

NO. 11

\$2.50

VOYAGES

to the worlds of

SF GAMING

STAR WARS

A Day At The Auction

GURPS SPACE

Red Sun, Black Death



0-1979
XAL/N

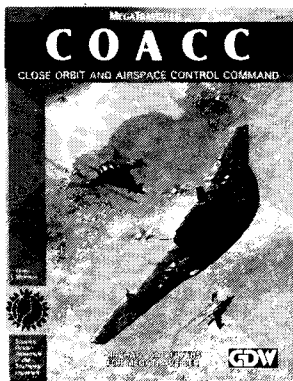
Also Inside:

Star Trek

SpaceMaster

Worlds Beyond

High Colonies



COACC

● Flyers for MegaTraveller.

The army controls the ground! The navy controls space! But the interface between the two belongs to COACC—the flyers. Aircraft of all types—jets, props, helicopters, dirigibles—come under the Close Orbit and Airspace Control Command. **MegaTraveller COACC** provides rules for flyers in the **Traveller** universe. Coverage includes character generation, COACC organization, aircraft design sequences, example aircraft, and both simplified and detailed versions of air-to-air and air-to-ground combat rules.

GDW: 0216. ISBN 0-943580-72-2. 96 pages.....\$10.



REBELLION SOURCEBOOK

● Join the Rebellion!

The emperor is dead! Who will win the Iridium Throne? Many different factions have squared off in the impending struggle for ultimate power.

Rebellion Sourcebook covers the diverse factions of the Rebellion, their equipment, their goals and strategies, and (most of all) how players can get involved in the grandest adventures the stars have ever seen. Includes the short adventure: "Nail Mission." GDW: 0214. ISBN 0-943580-63-3. 96 pages...\$10.

REFEREE'S COMPANION

● Enhance MegaTraveller.

Expand the universe of **MegaTraveller** with more rules, background, information, and materials for the dedicated referee. Materials that simply wouldn't fit into the grand, three-volume **MegaTraveller** rules set have now been brought together into this useful and detailed compilation.

MegaTraveller Referee's Companion covers all the major alien races in the **Traveller** universe individually, dealing with each one's homeworld, physical appearance and abilities, mental makeup, and interstellar territories. The **Companion** also covers large-scale combat, timekeeping, communications, research, mapping, in-system operations, mega-corporations, technology, and robots for **MegaTraveller**. GDW: 0215. ISBN 0-943580-71-4. 96 pages.....\$10.

MEGATRAVELLER™

THE VITALITY of the newly founded Imperium was evidenced by its rapid expansion and economic growth. The time was right for a new empire; the human populations of the territory wanted and needed this vast interstellar government. The Third Imperium was an expression of the people who populated it: strong, vital, ambitious.

A THOUSAND years later, the strength and vitality of the human populations were missing; all that remained was the ambition, and that ambition was channeled inward. No longer did the population see expansion as the means to a better future; leaders looked at redistributing the wealth of the Imperium and at carving out petty duchies within the known boundaries of the empire.

AGAINST this background, it was inevitable for some small stimulus to trigger the fall of the Imperium. And once that happened, there was no turning back.

IN THE founding days of the Imperium, great men dreamed great dreams...and achieved them. In the last days of the Imperium, petty men dreamed petty dreams...and achieved them too.

What Happens When A Thousand-Year Empire Is Eleven Hundred Years Old?



The Imperium began as a small pocket of scientific and technological innovation in a sea of primitive star systems. It reached out to eventually take over more than 10,000 systems. In the course of a thousand years, it fought countless wars and conquered countless races. But after that thousand years, the Imperium is old, tired, and strained at the borders by dissention and civil unrest.

Now the Imperium is split into many factions. The emperor's assassin - Dulinor - claims the throne is his by an obscure quirk of Imperial law. The emperor's nephew naturally claims differently. Other factions have their own opinions.



MegaTraveller the complete science-fiction role-playing game.

The **MegaTraveller Players' Manual** contains the basic information any *player* needs to prepare for (and participate in) **Traveller** adventures. A reference for every participant, it includes character generation, skills, task resolution, experience, personal combat, and psionics.

The **MegaTraveller Referee's Manual** is a basic reference for the *referee* which expands on the topic of tasks, and deals in depth with vehicle design and combat (including both surface vehicles and starships), worlds, and commerce.

The **MegaTraveller Imperial Encyclopedia** is the basic reference for every **Traveller** participant. It deals with library data, maps, world data, and equipment. The **Encyclopedia** includes all the raw information necessary to learn about the Shattered Imperium and role play within it.

The boxed **MegaTraveller** set includes all three of these books, plus a poster-size map of the Spinward Marches. GDW: 0210. ISBN 0-943580-49-8. Boxed...\$30. Each book is also available separately.

The **Players' Manual**. GDW: 0211. ISBN 0-943580-38-2. 104 pg.....\$10.

The **Referee's Manual**. GDW: 0212. ISBN 0-943580-47-1. 104 pg.....\$10.

The **Imperial Encyclopedia**. GDW: 0213. ISBN 0-943580-48-X. 96 pg.....\$10.

HERE'S HOW TO ORDER



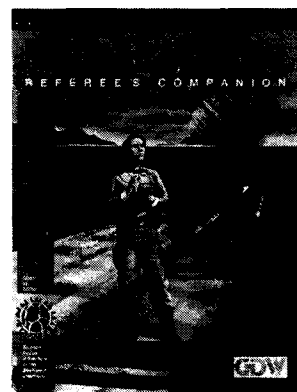
For sale at your hobby or game store. Or order from GDW.
By Mail. Write what you want on a piece of paper. Pay by check, money order, or Visa/MasterCard information.

By Phone. Call us at 309-452-3632 between 9 a.m. and 5 p.m. Central Time weekdays. You can pay by Visa or MasterCard.

By FAX. Write out your order (including Visa/MasterCard information) and fax us any time at 309-454-3127.

We are committed to prompt service; we fill orders within two working days. Write for our free 16-page catalog.

FREE! Write for your own copy of the **Imperium Map** showing the borders of the Third Imperium before the present rebellion began. Quantities limited.



THE SHATTERED IMPERIUM

The time is the distant future. Interstellar travel is not only possible, but commonplace.

The ruling interstellar power is the Imperium, a large, human-dominated empire more than 1000 years old, encompassing 11,000 worlds in a region over 2000 light-years across.

But while the Imperium's thousand-year reign has created an illusion of strength and lasting power, continued expansion and internal pressure have combined to strain the Imperium's ability to govern to the limit. The thread that held the vast Imperium together has always been the emperor, the one individual to whom all Imperial citizens ultimately owe their loyalty.

Now the emperor is dead at the hands of an assassin, with no immediate heirs and no clear successors. The emperor's nephew claims the throne; so does his cousin. Even his assassin claims the throne. No one knows whom to follow; someone is following each of the claimants. Several border regions have lost faith in the Imperium and have declared their independence. A few neighboring interstellar powers, learning of the Imperium's internal chaos, have begun to advance into unprotected frontier provinces.

The Imperium has shattered...

MEGATRAVELLER™

Against this background of star-spanning rebellion and splinter empires **Traveller** is set. Its role-playing game rules provide an entire universe to be explored. Players assume any role and any mission in the universe of the future.

Traveller says that mankind has conquered the stars, travel between star systems is commonplace, but the distances involved make interstellar voyages take weeks, months, even years.

The situation is similar to Earth in the 18th century. Communication is limited by the speed of travel, setting the stage for adventure in a grand fashion with all the trappings of classic science fiction: star-spanning empires, huge starfleets, interstellar merchants (and interstellar pirates), complex diplomatic maneuvers, and larger-than-life heroes, heroines, and villains.

Traveller is the name of the overall game. **MegaTraveller** is the name of this rules set, and is used to differentiate it from the 10 years of development and earlier editions that preceded it.

Since 1973



PO Box 1646
Bloomington, IL 61702-1646

WELCOME ABOARD

I must thank you readers who have taken the time to respond to our reader survey. The enthusiasm reflected in your comments is appreciated. The issue 10 survey results below show a high degree of satisfaction with our art presentation in that issue, "Images Of The Shattered Imperium". This is very good, as another art presentation appears in these pages, "Star Trek: Ships Of The Fleets". The fiction story in issue 9 also rated well, and other short fiction is in the works for future issues. We are very interested in seeing the reader survey response to such features. Though they are not actually gaming articles, we think they're of interest to fans of science fiction—which SF gamers obviously are. I will again encourage readers to send in the surveys, as they are our primary communication link through which we determine the likes and dislikes of our readers. (Note that ratings are now from 1-4.)

Part 2 of "Red Sun Black Death" is included in this issue, but may not be the conclusion of Cmdr. Mtatyulwe and her crew's adventures on Exxon. The author is developing a third part. We'll see what the future brings.

You will notice that the "Classified Advertising" section is not in this issue. After receiving several letters from readers stating that they would prefer that this section be dropped, we have agreed that the space can be better used elsewhere.

- James B. King

VOYAGES SF 10 SURVEY RESULTS

Rated In Order Of Reader Satisfaction

Graphics and Illustration = 4.6
Zidhaedz Class Close Escort = 4.5
Images Of The Shattered
Imperium = 4.0
Spacial Delivery = 3.5
Red Sun Black Death = 3.3
Reviews = 3.2
S400 Police Vest = 2.7

Survey Questions:

Is this issue better than our last issue? Yes (100%)
Including yourself, how many people read this issue? 2.5
How many gaming magazines do you read regularly? 4.2
Rating in order of preference the most recent issues of the gaming magazines you read, at what number would you rate this issue of *Voyages* (1 is high)? 2

Editor and Art Director: James B. King
Contributing Editors: Glen Allison, John Fernandes
Circulation Manager: Chantelle King
Artists: Rob Caswell, Gary A. Kalin, James B. King, Phil Morrissey, Paul Sanders
Cover: Gary A. Kalin

Voyages SF is published quarterly by StarLance Publications. Contents copyright 1990 StarLance Publications. One year subscriptions are \$9 in the U.S. (including APO and FPO) and \$10 in Canada. All monies must be in U.S. funds. Mail all correspondence to StarLance Publications, 50 Basin Drive, Mesa WA 99343.

TRADEMARKS: Most games are trademarks of the companies publishing those games. Use of a trademark to identify a product commented upon in this magazine should not be construed as implying the sponsorship of, nor challenge to, the trademark holder.

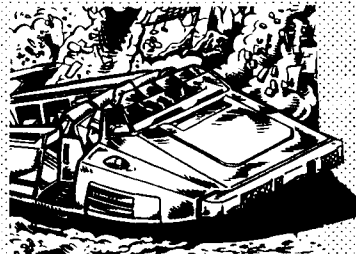
SUBMISSIONS: We welcome unsolicited manuscripts and illustrations. However, before submitting you should write and request a guidelines sheet, including a self-addressed, stamped envelope (SASE). A SASE or postaged post card should also be included with correspondence when a response is desired.

VOYAGES

to the worlds of

SF GAMING

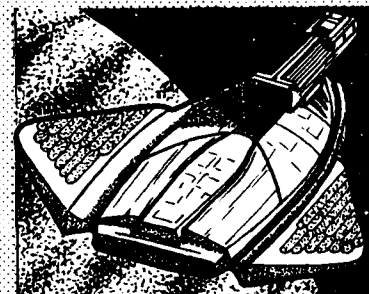
A Day At The Auction 6



A STAR WARS adventure pitting rebel heroes against underworld thugs.
James B. King

Ships Of The Fleets 12

An art presentation illustrating starships of the STAR TREK universe.



Silk Scorpion 14

Deck plans, details, and adventure aboard a most unusual vessel. For SPACE MASTER.
Glen Allison and Dale Painter

Red Sun Black Death 21

Part 2. The suspenseful conclusion to an adventure on a petroleum covered world. For GURPS SPACE.
Anthony D. Ward

Reviews 28

WORLDS BEYOND, HIGH COLONIES, and the STAR WARS GALAXY GUIDE series.

DEPARTMENTS:

COMMLINK: Game Releases	5
Reader Survey	33
FUTURE VOYAGES: Our Next Issue	5

Morpheus

In the future, roleplaying will be different.

Books and character sheets will go to the wayside as real experience simulators take over. Vast computers with the power to project a reality straight into your mind will have the ability to make your dreams come true. Literally.

Huge facilities will exist to give gamers access to this power. It will be expensive. It will be worth it.

It will happen. Until that time we have **Morpheus**. The roleplaying system of the mind's eye.



The Game:

The dream is of the future. A future where roleplaying has been taken to its ultimate: Actual experience. Step into gaming central, lie in the couch, and dream a dream of adventure.

Within a World:

The neural link promised many advantages to mankind. Of them, few were realized as fully as gaming. The **Morpheus** Mind Park arose as the leader in mindgaming. Gamers wait for as long as two years for a few short hours in Gaming Central where their dreams can come alive.

Within a Game:

Now you have access to the Mind Park. **Morpheus** will take you where no other game has gone before: the shadow reality of the dream world. Heralded as the best roleplaying system ever developed, **Morpheus** will allow you the freedom to play the kind of character that you have always wanted. Characters from the future walk side by side with figures from the past and other dimensions. Players have complete control over their characters, and character modification is allowed at any time, *even in the middle of combat*.

Playtested for over four years. The most imaginative system to appear in years. The future is available now.

If you can dream it, you can become it.



Games
Rappport Games
1031 E Battlefield, Suite 114B
Springfield, MO 65807
(417) 881-3046

commlink

An open line to SF game release data

Compiled by Glen Allison



B. T. R. C.

TIMELORDS *2nd edit.*, \$14.95 (Apr)

DIGEST GROUP PUB.

MegaTraveller: Aliens Volume 1, \$12.95 (Mar)

The Black Duke, \$12.95 (no date)

FASA

BattleTech: BattleTech Regiments II, \$15 (no date)

More Tales Of The Black Widow, \$8 (no date)

Battle For Twycross, \$8 (Mar-Apr)

Star Trek: New Enterprise Blueprints, \$15 (no date)

The Final Frontier Sourcebook, \$10 (no date)

Shadowrun: Paranormal Animals Of North America, \$12 (no date)

Seattle Sourcebook, \$15 (no date)

Queen Euphoria, \$8 (no date)

Demon In A Bottle, \$8 (Mar-Apr)

Into The Shadows, \$5.95 (Mar)

G D W

2300 AD: Deathwatch Program, \$8 (Mar)

MegaTraveller: Robots For MegaTraveller, \$6 (no date)

Flashback, \$10 (no date)

Fighting Ships Of The Shattered Imperium, \$10 (Mar)

Space 1889: Venus Sourcebook, \$10 (no date)

Airship Blistercards 1:2400 scale, \$3.50-\$4.50 (no date)

Gunners & Artillery Blistercards, \$3.50-\$4.50 (no date)

Twilight 2000: Survivor's Guide To The United Kingdom, \$7 (Mar)

Twilight Encounters, \$20 (Mar)

HERO GAMES

Champions: Invasions: Target Earth, \$8 (Mar)

Day Of The Destroyer, \$7 (Mar-Apr)

I. C. E

CyberSpace: Sprawlgangs And Megacorps, \$12 (Mar)

CyberRogues I, \$10 (Mar-Apr)

SpaceMaster: Star Strike: Silent Death (boxed), \$40 (Mar-Apr)

LEADING EDGE GAMES

Phoenix Command: Mechanized Combat System, \$9.95 (Mar-Apr)

ALIENS RPG (no date)

SEEKER

MegaTraveller: SDB & J. Shuttle 25mm Plans, \$11.95 (Mar-Apr)

Subsid. Merchant 25mm Deck Plans, \$11.95 (Mar-Apr)

RAPPORT GAMES

MORPHEUS RPG, \$12 (Mar)

The Stuff Dreams Are Made Of, \$9 (Mar-Apr)

Operation Hitler, \$9 (Mar-Apr)

R. TALSORIAN GAMES

Cyberpunk: Night City Sourcebook, \$12 (no date)

STEVE JACKSON GAMES

GURPS Aliens, \$16.95 (no date)

GURPS Cyberpunk, \$16.95 (Apr)

GURPS Space GM Pack, \$6.95 (no date)

GURPS Space Beastiary, \$16.95 (no date)

GURPS Space Atlas 3: Chaiborn Empire, \$8.95 (Mar)

WEST END GAMES

Star Wars: Black Ice, \$10 (Mar)

Escape From The Death Star (boxed), \$25 (Mar)

Game Chambers Of Questal, \$10 (Mar-Apr)

Galaxy Guide 5: Return Of The Jedi, \$13 (Mar-Apr)

Scoundrel's Luck (solo), \$13 (Mar)

Paranoia / Twilight 2000: Twilight Cycle 2000, \$10 (Mar)

TORG: THE POSSIBILITY WARS RPG, \$30 (Mar-Apr)

The Living Land Sourcebook, \$18 (Mar-Apr)

The Destiny Map, \$12 (Mar-Apr)

Storm Knights (novel), \$4.95 (Mar-Apr)

WHIT PRODUCTIONS

Mutazoid: New England Knights, \$7 (Mar-Apr)

WORLD WIDE WARGAMES

2300 AD: Starship, \$10 (no date)

Space 1889: Wild West Show on Mars, \$10 (no date)

Twilight 2000: Warriors Of The Everglades, \$8 (no date)

WOTAN GAMES

V.I.P.E.R. (sci-fi board game), \$20 (Mar-Apr)

FUTURE VOYAGES

Hide And Go Seek

A Star Wars adventure

MegaTraveller Stealth Aircraft

Exercise

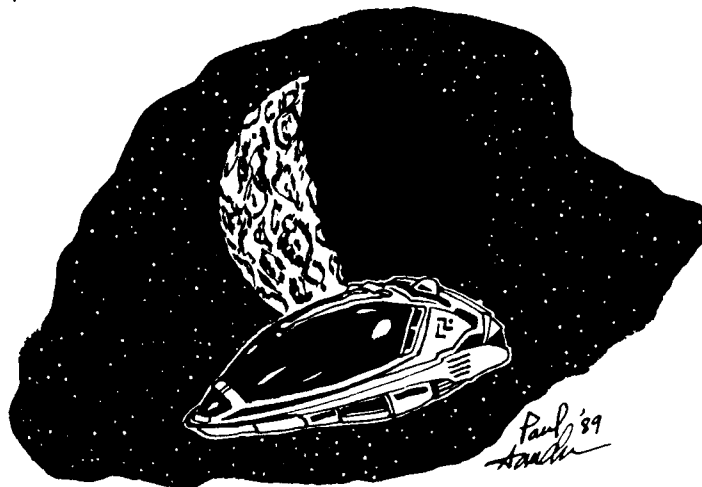
Traveller fiction

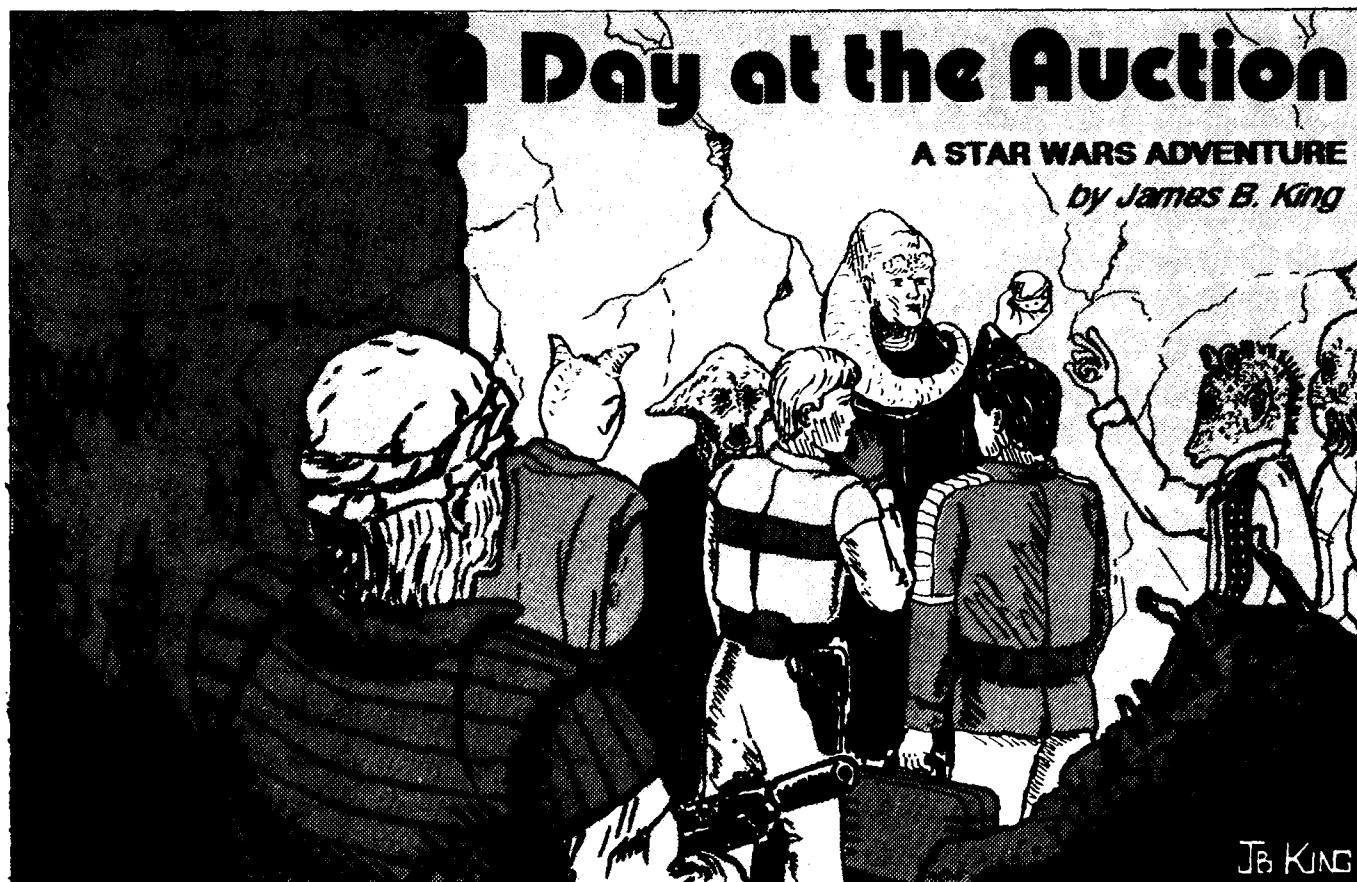
Star Trek: S-16 Patrol Shuttlecraft / MK1

REVIEWS

Morpheus, Cyberspace, and SpaceMaster: Armored Assault

Look for the July issue of **Voyages SF1**





"Alliance agents have arranged for a small rebel group to participate in an auction of hijacked Imperial munitions. You are that group. This is rather a rush deal, but we've come up with 40,000 credits. We believe it's enough to acquire the munitions, which consists of a lot total of 120 grenades and twelve thermal detonators, in twelve polyship crates. If needed, you will each be issued 200 credits for personal expenses.

"This auction will take place on Viska, in the Tolaniisi system. Upon arrival you are to check into the Hotel Viska, using the name Darr Rekova. When all bidders are on the planet, you will be contacted.

"We were assured by our agents that the weapons dealers do check out. That is all the information we have. A vessel, the *Boomerang*, is standing by. Your departure is expected within the hour. Good luck. And may the Force be with you."

EPISODE 1: A TENSE RECEPTION

Customs Intercept

After sixteen hours in hyperspace, the *Boomerang* returns to realspace and begins an approach to Viska. When the rebels request landing clearance, they are tersely informed that clearance will only be granted after their vessel has been inspected by Customs officers. Within minutes the ship's sensors detect a closing starship—an Imperial Customs frigate, and the pilot receives an ominous transmission:

"You are ordered to disengage thrusters and prepare to receive boarders."

If they haven't already, the players will likely be getting the money (issued to them in a charcoal-gray, ceramalloy brief case with a computerized code-lock) stashed in the freighter's concealed compartment.

Shortly, the hollow, mechanical sounds of contacting hulls and coupling airlocks echo through the *Boomerang*. Within seconds, two tense, tight-lipped Customs officers cycle through the airlock. It quickly becomes obvious this is not a routine customs check, for the black-uniformed officers seem barely interested in registration and documentation. With hands staying awfully close to their holstered pistols and with comlinks open, they conduct a thorough search of every cabin, paying close attention to small

LIGHT FREIGHTER BOOMERANG

The *Boomerang* is a Correllian made light freighter, of the same class as the vessel piloted by the infamous smuggler Han Solo. It is a standard vessel except for two modifications (not counting bypassed systems and jury-rigged components). The single laser turret has been upgraded by the installation of a cannon with a 5D Damage Rating, and a concealed compartment (you know, the ones used for smuggling) has been created by rerouting wiring conduits and relocating certain components. This compartment is located under a floor panel close to, but out of the direct sight of, the entry ramp. It holds one metric ton.

crannies, cubby holes, cabinets, etc. (They should not find the brief case.) When their inspection is completed, one of the officers (the tall, sharp-eyed, serious looking one) asks the *Boomerang's* pilot to state his purpose for travelling to Viska.

It will require a Moderate *con* roll to satisfy the officer. If unsuccessful, the officer slowly states in a suspicious, even tone... "You will be monitored and will not be cleared for departure until Imperial Customs personnel have reexamined your vessel".

Customs Again

The *Boomerang* is cleared to land at Docking Bay 27. As the ship makes its approach, an Imperial Customs frigate is seen in a bay nearby. After disembarking from their landed freighter, the rebels observe Imperial Customs officers, supported by local customs and security personnel, carefully scrutinizing all out-bound freight documents and even opening up a large number of cargoes for visual inspection.

All this activity will probably lead to further anxiety

Craft: SoroSuub U-21 Utility Landskimmer

Crew: 1

Passengers: 1

Cargo Cap: 16 metric tons

Speed Code: [1D+2]

Maneuverability: [1D]

Body Strength: [2D]

Weapons: None

Flight Ceiling: 2 meters

for the players when they enter the main complex and see the sign that reads "CUSTOMS ENTRY", and watch as the carried luggage of the lovely alien couple in front of them is passed through an x-ray scanner. Though the clerk seems disinterested enough, an Imperial officer is standing two meters behind him, carefully studying the result of the scan. One of the rebels is, after all, carrying a case filled with three and four digit credit chips, which, judging by all the activity, could be difficult to explain.

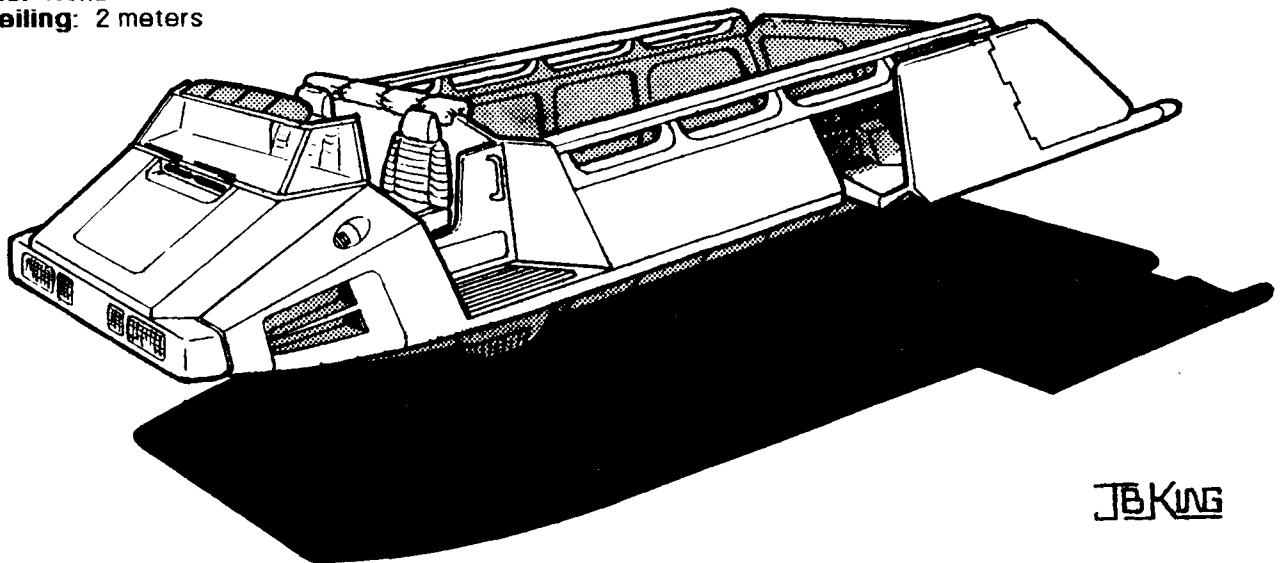
The players should come up with a plan to get the money through undetected (such as creating a diversion to sneak the case by, finding a different way to get the money out of the complex, or perhaps the scanner breaks down and the clerk waves them through while he attempts to get the aliens' travel case unstuck).

After passing through customs, the group should check into the Hotel Viska (60 credits per room), using the name Darr Rekova. They are there hardly an hour when a Quarren male knocks at the door:

"You arr Darrrekova? Comme, I weel take you to deauctionn. Firrst, you must rrent a uteeleety speederr to meet yuur needs. Eef you weesh to carry weapons, I weel allow peestols only. Brrreeng yuurr money weeth you."

SOROSUUB U-21 UTILITY LANDSKIMMER

The U-21 is a common, general purpose utility craft employed in both private and commercial use, usually in multi-purpose and cargo carrying roles. The vehicle comes standard with seating for two, the operator and one passenger, but can be special ordered or converted to provide adequately comfortable seating for six additional passengers, reducing the cargo capacity to about 40 kilograms. The maximum speed is about 300 kilometers per hour. Like most such craft, the U-21 is an open-topped vehicle with few amenities, though a collapsible soft top is an option offered by the manufacturer. A basic U-21 can be purchased new for about 10,000 credits.



THE PLANET VISKA

Viska is the third planet in the Tolaniisi system, which lies in the transition zone between the developed core region and the outer rim. Though not on a major trade route, the planet is a stepping stone between such routes and many outer rim worlds, including Tatooine. Because of this, the Viska starport has a fair volume of trade goods passing through its warehouses on a regular basis. Viska itself is moderately industrialized.

Many decades ago, during the Clone Wars, Viska's industrial base was rapidly developed with large support from the government of the Old Republic, resulting in a boon to the economy and population as well. When the war ended, monetary support also ended, demand for the war materials of Viska's factories abruptly ceased, population dropped drastically, and Viska sank into a deep depression. Colonization in the nearby outer rim helped to rebuild the economy, but the Empire's current hold on exploration and colonization has slowed space traffic considerably, driving the Viskan economy into another recession.

Viska does not play host to a permanent Imperial military garrison or naval base. Periodic patrols and landings are conducted of course, if for no other purpose than visible muscle flexing.

EPISODE 2: AUCTION ANTICS

Off To The Auction

Located next to the Hotel Viska is a vehicle rental agency, "Vert's Rent-a-Repulsor". Ol' Vert has a few two and four-place speeders available, but what the group needs is one of his utility landskimmers (your basic repulsorlift pickup truck). Should the group want to rent two vehicles, the Quarren will firmly intercede: "We weel go een one veecle only". Skimmer rental costs 75 credits per day, and either 50 credits a day for insurance or a 500 credit refundable deposit. (Casually tell the players that, as non-resident renters, they are required to list the name of their vessel and docking bay number as well as the renter's name.)

Once underway, the Quarren directs the craft out of the port district, through the massive complexes of an industrial district, and into an abandoned, aging district of crumbling factories; a steel and permacite graveyard left over from the Clone Wars.

After winding along the debris cluttered streets of several long blocks, the skimmer is finally guided through the gaping vehicle entrance of a fairly intact, large factory. Inside wait the other bidders, the sellers, and the goods. Scattered around the auction site are six armed and armored guards, all in locations providing good cover.

Without wasting time on cordial chatter, a slender, humanoid Twi'lek (the obvious leader) opens two of the twelve crates, which are marked BANTHA HIDE BOOTS - A PRODUCT OF TATOOINE, and removes the top layer of boots from each to reveal grenades in one and thermal detonators in the other, and immediately opens the bidding at 10,000 credits. The half-dozen bidders is soon reduced to the players' bidder and a green-skinned alien with large black, faceted eyes and a tapered snout (players who make a successful *Easy alien races* roll recognize him as a Rodian, see *Galaxy Guides* 1 and 4). Just before the players' limit is reached, the Rodian furiously turns and stomps out of the factory, followed by his two Aqualish (*Galaxy Guides* 1 and 4) body guards.

The weapons dealers count the rebels' credit chips, then the Twi'lek signs the magnetic placards attached to each crate to sign the cargo over to the rebels (these placards are the appropriate, official freight documents for the cargo--at least for the part that is made of Bantha hide.)

With the auction completed the dealers quickly load up in their skimmer, delaying only long enough for a human among them to offer a warning:

"Watch yourselves, and don't take too long getting out of here or off the planet. That Rodian is Rootog. They call him One-Shot Rootog. He's a lieutenant of the crime lord Pluvo-Two-For-One, and neither of them like competition. Get my meaning?"

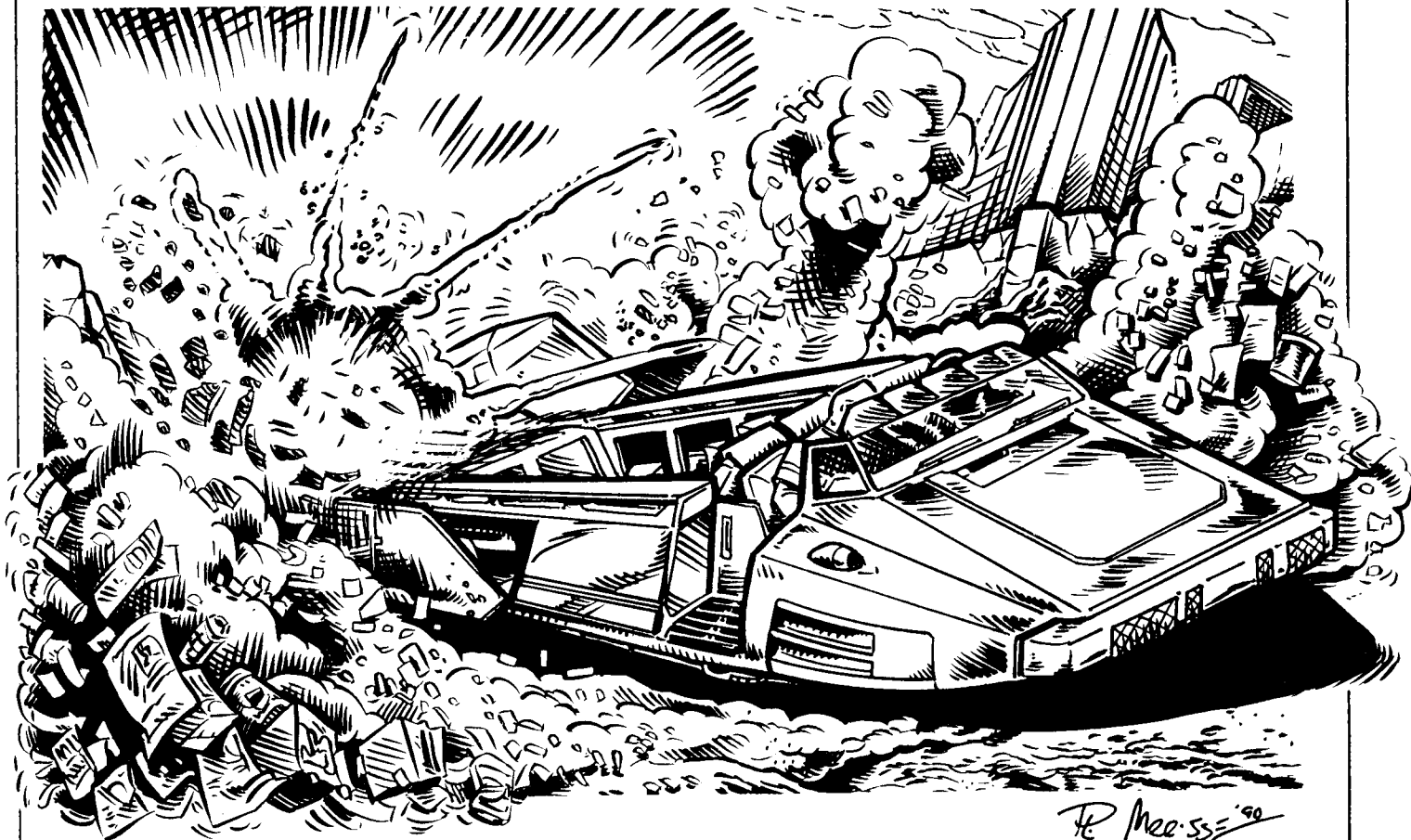
A Wild Chase

The group has likely quickened the pace to get the crates loaded onto their skimmer but they just aren't quick enough. Have the players make a *Moderate Perception* roll (players standing guard roll an *Easy Perception* roll) Players with successful rolls glimpse movement at the entrance. Seconds later Rootog's two body guards (in bounty hunter armor) open fire with blaster rifles from behind cover at the entrance. Two more thugs are in sight positioning themselves behind cover across the street.

It shouldn't take more than a couple of fire rounds for the group to pile into the skimmer and get moving. Unfortunately, the only visible exit is the entrance they came in. It will be an escape under fire. In the next round after blasting into the street, the rebels are fired upon by six more thugs (Rootog is not among them) in a skimmer that is careening towards them from the direction the rebels had come, effectively blocking the debris filled street--and the only route the rebels are in any way familiar with. There is only one way to go, and that is deeper into the aging factories. (If the players instead go deeper into the factory, the thugs' skimmer comes barreling after them. After four rounds, the rebels come to a break in the wall large enough to exit to the street outside. The scenario continues from there as below. If the players still choose to stay inside, the environs in the massive factory complex are virtually identical to those outside. The events below can still be applied as the skimmers weave about inside the factory.)

As the players attempt to escape, the thugs give chase (the skimmers are identical). At 50 meters, range begins at Long Range for the players with pistols, and Medium Range for the rifle toting thugs (who are all wearing armor, ranging from protective vests and helmets to bounty hunter armor). When Speed rolls result in a change in distance (not necessarily Range), increase or decrease distance by 20 meters. The thugs will attempt to maintain a distance of 20 to 30 meters.

As the streets are strewn with debris from collapsed walls, abandoned vehicles and machinery, and who knows what else, the streets are a virtual obstacle course, and, with only a two-meter flight ceiling, a difficult one at that. In each round, the Difficulty to operate a vehicle through the obstacles should vary from Easy to Difficult, effectively requiring the operator to make a *Combat Evasion* in every



round because of the vehicle's limited maneuverability (unless he goes *slow*, which isn't likely). Because of the terrain, a *Full Evasion* is impossible.

A maneuver failure will usually only result in dented or torn body panels, smashed headlamps, etc. But this could sure make for a bumpy ride for passengers riding in the cargo bed. Be creative. Perhaps the players have to make a *Strength* roll to hang on and avoid being thrown into the crates or the vehicle's sideboards and suffering 2D Damage. Perhaps a player has to make a *Dexterity* roll to avoid being struck by a lurching crate or by falling chunks of permacite that are broken free when the skimmer clips a partially collapsed wall.

Every two to four rounds, declare that the rebels' skimmer is about to reach an intersection...."You are almost to another intersection. From where you are, the road this way looks heavily blocked....Okay, quickly turning left, oh-oh, you see that this road is completely blocked by fallen stacks of plastic shipping pallets—but you do see a two meter high loading dock with a ramp on your side....No, you can't see if there's a ramp down the other side or not...." Of course, not every intersection has to be a threateningly destructive change in direction.

Every fifth or sixth round, the Difficulty for maneuvering should increase to Very Difficult. It may be a heavy chain hanging from an overhead crane, a steel beam that has fallen across the street at a level of three meters, loosely coiled cables stretched across the street, etc. A failure here should probably require a vehicle Damage roll.

Through all of this the thugs will be blasting away at the rebels. The defending rebels are disadvantaged, armed only with pistols, and will probably start lobbing grenades from their cargo, which should definitely even the odds.

As the vehicles do not have mounted weapons, do not use the operator's *repulsorlift op./maneuver* roll result as the Difficulty number for opponents firing on them. Simply add a modifier of +10 to weapon Difficulty numbers (determined by Range) to reflect evasive maneuvering and partial cover from the vehicles.

Keep in mind that this scene should be fast, furious—and fun. You may wish to manipulate certain events to keep it that way. For instance, maybe a thug is thrown from the pursuing skimmer when it lurches from being entangled in the cables. Maybe another abruptly disembarks with help from the chain or the steel beam. Maybe a sudden lurch causes a rebel to drop an armed grenade in the rebels' vehicle—and the panicked rebels have to find and toss it out—just before it explodes. In any case, the scene should end with the rebels' escape. Of course, if the rebels didn't buy insurance, it's not likely they'll try to get their vehicle deposit back.

EPISODE 3: PORT PARTICULARS

Returning To Port

When the group returns to the port with their cargo, they must take the crates to the outbound

customs warehouse, as the cargo must be cleared by the planetary customs office before it is loaded. Once to this point, freight handling can only be done by port hands, at least until it reaches the freight door of the appropriate vessel. Attempts to subvert this procedure (bribing, sneaking, etc.) are unsuccessful, though the rebels can choose to keep someone with the cargo. (If necessary, bribery can be successfully applied to keep local customs officials from opening the cargo.)

Once through customs, the crates, with another electronic docuplate attached to each that displays all pertinent information (cargo, cargo owner, consignee, vessel, and docking bay location of vessel), are loaded onto a large freight skimmer along with several other cargoes headed for the docking bays

Profligate Portmaster

As the freight skimmer is doing its docking bay circuit, a port official and two armed security guards arrive at the *Boomerang*.

"The owner or a representative of this vessel's crew will accompany me to the portmaster's office. No freight will be loaded, nor will takeoff clearance be granted, until certain, ah, problems are corrected."

The guards stay at the bay to prevent cargo loading. They wear comlinks and other security personnel are in sight (this should keep the players from attempting a rough and tumble method of getting out of this one).

When the rebel representative arrives at the portmaster's office, he is immediately shown in (only one person will be allowed entrance), where a plump, balding, richly dressed man is apparently waiting.

"Well, you see, the problem is your vessel's laser turret. It is far overpowered, and an illegal mounting on vessels serviced in this port. It may have to be removed and confiscated...Unless we can come up with, shall we say, a different arrangement."

This is a lie. The actual statute states that overpowered turrets on merchant shipping will result in additional port fees of 100 credits (the portmaster intends to make ten times that amount as a bribe).

Inform the player that he has on occasion heard that Viskan port officials are notorious acceptors and "arrangers" of bribes. Let the player make a Difficult *bureaucracy* roll. If successful, the player is familiar enough with Viskan laws to be aware of the actual statute. If so, confronting the portmaster will result in the cost of additional fees of 100 credits, and no more (other than an angry portmaster—who will certainly remember the rebels).

If the player is not aware of the statute, allow a Moderate *Perception* roll to suspect a con. If the player stands up to the portmaster (which will probably require raising his voice, and maybe a *con* of his own), after a couple of minutes the frustrated official backs down and gruffly excuses his would be victim—informing him of the additional fees.

Imperial Surprise

When the portmaster problem is resolved, the go

ahead is given to load the cargo. At the very moment the rebels open the cargo hatch, they hear a high-pitched whine and watch as two repulsor platforms with laser mounts swoop in low and hover with lasers trained over the *Boomerang*.

Before any action can be taken, eight Imperial officers and troopers, supported by twenty port guards, spring from several locations to surround the rebels at gunpoint. A smug looking Customs officer steps up to the crates:

"Bantha hide boots indeed. Well, we finally have you."

With that he signals a guard to open one of the crates. Then, the officer removes the top layer of boots to reveal—more boots! The officer's smirk quickly fades as he empties the crate's contents onto the floor. Soon, every crate has been opened to reveal nothing but boots.

Frustrated and embarrassed, the scarlet faced officer excuses himself and his underlings with a gruff

"Hmm. Our informant has apparently made a mistake."

Probably thinking that they've been led on a wild Bantha chase, the Imperials board their nearby Customs frigate and blast off.

The players are likely more surprised than the Imperials. They are probably now figuring out that, somewhere along the line, a switch was made. (It occurred while the cargo was being cleared by customs, or the freight docuplates were switched between two cargoes while on the freight skimmer. And Rootog payed well for the switch.) As the rebels are standing there trying to figure it all out, they hear the low hum of the freight skimmer resuming its circuit after dropping a cargo at a nearby bay. And standing at the large bay door is Rootog and his Aqualish body guards, obviously pleased about something.

EPISODE 4: CARGO RECOVERY

It should be obvious to the players where their cargo is. And after all it took to acquire that cargo, they're not likely to even consider leaving without it. How they go about recovering it is up to them, be it a raid on Rootog's ship while it is in port, an attack and boarding operation after it takes off, a plan involving bribery of the portmaster, or something even more devious. If the cargo is recovered before takeoff, it will likely be the thugs who instigate starship combat (assuming they're around to do it). In any case, the wild chase through the abandoned factory district should have reduced the thugs' numbers enough to give a recovery operation fair odds for success.

If the rebels didn't return the smashed up landskimmer, law enforcement officers will be looking for them the next day, as the skimmer will have been reported stolen. If the players truthfully stated their name and their vessel and its docking bay, they will discover the next day that the bay entrance has been sealed, and two guards are on duty there. Obviously, they will have to clear up the matter of the landskimmer. Even if they bought insurance and returned the skimmer, authorities may want to question them about their activities. ●

TAKE THE CHALLENGE...

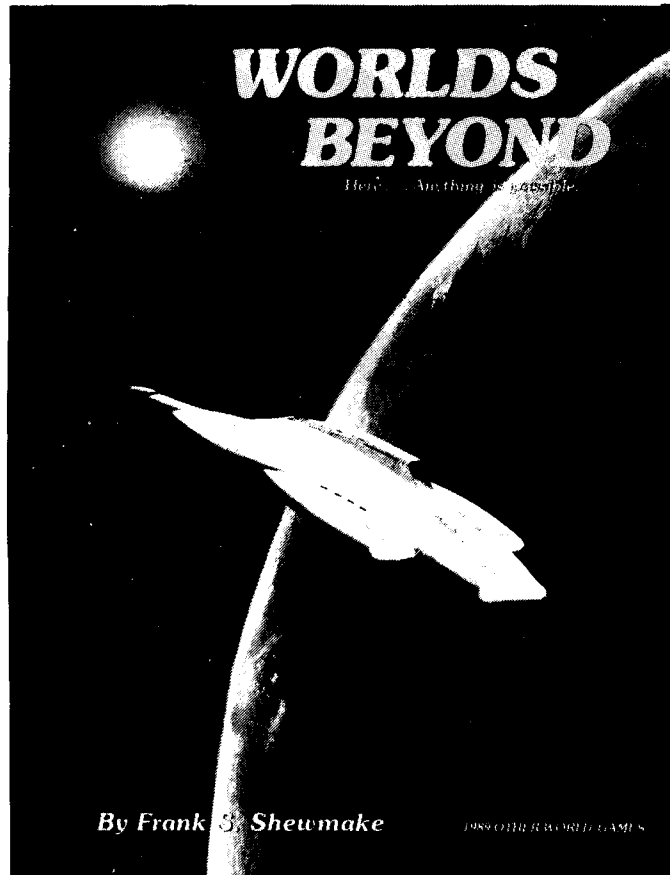
JOIN THE ADVENTURE...

Enter the *Worlds Beyond* universe and come face to face with your destiny. Journey to the "Sleeper Worlds", earth's first colonies and sometimes enemies. Walk on the home world of the Swarr and witness clan rituals thousands of years old. Venture into the "Riff", where the Dolf sell anything from technology to slaves. Follow the Sher'tazi as they make their pilgrimages through life, never knowing where it will lead or end.

Worlds Beyond is a role-playing game set in a future where the smart, the brave and the lucky dare to live out their dreams.

OTHER WORLD GAMES

P.O. Box 770 #90
Burlingame, California, 94011



NEW for MegaTraveller!!!

Detailed Starship Deck Plans In 25mm

MEGATRAVELLER 1019
Subsidized Merchant
Starship Deck Plans In 25mm Scale

#1019 The cargo has been labelled contraband, the passengers declared traitors, and the crew branded as criminals. Your own life is in jeopardy, and a seemingly infinite number of people want to collect the bounty offered for the capture of your Subsidized Merchant. All because your contract was with the wrong government agency when the Rebellion swept the Imperium. Now you move stealthily from system to system, doing what you can to avoid your adversaries, hoping to find a port to call home - a place to make a new start.

\$11.95

SEEKER ★
P.O. Box 519, Mt. Home, ID. 83647

We Have Moved

Available at your local hobby shop or direct from SEEKER. Please add \$2.50 for shipping. Overseas add \$5 U.S. Order by Phone (208)-587-2986. Send for your FREE catalog today.

NEW for MegaTraveller!!!

Detailed Starship Deck Plans In 25mm

MEGATRAVELLER 1018
System Defense Boat and Jump Shuttle
Starship Deck Plans In 25mm Scale

#1018 "Salvo Missiles! Lasers on my mark." Hit the target hard and fast. Stay one step ahead. "Lasers, Mark! All ahead full, high aspect." Make the most of your System Defense Boat. Never lose the advantage. "Primary target disabled. Multiple contacts Red Five." You're confident in your ship and crew. You'll challenge the approaching threat. "Incoming! Break Alpha three-zero, evasion level Delta!" Your heart pounds, your palms sweat; a miss by only meters. Has the hunter become the hunted? Nobody said an ambush was easy.

\$11.95

SEEKER ★
P.O. Box 519, Mt. Home, ID. 83647

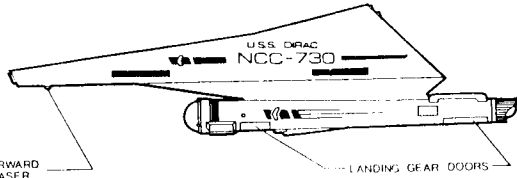
We Have Moved

Available at your local hobby shop or direct from SEEKER. Please add \$2.50 for shipping. Overseas add \$5 U.S. Order by Phone (208)-587-2986. Send for your FREE catalog today.

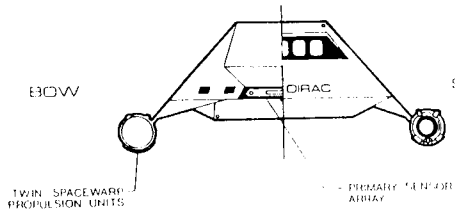
RESEARCH SCOUT

DIRAC CLASS

PORT SIDE PROFILE

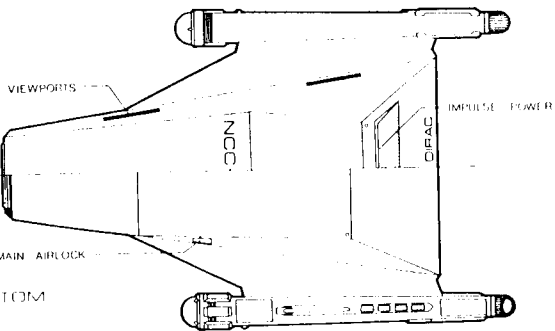


BOW

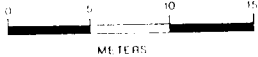


STERN

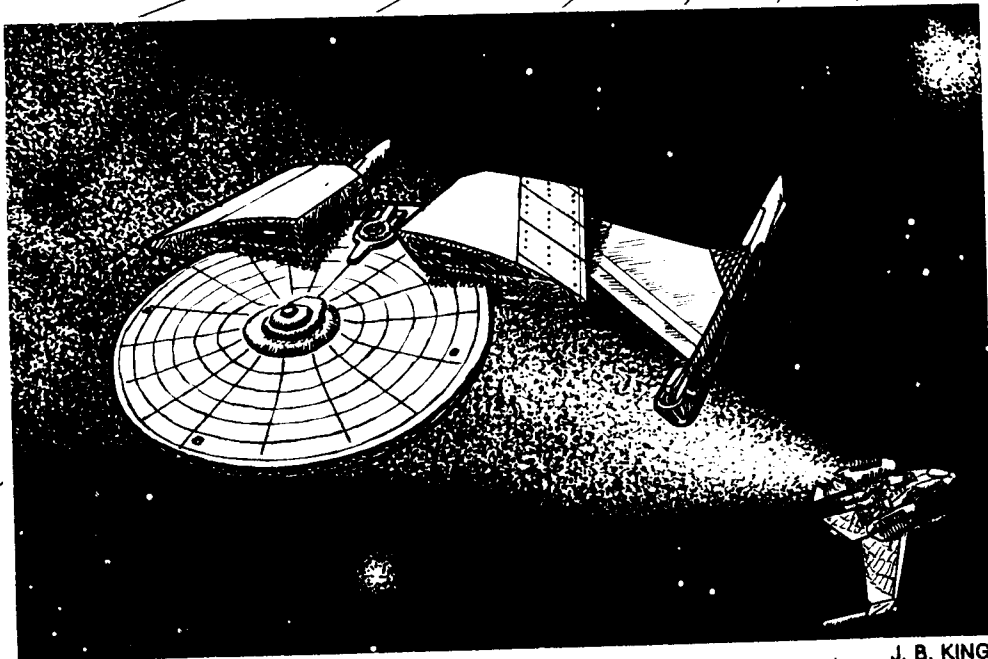
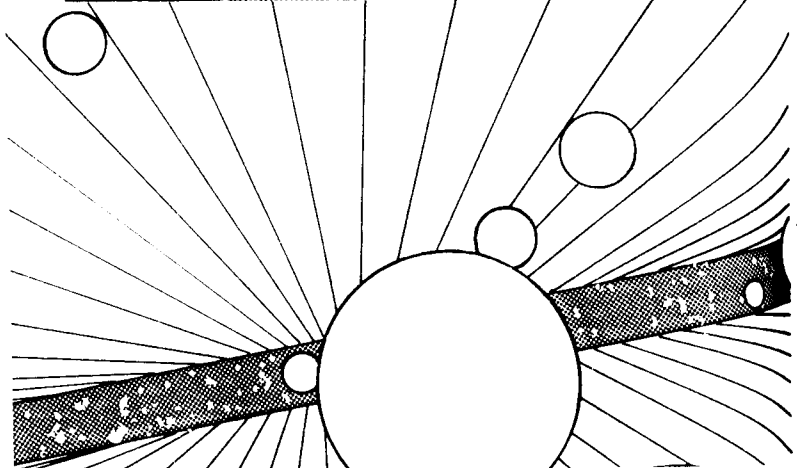
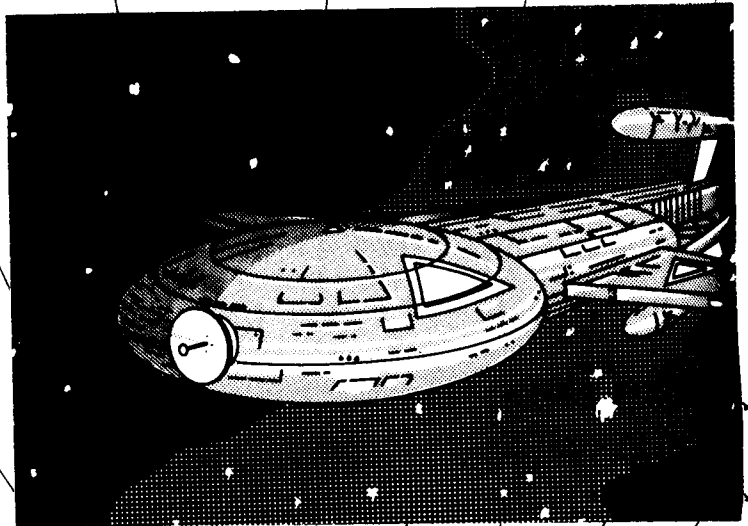
TOP



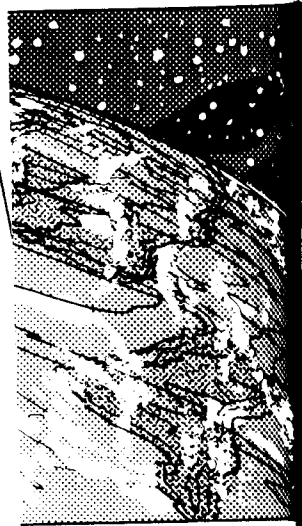
BOTTOM



ROB CASWELL



J. B. KING

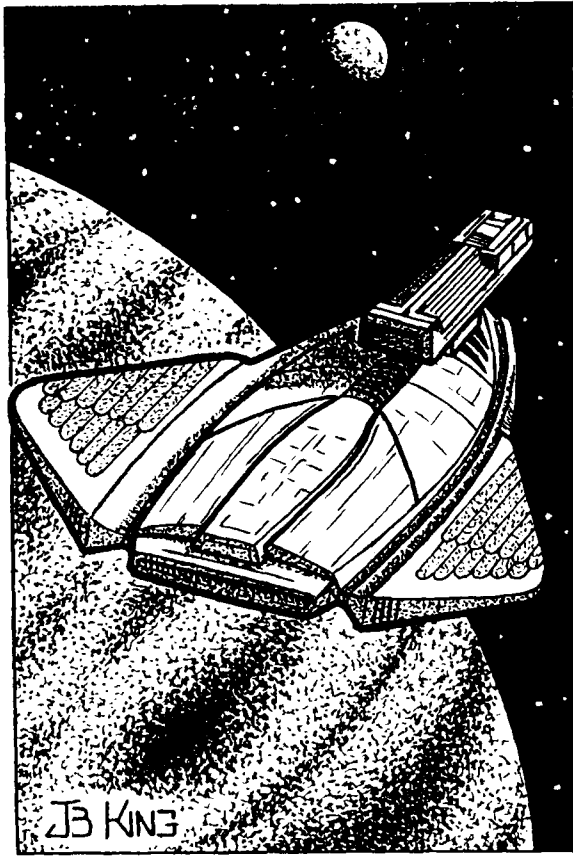


STAR TREK

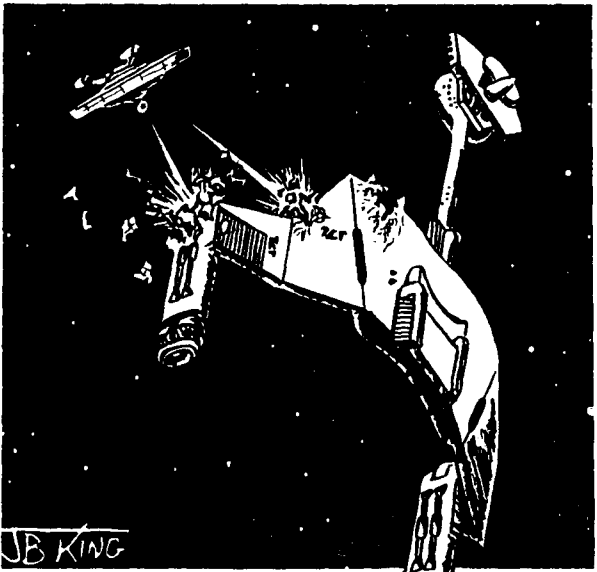
Ships of the Fleets



GARY A. KALIN



JB KING

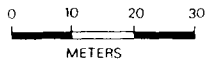
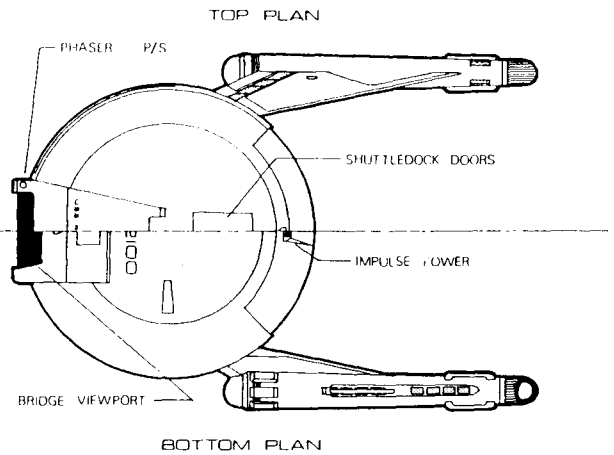
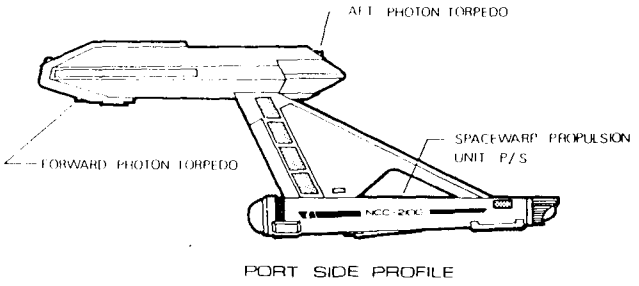


JB KING

TM 079260-3
STAR FLEET TECHNICAL ORDER
AUTHENTICATED STARDATE 7612.13

TO-0104:61

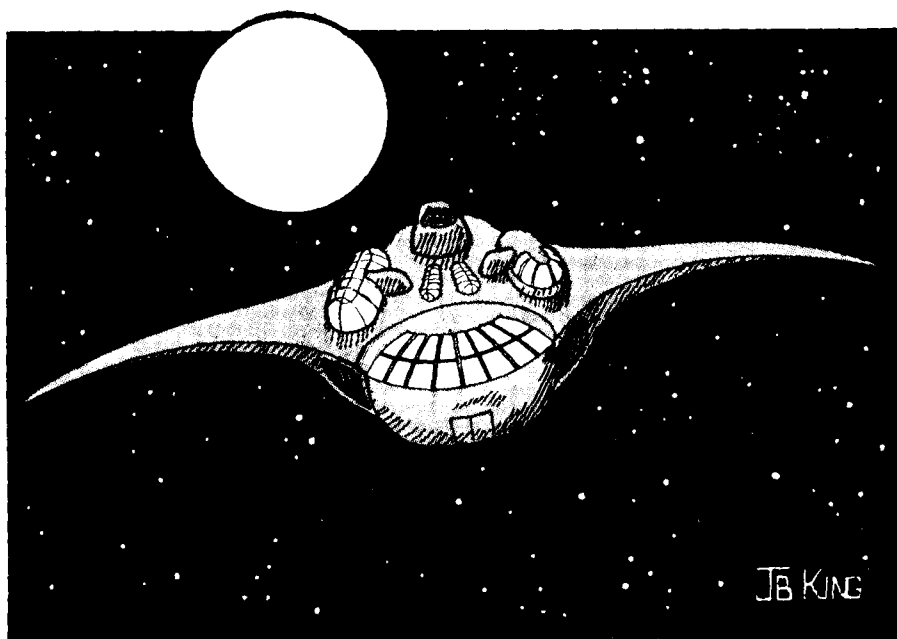
SCOUT ESCORT RANGER CLASS



ROB CASWELL



G.A. KALIN 14-78-83



Silk Scorpion

Glen Allison and Dale Painter

"Greetings, honorable citizens. Welcome to 'Honest Grestnell's Used Starships'. What can I do for you? Ahh... You've amassed a fair amount of money and you're thinking about buying your own ship. Excellent! I'm sure we can find just what you're looking for. Uh, approximately how much were you planning on spending? I see... well, well... I'm afraid almost everything on the lot is a bit out of your range. I do have a two-man Orillian ore tug... Yes, yes--too small. I thought so. But--wait--now that I think of it, I do have something in your price range out towards the back of the lot. Hop in and I'll show you. You won't find a finer ship for the money. Nosiree...."

Often, players in a sci-fi game are in need of a ship but the costs are prohibitive. Used ships are a way of introducing the players to a ship at a more reasonable cost. The referee still has some control over what the players do with the ship it doesn't have to include everything the players desire. The computer could be less flexible, the repair shop gutted, or the furniture missing. The power plant might be inefficient or perhaps damaged in a

way that is not noticed at first, and weaponry could be missing or damaged. Improvements and repairs require money, and the referee maintains some control over where the money is or comes from as well. Even with such difficulties, having such a ship lets the players feel that they have more choices in what they can do and where they can go.

The *Silk Scorpion* is one such ship. Well, she's even more.

THE TALE OF THE SILK SCORPION

The *Silk Scorpion* was the brain child of Phillip Sandanaga, a well known architect (but not a starship architect). He devoted much of his time to the design and construction, living nearby and spending many hours overseeing the work.

The *Silk Scorpion* was in use for 28 years as Sandanaga travelled to many planets to buy land, develop it, and sell it at a profit. Then, during a routine starport landing, the ship crashed. Three crewmembers died and a lengthy investigation followed. The report eventually listed the cause of the crash as "unknown". The *Scorpion* was rebuilt and Sandanaga continued his career. The ship flew for another sixteen months, then set down for last time.

After a week at port the *Scorpion's* pilot contacted the Port Authority because the boarding and liftoff dates had come and gone with no word from Sandanaga and, as the port fees were also due, the Portmaster came calling. When he got no answer at the ship, he contacted Port Security. A week later the ship was opened. There was no one on board. A search revealed signs of a struggle in one of the hallways on the Mid Deck and traces of dried blood. An extensive search did little to explain what had happened on the *Silk Scorpion*. Her crew finally dispersed and went their separate ways.

After two years, the Port Authority claimed the vessel for unpaid port fees and immediately put the ship up for sale. At first, there were many interested buyers but no one actually bought the ship. Rumors began to spread (unsubstantiated, of course) that the *Silk Scorpion* was haunted and that ghostly shapes were sometimes seen onboard. Eventually, the ship was stripped of many nonessential, salable items and now the *Scorpion* is an almost empty hulk. She can be flown, but a lot of work would need to be done to make her livable.

THE SILK SCORPION DESCRIBED

From the outside the *Silk Scorpion* looks much like a manta ray with broad swooping curves and drooping wingtips. Looking at the

ship head on, one can see the bulge of the Upper Drive Deck in the center and two glassed-in domes on either side at the root of each wing. This eccentric design was, of course, Sandanaga's and came more perhaps from fancy than functionality. The *Scorpion* was originally painted black with gold trim, but now, much of the paint has flaked off and very little of the gold trim remains.

The interior still reflects its original, opulent splendor. From the wainscoting in the hallways to the paneled walls, from the conversation pit and bar to the pipe organ, from the conservatory to the circular bridge and the circular staircases, and from the massive dining room with large holostage to the spiral, brass staircases between decks, the *Silk Scorpion* shows the great deal of thought and money that Phillip Sandanaga put into the uniquely designed vessel.

The height of the Lower Deck is 3.75 meters. The Mid and Upper Decks are 2.5 meters. The floors and walls are coated with dust and grime, and everything could use a

good cleaning. The oak wainscoting is marred and scratched in many places (someone wasn't very careful when removing equipment for sale). Much of the ship is dark and shadowy, as many of the lights need replaced.

Most of the restroom fixtures were obviously custom made for the ship, which is probably why they are still in place. Of course, brass fixtures aren't in great demand anyway. The brass has been coated with an antioxidant and, after the dust is wiped off, it shines quite nicely except for a few spots where the coating has been scratched off.

PLAYER'S NOTE: If the *Silk Scorpion* will be used in your campaign, please do not read beyond this point, as most of the remaining information is intended to be learned through game play.

DECK 1 DESCRIPTION

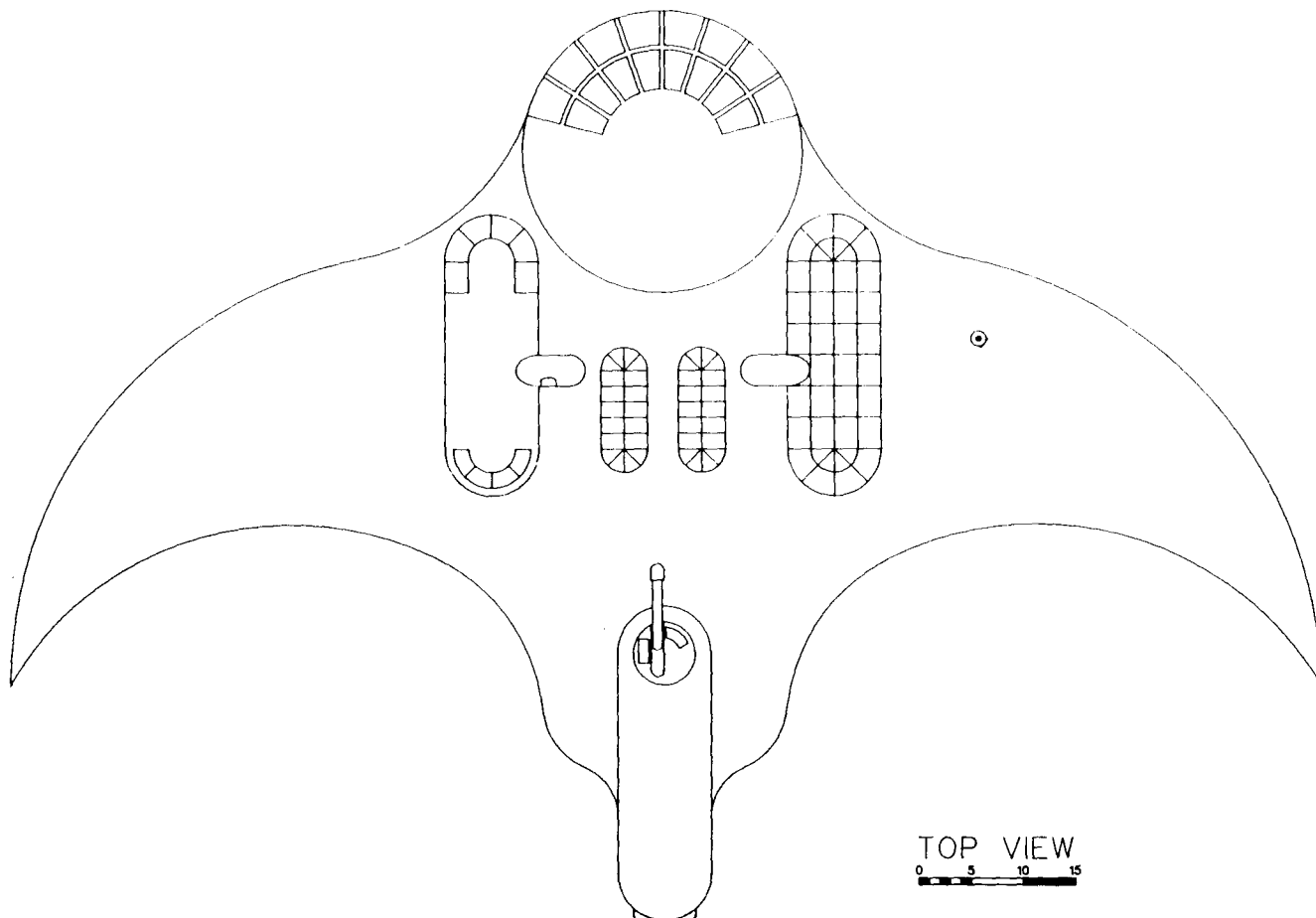
100. Foyer/Ballroom/Cargo Bay: Recessed chandeliers are hidden in the ceiling and cargo

tie-downs are hidden in the deck. Anyone poking around in the Projection Room (102) may cause the chandeliers to extend. A hidden trap door and ladder in the center of the room lead down to the lower turret. The circular staircases lead to Deck 2. At the end of the room opposite the entrance doors are three arched openings leading to the main hallway (104), which can be sealed off with airtight doors.

101. Security/Cargo: For locking up valuables. The door stands open and the control mechanism that opened or closed and locked the door is missing.

102. Storage: A few party tables and chairs are stored here in racks (most are in poor condition). There is a ladder up to a small room not shown on the plans that was used as a projection booth for films, special effects, lighting, etc., for parties. Holo and audio players are still in place along with a few tapes, but the other equipment is gone.

103. Port Cargo Bay/Gym: The equipment is gone. The cargo tie-downs and a few worn floor



mats are all that remain.

104. Central Hallway.

105. Dining Room/Cargo Bay/Holostage: The recessed chandeliers have been removed as well as the background scene projector, but hidden holoprojectors are still in place and operable, if a bit out of focus. Anyone fiddling with the controls in the projection room (102) will probably turn them on. Then, if someone walks close to the holostage, they will see the ghostly shapes of a couple conversing and embracing in the space in front of the curved screen. If the player continues to watch, it will eventually become clear that it is an old holoprogram, not murderous and malignant spectres.

106. Vehicle Garage: There are oily spots on the floor, and strewn about the bay are brushes and hoses with spray nozzles for dispensing cleaning fluid.

107. Machine Shop: A vehicle hoist is mounted here. Also in the room is the dumbwaiter (B) from the Kitchen for the parties in 105. A few loose tools are lying around and a couple of power hand tools, in fair condition, are still tucked away in a cabinet. All the heavy mounted tools are gone.

108. Parts Storage: Not much remains here. There is a 10% chance that a needed part could be found here.

109. Restrooms.

110. Janitorial Supplies.

111. Lower Drive Deck: A spiral staircase leads to the Mid Drive Deck. This area is spic and span. There is no dirt on the floor, monitor screens shine, and all the brightwork is polished.

DECK 2 DESCRIPTION

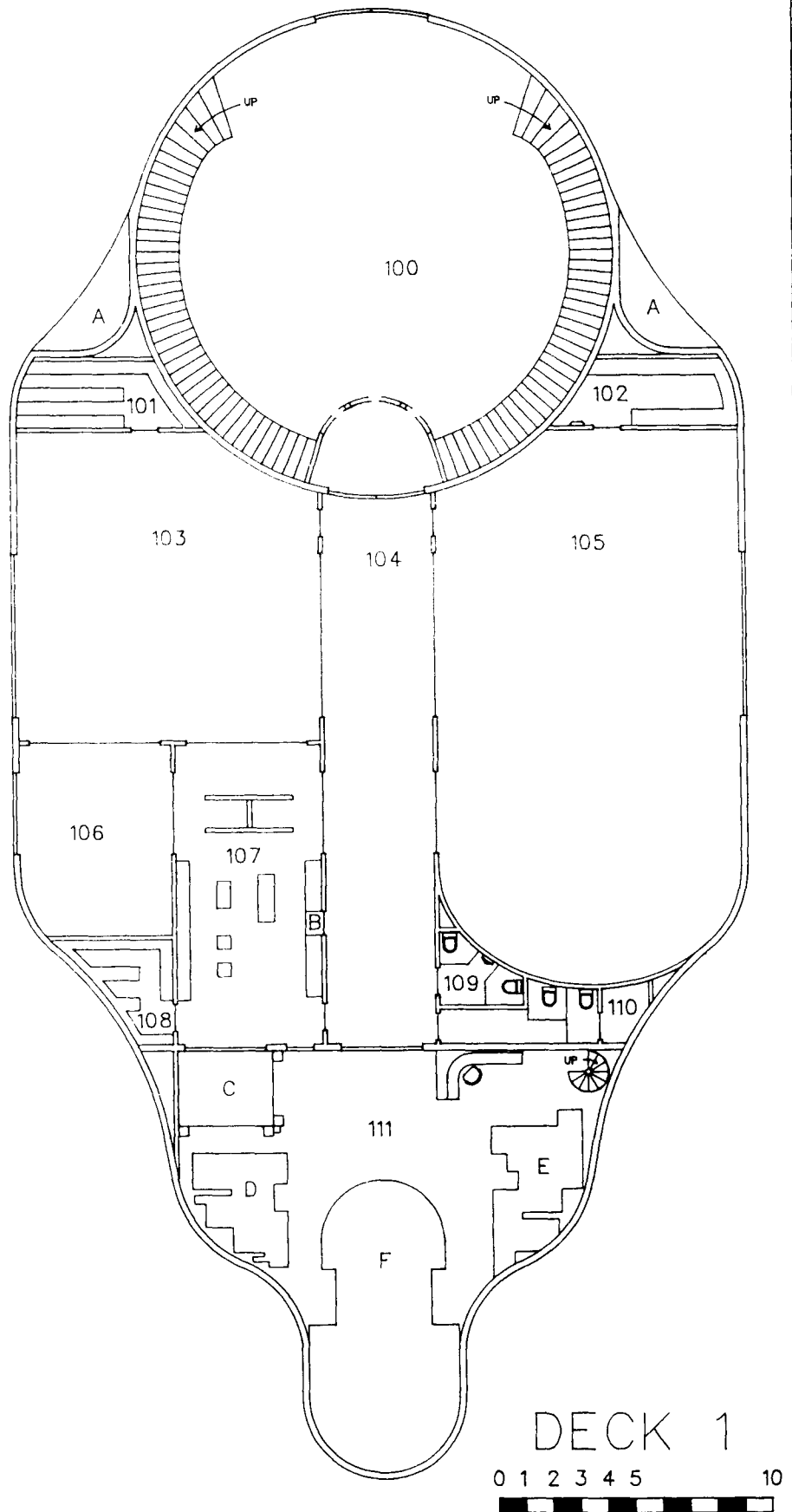
200. Bridge: Metal shutters close over full glassteel bridge windows for combat situations. Along the back wall are seats for spectators. To the left and right of this seating are small, lockable closets for arms storage.

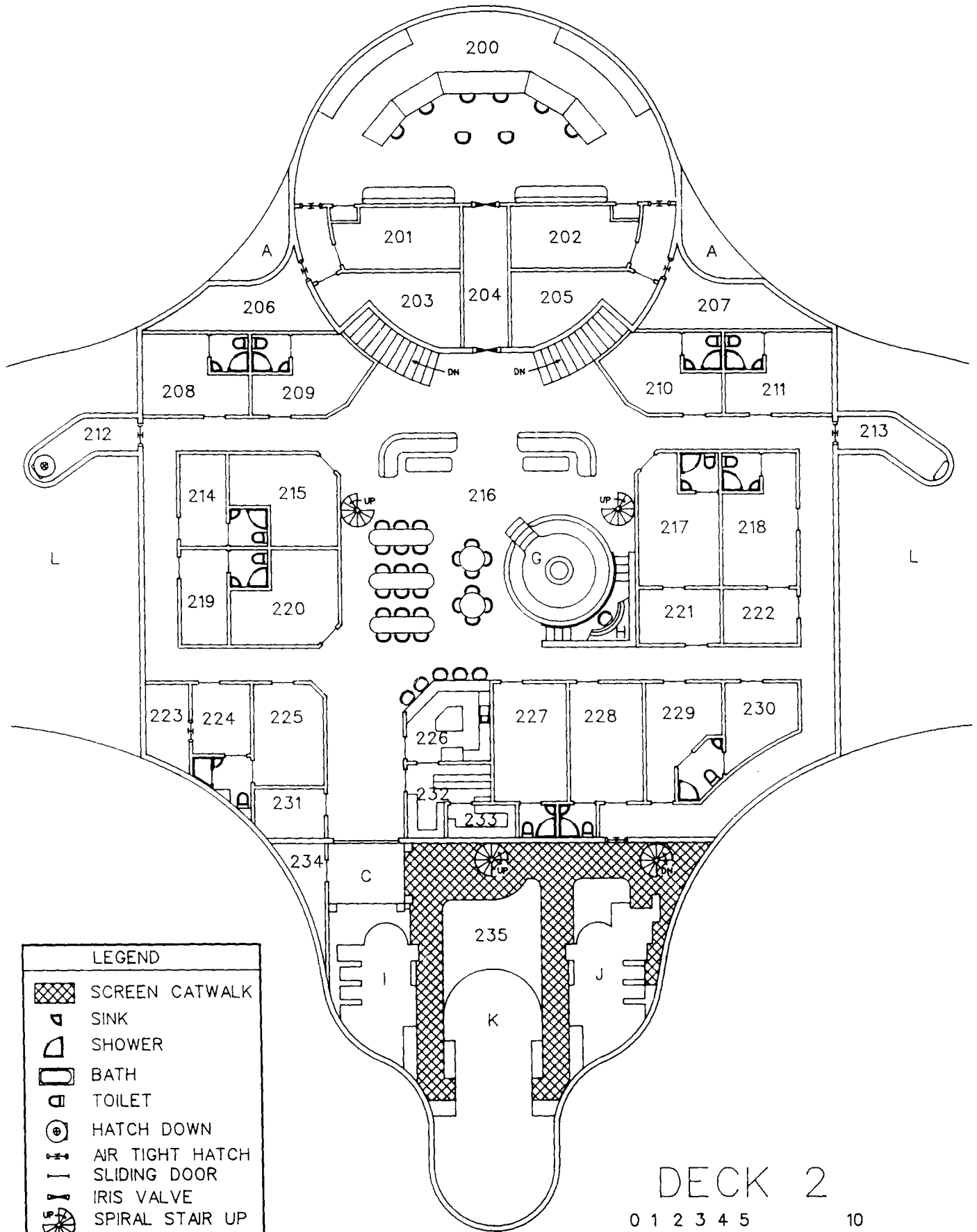
201. Avionics/Comm Gear: The equipment is in fair condition.

202. Computer Room: The Mark 60 computer is in reasonable condition.

203. Ship System Controls: Crew members can monitor all ship systems from here.

204. Hallway: Iris valves secure both ends.





LEGEND	
	SCREEN CATWALK
	SINK
	SHOWER
	BATH
	TOILET
	HATCH DOWN
	AIR TIGHT HATCH
	SLIDING DOOR
	IRIS VALVE
	SPIRAL STAIR UP

DECK 2
 0 1 2 3 4 5 10

205. Primary Life Support: This machinery will just keep up with demand (unless an air leak develops--stray meteor, laser target practice in the hallway....In this case, air will run short). The machinery is designed to use oxygen generated by special algae in the Conservatory pools.

206-7. Ram Scoop Generators and Purification Plants.

208-11. Staterooms: All staterooms have recessed beds and are in fair condition, but most of the equipment that could easily be removed is gone. The paneling is still in place, but all paintings are gone and most monitors and controls are missing as well. It would take quite a bit of money to replace everything.

212-13. To Emergency Exits: Port is down, starboard up.

214, 219, 229, 230. Crew Quarters.

215. Library: This room is now empty, except for shelving.

216. Main Salon/Rec Area: This area contains tables for dining, a conversation pit and fireplace (G), a pipe organ (H), several curved couches, and two spiral staircases leading to the Upper Deck. The dining room chairs can be locked down or moved freely, but the tables are stationary.

217-18. Guest Suites.

220. Game Room: The room is empty except for an old pool table with badly torn felt. Unfaded spots on the carpet and power outlets and computer links attest to the many video games that once filled the room.

221-22. Extra Rooms For Guest Suites 217-218.

223. Sick Bay/Isolation Ward: Most major equipment remains, but it is outdated and some needs repair. Most portable instruments are gone. Scattered on the floor are outdated MedTabs and other medication, syntheskin bandages in crushed boxes, etc.

224. Sick Bay/Office.

225. Doctor's Quarters.

226. Kitchen/Bar: The refrigeration unit is gone, as is the autochef. In fact, there doesn't even seem to be a place for the autochef. A large stove and ovens, in fair condition, are still in place.

227-28. Staterooms.

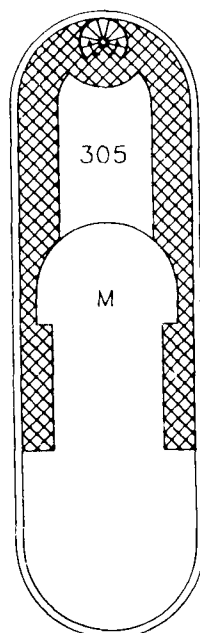
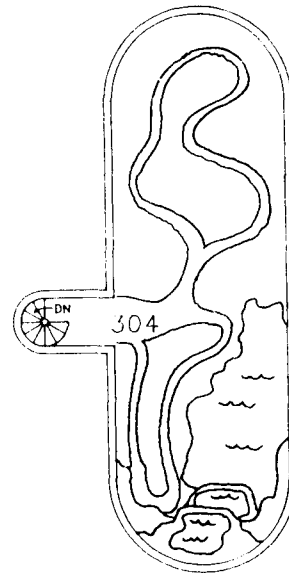
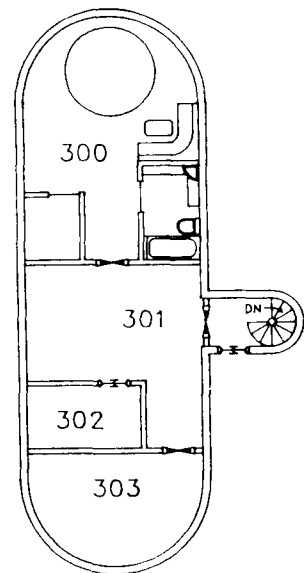
231. Laundry/Janitorial Storage: The laundry facilities are operable.

232. Food Storage: 58 days of preserved foodstuffs still here.

233. Frozen Food Stores: Empty, but the freezer is operable.

234. Elevator Equipment (C).

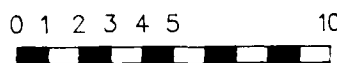
235. Mid Drive Deck: A steel grate catwalk runs around the walls. The center is open to the Upper and Lower Drive Decks. This area is very clean, but poor lighting might make it hard to notice this.



INTERIOR DETAILS

- A RAM SCOOPS
- B DUMBWAITER
- C SERVICE ELEVATOR
- D WATER/OXYGEN RECYCLING PLANT
- E SHIP POWER SUPPLY
- F LOWER HYPERDRIVE
- G CIRCULAR SUNKEN CONVERSATION PIT WITH FIREPLACE
- H PIPE ORGAN
- I N-SPACE DRIVE
- J N-SPACE DRIVE
- K MID HYPERDRIVE
- L FUEL STORAGE
- M UPPER HYPERDRIVE

DECK 3



DECK 3 DESCRIPTION

300. Master Bedroom: Most of the furniture is missing, but the built-in tables, benches, and large bed are still here. There is a large walk-in closet, and an old style bathtub in the bathroom.

301. Central Access/Living Room: Accessable to the Lower Deck. The stair airlock also has an emergency exterior hatch. A real-leather chair is in one corner.

302. Armory: A heavy security door with a thumbprint lock is installed here. Empty shelves and weapons lockers line the walls, many custom fitted to the expensive hunting rifles sold long ago.

303. Sandanaga's Office/Drafting Room: All the equipment is gone. Several computer station outlets are found in the walls.

304. Greenhouse/Conservatory: Dead plants and skeletal trunks are all that remain. A pathway winds through the room. Built into a false stone wall at one end of the room are a nonfunctioning waterfall and three empty connecting pools.

305. Upper Drive Deck: A steel grate catwalk runs around the walls. The center is open to the ceiling and the Lower Drive Deck. A spiral staircase continues up to the upper turret. This area is very clean--almost as if it were polished every day.

WHAT REALLY HAPPENED ABOARD THE *SCORPION*

During his travels, Phillip had gained a shipboard companion named Rylla Noyce. Several years ago, she convinced Sandanaga to name her as beneficiary in his will. Rylla bided her time for years and finally decided it was time to invoke the will and reap the reward. She sabotaged the ship and came up with an excuse to stay on the ground the next time the *Scorpion* took flight. Unfortunately (for Rylla anyway), the crash killed only three people and Phillip wasn't among them. But Rylla was a patient woman, and sixteen months later she tried again.

One night at dinner, Rylla poisoned Phillip using a hard-to-detect poison in his favorite wine. Phillip noticed something was wrong, figured it out, and, in a rage, lunged across the table to stab her with a steak knife.

The stab wound was not enough to kill Rylla and she managed to get away from the table before Phillip caught her, but he chased her down several hallways, finally caught her and stabbed her again. This wound was fatal and Rylla died, collapsing in Phillip's arms. In a state of shock, Phillip sank to the floor with his love, bewildered at why she had poisoned him, for he had believed she loved him.

Because of this tragic and traumatic experience, Phillip had gone a little crazy. He couldn't give Rylla up, even in death, and decided to conceal her body in a secret room behind the stonework and waterfall in the Conservatory. Dazed with grief and anger, and realizing that he had little time before he died as well, Phillip carried Rylla's body up the spiral staircase. After placing her body in the hidden room, he grabbed a half case of champagne and two containers of caviar and crawled in to join her, closing the secret door behind him. With the door sealed, Phillip sat down to die with the two things he loved most in life--Rylla and the *Silk Scorpion*. And the *Scorpion* became their tomb.

But the tale of Phillip and Rylla did not end with their deaths.

ENCOUNTERS: GHOST OF A CHANCE OF A GHOST

Conservatory Staircase: 2% chance that wet blood will appear on the handrail of the spiral staircase every time someone goes up the stairs.

Drive Rooms: 10% chance that someone will see Phillip puttering around near one of the drives, working on some particular device. Or perhaps, while a player is work-

ing on something, he will realize that Phillip is standing directly behind him, casually observing his work over his shoulder.

105: 5% chance (+20% chance if character is alone), any time someone walks past this room, that they'll hear the sounds of party music, clinking bottles and glasses, and conversation.

200: 2% chance (+20% chance if character is alone), Phillip is sitting in an empty command seat in the center of the bridge, as if observing his ship's crew at work.

215 Hallway: 10% chance that Phillip's bloody handprint will appear on the wall outside the room that will remain until cleaned up. (Check once per day.)

216: 10% chance that blood spots will appear on the backs of the sofas and remain until cleaned up. (Check once per day.)

216 Round Table Nearest Center: 5% chance that spilled wine will appear on the table every time someone sits there. (The wine is poisoned and would cause dizziness if tasted.)

219 Hallway: 5% chance, if character is alone, to see the ghost of Phillip, in a crazed rage, charge toward them with a steak knife, then fade out just before making contact.



Ross

220 Hallway: 10% chance that blood spots will appear on the carpet and remain until cleaned up. (Check once per day.)

220: 5% chance (+20% chance if character is alone), sounds of Space Invaders, Centipede, and 3-D Zorkran will be heard, along with a female voice cursing.

227: 20% chance, if character is alone (+10% chance if human male), that whoever sleeps in this room will wake up during the night and notice a very cold spot in the bed next to them. 20% chance, when entering the room alone (+10% chance if human male), to hear the shower running. If the character is a human male, he will also see Rylla's attractive shape behind the shower screen. (This room was Rylla's quarters.)

303: 10% chance (+20% chance if character is alone) of hearing the sound of a computer running, keys being pressed, and the humming and whirring of a computer accessing information. If a terminal is installed here, the character will see Phillip working the terminal.

304: 20% chance, if the character is alone (+10% chance if human male), to see Rylla walking along a path and see the shrubbery in all its living glory. The character will also get a cold feeling.

GHOSTLY ADVENTURES

1. When the ship astrogator sets the course for a hyperjump, Phillip quickly reprograms the computer for a different destination. If the course is not rechecked just before jump, the *Scorpion* heads for whatever destination Phillip has chosen.

2. After the ship has been in use for a while, someone discovers an unregistered Elmonit account card (it belonged to Rylla) hidden in Room 227. If the characters succeed in breaking the access codes, they may attempt to siphon any remaining money into a different account. Any attempt to do this brings the action to the attention of banking officials (after all, this account hasn't been used in a long time), and the characters have to do their best to avoid being caught.

THE SILK SCORPION

MASS: 5000 CAT: 22 ARMOR BELT: +5 HITS: 5250
 SUBLIGHT DRIVE RATING: 8 MSA: 80 MT: 8 TRANS. DRIVE RATING: 6
 SENSOR RATING: 5 SENSOR BONUS: +25 EW RATING: 2 EW BONUS: +10
 SCREEN RATING: 1 SCREEN BONUS: +5 RADIATION SHIELD RATING: 10
 RADIATION SHIELD BONUS: +50

BOTH TOP AND BOTTOM TURRETS ARE FULL TURRET MOUNTS LARGE ENOUGH TO HANDLE A MK 20 LASER. NO WEAPONRY IS NOW MOUNTED.

MICROFREQ: 10 TIGHT BEAM: 1 REACTOR RATING: 78 DURATION: 30 DAYS
 CONTROL POINTS: 10 CREW: 5 COMPUTER: MK 60 CARGO: 1231 CUMETS

THE *SILK SCORPION* IS STREAMLINED AND IS EQUIPPED WITH LANDING GEAR.

SHIP PERFORMANCE AND IDIOSYNCRASIES

The *Scorpion* has a Sublight Rating of 8, but can (in a pinch) push the performance to Rating 10. However, at Rating 8, the engines begin to vibrate. If pushed beyond Rating 8, the engines will shake and shudder and overheat, fuel consumption will double, and the ram scoops will not be able to keep up. The scoops are hard pressed to perform even when not under stress. (Okay, so Sandanaga wasn't a *ship's* architect, but he did design an impressive vessel.)

The Sublight engines are prototypes built especially for Sandanaga. Parts are very hard to find, but it is not impossible. Standard parts can be adapted to the drives, but, if this is done, Phillip, who is continually working on "his" engines, will notice the change and attempt to "fix" it. Also, occasionally, when players try to work on the engines, they will find that the engines no longer match the original design specifications (i.e. wire color coding is wrong, monitors are in different locations, controls have been moved around, etc.).

Because of Phillip's constant tinkering on the drives and the possible adaptation of foreign parts to them, whenever the *Scorpion* goes into a stress situation such as combat, there is a 10% chance of an increase or reduction of 20% in engine performance.

3. Rylla takes an interest in a human male crew member on the *Scorpion* and appears to that person very often, in almost solid form. She would be very jealous of attention given to that character by other females. This jealousy could take the form of poltergeist attacks or practical jokes or could take a more deadly form where Rylla attempts to do in her assumed rival. Eventually, she might also attempt to do in her "lover", most likely with poison.

4. A message to Phillip Sandanaga aboard the *Silk Scorpion* is received from a message beacon orbiting a planet in one of the frontier zones (Did Phillip plot this jump?). The beacon was triggered by the transponder codes from the ship as it entered the system, and has lain dormant for years. The message reads, "Phillip, ol' boy, I know I'm a little slow in getting this to you, but better late than never at all. Payment is as follows: 126A-12, 04C-115. Signed, Franklyn C."

This message is a set of coordinates somewhere on the planet below that indicates the existence of a payment left for something Phillip did for Franklyn a loooooong time ago. The referee can decide what the payment is and how difficult it will be to get to it. The site could be in the middle of a jungle or it might be located under a building razed since the payment was placed there. The area could be under government quarantine for some reason, or the site could already have been discovered and the "payment" removed.

Using Phillip, Rylla, and the *Scorpion* can provide an out-of-the-ordinary change of pace in your gaming campaign, assuming your players are willing to have fun with it. (What? There's no such thing as ghosts!) If they are, by all means, have fun! ●

RED SUN BLACK DEATH

PART 2

A GURPS SPACE ADVENTURE

by Anthony D. Ward



R. MESSER

"Security Central has just received a radio call from Refining Station 29XK. The person in the secure communication room has just reported that all communications with the rest of the station have failed. She requests immediate help. Would you like to accompany the quick reaction team?"

Note: The following is a continuation of an adventure begun in our last issue - Ed

THE CALL FROM REFINING STATION 29XK

If the players want to pick up personal weapons or equipment from the *Aesnick*, Major Firefox, who is personally leading the quick reaction team (QRT), will not wait for them. She will, however, leave a VTOL and pilot with instructions to follow the QRT as soon as they are ready. If the players don't want to get left behind, they will have only the equipment they carried with them off the *Aesnick*, plus any security equipment the QRT is taking and is willing to share. There are enough air units to supply the players' and QRT personnel's suits for as long as needed. The GM should ensure that the players have no equipment from their ship that they would not have logically taken on their investigations in Central City. However, they should all be wearing their Patrol light armor uniforms and have their personal hand weapons. (The *Aesnick's* lockers contain police, rescue, and survival gear, not heavy combat gear. There are no personal heavy energy weapons nor any battlesuits.)

The QRT consists of Major Firefox, two sergeants, six troopers, two comtechs, two medics, and three pilots and their VTOLs (four if the players delay to get their own equipment). Firefox, the sergeants, and troopers all carry heavy weapons, laser, gauss, or

blast rifles. Remaining team members carry side arms. All wear medium armor.

The Flight To The Station

The VTOL personnel carriers should make the trip to Refining Station 29XK in about two hours at maximum speed. Even if the players are riding in one of the three QRT VTOLs, if they pull rank they are allowed up to the flight deck. If they are on their own VTOL, the pilot invites them up to look outside. This gives the players a chance to see what Exxon's surface looks like during daylight hours.

To humans, Exxon doesn't look very nice. The surface of the Exxonian ocean is all shiny blacks and grays, with large patches of a flat black substance floating on its surface. The sky is mostly dark gray, with many layered gray and brownish clouds. The true horizon cannot be seen because of the thick haze and clouds in the distance. The clouds are brightest overhead where the sun would normally be seen in the sky on a truly terrestrial-type planet. But the brightness is reddish in color. In fact, the color of the brightest clouds is the color of dried blood. Exxon is just not a pretty planet to Terran eyes.

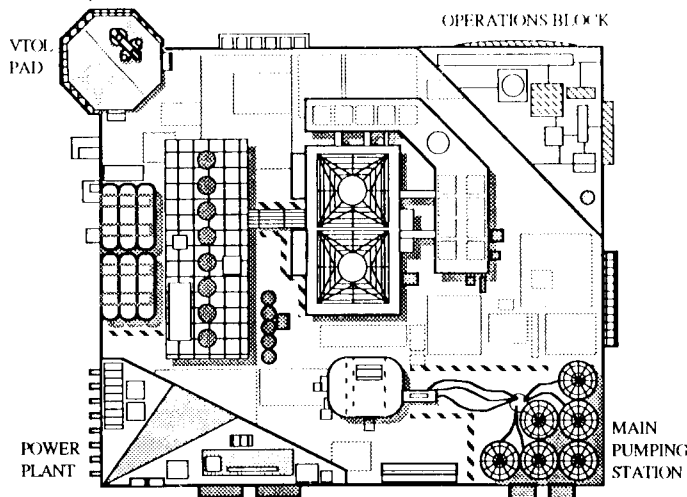
REFINING STATION 29XK

When the station is finally seen, it is not a very welcome sight. It looks like a huge, five legged, black table covered with a large number of black and gray

spherical, cylindrical, and rectangular blocks scattered over its surface. All the shapes are covered with, and connected by, miles and miles of piping of various dark and ominous colors. As the VTOLs approach, the size of the facility becomes evident. Each of the legs is about 50 feet high and the rectangular "table top" is almost a quarter mile square.

The VTOL landing pad is on the northwest corner of the platform's surface. Next to it is hangar space for four standard VTOLs, and one VTOL is presently hangared there. The station's offices, control center, and living quarters are in the northeast corner building. The facility's fusion power plant is in the southwest corner and the main pumping station is in the southeast corner. The center of the platform is covered with cracking and refining towers and systems. The largest towers are in the exact center of the platform over the fifth leg. If the players order their pilot to circle the platform before landing, they see that all the normally lighted external and work lights seem to be on, but there is no evidence of intelligent beings working anywhere on the platform.

REFINING STATION 29XK



GARY A. KALIN

If the players come in a VTOL separate from the QRT, they arrive only minutes after the QRT (in which case a tricky landing must be made, as the landing platform is full), and the team is still getting organized on the landing pad. Once the players land, they might attempt to take charge of the investigation, in which case a willpower contest between Major Firefox and Captain Mmatyulwe (or whoever the PC leader is) takes place. If the player wins, all QRT personnel are under the players' control. If the major wins, they remain under the Major Firefox's control.

The players notice how noisy and busy the platform is. It is highly automated and is still in full operation. They also notice how every surface is a little slippery and covered with a light coating of petroleum. Though the platform has a lot of lights, all the piping and equipment creates more shadows than are comfortable to think about. Plus, at random

intervals, blasts of steam or gases escape from valves and vents. The platform is obviously not a nice place to play hide-and-go-seek.

On a successful observation roll, the players notice several yellow and black tanks of various sizes at the edge of the VTOL landing pad. If they ask about them, they are told they are tanks of BEPIO-18, the antipollution bio agent used to fight oil spills.

THE ON SITE INVESTIGATION

If Major Firefox is acting independently, she takes her troops and goes to the assistance of the surviving station worker. If the team is under the players' control, Firefox strongly suggests the same course of action. Either way, the first action should be to rescue Sabrena Rodriguez, who is still in the secure comm room in the Operations Block.

Before leaving the VTOLs, one of the players may suggest trying to contact any other survivors on the platform. Each of the VTOLs has a powerful, public-address speaker system. However, no amount of calling or any other type of signalling results in any observable response. The VTOL pilots remain with their aircraft unless ordered to follow by the players

To The Operations Block

Firefox quickly, but alertly, leads them to the Operations Block (OB) at the northeast corner of the station. On a successful observation roll, the players again notice yellow and black tanks along the way to the OB and near the entrance doors, which contain the BEPIO-18 bio agent.

The OB is a triangular block that rises three stories above the main deck with a narrow glass topped tower rising five stories above the center of the roof. The hypotenuse wall, which is about 150 feet long, faces the platform's center. The main doors in the center and all other entrances have been locked from inside. It will take either a small amount of explosives, several blasts from a heavy weapon, or an electronic (security systems)/TL10 skill roll by either the comtechs or players to destroy or override the lock.

Once inside the main doors, the characters will be in a large (20' x 15'), two story, rectangular foyer with a balcony at the second level and stairs at each of the corners of the room opposite the wall with the doors. The stairways lead both up and down. A wide corridor, directly opposite the entrance doors on the first level, leads further into the building. There are large maps for both the OB and the entire station opposite the entrance doors which cover most of the walls between the two stairways, and on each side of the main corridor entrance. But someone has covered most of the walls and maps with a black, paint-like, substance. If any of the players touch this substance, they discover that it is still wet and sticky. A close observation roll reveals that it looks sprayed on, but from a height of about 10 feet.

The players are still able to see from the maps that the first floor has the control center, the second

floor has the administrative offices, and the third floor has living quarters, recreation facilities, and the mess hall. There are two sub levels below the main platform deck that have storage rooms and maintenance shops. There is also an elevator that rises from the lowest sub level to the top of the observation/control tower in the center of the OB building.

Major Firefox directs the group up the right hand staircase to the second level, then heads down the corridor, which is lined with office doors. If the players check any of these rooms, they find only the normal office furnishings and equipment they would find in any modern administrative offices. The hall dead ends at an obviously newly installed security door. Using the intercom next to the door, Firefox, (or possibly a player) contacts Sabrena Rodriguez inside. After convincing her that they are who they say they are (roll Fast-talk, Diplomacy, etc.), she opens the door. Once they get the woman calmed down (2D6 minutes), she tells them her story.

SABRINA'S STORY

"I know how crazy all this is going to sound, but I have always had 'feelings'. Sometimes I seem to know that something good or bad is going to happen before it does. My mother says it's because the women in our family have 'the sight'. All I know is that I have been having bad dreams my last three off-shifts and I haven't slept much. Even when I'm awake, I've had the feeling that somebody is always watching me. Sam Takiuchi, the station chief, said that, if I couldn't sleep anyway, I might as well be on communications guard. About two hours before I called you guys, a couple of other people mentioned to me over the intercom that they were beginning to feel weird too. Sam called us

all a bunch of 'jumpin' data scramblers' and told everybody to calm down and get back to work.

"Then Hard Luck Henny, who was up in the OB tower acting as visual lookout since we went into increased security alert, called me on the intercom and said that the sea was looking real weird. Before I could ask her how it looked weird, Pusher Vanderrohe called from the weather sensor shack and said he was getting some real strange readings on sonar. I tried to get a hold of the chief, but he was in the chow hall. I told Lu Cho, the head cook, to have the chief call me RFF, but he never got back to me. I then called Henny back, but she must have been going into sensory overload or something. She was screaming about how the ocean was crawling up the platform walls, and then she was cut off! I tried all the exterior cameras, but suddenly most of them weren't working! I then called Pusher back, but he just yelled that somebody was forcing the door to the shack, and then his comms and the shack's security cameras both went dead. When I tried to call the mess hall, nobody answered! In fact, by that time I couldn't raise anybody outside this room!

"I just knew I was going to die, but I kept checking the sensor readouts and the few remaining working cameras, but there weren't any ships or subs or aircraft within range. I think I did see somebody in a black, skin-tight suit in one of the cameras, but that was just a glimpse and I never saw anyone moving again. When I calmed down a little, and realized I couldn't raise anyone on the whole station, I called Security Central and just sat here waiting for you guys to show up, hoping you'd get here before whoever got everybody else got me. Now that you're here, get me all the freezing hells of Neiffleheim out of here!"



HC Mar '55 '20

MAJOR NON-PLAYER CHARACTERS

Major Cathline Firefox

Human (Exxonian). Light reddish hair, Gray-green eyes, Pale skin with freckles, 5' 9", 130 lbs, 41 s-years old.

ST 10, DX 14, IQ 12, HT 12
Basic Speed 6.5, Move 5
Dodge 5, Parry 5, Block 5
Light Body Armor (TL10), Light Encumbrance

ADVANTAGES: Alertness +2, Combat Reflexes, Legal Enforcement Powers, Military Rank 4, Patron (Company)

DISADVANTAGES: Bad Temper, Code of Honor (To Serve and Protect the Company), Duty to Co. (on 15 or less), Fanaticism (to Co.), Sense of Duty to Company Personnel, Stubbornness

QUIRKS: Always dresses in black and white or in uniform. Builds model ships. Dislikes off-worlders. Likes to play card games. Loves sea stories.

SKILLS: Armory/TL10 (Beam Weaponry)-11, Beam Weapon/TL10-15, Computer Ops/TL10-11, Criminology/TL10-11, Fast Draw (Pistol)-13, First Aid/TL10-11, Gunner/TL10 (Laser)-12, Guns/TL10-15, Interrogation-11, Leadership-11, Pilot/TL10 (VTOL Aircraft)-10, Streetwise-10, Tactics-10

LANGUAGES: Galanglic-12

Cathline Firefox was abandoned by her mother at birth. She was raised in a Company crèche until she was four, trained in Company schools, and has worked her way up the chain of command in Company Security. Her adopted father was Chief of Security before he was killed in action, and her adopted mother made assistant chief soon after that. Her one goal is to serve her Company and protect her fellow employees from harm or criminal action.

Sabrina Rodriguez

Company petroleum engineer, Human (Exxonian). Blue-black hair, Hazel eyes, Golden brown skin, 5' 3", 105 lbs., 24 s-years old.

ST 8 DX 11 IQ 12 HT 9
Basic Speed 5, Move 5
Dodge 5, Parry 2, Block 2

ADVANTAGES: Attractiveness +1, Alertness +2, Combat Reflexes, Danger Sense, Luck, Peripheral Vision

DISADVANTAGES: Phobia about large animals, Honest

QUIRKS: Collects old books. Dislikes dark. Enjoys dressing in sexy manner off duty. Fundamentalist Buddhist. Likes ghost stories.

SKILLS: Acrobatics-11, Area Knowledge (Exxon)-13, Biochemistry/TL10-11, Chemistry/TK10-12, Climbing-11, Computer Ops/TL10-13, Engineer/TL10 (Chemical)-12, Engineer/TL10 (PetroDrilling)-12, Engineer/TL10 (PetroRefining)-12, First Aid/TL10-12, Free Fall/TL10-10, Geology/TL10-12, Guns/TL10-13, Pilot/TL10 (VTOL Aircraft)-11, Research-13, Vacc Suit/TL10-12

LANGUAGES: Galanglic-12

Sabrina Rodriguez is a newly assigned petroleum engineer. The Company sent her off-world to get her Ph.D., and is now getting back the money they invested in her. Sabrina may be small, but she is a survivor type, no matter what life throws at her. Other than a mild fascination with strange old books and weird stories, she is a fairly normal young woman who expects to go far with the Company.

Major Firefox suggests they get the civilian out while the security party checks out the rest of the platform. If the players go not agree, Rodriguez will begin to get hysterical. She will not calm down until a medic gives her a tranq shot and/or she is told she will be lifted off the platform as soon as possible. If the pilots came with the party, one runs ahead to get a VTOL warmed up for takeoff (but vanishes somewhere along the way). If the pilots were left with the VTOLs, one of the comtechs calls them and lets them know that two of the troopers are bringing back the only known survivor. However, there is no answer from the pilots on any frequency.

If the players still agree to splitting up the party at this point, have the smarter team members, including Firefox, question this intensely. If the players still want to split up, Sabrina will only calm down when allowed to go with the most heavily armed party of the PCs. She still has faith in the Patrol. Whoever escorts Sabrina to the pad learns that someone has wrecked all VTOL controls and radios (if the pilots were left here, they have disappeared).

CONTINUING THE INVESTIGATION

If the players wish to continue to investigate the OB, nothing seems to be out of place until they reach either the living quarters and mess hall on the third floor or the operations center on the first floor.

Third Floor

In a worker's quarters they find a male's right arm sticking out of a commode like somebody was trying not to be flushed down the drain. But the arm has been neatly detached from its body. Roll a Fright Check. The arm ends neatly at the shoulder joint and anyone with a non-first aid medical skill can see it has been twisted, not cut, off.

In another room, they find a blond woman who is seemingly asleep in her bed. It first appears that the body is complete, but when the covers are pulled back, they see the corpse's arms and legs are from a black male's body--her arms and legs have vanished. Roll another Fright Check.

When they enter the mess hall, they first see that all the food has been removed and the chairs and tables are in a state of complete disarray. But there is no blood or bodies. If they check the freezer compartment behind the serving area, they find the door pulled off its hinges. Inside, the players find the food missing, and in its place are the heads of seven people stuck neatly on meat hooks. Each head has two fingers of a different skin color stuck up the nostrils. Fright Check, again.

First Floor

When the players enter the main control room, everything initially looks all right. However, if the players try to call out on any of the station's radios, they find that all have been sabotaged. If anyone

thinks of the secure comm room radio, when they return they find that radio has been destroyed, too. If a guard was left at the secure comm room, that person has vanished, and a search of the entire OB will reveal no trace of any QRT personnel thus far missing.

The players should now realize that they have no long range communication off the platform. If they or Firefox order one or both of the comtechs to start building a long range radio, it will take 2D6 hours to complete, using the remains of the station's radios and their own suits' medium range radios.

The Sub Levels

If the party explores the OB's two sub levels, any one or two NPCs (except for Firefox or Sabrena) who either become separated from the players or go off or are ordered off alone, silently vanish without a trace. Make a Fright Check.

While on the lowest sub level in the main storage room, which consists of floor to ceiling shelves and very few lights (normally only robots work on this level), one of the players (whoever is the furthest from the main body) sees movement. Successfully searching in that area (12 or less) results in the discovery of a complete human skeleton laying neatly on the floor! Roll yet another Fright Check. There is no evidence of violence around the bones, nor evidence of who it was or how they died. Anyone with medical training will be able to identify the skeleton as a male on a roll of 12 or less (modified by medical skill).

When the characters have all moved out of sight of the bones, one character hears a sliding noise. When they return to the area, the skeleton is gone! Fright Check! By this time, either the NPCs or the players might start firing at shadows. The GM should encourage panic.

A Horrifying Sight

If any of the players becomes separated, even momentarily, from the rest of the party during their explorations of the OB, they see a naked, hairless woman, who walks down a corridor toward them. She makes no sound, and she appears completely covered with a skin tight, shiny black covering that covers even her eyes, mouth, and nostrils. When she is about five feet from the player, she seemingly melts down to a black puddle and flows under a nearby door. Roll a Fright Check. When the player tells the rest of the party about this experience, Firefox says that the player has obviously cracked under the strain, or must have seen some sort of holographic projection. A search will turn up no evidence of such a projector.

ACROSS THE PLATFORM

When the players have finished investigating the OB (or the GM wants to move things along), the lights in the OB flash off and on several times and then all powered devices fail completely. Only the emergency lights remain on. After checking out the rest of the

platform's lighting and electrical equipment and seeing that power remains, the players (or an NPC) should realize that someone has manually turned off the electrical power to the OB. Rodriquez says that the only place this can be done is at the distribution control center at the fusion power plant.

In order to return power to the OB (which will be required if a radio is being constructed), the party will now have to cross the entire platform, nearly seven

THE ANCIENT SHUUUSHI

The Shuuushi are an ancient race. Even with their fantastic, individual memories, they have forgotten, or never knew, their racial origin. Some do have vague memories of other lifeforms existing on Exon when there was still dry land and they still debate as to whether their present forms are natural or created. For many tens of millions of years they have existed by "eating" raw petroleum and other organic compounds floating in the Exonian ocean and using either solar or geothermic energy to reduce and transform these raw material into whatever forms they needed, including "young" Shuuushi. They have developed the ability to "work" any carbon based organic compounds using only chemical "tools" developed within their own bodies.

The average Shuuushi looks like a huge, black, amoeba who's body can, almost, flow like a liquid. However, their bodies are very complex, multicellular, organic "factories" that can absorb and then process any organic compound. They can mentally control and alter every cellular and biochemical process going on in their vast bodies. They can create pseudopods of incredible dexterity and strength to manipulate the environment outside their bodies. Their brains are not single organs, but a distributed network of microbrains, each brain about the size of an apple. Because of their physical make-up, a multiton Shuuushi can flow through an opening the size of a tin can. Also, due to this unique body/brain design, a Shuuushi is effectively immortal and almost impossible to kill. Any damaged part of its body is either repaired or expelled from the body. They are, however, vulnerable to attack by off planet bacteria. If the Shuuushi has enough time, several dozen hours, it can learn how to destroy the attacking lifeforms.

While Shuuushi are very intelligent beings, they have such long life spans that Humanity has not been on Exon long enough for the Shuuushi to really notice them, yet. "Sane" Shuuushi are almost total pacifists and will not deliberately harm any intelligent being. Indeed, there had not been a murder by a Shuuushi in almost 25 million standard years. That is, until one unfortunate Shuuushi, let us call it The Mad One, accidentally absorbed a Human being named Verman Quiller who just happened to be swimming in the ocean near Drilling Platform 134QB when The Mad One came up to absorb sunlight.

Even though the Shuuushi have very high intelligence levels and have memories that go back millions of years, their thought processes are so alien to the Human way of thinking that any deep telepathic contact or any attempt to probe deeply into any Shuuushi's mind by a Human or Humanoid telepath will automatically drive that individual insane. Simple surface telepathic communications can be attempted, but only at a -5 to the individual's telepathic strength level and with a chance of insanity (9 or better on a 3D6 roll, *add* the number of the individual's telepathic strength that is higher than 10).

A Shuuushi can generate 1D6 semiautonomous "subcomponents" of itself. The originating Shuuushi has full control over and full remote sensing capability through the subcomponents. Each can mass up to 250 pounds and each can stay separated from the originating Shuuushi for 3D6 x 5 minutes without being lost from the originating Shuuushi's control. Separation for longer periods of time will make a subcomponent a fully autonomous Shuuushi. This is one of the ways the Shuuushi reproduces. The subcomponents can take nearly any shape. They can be snakelike and move through very small airvents. They can flatten into paper thinness and flow under non-air tight doors. They can (in the example of The Mad One) even take the form of a Human or any other creature that has been absorbed by the originating Shuuushi.

tenths of a mile, to get from the OB to the power plant. (If the players did not visit the OB when they first landed, and wanted to visit some other point, any journey across the platform will pursue the following scenario. The GM will just have to have The Mad One start messing up the power to the platform sooner.)

The Bubble Transport System

The station is equipped with a computer controlled transport bubble system. However, with the power fluctuations, the central computer has shut it down as unsafe. If the players override the computer (Computer Ops skill roll of 16 on 3D6, adding skill modifiers) they gain access to a bubble. Doing so will mean getting stuck somewhere (GM's decision) under the platform's surface in a nonoperational bubble, in the dark, from which they will have to force an escape. (Roll 21 or better on 3D6 with +1 for every combined ST point over 16. There is only room for two people at a time to attempt to force the doors. Characters may try to force the doors every 15 seconds, but for every attempt made by the same players, the GM should subtract 1 from the dice roll.) After escaping from the bubble, the team must still cross the platform.

Catwalk Crossing

The whole journey will be over, under, and through hundreds of miles of catwalks, pipes, conduits, and huge chemical refining apparatus. Almost every foot of the crossing is encircled by shadowed nooks and crannies, any of which could hide enemies.

By this time, the players should have only a few QRT personnel left with them. From this point, any team members who are separated from the players (and any who are left behind) are never seen again. The QRT members absolutely refuse to go off by themselves unless led by Major Firefox or one of the players. Firefox suggests that the best plan is to go in a group. "In numbers there is strength", or so she says.

There is no need for the GM to map the journey. It would normally take only 25 minutes to walk from the OB to the power plant, taking the shortest route. However, because the group is undoubtedly expecting attack and will go cautiously, the journey will require about 45 minutes—if they are not attacked.

Catwalk Encounters

Every 30 seconds the GM should roll 1D6. On a 1, 3, or 5, the players are walking on a horizontal walkway. On a 2, they have to climb up a ladder. On a 4, they have to climb down a ladder. On a 6, they have to go through a tunnel. On the third 6, or after 14 minutes, all the outside lights on the platform go off.

Even though the platform is in the middle of Exxon's day, to humans it is the visual equivalent of deep twilight. Add 4 to any visual roll. If the players have visual enhancement gear, still add 2 to visual rolls because of the deep shadows, murky atmosphere, and the irregular assortment of equipment.

Remember that the platform is also very noisy, that it is highly automated, and that it is still in full

operation unless the players shut it all down from the control room before power was lost there. Also, at random intervals, there are blasts of escaping steam or gases which degrade all hearing rolls by 4.

On the next roll of 6 (tunnel), the Mad One attacks.

ATTACK OF THE MAD ONE

As the first NPC leaves the tunnel, a flat black tentacle drops down from above and lifts the character straight up before anyone can fire weapons. The person's screams abruptly stop after a few seconds. If anyone attempts to fire at The Mad One, on a roll of 6 on 1D6, the weapon's fire breaks a pipe and ignites a small explosion and fire. No one is injured, but this

THE MAD ONE

ST: 23	Speed/Dodge: 10/10	Size: 1-20
DX: 15	PD/DR: 1/2	Weight: 220 tons
IQ: 20	Damage: *	Origin: Planet Exxon
HT: 25/500	Reach: 0-1	Habitat: Exxonian oceans

The absorption of the Human's body was a trivial matter that didn't even engage The Mad One's conscious attention until after the fact. However, with first the guilt at its realization that it had killed an intelligent being, and then its absorption and attempted understanding of the totally non-Shuuushiness of the Human's brain and memories. The Mad One was driven totally insane. To alleviate its guilt at killing a sentient being, The Mad One has rationalized to itself that Human beings are such monsters that all these "things" must be erased from the Universe. However, each time it has absorbed a Human, The Mad One's guilt and insanity has only deepened. In a strange and perverse way, it has come to think much more like a Human and now wants to terrify and punish Human beings as much as kill them. It has scapegoated Humans as "monsters", but it has a hidden belief that if it can generate enough fear in the Humans on Exxon, they will leave without The Mad One having to kill them all.

The GM should remember several things about The Mad One to properly play this alien. First, it is very intelligent and will not normally do anything stupid. Second, it not only wants to kill Human beings, it wants to terrify and punish them for making it feel guilty and for driving it insane. It knows what makes Humans afraid. It will create subcomponents to frighten the characters as well as kill them. Finally, it really wants to die. It is caught in a horrible negative feedback loop. It wants to destroy Humans because they must be evil, or The Mad One is evil for killing them. But The Mad One is not evil, therefore Humans are. However, each time it absorbs a Human, it just increases its guilt at killing an essentially innocent, intelligent being. This compounded guilt only increases the necessity for The Mad One's insane rationalization that all Humans are totally evil and must die. A portion of The Mad One has come to realize the only way out of this impossible situation is for it to die. But it can not commit suicide because suicide is a Shuuushi sin and an evil thing and it is not evil. This means that while it will not consciously act in a stupid manner, it may if its "stupidity" will lead to its own death.

The Mad One has two ways of causing damage. The first is by covering the victim's nose and mouth with a pseudopod, creating an airtight covering. It takes 20 strength points and a 3D6 roll of 20 to tear this covering of Shuuushi flesh away. Each strength point higher than 20 adds 1 to the roll. The Mad One can "fire" up to 2D6 pseudopods, weighing several pounds each, to distances of over 6 feet from the main body, every 3D6 x 5 seconds. The second way The Mad One can cause damage is by an acid excretion from its skin. For every square foot of Shuuushi skin that is in contact with the target, 2D6 points of damage is done per 30 seconds. This acid has very little effect on metal or nonorganic materials, causing only 1D6 points of damage per hour.



should remind the characters that indiscriminate weapons fire can cause great damage and possibly injury. No one will have really seen anything or their attacker.

The players now have a choice to make. They may either continue on to the power station or return to the OB. Whatever the decision, their journey continues. The next time a 1 is rolled, the players see the body of the lost NPC. It appears to be nude, but totally covered by a black film. As the first character approaches the body, it reaches up and attempts to grab the character around the neck. If successful, it will take at least 25 ST points to break the hold. Every round in the hold causes 1D6 points of damage, first to the character's helmet and then to the neck from chemical burns. When the blackened body takes 22 points of damage from weapons fire, it dissolves into a black goo. Make a Fright Check. (Remember that the character being strangled could easily be hit accidentally by weapons fire.) Anyone making an analytical investigation of the goo realizes on an IQ roll that the goo is some sort of a petroleum by-product.

On the next roll of 4, as the characters are climbing down a ladder, another tentacle, with a ST of 18, reaches out and grabs one of the characters (random or GM's choice). If the character fails his or her strength roll before the other characters can destroy the tentacle, he or she is dragged off the ladder and disappears.

As the survivors continue, The Mad One attacks at random intervals. The majority of the characters should either reach the power plant or return to the OB. Once they reach "safety", the GM should give them a breather and a chance to figure out how they are going to survive.

The Power Plant

From the outside, the power plant looks almost identical to the OB. It is triangular and three stories

tall. However, there is only one personnel door in the center of the "hypotenuse" side. Inside, the plant is almost totally automated. The only areas that are normally crewed are the control room, the break room, several machine and repair shops, and rest rooms. There is also a terminal for the bubble transit system.

THE FINAL BATTLE

The players now have to come up with an attack plan. It may involve some use of electrical power, if they are at the fusion power plant. It may involve some brilliant use of the chemical processing plant. It may just involve a frontal attack on The Mad One if they can lure it into an ambush. If the players become totally stumped, have Major Firefox or Sabrena (or an NPC still alive) suggest using the BEPIO-18. The Shuuushi body chemistry is close enough to petroleum to be affected by the bacteria. But don't let the players know that until they try it on The Mad One.

Once The Mad One is infected, it will be totally destroyed within an hour. During that hour, it will be in intense pain but still capable of attacking the players.

About one hour after The Mad One is killed or driven off, several Security VTOLs with additional QRT personnel arrive at the platform. Any surviving players and NPCs are soon hailed as heroes.

BEPIO-18 ANTI-POLLUTION AGENT

The Biologically Engineered Petroleum Ingesting Organism type 18 is the main antipollution control mechanism used by the Company on Exxon. BEPIO is a bacteria suspended in a liquid that activates when sprayed on unprocessed petroleum. The bacteria eats the petroleum and converts it to oxygen and carbon dioxide. Since there is so much raw petroleum on Exxon, the bacterium has been carefully designed to reproduce only 25 times outside the laboratory/factory before dying.

In game terms, once sprayed on an oil spill, the bacterium eats 1D6 pounds of petroleum the first minute, 2D6 pounds the second minute, and so on until the spill is gone or reproduction stops. BEPIO-18 will stop reproducing and consuming petroleum after 3D6 x 5 minutes. It affords no health risk to Humans and can be sprayed on, or even drunk by, any Terrestrial lifeform. It should be tested on any processed petroleum product, such as many plastics, before application because on a critical failure, the processed petroleum product will be eaten and dissolved. Cannisters of BEPIO-18 can be found every 3D6 x 10 feet all over the platform's work surface. BEPIO-18 costs \$180/gallon to make on Exxon and can be found on all Company work platforms as part of the standard safety equipment.

THE WRAP UP

Five experience points should be awarded for just surviving this adventure. If any of the players can provide the GM with some insight into the physiology or intelligence of The Mad One, the GM may award 1 or 2 points in biology, exobiology, or related skill areas. If any of the players showed any tactical or combat ingenuity, award them 1 or 2 points for tactics or weapons skill. If the majority of the NPCs were saved and the platform not severely damaged, some sort of public recognition should also be granted. If the players were not Patrol personnel, they should also be rewarded with a fairly large cash settlement. ●

WORLDS BEYOND

Here...Anything is possible.

156 pg perfect bound book. \$16.95.

Game Design: Frank S. Shewmake. *With:* Steve Douglas, Douglas Laedtke, John Damon Lavette, Leigh Skilling and Gary Warth. *Cover Artist:* Frank Lurz. *Interior Artists:* Richard Becker, Stefano Gaudiano, James B. King, Douglas Laedtke, Greg Espinoza, Thena MacArther.

Publisher: Other World Games, P.O. Box 770 #90, Burlingame CA 94011.

Worlds Beyond is a flexible science-fiction role playing game set approximately six hundred years in the future in a time when Man has gone to the stars and found he was not alone. Now he has to contend with the Sher' tazi, an insectoid race whose greatest concern seems to be getting the most attention; the Dolf, who appear mostly worried about getting a bargain; and the Swarr, a feline race whose apparent main ambition is Honor and how it affects their clan.

CHARACTER GENERATION

Character statistics are of the usual type, though nine stats allows more flexibility in skill use. Statistics are generated either by rolling 4D6 and discarding the lowest roll or by starting with a base 90 points and adding a roll of 5D10 and allotting the points as the player sees fit. Skill generation is straight forward but takes time to do right. Characters have a maximum ability for any skill, which limits

how good he/she can get. Characters have certain Associated Skills that are related to their profession which start with some development and can be improved. All other skills start at zero and can also be improved. There are many skills to choose from and each is reasonably described.

COMBAT

Combat is conducted using a percentile system with modifiers. The character with the highest Agility moves first, and so on in that order. It doesn't take long to get killed in this system, especially when not wearing armor. But even wearing armor might not help. A Critical Success can cause damage that will blast through even the best protection.

STARSHIPS

Included are eight starship profiles. All have an exterior view, and half include deck plans. 16 pages are then devoted to starship construction. Building a ship is simple and doesn't take long to do. The architect keeps track of cost, volume, and energy consumption while making sure he doesn't run out of money, space, or power.

Starship combat uses a move and fire, move and fire system for each turn. Each ship's pilot plots a course at the beginning of each movement phase before learning what other ships are going to do, then all plotted courses are revealed simultaneously and ship movement is conducted on the battle map. Pilots then roll to determine who fires first and how many weapon batteries can be brought to bear on the enemy. After firing, screens on ships that are hit reduce some of the inflicted damage. If a ship's hull is damaged, it is possible to attempt repairs.

KNOWN SPACE

Included are 31 pages of information on the four different races, their cultural outlooks, and the planets where those species can be found. An additional 17 pages are devoted to generating new worlds.

WHAT I LIKED

The physical organization of the rule book is well designed and I really



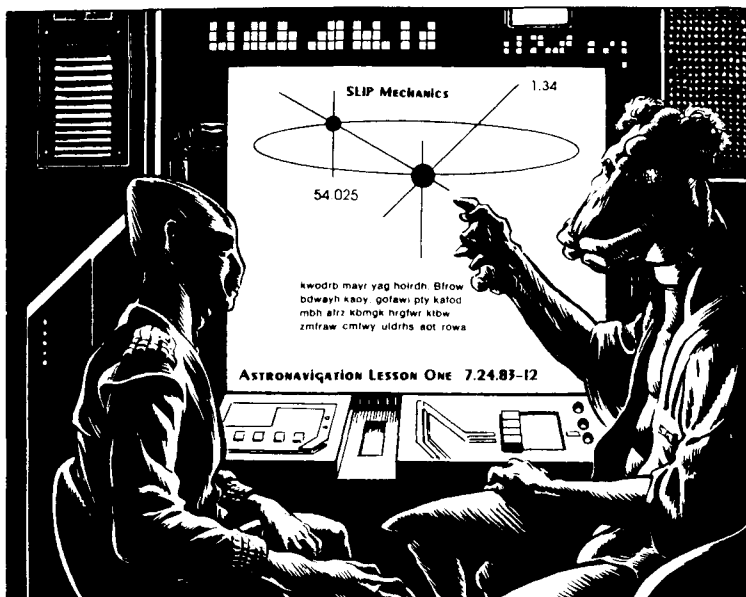
really liked the artwork throughout the book. Using a wide margin and placing examples and extra artwork there as sidebars is a good idea.

Including a list of steps needed to create a character is very helpful, especially for beginning players. The way starting money is determined is interesting. Players roll 1D4+2 to determine the total number of digits, then roll 1D10 for each digit to determine the exact amount. I like how age and experience both affect skill development. The Character Origins chart is a nice touch, though I would like to have more options. And using Luck as a consumable commodity adds flavor to the game.

The background for the different species was very good and I hope that Other World Games produces some modules that will add more to known space and the races that populate it. Adding samples of names for the Dolf and Swarr was a good idea (even more would be helpful), but I wonder why no examples were

RATINGS

4 - Excellent 3 - Good
2 - Fair 1 - Poor



REVIEW IN BRIEF

WORLDS BEYOND-3.1

Game Complexity = Moderate

RULES-3

Clarity=3 Realism=3
Flexibility=3 Playability=3

DEVELOPMENT-3.3

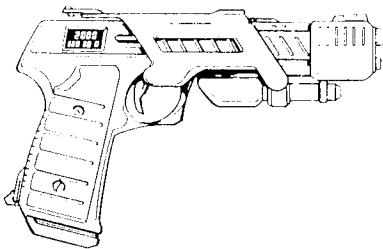
Background=4 Technology=3
Scenarios=3

PRODUCTION-3

Cover Art=4 Interior Art=3
Layout=3 Editing=2
Charts=3 Record Forms=3

provided for the Sher'tazi.

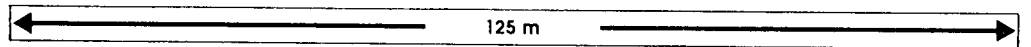
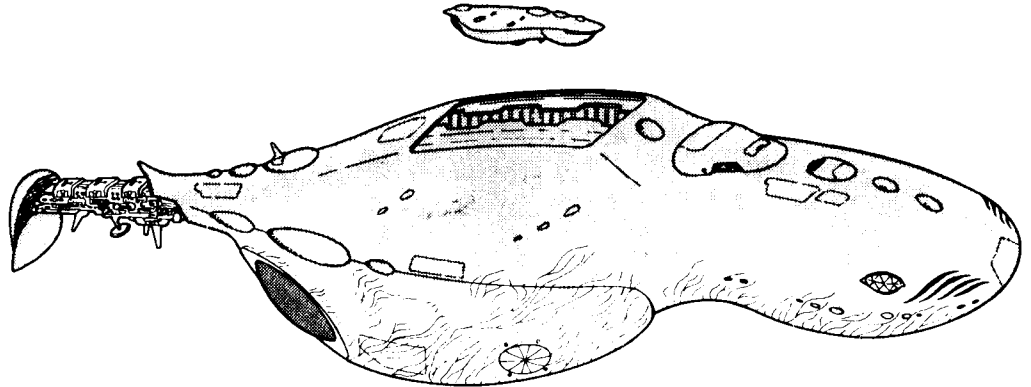
The ship deck plans are nicely done and exterior views really help. Ship construction is well designed and makes sense. If you have an undergunned starship, it had better be very fast because even a slow ship can reach out and snuff your protecting screens out like a candle in the wind (if it has a lot of weapons), leaving your ship with no protection. Plotting a starship course in secret during combat is a good touch. This allows for some skill and strategy during combat that can help overcome unlucky dice rolls.



WHAT I DIDN'T LIKE

Using chapter/section headings out in the margins took a lot of getting used to. Perhaps separating the sections physically with the headings would cut down on confusion, though I did get used to the way it is after awhile. Though I liked the idea of starting the game with a list of Friends/Contacts and Enemies, I think using Luck divided by 20 for determining the number of rolls on the Enemies chart penalizes characters who have a lot of luck. It should be the other way around.

In several places the text is vague and only the examples give the information needed. Sometimes the examples are not very clear, and that is not helpful. In two places the descriptive text doesn't match the actual formulas placed below that



J.B. KING

text. Though I was able to figure out which was right, it did take some time.

On the back cover is the statement: "A comprehensive buyer's guide of Tech items". I hardly consider 79 items (not counting Armor and Weapons) in only nine categories to be comprehensive. And there are no pictures of any items even though a blank page immediately follows it. The Tech section could easily have been expanded to allow for artwork.

A little proofreading would have gone a long way here. I found typos scattered throughout the entire book. Even the record sheets had typos. This is very annoying even if understandable in a first edition rule book. One especially tricky place was the middle of the first scene in the adventure. At least part of one sentence was missing--who knows how much else accidentally got left out?

EVALUATION

In spite of the editorial problems this game has, I like it. It's worth the money spent. Even if I never played the game itself, I would incorporate the character races and their backgrounds into whatever system and campaign I was using and I would definitely use the ship deck plans along with a few other ideas gleaned from the book. Would I buy this game? You bet I would.

- Glen Allison

HIGH COLONIES

Science Fiction Role Playing In Our Solar System.

102 pg staple bound book. \$15.

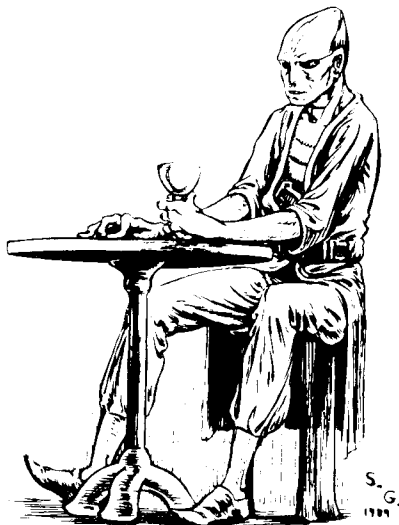
Rules Design: Eric Hotz. *Rules Development:* Edwin King. *Illustrations:* Eric Hotz. *Background:* Edwin King.

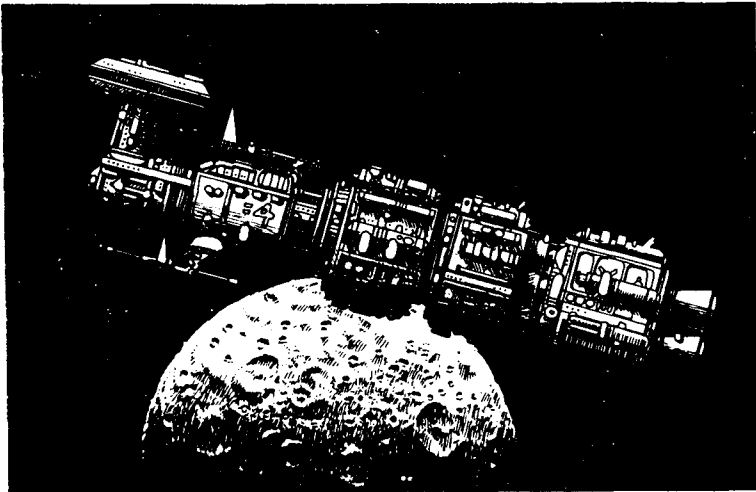
Publisher: Waterford Publishing House Ltd. Box 3742 Main Post Office, Vancouver B.C. Canada V6B 3Z1

OVERVIEW

NOTE: Some information in the Overview below is not intended for players, but for referees only.

High Colonies is a role playing game set 200 years in the future. Mankind has moved into the solar system for fun, profit, and adventure. Anybody with lots of money can build a space colony. Things look pretty good until somebody throws a nuke, and we all know what that means. The Earth is rendered uninhabit-



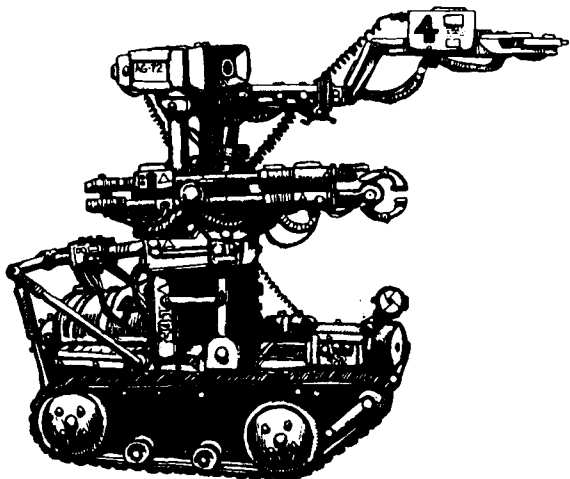


able by a massive world war. Mankind was working on, but has not developed FTL starships, so the remaining humans live and work in colonies on or around the planets of our solar system.

The colonies come into conflict with each other over resources and political differences. Conflicts often end up in a firefight or other combat action either in a space colony or on the surface of a world. To top off mankind's bad luck; a race of hostile aliens visit our solar system. They want to exterminate all life but they don't have time because they are at war with another race of aliens (good for us). It's unfortunate no one believes they're real.

THE GAME

The book is divided into three basic sections. 1) A Chronology of events up to the present time the game is set in. 2) The "Gazette" is a listing of current space colonies and planetary bases. 3) The rules for playing the game.



The chronology is a very complete 13 page future history of mankind's reach for the planets. It's all very interesting to read. I'm sure the designers intended this information be used when creating scenarios or a made-for-TV movie.

We are told the Gazette is only a partial listing of all the space colonies. Only colonies with populations of 20,000 or more are

listed. For those listed we are told the name, location, function, population, attitudes, league affiliations, government, and any notes of interest. Smaller colonies number over several hundred (game masters are on their own with these).

Then we have the major organizations. Nine pages of leagues (like a government and church rolled into one), unions, bands, councils, real governments, and companies. Everyone who's anyone has some mercenaries to fight any battles or to make sure you're not late on your shuttle loan.

CHARACTER GENERATION

Character generation is straight forward and an important part of *High Colonies* as with any role playing game. Personal characteristics and attributes are generated with dice rolls and modifiers. Characters can have many different skills added. Typical average characters are also provided. The character sheet provided to track character data is well designed and has every possible bit of information for the players.

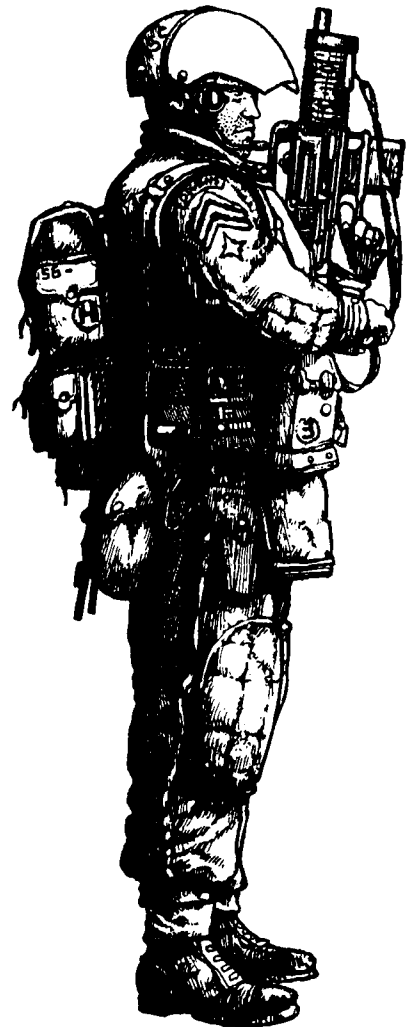
COMBAT

The personal combat system is typical but well designed and realistic. Combat between characters is either ranged weapon or melee combat. Both are resolved with a series of dice rolls and typical modifiers for such things as movement and armor.

The personal weapons section covers everything from a wood club to an energy bolt rifle. My personal favorite is the Hawker grenade launcher. Just imagine the mess that thing could make of a group in space suits on the surface of a moon. The weapon charts are easy to use but are spread out through the text.

A game master screen with all the charts for combat would be very useful.

The space combat rules are very simple but work well. *Star Wars* it's not. The authors promise to provide better space combat rules in an upcoming expansion book.



REVIEW IN BRIEF

HIGH COLONIES-3.4
Game Complexity: *Moderate*

RULES-3.8
Clarity=4 Realism=3
Flexibility=4 Playability=4

DEVELOPMENT-2.7
Background=4 Technology=3
Scenarios=1

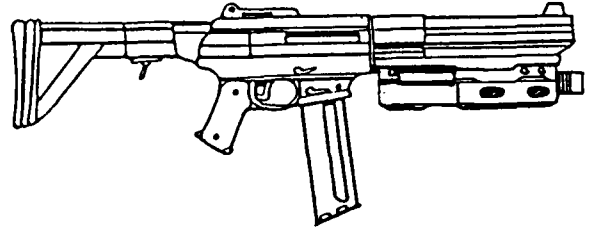
PRODUCTION-3.7
Cover Art=3 Interior Art=4
Layout=4 Editing=4
Charts=4 Record Forms=3



The rules also cover "bots" (industrial robots) and "Bio-Gens" (Bio-genetically engineered humans). They have some of the greatest potential for interesting scenarios. Nine types of bots are possible: service, work, and security. Only security bots are armed. A typical bio-gen costs 40,000 credits. They have a nine year life span. Nine years is equal to 3,285 days. The average bio-gen would have a cost of 12.18 credits per day. It's no wonder the human workers formed unions.

EVALUATION

I was impressed the first time I picked up a copy of *High Colonies*. Overall, it's very well thought out and produced, but the rules are typical to RPGs. It would be a good game for new role playing gamers because it's fun to play. Players don't have to wear out a set of batteries or look through several different manuals to get into the action. I was disappointed that no maps or scales were given for the size of some typical space stations or bases. Most of these colonies are big...hundreds of thousands of people. No information is given on how big a typ-



ical corridor or room is.

The bio-gens section needs some work. No information is provided for personalities. Do they know they grew up in a vat of goo? Why do they only live to be nine years old? Can you get medical attention for bio-gens? Do they have any rights? Did everyone in the future forget about the American Civil War?

All that data on space stations, aliens, and political parties would be useful to spice up a tired gaming club and could be used with just about any system. So, if you know someone who doesn't want to spend lots of money to try role playing or you want a good Friday night game, take a look at *High Colonies*.

- Gary A. Kalin

TRAVELLERS:

The MEGATRAVELLER™ Players Survival Kit!

Lost in a tedious time warp?
This kit is guaranteed to reduce
hours of frustrating paperwork!
Have more time to do what you do best:
Role-Play the Final Frontier!

The MEGATRAVELLER Players Survival Kit contains Unique, Practical and very Usable Player Character Sheets, with lots of space for notes during game play. The result of years of role-playing, these sheets are the best on the market!

As an added **FREE BONUS**, we have included our Special Cargo Log Forms to simplify the chore of keeping track of cargo bought and sold throughout your travels.



To take advantage of
this **Special Offer**,
Send \$5.95 + \$1.00 for
shipping (US Funds) to:

SAGE LORE PRODUCTIONS

P.O. Box 14616 Portland, Or 97214

Atlas Of The Galaxy

The Galaxy Guide Series For *Star Wars: The Role Playing Game*

"A long time ago in a galaxy far, far away..." SF fans were awed by an epic saga of a galaxy struggling to break free of the bonds of their evil overlords. Now, with West End's Galaxy Guide series, the cinematic magic of the *Star Wars* trilogy is more accessible and usable to gamers, cataloguing virtually every scene that appeared in the first two movies.

The series currently includes four volumes, each 80 pages in length and retailing at \$12. Illustration quality is excellent, combining b/w halftones of Ralph McQuarrie's production paintings and storyboard work for Lucasfilm, Ltd. with cleanly rendered line drawings by Michael Manley, Aaron McClellan, and Al Williamson. Maps and diagrams by Stephen Crane, Cathleen Hunter, and Sharon Wyckoff are of the same high quality.

A NEW HOPE

Galaxy Guide 1 by Grant Boucher is presented as data researched and compiled by Lt. Voren Na'al, a historian for Alliance High Command, of the events culminating with the destruction of the Death Star and the tale of the heroes who succeeded in the task.

Appropriately, the documentation begins on Tatooine, with profiles and game statistics for many of the strange and exotic aliens depicted there. But, though information on planet and race is provided for some aliens such as the Ithorians ("hammerhead") and Rodians (Greedo), most list only personal information on the actual characters depicted in the movie--and some, such as the long-nosed Imperial informant, are listed as "race unknown". While this is compatible with the presentation as an Alliance data file, it reduces game usability as general information on these aliens' races appears no where else. Profiles for two droids, Obi-Wan Kenobi, and Owen and Beru are also provided.

The data file follows events to the Death Star. Profiles are provided for Darth Vader, Grand Moff Tarkin and his generals, officers, troopers, gunners, TIE pilots, interrogator droids, and even the parasitic Dianoga that attacked Luke in the trash compactor.

The data moves on to Yavin, with profiles and stats for General Dodonna, rebel pilots and soldiers, Luke's childhood friend Biggs Darklighter who died in the Death Star assault, Corallian Wedge Antilles, and Jek Porkins ("Stay on tar-

get..."), who also died in the final, climactic battle.

The volume ends with Na'al's personal interviews with Luke, Leia, Han, and Chewie, and includes their game stats.

Galaxy Guide 1 is a beautiful volume for fans but is slightly limited in its usefulness to gamers as many of the personalities presented died with the Death Star, and data on alien races is sorely lacking. Of course, the book is still very much worth having, as it includes valuable data and background information.

YAVIN AND BESPIN

Galaxy Guide 2 by Jonatha Caspian, Christopher Kubasik, Bill Slavicsek, and C.J. Tramontana, departs from the presentation as an Alliance datafile. It begins with detailed information about the Yavin system, the planets Fiddanl, Stroiketyc, Yavin, and Yavin's fifteen moons, and also the lifeforms present as well as the vanished race of the jungle moon Yavin Four. Diagrams illustrate the ancient temple converted to a rebel base.

The data moves on to the current inhabitants of the system. Surprisingly, a space station orbits the gas giant Yavin, which serves as a "fishing" station for fishermen of Corusca stones, gem stones of fantastic value formed under the intense pressure of the lower atmosphere of Yavin. There is also a scouting expedition on Yavin Four surveying the planet for a colony. Lastly, there is an Imperial Salvage Station in orbit of Yavin Four collecting what remains of the Death Star. The section ends with three very usable adventure outlines and stats for eight NPCs, including two primitive, intelligent aliens native to Yavin Thirteen.

Galaxy Guide 2 is a wonderful volume for fans and players alike, as it presents much new and surprising information beyond that presented in the movies about these two most memorable locations, and allows players to return to those familiar settings as rebel heroes in their own right.

THE EMPIRE STRIKES BACK

Galaxy Guide 3 by Michael Stern sees the return of Voren Na'al as he continues to document the struggle against galactic oppression. Profiles and stats are presented for all characters presented in the second movie, beginning with Hoth profiles; Probe Droid, Rebel General Rieekan, Major Derlin ("Your Highness, there is nothing more we can do tonight. The shield doors must be closed."), Medical Droid Too-One-bee, Wampa, Echo Base troopers and snowspeeder pilots including individual entries for such pilots as "Hobbie" and Janson, snowtroopers, walker pilots, and General Veers.

Imperial Fleet profiles follow, with entries for fleet officers such as Admiral Plett and Captain Needa, and an updated

entry for Darth Vader.

Bounty hunters come next with profiles for Dengar, IG-88, Bossk, Zuckuss, 4-LOM, and the most infamous of bounty hunters Boba Fett, plus more than a page of data on Fett's *Slave 1* starship.

Next, Yoda and the swamp planet Dagobah are detailed, followed by Bespin profiles for Lando Calrissian, Lobot, Bespin Guards, the alien Ugnaughts, and the citizens of Cloud City. The volume is completed with updated stats for "The Heroes Of Yavin", Leia, Han, Luke, Artoo, and Threepio.

It is worth noting that the authors of the *Galaxy Guide* series obviously made every effort to create truly entertaining volumes, rather than a dry, continual string of game stats and personal notes. The fictional elements are illuminating as well as interesting, and very much make the difference. The bounty hunter data is possibly the most valuable of this book, as these hunters are established as being extremely dangerous and capable in their own individual ways, making them worthy opponents of your rebel heroes.

ALIEN RACES

Galaxy Guide 4 by Troy Denning contains entries on 42 alien races, with an illustration for each. While the book neatly packages the aliens seen in the trilogy (well, most of them), it just doesn't seem complete. In an empire of a thousand thousand worlds. There must be many, many more.

Less than half of the aliens included are actually original to this volume. Many of the aliens were included in *Galaxy Guide 1*, but the entries in this book provide much more general and usable information on those races. A number of others appeared previously in *Star Wars RPG* adventures, such as the insectoid Verpine from *Strike Force Shantipole*, the aquatic Sedrians from *Battle For The Golden Sun*, and the unicellular Ugors from the vaguely mouse-like Squibs from *Scavenger Hunt*. In the case of these last two aliens, we do get a good illustration of each, something the adventure lacked (the quality of interior illustration in *Scavenger Hunt* is the poorest of all WEG *Star Wars* releases).

The only alien entry I feel should not have been included is the Mon Calamari, who are included and adequately covered in the *SW Sourcebook*. On top of that, other aliens are omitted. Two of the bounty hunters in *Galaxy Guide 3* are from the Gand (Zuckuss) and Trandoshan (Bossk) races. Their inclusion would be more appropriate. There were several uglies in Jabba the Hutt's court that have yet to be catalogued. A number of aliens were also presented in *Manhunt On Tatooine* without as much as a race name. Perhaps West End will release a second Alien Races volume. I'd buy it!

- James B. King

VOYAGES to the worlds of SF GAMING

In each issue of our highly illustrative magazine you'll find adventures, background articles, variants and game reviews for a variety of SF games, plus "Commlink", with up to date data on recent and upcoming SF game releases.

Don't miss a single voyage! Ask your local dealer for our quarterly magazine or subscribe direct for **\$9 (\$10 U.S. to Canada)**.



StarLance Publications
50 Basin Drive, Mesa WA 99343



VOYAGES SF 11 READER SURVEY

Readers are encouraged to complete the survey below. Either photocopy this form or list the article numbers, with appropriate ratings, on a post card. Rate articles: Excellent=4, Good=3, Fair=2, Poor=1. (In the case of non-game articles, a Poor rating indicates not entertaining or not desired.) Mark articles not read with X.

- 1 COMMLINK
- 2 A DAY AT THE AUCTION
- 3 SHIPS OF THE FLEETS
- 4 SILK SCORPION
- 5 RED SUN BLACK DEATH PART 2
- 6 REVIEWS
- 7 GRAPHICS AND ILLUSTRATION

- Q1 Is this issue of VOYAGES SF better than our last issue (Yes or No)?
- Q2 Including yourself, how many people read this issue?
- Q3 How many gaming magazines do you read regularly?
- Q4 Rating in order of preference the most recent issues of the gaming magazines you read, at what number would you rate this issue of VOYAGES SF (1 is high)?

Additional Comments: _____

PLEASE MAIL BEFORE JUNE 15 1990

"Hey, 'you play sci-fi RPGs? Yeah? Then make sure you've got these issues of *Voyages SF*—can't do without 'em—an' they're only \$2.50 each!"



VOYAGES SF No. 7

BIRD OF PREY-PART 1; An alien race in detail for *MegaTraveller*. ANATRA DORA; A starfighter carrier for *Star Wars*. CARRIER ASSIGNMENT; Adventure aboard the Anatra Dora. MODIFIED SPACE COMBAT; Alternate rules for space combat in *Star Wars*. THE SHATTERED IMPERIUM; Sources of subsector maps and data for *MegaTraveller*. PROVINCIAL LANGUAGES; Linguistic ties in *SpaceMaster*. STARBAT-TLES; An overview.

VOYAGES SF No. 8

REBEL JUSTICE; *Star Wars* adventure. STAR MAPS; Alternative to *Star Wars* Gazetteer. KFANGU SPACE FIGHTER; Vargr fighter—*MegaTraveller*. AMERICANS IN THE ETHER; Esmarelda ether flyer—*Space 1889*. CRYOGENIC SURRENDER; *MegaTraveller* adventure. HULL DAMAGE; Hull hits in *Traveller*. ANCIENT SCIENCE OF SHRINKING—*Traveller*. MILITARY DRESS; Uniforms of 1889. BEYOND THE LOOKING GLASS; Alternate universes in RPGs.

VOYAGES SF No. 9

THE KAFER CONNECTION; 2300 AD adventure. BIRD OF PREY-PART 2; An alien race in detail for *MegaTraveller*. VAMPIRES IN SPACE?! *Cyberpunk* and *Gurps Space*. A WORLD IN REVOLT; *Star Wars* adventure. THREE-DIMENSIONAL STAR MAPS; Computer program to determine 3-D distance calculations. FLIP OF A COIN; Reviewing a fan publication. PETERSBURG; *MegaTraveller* fiction.

VOYAGES SF No. 10

RED SUN BLACK DEATH-PART 1; *GURPS Space* adventure. IMAGES OF THE SHATTERED IMPERIUM; Art Of Phil Morrissey. EQUIP. CATALOG; *Star Wars*: S400 Police Vest. ZIDHAEDZ CLOSE ESCORT; Vargr Starship in 15 mm for *MegaTraveller*. SPACIAL DELIVERY; *SpaceMaster* adventure. REVIEWS: Albedo RPG, *Star Wars* Imperial Sourcebook, Legacy Of The Ancients—*SpaceMaster*, Infernal Devices (fiction).

STARLANCE PUBLICATIONS * 50 BASIN DRIVE * MESA WA 99343

SWORD & STARSHIP ENTERPRISES

WE ALWAYS HAVE 25% OFF ALL GAMES

If we don't list a game you are looking for in our ad or our catalog, please let us know—we do special orders, too! Let us know what you are looking for.

GDW

Space 1889 RPG \$22.50
 1889 Referee Screen \$7.50
 Soldier's Companion \$11.25
 MegaTraveller Boxed Set . . \$22.50
 Fighting Ships / Imperium* . . \$7.50

FASA

Shadowrun RPG \$21.00
 Shadowrun GM Screen \$7.50
 Demon / Bottle (Shdwrn)* . . . \$6.00
 Sprawl Sites (Shadowrun) . . . \$9.00

I.C.E.

SpaceMaster \$22.50
 Star Strike \$22.50
 Vessel Compendium #1 \$9.00
 Vessel Compendium #2 \$9.00
 Vessel Compendium #3 \$9.00
 Silent Death (Star Strike)* . . \$30.00
 Armored Assault \$26.25
 CyberSpace RPG \$13.50
 Edge-On \$6.75
 Sprawlgangs & Megacorps . . . \$9.00

Digest Group Publications

101 Vehicles (MegaTrav) \$6.00
 Starship Oper. Manual \$6.75
 World Survey Guide \$9.00
 Alien Races (Vilani / Vargr) . . \$9.75

Whit Productions

Mutazoids RPG \$9.75
 Mutazoids GM Screen \$3.75
 New England Knights* \$5.25

Bard Games

Chronicles / Talislanta \$9.00
 Talislantan Handbk (2 ed) . . \$10.50
 Naturalist's Guide \$9.00
 Sorcerer's Guide \$9.00
 Cyclopedia Talislanta \$10.50
 Cyc. Tal: 7 Kingdoms \$7.50
 Cyc. Tal: Wild. / Zaran \$7.50
 Cyc. Tal: West. Lands \$7.50
 Cyc. Tal: East. Lands \$7.50

Waterford Publishing

High Colonies RPG \$11.25

Thoughts & Images

Albedo RPG \$15.00

B. T. R. C.

Timelords RPG (2nd ed)* . . . \$11.25

R. Talsorian Games

Cyberpunk RPG \$15.00
 Rockerboy \$7.50
 Hardwired \$9.00
 Near Orbit \$7.50

West End Games

Star Wars RPG \$13.50

Star Wars Sourcebook \$13.50
 Imperial Sourcebook \$13.50
 Galaxy Guide 5* \$9.75
 Scoundrel's Luck (solo) \$9.75
 Torg: Possibility Wars* \$22.50
 Living Land Sourcebook* . . . \$13.50
 The Destiny Map* \$9.00

Chessex

Buff Leather Dice Bag \$3.00
 25mm Hex BttIMat (26x23) . . \$7.50
 Water-based Pen Set (4) . . . \$3.95
 GemDice (7) clr, ylw, red . . \$2.60
 GemDice (7) or, gr, blu . . . \$2.60
 GemDice (7) smoke, purple . . \$2.60

Rapport Games

Morpheus RPG \$9.00
 Stuff Dreams / Made Of* . . . \$6.75
 Operation Hitler!* \$6.75

T.S.R.

ADD2 Player's Handbook . . . \$15.00
 ADD2 DM Guide \$13.50
 Monstrous Compend. #1 . . . \$15.00
 Monstrous Compend. #2 . . . \$11.25
 Monstrous Compend. #3 . . . \$7.50
 Monstrous Compend. #4 . . . \$15.00
 Monstrous Compend. #5* . . . \$7.50
 DMGR2 Castle Guide* \$11.25

* This item is supposed to be released some time in April.

FOR A FREE CATALOG, SEND A S.A.S.E. TO:

SWORD & STARSHIP ENTERPRISES, P. O. BOX 3373, TRI-CITIES WA 99302-3373

*** If ordering from this ad, include \$2 shipping and handling *** No COD orders and no delivery outside continental USA (for special arrangements, see catalog). We accept personal checks (not shipped until check clears) and money orders. Do not send cash. Orders shipped UPS. WA residents add 7.8% sales tax.

JUMPSPACE BACK ISSUES

\$1.50 for each issue or \$4 for all four (ppd)!

VOYAGES SF EVOLVED FROM THIS LOW PRINT RUN, AMATEUR ZINE DEVOTED ENTIRELY TO GDW'S TRAVELLER. WE'VE DISCOUNTED THE COVER PRICE OF \$2.50 TO CLEAR OUR INVENTORY!

No. 3: The Human Spirit (fiction); Homet 23E Main Battle Tank; Modified Scout Courier; Smuggler's Wish List.

No. 4: A Moment With Naval Architect Tyler Purcell; Small Craft For System Defense; Sentry Class SDB; MK XIV Liquid Explosive.

No. 5: VARGR SPECIAL. Vargr Combat Vehicles; Vargr Scout And Courier; Vargr Tracked ATV; Psi-Staff Of The Ancients.

No. 6: A Story (fiction); Solomani Fleet Courier; Solomani Combat Vehicles; Robot Mart; Quantaire Accelerator.

STARANCE * 50 BASIN DRIVE * MI SA WA 99343



The ADJUTANT

a newszine devoted to Imperial Army, Marine & Mercenary Characters. Equipment, Weapons, Rules Variants & More. Sample issue \$1.50, subscription \$9.00 (for 6 issues)

c/o M.S. Graphics
 121 North First St.
 Salinas, CA 93906-3225



REVIRESCO

Science Fiction

GAMES, 25mm FIGURES, PAPER ITEMS

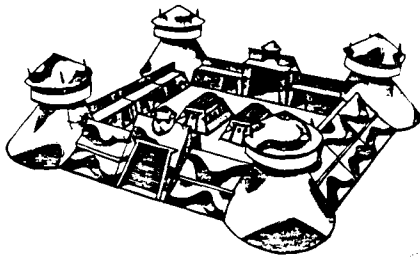
REVIRESCO manufactures the largest and most comprehensive line of 25mm scale science fiction war game miniatures in the world. With over three hundred designs available, including eight human and eight alien races; fifteen distinct robot types, sixteen starships, and twenty three different vehicles and heavy weapons, you will be sure to find useful items, no matter what game system you employ.

We provide full support for our own games, STARGUARD, STARWAR 2250, and WARBOTS & DEATH MACHINES. We have even designed cut and fold paper buildings and vehicles specifically for science fiction gaming.

There just isn't space enough in this ad to tell you about all our products, so we have presented a few representative samples. Send \$1.00 for our illustrated Catalog, to Reviresco, 5293 Leprechaun Ln., Kearns, Utah 84118.

Fantastic Futuristic Fortress

Fortress Kit

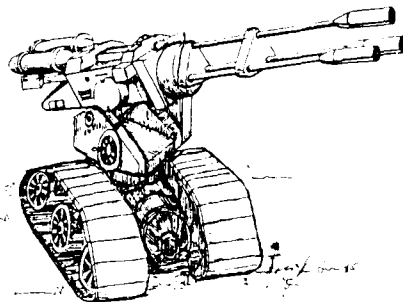


Contains:

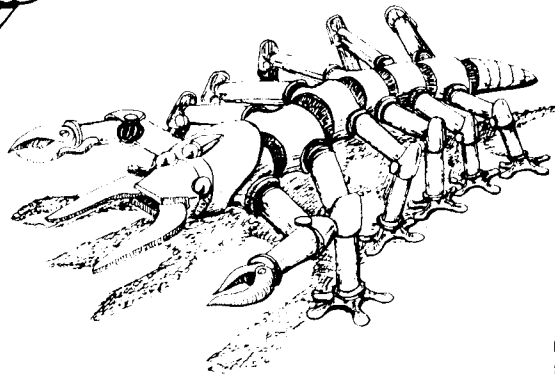
FOUR CORNER TOWERS, EIGHT CORNER WALL SECTIONS, TWO CENTER WALL SECTIONS, TWO GATE HOUSES, TWO SLAVE BARRACKS, AND FOUR MEDIUM POWER GUNS.

PRINTED ON HIGHEST QUALITY COLORED BRISTOL CARD STOCK. EASY CUT AND FOLD ASSEMBLY.

P-1 FORTRESS RAL 1/72nd scale 20" x 20" \$12.50
P-1a FORTRESS RAL 1/144th scale 10" x 10" \$ 6.50



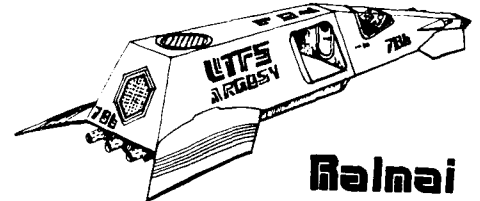
HWV-15 Robot (Tracked)
Tri-vulcan Power Gun \$6.50



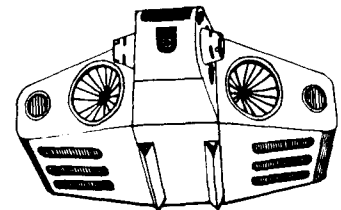
HWV-14 Deca-Pillar \$5.50

Federation

Retrieval Boat



Rainai Downship



CONTAINS: Two complete cut and fold kits; printed on highest quality colored bristol card stock. Each shuttle craft has opening doors, interior detail, and clear acetate windows.

P-2 Shuttle Kit 1/72nd scale 9" long \$6.00
P-2a Shuttle Kit 1/144th scale 4.5" long \$3.00

Reviresco 5293 Leprechaun Ln.
Kearns, Utah 84118 801-969-3646

Share the Adventure!

HIGH COLONIES

The Science-Fiction Role-Playing Game



*"In 2188,
you are
the last,
best
hope for
mankind..."*

Two hundred years in the future, Earth is a deadly wasteland, ravaged by nuclear, chemical and biological weapons. Humanity lives in exile, clinging to life on a multitude of space stations in the Solar System. These stations are the **High Colonies**, the last, best hope of mankind.

High Colonies is a role-playing game set in 2188. Players assume the roles of men and women struggling to succeed in a difficult and dangerous society. It won't be easy. They face threats from alien creatures, bio-engineered renegade soldiers, fanatical tyrants and desperate pirates. Only the bold will survive.

High Colonies is an easy to learn, playable and realistic game system. Everything from character generation to rules for robots is designed to maximize ease of play without sacrificing realism.

High Colonies includes extensive background material and a detailed future history. This provides a fascinating environment for players to explore, and gamemasters can be sure that they are dealing with an intelligently planned science-fantasy world.

The **High Colonies** gamebook includes "Hard Times at Lyric 3", a ready to run adventure scenario that enables you to begin playing **High Colonies** almost immediately.

\$15.00 (U.S.)

Waterford Publishing House Ltd.

Box 3742, Main Post Office, Vancouver, B.C., Canada, V6B 3Z1

(604) 253-4293