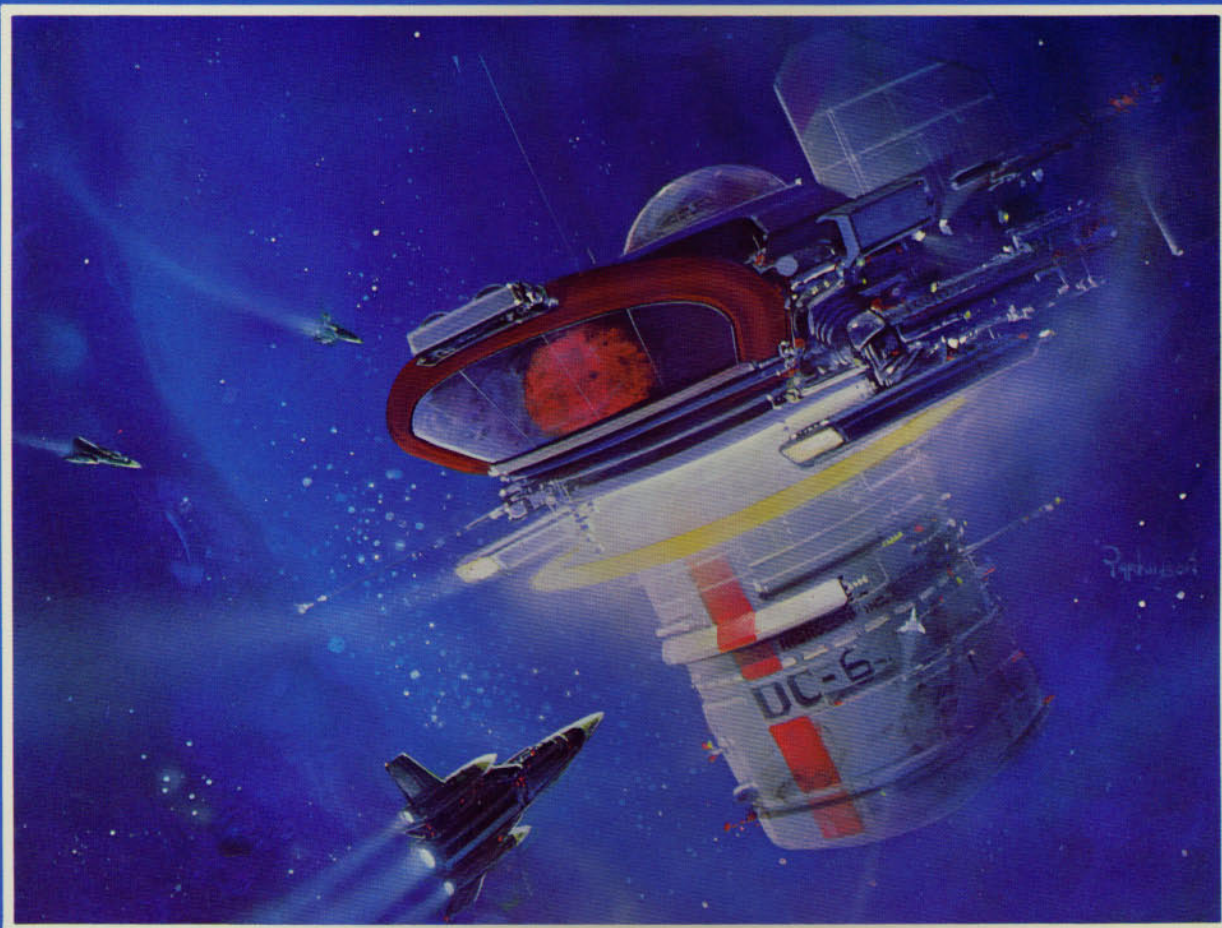# A STAR FRONTIERS®

KNIGHT HAWKS ADVENTURE

Dramune Run

by Douglas Niles

One man and his crew against the mob! Making the run that no one has dared before. . . Dramune Run is an action-packed adventure for 3-6 players, combining space combat from Knight Hawks with excitement from Alpha Dawn.

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A STAR FRONTIERS ®

KNIGHT HAWKS ADVENTURE

DRAMUNE RUN

by Douglas Niles

Garlus Tylappar has a problem. He's number one on a mobster's hit list. This crusty old skipper has lost his crew, his freighter has a hole in it, and he's dying of cancer. But his troubles have only begun.

On his sleek freighter, the Gullwind, Garlus carries a peculiar cargo: two furry animals called chukkahs. Chukkahs are the official symbol of a planet in the Dramune System. On that planet, they're protected, honored, and loved. But in the hands of a mobster called the Malthar, they're hamburger—because chukkah brains are the very secret ingredient in the Malthar's popular and illegal new drug.

Garlus doesn't know what the Malthar does to chukkahs. But he knows they're being smuggled off their home planet and taken to the Malthar's space station. And that's a crime so serious that it could mean war in the Dramune System, perhaps ending the Malthar's regime. Obviously, the Malthar cannot allow Garlus to expose him.

So the chase is on! Garlus has fled to the other side of the Frontier. Now he must return to Dramune to expose this horrible crime. But first, he must find a new crew (the Malthar murdered the last one). And he must find a good crew, even if he must lie to pursuade them to join him.

The new crew has much to look forward to. They'll have the chance to inherit the Gullwind, if they help crush a detestable thug king. And they'll have the chance to die at the hands of the Malthar when they make the Dramune Run!

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ALPHA SECTION:

alpha.1 BRIEFING

Dramune Run is an adventure for the STAR FRONTIERS® role-playing system, designed especially for the Knight Hawks game. Knight Hawks expands the original STAR FRONTIERS game, Alpha Dawn, so you should be familiar with both sets before you referee this adventure.

To make the Dramune Run, each player character (PC) needs a second or third level spaceship skill. Together, the party should possess all the spaceship skills from Knight Hawks, plus a rounded assortment of the remaining STAR FRONTIERS skills.

The list of prerolled characters on page 20 provides a good example of a party that meets these requirements. If your players want to use their own characters, but their characters aren't skilled enough, you can round out the party with prerolled characters as NPCs. Or you can allow the players to run the prerolled characters instead of their own underskilled PCs.

The inside cover of this adventure shows the deck plans for the Gullwind, the freighter the PCs will work on. Next to these plans is a diagram of a docking bay access area. Although this bay is part of Darkworld Station, in the distant Dramune System, its design is standard. You can use it for other adventures.

In the action sections, read all boxed text aloud to the players when they reach the corresponding scene in the adventure. Unboxed text is written for you, the referee; reveal it as you deem appropriate.

Pages 14, 19, 30, and 31 are ship rosters. The vessels on these pages will engage in battle during the adventure. Use the Knight Hawks game map to resolve these battles.

Some space battles won't directly involve the PCs. You can include these in your gaming session, if players are interested, or you can play them separately as scenarios for the Knight Hawks boardgame.

Before you read the Beta Section, *study the eight-page pullout section in the center of this booklet.* These pages provide important background information. Players will have access to this information during the adventure, and you should give these pages to them at the appropriate times. Using a blunt-edged table knife, carefully pry the staples open and remove the pages. Then bend the staples back.

The Gullwind's ship log, located in the pullout section, introduces the official calendar system of the Frontier. In the STAR FRONTIERS® world, years are marked PF for "pre-federation," or FY for "federation years." The first Sathar War occurred in 3 PF. The federation was founded three years later, and the next complete year was marked 1 FY. This adventure begins in the year 61 FY.

alpha.2 NPC AND SHIP FORMATS

As referee, you should know all abbreviations and statistic formats in this adventure before play begins. This way, you won't interrupt the action by looking things up.

In many places, statistics for NPCs describe only the characteristics that will be important during the encounter at hand. Flesh out these characteristics and give the NPCs personalities. If you need an ability score that's not listed, assume an average of 45. If the NPC is above or below average (a pirate captain or inept thug, for example), then adjust the average score up or down 10 points.

The following format is used to outline an NPC's most important qualities:

NPC Name; rank or position
  RW   M   PS   IM   RS   STA
  Skills, weapons, and defenses

ABBREVIATIONS

RW   =   ranged weapon attack score
M   =   melee attack score
PS   =   punching score
IM   =   initiative modifier
RS   =   reaction speed
STA =   stamina score

Skills

Pilot   =   piloting skill
Astro   =   astrogation skill
Engin   =   engineering skill
Rockt   =   rocket weaponry skill
Energ   =   energy weaponry skill
Medic   =   medical skill
Robot   =   robotics skill
Compr   =   computer skill
Demol   =   demolitions skill
1-6   =   skill level, when following the above

Knight Hawks ship statistics

ADF   =   acceleration/deceleration factor
MR   =   maneuver rating
HP   =   hull points
DCR   =   damage control rating
LB   =   laser battery
LC   =   laser cannon
AR   =   assault rocket
T   =   torpedo
RB   =   rocket battery
PB   =   proton beam battery
EB   =   electron beam battery
DC   =   disruptor cannon
RH   =   reflective hull
MS   =   masking screen
ICM   =   interceptor missiles
ES   =   electron screen
SS   =   stasis screen
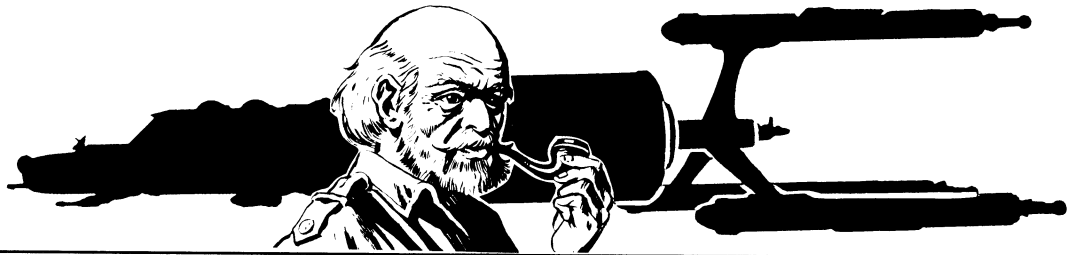
BETA SECTION:

beta.1
ADJUSTMENTS FOR YOUR CAMPAIGN

The first encounter in this adventure occurs on Clarion (Gollywog) Station, White Light System. Garlus Tylappar seeks out the PCs, ideally in their lodgings, but certainly somewhere private. Desperate for skilled spacers to crew his ship, he offers them impressive wages—the maximum allowed in Knight Hawks.

If the characters in your campaign hold steady, likeable jobs and don't want to quit them to crew the Gullwind, you (the referee) should devise a way to end their employment, at least temporarily.

If the PCs are not on Clarion Station, you'll have to adjust the opening scene. For example, if they're currently living aboard a ship, Garlus will visit them there, while the ship's docked at any station outside the Dramune System (the farther away, the better). If the PCs live on a space station outside White Light, just shift the first scene from Clarion to their home station.

If the PCs are onplanet somewhere, Garlus will leave his ship docked at a station orbiting the planet. He'll take a shuttle to the surface to avoid several thugs on his trail. On the planet, he'll look for a group of characters with spaceship skills, so he can take a crew back to the station and escape into space with the Gullwind. If you can, get the party to the station before any more encounters occur.

Of course, the PCs might refuse to work for Garlus. As referee, you should subtly take steps to discourage this, or the adventure cannot take place. Perhaps the PCs have just lost their previous jobs, or perhaps some unexplained trouble arises, making it imperative that the characters leave their present star system. Whatever you devise, make it subtle, but effective.

If the PCs still resist signing on with Garlus, use the following as a last resort: Garlus will kill himself, in order to prevent his capture. After his death, the PCs will receive this cable:

> The sending of this message means that it is too late for me. Please! You must take the Gullwind to Majora Station, Inner Reach, Dramune System. Tell Admiral Kadara, "Lois sits upon the secret." Remember these words!
>
> Do this one thing for me and the Gullwind, my fine ship, is yours. I have left her title with a trusted friend. He will file it in your names if you complete the mission above. I have no further use for my ship, but treat her well—she is a princess!
> HATCH PASSWORD: Windfriend
> COMPUTER SECURITY CODE: Starlight 9735-AAI

beta.2
MASTER OF THE GULLWIND

Garlus Tylappar has traveled across the Frontier more times than he can remember. For the last 20 of his 60-odd years, he's been skipper of the Gullwind. This sleek little freighter has outrun many a pirate corvette and caught many a freight-hauler's eye. Garlus is proud to own her.

With the Gullwind, Garlus has carried every imaginable cargo, from exotic spices to mass-produced weapons. The latter has proved most lucrative. Garlus has often carried armaments for Malco Enterprises, a company known to have connections with the Malthar. No moral man would accept such employment, but Garlus' hefty paycheck has always appeased his conscience.

That sentiment was shared by his crew, five loyal Dralasites. Neither Garlus nor the Dralasites were evil, but money and thrills attracted them. With his five rubbery companions, Garlus built a reputation throughout the Frontier for straightforward reliability with no questions asked.

A strange cargo

Nearly a month ago, Garlus carried a routine shipment of foodstuffs to Darkworld Station, which orbits Outer Reach. The station is home to a large assortment of scum, and headquarters of the Malthar.

When Garlus was unloading the crates, the last one burst open, revealing the frightened eyes of two chukkahs. The chukkah is the official symbol of Inner Reach, Garlus' home planet.

What the Malthar wanted with the chukkahs, Garlus couldn't imagine. No one would think of eating them. And although they were very bright animals, they were hardly efficient slave labor. But whatever the purpose, removing chukkahs from Inner Reach was a moral outrage, as well as a serious crime, and Garlus would not be part of it.

His conscience was playing a greater role in his life at that time, because he knew he had little time left. Garlus was dying of cancer. He had ignored the disease for too long, until the cancer could not be cured. On Darkworld, he decided that he would not spend his last days aiding the Malthar. He would reveal the horrid crime at hand.

Garlus knew such an action could lead to war in the Dramune System. Political tensions were extremely high there, and Garlus knew that chukkah smuggling was valid provocation for Inner Reach to attack the Malthar.

He tucked the two chukkahs above a trapdoor on his ship, and hid manifests and tapes of his findings in a secret panel behind the computer. Then he tried to pretend all was normal. He was beginning to load a return shipment, when the Malthar's men discovered that two chukkahs were missing.

A hit squad converged on the Gullwind. Garlus and his crew barely escaped. They fled to Cassidine, then on to Madderly's Star and White Light. A string of thugs dogged every move they made. At Theseus System, on the other side of the Frontier, Garlus' luck ran out. The Malthar's men murdered his loyal crew. Garlus got away with his ship, but not before the thugs put a hole in it. He limped back to White Light, where is presently docked in the bay at Clarion Station.

Garlus is a clever man, and he could

devise a plan to shake the thugs, if only he would forget about the Malthar's crime. But he is determined to take the chukkahs back to Dramune, even if it's the last thing he ever does.

To fulfill this last wish, Garlus must find a new crew on Clarion—fast. And they can't be ordinary spacers; like Garlus, they must make the Dramune Run!

GARLUS TYLAPPAR

SRT/STA	30/25	PS	1
DEX/RS	40/40	IM	4
INT/LOG	60/50	RW	50
PER/LDR	75/85	M	30

Spaceship Skills: Pilot 5, Engin 3, Astro 1
Other Skills: Technician 6, Computer 4, Projectile Weap 3, Medic 3, Melee Weap 1

A crusty old loner who chooses not to make friends easily, Garlus Tylappar acts abrasive. His heart is really only slightly tarnished, and his love for his ship is endearing. He suffers brief spells of forgetfulness. His pipe is his constant companion—an old thing, it's always filled with Inner Reach tobacco.

The First Encounter

This encounter should occur in the PCs' lodgings, if possible. If they won't let Garlus in (or do not have lodgings!), set the encounter where Garlus can approach the party, but speak with them alone. Tell the PCs that they hear a knock at the door, or see a man approaching. Then read the following:

> The little man has no hair on his head. It seems to have slid off his gleaming skull and landed in a heap on his face, forming a mangled scruff of a beard. His face is as wrinkled and scarred as the Laconian Desert, and his voice rasps like dry reeds. He looks around, deliberately, eyes flickering with intelligence.
>
> "You're somewhat of a scrawny lot, but I 'spose you're the best this pesthole's got to offer. I'm here to offer you jobs—jobs with good pay on the finest ship ever to poke her nose into space!
>
> "Garlus Tylappar, Skipper of the Gullwind I am, and blasted fate has stuck me here without a crew. I've got to hit the Void in a few days at most. And I hear you're the type what can help me do it."
>
> Pulling a thick wad from his pocket, the skipper counts off several credits and plunks them down. "Here's an advance for hearin' me out. I'll pay 150 a day to anyone who helps me man my ship—200 for a good backup pilot." A short spasm of coughs interrupts him, but he quickly regains his composure.
>
> "The catch is I gotta know today. Meet me in the Spacer Club at 1800, if you're interested."

If the group attempts to bargain for higher wages, Garlus will give them a 10% raise.

If the PCs accept his offer right away, Garlus will still wish to keep the appointment at the Spacer Club, because he has other business to handle there.

After he leaves the characters, Garlus goes to a recording firm on the commercial deck of the space station. He disappears into a deluxe private booth, where he prepares a document. He intends to leave the document with Z'nivik K'kktl, the bartender in the Spacer Club.

beta.3 THE SPACER CLUB

Use the station deck plan from the Knight Hawks game to display this encounter. The Spacer Club is in the commercial section. When the PCs enter the club, read them this description:

4

The Spacer Club looks like any one of a thousand cheap dives found on every planet and every large station in the galaxy. Scantily clad Yazirians and Humans, male and female alike, wind through the crowd serving drinks. An occasional laugh pierces the drone of the customers. The dregs of all four races are present.

About half the tables are occupied, and a haze of smoke fills the air. A tinny brand of computer-composed muzak resonates from a holovid image over the bar. The image, a Dralasite blow-singer, is blurred by the haze and a poor quality projection.

Slumped over a table in the corner, heaving weakly, is a yellow-faced Human—obviously an Ixiol addict. The drug was unheard of ten years ago, but its effects are visible in virtually every spacer hangout in the Frontier. Potent and exhilarating at first, it eventually rots the innards of its victims.

Portholes line the walls. Beyond the plastiglass, brilliant stars and a crisp, clean horizon slowly drift by, contrasting starkly with the sleaziness of the club.

Garlus wanted to stop in the lounge so he could give the document he made to Z'nivik K'kktl, the Vrusk bartender. K'Kktl is an old friend of the skipper's, and Garlus wants to leave information concerning his plans and discoveries with him. Garlus knows he may not make it to Dramune. If something happens, he wants K'Kktal to know about his secret. He gives him the document before the PCs arrive.

If the PCs arrive on schedule to meet Garlus, read them the following passage:

Garlus has just collected a greenish concoction from a Vruskan bartender, and he's working his way toward a vacant table. Suddenly, two brawny Yazirians bump into him, sloshing his drink. He changes course, and heads to a different table. The Yazirians are moving with him. Garlus suddenly looks taller. As the two Yazirians flank him, it seems his feet are hanging several inches above the floor.

The monkeys seat him roughly. A large Dralasite is already sitting at the table, his black robe flowing over the back of his chair. Garlus looks extremely uncomfortable. The Dralasite speaks, and a quiet, intense conversation begins.

The Dralasite is Dablak, a field agent of the Malthar. The Yazirians are his hired thugs. In addition to the pair at the table, there are four more thugs (a Human, a Vrusk, and two Yazirians) seated two tables away. They are ignoring Dablak, and reveal no visible connection to him.

Dablak The Enforcer, Dralasite
  RW 80; M 60; PS 3; IM 4; RS 40; STA 45
  Sonic knife, skein suit, albedo screen with beltpack

Four Yazirian Goons
  RW 60; M 60; PS 3; IM 5; RS 45; STA 45
  2 with shock gloves, 1 with stunstick, 1 with sonic knife, all have skein suits

Human and Vrusk Goons (1 of each)
  RW 50; M 75; PS 3; IM 7; RS 65; STA 40
  Sonic swords, skein suits, albedo screens, and beltpack

The nearby tables are occupied by Human and Yazirian spacer types. If trouble breaks out, they'll save their own skins, but no one else's.

The hoods are too shrewd to use blatant violence in a public setting like this. Dablak is ordering Garlus to accompany him, with the threat that the skipper will otherwise never leave the station alive. Once out of this public setting, the Dralasite intends to use telol on Garlus to learn whether he has left word about the chukkahs with anybody.

If the PCs try to interfere at any time, the two Yazirians block their way, suggesting that the PCs "mind their own business." This suggestion is hardly phrased gently. If the characters persist to be bothersome, the other four goons join their friends, attacking the PCs with melee weapons while Dablak stays at the table, making his final warning to Garlus.

During the brawl, the other customers back away, and the bartender hides. After two turns of combat, Dablak moves toward the door with his thugs close behind, covering the retreat. They move quickly into the commercial area, blending into the crowds outside.

If the characters follow, they'll see Dablak and his thugs slip into an elevator, engulfed by the passengers within. The PCs won't be able to track them.

Of course, if the PCs do nothing to help Garlus when Dablak's thugs assault him, the brawl will not occur. Instead, a couple of steely-eyed Star Law Rangers will amble into the bar and sit down. Dablak and his thugs will quickly leave, ignoring Garlus.

beta.4 THE GULLWIND

The Gullwind is the envy of many a freighter pilot. Although her hull size of 6 prevents her from carrying extremely large cargos, her exceptional speed and maneuverability enable her to travel quickly and avoid most of the hazards that threaten more ordinary freighters.

A laser battery is the Gullwind's only permanent armament.

She is powered by three type-B atomic drives. The drives have made several jumps since the last overhaul, so they'll need another overhaul after one more trip through the Void. This information is included on the Gullwind's log, which is readily accessible in the computer.

The log is printed on one of the center pages. (You should have read those pages before reading this section.) Give the log to the players when they gain access to it. They can continue to use it in other adventures, whenever the Gullwind is involved.

The Docking Bay

The Gullwind is docked at Clarion station, in a standard bay. She's nestled in a depression in the "lower" wall, held there by a G-force about .05 of normal. *Note: The docking bay is always in a state of vaccuum!* The ship can be accessed without spacesuits through an airlock in the station.

Besides the Gullwind, seventeen ships (11 freighters, 3 spaceliners, 3 ships of the planetary militia) are docked in the bay. If the characters want to view the Gullwind's exterior, they can go to one of the viewing ports "above" the wall of the docking bay. If they do this, or if they don spacesuits and go into the bay itself, read them the following description:

The outside of her hull looks scarred and blackened, and a large gash has been torn in her cargo hold. The three engines look long and ungainly, stretched out to make up nearly half of the ship's entire length. The ship could desperately use a coat of reflective material, since her previous shell has nearly disappeared.

Her gangly engines look as if they could spit real power when called upon, and—almost unnoticeable—the twin barrels of a laser battery peek out from under her bridge.

Gullwind Interior

Because of the Gullwind's orientation to the docking bay wall, the station's G-force pulls toward the side of the ship. Furniture
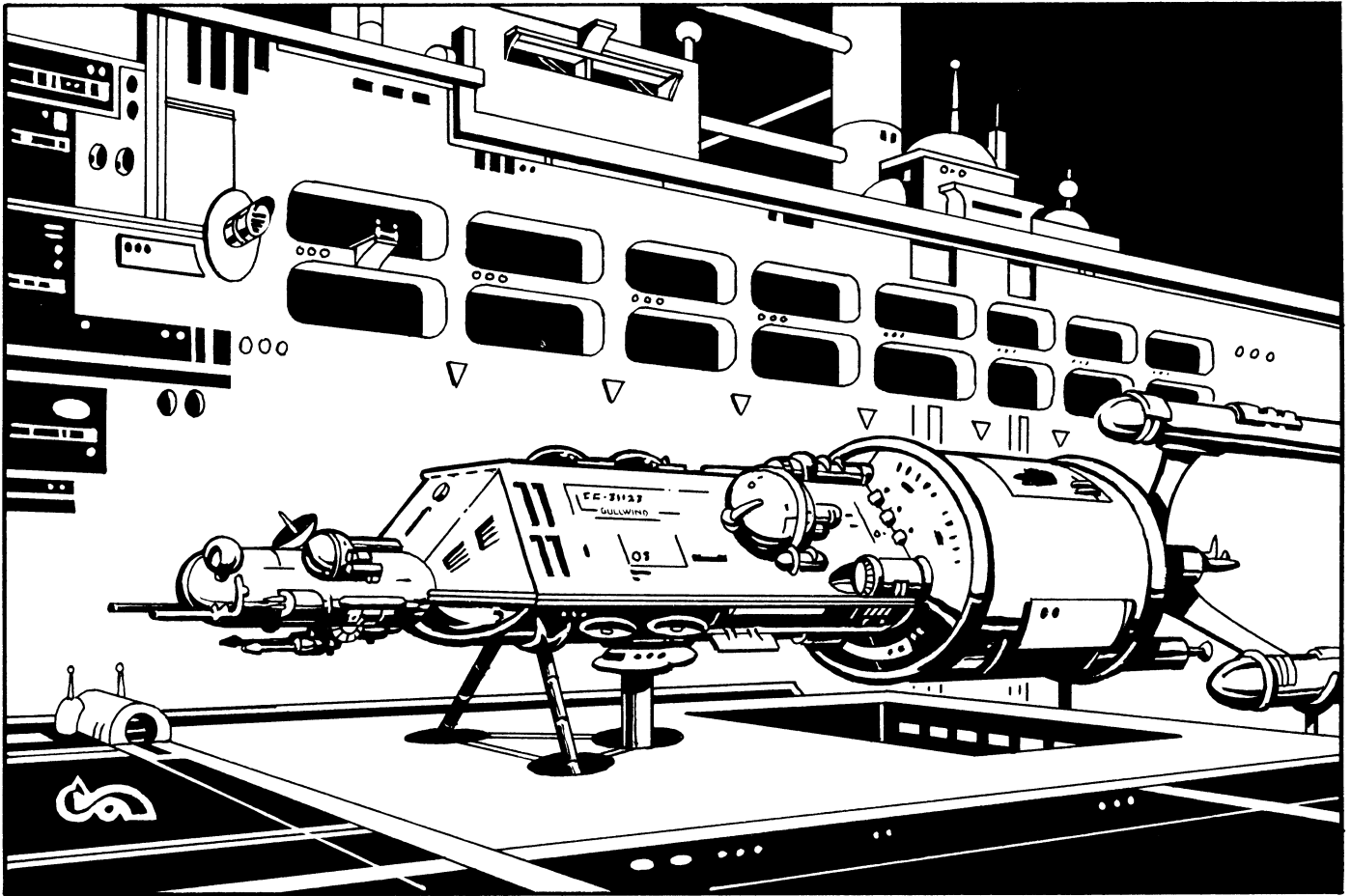
can swivel to accomodate this change, and the slight G-force here has little other effect on this sideways world.

When the PCs enter the Gullwind, show the players the deck plans on the inside cover. Characters may investigate the ship as they wish. Play the role of Garlus and accompany them, answering their questions as he would. Do NOT allow the players to read the descriptions in this booklet!

Scale and Movement

Each square on the Gullwind deck plan measures 2 meters across. Normally, only one character counter will occupy a square; exceptions occur during combat, or if the character allows another character to pass through an occupied square.

A normal door takes $\frac{1}{2}$ turn to open (movement is halved that turn). These doors separate and slide into the walls beside them. To open a normal door, characters push a button on the wall. The doors will close automatically, but they can easily be propped or held open. Doors leading to a room can only be locked from the inside; these doors have 30 structural points.

Hatches take three full turns—with no movement—to open. Hatches have 300 structural points and can be locked from either side.

All doors and hatches can be unlocked from the computer panel on the bridge.

The maximum movement rates for the four races, in terms of squares on the Gullwind, are listed here. These rates reflect the characters' speeds when running quickly; much slower movement is the norm.

MAXIMUM MOVEMENT IN MAP SQUARES

Race	Squares/Turn
Dralasite	10
Yazirian	15
Human	15
Vrusk	18

Elevators

Characters can open the elevator doors in 1 turn by pushing a button on the outer wall of the shaft. A button inside the chamber starts and stops the elevator. The elevator travels one deck per turn.

Before the elevator will open into a vacuum, a small verbal alarm broadcasts a warning. Two buttons on opposite sides of the chamber must be pushed simultaneously to open the doors. (A character can do it alone.) The chamber depressurizes over a period of 6 turns, and then the door opens.

The elevator doors can be pried open manually in 10 turns. A ladder runs through the shaft, so if the elevator is not working, a character can move from one deck to another by hand and foot.

Portholes

These viewing ports are made of plastiglass that is harder than the metal of the hull. Each porthole has 300 structural points. They bulge out of the hull slightly, so a character pressing his face against the plastiglass can observe the skin of the hull itself.

Aboard Ship in a Docking Bay

When a ship is docked, the crew's perception of up and down is actually ren-

dered sideways, but at a *very* light (5%) G-force. For example, a character moving from the main airlock (1) to the office (5) would have the sensation of climbing 10 meters with very little resistance.

Furnishings on the ship—including bed, chairs, and tables—all swivel 90 degrees to make living more comfortable indock. And ladders are mounted on the "ceilings" of all rooms—that is, on the surface opposite the deck—so it's easy to climb against the slight G-force.

Modify movement rates for characters aboard ships in a docking bay as follows: Characters get -2 squares of movement when they are proceeding UPwards more than sideways, and +2 squares of movement when their direction is primarily DOWNward. In combat, a character has a -10 modifier "to hit" when the target is above.

LEVEL A: THE CREW DECK

1. Airlock: The airlock has three hatches. One leads outside the ship, another to the lifeboat, and the third to the crew deck. Before leaving the airlock, a character must make the air pressure in the lock equal to that in the area being entered. Equalizing pressure takes 10 turns, and can be controlled from the airlock, or overridden on the bridge.

The outer hatch is protected with a level 3 security lock, deactivated by the code word "Windfriend". IR detectors will sound alarms throughout the ship if unauthorized entry is attempted.

2. Lifeboat: With a top capacity of 18 creatures, the Gullwind's lifeboat falls just short of the standard Knight Hawks boat. To launch the lifeboat, characters must first release its security lock, using the computer. This can be done at any location marked "Computer Access." The lock is monitored on the bridge, and its release can be overridden there. After the security lock is released, characters can get into the boat and decompress the airlock chamber to separate the boat from the Gullwind. Then they can start the engines and go. Garlus often uses the lifeboat as a launch.

If a character attempts to enter the lifeboat while the ship is accelerating or decelerating, an RS check must be done. If successful, the character can enter the boat without problem. If unsuccessful, the G-force throws the character to the back of the boat, inflicting 1-10 points of damage. It takes 1-10 turns for the character to climb to the front of the boat after a fall.

2a. Pilot's Seats: A character in either of these two seats with at least a 1st level piloting skill can operate the lifeboat, controlling its direction and speed.

2b. Passenger Compartment: Although this compartment accommodates up to 16 passengers, 8 is a more comfortable number.

2c. Head: This is a smaller version of the bathrooms on the Gullwind.

2d. Life Support: All food, air, and water for the lifeboat's passengers is supplied by this mechanism. It can sustain 18 creatures for 30 hours, 9 creatures for 60 hours, etc.

3. Recroom: The recreation room, one of the largest rooms on the ship, is outfitted casually. A porthole allows viewing of the stars, and a large table comfortably seats eight characters. Ignore stacking restrictions when characters are seated at the table.

3a. Machine Gun Mount: Because a variety of lowlife has managed to board the Gullwind before, Garlus has installed this bracket to deter such happenings in the future. He keeps the machine gun and 20 belts of oxygenated ammo—suitable for use in vaccuum—in his office (5). A projectile weapon specialist can get the gun and mount it in 10 turns, starting anywhere on the crew deck.

3b. Holovid Projector: This machine projects a 3-dimensional image to the center of the room or the area in front of the corridor. It serves mainly as entertainment, but can used for defense as well. For example, it can project the image of an armed character in a spacesuit near the machine gun mount (3a). There is an 80% chance that someone boarding the ship will think that the image is real; if they shoot, they'll shoot at the image, because it presents the easiest target.

3c. Trapdoor: In the ceiling above the table is a trapdoor. It opens into an access tube nearly 20 meters long, which leads to the deck of the storage locker on the bridge. The trapdoor on the bridge is concealed by a rubber mat.

3d. Head: This tiny, watertight closet contains a shower, a toilet, and a small sink.

4. Galley: All food preparation equipment

is housed in this cramped little room. Up to a week's supply of food concentrate can be stored here; the rest is kept on the maintenance deck in the life support chamber. The food can be rehydrated, heated, and dished into trays, just 10 turns after a character punches his or her order into the "cooker."

The galley includes a small (1 cu. meter) refrigeration unit for special treats, plus a dishwasher and a water dispenser.

5. Office: *COMPUTER ACCESS* The office contains records of every cargo the Gullwind has ever carried, as well as her ports of call—everything is detailed on the ship's log. The log is stored in the computer, but Garlus keeps a printout here in the desk. Give the log to the players if the PCs open a drawer and investigate. Papers and cheap videonovels ("books" with battery-powered moving pictures) cover the desk and chair. The room is a mess.

A mound of loose papers on top of the desk covers a laser pistol with an ammo clip. Two extra clips are in a drawer. The machine gun for the mount (3a) and its ammunition are under the desk.

A stack of videonovels on the floor conceals a small safe. A level 4 security lock (a video recognition device) protects the safe, but it can be computer-programmed to open for designated personnel. Currently, only Garlus can open the safe without bypassing the lock. The safe contains 7,500 credits.

6. Captain's Cabin: This chamber is roomy, and the decor is rather posh—for a freighter. Imitation wood paneling covers the walls, and a coat of pseudowool gives the deck a carpeted appearance. A large bed and a wardrobe take up one corner. Three chairs and a small table allow the captain to hold private meetings here. The wardrobe contains only a couple of extra skeinsuits and an albedo screen belt.

7. Small Crew Cabin: Two beds, two small wardrobes, and a modest desk are in this room. The beds have no linens, and the wardrobes are empty. The room has been vacant for a while.

8. Large Crew Cabin: Like cabin 7, this cabin shows no signs of recent use. Four beds, stripped of linens, and four empty wardrobes make up the furnishings.

After the murder of his loyal crew in the Theseus System, Garlus reluctantly cleaned out cabins 7 and 8. If players search carefully, they will find a photo in cabin 8

LOIS		
COMPUTER PROGRAM	LEVEL	CONTENT/EFFECT
Computer Security	3	Alarm buzzer
Installation Security	3	Alarm buzzer
Damage Control	2	Coordinates repairs
Alarm	3	Sounds alarm when engines or LS malfunctions
Computer Lockout	5	Prevents engines from starting
Atomic drive	5	Operates and adjusts engines
Astrogation	4	Performs astrogation functions
Laser Battery	1	Coordinates power pulse for laser battery
Life Support	1	Regulates LS system
Analysis	3	Performs mathematical functions
Information Storage	2	Records ship log, alien creature update file, system brief.

depicting five Dralasites emerging from a wild steam bath. They will not find 8a.

8a. Computer Maintenance Shaft: A concealed trapdoor leads to this shaft, which runs nearly 20 meters to the computer on the bridge (Level B). The trapdoor is in the middle of the room. The shaft allows a specialist to work on the "guts" of the computer, approaching from below.

But the inhabitants of this shaft are hardly computer specialists. This is where Garlus has hidden the two chukkahs he rescued from the food crate. Two small mats at the base of the shaft serve as sleeping quarters, and the Skipper provides food and water a few times each day, freshening the chamber as best he can.

The PCs will not find this hatch during a routine search, even if they look carefully. They may find it if Garlus tells them about it, or gives them the clue, "Lois sits upon the secret." If the PCs open this hatch, read the following:

Two black, furry faces peer down from opposite sides of the trapdoor. Their pointed ears cock forward, and the creatures regard you with dark, sparkling eyes. They sniff the air noisily, and hang their heads out the trapdoor, looking all around the room.

Suddenly, they make a noise: something like "chitter-chukka-chit-chit," with a few gurgles and squeaks in between. They leap to the deck, landing with a muffled thud. Then the creatures begin racing around the compartment, literally bouncing off the walls. Finally, they come to rest on the table. They're not small, these creatures. Their fuzzy bodies are nearly 1.5 meters long—half of which is bushy tail. They stare curiously

about, chittering and blinking with intense concentration.

LEVEL B: THE BRIDGE

9. Pilot's Chair: *COMPUTER ACCESS* All piloting functions can be performed from this chair, since the Gullwind's helm controls are within easy reach. In addition, anyone in this seat has access to the *communication and detection equipment* controls. These include:
    videocom radio
    ship's intercom
    radar unit
    skin sensor readouts
The controls for the subspace radio are located at the astrogation panel (14).

Garlus likes to see where he's going, so he had a large plastiglass bubble made to cover the bridge. Combined with the two portholes that reach to the deck, the bubble provides an excellent view of the stars.

10. Backup Pilot's Chair: *COMPUTER ACCESS* This seat is placed before a duplicate set of helm controls. Any function that can be performed at chair 9 can be performed here as well. But these controls have a secondary status; they can be overridden by the pilot in seat 9.

11. Engineer's Chair: *COMPUTER ACCESS* An engineer can perform "Damage Control" and "Stress Analysis" functions here. The chair faces all the necessary damage readout meters and stress gauges.

12. Computer: This is a Langdon Optimal Integrator System (LOIS), the actual computer apparatus. Characters can gain access to the programs in this computer at any

location marked *COMPUTER ACCESS* in the text. A character trying to work on the computer by using the "Bypass Security," "Interface Computers," or "Repair Computer" skills must do so at this panel or through the hatch (8a) on the ceiling of the crew deck, level A.

Programs and information contained in the computer are listed in the table marked "LOIS".

13. Laser Battery Operation: If a character intends to use the Gullwind's laser battery, he or she must sit in this chair. If the crew decides to install the rocket battery that's in the ship's hold, another chair can be installed next to this one. It takes one gunner to operate each weapon.

14. Astrogator's Position: *COMPUTER ACCESS* An astrogator must sit here while performing any astrogation functions. The gauges and readouts of the astrogation equipment carried by the Gullwind are set up before this chair. The arrangement is basic, with none of the fancy equipment that some larger starships carry. Controls for the subspace radio are also located here.

15. Storage Locker: The following emergency equipment is stored in this locker: 5 spacesuits, 2 laser pistols with 2 clips each, and 2 automatic pistols with 4 clips each.

LEVEL C: PASSENGER DECK

16. Passenger Dining Room: Imitation wood paneling and thick carpeting soften the decor in this chamber. The lighting can be adjusted from dim to bright. A large porthole opposite the table provides an inspir-

ing view, and the six chairs are comfortable. The bench seating on one side of the table can be adjusted, extending toward the table for dining. Entertainment is provided by a holovid projector in the ceiling.

Across the room is a locker with six spacesuits in it; a smaller cabinet along the same wall contains several bottles of fine cognac, brandy, and an exceptionally good tube of Dralasite steam spice.

16a. Head: This is a deluxe bathroom, when compared to the one on the crew deck. It features a shower and a comfortable commode. The room also includes a "steam" mechanism, particularly popular with Dralasites, who like to bask in hot steam and spice ointments.

17. Passenger Cabin One: Luxurious furnishings make this cabin the best one on board. A huge bed fills one corner, and the large porthole above it allows the bed's occupants to stargaze. A wardrobe, a desk, and two cabinets line the bulkheads (walls), while two large armchairs and a small table sit in the corner opposite the bed.

Genuine wood paneling covers the bulkheads, and a plush felt rug carpets the floor. The lights have a dimmer switch, so they can be set high or turned down low. The top desk drawer contains a glossy instruction sheet explaining how to escape the ship by lifeboat.

The usual rate charged for this cabin is 300 Cr per light year traveled.

18 & 19. Passenger Cabins Two and Three: These cabins are much cheaper than Cabin One (17). Two beds and wardrobes, a small porthole, and a plain desk provide the only furnishings. The wardrobes are empty. The walls and floor are dull grey metal, and the lights are either very bright or off.

The usual rate for these cabins is 150 Cr per light year traveled.

LEVEL D: MAINTENANCE DECK

20. Power Relay Station: This large black box contains the transformer that takes the raw energy from the ship's atomic engines and converts it to the electricity that runs the vessel's interior systems. Extending "below" this station, along the elevator shaft in the hold, is a huge parabattery (equivalent to 10 type-4 parabatteries). The parabattery can run the ship's interior systems for 80 hours if the engines are shut down. The battery recharges as soon as the engines are fired up again.

If the power relay station is destroyed, all power to the upper part of the ship will be cut off. The station has 1000 structural points, for purposes of demolition. A technician can attempt to short-circuit the device in 1-5 hours. This chance is equal to 10 times the technician's level; success is not determined until after the attempt is made.

21. Life Support System: The LS system regulates the oxygen content of the ship's atmosphere, and it pipes food concentrate and water to the galley. The capacity of this system is 12 creatures. The system must be resupplied and recharged every six months, at the cost of 450 Cr. This LS was replenished two months ago, so it has another four months to go.

22. Backup Life Support System: The backup LS is identical to the main system (21) in both capacity and function. If both systems are activated, up to 24 creatures can be supported. The backup currently holds a full six-month supply, since it is rarely activated.

23. Bot Closet: This compartment is designed for robot storage. Presently, only a nonfunctional security bot languishes here. The robot needs new parts, totaling 500 Cr in cost, before a robotics expert can attempt a "Repair" roll.

24. Storage Locker: This locker contains the following:

- 5 spacesuits (6 Human, 5 Dralasite, 2 Yazirian, 2 Vrusk). Each suit has 1 additional life support pack, plus an anchor, and 2 packets of extra patches.
- 6 sets of spacesuit armor (2 Human, 2 Dralasite, 1 Yazirian, 1 Vrusk)
- 6 rocket packs
- 24 extra fuel packets for rocket packs
- 10 pairs of magnetic shoes
- 3 inssuits (2 Human, 1 Dralasite)
- 5 albedo screens
- 5 inertia screens
- 12 gas masks
- 12 holoflares
- 12 lifejackets
- 2 electrostunners
- 4 laser pistols
- 2 laser rifles
- 2 automatic rifles
- 1 heavy laser
- 12 doze grenades
- 12 fragmentation grenades
- 12 tangler grenades
- 12 smoke grenades
- 100 powerclips
- 100 power beltpacks

- 100 bulletclips
- 100 machine gun ammunition pellets

25. Workpods: Each of these two workpods must be accessed through an airlock. When the hatches are open—their normal position—the pods can be entered in one turn. (See p. 30 in the Campaign Book for an explanation of workpods.)

26. Engineer's Station: A panel of instruments here enables an engineer to monitor and start the engines, and check on their functions. Half of the time needed to overhaul an engine must be spent here—the other half will be in (35), the engine compartment itself. (Reference p. 13, Campaign Book.)

27. Freight Handler's Station: The equipment operated from here can be handled by any technician of level 3 or higher. Included are the controls for the cargo arm, which can reach anything in the hold. It slides up and down the outside of the elevator shaft, rotating a full 360 degrees.

Also operated here are the cargo doors, which can open to expose up to 180 degrees of the circular hold—90 degrees for each of the two doors.

28. Toolshop: This area is greasy. A row of glaring light bulbs adds to the utilitarian look. An entire metals shop, plus an electronics laboratory, can be found amidst the clutter and grime.

The compartmented bench along the wall has many drawers, fastened shut (for space travel) but not locked. These drawers contain:

- 2 robcomkits
- 2 techkits
- 12 packets of plastiseal
- Complete components for: subspace radio, intercom, radar unit, videocom, spacesuit life support, toxy-rad gauge, and polyvox

Fastened to the bench itself is a wellaser and electromagnetic vice (electrovice).

28a. Lase: This metalworking tool is a lathe that cuts with a laser beam instead of a blade. It functions as a normal lathe.

28b. Drill Press: The drill press can drive a laser "bit" from .1 mm to 3 cm in diameter through a piece of metal up to a meter thick. It will penetrate 1 cm of metal per turn.

28c. Foundry: The foundry contains an oven for melting metals—such as aluminum, lead, and gold. Plastic molds are

stored here; a technician can easily manipulate them into any shape up to 1 m in diameter. Molten metal is poured into the mold; consequently, a metal piece can be made from scratch.

Stockpiled here are 12 cu. m of aluminum and 2 cu. m of lead.

LEVEL E: CARGO HOLD

29. Elevator Access: These ports constitute the only two locations where a character can stop the elevator and go into the cargo hold. The hold is in vaccuum, so the safety procedures explained under "Elevators" must always be followed here.

30. Cargo Doors: These massive doors extend 40 meters along the hull's length. They can open to reveal up to 180 degrees of hull. (To picture this, imagine a cross section of the hold, which is circular. Each set of doors opens 90 degrees.) When the doors are open, the cargo hold cannot be pressurized. The upper doors are damaged (31).

31. Damage: Ragged metal juts from a gash in the upper cargo doors—the work of the Malthar's men. This hole must be repaired before the ship puts into space. The PCs get to do the honors. The job is detailed under the next section, "Repairs."

32. Cargo Arm: This nimble device slides up and down the elevator shaft in the cargo hold. Its "fingers" can reach every corner of the hold. Because the arm can extend 10 m out the door, the fingers can grab things off a loading dock too. The arm is operated from the freight handler's station (25).

33. Rocket Battery: Part of an armament shipment for Malco, this heavy weapon was loaded before Garlus fled the Dramune System. The crate includes 6 salvos of ammo.

Installation is possible, but it must be performed while the Gullwind is in the docking bay of a station. One to four technicians can do the job, working a total of 40 man-hours. As usual, a 10-hour shift calls for 10 hours' rest for each character involved in the project. If the RB is installed, the Gullwind must sacrifice 1 ADF or 1 MR point (players' option) from her movement capacity.

34. Parabatteries: These crates contain 20 type-1 and 10 type-2 parabatteries, part of the shipment that included the RB (33).

35. Engine Access: This is the final stop of the elevator. Three short access shafts lead to the actual maintenance compartments of the engines. Before a character opens the doors to these compartments, he or she must be protected by an inssuit or take 1-10 points of radiation damage per turn. This damage is not curable with any known technology.

An engineer must spend approximately 50% of the time required for an overhaul in this area.

beta.5   REPAIRS

Before she can safely put into space again, the Gullwind needs some body and computer repairs. The computer was damaged by a fire, and Garlus will handle that repair himself, working 2d10 hours. The body repair means mending the hole in the upper cargo doors—this is the PCs' job.

Garlus' first action as skipper is to send the PCs into the docking bay to repair the damage. He'll authorize four rocket packs for the operation; additional workers will have to rely on magnetic boots and anchors to stay put on the hull.

Garlus insists that at least one PC serve as guard. If the players want more characters to stand guard, up to half of the PCs can do so.

A worker who takes any weapon larger than a pistol into the bay will be uncomfortably encumbered, accomplishing only half as much as an unencumbered character. No worker can wear spacesuit armor. Of course, a character standing guard can carry the usual complement of weapons, and wear spacesuit armor too.

The hole constitutes 7 points of damage. Characters can work on it for 10 hours before requiring the usual 10-hour break. For each character that spends a shift working, 1 hull point of damage can be repaired (or ½ point if the character is encumbered with a large weapon). This is a variant of the standard rule for repairing hull damage, designed to reflect the fact that this is a do-it-yourself repair—and that the decision to work or stand guard is an important one.

While it is not impossible to put the Gullwind into space with this damage, it would be extremely foolish to do so. The ship is severely weakened; to leave the station without repairing the damage would not be far from suicide—in a battle, the ship would be defeated easily.

Attack!
Dablak and his thugs attack 1-10 hours after the working party begins. They come over the viewing bay in a large launch with the canopy open, approaching the PCs and opening fire as the launch comes to a halt.

Dablak's hit team is detailed below. All have space suits, rocket packs, and skein-suits.

Four Yazirian Goons
RW 60; M 60; PS 3; IM 5; RS 45; STA 45
2 have laser rifles, 100 SEU backpacks; 2 have gyrojet rifles, 4 clips each

One Vrusk Driver
RW 50; M 50; PS 2; IM 7; RS 70; STA 40
Spacesuit armor (effective RS 60, -10 to hit with RW); automatic pistol, 2 clips

Dablak
RW 80; M 60; PS 3; IM 4; RS 40; STA 70
Spacesuit armor (effective RS 30, -10 to hit with RW); laser rifle, power backpack

Dablak and the driver stay in the launch while the goons use their rocket packs to charge the work party. If the battle seems to be going against his side, Dablak orders the driver to take the launch into space, leaving the Yazirians cold. In fact, he has placed a self-destruct seam in each Yazirian's spacesuit and will activate these rather than allow any of them to be captured. Activation of the seam blows out a large portion of the character's suit, killing the unfortunate monkey in one turn, but harming no one else.

After leaving the bay, Dablak travels to the Nightshade. This freighter has assumed a parking orbit some 20 km from Clarion Station.

Combat in the Docking Bay
The spin of any space station affects items "floating" in the docking bay—in this case, the launch and any characters using rocket packs. One extra burst is required to propel these objects away from the wall of the bay toward the center of the station's wheel. This extra burst reflects the very slight gravity in this part of the station.

Anything that comes to a stop in the space of the docking bay will slowly "fall" toward the wall. The fall will be too gentle to cause injury or damage, but it will continue unless whatever's falling—character or otherwise—has some source of power and can propel itself upward again.

beta.6
EXPERIENCE AWARDS

Award 5 experience points to every PC aboard the Gullwind as she is ready to put into space. Give a bonus of +3 to each character if the party came to Garlus' aid in the Spacer Club.
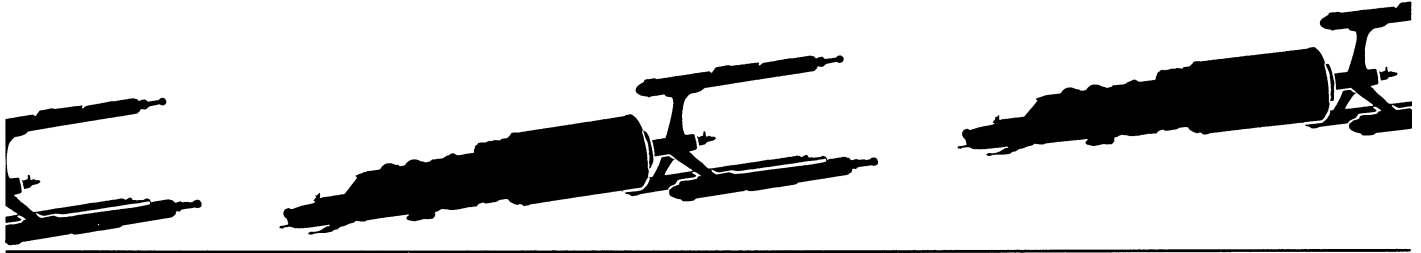
GAMMA SECTION:

gamma.1   DEPARTURE

When the repairs are complete, Garlus immediately pushes the Gullwind into space, setting a course for Madderly's Star. When you're role-playing the skipper, cough more frequently now and breathe asthmatically. As Garlus, you should refuse to answer any questions about the attackers (Dablak and his hit team), except to say that it is a local matter. Try to appease the new crew with words like, "When we're through the Void, the trouble will be over."

When everyone is strapped into a seat in the Gullwind and Garlus has warmed the engines properly (requiring 10 minutes), read the following description to the players:

A dull "clunk" resonates through the hull as the docking bay couplings are released. The hum of the powerful drives begins building as, very slightly, the Gullwind moves away from the docking bay wall. A moderate G-force pulls to the side as the vessel slowly wheels through a 90-degree turn in the center of the bay.

The gaping entrance of the docking bay is poised ahead, or above as you feel it; the forward thrust creates a slight sense of gravity. Slowly, the lighted entrance of the bay passes on each side and the sheer blackness of space spreads before you to infinity.

Clarion is in shadow to one side; it eclipses the White Light star. The starfield becomes a sweep of tiny brilliant fires as the darkness intensifies their luminance.

The Gullwind's drives kick in, spewing atomic energy. The G-force increases until it surpasses normal, plastering your body to the chair. The engines begin to hum, then fade again as the ship reaches 2 Gs of acceleration. Swiftly, Clarion Station

has fallen behind, and suddenly the glare of White Light's star envelopes the ship as she emerges from Clarion's shadow.

gamma.2   THE NIGHTSHADE

Two hours out of Clarion Station, the Gullwind has achieved a speed of 24 hexes per turn on the Knight Hawks game map. Place the Gullwind in the center of the map. At this time, place another freighter counter 30 hexes behind the Gullwind, and inform the characters on the Gullwind's bridge that they have a radar contact.

The contact is traveling 40 hexes/turn and seems to be following the Gullwind. In fact, this is the Nightshade, an armed freighter owned by the Malthar and used as a raider and courier.

Nightshade (Armed Freighter, Hull Size 10)

Hull Points 50   ADF 3   MR 2   DCR 50
Crew Levels: Pilot 4, Engineer 2
Weapons: 2 laser batteries (gunner levels 3 & 2)
Defenses: Reflective hull, masking screen

The Gullwind moves first in this scenario. If combat looks imminent, Garlus orders his crew into suits, before he depressurizes the ship. If the drives are knocked out, he orders the machine gun set up on the crew deck. (Note that the shaft containing the chukkahs will remain pressurized unless opened.)

The Nightshade closes with the Gullwind, trying to keep her velocity a little higher than that of the smaller vessel. Her gunners shoot at the Gullwind's engines, trying to create a drifting hulk that can be boarded easily.

If the Nightshade loses more than half her hull points, or both of her laser batteries, she will withdraw. In this case, her captain activates the masking screen and the Nightshade coasts along in the shelter of the screen, allowing the Gullwind to make an escape. If the Gullwind is under PC control, and they wish to attack, the screen will last for 6-10 (1d5+5) turns.

Boarding Action

If the Nightshade neutralizes the

Gullwind's drives, action proceeds as follows: The Nightshade closes to boarding range. The party described below enters the Gullwind's main hatch (using tornadium and an LPT). Their goal is to enter and capture the Gullwind, taking Garlus alive. Other crew members will be captured if they surrender, but no particular effort will be made to spare them.

Dablak remains toward the back during the early part of the fighting. (If Dablak was killed in the docking bay, delete him from this list.)

All members are equipped with spacesuits, extra patches, spacesuit armor, rocket packs, and skeinsuits. Statistics reflect modified DEX and RS scores for armor.

Two Dralasite Demolitions Experts (level 3)
RW 40; M 50; PS 2; IM 4; RS 35; STA 60
500 gr of tornadium d-19 apiece;
gyrojet pistols, 3 clips each; 3 frag grenades each; 2 tangler grenades each

Two Vrusk
RW 45; M 40; PS 1; IM 5; RS 50; STA 45
Laser rifles, power backpacks

Three Humans
RW 50; M 30; PS 1; IM 5; RS 45; STA 50
Automatic rifles, 5 clips each; 1 smoke renade each

Three Yazirians
RW 50; M 50; PS 3; IM 5; RS 50; STA 45
1 with electrostunner, 2 clips; 3 with gyro-jet rifles, 4 clips

Dablak
RW 70; M 60; PS 3; IM 3; RS 30; STA 70
Laser rifle, power backpack, electric sword

If the attack is successful, the Gullwind will be taken in tow, and all prisoners will be locked in the storage cabin aboard the Nightshade. They will be taken to Darkworld Station and brought before the Malthar (See delta.3, "Darkworld Station.") Use the large freighter deck plan in the Knight Hawks game to portray the Nightshade.

The Last Voyage

If the Nightshade is defeated, the PCs notice immediately afterward that Garlus appears barely conscious. In fact, his can-

cer has reduced him to 3 stamina points, and he will continue to lose 1 point per hour for the rest of his dwindling life.

A successful Major Surgery cures normally, delaying for a few days but not preventing the inevitable. Minor Surgery and First Aid have no effect.

Realizing that the end is very near, Garlus has the PCs open the hatchway containing the two chukkahs. These creatures immediately rush to Garlus, becoming distraught over his grim condition. Garlus affectionately strokes their heads, calling them "Zak" and "Ermaline." With obvious pain he turns to the PCs. He gasps, "See that they get back to Dramune, won't you?" And he says nothing more.

Note on playing chukkahs: Much of the character motivation for this adventure must come from a desire to save the chukkahs from a cruel and horrible fate. If you play up the animals' friendliness, loyalty, and absolute cuteness, the PCs will be more motivated—and the adventure all the better.

Two documents are tucked in the chukkah's hiding place, near the edge of the trapdoor. The PCs discover these after Garlus dies. The first document is a note to Admiral Kadara; the second is a report. The note informs Admiral Kadara that Garlus wishes to grant legal of the Gullwind to the PCs *if* and *when* they personally deliver the chukkahs and the report to Admiral Kadara, UPF Spacefleet, Majora Station, Inner Reach. The report reads:

Admiral Kadara:
I know that you are fond of the race of chukkahs, as are all of Inner's good citizens. Your receipt of this report means that I cannot deliver the information personally, but please take heed!

Chukkahs in great numbers are being smuggled off of Inner Reach to Darkworld Station, the very den of the Malthar! I do not know what his nefarious purpose might be; but the act itself is a crime of monstrous proportions—an affront to the rights and sensibilities of all citizens of the Frontier.

The shipments are made in containers labeled "FOODSTUFFS"; they're rigged with primitive life-support devices. I myself carried several cargos of them on contract with Malco Enterprises, until I accidentally learned the nature of their contents.

Please see that something is done to stop this crime!
Your servant:
GARLUS TYLAPPAR

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gamma.3 ASTROGATION

A PC astrogator must take the Gullwind through the Void. If this is handled normally, there will of course be no chance of emerging at anything other than the intended system.

But if the PCs decide to smoke the jump (risk jump), the astrogator's skill will determine whether the jump succeeds or fails, as explained in the Knight Hawks rules.

Go through the risk jump procedure, making the requisite rolls as referee. If a misjump is called for, select a system not too far from the charted course, and read the following description:

The Gullwind is in the system of a huge, red star. Leaping flares seem to plummet into space from its pock-marked surface, and tiny spots that could be planets glare from two parts of the system. Wherever this is, it is certainly not in the Frontier!

The system contains three small planets, all of them ancient and lifeless. If you want to let the adventure sidetrack, perhaps significantly, then allow the astrogator to make a normal "Find Location" check and follow the results that the dice dictate.

If you'd like to get back to the module, however, adjust the roll so that the astrogator always locates the destination planet fairly nearby, and so he can make it back to charted space.

Station Stops

All of the inhabited planets of the Frontier are circled by at least one space station capable of accepting the Gullwind into its docking bay. The number of such stations per world varies according to planet population, but the range is usually 1-10.

A berth at one of these stations costs 100 Cr per 10 hours of stay. As noted on her log, the Gullwind already has a berth at Majora Station, rented for the next six months.

gamma.4
SHIPS IN THE NIGHT

These three encounters should occur in space, somewhere between White Light and Dramune. Play them in the order listed.

1. The Big Guns

This encounter occurs in the first system that the Gullwind enters after leaving White

Light. The Gullwind will need an engine overhaul at that time; allow the PC engineer to handle it. Afterward, immediately place two upside-down ship counters 30 hexes from the Gullwind, closing from the starboard rear.

The Gullwind's radar will detect these vessels and show that they are traveling 2 hexes slower than the Gullwind per turn. They are accelerating at maximum speed. If the Gullwind accelerates at maximum speed, she will get away easily; if not, she will have to fight.

The two ships are frigates of the Malthar (Drasimian and Starhawk). Their statistics are listed on the "Outer Reach Militia" roster. If they can close to combat range, they will attempt to destroy the Gullwind's drives and weapons, and if successful, they will tow the freighter to Dramune, where she will be boarded as described in section delta.3.

2. Hit and Run

This encounter should occur in the last system that the Gullwind crosses before reaching Dramune (probably Cassidine or Fromeltar). Set it up just like "The Big Guns," with radar detecting a ship at 30 hexes. The ship is closing at maximum acceleration (5 ADF), so the Gullwind cannot outrun her.

This is the assault scout Maltharia, also listed on the Outer Reach Militia roster. She will attempt to destroy the drives of the Gullwind, but will then leave the freighter drifting. If no call for help is made, two corvettes will arrive six days later, to take the Gullwind under tow. The corvettes will lead her to Darkworld Station, as described in delta.3.

3. Mirage

If the PCs are left stranded after the "Hit and Run" and make a call for help, the UPFS Melinda McCoy (destroyer) and Dirk (assault scout) will answer the appeal. Statistics for these ships are included under "UPF Spacefleet Escort" on the UPF ship roster.

The captain of the Melinda McCoy is Klattic K'tal, a Vrusk Commodore. He sees to it that the Gullwind gets to the nearest SCC for repairs, but he won't consent to carry a message for the PCs.

But K'tal does radio ahead to Dramune—privately—informing the UPF there that something funny seems to be going on. When the Gullwind moves out, the escort vessels shadow her (30 hexes away) to jump speed. The PCs will know the escort is following. As the Gullwind emerges into the
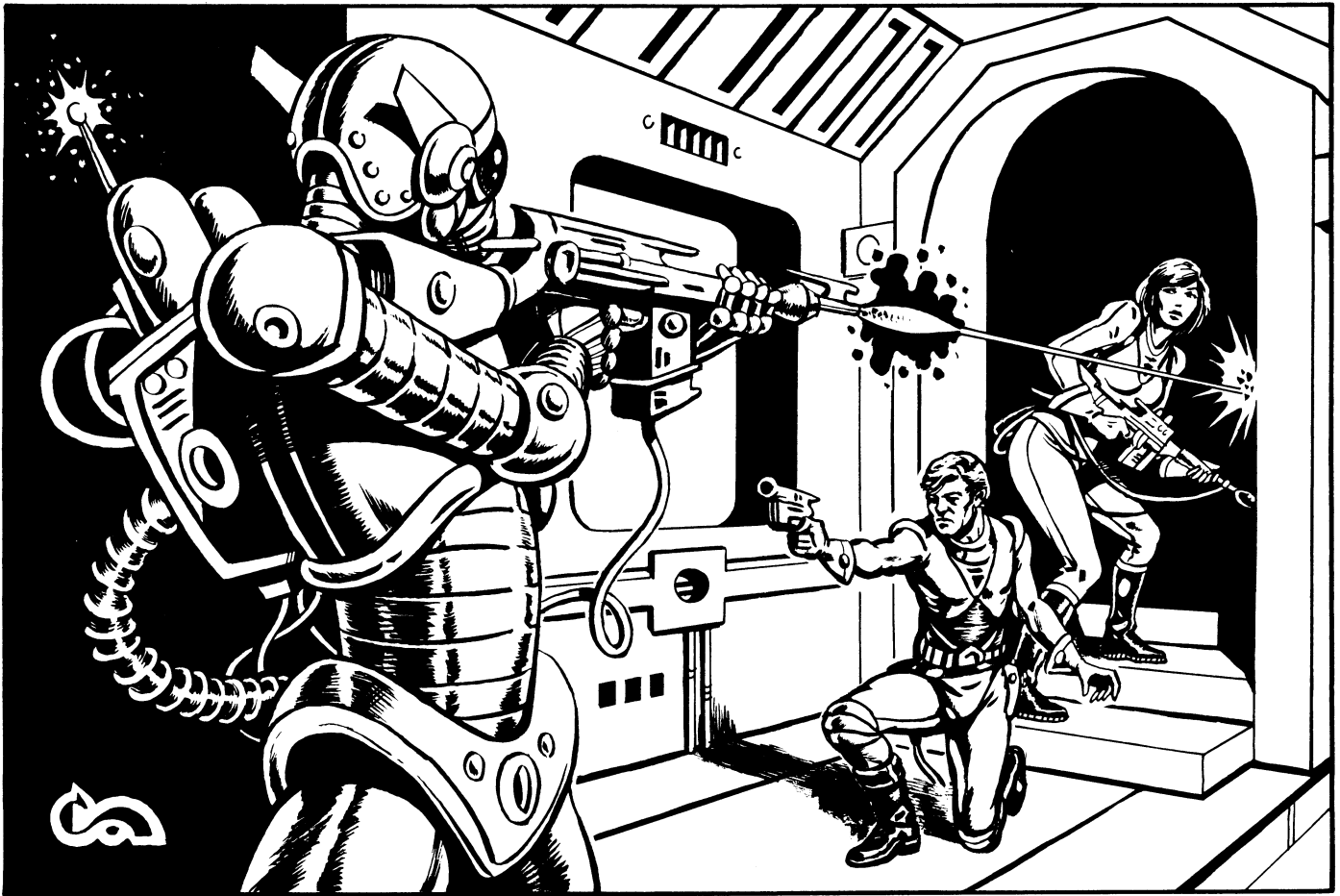
Dramune System, the escort will still be with her.

Even if the Gullwind is not stranded in encounter 2, the escort will arrive at the battle scene anyway, after the fight is over. If asked why he is there, K'tal will simply reply "orders." In actuality, stories of the Gullwind's harrowing run have spread throughout the Spacefleet, and the escort ships have been dispatched to see that no further trouble occurs.

gamma.5   SPACERS

The encounters below can be used if the PCs call at any stations on the Dramune Run, for whatever reason. They do not have to be used in the order below, so you can insert them whenever you feel it's appropriate.

1. Monkeys on the Town

Four Yazirians have just finished a job on a large freighter. Each has 2,400 Cr, and the money is burning holes in their pockets, so they are out to have a good time. They're on their way to the commercial deck (unless they're already there), and they can meet the PCs anywhere along the way.

Each Yazirian has a level 3 spaceship skill. All are friendly and generous, buying drinks and showing strangers around the station. If offered jobs, any number of these NPCs will cheerfully accept and sign on the Gullwind for the Dramune Run.

The monkeys are included in this section so the PCs have a chance to replace any characters that have been killed or lost in the adventure. Their exact statistics are left for you to determine; tailor them to fit the areas in which the PCs need help.

2. Robot Hit

This encounter occurs in a relatively uncrowded part of a space station. Two combat robots are standing to the side of a corridor or room, apparently deactivated. When the characters approach to within 10 m, the robots suddenly attack. Allow a character an Intuition Check to see if the group is surprised.

2 Combat Robots
MV 150; IM/RS 6/60; STA 100; AT 60
DMG 10d10

Agents of the Malthar have programmed these robots to attack the PCs. Each robot is armed with a laser rifle and protected by an albedo screen. Four 100 SEU backpacks, two on each robot, power these devices.

gamma.6
EXPERIENCE AWARDS

Grant each player 5 experience points when the Gullwind reaches the Dramune System. Give each player a bonus of +5 if the Gullwind was not hit by any weapon aboard the frigates in the "Big Guns" encounter. Add another +5 if the Gullwind was not damaged by the assault scout Maltharia, in the "Hit and Run" encounter.

In addition, award the astrogator +5 points if a risk jump was made successfully. If the risk jump was unsuccessful, the astrogator receives no points for the entire Gamma Section!
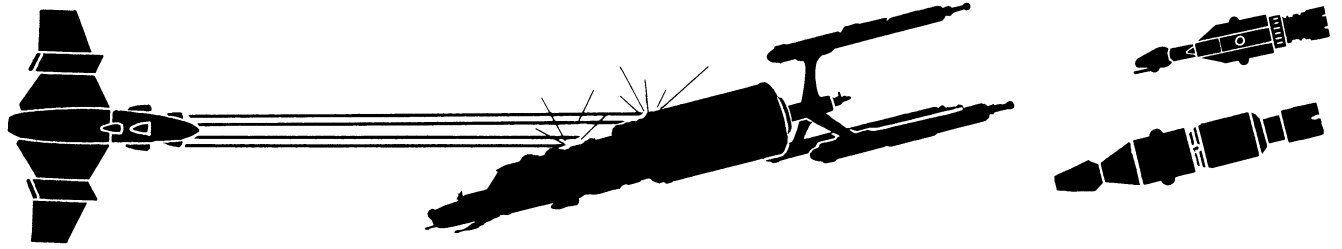
DELTA SECTION:

delta.1
POLITICS OF DRAMUNE

Relations between Inner and Outer Reach are at a 20-year low. Several events have contributed to this tension; they're outlined below. These accounts are primarily for the referee, but if the characters choose to investigate the political climate in Dramune, listening to news broadcasts, for example, they too will learn of these events.

1. Outer Reach has steadily raised the docking fees for vessels that stop at Pinnacle or Darkworld, the stations orbiting that planet. These stiff fees now exceed those of every other planet in the Frontier, averaging 250 Cr per 10 hours.

2. The Malthar's pushers have peddled Ixiol aggressively on Inner Reach, targeting the most pliable market: the adolescents. Now yellow-faced youngsters, Ixiol addicts, are a common sight in Inner Reach's schools and clubhouses; the problem is epidemic.

3. Recently, an official envoy from Inner Reach was sent to Darkworld Station for negotiations. The Malthar claims the envoy did not arrive. The envoy did not return, either.

4. Inner Reach has placed its militia on alert. All ships are manned around the clock, spending most of their time in space.

5. The Light Cruiser UPFS Courageous, along with two frigates and two assault scouts, has arrived insystem as a "stabilizing influence".

Without evidence of Outer Reach aggression, the rear admiral commanding the Courageous cannot take any steps against the Malthar. And without UPF support, the president of Inner Reach is reluctant to initiate hostilities. But the people of Inner Reach are tiring of their evil neighbor; they are ready to commit to war.

Both the Inner Reach militia and the Spacefleet detachment are circling within roughly an hour of Outer Reach, awaiting further developments.

delta.2
THE MALTHAR'S TRAP

In a last-ditch effort to stop the Gullwind, the Malthar has marshalled his entire force of ships in the Dramune system. So far, his attempts to snare the Gullwind have failed. But this is his last trap, and he has made it his best. With such a magnitude of ships against her, the Gullwind's chances to escape look slim, if not pathetic.

The ambush site lies between Inner and Outer Reach. The Malthar is tracking the Gullwind with an energy sensor located on Darkworld station. When the freighter reaches the vicinity of his trap, he will attack with his entire force. Pirate vessels are forming a screen to prevent interference from outside sources—i.e. the UPF Spacefleet or the Inner Reach militia. The Malthar's frigates have activated White Noise Broadcasters (WNBs) to prevent the Gullwind and her escort from calling for help.

As the Gullwind emerges from the Void at Dramune, read the players the following:

> The disorientation from the jump passes quickly, and sensors are already recording information on the Gullwind's status. Ahead, a star burns bright yellow, rimmed with orange. Two bright spheres shine nearby, and your astrogator confirms they are Inner and Outer Reach.
>
> Except for the UPF escort, radar reports clear space in every direction. The Gullwind's tail has come around nicely, and she's right on course for Inner Reach. Any moment the weightlessness of jump speed should be replaced by the thrust of deceleration.

Allow the pilot to choose the decelera-

tion rate he wishes for the Gullwind. Use the system display in the Dramune brief to calculate the ship's course and speed as it approaches the Malthar's trap.

The statistics for the Malthar's force are outlined on the rosters for the Outer Reach militia and pirate ships. Place these ships, the Gullwind, and the two UPF ships on the Knight Hawks map, as shown below. The Malthar's ships are moving 2 hexes/turn faster than the Gullwind and her escort.
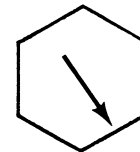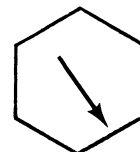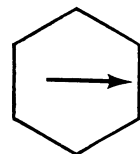
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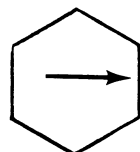
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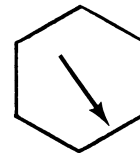
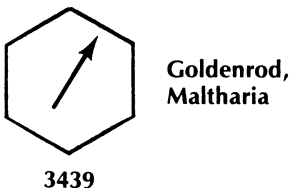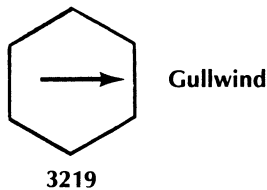**Scytheweilder, Scourgesender**

2801

Zebbalow, Carnarian

3401

Melinda McCoy

2518

Dirk

2520

Gullwind

3219

Drasimian, Starhawk

2239

Goldenrod, Maltharia

3439

Allow several players to run the UPF ships, while you handle the Outer Reach militia and the pirates.

Your ships have these objectives: the militia will shoot out the Gullwind's drives and weaponry, and tow her into Darkworld Station, keeping damage to the Gullwind at a minimum. Pirate ships will annihilate the UPF vessels so that no evidence of the attack remains.

If the Gullwind is taken in tow, she will be flanked by all of the Malthar's vessels. His frigates will continue to broadcast White Noise to prevent the transmission of any messages.

If the PCs attempt to launch the lifeboat while the Gullwind is under tow, they'll provoke several warning blasts from laser batteries, since the Malthar's officers will recognize the burst of atmosphere when the lifeboat's safety latch is released. If characters foolishly insist on launching despite this warning, the boat will be picked off at leisure by the Maltharia, while the rest of the force continues to escort the Gullwind to Darkworld.

The Malthar has always been impressed with Garlus' ship; now that the old skipper

is out of the way, he wishes to make it one of his courier vessels. For this reason, the officers of the Malthar's warships have been given strict instructions to bring the Gullwind in with as little damage as possible.

delta.3
DARKWORLD STATION

Read this description as the Gullwind is towed into Darkworld:

> The G-force in your powerless vessel gradually increases as the frigate that tows you decelerates. Beyond the portholes, a nightmare world appears—Outer Reach. Crimson rivers of fire trickle like veins across her black surface, and huge lakes of lava scar her crust like open, bleeding sores.
>
> Against this grim backdrop, a glittering array of lights resolves into Darkworld Station. It's an unusual construction; a massive silver cylinder extends below the station's hub. Yellow light spills from the docking bay, framed by ordered rows of crimson warning lights.
>
> Shuttles take the place of the frigate to urge your helpless vessel into the bay. Slowly, the gentle drag of the G-force increases, pulling everything sideways across the decks. A clunk sounds through the hull, followed by the hiss of an airlock pressurizing. The Gullwind has been locked to Darkworld Station.

The Malthar's warships and pirate fleet have assumed parking orbits within 100 km of the station, spreading to all sides. The vessels with WNBs are still broadcasting, waiting for word that the Gullwind's crew has been captured.

The Gullwind's airlock (1) is fastened to a lock on Darkworld Station. Her cargo doors are poised over the doors of a freight platform.

The station's walls provide some insulation against the WNBs, so that short-range transmissions are possible. The Malthar takes advantage of this, broadcasting a message to the Gullwind's crew.

> The videocom receiver crackles to life. Through heavy background static, the picture gradually resolves until a bloated Dralasite fills the

screen. Narrow dark glasses cover his eyespots, and a generous black cape flows across his huge, lumpy form. He speaks in a patronizing tone:
> "Welcome! You are an impressive lot of spacers indeed! Your little run has cost me some of my best men, and damaged many of my favorite ships, but no matter. As you can see, you are my prisoners now. I have over 100 combat robots waiting outside your airlock. Were I to send them into the Gullwind—such a pretty name for a ship, don't you think—we all know what the result would be. And of course, if they should happen to miss one of you, I can always send in another hundred . . .
> "But I am sure we all wish to avoid needless pain—yours—as well as needless damage to your ship and my robots. I am prepared to be a good host. In fact, I have an offer I know you'll find tempting.
> "Join with me! Your skills and your ship would be an invaluable asset to my organization; and of course you will save your own lives by doing so. But obviously, we must meet face-to-face to discuss a matter of such importance. So, I suggest you come out of your ship willingly. Keep your weapons, if you wish! I will see that you are placed in luxurious quarters. Then you will dine, rest, and afterwards we shall meet. My protocol officer is waiting patiently outside your ship, ready to show you to your quarters . . .
> "You have one hour, and then . . ." The Dralasite sighs heavily. "I am afraid I shall have to send in my robots."

The Robots

Whether the party accepts the Malthar's offer, or decides to battle it out, the result will be the same: the robots attack. The Malthar, slime that he is, has lied about his offer.

If the party decides to leave the ship to meet with him, things may at first seem as promised. The PCs will see about 40 robots lined up in the access chamber beyond the airlock. The protocol officer is there too, in the form of a primly dressed Dralasite. But the officer is nothing more than an image projected onto a holoscreen before a security robot. And the ranks of combat robots are all equipped with concealed grenade-

launching compartments, each loaded with doze grenades.

After the party enters the access chamber, the stationside hatch will swing shut. It is controlled by the security robot that's doubling as protocol officer. Immediately afterward, all other hatches to the area will slam shut as well.

Twenty-five of the combat robots will each launch a doze grenade, completely filling the chamber with gas. (See First Wave in the table below.) The concentration of gas will be so high that the PCs must make checks at 1/2 STA instead of making the normal STA check. The robots will launch a new volley of grenades each round, until all of the PCs are out cold.

If the robots are forced to attack the PCs before all of them reach the access chamber, then the robots will do so. The result remains the same.

If the PCs decide to refuse the Malthar's offer, a similar attack takes place, this time aboard the ship. After one hour—or sooner if the PCs make trouble—all 40 robots attack, working in two waves as noted in the statistics below. Murder is not their mission. They'll slice through the hull with laser powertorches (LPTs). Then they'll use whatever else they've got until all the crew members are unconscious.

40 Combat Robots

All 40 robots are equipped with Standard Bodies, rocket movement, albedo screens, power backpacks, and a concealed grenade-launching compartment.

Each robot can either use a weapon or launch a grenade in a turn.

First Wave—25 robots.
  MV 150m; M/RS 5/50; STA 100
  DMG 20d10 or tangle
  Each has LPT, 10 tangler, and 10 doze grenades. They will cut a hole to *each* deck of the Gullwind and enter 5 places simultaneously. They attempt to capture the the PCs—not kill them.

Second Wave—15 robots
  MV 150m; IM/RS 5/50; STA 100
  DMG stun or tangle
  Each has electrostunner, 10 tanglers, 10 doze grenades. These robots follow the first wave into the ship and also attempt to capture the PCs alive.

Zak and Ermaline

While the PCs are discussing the Malthar's videocom message, the two chukkahs aboard the Gullwind disappear.

No matter where the characters look, they will not find the chukkahs. While the party battles the robots, Zak and Ermaline reappear, running from the ship. The robots shoot at them but miss, and the two chukkahs disappear again, finding their way into the station.

Darkworld Station

Darkworld is a hull size III station, rotating with enough speed to create about .5 G at the outer rim. The station is the headquarters of the Malthar's crime syndicate; security here is tight and the inhabitants are scum.

The cover of this adventure illustrates Darkworld Station. The large cylinder below the hub is the processing plant for Ixiol. The cylinder is an unusual construction for a space station; it was designed to provide the weightless environment that Ixiol production requires. Great quantities of the drug are made here.

Inside the station, loud, freaky music blares from numerous nightclubs and bars. Smoke drifts through the corridors. Lowlifes from all four races reside here; their population totals nearly 3000. A large force of combat robots remains on hand for internal security as well as special situations like the Gullwind's capture.

The docking bay of Darkworld has a capacity of eight ships, but the Gullwind is the only vessel there now. The Malthar is wary of intrusion, so his fleet is in space, patrolling the approaches to the station.

In the cylinder attached to the hub (the Ixiol plant), nearly 1,000 chukkahs are held in an enormous, squalid cage. Over the years, a few animals have managed to escape. Now some 200 stray chukkahs are living in the ventilation ducts and maintenance corridors of the station. They sense that something horrid happens in the plant, but they are helpless to do anything about it.

Rude Awakening

Read this section to the players after the robots knock them out with grenades:

A fuzzy pane of light glows overhead. Something rustles, moving closer, until the blurred head of a Vrusk moves into the light. The huge, glossy eyes stare intently. A dull green claw passes a hypo toward your arm. Chukkahs . . . Chukkahs . . . A snickering conversation ensues. Then all is black.

Water—no, blood—hammers through your ears, then the darkness recedes. You look around. Ten guards—four Humans and six Yazirians—are guiding your wobbly-kneed party down the corridor. Everyone wears restraints, with hands bound behind.(Note: Dralasite crew members—if present—are wrapped in steel mesh net. Mere cuffs would be ineffective.)

The party has spent ten days on Darkworld Station, but the characters have been so heavily sedated that they have little memory of this. The Vrusk subjected each of them to telol interrogations, asking if they had left information about the chukkah smuggling operations anywhere. The characters have given the appropriate answers, and anyone they informed about the chukkahs is now on the Malthar's hit list.

The Malthar has all he needs from the PCs. But before he finishes with them completely, he wishes to hold a final interview. The characters are enroute to that meeting. Their heads are clearing gradually, so by the time they reach the Malthar, they will have full control of their faculties.

delta.4
THE MALTHAR

The guard leading the group stops at a heavy steel security door and mumbles into an intercom. The door slides open with a "whoosh," revealing a spacious, smoke-filled room. A number of characters, all armed, lounge in chairs or stand in groups of two or three, smoking and chatting casually. At the far end of the room, a large Dralasite sits in a richly-decorated chair. You remember him from the videocom.

The Malthar is repulsive. The videocom picture was extremely flattering, considering his actual appearance. He is impossibly large for a Dralasite; the disgusting bulk of his flesh droops in globs over the arms of his chair.

A tall glass of brown liquid rests on the table beside him. He reaches for the glass with fingers incongrously long and slender, sips from it, and belches like a huge bullfrog. Then he begins to speak:

"My poor, miserable fools . . . How delighted I am that you have been

able to stay with me for the past week. Your company has been most enjoyable! But alas, your visiting time is over.

"I apologize for any inconvenience your stop may have caused you, but you see, you were carrying the key to a secret that I could not afford to let loose. The chukkahs—those cuddly beasts—must continue to arrive here in great numbers. And they will. Without that gland at the base of their little brains, I could not produce Ixiol, the drug that has brought so much happiness to the Frontier.

"Losing the chukkahs would cost me billions of credits. I'm sure you understand how intolerable this would be. Your lives and deeds fade to insignificance when measured against such concerns.

"You have already cost me some ships, but no matter. I have made up for it. I had the Gullwind fully repaired and refitted, so I can add her to my fleet. I've always admired that vessel . . .

"But forgive me. I am keeping you from your departure. Of course, now you have no ship, and I certainly can't give you another. And space suits are in such short supply here . . ." His impossibly ugly head nods at the guards that still hold you, and his voice drops to a growl: "Space 'em!"

Forty armed guards, including the ten that brought the PCs, are in the room with the Malthar. Escape is virtually impossible, because all 40 guards will shoot the characters if they make any attempt to get away.

Realizing that the characters are likely to try anything, the ten guards surrounding the prisoners are extra alert, focusing their attention completely on the PCs.

Four Human Guards
RW 60; M 40; PS 2; IM 5; RS 50; STA 50 Skeinsuits, albedo screens, laser rifles, power backpacks

Six Yazirian Guards
RW 70; M 30; PS 2; IM 6; RS 55; STA 40 Skeinsuits; albedo screens; 2 with rifles, 4 with automatic rifles—5 clips for each rifle; beltpack for screen; 1 carries keys to restraints

The ten original guards lead the PCs out of the room. After rounding a corner, the band of prisoners is now out of sight of the rest of the Malthar's men. If the PCs resist, they are forced roughly along—with hands restrained there is little they can do.

A character with martial arts skill can use his feet to attack, with a -10 modifier to hit and a +10 modifier to damage. If a character attempts to do this, he will be beaten by several of the guards while the rest watch the other prisoners.

If at any time after they leave the Malthar, the characters decide to fight to escape, let them do so. Run the combat normally for two rounds, with the guards striking with the butts of their rifles. Then read the boxed text below, before the characters are pulverized further.

If the party does not make an escape attempt, have them walk down corridors for a few minutes, until they near an airlock, the one slated to be their last. Then read them this description:

> For a moment, the ceiling seems to waver. There it is again! Several of the ceiling panels are slowly shifting to the side, creating dark, gaping holes. The guards don't seem to notice. One of them clears his throat.
>
> Suddenly, lumps of fur begin falling from the ceiling, pouring out of the holes above. Like a pack of squealing rats, they swarm over the guards, gnawing and shredding, passing easily through the suits to the flesh. The guards are too surprised to be effective; as the animals drag them to the floor, they fire their blasters like neophytes.
>
> Within a minute, it is all over. Several chukkahs lie motionless—blood-soaked masses of fur. About 30 more are in the corridor, panting lightly.

The guards' skeinsuits are shredded and worthless, and half their ammunition is gone. A quick search of the bodies reveals the keys that unlock the PCs' restraints. After removing the restraints, the characters can collect the dead guards' weapons, as well as their ammo and screens.

A few moments after the fight, the surviving chukkahs leap back up to the ceiling. Zak and Ermaline are perched at the edge of the ceiling hole, frantically gesturing at the characters to join them. The PCs will recognize these two as Garlus' former passengers. The jump to ceiling requires a successful DEX check, but the characters can try until they succeed.

Through the Ducts
After the last PC has joined them, the chukkahs shove the ceiling tiles back into place and lead the way through dimly lit ventilation tunnels and ductwork. The creatures are exceptionally nimble, leaping from pipe to girder, often stopping on some precarious perch to chitter impatiently at the slow characters.

Along the way, other chukkahs join the original group, until the band numbers nearly a hundred. Whenever a newcomer arrives, several chukkahs from the band chitter at it anxiously, then listen intently as the stranger chukka-chukkas in response.

Finally, the group arrives at a ladder that leads up the outside of a large cylinder. A character passing a Logic check will realize that this is the outside of an elevator shaft. The chukkahs race up the ladder, stopping above the PCs for awhile, and then several race back down, like sheepdogs herding a reluctant flock.

As the climbing proceeds, the G-force gradually lessens, because the party is approaching the hub of the station. Soon, the chukkahs stop chittering and slow down, allowing the PCs to move into the lead. The two chukkahs from the Gullwind stay with the characters, while the rest of the creatures drop back. The party now numbers about 200.

The ladder ends in a trapdoor immediately overhead. Gravity is now only 5% of normal, so a character can hang onto the ladder with one hand and easily release the latch. If a character gently pushes the trapdoor open, light spills through the crack, and this scene can be made out:

To the Docking Bay

> The trapdoor opens to the floor of an access chamber below the station's docking bay. Across the room, a lone guard slumps in his chair, apparently asleep. A sign on the wall beside him reads: "Airlock—Berth 3," referring to a nearby hatch. The guard is armed with a laser pistol.

The guard wears a chronocom on his wrist. A security alarm switch is on the console before his chair. Both of these facts will be noticed by a PC who looks carefully. If attacked, the guard will spend one round shooting back. On the next he will call for help, alerting the station.

If the characters left the Gullwind to discuss the Malthar's employment offer, they will recognize this chamber as the one in which the robots ambushed them. The hatch at the far end leads to the airlock of the Gullwind.

After this guard has been disposed of, the chukkahs will chitter and grunt with excitement. They will desperately encourage the characters to open the door to the storage bay on the other side of the chamber. If the characters open the door, read this:

> The huge room looks like a cage in an overcrowded zoo. Chukkahs of all ages and sizes are curled up on the floor or perched on the shelves and support girders. A few young are playing listlessly, but most of the creatures seem to be lying in an apathetic stupor.

Cargo Loading Area

If a PC opens the storage bay, Zak and Ermaline will try to draw some characters to the loading area below the Gullwind's cargo hold. This area is still pressurized, but can be exposed to vaccuum in order to load a freighter. A viewing port in the corridor that leads to the loading area allows characters to see into the area without entering it.

> Stacked against the far wall are the parabatteries that were stored in the Gullwind's hold. Scattered about the room, as if they had been thrown there haphazardly, are about 50 huge crates labelled "FOODSTUFFS." One of these is open, revealing an airtight seal and a primitive lifesupport device.

Each of these crates is large enough to carry 25 chukkahs; the crates are used to smuggle the creatures from Inner to Outer Reach. Although chukkahs are dim-witted by human standards, the animals realize that these boxes carried them to this awful place, and some have made the jump in concepts to hope that they could carry them away.

The PCs can take any actions they wish. If they attempt to load the chukkahs onto the Gullwind, the animals will get into the Foodstuff crates willingly—in fact, some will have already climbed in. To load the crates, one PC must operate the cargo arm. The entire loading process takes 30 minutes.

The Gullwind

For once the Malthar was true to his word: the Gullwind has been fully repaired. He has even restocked the storage locker. Everything that Garlus had in Clarion Station has been replaced. (See area 24, ship's description.)

The vessel is guarded by a pair of combat robots. These bots will verbally accost anyone aboard the ship, saying "Halt." If an intruder responds with "Hail to the Malthar," the robots will let him pass. Otherwise, they will execute a "search and destroy" program, killing all trespassers if they can. The robots are not programmed to sound any alarms.

The first of these robots is in room 5 on the Gullwind. It will fire straight down the corridor toward the airlock. The second robot is in the dining area at 3b. It will begin firing as characters pass from the corridor into that area.

Two Combat Robots
MV 150m;   IM/RS 5/50;   STA 100
DMG 10d10
Standard bodies, rocket packs, albedo screens, power backpacks, laser rifles, grenade launcher (5 frag grenades)

If the characters use the videocom to call for help as soon as they get into the Gullwind, they will gain contact with a UPF ship. If they don't use the videocom, they will receive an incoming message, ten minutes after they get to the bridge. Either way, they will speak with UPF Rear Admiral Kadara.

Kadara is aboard the light cruiser Courageous. If the PCs give him the chance, the admiral will ask the following:
1) What happened to the Melinda McCoy and the Dirk, the Gullwind's escort?
2) Why is the Gullwind at Darkworld Station?
3) Why was the Malthar so eager to capture the Gullwind?

If the characters furnish the admiral with information on the Malthar's actions—particularly against the UPF ships—the admiral will have enough justification to order a punitive strike against Darkworld Station.

As soon as this information has been exchanged, the WNBs of the Malthar's fleet will be activated again. This occurs quickly enough so that the characters realize their transmissions have been intercepted, but not so fast that they can't get the message through.

Security Alert!

Be sure you keep careful track of game time from this point on. The adventure will develop in widely separate areas, and timing is very important. The chronology below lists events and when they occur. Time is measured in minutes.

Events that happen in space are described more fully in the next section, "The Dramune War." Events that take place in the station are detailed after the chronology.

0:00 The minions of the Malthar realize that an unauthorized broadcast is originating from the Gullwind. The WNBs are activated again, but not before the message is sent.

0:15 The Malthar has assembled a force of robots and NPC troops to attack the Gullwind from the access chamber. These emerge from the elevator and enter the access chamber now.

0:25 The Malthar's force in the access chamber attempts to advance into the Gullwind's airlock, and then onto the ship itself. Meanwhile, a second force has been sent into the docking bay, attempting to cut two holes in the Gullwind's hull. The second force reaches the ship at exactly minute 25.

0:30 The militia of Inner Reach reaches the mapboard. This is turn 1 of the boardgame scenario "The Dramune War."

0:50 The Spacefleet task force enters the mapboard, engaging the Malthar's ships immediately. This is turn 3 of "The Dramune War."

Attackers Inside

At minute 15, a force of the Malthar's robots and NPCs emerges from the elevator into the access area. The robots will be in the lead. The NPCs will always allow the bots take the damage before exposing their own hides.

Six Combat Robots
MV 150m;   IM/RS 5/50;   STA 100
DMG 10d10
Standard bodies, albedo screens, power backpacks, power beltpacks, laser rifles, 5 frag grenades

Four Humans
RW 45; M 40; PS 1; IM 6; RS 55; STA 45
Gyrojet rifles, 3 clips; skeinsuits; inertia screens

Three Yazirians
RW 50; M 30; PS 2; IM 5; RS 50; STA 50
Laser rifles, power backpacks, skeinsuits, albedo screens

Six Dralasites
    RW 40; M 40; PS 3; IM 4; RS 40; STA 60
    Automatic rifles, 3 clips; skeinsuits; gauss screens

Two Vrusk
    RW 70; M 30; PS 1; IM 7; RS 65; STA 40
    Automatic pistols, 2 clips; laser pistols, power backpacks; skeinsuits; albedo screens

If this force is reduced to five characters, those five will withdraw as quickly as possible. After 20 minutes, the force will be replenished to its original level and attack again. Simply repeat the attack with the above statistics, if the PCs are still around to meet it.

Attackers Outside
Another force of Malthar robots and NPCs will reach the outer hull of the Gullwind exactly 25 minutes after the WNBs begin broadcasting again. Like their counterparts fighting inside, the NPCs in this group will let the robots lead the way. The attack is aimed at the maintenance deck and the bridge.

Four Combat Robots
    MV 150m; IM/RS 5/50; STA 100; DMG 10d10
    Rocketpacks, albedo screens, power backpacks, gyrojet rifles (3 clips); 2 have LPTs

All of the following characters are equipped with spacesuits, extra patches, rocket packs, and skeinsuits. None have spacesuit armor!

Six Humans
    RW 60; M 30; PS 2; IM 6; RS 55; STA 45
    Automatic rifles, 3 clips; electric swords, 1 SEU clip

Four Dralasites
    RW 70; M 45; PS 3; IM 4; RS 40; STA 55
    Laser rifles, power beltpacks; vibroknives, 1 SEU clip

One Yazirian
    RW 75; M 50; PS 3; IM 5; RS 50; STA 40
    Automatic rifle, 5 clips; electric sword, 1 SEU clip

If this combined force of "outside attack-ers" is reduced to four characters, they will withdraw. It will take 40 minutes for another attack to begin here, if the Gullwind is still around.

If the Gullwind's engines are started, the NPCs attacking outside will withdraw. The robots outside will continue to attack until they are destroyed or the ship starts to move. Any robots on the ship when she moves will simply tumble free into the docking bay.

delta.5
THE DRAMUNE WAR

The Dramune War provides a scenario for the Knight Hawks boardgame. It can be played as part of this adventure or on its own. If the players don't want to include a boardgame session in their role-playing, just describe a massive space battle going on in the background. Ideally, however, this scenario will augment the climax of the adventure.

To play the Dramune War, place a planet counter in the center of the map to represent Outer Reach. Then place a second counter, a space station, in orbit around the planet. This is Darkworld Station, the only station that becomes involved in the war.

Set up all the Outer Reach militia and pirate ships within 5 hexes of Outer Reach. Their maximum speed is 10. As referee, you will run these ships—the bad guys. Use the ship rosters at the end of this adventure to keep track of the ships in the battle.

Players will run the UPF and Inner Reach ships—the good guys—dividing the vessels among themselves according to their own preference. Rosters for these ships are included in the center pullout-section. Place the Inner Reach ships along one of the short edges of the map, marking their previous speeds at 20.

The UPF detachment will enter on the third turn. (Be sure you mark the passage of game turns on one of the ship rosters.) The detachment must enter the map from the edge that is opposite the Inner Reach ships. UPF ships can enter the map with any previous speed up to 25.

Be sure that the players understand the rules above that describe the entry of their ships on the map. If they don't understand them, they will be unable to maneuver effectively.

Players should continue to run their PCs on the Gullwind during the battle. Be prepared to step in and outlaw any blatant abuses of this duality. For example, it is

highly unlikely that the entire UPF fleet will ignore tactical considerations just to fly along with the Gullwind and protect her from torpedo attack.

Battle objectives are as follows: the UPF and Inner Reach ships must destroy Darkworld Station and all the Malthar's ships. The Malthar's fleet, on the other hand, must prevent this from happening.

If the Gullwind makes a break from the station during the battle, the Malthar's troops will not fire upon her unless she's the only available target. Of course, the Gullwind can join the battle instead of running, if the PCs wish!

Retreat
The ships of the Malthar will press their attacks fanatically, unless there is obviously no chance to win the battle (in your judgement). In this case, all remaining Outer Reach ships and pirate vessels will scatter toward deep space, trying to split up and outrun pursuit. Keep notes of any that escape; they can be good tools for future encounters.

The Inner Reach militia and UPF detachment will press their attack with steadfast courage, but not fanaticism. If this combined force is reduced to four or fewer ships *and* the enemy has six or more ships left, the UPF and I.R. ships will withdraw.

The fate of the Malthar is vague. Perhaps he fled Darkworld Station on a small yacht when the attack began, or was aboard one of his warships that escaped the battle. If he survived, he will certainly bear a strong grudge against the PCs and the Gullwind, providing fuel for future adventures.

delta.6
EXPERIENCE AWARDS

Each character that escapes Darkworld Station alive will collect an automatic 10 points. If the PCs initiated the radio contact with Admiral Kadara when they escaped to the Gullwind on Darkworld, then each character earns another 10 points. In addition, the players should receive points based on the number of chukkahs they were able to save. Calculate these points as follows:

1) Divide the total number of chukkahs rescued by 10, for a possible maximum of 120.
2) Divide the result of step 1 by the number of player characters surviving, rounding fractions up. This is the number of points earned by each PC.

GOLDENROD
Assault Scout

HP: 15

LB (Energ 3);

AR ☐ ☐ ☐ ☐ (Rockt 4)

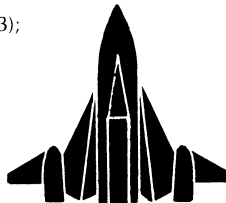| ADF:	MR:	DCR:
5	4	50

DEFENSES: RH

DAMAGED SYSTEMS:

Other crew Skills: Pilot 4; Engin 3; Astro 1

SPEED:

MALTHARIA
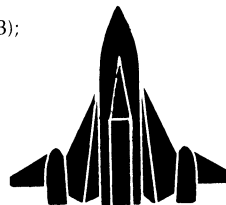Assault Scout

HP: 15

LB (Energ 3);

AR ☐ ☐ ☐ ☐ (Rockt 3)

ADF:	MR:	DCR:
5	4	50

DEFENSES: RH

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 4; Engin 2; Astro 2

SPEED:

DRASIMIAN
Frigate

HP: 40

LC (Energ 2);
T ☐ ☐ (Rockt 4);

LB (Energ 3);
RB ☐ ☐ ☐ ☐ (Rockt 2)

ADF:	MR:	DCR:
4	3	70

DEFENSES: RH; Decoy ☐ ☐; ICM ☐ ☐ ☐ ☐

DAMAGED SYSTEMS:

Other crew Skills: Pilot 4; Engin 3; Astro 4

SPEED:

STARHAWK
Frigate

HP: 40

LC (Energ 2);
LB (Energ 3);

LB (Energ 3)
T ☐ ☐ (Rockt 3)

ADF:	MR:	DCR:
4	3	70

DEFENSES: RH; MS ☐ ☐; ICM ☐ ☐ ☐ ☐

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 4; Engin 3; Astro 1

SPEED:

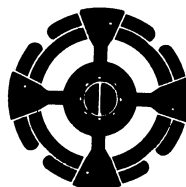**DARKWORLD STATION**
Space Station

HP: 60

LB (Energ 3);

RB ☐ ☐ ☐ ☐ ☐ ☐ (Rockt 3)

DCR:
80

DEFENSES: RH; MS ☐ ☐; ICM ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

DAMAGED SYSTEMS:

Other Crew Skills: Engin 5

SPEED:

REFEREE'S NOTES:

SCYTHEWEILDER
Corvette

HP: 25

LC (Energ 3);

LB (Energ 2);

ADF: 3 MR: 3 DCR: 60

DEFENSES: RH

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 3; Engin 1

SPEED:

SCOURGESENDER
Corvette
DEFENSES: RH

HP: 25

LC (Energ 3);

LB (Energ 3)

ADF: 3 MR: 3 DCR: 60

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 3: Engin 3

SPEED:

ZEBBALOW
Assault Scout

HP: 15

LB;

AR ☐ ☐ ☐ ☐

ADF: 5 MR: 4 DCR: 50

DEFENSES: RH

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 2; Energ 1; Rockt 1

SPEED:

CARNARIAN
Assault Scout

HP: 15

LB (Energ 2);

AR ☐ ☐ ☐ ☐ (Rockt 1)

ADF: 5 MR: 4 DCR: 50

DEFENSES: RH

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 3

SPEED:

MELLISIAN ALABAR
Frigate

HP: 40

LC (Energ 3);
T ☐ ☐ (Rockt 3);

LB (Energ 2);
RB ☐ ☐ ☐ ☐ (Rockt 2)

ADF: 4 MR: 3 DCR: 70

DEFENSES: RH; MS ☐ ☐; ICM ☐ ☐ ☐ ☐

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 4; Engin 4

SPEED:

REFEREE'S NOTES:

EPSILON SECTION:

Majora Station

The Gullwind's berth in the docking bay of Majora Station is rented for another six months. If the characters decide to keep the bay after the six months are up, the standard fee is 2000 Cr per month. When the fees are paid, the Gullwind is guaranteed to have a berth there when she needs it—even if station authorities have to order another vessel to leave.

If the PCs bring a load of liberated chukkahs to Majora Station, the characters' names and faces will be known to virtually every citizen of Inner Reach. This could have any number of intangible benefits, and perhaps a few disadvantages, in future adventures.

Whether this fame is positive or negative depends greatly on the outcome of the Dramune War. If the attack on Darkworld was an unmitigated disaster for the Spacefleet and Inner Reach, the PCs will be summoned to numerous hearings and investigations on their roles in starting the war. If the war was successful, their reputation will be enhanced.

The chukkahs will just want to return to their plains and forests, except perhaps for Zak and Ermaline. If the PCs have treated these two well, and with a certain amount of affection, then Zak and Ermaline will be very willing to stay aboard the Gullwind and accompany the characters through future adventures. You can create scenarios in which these "pets" play a significant part; or just let the characters take them along when they travel.

Of course, the PCs may have left the chukkahs on Darkworld Station in favor of saving their own skins. In this case, word of the abandonment will leak to Inner Reach, where the news media will pick up the story. Although no legal sanctions will be taken, the characters will be scorned, insulted, and generally hassled by citizens of Inner Reach wherever they may be encountered.

Future Cargos

The Gullwind is a freighter; if the PCs decide to use her as one, consult the Knight Hawks tables on freight hauling (Campaign Book, p. 45-56. Inner Reach is considered a "Resource Center.") Any positive publicity from this adventure will increase the characters' chances for getting work offers, and the Gullwind's speed will justify some premium rates on cargos that need to reach their destination fast.

The Knight Hawks freight tables list many cargos which cannot apply to Inner Reach, because its resources are mostly agricultural. Feel free to substitute foods or spices for any inappropriate cargo that the dice may indicate.

Obtaining a Charter

If the characters wish to obtain a company charter, and they make the application at Inner Reach, the first step of the application will automatically be successful—provided the party rescued the chukkahs. If so, allow the PCs a +30 modifier on the second roll of the application.

Corporations with offices on Majora Station include the Cassidine Development Corporation, the Pan-Galactic Corporation, the Streel Corporation, and Capellan Free Merchants.

The Gullwind is a fine ship, and the player characters have been given a golden opportunity by their fortuitous inheritance. Where they wish to go with her is their decision; suffice to say that the road will no doubt lead to adventure!

Freighter   Hull Size 6
Commissioned: 1/1/41
BASE: Majora Station, Inner Reach, Dramune System
    Berth 17: paid through 3/1/62

DRIVES: 3 Pan Galactic Eurekas; Size Rating "B"
    Last Overhaul: 8/8/61
    Last Annual Maintenance: 4/12/61 -
        Rebuild #2 Thruster and Reaction Chamber
    Fuel Carried: 3 pellets/engine loaded
                   12 pellets/in reserve (see Freight)

    ADF: 4   MR: 3   DCR: 38   HP: 24

LIFE SUPPORT: Main - Capacity 12; Backup - Capacity 12

WEAPONS AND DEFENSES: Laser Battery; Reflective Hull

COMMUNICATIONS AND DETECTION: Videocom; Intercom; Radar;
            Skin Sensor; Subspace Radio

COMPUTER   Computer Security   Damage Control
PROGRAMS: Installation Security   Alarm
                Computer Lockout   Atomic Drive
                Astrogation   Laser Battery
                Life Support   Analysis
                Information Storage

CREW REQUIREMENTS: Pilot: _____
                    Backup Pilot: _____
                    Engineer: _____
                    Astrogator: _____
                    Gunner (Energy): _____

FREIGHT CAPACITY: 6 Hull Units

FREIGHT ABOARD: 30 Parabatteries; 1 Heavy Weapon; 12 Size "B"
            Atomic Engine Fuel Pellets (in lead case)

PASSENGER CAPACITY: 2 First Class; 4 Journey Class

PASSENGERS ABOARD:

CARGO MANIFEST:

Origin	Date of Departure	Destination	Date of Arrival	Cargo/Contractor
Inner/Dramune	3/3/61	Outer/Dramune	3/4/61	Foodstuffs/Malco
Outer/Dramune	3/6/61	Hargut/Gruna G.	4/1/61	Armaments/Malco
Hargut/Gruna G.	4/3/61	Yast/Athor	4/20/61	Aluminum/Pan Gal.
Yast/Athor	4/23/61	Inner/Dramune	5/15/01	Spice/InnerR Gov't
Inner/Dramune	5/21/61	Outer/Dramune	5/23/01	Foodstuffs/Malco
Outer/Dramune	5/25/61	KK/K'aken Kar	6/16/61	Armaments/Malco
Ken'zah Kit/ K'aken Kar	6/17/61	Inner/Dramune	7/8/61	Fish hatchlings/ Inner Reach Gov't
Inner/Dramune	7/10/61	Outer/Dramune	7/11/61	Foodstuffs/Malco
Outer/Dramune	7/13/61	Lossend/Timeon	8/1/61	Robots/Malco
Lossend/Timeon	8/4/61	Inner/Dramune	8/20/61	Parabatteries/Streel
Inner/Dramune	8/21/61	Outer/Dramune	8/22/61	Foodstuffs/Malco
Outer/Dramune	8/22/61	Triad/Cassidine	8/25/61	-
Triad/Cassidine	8/25/61	Kdikit/Madderly	8/30/61	-
Kdikit/Madderly	8/30/61	Minotaur/Theseus	9/8/61	-
Minotaur/Theseus	9/12/61	Clarion/White L.	9/15/61	-

COURAGEOUS
Light Cruiser

HP: 70

DC (Energ 4); LB (Energ 3);
RB ☐ ☐ ☐ ☐ ☐ ☐ (Rockt 4);

EB (Energ 3); PB (Energ 3);
T ☐ ☐ ☐ ☐ (Rockt 3)

ADF: 3   MR: 2   DCR: 100

DEFENSES: RH; ES; SS; ICM ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 6; Engin 5

SPEED:

Z'YTTL
Frigate

HP: 40

LC (Energ 3);
RB ☐ ☐ ☐ ☐ (Rockt 4);

LB (Energ 3);
T ☐ ☐ (Rockt 5)

ADF: 4   MR: 3   DCR: 70

DEFENSES: RH; MS ☐ ☐; ICM ☐ ☐ ☐

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 4; Engin 4

SPEED:

DARING
Frigate

HP: 40

LC (Energ 4);
LB (Energ2)

RB ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ (Rockt 4);

ADF: 4   MR: 3   DCR: 70

DEFENSES: RH; ICM ☐ ☐ ☐ ☐ ☐

DAMAGED SYSTEMS:

Other crew Skills: Pilot 4; Engin 5

SPEED:

AVENGER
Assault Scout

HP: 15

LB (Energ 3);

AR ☐ ☐ ☐ ☐ (Rockt 6)

ADF: 5   MR: 4   DCR: 50

DEFENSES: RH

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 5; Engin 3

SPEED:

JUSTIFIER
Assault Scout

HP: 15

LB (Energ 4);

AR ☐ ☐ ☐ ☐ (Rockt 3)

ADF: 5   MR: 4   DCR: 50

DEFENSES: RH

DAMAGED SYSTEMS:

Other crew Skills: Pilot 4; Engin 2

SPEED:

MORNING STAR
Assault Scout

HP: 15

LB (Energ 3);

AR ☐ ☐ ☐ ☐ (Rockt 3)

ADF: 5   MR: 4   DCR: 50

DEFENSES: RH

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 3; Engin 3

SPEED:

STARPACER
Assault Scout

HP: 15

LB (Energ 4);

AR ☐ ☐ ☐ ☐ (Rockt 2)

ADF: 5   MR: 4   DCR: 50

DEFENSES: RH

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 5; Engin 2

SPEED:

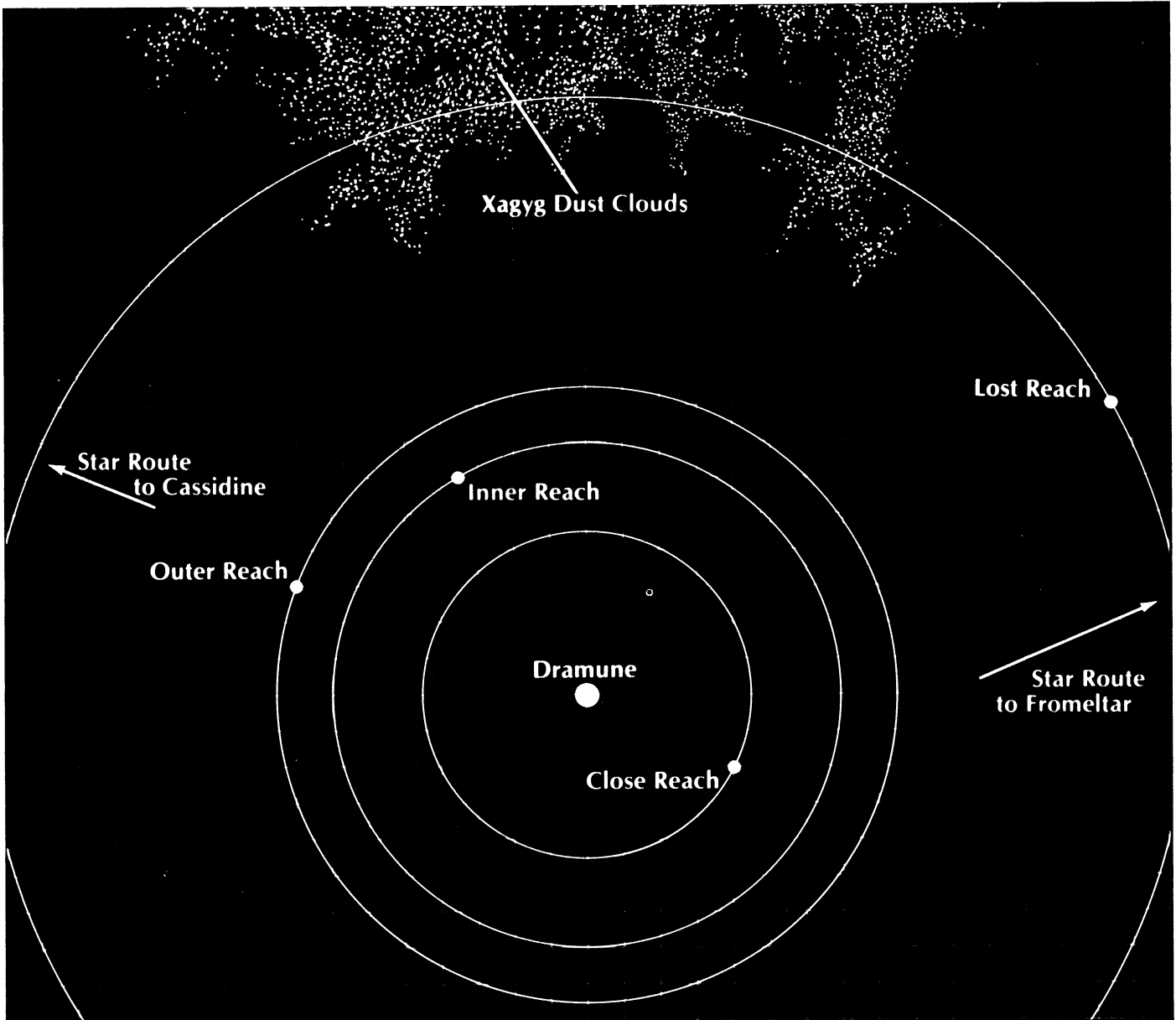SYSTEM BRIEF

SYSTEM NAME: DRAMUNE   STAR COLOR: ORANGE-YELLOW

HABITABLE PLANETS: Inner Reach
                     Outer Reach

SYSTEM HISTORY: The Dramune System was first colonized in 302 PF by the
Dralasites, whose race expanded into the Frontier from the direction of
Fromeltar. Within several decades of the founding of the first settlement,
members of all four races were living on both Inner and Outer Reaches.

At first, the two planets developed in peaceful harmony. Trade flourished
between them, as this is one of the few systems having more than one habitabl
planet, and cheap system ships could be used for commerce. After several
centuries, however, philosophical differences began to separate the two
societies. The dramatically different living conditions on the two planets
caused them to develop along dissimilar paths, creating one of the most bitte
and long-standing conflicts in the Frontier.

SYSTEM DISPLAY: Four planets orbit Dramune. The middle two are habitable.
Tendrils extend from the Xagyg Dust Cloud into the system, reaching even beyo
the orbit of the outermost planet.

Xagyg Dust Clouds

Lost Reach

Star Route
to Cassidine

Inner Reach

Outer Reach

Dramune

Star Route
to Fromeltar

Close Reach

15

=20,000,000 km

INNER REACH

CLIMATE: warm to hot; mostly humid; average temp: 29 C

DIAMETER: 8, 892 km   GRAVITY: .8101

LENGTH OF DAY: 20 hrs

ATMOSPHERE: 70% nitrogen, 21% oxygen, 9% inert gases

MOONS (1): "Dayhigh," blue, completes orbit in 20 days

PHYSICAL AND GEOGRAPHICAL ASPECTS:
Inner Reach is a world that most creatures would describe as "pleasant." Temperatures are warm, and a stable orbit creates little climate change from season to season. Large lakes and seas break up the land masses with an ever-flowing pattern of water. Rain usually falls at night, leaving days that are sunny and hot.

The land masses of Inner Reach vary from rugged, snow-capped mountains to lush, flat grasslands and towering forests. Flowers, in thousands of brilliant varieties, bloom year-round on every terrain.

A rich and varied animal life has evolved in this prime habitat, including insects, reptiles, mammals, and fish. The most intelligent animal is the chukkah, a mammal 1-1/2 meters from its nose to the tip of its tail. The chukkah does not have a high reasoning capacity, but it is far more intelligent than most animals.

POLITICAL AND CULTURAL ASPECTS:
Inner Reach is perhaps the most successful example of the ancient ideal of an enlightened society. Poverty and disease are almost nonexistent. A robust economy produces fruits, vegetables, and a wide variety of unique spices. The planet is famed for its many fine food products, some of which are so valued that they are shipped to all parts of the Frontier. A small industrial segment of the economy processes these foods and produces the machinery needed for farming Inner Reach's lands.

A republican democracy forms the planetary government, which takes a remarkably casual approach to rule. Laws stress individual rights above all else. The system works because the population, by and large, is very responsible. Crimes are rare on Inner Reach, and punishments generally involve reeducating the offenders. Surgical rehabilitation is used in only the most extreme cases.

Inner Reach's original Dralasite settlers have long been obscured by the many immigrants who continue to arrive. The planet's population is approaching half a billion, but vast expanses of unsettled land have prevented any problems of crowding. The government has enacted strict laws that protect the environment and set aside several small continents as planetary parks and preserves. Several decades ago the chukkah became the the planetary symbol. To protect their beloved mascot, the citizens of Inner Reach enacted stiff laws to deter any who might molest or harm the creature.

Several commerce stations orbit Inner Reach, providing a base for the planet's militia and the trading vessels that cross the system dozens of time each day. Majora Station, the largest commerce station, also serves as a base for Spacefleet vessels in the system.

The inhabitants of Inner Reach harbor a burning hatred for their neighbors on Outer Reach, regarding them as a crude collection of lawless hoodlums and thugs. Friction is high between the governments of the two planets; every 20 or 30 years, the tension erupts into a shooting war. The last of these wars occurred in 36 FY. Outer Reach can muster a large force of warships, and only the intervention of the UPF Spacefleet has saved Inner Reach from conquest by its militant neighbor.

Because of its lively economy, Inner Reach is well-represented in the Council of the United Planetary Federation. It is this influence that has allowed the planet to acquire the Spacefleet's aid; the fleet normally does not participate in interplanetary conflicts.

Aside from the rather infrequent shooting wars, the pleasant environment and great personal freedom combine to make Inner Reach one of the most desirable of the Frontier worlds for living, working, or playing.

CLIMATE: cold to frigid; very dry; average temp: -4 C

DIAMETER: 13,045 km   GRAVITY: 1.0

LENGTH OF DAY: 35 hrs

ATMOSPHERE: 77% nitrogen, 15% oxygen, 8% inert gases

MOONS (5): "Diamond," silver, completes orbit in 33 days,
holds several colonies and research stations; "Shadow," brown,
completes orbits in 60 days; "Three Sisters," red, three
moons whose orbits intertwine, moons complete orbit in 18 days

PHYSICAL AND GEOGRAPHICAL ASPECTS:
Outer Reach is cold and inhospitable. The planet's original settlers were drawn by the lure of mineral wealth locked within the planet's rocky shell. Uranium, gold, and aluminum are just a few of the elements that have been extracted from Outer Reach by the millions of tons since they were first discovered.

The severe environment on Outer Reach has prevented the development of any native life forms--plant or animal. Although the atmosphere contains breathable amounts of oxygen, the scarcity of water undoubtedly precluded any natural evolution.

Barren rock fields and harsh, craggy mountains cover much of the planet's surface. Chains of volcanos lace the lands, many of them constantly spouting masses of smoke and lava. The planet presents a bizarre picture from space: mile-wide streams of molten rock trace fiery paths through the landscape.

POLITICAL AND CULTURAL ASPECTS:
Outer Reach is known throughout the Frontier as home for gangsters, pirates, cheap thugs, and other interstellar scum. This reputation is richly deserved.

The mines are playing out, so now the planet's main source of income is the production of weapons and simple robots. Although not famed for quality, the products of Outer Reach can be purchased anywhere in the Frontier--if you have the right connections. According to some estimates, illegal gains through smuggling activities represent fully 50% of the planet's income.

The population numbers only 20 million. Most of these individuals--immigrants and their descendents--live in large, climate-controlled cities that draw energy from geothermal sources. In fact, the chief advantage of manufacturing on Outer Reach is the almost free energy that can be obtained from these underground sources.

Outer Reach was originally settled by freethinking individualists drawn by the planet's mineral resources. As these resources began to diminish, competition for unclaimed territories became intense, and a "might makes right" philosophy evolved. A number of small kingdoms and dictatorships battled each other for decades, until finally, the Styrigian nation emerged as the supreme power.

After the warring ended, a fierce rivalry continued between the Styrigians and their closest contender for power: the Maltharian Confederation. Finally, the two forces worked out a unique compromise. The Styrigians gained control of the planet's surface, and the Maltharians took control of the space stations orbiting Outer Reach. The two governments have cooperated peacefully. Both the planetary and extra-planetary governments are dictatorships. The Maltharians are ruled by a Dralasite called the Malthar.

Several space stations orbit Outer Reach, holding a prime position on Frontier trade routes. Pinnacle Station, the largest, is heavily armed and represents a major breastwork in the UPF plan for Frontier defense. Darkworld Station is the headquarters of the Malthar; it is also rumored to shelter the "home offices" of his massive crime syndicate, which has tentacles reaching to the farthest corners of the Frontier.

In recent years, the discovery of Ixiol has greatly increased the Malthar's profit margins. This drug is readily available on Outer Reach, selling at a "street price" of 100 credits per pill. The drug produces a long-lasting euphoria, but it is highly addictive; an Ixiol habit debilitates and eventually kills its victim. How the Malthar produces the drug, however, remains a mystery.

Active secret police forces both in space and on the planet's surface quickly stomp out any dissident behavior. Generous bribes must be offered at every level of the bureaucracy before any kind of action is possible.

Outer Reach has a small, highly trained fleet of militia ships, and the Malthar can easily muster a good number of pirate vessels as allies. Because of this combination, the planet possesses the deadliest starship attack force of any single planet in the Frontier. Fortunately for peace-loving peoples, the criminal world has not been able to prevent the UPF Spacefleet from coming to the aid of some of the criminals' potential victims.

ALIEN CREATURE UPDATE FILE

Chukkah

TYPE:	Small Omnivorous Mammal
NUMBER:	1-1,000
MOVE:	Fast (80 meters/turn)
IM/RS:	8/80
STAMINA:	20
ATTACK:	40 (to bite)
DAMAGE:	1-10
SPECIAL ATTACK:	Tackle
SPECIAL DEFENSE:	None
NATIVE WORLD:	Inner Reach/Dramune Sys.; plains and forests

The chukkah is a plump, furry mammal native to the plains and temperate forests of Inner Reach, Dramune System. Its body measures roughly 1 meter from end to end; its tail adds another 1/2 meter. Although the animal's appearance is comical, the chukkah's relatively high intelligence and great manual dexterity have allowed it to evolve as the dominant life form on the planet. This status was of course altered by the arrival of the four races.

Chukkahs are related to the squirrel family, but they are larger than most of their kin. Black stripes line their tan bodies, and their faces are black, making them appear as if they wear masks. Their pointed noses sprout bristling whiskers. Their ears are pointed but short, and they sport huge, bushy tails. The chukkah can hold and manipulate objects with a great degree of control because of the four flexible digits at the end of each of its "forelegs," or arms.

The chukkah's diet is a mixture of berries and fruits, although it occasionally includes small rodents, insects, and fish. There are documented cases of the creatures pulling down and devouring large herbivores, but these cases are rare.

Chukkahs employ a rather sophisticated form of combat against creatures larger than themselves. If at least one chukkah scores a hit on each leg of a large creature, the chukkahs try to pull the legs out from under their victim. Unless the victim makes a successful RS check, the chukkahs bring the victim down and swarm over it. Only four chukkahs are able to attack a man-sized creature that is standing, but up to eight chukkahs can attack a creature of that size if it is lying on the ground.

Chukkahs are equally at home leaping about the treetops or racing on the ground. On the plains, chukkahs live in burrows dug into the ground; in the forests, they build nests in the trees.

The chukkah's language is made up of several hundred symbols. They are known to possess a wide range of emotional sensitivity. Chukkahs mate for life, and a single chukkah rarely lives long after its mate dies. Parents are fiercely protective of their young, which are born in litters of 2 or 3. A band, made up of anywhere from 20 to 100 chukkahs, is equally protective of its home territory. Chukkah bands are highly social, and often combine temporarily, forming larger bands. Conflict between chukkah bands is more like a ritual dance than a fight. Such conflicts are almost always resolved without killing.

Because of their industrious capacity for befriending other races, chukkahs are very popular on Inner Reach. In fact, the citizens of that planet have chosen the chukkah as their planetary symbol, and have set aside large land grants so the chukkahs may live in their natural habitat. Nearly all chukkahs live on these expanses, so the creatures generally have very little contact with civilization.

UPF Spacefleet Escort

MELINDA McCOY
Destroyer

HP: 50

LC (Energ 3); LB (Energ 3);
RB ☐ ☐ ☐ ☐ (Rockt 3);

EB (Energ 2);
T ☐ ☐ (Rockt 2)

ADF:	MR:	DCR:
3	3	75

DEFENSES: RH: MS ☐ ☐; ICM ☐ ☐ ☐ ☐ ☐

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 3; Engin 2

SPEED:

DIRK
Assault Scout
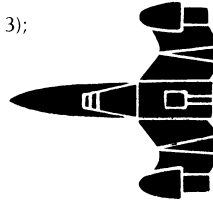
HP: 15

LB (Energ 3);

AR ☐ ☐ ☐ ☐ (Rockt 2)

ADF:	MR:	DCR:
5	4	50

DEFENSES: RH

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 2; Engin 2

SPEED:

Militia Vessels of Inner Reach

REPUBLIC
Destroyer

HP: 50

LC (Energ 1);
RB ☐ ☐ ☐ ☐ (Rockt 3);

LB (Energ 3); EB (Energ 2);
T ☐ ☐ (Rockt 1)

ADF:	MR:	DCR:
3	3	75

DEFENSES: RH; MS ☐ ☐; ICM ☐ ☐ ☐ ☐

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 3; Engin 1
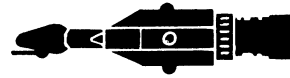
SPEED:

PROGRESSIVE
Frigate

HP: 40

LC (Energ 2);
T ☐ ☐ (Rockt 2);

LB (Energ 3)
RB ☐ ☐ ☐ ☐ (Rockt 3)

ADF:	MR:	DCR:
4	3	70

DEFENSES: RH; MS ☐ ☐; ICM ☐ ☐ ☐

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 4; Engin 2

SPEED:

SCRAPPER
Assault Scout

HP: 15

LB (Energ 3);

AR ☐ ☐ ☐ ☐ (Rockt 2)

ADF:	MR:	DCR:
5	4	50

DEFENSES: RH

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 2; Engin 2
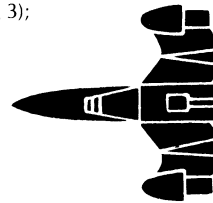
SPEED:

ODESSA
Assault Scout

HP: 15

LB (Energ 4);

AR ☐ ☐ ☐ ☐ (Rockt 3)

ADF:	MR:	DCR:
5	4	50

DEFENSEES: RH

DAMAGED SYSTEMS:

Other Crew Skills: Pilot 3; Engin 2
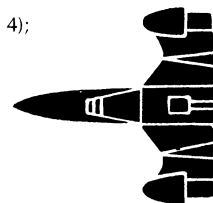
SPEED:

DRAMINID
Assault Scout

HP: 15

LB (Energ 2);

AR ☐ ☐ ☐ ☐ (Rockt 1)

ADF:	MR:	DCR:
5	4	50

DEFENSES: RH

DAMAGED SYSTEMS:

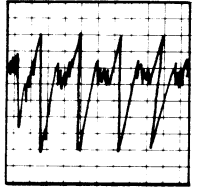Other Crew Skills: Pilot 2; Engin 1

SPEED:
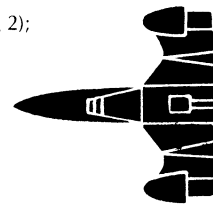
PREROLLED CHARACTERS

If the players do not have characters that they want to use for this adventure, have them use this group.

CHARACTER RACE: Human
EEG

STR/STA	60/65	PS	3
DEX/RS	60/70	IM	7
INT/LOG	40/45	RW	90 (with beam weapon)
PER/LDR	40/45	M	50

Special Abilities: None
Skills: (PSA Military) Beam Weapons 6; Melee Weapons 3; Demolitions 2; Medical 2; Technician 3
Spaceship Skills: Energy Weapons 3

CHARACTER RACE: Human
EEG

STR/STA	50/60	PS	3
DEX/RS	50/55	IM	6
INT/LOG	40/60	RW	75 (with gyro. weapon)
PER/LDR	50/40	M	45
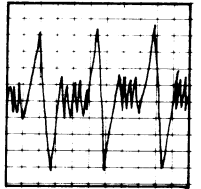
Special Abilities: None
Skills: (PSA Technological) Gyrojet Weapons 5; Melee Weapons 2; Computer 6; Robotics 4; Technician 5
Spaceship Skills: Astrogation 2

CHARACTER RACE: Yazirian
EEG

STR/STA	40/50	PS	2
DEX/RS	70/65	IM	7
INT/LOG	50/60	RW	60 (with proj. weapon)
PER/LDR	55/75	M	40
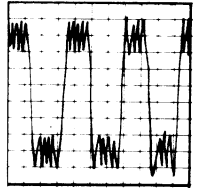
Special Abilities: Gliding; Battle Rage 20%; Night Vision
Skills: (PSA Technological) Projectile Weapons 4; Martial Arts 2; Technician 6; Computer 4; Robotics 2
Spaceship Skills: Pilot 3

CHARACTER RACE: Yazirian
EEG

|			
STR/STA	50/45	PS	3
DEX/RS	60/65	IM	7
INT/LOG	65/55	RW	60 (with beam weapon)
PER/LDR	35/45	M	80
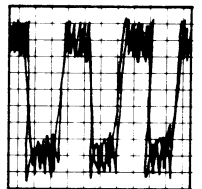
Special Abilities: Gliding; Battle Rage 40%; Night Vision
Skills: (PSA Technological) Beam Weapons 3; Melee Weapons 5; Technician 5; Robotics 4; Computer 3; Psycho-Social 2
Spaceship Skills: Engineer 3

CHARACTER RACE: Dralasite
EEG

|			
STR/STA	70/80	PS	4
DEX/RS	50/50	IM	5
INT/LOG	35/45	RW	75 (with proj. weapon)
PER/LDR	40/50	M	95
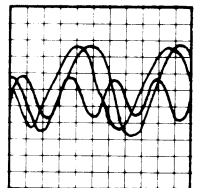
Special Abilities: Form Change; Perception 35%
Skills: (PSA Military) Projectile Weapons 5; Melee Weapons 6; Thrown Weapons 5; Gyrojet Weapons 2; Demolitions 2; Environmental 1
Spaceship Skills: Rocket Weapons 4

CHARACTER RACE: Vrusk
EEG

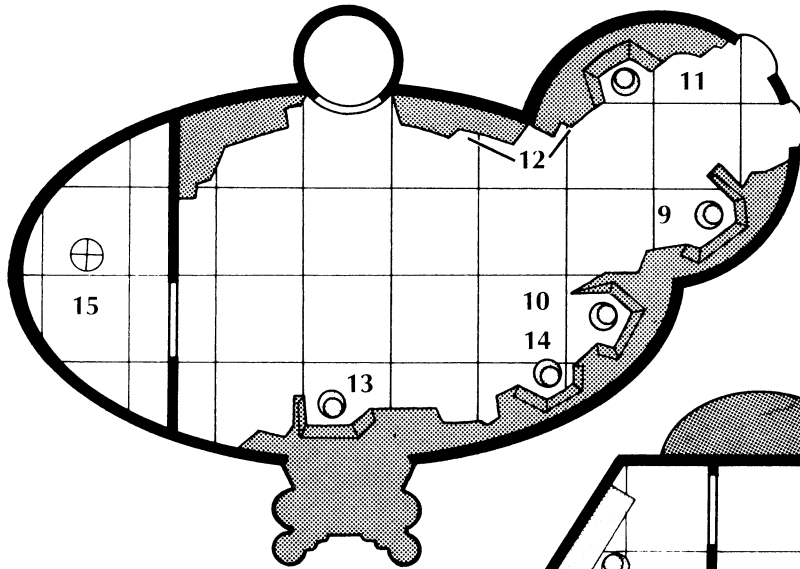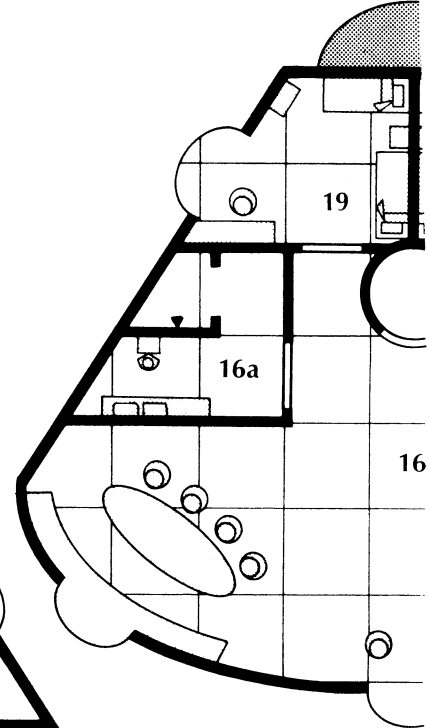|			
STR/STA	45/55	PS	3
DEX/RS	70/70	IM	7
INT/LOG	50/60	RW	60 (with beam weapon)
PER/LDR	50/60	M	43
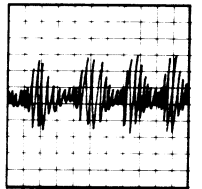
Special Abilities: Ambidexterity; Comprehension 42%
Skills: (PSA Technological) Beam Weapons 2; Melee Weapons 2; Computer 6; Technician 4; Robotics 3; Medical 3; Environmental 3
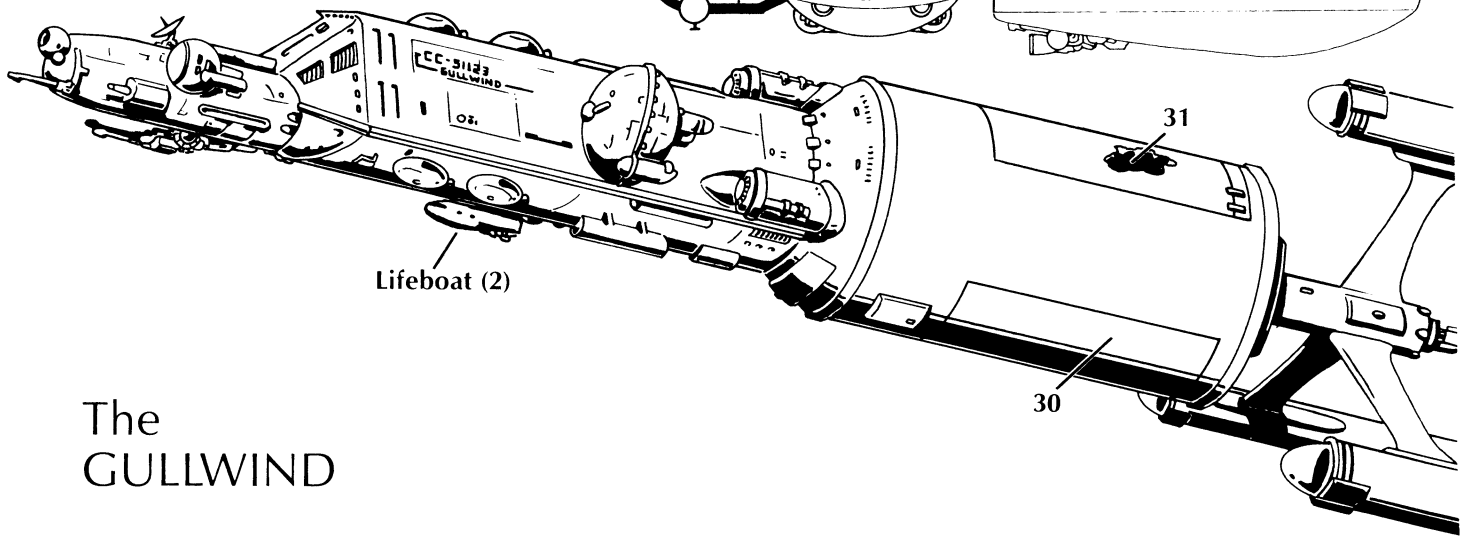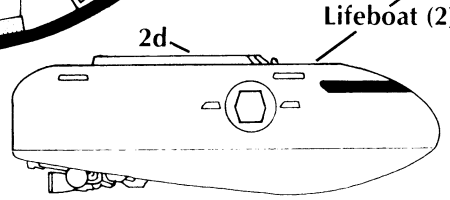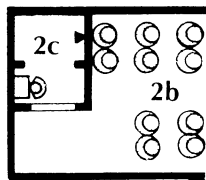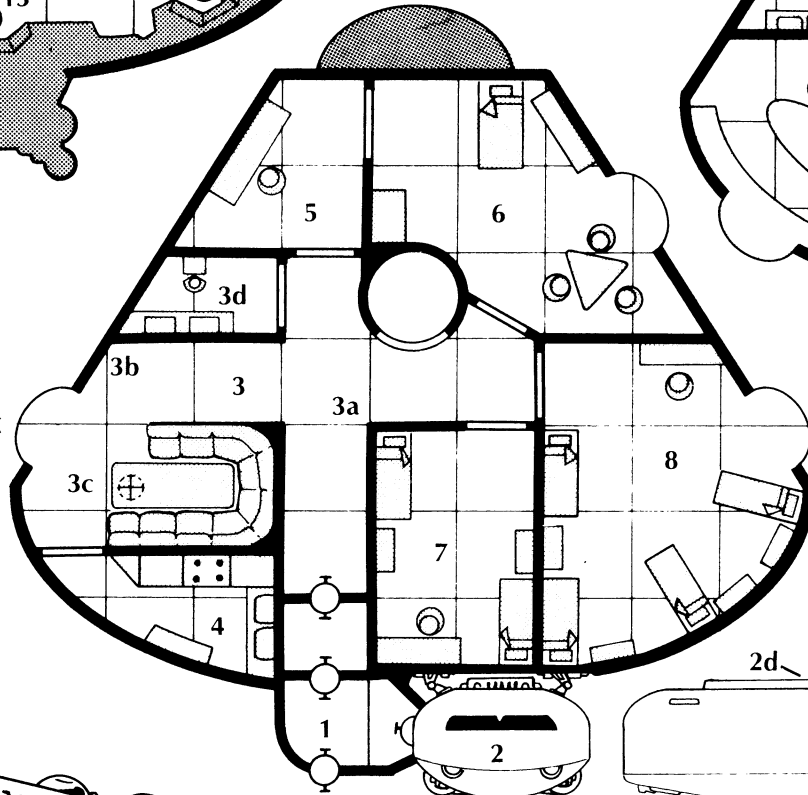Spaceship Skills: Pilot 3; Engineer 1

Level B: Bridge

Level C: Pas

11

12

9

15

10

14

13

19

16a

16

Level A: Crew Deck

5

6

3d

3b

3

3a

3c

8

7

2c

4

2b

1

2

Lifeboat (2)

2d

Lifeboat (2)

31

30

The
GULLWIND

18

17

2a

24

25

26

20

27

23

22

28c

21

28

28a

28b

KEY

Bed

Ceiling Hatch

Porthole

Shower

Head

Computer Console

Chair

Floor Hatch

Hatch

Elevator   Normal Door   Machinery

B

A   C

D

E

29

31

33

29

35

32

34

Level E: Cargo Hold

Scale: 1 square=2 meters

Cargo Loading Deck

To Gullwind's
Hatch (1)

Airlock Chamber

Security Station

To Loading
Deck

To
Adjacent
Dock

Access Chamber

To
Adjacent
Dock

**Storage
Locker**

Storage Bay

To Elevator

Araks
Hentz
Histran
Hakosoar
Scree Fron
11
8
9
Gruna Goru
Hargut
Athor
Yast
14
11
Zebulon
Volturnus
5
Dixon's Star
Laco
5
5
Truane's Star
Pale
New Pale
Prenglar
Gran Quivera
Morgaine's World
7
Cassidine
Rupert's Hole
Triad
4
Dramune
Inner Reach
Outer Reach
7
Fromeltar
Groth
Terledrom
8
Timeon
Lossend
White Light
Clarion
7
Madderly's Star
Kdikit
8
Kizk'-Kar
Zik-kit
10
6
6
Theseus
Minotaur
10
K'Tsa-Kar
Zoot-kit
5
K'aken-Kar
Ken zah Kit
7

Xagyg Dust Clouds

A STAR FRONTIERS®

KNIGHT HAWKS ADVENTURE

Dramune Run
by Douglas Niles

Dramune! A system of conflict at the edge of the frontier. Its two life-bearing planets stand poised on opposite sides of an uneasy peace. Only the thin leash of one planet's democratic idealism prevents interplanetary war.

Far across the galaxy, a dying captain carries an explosive secret. In his battered but swift freighter he hides a curious cargo. A cargo that will snap the leash preserving Dramune's peace.

The captain has one last wish: to find a new crew and take his secret home. And he has one great obstacle: a notorious crime czar with a troop of slimy thugs. The odds are against the captain and his new crew, but together they must make this last voyage—the Dramune Run.

Dramune Run is an adventure designed for the STAR FRONTIERS® game system, including the original role-playing game, Alpha Dawn, and its space-faring sequel, Knight Hawks. Both games are needed to play Dramune Run, which combines boardgame space combat with mystery, intrigue, and fantastic new characters for a thrilling science fiction role-playing adventure.