
DEUCES WILD

Introductory STAR ACE™ Adventure



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First, it's a wild search for the "Wildman"; now this. Your missile worked over that little Imperial interceptor, now a cloud of litter and dust behind you. Problem is, two Imp fighters are breathing down your neck, and your scanners tell you everyone else in your group has the same kind of unfriendly escort.

Two bright beams of light, Imperial laser fire, flash past your craft into deep space beyond. Close—but close doesn't count in a dogfight. You know what they say: you never see the one that gets you. You still have a chance, now that they've missed. A couple of quick maneuvers, and they could both wind up like that interceptor back there. That wouldn't be too shabby for your first day as a Star Team Deuce; here's your chance to show Commander Malako what to expect from a bunch of deuces wild!

STOP: If you are going to play in this adventure, stop reading now. The rest of this booklet is intended for the CM only. Players who read this material before playing the adventure will ruin many of the surprises in the adventure and spoil much of the fun for themselves.

HOW TO USE THIS ADVENTURE SCENARIO

This is a specially designed STAR ACE™ adventure scenario. It's designed to introduce new players to the game system while providing CMs all they need to make the first adventure rousing, action filled, and fast paced.

As CM, you should first read through this entire booklet carefully. Get familiar with the outline of the adventure, and note any details which may require special handling during play (such as the ICE prison in Encounter 4).

The adventure itself consists of 11 numbered Encounters. Most encounters contain some indented text between two scribe lines; read this text to the players at the start of the encounter. It tells them what their characters can see or hear, and sets the stage for the action that follows.

The remaining text in each encounter tells you how to run the encounter. It provides details about how the action should proceed, how NPCs will act or react to the PCs, and any additional information the PCs may gather during the encounter.

Each encounter concludes with a listing of each NPC and/or NPC spacecraft in the encounter. These listings are designed so you can keep track of damage to NPCs right in the adventure scenario booklet; that way, there's no need to bother with cumbersome notebooks in the middle of an exciting combat.

The center pages of this booklet contain eight pregenerated player characters. Each character is presented on a character card. Encourage your players to use these characters in their first game: this saves the time of having to create PCs and gets everyone playing right away. Of course, your players may create their own characters (using the directions in Chapter II of the *Basic Training Manual*) if they choose.

To use the character cards, gently remove the four center pages of the booklet, then cut out the character cards along the dark black lines.

When playing encounters for which sketch maps are provided, use the counters and the battle board as needed to keep track of the action. Spare counters can be used as necessary to help the players keep track of where furniture, walls, and doors are located.

CM'S PLOT SUMMARY

The PCs are assumed to be brand new Star Team deuces, fresh from basic training, linked up with the Marauders' Landing Star Team base on Wilderness. Base Commander Malako summons the PCs to his office to assign them a first mission.

Malako tells the PCs "Wildman" Ashvelt, Spade/4, is missing. Ashvelt was sent to Sepa Green to gather intelligence for the Alliance. He hasn't reported back. The PCs are to go to Sepa Green, make contact with the resistance there, and investigate Ashvelt's disappearance. If possible, they are to get Ashvelt back.

What even Commander Malako doesn't know is that the Star Team contact with the Sepa Green resistance, Joseph Black, is a traitor. Black was discovered to be a resistance member some time ago by the ICE. Under threat of death for both himself and his family, Black has since then been betraying Star Team members and resistance leaders to the ICE. Black betrayed Ashvelt while Ashvelt was on Sepa Green, and is also setting up the PCs, now that he knows they are coming.

The PCs' first clue that all is not well is the Imperial reception committee that awaits them outside the Sepa Green system. Assuming they win the space combat which ensues, and make it to Sepa Green, Black sets them up for arrest by the ICE, this time in a sleazy spaceport city bar. If his plot fails, Black leads the PCs on a wild goose chase into the swamps, where they will be intercepted by a Gorlon ICE patrol.

By this time, the PCs should be aware that something is very wrong about Black. If they have discovered (through Investigation skill or by a chance encounter in the ICE prison) that Black's family is being held, he will brave out the situation, offering to provide the PCs with the necessary clues to find Ashvelt, and to help them on their mission, if they'll help him rescue his family.

Ashvelt is en route to an ICE prison on Asfalia. Using the information finally provided by Black, the PCs can probably overtake the Imperial convoy bearing Ashvelt, and, after a final space battle, rescue the Star Team member and gain a cargo ship loaded with plunder as well.

You should keep careful track of game time during this adventure: the rescue of Ashvelt depends upon the PCs completing the adventure within 120 game hours.

1. BRIEFING ON WILDERNESS

"Welcome, deuces!"

Commander Malako rises from his desk, shakes hands with each of you, and indicates comfortable seats.

"Make yourselves comfortable. It's probably the last comfort you're going to see for a while," he says with a sharp Trakan smile.

"As you know, Star Team members here on our base at Marauders' Landing are sent, from time to time, on special assignments. Well, I have one which should be just right for you rookies; give you a little taste of action, maybe a chance for plunder, and a chance to earn a little glory around here."

"We're missing a pilot, a human pilot named Roger "Wildman" Ashvelt, Spade/4. He was a hotshot, but tends to get in tight spots every once in a while. I sent him to Sepa Green last week to make contact with the resistance there and pick up some intelligence information for the Alliance. He hasn't reported back. Find him. Any questions?"

As the PCs ask questions, Commander Malako makes sure they receive the following additional information:

1. Ashvelt was due to report in three days ago. There has been no word since from him on any tightbeam communications channel.

2. The resistance on Sepa Green reports no knowledge of his whereabouts, but they are investigating.

3. The main starport on Sepa Green is open to Star Team craft, although Imperial patrols have a habit of trying to jump Star Teams just outside the Sepa Green system.

4. Security on Sepa Green is tight; anyone coming on planet in a Star Team craft most certainly will be tailed by ICE undercover agents.

Whether the PCs ask or not, Malako tells them an experienced human resistance fighter, Joseph Black, will meet the PCs at the spaceport after they have cleared customs. He will approach them and offer to

sell them a ring. They should decline to buy it, saying, "Sorry, I don't need a ring now. Perhaps you have a bracelet?" This will establish their identity for Black. Black will then leave; the PCs should follow him, keeping at a distance, until he determines that their ICE tail has been shaken off. Black will then approach the PCs, arrange for them to get weapons, since no weapons are allowed through Imperial customs on the planet, and aid their investigation.

Allow the PCs time to ask any questions they want. At the conclusion of their interview with Malako, the commander stresses that speed is urgent; if Ashvelt has fallen into Imperial hands he will certainly be tortured and/or killed. Malako will not answer questions about the information Ashvelt was gathering; intelligence information is given out only on a "need to know" basis.

At the end of the interview, the PCs should, if all is proceeding normally, hop in their Phoenix starfighters and make the hyperspace jump to the Sepa Green system. The CM should keep careful track of game time from this point on; the PCs' chance to rescue Ashvelt depends upon the speed with which they act and the amount of time eaten up by hyperspace jumps.

2. A WELCOMING PARTY

Before beginning this encounter, the CM should remember to roll for the amount of time the PCs have spent in hyperspace and to require Spacecraft Piloting skill checks to determine stress damage to their craft. Then read the following to the players:

Your starfighters lurch slightly as they pop out of hyperspace back into the everyday universe. Almost as quickly as your eyes readjust to the normal sights of sublight travel, you notice blips on your scanners. Imperial fighters--closing fast with their shields coming up!

The forces of Baron Rissil, Imperial Overlord of Sepa Green, have prepared a little welcoming committee

for the PCs. Tipped off by the resistance traitor, Black, that the Star Team PCs would be arriving shortly, they plan to destroy the PCs before they reach the planet.

The Imperial forces consist of two squadrons of Imps backed by 3 squadrons of interceptors, a total of 6 Imp fighters and 9 interceptors. These forces have been waiting for several hours for the PCs to pop in from hyperspace.

Use the battle board and appropriate counters to run this encounter, using the dogfighting rules in Chapter V of the *Star Team Basic Training Manual*.

If there are fewer than 6 PC craft in this encounter, you should modify the forces shown so that there is one Imp fighter for every PC craft, and one and one-half interceptors for every PC craft.

Both the interceptors and the Imps fight until one-half of their respective forces have been destroyed. Then the remaining craft of each force try to escape the dogfight. Escaping craft make for the spaceport on Sepa Green, the same port for which the PCs are bound. Travel time from the area of the battle to the spaceport is only 8 hours at sublight speed.

NPC Craft Statistics

Six Imperial Fighters

Stress Pts: 60 Combat Speed: 9
VCR: 60 Crew: 1

Damage:
Stress Points Damage Boxes

#1	<input type="checkbox"/> Front laser	<input type="checkbox"/> Rear missile
	<input type="checkbox"/> Drive	<input type="checkbox"/> Control
#2	<input type="checkbox"/> Front laser	<input type="checkbox"/> Rear missile
	<input type="checkbox"/> Drive	<input type="checkbox"/> Control
#3	<input type="checkbox"/> Front laser	<input type="checkbox"/> Rear missile
	<input type="checkbox"/> Drive	<input type="checkbox"/> Control
#4	<input type="checkbox"/> Front laser	<input type="checkbox"/> Rear missile
	<input type="checkbox"/> Drive	<input type="checkbox"/> Control
#5	<input type="checkbox"/> Front laser	<input type="checkbox"/> Rear missile
	<input type="checkbox"/> Drive	<input type="checkbox"/> Control
#6	<input type="checkbox"/> Front laser	<input type="checkbox"/> Rear missile
	<input type="checkbox"/> Drive	<input type="checkbox"/> Control

Nine Interceptors

Stress Pts: 40 **Combat Speed:** 8
VCR: 50 **Crew:** 1

Damage:

Stress Points	Damage Boxes
#1 <input type="checkbox"/> Front laser	<input type="checkbox"/> Drive
#2 <input type="checkbox"/> Front laser	<input type="checkbox"/> Drive
#3 <input type="checkbox"/> Front laser	<input type="checkbox"/> Drive
#4 <input type="checkbox"/> Front laser	<input type="checkbox"/> Drive
#5 <input type="checkbox"/> Front laser	<input type="checkbox"/> Drive
#6 <input type="checkbox"/> Front laser	<input type="checkbox"/> Drive
#7 <input type="checkbox"/> Front laser	<input type="checkbox"/> Drive
#8 <input type="checkbox"/> Front laser	<input type="checkbox"/> Drive
#9 <input type="checkbox"/> Front laser	<input type="checkbox"/> Drive

3. RISSIL SPACEPORT

The signs say, "Welcome to Rissil Interstellar Spaceport." not that you feel very welcome: the entire place is crawling with armored Imperial troops and Rissil's private mercenaries as well, both groups consisting mostly of Gorlons. The hangar fees are high: 5 chips each to house your ships; 12 chips each if you want the three-day long-term rate. Repair to stress damage is done here at the usual rate of 5 Chips per point repaired. You can have your ships repaired while you adventure on the planet, and pay as you leave. Aside from a standard cargo vessel, your ships are the only craft in the hangar.

The Imperials have been eyeing you openly ever since your craft landed, and you can see two Crassites, pretending to be in deep conversation, watching you out of the corners of their eyes as you walk through Imperial customs.

Show the players the sketch map of the spaceport facility, and point out the location of the customs desks. Unless the PCs actions indicate otherwise, they should pass through customs without any problems.

PCs may attempt to smuggle weapons through customs; allow the standard Gorlon customs agents a general Perception check for each PC. A Gorlon who passes the check notices or finds the smuggled weapon.

The offending PC will be arrested at once as a black market smuggler and taken to the ICE prison in Rissil City (see Encounter 4).

Once they are in the main lobby, the PCs are approached by a human dressed as a merchant/businessman. He has been conspicuously approaching people at random in the lobby, offering to sell them a ring. He approaches the PCs, shows them the ring, and offer to sell it. If the PCs respond in the way Commander Malako told them, the man nods politely and heads out the main doors of the spaceport to a place where rental hover cars are available. This man is of course Joseph Black, the PCs' resistance contact.

PCs who pass a general Perception check notice that the two Crassites seem to be following them. The Crassites are ICE undercover agents, dressed as moderately wealthy merchants. Their job is to follow the PCs and arrest them at the first moment they step out of line.

If the PCs start any combat with Imperial troops or Rissil's mercenaries, more such troops come into the fight from the general area at a rate of 1d10 troopers per round until the PCs are subdued or killed. Any live PCs are taken into custody by the Crassites and thrown into the ICE prison facility in Rissil City. (The prison is described in Encounter 4.) If the encounter takes place smoothly and without combat, go to Encounter 5.

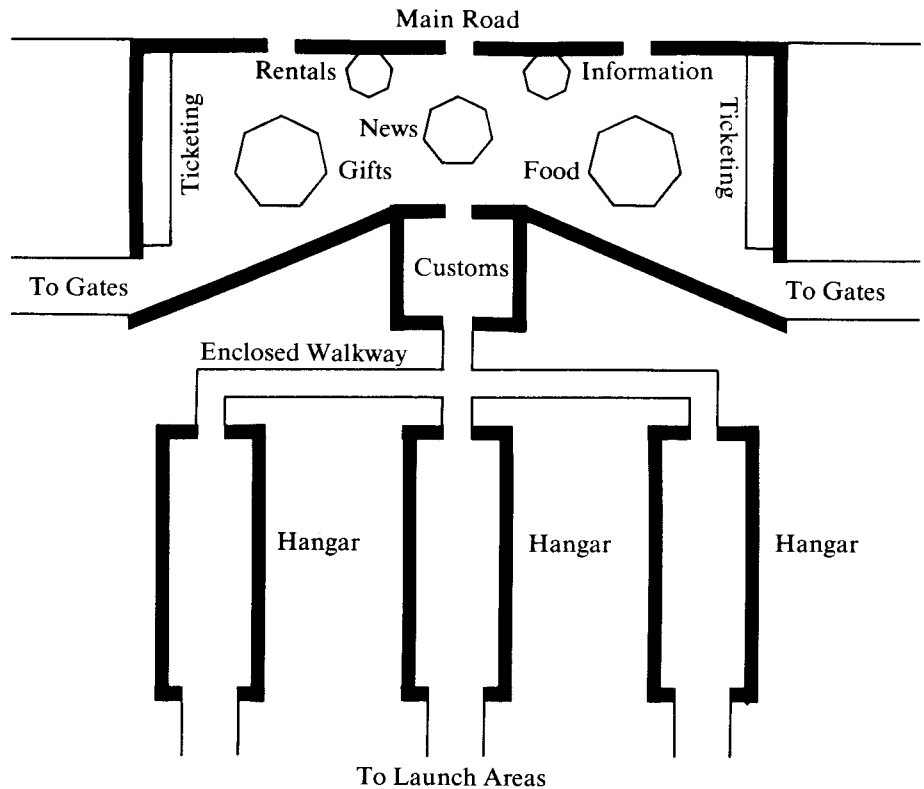
NPC Statistics

Imperial and Mercenary Troops

All these troops are standard Gorlon NPCs:

STR	58	DEX	50	AGL	76
WPR	50	PER	32	PCN	48
STA	76	UMS	67	WNDS	15

Skills: Beam Weapons, Rookie, 65.



RISSIL INTERSTELLAR SPACEPORT

Current STA	Wounds
#1	00000000000000
#2	00000000000000
#3	00000000000000
#4	00000000000000
#5	00000000000000
#6	00000000000000
#7	00000000000000
#8	00000000000000
#9	00000000000000
#10	00000000000000

Add additional troops as needed.

All are wearing reflector plate armor and helmets. All are armed with laser rifles.

Two Crassite ICE Agents

These men are both standard Crassite NPCs:

STR	64	DEX	46	AGL	46
WPR	60	PER	40	PCN	72
STA	38	UMS	55	WNDS	12

Skills: Beam Weapons, Vet, 76.

Current STA	Wounds
#1	000000000000
#2	000000000000

Both are secretly armed with hidden laser pistols. They carry short range communicators which put them in touch with ICE headquarters in Rissil City. They are unarmored.

4. A NICE, COOL PLACE

This encounter is a description of the ICE prison facility in Rissil City. It should be used only if the PCs are arrested, or if they break in to rescue Black's family; if the PCs are arrested at any time on Sepa Green, they are brought here for questioning, trial, and execution.

The sketch map of the prison shows the layout of the section of the prison where the PCs are being held. The PCs are kept two per windowless cell. As luck would have it, Black's wife and daughter are kept in a cell on the same hall (they will not join in an

escape unless escorted by the PCs: they're just too beaten down and frightened by their long imprisonment: use standard Human NPC stats if these two come into play). The communications center shown on the map monitors the security devices in each cell and hall. From the center, a door leads to the outside, but can be opened only by giving the computer at the communications center the proper access code, or by destroying the computer.

Video monitors with attached weapons which fire like laser pistols (base strike number=85) guard all corridors to the cells. Their fire is computer controlled, and is activated instantly whenever a being enters a corridor without first having clearance from the communications center.

Each cell is locked with a computer controlled lock, which can be deactivated at the communications center.

The communications center itself is manned by four Gorlon guards. In

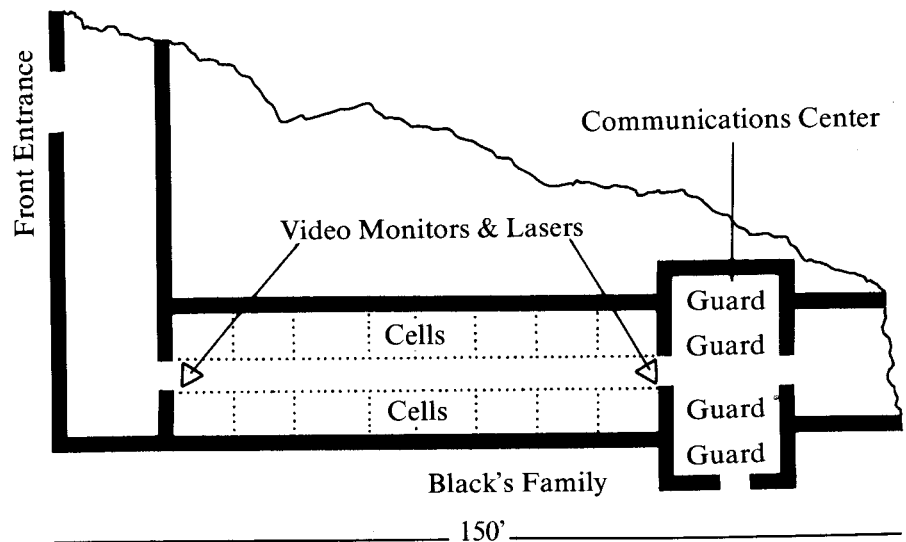
addition, there are eight additional guards for this section in the guard recreation area; they respond to an alarm in 1d10 rounds.

PCs with Security System skill will be able to pick the cell locks, if they can gain access to an electronics kit. PCs with Computer skill can reprogram the computer at the communications center to erase any record of the PCs having ever been arrested. They can also learn from the computer the proper code to activate the door to the outside which leads from the communications center.

The outside of the prison is manned constantly by ICE storm troopers. One team of four watches the front entrances, while a second team patrols the sides and rear. Access to the prison building is limited to ICE officials, guards, and persons with appointments, who must check in with the commander of the front entrance guard team.

The walls of the prison cannot be harmed by normal, hand-held wea-

PRISON



pons. They can be blown through with explosives by a character with Demolitions skill. If fired upon by spacecraft type weapons, the walls can take 50 stress points of damage before collapsing.

PCs not in the prison can gain information as to which cells PC prisoners are kept in by bribing any one of the front entrance guards after he goes off duty. The minimum bribe such a guard will accept is 20 Chips. He will not provide further aid.

If, at any time, the PCs help Black's wife and daughter to escape, Black will show his true colors: sympathy with the Star Teams. He'll provide all the information he has on Ashvelt's whereabouts, and offer to help the PCs himself. They may be able to steal the cargo ship in the hangar where their fighters are stored; if they can, Black, his wife, and daughter will operate the ship and accompany them (use the Standard Cargo Vessel statistics found in Chapter V of the *Basic Training Manual*).

NPC Statistics

Twelve Gorlon ICE Storm Troopers (Guards)

STR	62	DEX	58	AGL	76
WPR	54	PER	32	PCN	50
STA	76	UMS	69	WNDS	15

Skills: Beam Weapons, Vet, 88.

Current STA	Wounds
#1	0000000000000000
#2	0000000000000000
#3	0000000000000000
#4	0000000000000000
#5	0000000000000000
#6	0000000000000000
#7	0000000000000000
#8	0000000000000000
#9	0000000000000000
#10	0000000000000000
#11	0000000000000000
#12	0000000000000000

These guards are all wearing reflector plate armor. Each carries a laser rifle and a laser pistol sidearm.

Eight Outside Guards

Same statistics as guards above.

Skills: #1 and #5, Beam Weapons, Vet, 88; Grenade Launcher, Vet, 88. All others, Beam Weapons, Vet, 88.

Current STA	Wounds
#1	0000000000000000
#2	0000000000000000
#3	0000000000000000
#4	0000000000000000
#5	0000000000000000
#6	0000000000000000
#7	0000000000000000
#8	0000000000000000

All are wearing reflector plate armor. All are armed with laser rifles and laser pistol sidearms, except numbers 1 and 5, who both carry a grenade launcher with frag grenades instead of a laser rifle.

5. SHAKING THE TAIL

Your contact rented a hover car and took off into the city traffic; you flipped down 2 chips deposit on a multi-seater for yourselves and followed at a discreet distance.

PCs passing a general Perception check will notice that the Crassites who were watching them at the hangar have also rented a multi-seater, and are following them at a careful distance. Ahead of them, Joseph Black suddenly accelerates into a quick turn and begins weaving through the heavy traffic. After several such turns, the PCs notice that their "tail" has apparently been lost. Black parks his hover car outside a rather sleazy looking dive (a sign above the place reads "Belto's Good Time Lounge") and walks inside. Should the PCs do the same, Black approaches them.

Although the PCs do not know it, Black plans to lead them into another trap. The ICE agents tailing the PCs deliberately allowed themselves to be shaken off; they are quite aware that Black is leading the PCs to Belto's.

6. GETTING THE LOWDOWN

Inside, you see that the bar is large, dark, loud, and cheap. Out-of-tune clarinet music plays quietly beneath the murmur of conversation. Your contact has seated himself alone at table in a dark, rear corner of the establishment. At the bar, a few drunken Gorlons mutter peacably enough among themselves. The rest of the clientele is mixed; every race in the region is represented. In all, there are about 60 customers in varying states of animation and intoxication. Several empty tables are still available.

Use the sketch map of the barroom for this encounter. Show the map to the PCs as soon as they enter the establishment.

Black wanders over to the PCs table as soon as they have seated themselves. He cheerfully orders drinks for them, and engages in small talk until they are served. Then quietly, he gets to the business at hand.

Black first spends some time bragging about the ease with which he shook the ICE tail that was placed on the Star Team members. He will deny any knowledge of their encounter in space before arriving at Sepa Green, if the subject arises. Above all, Black pretends to be concerned about the whereabouts and fate of Ashvelt. He says that he has a contact among Rissil's men who may be able to help the Star Team members find their companion, and that he has set up a meeting with this man for tonight, in the swamps outside town. He gives the PCs a small map showing the location of the meeting, with the time (7 p.m. tonight) noted.

Black won't bring up the subject of weapons for the PCs. If the PCs raise the subject once, he reassures them: "Of course I have weapons for you!" Then he changes the subject. If pressed on the point a second time, Black walks up to the bartender, asks for his "package," and returns to the table with a large box. Inside the box are one charged laser pistol, one sensory

RACE: Crystal Clone **SEX:** Female **PERSONAL DATA:**

ORDER/RANK: Heart/Deuce

Age: 23
Height: 5'4"
Weight: 130 pounds

RACIAL ABILITIES

Energy beam from hand

STARTING EQUIPMENT AND FUNDS

- Star Team FX-80 Phoenix Starfighter
- Proton Projector Rifle
- LSS Body Suit
- Shock Mace
- LSS Helmet
- Laser Pistol
- 23 Chips

Valo is dedicated to the cause of the Star Teams and the defense of Ruoka. However, she freely allows her artistic interests to show. She particularly enjoys space combats, not because of the violence involved, but because of the combination of sights and sounds (over the radio). Valo is also a dedicated doctor, and has promised herself that she will never willingly leave a comrade behind in a combat situation.

RACE: Trakan **SEX:** Female **PERSONAL DATA:**

ORDER/RANK: Diamond/Deuce

Age: 21
Height: 6'1"
Weight: 135 pounds

RACIAL ABILITIES

- Stealth
- Night Vision

STARTING EQUIPMENT AND FUNDS

- Star Team FX-80 Phoenix Starfighter
- Proton Projector Rifle
- LSS Body Suit
- Laser Pistol
- LSS Helmet
- Sensory Knife
- 24 Chips

Syabodni like Krast grew up on the streets of Statitsa. More than most, she enjoyed the freedom of the Statitsan way of life. She resents and resists when anyone or anything interferes with her personal freedom and ties her down.

These attitudes led her to begin life as a smuggler, aiding resistance fighters on Shamba. After early successes, funded by an old Crassite, she came to the attention of the Star Teams and was recruited, after being assured that her personal liberty would not be that limited by the way of life at Marauder's Landing.

RACE: Crystal Clone **SEX:** Male **PERSONAL DATA:**

ORDER/RANK: Heart/Deuce

Age: 21
Height: 5'2"
Weight: 105 pounds

RACIAL ABILITIES

Energy Beam from hands

STARTING EQUIPMENT AND FUNDS

- Star Team FX-80 Phoenix Starfighter
- Proton Projector Rifle
- LSS Body Suit
- Laser Pistol
- LSS Helmet
- Laser Rifle
- 20 Chips

Like most recently created Crystal Clones, Liikeasia's Crystal Purpose is to be a Star Team member. He is totally devoted to the Star Teams and the protection of Ruoka against the Empire. Because of his extraordinary Perception, Liikeasia is often the first to spot trouble. He dislikes, but does not fear violence; he prefers to find a logical, non-violent solution to most problems, but doesn't hesitate to use force when it is the only logical means at hand. Secretly, Liikeasia would like to become a light and sound artist.

RACE: Trakan **SEX:** Male **PERSONAL DATA:**

ORDER/RANK: Diamond/Deuce

Age: 20
Height: 6'4"
Weight: 150 pounds

RACIAL ABILITIES

- Stealth
- Night Vision

STARTING EQUIPMENT AND FUNDS

- Star Team FX-80 Phoenix Starfighter
- Proton Projector Rifle
- LSS Body Suit
- Beam Saber
- LSS Helmet
- Sensory Knife
- 18 Chips

Like most Trakans, Krast grew up on the streets of Statitsa. Although he had the beginnings of a promising career fleeing tourists, Krast was more serious-minded than the average Trakan; he recognized the constant threat of the Empire as a threat to the Trakan way of life. As a result, he went to Earth and did what he could to aid the resistance there.

The Star Teams first noticed Krast when he approached a Spade/7 in an Earh bar and offered to sell him an Imperial fighter. Krast had bargained the drunken Gorton pilot out of his craft in exchange for a deed to some Tamilian farmland. Impressed, the Spade/7 recruited Krast on the spot.

BASIC ABILITIES

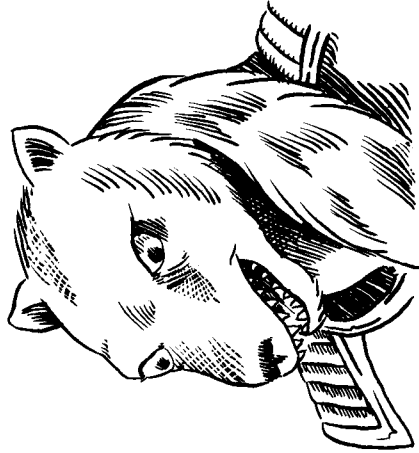
Strength 50 Perception 66
 Dexterity 60 Stamina 66
 Agility 54 Luck 62
 Willpower 64 Wounds 14
 Personality 58 UMS 52

Current Stamina:

Wounds:

SKILLS

Name	Level	Score
Spacecraft Piloting	Rookie	75
Noetic Defense		
Mode	Rookie	95
Ignore Pain	Rookie	91
Shield Ship	Rookie	87
Emergency		
Spacecraft Repair	Rookie	79



ZAHMET

BASIC ABILITIES

Strength 58 Perception 60
 Dexterity 64 Stamina 56
 Agility 70 Luck 56
 Willpower 56 Wounds 13
 Personality 48 UMS 64

Current Stamina:

Wounds:

SKILLS

Name	Level	Score
Spacecraft Piloting	Rookie	95
Noetic Defense		
Mode	Rookie	73
Laser Pistol	Rookie	94
Grenade Launcher	Rookie	94
Telekinesis	Rookie	78



VANESSA LING

BASIC ABILITIES

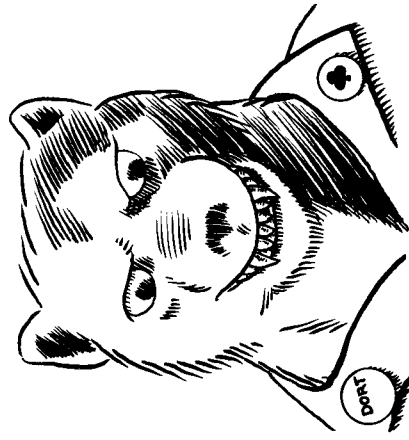
Strength 68 Perception 58
 Dexterity 40 Stamina 54
 Agility 46 Luck 48
 Willpower 64 Wounds 13
 Personality 50 UMS 57

Current Stamina:

Wounds:

SKILLS

Name	Level	Score
Spacecraft Piloting	Rookie	63
Noetic Defense		
Mode	Rookie	91
Levitation	Rookie	96
Thought Probe	Rookie	88
Wrestling	Rookie	72



YUMRUK

BASIC ABILITIES

Strength 60 Perception 50
 Dexterity 62 Stamina 56
 Agility 56 Luck 48
 Willpower 56 Wounds 13
 Personality 46 UMS 58

Current Stamina:

Wounds:

SKILLS

Name	Level	Score
Spacecraft Piloting	Rookie	86
Noetic Defense		
Mode	Rookie	68
Laser Pistol	Rookie	92
Automatic Rifle	Rookie	92
Emergency		
Spacecraft Repair	Rookie	71



ALFRED FINNEY, III

RACE: Human **SEX:** Female **PERSONAL DATA:**

ORDER/RANK: Spade/Deuce

Age: 22
Height: 5'2"
Weight: 110 pounds

RACIAL ABILITIES

No special abilities

STARTING EQUIPMENT AND FUNDS

Star Team FX-80 Phoenix Starfighter
Proton Projector Rifle LSS Body Suit
Laser Pistol LSS Helmet
Grenade Launcher 20 Chips

Vanessa Ling grew up fighting the Empire. Her father was once a prominent member of the Freedom Party in old Earth's California, and a strong supporter of continued resistance as the Four Hundred Years' War wore on. He was finally executed by the Empire when Vanessa was only four.
Vanessa's skills and determination drew the attention of the Star Teams, especially after she engineered a resistance raid on an Imperial arms bunker which netted several thousands of Chips worth of weapons.

RACE: Human **SEX:** Male **PERSONAL DATA:**

ORDER/RANK: Spade/Deuce

Age: 25
Height: 6'0"
Weight: 175 pounds

RACIAL ABILITIES

No special abilities

STARTING EQUIPMENT AND FUNDS

Star Team FX-80 Phoenix Starfighter
Proton Projector Rifle LSS Body Suit
Laser Pistol LSS Helmet
Beam Saber 17 Chips

Alfred Finney, III, is the son of aristocratic "old money" on the European continent on Earth. As a small child, he heard endlessly about the way the Empire had destroyed his family's fortune and way of life. Small wonder, then, that the angry young man should turn to the resistance movement to avenge the injustices done to his family.

Finney came to the attention of the Star Teams after he singlehandedly broke a Star Team member out of an ICE detention center, demolishing the building with a PPR in the process. He is considered a promising member of the Order of Spades.

RACE: Kleibor **SEX:** Female **PERSONAL DATA:**

ORDER/RANK: Club/Deuce

Age: 30
Height: 11'9"
Weight: 1150 pounds

RACIAL ABILITIES

Telepathy, 1 WPR/word
Learn Language, 1d10 rounds
Transfer Stamina, 1 point/round

STARTING EQUIPMENT AND FUNDS

Star Team FX-80 Phoenix Starfighter
Proton Projector Rifle LSS Body Suit
Shock Mace LSS Helmet
Laser Pistol 16 Chips

Zahmet joined the resistance while still a cub, learning about the glories of the Star Teams and the battle against the Empire from her parents. When her parents were taken prisoner and executed by ICE, there was no question that their daughter would end up in the Star Teams.

Zahmet was recruited from the resistance fighters on Emniyet after she piloted a stolen Imp fighter in combat against three Imperial interceptors trying to destroy an incoming Star Team delivery of weapons. Like most Kleibors, Zahmet is fun loving; she enjoys loud parties, barroom brawls with green gortlons, and picnics on the ice of her homeworld, Emniyet.

RACE: Kleibor **SEX:** Male **PERSONAL DATA:**

ORDER/RANK: Club/Deuce

Age: 28
Height: 12'2"
Weight: 1250 pounds

RACIAL ABILITIES

Telepathy, 1 WPR/word
Learn Language, 1d10 rounds
Transfer Stamina, 1 point/round

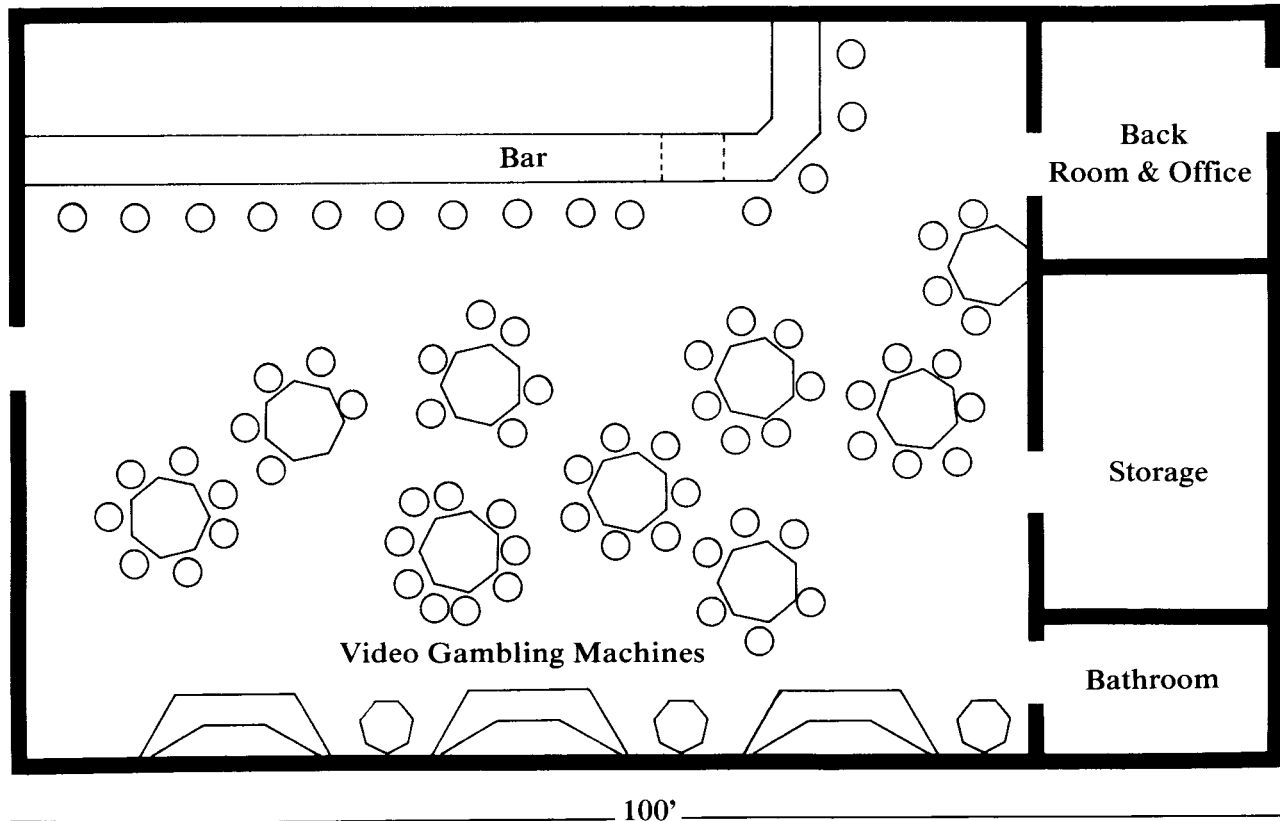
STARTING EQUIPMENT AND FUNDS

Star Team FX-80 Phoenix Starfighter
Proton Projector Rifle LSS Body Suit
Shock Mace LSS Helmet
Laser Pistol 15 Chips

Yumruk was an aspiring young black marketer and something of a renegade resistance fighter before the Star Teams spotted his potential. From the Star Teams he has learned the necessary discipline to tone down his natural rowdiness and love of battle against Imperials.

Yumruk is fond of Kleibor sports, and has a reputation as a good basher in the Kleibor game. Dort. He is also fond of practical jokes, and his friends have more than once dragged him, somewhat unwillingly, away from the pleasures of the clubs on Stalista.

BAR



knife, an unassembled grenade launcher (can be assembled by anyone in 1d10 rounds), and a clip of seven frag grenades.

Black insists on handing out the contents of the box very slowly, beneath the table, checking constantly to see if anyone is watching. He also informs the PCs that there is a PPR for them in the back room.

Black is stalling about giving the PCs weapons; he gives them to them if pressed so they won't suspect him of being a traitor, but he secretly is waiting for the ICE to show up to arrest the PCs.

Any PC who goes into the back room to get the PPR will meet the 2 Gorlon ICE storm troopers on the way into the main room of the bar from the back door. One of the troopers is carrying the PPR.

7. THE ICEMAN COMETH

As you're conversing with Black, you suddenly notice two familiar-

looking Crassites quietly entering the front door of the bar. Behind them stroll four heavily armored, armed Gorlon ICE storm troopers. Conversation in the room quickly dies; most of the clients quietly stare down at their drinks. From the rear door leading to the back room, two more Gorlons stroll through. One of them, a smirk on his face, carries a PPR.

At this time, the PCs may or may not be armed. If they thought to ask Black about weapons in the previous encounter, and pressed him about them, they are armed by now. If they didn't ask, or didn't press the point, they have only whatever weapons (if any) they smuggled through customs.

The two Crassites approach the PCs table, covered by the Gorlons at both exits. Unless the PCs take any action before the Crassites arrive at their table, the first Crassite says in a low voice, "You are all under arrest by order of the Imperial Command

Enforcement. Please come along quietly."

If the PCs do not resist arrest, they are taken to the ICE prison (see Encounter 4). PCs imprisoned here must either escape on their own, or, if the CM feels generous, Commander Malako just may send in an experienced commando team to get them out after several days. The Crassites take Black away separately, supposedly for "private questioning"; they release him as soon as the storm troopers deposit the PCs at the ICE prison.

If the PCs offer resistance, run the combat normally. The other customers in the bar take no action to help either side in the fight. The bartender does not call any other local forces to put down the disturbance. If the PCs are able to fight their way out of the bar, they can escape in their hover car. They will have no further significant encounters until their meeting in the swamp. (Go to Encounter 8.)

Black does not begin any resistance to the arrest. If the PCs offer resistance.

he will fight on their side, using his fists and sensory knife, and attempt to "escape" along with them. Afterward, Black will be extremely apologetic, explaining that he was certain he had "lost" the Crassites who tailed the PCs.

NPC Statistics

Two Crassite ICE Agents

These are both standard Crassite NPCs:

STR	64	DEX	46	AGL	46
WPR	60	PER	40	PCN	72
STA	38	UMS	55	WNDS	12

Skills: Beam Weapons, Vet, 76.

Current STA	Wounds
#1	000000000000
#2	000000000000

Both are armed with hidden laser pistols. They carry short range communicators which put them in touch with ICE headquarters in Rissil City. They are unarmored.

Six Gorlon ICE Storm Troopers

STR	62	DEX	58	AGL	76
WPR	54	PER	32	PCN	50
STA	76	UMS	69	WNDS	15

Skills: Beam Weapons, Vet, 88.

Current STA	Wounds
#1	0000000000000000
#2	0000000000000000
#3	0000000000000000
#4	0000000000000000
#5	0000000000000000
#6	0000000000000000

These Gorlons are all wearing reflector armor. All are armed with laser rifles and laser pistol sidearms. Number 5 has put down his laser rifle and is carrying the PPR meant for the PCs.

Joseph Black

STR	56	DEX	54	AGL	62
WPR	58	PER	52	PCN	70
STA	50	UMS	59	WNDS	13

Skills: Boxing, Rookie, 73; Noetic Defense Mode, Rookie, 79; Spacecraft Piloting, Rookie, 77; Beam Weapons, Vet, 84; Thrown Weapon, knife, Vet, 85.

Current STA	Wounds
	000000000000

8. THE SWAMPS OF SEPA GREEN

Your hovercars have held up well in this desolate swamp, somewhat better than you have. There's no denying that the parasitical insects of the swamps of Sepa Green are bigger and hungrier than any you've seen elsewhere.

Despite the insect bites, everything seems to be going smoothly. You are nearing the appointed place for your meeting with Black's contact. Maybe soon you can get to the bottom of this mess and on with the rescue mission. . .

The swamp the PCs are traveling over is extremely wet; the water stands in vast stagnant pools varying in depth from one to six feet. Alien varieties of ferns and a few palmlike trees grow both in the water and on outcroppings of mucky land which appear from time to time. The thick vegetation, combined with the murky twilight, limits visibility to about 30 yards.

Black is with the PCs unless they have dumped him some reason. He guides the party unerringly to the location given on the map he handed them earlier.

When they arrive at the proper location, which doesn't seem to be that much different from the rest the endless swamp, Black says he's "going on ahead a little way to make contact." "Stay right here," he warns. "I'd rather not spend the rest of the night trying to find a lost rookie."

With that, Black takes his own hovercar forward until it is out of sight of the PCs. He is, in fact, getting out of the area, because he has led the PCs into a Gorlon ambush.

If Black is not with the party, the ambush begins as soon as the PCs arrive in the location designated on the map Black gave them.

When the ambush begins, read the following to the PCs:

Suddenly, from somewhere very close by, you hear the sound of another hover vehicle. You quickly spot it; an Imperial hovortank is bearing down on you; already its +20 turret laser is aimed in your direction!

As the tank approaches, it opens fire at 30 yards range: maximum visibility. At the same time, five Gorlon ICE storm troopers suddenly emerge from the water on all sides of the PCs' hovercar, and open fire.

The IM Tank cannot be damaged by the PCs' laser pistols. It is subject to one-half normal damage from frag grenades (treat all damage as one-quarter normal until the tank's shields are knocked down, then as one-half normal) and full damage from the PPR the PCs could have obtained in the bar.

The only goal of the Gorlon NPCs is to kill or capture the PCs. They fight until the tank is disabled, at which time they break off the attack and try to flee. If captured, they can offer no useful information to the PCs; they were simply ordered to the spot and told to ambush a party that would arrive at 7:00 pm.

PCs captured in this encounter are taken directly to the ICE prison; see Encounter 4.

Black makes good his escape during the fighting, and returns to Belto's Good Time Lounge to collect his payment for betraying them. PCs who pass a general Perception check can remember hearing his vehicle heading back in the general direction of Rissil City.

If the PCs vehicle is destroyed, they can use the tank; if both vehicles are destroyed, it takes the PCs about six

hours to make it back to the outskirts of Rissil City.

NPC And Vehicle Statistics

IM Tank

Stress Points: 90 **Combat speed:** 6
VCR: 65 **Crew:** 3

Damage:
Stress Points **Damage Boxes**
 +20 turret laser
 Front laser
 Rear laser

Three Gorlon Tank Crewmen

These are standard Gorlon NPCs:

STR 58 DEX 50 AGL 76
WPR 50 PER 32 PCN 48
STA 76 UMS 67 WNDS 15

Skills: Beam Weapons, Rookie, 65.

Current STA	Wounds
#1	0000000000000000
#2	0000000000000000
#3	0000000000000000

The crewmen are unarmored. They carry laser pistol sidearms.

Five Gorlon ICE Storm Troopers

STR 62 DEX 58 AGL 76
WPR 54 PER 32 PCN 50
STA 76 UMS 69 WNDS 15

Skills: Beam Weapons, Vet, 88.

Current STA	Wounds
#1	0000000000000000
#2	0000000000000000
#3	0000000000000000
#4	0000000000000000
#5	0000000000000000

All five Gorlons are wearing reflector armor. Numbers 1 through 4 are armed with laser rifles. Number 5 is armed with a PPR.

9. JUSTICE FOR A TRAITOR

No matter when the PCs arrive back in Rissil City, they can find Black whenever they look for him in Belto's Good Time Lounge. PCs may waste a great deal of time asking around about Black; NPCs who give them a favorable reaction have a 10% chance of having heard about Black, and knowing that the bar is his usual hangout. However, such time may be well spent: a successful Investigation skill check in conversation with any NPC who knows Black's whereabouts can uncover the fact that his wife and daughter are held in the ICE prison. When the PCs go back to the bar, read the following:

Nothing much has changed in this sleazy dive; the same type of folks and the same corrupt atmosphere pervade the place. Black is again seated at a table near the back corner, talking quietly with two Crasites and a Gorlon. All three are wearing standard ICE uniforms. They are unarmored.

Allow the PCs to take whatever actions they desire. None of the NPCs in the bar interfere with them, although if there is a fight, the bartender, a human, requests "a little something for the damages" after the combat is over.

If the PCs take Black alive, and apply threats, he will tell them everything he knows; if they tell him they know about his family, he'll strike a deal for the information: he'll tell them everything he knows, if they help him release his family. Black knows the following:

1. Ashvelt did make contact with the underground on Sepa Green and received an intelligence report from them for delivery to the Alliance.

2. Ashvelt was captured by the ICE just as he was about to leave Sepa Green. He was turned in by Black.

3. Ashvelt was held in the ICE prison in Rissil City until the same time the PCs left their base for Sepa Green. As the PCs were taking off for Sepa Green, Ashvelt was being herded

aboard one of Rissil's cargo ships for a trip to ICE headquarters on Asfalia. The ship also carries a few units of normal trade cargo.

4. The forces with the cargo ship consisted of nine Imperial fighters.

5. The Imperial convoy did not plan to jump straight to Asfalia. To save wear and tear on their vehicles, they planned to make smaller jumps to the two stations between Sepa Green and Asfalia. If the convoy spent enough time in hyperspace, the PCs might still be able to intercept it on the last leg of its journey, just outside the Asfalia system.

6. ICE is still confident they will capture the PCs; they have the PCs' spacecraft under heavy guard in the hangar at the spaceport.

7. Black was at one time a loyal member of the resistance on Sepa Green. He became an Imperial informer and spy when the ICE captured him and gave him a hard choice: either work for them or lose both his own life and the lives of his family. If the PCs can help him release his family, he'll do everything he can to help them—and this time he's telling the truth!

NPC Statistics

Joseph Black

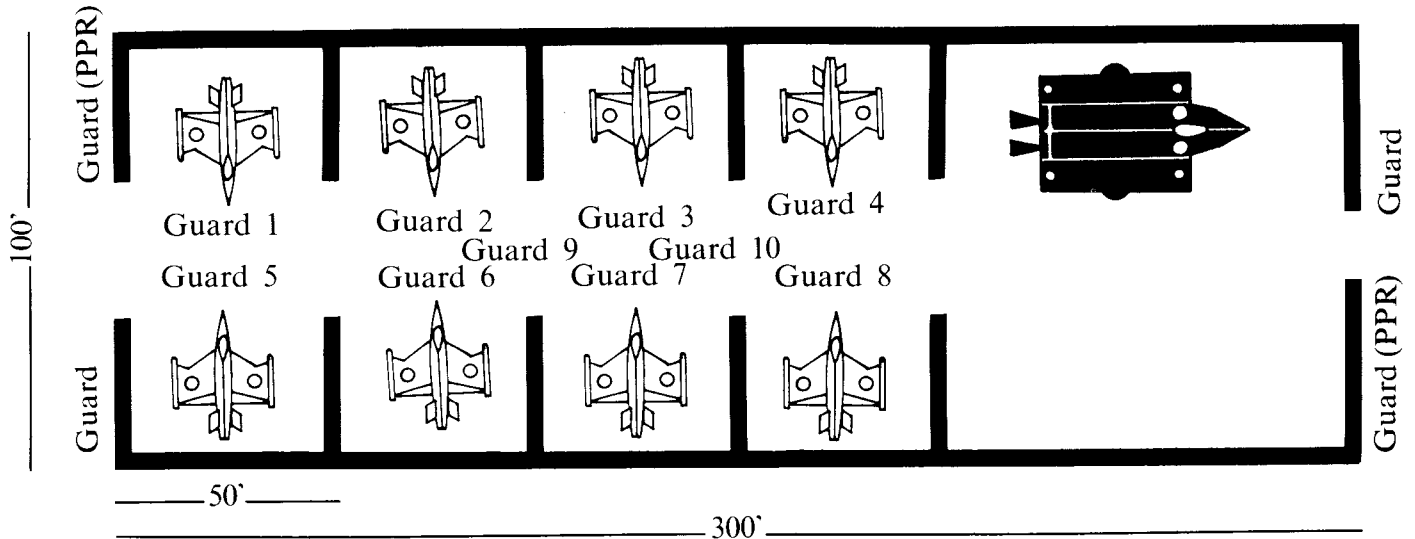
STR 56 DEX 54 AGL 62
WPR 58 PER 52 PCN 70
STA 50 UMS 59 WNDS 13

Skills: Boxing, Rookie, 73; Noetic Defense Mode, Rookie, 79; Spacecraft Piloting, Rookie, 77; Beam Weapons, Vet, 84; Thrown Weapon, knife, Vet, 85.

Current STA	Wounds
	0000000000000000

Black is armed with a sensory knife.

HANGAR



Gorlon ICE Agent

STR 60 DEX 48 AGL 74
 WPR 66 PER 36 PCN 50
 STA 76 UMS 67 WNDS 15

Skills: Beam Weapons, Vet, 78;
 Dagger/Knife, Vet, 97.

Current STA Wounds
 00000000000000

The Gorlon is armed with a concealed laser pistol.

Two Crassite ICE Agents

STR 64 DEX 46 AGL 46
 WPR 60 PER 40 PCN 72
 STA 38 UMS 55 WNDS 12

Skills: Beam Weapons, Vet, 76; Black-jack, Vet, 85.

Current STA Wounds
 1 000000000000
 2 000000000000

The Crassites each carry a concealed laser pistol and a blackjack.

10. THE GETAWAY

Presumably the PCs will want to get some sort of disguise, make their way to hangar where their ships are stored, and make their get-away. When they do this, the spaceport is identical to the way it was before: allow the Imperial troops a general Perception check to see if they notice anything "odd" about any disguised PCs making their way to the hangar area. (If any PC has Disguise skill, use the procedure for detecting that disguise as outlined in Chapter VI of the *Basic Training Manual*.) If the PCs make it to the hangar area, read the following description:

Black told the truth about one thing: the hangar is certainly heavily guarded. Two ICE human guards stand outside each of the two hangar doors. One of each pair has a PPR and the other totes a grenade launcher. The hangar doors are

shut. The control which opens them is a simple button on the wall behind the guard with the PPR.

There are additional guards inside the hangar, in the locations shown on the accompanying sketch map. You may show the map to the players when their characters have made it inside the hangar. Once inside, the PCs will have to fight their way to their ships, throw up their shields (one round), start their engines (another round), and taxi to the nearest runway (12 rounds). From the runway they can take off without hindrance--and without clearance from the spaceport.

The CM should note that any stress damage to the ships has been repaired normally while the ships were in the hangar--this is standard operating procedure at any open spaceport. The PCs will probably be taking off without paying the customary fee for such repairs, however, and their craft will be noted and considered criminal should they land at this port again.

- #5 Front laser Rear missile
 Drive Control
- #6 Front laser Rear missile
 Drive Control
- #7 Front laser Rear missile
 Drive Control
- #8 Front laser Rear missile
 Drive Control
- #9 Front laser Rear missile
 Drive Control

Cargo Ship

Stress Pts: 192 **Combat Speed:** 4
VCR: 40 **Crew:** 4

Damage:

Stress Points **Damage Boxes**
 Front laser Rear laser
 Drive
 Control

Cargo: 1 c.u. laser pistols, 4 c.u. food-stuffs 2, 1 c.u. fabric plants. All cargo originated on Sepa Green, Tech Level 5.

Cargo Ship Crew

(Four Human Standard NPCs)

STR 50 **DEX** 50 **AGL** 50
WPR 50 **PER** 50 **PCN** 50
STA 50 **UMS** 50 **WNDS** 13

Skills: Laser Pistol, Vet, 80

Current STA

Wounds
#1 00000000000000
#2 00000000000000
#3 00000000000000
#4 00000000000000

All four wear standard civilian garb and carry laser pistol sidearms.

Four Gorlon ICE Storm Troopers
(Guarding Ashvelt)

STR 62 **DEX** 58 **AGL** 76
WPR 54 **PER** 32 **PCN** 50
STA 76 **UMS** 69 **WNDS** 15

Skills: Beam Weapons, Vet, 88.

Current STA

Wounds
#1 00000000000000
#2 00000000000000
#3 00000000000000
#4 00000000000000

All four wear reflector armor and are armed with laser rifles.

Roger "Wildman" Ashvelt
(Spade/4)

STR 58 **DEX** 62 **AGL** 68
WPR 64 **PER** 70 **PCN** 52
STA 60 **UMS** 63 **WNDS** 14

Skills: Spacecraft Piloting, Rookie, 91; All Firearms Skills, Rookie, 92; All Beam Weapons Skills, Rookie, 92; Sword, Rookie, 93; Deep Space Navigation, Rookie, 67; Bargaining, Rookie, 82.

Current Stamina:

Wounds: 00000000000000

Ashvelt is held in standard handcuffs. He has no life support suit.

Nine Imperial Fighters

(Pursuing from Sepa Green)

Stress Pts: 60 **Combat speed:** 9
VCR: 60 **Crew:** 1
Damage:
Stress Points **Damage Boxes**

- #1 Front laser Rear missile
 Drive Control
- #2 Front laser Rear missile
 Drive Control
- #3 Front laser Rear missile
 Drive Control
- #4 Front laser Rear missile
 Drive Control
- #5 Front laser Rear missile
 Drive Control
- #6 Front laser Rear missile
 Drive Control
- #7 Front laser Rear missile
 Drive Control
- #8 Front laser Rear missile
 Drive Control
- #9 Front laser Rear missile
 Drive Control

Imperial Destroyer

(10% Chance of Appearance)

Stress Pts: 500 **Combat Speed:** 6
VCR: 70 **Crew:** 150
Damage:
Stress Points:

Damage Boxes:

Front: +20 laser +20 laser
Front/side: +30 laser
Rear/side: +30 laser
Right side: laser laser
 +10 laser +10 laser

missile launcher
 missile launcher
Left side: laser laser
 +10 laser +10 laser
 missile launcher
 missile launcher

Rear: +20 laser +20 laser

Drive:
Control:
Crew:

Two Imperial Fighters

(Carried on Destroyer)

Stress Pts: 60 **Combat speed:** 9
VCR: 60 **Crew:** 1

Damage:

Stress Points

Damage Boxes:

- #1 Front laser Rear missile
 Drive Control
- #2 Front laser Rear missile
 Drive Control

12. WRAPPING UP

After the final encounter, the PCs will doubtless head for home, perhaps with Ashvelt, possibly even with the cargo ship as well. Black and his family will want to return to Marauders' Landing: after all, it would be death for them to return to Sepa Green. The CM should remember to roll for stress point damage for the PC (and NPC) ships making the jump to Wilderness.

Once the PCs are safely back at Marauders' Landing, it is time to add up their kills. The CM should go over his record of kills achieved during the entire mission, taking the point values from Chapter III of the *Star Team Basic Training Manual*. All points for kills should be evenly divided among the surviving PCs.

In addition to all other rewards for this mission, Commander Malako shows his gratitude for a job well done by granting each PC up to 20 chips worth of equipment of the PC's choice from Malako's own private stores.