primitive and lack sections of DNA necessary to reproduce. After the impact (the symbiote can survive vacuum and a few lodged in the comet's core survived the impact), the viral / bacterial symbiote spews out around the impact site and some of it survives.

Volturnus (as described in the module) is extremely dry / desertlike, so the symbiote is limited (for the moment) to its immediate surroundings by a lack of water. One good source of water are passing animals, which the virus looks on as a new host and gleefully colonizes. The virus kills the infested animal fairly quickly, and it is colonized by the water-hungry bacteria nearby (often being in the body already from animals drinking out of infested water holes). The virus is capable of airborne transmission itself but rarely does so since its symbiotic bacteria are able to.

Thus far, quickfungus has colonized the crater area itself and nearby cavern systems (it entered the caverns via streams draining into them from the crater). Isolated patches have cropped up elsewhere, spread by infected flying animals (like scraak and winged rippers) and the occasional Volturnian windstorm (the 120 kph storm described as a random encounter is a hurricane force wind). Fortunately, none of the fungus has yet reached the large lake east of the crater or the nearby sea. The Edestekai (which cultivate squill algae for food in ponds and harvest an edible fungus from the skins of amphibian animals called blotes), of all the Volturnian races, would be at the greatest risk from a quickfungus outbreak; they could face rapid extinction if quickfungus infested their crops and water supply.

As of the SF-0/1/2 modules, the Eorna were aware of the quickfungus threat but unable to deal with it at the time; in the ensuing years this would become a priority before the fungus damaged or destroyed local ecosystems. Quickfungus may have been taken off-planet by Sathar survey teams (see SFKH3: Face of the Enemy for description of such a team and its mother ship) either before the events of the modules or during the attack in SF2; if so, it would probably been used by them as a biowarfare weapon in SW I

(perhaps on Pale, New Pale and Laco) and SW II (on Volturnus and Solar Minor - esp. on Solar Minor to wipe out the experimental crops and livestock developed by Synthcorp).

Other adventures involving quickfungus as either a plot device or major obstacle might involve sathar or terrorist plots to create an outbreak on a planet or space station; an outbreak (accidental or intentional) in a closed environment such as a space station, enclosed ground station or habitat; infection of food supplies on an ag ship with PC's sent to investigate; or use of the symbiote (in original or genetically modified form) in a military situation such as a sathar attack.

Interstellar Travel

By Tim Costello

The Discovery of Interstellar travel made the formation of Frontier society possible, and as such is the foundation of the engine of the Star Frontiers game. Many Players have however noticed a problem with this statement "Jumping the void occurs at .01 Light speed" This is an attempt to clean that up. Of all Sci-Fi RPGs I have always found this system to me the most realistic in how I would image it will someday be done. The following is an analysis of the process to make the game more realistic. I am not Astrophysicist so this is just a thesis on practical reasoning, and as such would be mostly un-educated Guesstamats.

First let's take a look at Einsteinium "Lore". It has been said Einstein had invented the theory of relativity while riding in a horse buggy (in Paris?). As he rode he was clocking the speed of the carriage in relativity to the speed of the street lamps. He ordered the driver to speed up repeatedly and mentally recorded the data. He observed that the higher the speed the quicker the lamps were reached. Of course what happens when you reach the limit of how fast you can go? In other words when the lineal graph reaches -1 seconds for a gazillion KPH.

He used light speed for the constant in $E=MC^2$, but however his theory worked he said the constant was flawed. That is the reason it is called the theory of relativity and not the relativity Theorem. We now know this is true that the speed of light is not constant in the discovery of black holes and their bending of light and theorized time. Homo sapiens are creatures of the eye and as such perceive everything in concepts of visual light. So is it not possible for the speed of light not to be the fastest speed attainable?

Once while watching *The Universe* on History channel there was an episode dealing with Pulsars. The Smart guys said that a pulsar was like a light house beacon spinning with ginormous plasma plumes extending in two directions at Giga light years in distance. They also made the statement that if one of these swung out to hit the Earth in their path, the Earth would have 8 seconds warning before its destruction. The problem it here when we are looking at a pulsar we are generally seeing it as it was during the time of the dinosaurs (depending on distance). So how could it strike so quickly? In given the smart guys are not wrong then one must reach the conclusion that plasma (way slower the light) can travel from a 800G light year distant stellar mass to here in 8 seconds. Would this not be the proof of a "Subspace?"

Next let's move to the popular Time travel thing. Stephen Hawkings did the best show I've seen on this. He had a space ship running in the gravity well of a black hole at the speed of life. Hawkings stated a paradox of time travel existed that cancelled things out. The crew was time traveling forward because they were moving past the speed of light however the vast distances were moving them backwards. So to them in their perception the distance was covered more quickly, to the bystander more slowly. Bu the two cancelled each other out. Some said travelers "time travelled forward from point A to point B, but returning to point C cancelled this out to the point where their kids when they left were not grandparents when they returned. The point to this is that given a Starship accelerates to a point it snaps (Jumps) forward to our perspective to another point it would disappear. Then a upon successful mission time at destination and return, it would just as readily re-appear. As Hawkins stated in Para-phrase nature hates paradox and would cancel this out.

The faster matter goes the more mass it becomes. The more mass it becomes the more energy is required to propel it faster. The more mass an object has the more gravity it has, but yet if the sun is moving at a fast rate of speed (I forget how fast). A comet is in essence at least going the same speed being in the sun's gravity well. The comet is actually going faster because it's going the speed the sun is, it's accelerated by the gravitational pull of the sun, and it's overtaking the sun so by default is moving faster, as it moves faster it becomes more massive. In passing the sun it submits to the gravity of the sun and swings back for

another pass. Comets move very fast and if I remember correctly faster the Frontiers ships.

So how come comets don't leave and start pulling the sun? Their speed gives them greater super Mass., and therefore greater super gravity. I postulate it's because nature abhors paradox and so its "snaps" the correction

While driving in your car, head outside the window look down at the gravel below at say 100kph. See it blur by. Now while at an airport watch the 747 landing. The 747 is moving at seemingly an incredible lazy crawl. Your perception is based on distance. The same is with that comet. The comet is jumping to the void but you're not seeing it.

So here it is. In rules form:

Interstellar Travel

At the discovery of the advanced Ion Drive and later Atomic drive, the four races discovered the principles of Interstellar Travel. At 12 MKph (1% the speed of light), The Principle is quite simple. The more speed attained the more mass acquired, The more mass acquired the more gravity acquired, The more gravity acquired at this point causes a "snapping" of physics, in a nature of self-correction to paradox expressed by Stephen Hawkings. This in relativity causes the ship to disappear into what is termed the "void". The ship is like a "squeezed grape" and it appears to disappear. The ship at this point at a point it was directed at the speed it was accelerated at, re appears at a distant point calculated for. This ship does not leave the universe however just human perception. The ship cannot say jump through a planet but would be destroyed.

Dr. Tim Costello

28 MAR 2012

University of Zebulon

The Legend of Earth

By Tim Costello

The ringing question on the frontier is the question of the origins of the Human species. Every School child knows the 4 basic Home Systems Theseus, White Light, Timeon, and Morgain's World is not the answer. The human race could not have evolved on these worlds, nor could have any of their intendant animals Horses, Cows, Chickens, and etc. The inherent biology of these species does not match the biology of these worlds. The occurrence of these species on other worlds such as the Horses present on Zebulon hints to a probability of intelligent "Seeding". If so by Whom? And Why? This forces the issue of the legend (or Myth) of Earth.

The Scientific study of Earth has always been met with a degree of skepticism, and childlike closed mindedness. Earth has always been refuted as if it was "Atlantis", or "UFOs". The academic community however must come to "grips" with the fact remaining there must be something to these old "folk tales". Recent archeological discoveries on all three human Home worlds have forced the community to take another look at Tam Teleron's old wives tale. There are 3 major theories one the Frontier today which lies along the lines of Mankind's origin. They are Parallel Evolution, Alien Transplantation, and Lost Colonization.

Parallel Evolution (PE) is considered by Frontier Academia at large to be the most popular if not probable accepted Theory. The PE Theory (Roddenbery,pr-52) is the first Theory to entirely refutes Teleron's tale. It states that the Human Specie simultaneously evolved on separate worlds, which later met in space. This Theory has been however been really only accepted widely on the basis of "there is nothing better", and not on the theories scientific basis. With our current level of Space Travel technology, we now have a better understanding in the evolution of sentient life as we have met them in all their varieties. The federation has cataloged and contacted over 46 separate intelligentsentient species and has yet to find one that is naturally parallel in evolution in one World, let alone system.

Alien Transplantation (AT) is also known by skeptics as Petri dish theory. The AT Theory (Miller, pr-72) states that an advanced alien race generally named "ancients", for their own means transplanted Humanity on their new home worlds. AT theory in this

day and age should not be disposed of as fantasy. Many Archeologists further hypothesize that it might be possibly the Enora who for reasons of their own started the Human species. To date however no archeological or historical evidence can support this argument.

Lost Colonization (LC) Theory is one of the more readily believable Theories. LC Theory (Larson,pr-76) states that mankind colonized from "Earth", and for some means unknown lost contact with the original home world. Recent Archeological sites in all 4 worlds have found evidence of the truth of this. The Agro-ship found on Minotaur by Lauden last year supports this. The remains were of size twice the displacement of The UPFS Morgaine, and dated at 5,000 years in age. This find is found for unknown reasons refuted on two bases. 1.) The size determination is Hypothetical upon the deposit shadow in the canyon were the ship pieces were found. 2.) The dating was done by an Explorer with a doctorate in Engineering and not Archeology.

Referees Only: *In Our Frontiers Campaign (IOFC):* circa 5,000 years ago a 12 ship colonization fleet set out from what was believed to be Earth. It was not known if the fleet was from Earth originally, or somewhere else. The fleet encountered an advanced star faring but militant species intent on its capture or destruction. The Fleet executed a Linked jump away from earth to keep the aliens from knowing Earth's whereabouts. This jump was performed near an anomaly believed to be a black hole. The jump was misshaped and they found themselves on the Frontier. The Enora first contacted Humanity and helped them repair their drives. Then the furry dino's sent them on their way. The first Humans split into factions and selected each one of the four Home worlds. Fearing pursuit they "burned their ships".

Politics and shame has suppressed the memory of proper history. On the modern Frontier anyone speaking of Earth would be as if today speaking of Atlantis. Earth is the holy grail of Explorers and Treasure seekers.



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- | | |
|---------------------|--|
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| 2: Xenophobe | Gremlin In The Machine |
| 3: Folded Space | You Warped My Heart When You Warped Outa My Life |
| 4: The 'Roids | Abyss |
| 5: Stardust | Darkside |
| 6: Red Dwarf | Love On The Edge Of A Black Hole |
| 7: Worm Hole | The Black |
| 8: The Frontiersman | Trippin' The Void |
| 9: The Corsairs | Bootleg |
| 10: Event Horizon | Dead Space |

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