6801

STAR FRONTIERS™

REFEREE'S SCREEN and Mini-Module

This package includes a durable referee's screen with all charts needed for playing STAR FRONTIERS™ adventures. It also includes a mini-module, ASSAULT ON STARSHIP OMICRON, that can be used as a re-playable game. The players must defend the starship from a surprise attack by hostile aliens.

TSR Hobbies, Inc.

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MISCELLANEOUS EQUIPMENT

Item	Cost (Cr)	Mass (kg)
Allweather Blanket	20	—
Anti-Shock Implant (r)	2,000	—
Chronocom (r)	100	—
Compass (r)	10	—
Everflame	5	—
Exoskeleton*	2,000	5
Flashlight	5	—
Freeze Field	1,200	4
Gas Mask	30	—
Holoflare	5	1
Infra-red Goggles (r)	300	—
Infra-red Jammer* (r)	500	1
Life Jacket	10	1
Machete	30	3
Magnigoggles (r)	200	—
Parawing	200	3
Poly-vox	1,500	1
Radiophone (r)	500	4
Rope	2	1
Solvaway	10	—
Standard Equipment Pack	150	1
Subspace Radio	20,000	100
Sungoggles	2	—
Survival Rations	2	—
Tornadium D-19	50	1
Toxy-Rad Gauge (r)	20	—
Variable Timer	5	—
Vitasalt Pills	1	—
Water Pack	4	4

*This item must be plugged into a powerpack to operate. It uses 1 SEU/minute while in operation.

(r) This item can be added to a robot at its cost plus a 10% installation fee.

ROBOTS

ROBOTIC DESIGN COST TABLE

Body Types

	Cr
Standard	2,000
Heavy Duty	5,000
Anthropomorphic	3,000

Levels

	Cr
Level 1	200
Level 2	500
Level 3	1,000
Level 4	2,000
Level 5	4,000
Level 6	8,000

Extra Limbs

	Cr
Standard Pair	800
Heavy Duty Pair	1,200
Anthropomorphic Pair	1,000

Special Programs

	Cr
Restrain (2)	500
Self Defense (2)	500
Attack/Defense (2)	1,000
Search & Destroy (4)	3,000
Computer Link (4)	4,000
Security Lock (1)	500

Altered Movement Modes

Hover	2,000 Cr
Rotor	5,000 Cr
Rocket	10,000 Cr

The number in parenthesis under special programs indicates the minimum level of a robot that can use that program.

Robots can use all the weapons and defenses that characters can use. Any piece of miscellaneous equipment marked with an (r) also can be added to a robot for the cost of the equipment plus a 10% installation fee.

SKILL COST TABLE

	Military PSA	Technological PSA	Biosocial PSA
Level 1	3 (6)	4 (8)	5 (10)
Level 2	6 (12)	8 (16)	10 (20)
Level 3	9 (18)	12 (24)	15 (30)
Level 4	12 (24)	16 (32)	20 (40)
Level 5	15 (30)	20 (40)	25 (50)
Level 6	18 (36)	24 (48)	30 (60)

STANDARD ROBOT COST TABLE

Type of Robot	Cost Per Level (Cr)					
	1	2	3	4	5	6
Maintenance Robot	2,200	2,500	3,000	4,000	—	—
Heavy Duty Robot	5,200	5,500	6,000	7,000	—	—
Combat Robot	—	3,500	4,000	5,000	—	—
Security Robot	—	3,500	4,000	5,000	7,000	11,000
Service Robot	—	—	4,000	5,000	7,000	11,000
Cybernetic Robot	—	—	—	5,000	7,000	11,000
Warbot	—	—	—	—	12,000	16,000
Robot Brain	—	—	—	—	—	17,000

TERRAIN EFFECTS TABLE

	Travel		Terrain				
Mode	Clear	Broken	Rugged	Bog	Water	Highway	Hazard
Walking	1.0	.8	.2	.6	*	1.0	—
Slithering	1.0	1.0	.4	.8	*	1.0	—
Flying	1.0	9	.5	1.0	1.0	1.0	.4
Hovercraft	1.2	6	—	.8	.9	1.4	.8
Groundcar	.8	.6	.2	.4	.4	1.2	—
Track-Mobile	1.0	.9	.4	.2	—	1.0	—
Explorer	1.0	.8	.4	.6	.2	1.2	—

COMPUTERS

Level	Function Points	Mass (kg)
1	1-10	3
2	11-30	8
3	31-80	20
4	81-200	100
5	201-500	300
6	501+	800+

WEAPONS

Weapon	Cost (cr)	Mass (kg)
Beam Weapons		
Electrostunner	500	1
Laser Pistol	600	1
Laser Rifle	800	3
Sonic Disruptor	700	4
Sonic Stunner	500	1
Heavy Laser	6,000	20
Sonic Devastator	5,000	15
Projectile Weapons		
Automatic Pistol	200	2
Automatic Rifle	300	4
Needler Pistol	200	1
Needler Rifle	400	3
Machine Gun	2,000	20
Recoilless Rifle	4,000	20
Gyrojet Weapons		
Gyrojet Pistol	200	1
Gyrojet Rifle	300	4
Grenade Rifle	700	4
Grenade Mortar	2,000	15
Rocket Launcher	5,000	15
Grenades		
Doze Grenade	10	—
Fragmentation Grenade	20	—
Incendiary Grenade	20	—
Poison Grenade	30	—
Smoke Grenade	10	—
Tangler Grenade	25	—
Archaic Weapons		
Axe	15	1
Bow	50	—
Knife	10	—
Musket	100	2
Spear	20	1
Melee Weapons		
Brass Knuckles	10	1
Electric Sword	150	2
Nightstick	20	1
Polearm	40	4
Shock Gloves	50	1
Sonic Knife	50	1
Sonic Sword	300	1
Stunstick	75	1
Sword	30	2
Vibroknife	25	1
Whip	20	1

AMMUNITION

Type of Ammunition	Cost (cr)	Mass (kg)	Energy/Rounds
Beam Weapon Ammunition			
Powerclip	100	—	20 SEU
Power Beltpack	250	4	50 SEU
Power Backpack	500	10	100 SEU
Gyrojet Ammunition			
Pistol Jetclip	10	—	10 rounds
Rifle Jetclip	20	—	10 rounds
Grenade Bullet	3	—	1 round
Grenade Shell	8	—	1 round
Rocket	15	4	1 round
Projectile Weapon Ammunition			
Pistol Bulletclip	2	—	20 rounds
Rifle Bulletclip	5	—	20 rounds
Pistol Needleclip	10	—	10 rounds
Rifle Needleclip	20	—	10 rounds
Machine Gun Belt	50	4	200 rounds
Recoilless Shell	10	1	1 round
Archaic Weapon Ammunition			
Arrow	2	—	20 arrows
Powder and Shot	10	1	20 rounds

DEFENSES

Type of Defense	Cost(Cr)	Mass(kg)	Energy	Def. Against
Power Screens				
Albedo Screen	2,000	2	1 SEU/min	lasers
Gauss Screen	1,000	2	2 SEU/hit	electric stun
Holo Screen	1,000	2	1 SEU/min	
Inertia Screen	2,000	3	2 SEU/hit	ballistic/melee
Sonic Screen	2,000	2	1 SEU/min	
			2 SEU/hit	sonic
Defensive Suits				
Albedo Suit	500	1	100 points	laser
Military Skeinsuit	300	1	50 points	ballistic/melee
Civilian Skeinsuit	500	1	50 points	ballistic/melee

TOOLKITS

Toolkit or Refill	Cost (Cr)	Mass (kg)
Techkit	500	12
Robcomkit	500	10
Medkit	500	10
Antibody Plus	5	—
Antitox	5	—
Biocort	10	—
Omnimycin	5	—
Staydose	5	—
Stimdose	5	—
Telol	10	—
Envirokit	500	10

Weapon Type	Damage	Ammo	SEU	Rate	Defense	PB	Short	Medium	Long	Extreme
Beam Weapons										
Electrostunner	4d10 or stun*	20 SEU clip	2	1	Gauss/A-S	0-5	6-10	11-15	———	
Laser Pistol	1d10 per SEU	20 SEU clip	1-10	2	Albedo	0-5	6-20	21-50	51-100	101-200
Laser Rifle	1d10 per SEU	20 SEU clip	1-20	2	Albedo	0-10	11-40	41-100	101-200	201-400
Sonic Disruptor	6d10/4d10/ 2d10/1d10	20 SEU clip	4	1	Sonic	0-2	3-10	11-20	21-40	
Sonic Stunner	stun*	20 SEU clip	2	1	Sonic/A-S	0-3	4-10	11-20	21-30	31-50
Heavy Laser	1d10 per SEU	100 SEU pack	5-20	1	Albedo	———	0-100	101-500	501-1km	1001-2km
Sonic Devastator	20d10/15d10 10d10/5d10	100 SEU pack	10	1	Sonic	0-5	6-25	26-50	51-100	———
Projectile Weapons										
Automatic Rifle	1d10/5d10	20 rounds	———	3 (1)	Inertia	0-10	11-40	41-100	101-150	151-300
Automatic Pistol	1d10/5d10	20 rounds	———	3 (1)	Inertia	0-5	6-15	16-30	31-60	61-150
Needler Pistol	2d10/1d10 + sleep*	10 shots	———	3	Inertia	0-5	6-10	11-20	21-40	41-100
Needler Rifle	3d10/1d10 + sleep	10 shots	———	3	Inertia	0-10	11-20	21-40	41-75	76-150
Machine Gun	10d10	10 bursts	———	1	Inertia	———	0-70	71-200	201-500	501-1000
Recoilless Rifle	12d10	1 shell	———	1/2	Inertia	———	0-150	151-1km	1001-2km	2001-3km
Gyrojet Weapons										
Gyrojet Pistol	2d10	10 rounds	———	3	Inertia	———	0-5	6-50	51-100	101-150
Gyrojet Rifle	3d10	10 rounds	———	3	Inertia	———	0-5	6-75	76-150	151-300
Grenade Rifle	as grenade	1 bullet	———	1/2	RS check	———	0-25	26-50	51-100	101-200
Grenade Mortar	as grenade	1 shell	———	1/2	RS check	———	100-200	201-500	501-1000	1001-2km
Rocket Launcher	15d10	1 rocket	———	1/2	Inertia	———	0-70	71-200	201-500	501-1000
Grenades										
Doze Grenade	Sleep	———	———	1	STA check	0-5	6-10	11-15	16-25	26-60
Frag. Grenade	8d10	———	———	1	RS check	0-5	6-10	11-15	16-25	26-60
Incendiary Grenade	4d10+1d10 × 3 turns	———	———	1	RS check	0-5	6-10	11-15	16-25	26-60
Poison Grenade	S5/T10	———	———	1	STA check	0-5	6-10	11-15	16-25	26-60
Smoke Grenade	-10 to hit	———	———	1	IR**	0-5	6-10	11-15	16-25	26-60
Tangler Grenade	entanglement	———	———	1	RS check	0-5	6-10	11-15	16-25	26-60
Archaic Weapons										
Axe	2d10	———	———	1	Inertia	0-5	6-10	11-15	16-20	21-25
Bow	1d10	1 arrow	———	1	Inertia	0-10	11-30	31-75	76-150	151-300
Knife	1d10	———	———	1	Inertia	0-5	6-10	11-15	16-20	21-25
Musket	1d10	1 shot	———	1	Inertia	0-5	6-15	16-40	41-70	71-100
Spear	2d10	———	———	1	Inertia	0-5	6-10	11-20	21-30	31-40

**Infra-red goggles will allow the wearer to see through smoke. *Roll current Stamina or less to avoid sleep or stun.

Weapon	Damage	Modifier	Defense	Power	SEU Use	Mass	Cost
Axe	2d10	+5	Inertia			1	15
Bottle/Mug	1d5	+0	Inertia			1	
Brass Knuckles	1d10	+0	Inertia				10
Chain/Whip	1d10	-5	Inertia			1	20
Chair	1d10	-15	Inertia			1	
Club	1d10	-5	Inertia				
Electric Sword	4d10 or stun*	+10	Gauss/A-S	20 SEU clip	2/hit	2	150
Knife	1d10	+5	Inertia				10
Nightstick	2d10	+5	Inertia			1	20
Pistol Butt	1d10	-10	Inertia				
Polearm	4d10	-10	Inertia			4	40
Rifle Butt	2d10	-5	Inertia				
Shock Gloves	2d10	+0	Gauss/A-S	powerpack	2/hit		50
Sonic Knife	3d10	+10	Sonic	20 SEU clip	1/hit	1	50
Sonic Sword	5d10	+15	Sonic	20 SEU clip	2/hit	1	300
Spear	2d10	+15	Inertia			1	
Spray Hypo	special**	-20	STA check			1	10
Stunstick	3d10 or stun*	+5	Gauss/A-S	20 SEU clip	2/hit	1	75
Sword	3d10	+10	Inertia			2	30
Vibroknife	2d10	+5	Inertia	20 SEU clip	1/hit	1	25

* If set on stun, the target is stunned for d100 turns unless he rolls his current Stamina or less on d100. ** The effect depends on the drug used; see skills; Medkit.

RANGED WEAPONS COMBAT PROCEDURE

Basic Chance to Hit is 1/2 Dexterity

Skill:		+10 per skill level
Range:	Point Blank	0
	Short	-10
	Medium	-20
	Long	-40
	Extreme	-80
Movement:	Target is Stationary	+10
	Target or Attacker is Walking	0
	Running	-10
	Dodging	-20
	Animal Moving Medium	-10
	Fast	-20
	Very Fast	-30
Vehicles:	Attacker is in Vehicle	-20
	Target is in Slow Vehicle	-10
	Fast Vehicle	-20
Aim:	Careful Aim	+15
Burst:	Firing a Burst	+20
Cover:	Soft Cover	-10
	Hard Cover	-20
Size:	Target is Tiny	-10
	Small	-5
	Medium	0
	Large	+5
	Giant	+10
	Target Prone	-5
Wounds:	Attacker Wounded	-10
Wrong Hand:	Using Wrong Hand	-10
Two Weapons:	Firing Two Weapons	-10
Flying:	Attacker is Flying	-20
	Hovering	-10
	Target is Flying	-10
	Hovering	0

MELEE PROCEDURE

Basic Chance to Hit is 1/2 DEX or 1/2 STR

Skill	+10 per level
Using a Weapon	+ weapon modifier
Attacking from Behind	+10
Target is Stunned	+20
Attacker is Yazirian in Battle Rage	+20
Target is Encumbered	+10
Attacker is Encumbered	-10
Target is Defending	-15
Attacker Wounded (1/2 STA or less)	-10

COMBAT SEQUENCE

1. Check to see if characters are surprised.
2. Roll for Initiative. (The side that gets initiative is side A, side without initiative is side B.)
3. Announce what each character will do. Side B declares first.
4. Side B moves. Characters on side A may be able to shoot at opponents who move through their field of fire.
5. Side A moves. Characters on side B who did not move may be able to shoot at opponents who move through their field of fire.
6. Side A resolves any wrestling attempts, remaining weapon fire, grenade tosses and melee. Wrestling attempts are resolved before other types of attacks.
7. Side B resolves any remaining attacks.

CHARACTER MOVEMENT

Race	Walk/Turn	Run/Turn	Per Hour
Dralasite	5 m	20 m	3 km
Human	10 m	30 m	5 km
Vrusk	15 m	35 m	6 km
Yazirian	10 m	30 m	4 km
Sathar	10 m	20 m	3 km

TYPICAL NPCS

	STR/ STA	DEX/ RS	INT/ LOG	PER/ LDR	PS	IM
Human	45/45	45/45	45/45	45/45	3	5
Dralasite	50/50	40/40	45/45	45/45	3	4
Vrusk	40/40	50/50	45/45	45/45	2	5
Yazirian	35/35	50/50	50/50	45/45	2	5
Sathar	40/40	40/40	45/45	45/65	2	4

TYPICAL CREATURES

Herbivores

TYPE:	Tiny	Small	Medium	Large	Giant
NUMBER:	1-100	1-20	10-100	1-20	1-10
MOVE:	Medium	Fast	Very Fast	Fast	Slow
IM/RS:	8/75	7/65	6/55	5/45	4/35
STAMINA:	1-10	5-20	20-100	50-100	100-300
ATTACK	30	35	40	45	50
DAMAGE:	1d2	1d5	1-2d10	1-3d10	2-6d10

Carnivores

TYPE:	Tiny	Small	Medium	Large	Giant
NUMBER:	1-50	1-20	1-10	1-5	1-2
MOVE:	Fast	Fast	Medium	Medium	Medium
IM/RS:	7/65	6/60	6/55	5/50	5/45
STAMINA:	1-10	10-20	20-120	75-200	100-400
ATTACK:	55	65	75	65	55
DAMAGE:	1d5	1d10	1-3d10	2-5d10	3-10d10

Omnivores

TYPE:	Tiny	Small	Medium	Large	Giant
NUMBER:	1-20	1-10	1-5	1-5	1-3
MOVE:	Medium	Medium	Slow	Slow	Slow
IM/RS:	7/70	6/60	5/50	5/45	4/40
STAMINA:	1-10	5-20	20-100	50-150	150-300
ATTACK:	45	50	55	60	65
DAMAGE:	1d5	1d10	1-2d10	1-5d10	2-8d10

SKILL SUCCESS RATES

Computer Skill

Bypass Security	30% + skill level - program level
Defeat Security	60% + skill level - program level
Display Information	80% + skill level - comp. level
Interface Computers	30% + skill level - comp. level
Manipulate Program	50% + skill level - program level
Operate Computer	100% + skill level - comp. level
Repair Computer	40% + skill level
Write Programs	special

Demolitions Skill

Set Charge	30% + skill level
Defuse Charge	50% + skill level - skill level

Environmental Skill

Analyze Ecosystems	30% + skill level
Analyze Samples	50% + skill level
Concealment	10% + skill level
Find Directions	50% + skill level
Make Tools/Weapons	100% if material available
Naming	100%
Stealth	20% + skill level
Survival	40% + skill level
Tracking	30% + skill level

Medical Skill

Activate Freeze Field	30% + skill level
Administer Drugs	100%
Control Infection	50% + skill level
Cure Disease	40% + skill level
Diagnosis	60% + skill level
First Aid	100%
Major Surgery	20% + skill level
Minor Surgery	40% + skill level
Neutralize Toxin	30% + skill level

Psycho-Social Skill

Communication	40% + skill level
Empathy	10% + skill level
Hypnosis	15% + skill level
Persuasion	10% + skill level
Psycho-Pathology	30% + skill level

Robotics

Activate/Deactivate	100%
Add Equipment	100%
Alter Functions	60% + skill level — robot level
List Functions	90% + skill level — robot level
Remove Security Lock	70% + skill level — robot level
Repair Robot	40% + skill level — robot level

Technician Skill

Deactivate Alarms/Def.	40% + skill level — alarm level
Detect Alarms/Def.	60% + skill level — alarm level
Open Locks	50% + skill level — alarm level
Operate Machinery	50% + skill level
Repair Machinery	40% + skill level
Unarmed Combat	1/2 DEX or 1/2 STR + skill level
Weapon Skills	1/2 DEX + skill level

VEHICLE DATA TABLE

Vehicle	Accel. (m/turn)	Decel. (m/turn)	Top Speed (m/turn)	Turn Speed (m/turn)
Ground Car	60	40	175	80
Ground Transport	40	30	125	50
Ground Cycle	100	40	200	100
Hover Car	80	40	250	70
Hover Transport	60	30	250	40
Hover Cycle	100	40	175	90
Explorer	60	40	150	100

VEHICLE DAMAGE TABLE

Die Roll +Damage	Effect
2-19	No Effect
20	Turn Speed -15
21	Accleration -20
22	Top Speed -30
23	Steering Jammed Straight
24	Steering Jammed Left
25	Steering Jammed Right
26	Speed -20/Turn
27	Spin
28	Vehicle Burning
29	Roll
30+	Roll and Burn

Modifiers:

— Target is ground or hover cycle	+2
— Target is Explorer	-2

FLYING VEHICLE DAMAGE TABLE

Die Roll +Damage	Effect
2-20	No Effect
21-24	Acceleration -30
25-28	Turns -2
29-31	Forced Landing
32-34	Loss of Control
35+	Vehicle Burning

Crash Injuries

Per 20 meters/turn of vehicle's speed	1d10
Riding on ground cycle or hover cycle	+2 per d10
Riding in Explorer	-2 per d10

RACIAL REACTION MODIFIERS

NPC Race	Human	Dralasite	Vrusk	Yazirian	Sathar
Human	0	0	-10	-5	-20
Dralasite	0	+10	+5	0	-20
Vrusk	-5	0	0	0	-10
Yazirian	-5	-10	0	0	-30
Sathar	-20	-30	-10	-20	0

ASSAULT ON STARSHIP OMICRON

A STAR FRONTIERS™ Mini-Module
By Mark Acres with Tom Moldvay

INTRODUCTION

The starship *Omicron,* the pride of the Pan Galactic Corporation, disappeared years ago on its first voyage. Recently the ship was found drifting in space, the passengers and crew killed by a strange and virulent disease. The ship was decontaminated, refueled, and made ready for operations. The PGC has hired eight adventurers to "babysit" the *Omicron* on her voyage back to a Corporation starport. The ship is being automatically navigated by her computers and robots and this promises to be an easy mission for the "babysitting" team.

MODULE BACKGROUND

ASSAULT ON STARSHIP OMICRON is a mini-module for the STAR FRONTIERS game. The mini-module offers two different adventures and introduces an entirely new intelligent alien race, the Zuraqqor, along with a new Sathar attack monster, the cybodragon. Cybodragons also appear in module SF2: STARSRAWN OF VOLTURNUS. Details of the Zuraqqor and cybodragons appear on the ALIEN LIFE FORM UPDATE FILE.

HOW TO USE THIS MODULE

Each scenario has been designed so that it can be used by a referee as part of a continuing campaign, or played and replayed on its own as a game. Eight pre-rolled player characters are provided. When the scenarios are being replayed as a game, the pre-rolled characters should be used. There should always be eight player characters at the beginning of each scenario; if there are fewer than eight players, some players should play more than one character. If the scenarios are being used as part of a campaign, the referee controls all Sathar forces while each player controls his own character. Robots on the side of the PCs can be controlled as desired by the players. (If there are fewer than eight PCs, use pre-rolled characters as NPCs. The players must decide how these will be controlled.)

Warning: The combat in these scenarios is intense and deadly. Players should not use their campaign characters unless the skills and equipment of the characters are equivalent to those of the characters included in the module.

MOVEMENT ABOARD THE STARSHIP

The Starship Upper Deck Map has been designed to be used with the Starship Bridge Area Map in the STAR FRONTIERS boxed set. The scale of the upper deck map is the same as that of the Starship Bridge Area Map (2 meters per square).

Movement between maps is by way of the air lock hatches marked on the Starship Bridge Area Map. The four hatches match four of the hatches on the Starship Upper Deck Map (all the hatches on the map except the one marked "Hatch to Outer Hull"). The four hatches on both maps are the same. An individual who opens a hatch on one map can move directly into the corresponding airlock on the other map. Hatches can be opened even if there is already an individual on the hatch square on a different map.

The normal STAR FRONTIERS movement rules are used in the play of both scenarios. The maximum movement rates per game turn are translated into 2 meter squares per turn on the following table:

MOVEMENT TABLE

Movement in Squares/Turn	Type of Counter
10	Dralasite, Sathar
15	Human, Yazirian, Zuraqqor, Cybot, heavy duty, service and brain robots
18	Vrusk
30	Quickdeaths, cybodragons, and all other robots

Although quickdeaths, cybodragons, and some robots do have higher maximum speeds under ideal conditions, this is the maximum safe speed they can use in the corridors or rooms of a starship.

Movement through Hatches and Doors

Only characters and robots can open doors and hatches; Sathar attack monsters cannot move through doors and hatches until a character or robot opens them. Moving through a pressure door, security door or hatch is a three turn process. The first turn must be spent moving up to the door, a second full turn is spent opening the door, and on the third turn the character or Sathar attack monster may move one square (only) through the door. Characters can move through doors and hatches at their normal movement rate so long as the door or hatch is held open by another character. *All* pressure doors open outward into the corridors, not inward into the airlocks. All doors and hatches are self-closing, but can be held open by any character capable of opening the door. All normal doors open automatically when any character in an adjacent square pushes a wall button to open the door. All doors and hatches can be locked from the inside in either the open or shut position. These locks can be shot open; each lock has 30 structural points.

Any character immediately behind a hatch or doorway is considered to have soft cover.

Combat and Movement

The same combat and movement rules found in CRASH ON VOLTURNUS apply. These include: one counter per square unless in melee; movement through a square occupied by a counter only with the consent of that counter; use of soft and hard cover. Warbots and cybodragons can be used as hard cover. Robots can be used as soft cover.

SPECIAL AREAS AND FUNCTIONS

Certain special areas on the starship have particular functions that can affect game play. These are detailed below:

Bridge

The Bridge is divided into two sections on the Starship Bridge Area Map. The Bridge section on the top half of the map contains the controls and overrides for the ship's intercom, radio communications, and life support systems. Any reprogramming or interference with the life support system also requires control of the ship's computers.

The lower Bridge section controls the ship's navigation and the ship's power plants. Any attempt to shut down the power plant requires control of the ship's computers.

Computer Rooms

This ship's computers contain the following programs:

Analysis, Level 6   Information Storage, Level 6
Communication, Level 1   Language, Level 3
Computer Security, Level 4   Life Support, Level 1

Important Note: The computers also contain Astrogation and Drive programs sufficient to take the *Omicron* to its destination. For the purposes of this module, characters will not be able to change the ship's course by using Computer skill. Piloting a starship requires additional skills not available to the characters in this module.

Either computer room is capable of handling all the functions of the ship's computer. If the Sathar forces and the defending forces each control a Computer Room, each side adds up the levels of all characters with Computer or Technician skill in their respective Computer Rooms. The side with the higher sum of Computer and Technician skills controls the computer system.

To successfully reprogram the ship's computer, the side in control of the computer must also control the ship's systems overrides. The overrides are normally controlled from the Bridge, but can also be controlled from Auxiliary Control.

Weapons Locker

The weapons locker contains the following weapons:

10 laser rifles with one powerclip each
10 laser pistols with one powerclip each
 2 machine guns with one ammo belt each
 1 sonic devastator with one powerpack
 5 doze grenades
 5 tangler grenades
 5 fragmentation grenades
 4 charges of Tornadium D-19 (50 gms, ea)
 2 electrostunners with one powerclip each
 2 needler pistols, loaded with 10 shots each

The locker also contains 10 space suits. These suits will allow characters to survive for five hours in areas where life support has been cut off. If a character wearing a space suit suffers more than 25 points of combat damage in a single turn, the suit is ruptured and will not protect the character from damage due to lack of life support.

Auxiliary Control

This area can be used to control all systems and functions normally controlled by both halves of the Bridge. If Auxiliary Control is held by one side, and a Bridge area is held by the other side, the functions of the ship will be controlled by the side with the greater total of Computer and Technician skills in the area. In case of ties, the side holding the Bridge is in control.

Emergency Life Support

The side controlling this area can use the overrides and controls to restore life support to any area where it has been deactivated. The controls in this section automatically override the Bridge and Auxiliary Control sections and will function even if the computer system is totally shut down. These controls must be operated by a character with Technician skill. These controls in this area *cannot* be used to deactiviate life support in any part of the ship.

Emergency Power Plant

The controls and power plant here can restore power to any part of the ship, including the computers. The controls automatically override the Bridge and Auxiliary Control sections and must be operated by a Technician. These controls *cannot* be used to cut power to the computers or to any area of the ship.

Intercoms

Intercoms are located adjacent to every door and hatch on the ship. The system allows contact to any part of the ship. Each intercom can be turned off by a switch on the unit.

DEACTIVATING LIFE SUPPORT FUNCTIONS: If one side controls one of the Computer Rooms and either the upper Bridge or Auxiliary Control, life support can be cut off to selected areas of the starship. To do this, the character in the Computer Room must use Operate Computer, Bypass or Defeat Security, and Manipulate Programs subskills to deactivate life support. The computer operator can cut off life support in all parts of the ship in one turn. He can, of course, maintain life support in any areas he chooses. The restoration of life support requires the same subskills as deactivation. Once the computer is reprogrammed, life support can be restored as quickly and selectively as it can be cut off. Control of the Bridge is necessary to prevent override of any tampering with life support.

After life support systems are shut down, characters not in space suits will suffer 1-10 points of damage per turn, beginning on the 11th turn after the life support is shut off. Characters can avoid this damage by donning spacesuits, or by getting to an area where life support is still operating. Note that opening a hatch or doorway from an area without life support to an area with life support will cause the unsupported area to become safe. However, this "chain" of life-supported areas can be only one area long. For example, the Bridge could draw direct life support from the corridor outside, but not from the Computer Room across the corridor.

DEACTIVATING POWER AND COMPUTERS: If one side controls one of the Computer Rooms and either the lower Bridge or Auxiliary Control, lights can be turned off in any part of the ship, or power can be cut off to either or both Computer Rooms. To do

this, the computer must be reprogrammed, using Operate Computer, Bypass or Defeat Security, and Manipulate Programs subskills. Power can then be turned off in any part of the ship, and a computer room can be shut down. Lights and power can be restored by reprogramming a functioning computer.

Characters and Sathar attack monsters without infra-red goggles must move at half speed in darkened areas and have a -20 modifier to hit in ranged or melee combat. All robots in this module have built-in infra-red sensors and are unaffected by darkness.

Warning: The starship's life support system will be shut down if power is cut off to *both* computer Rooms.

SATHAR ATTACK SCENARIO

A force of 10 Sathar, eight Zuraqqor, two quickdeaths, and one cybodragon are invading the *Omicron*, which is defended by eight player characters and the ship's robots.

SETTING UP THE SCENARIO

The player characters are set up in the following areas. It is up to the players to decide which player character will be where.

One player character in:

1. Each section of the Bridge
2. Either Computer Room
3. Either Engine Room
4. Any passenger class cabin
5. Medical Lab
6. Robot Storage
7. Auxiliary Control

The player characters' counters may be in any square in the indicated area.

Each character carries the following: one chosen weapon from the weapons locker, a sonic sword with a 20 SEU clip, two 50 SEU power beltpacks, a military skeinsuit, and the screens listed in the character list.

The ship's robots are set up as follows:

1. Two combat robots in Robot Storage. These robots are deactivated at the start of the scenario.
2. One security robot on each Bridge, at the door from the Bridge to the corridor outside.
3. Two maintenance robots set up one each in any corridor square on the Starship Bridge Area Map, but not within 10 squares of each other.

The robots in this scenario have the same statistics, weapons, and normal programming as the robots in the following Rogue Robots scenario.

The Sathar forces begin the scenario inside the airlock of their own ship, which is linked to the *Omicron* airlock containing the hatch to the outer hull.

USING ROBOTS

Once alerted, combat robots will move and attack independently, using Search and Destroy programs. They do not need direction from player characters. Service, maintenance, and security robots must be given specific orders and will move independently only until those orders are carried out. They will then stand still, unless previously instructed to return to a location for new orders. Players should use common sense on this point. The intention is that robots would not act in the way intelligent characters would act. Robots are limited to following their programming or to following specific orders from characters.

BEGINNING PLAY

At the beginning of the first turn, the ship's computer warns the player character in the computer room that the outer hull hatch has just been opened. A maximum of nine Sathar or Sathar allies may enter the airlock through the hatch on the first turn. On the first turn, defending characters and robots cannot move; they are being alerted to the situation by the character in the Computer Room. Afterwards, they may move normally.

ENDING THE SCENARIO

Play continues until the player characters are all dead, or until the Sathar forces have been driven off the ship. The Sathar will flee the ship whenever six Sathar (not Zuraqqor or Sathar attack monsters) have been killed. The Sathar will leave as they entered, through the hatch to the outer hull. Victorious player characters will not be able to take the Sathar ship. The Sathar will destroy their own ship, if necessary, to prevent capture.

ROGUE ROBOTS SCENARIO

The Zuraqqor are technological experts. They have perfected a robot (codenamed Rogue Robot) that can reprogram and take control of enemy robots. The rogue robot is built to look exactly like a normal robot. Unknown to the PCs, the Zuraqqor have infiltrated a rogue robot onto the starship *Omicron*. The rogue robot has secretly reprogrammed all the other robots. The rogue robot has waited for the best chance to send the robots into revolt and take control of the starship.

SETTING UP THE SCENARIO

The character side starts the game in control of the eight player characters. The Zuraqqor side has already reprogrammed the

robots when the scenario begins. These include three service robots, four security robots, four maintenance robots and four combat robots.

The Zuraqqor side first sets up all the robots. Some robots start in specific locations. The remainder of the robots are set up at random. Once the robots have all been set up, the rogue robot player marks down (secretly) which robot is actually the rogue. Finally, the player characters can set up anywhere they wish on the two maps. Each player character is armed with one weapon chosen from the weapons locker, as well as the other weapons listed in the Sathar Attack scenario.

Robots with specific set up areas are:

Security Robot A on the hatch to the outer hull
Security Robot B in one of the two Bridge sections (roll for which specific section, 1-5=upper, 6-10=lower)
Maintenance Robot A in Auxiliary Control
Maintenance Robot B in one of the two Engine Room sections (1-5=upper, 6-10=lower)
Service Robot A in one of the two officer's quarters (1-5=upper, 6-10=lower quarters)

RANDOM ROBOT PLACEMENT

Die Roll	Location
1	Repair Shop
2	Medical Lab
3	Corridor between passenger class sections
4	Emergency Life Support
5	Emergency Power Room
6-10	Robot Storage

CONTROLLING ROBOTS

The two human player characters are robotic experts. They can deactivate any robot except the rogue robot. The rogue robot can reactivate robots. The rogue itself cannot be deactivated nor can its mission or functions be changed. It must be destroyed.

There is a chance for each robot that the rogue robot's reprogramming of the robot's mission did not succeed. The alteration will appear to have succeeded until the robot ends a move adjacent to a PC or attempts to attack a defending PC or robot. At that time, the Zuraqqor player rolls the dice to see if the robot's mission has been successfully altered. The ALTERED MISSION TABLE gives the chance of successful alteration.

ALTERED MISSION TABLE

Maintenance Robot	Combat Robot	Security Robot	Service Robot
70%	40%	60%	50%

If the Zuraqqor player rolls the number listed or lower, the robot is controlled by the Zuraqqor player for the game. If the roll is greater than the number listed, the robot is controlled by the PC side for the game. If the Zuraqqor player controls fewer than five robots after all robots have been rolled for, the Zuraqqor player immediately rolls again until five robots are under Zuraqqor control. The Zuraqqor player chooses which robots to roll for, and can only make one roll per robot.

A Zuraqqor-controlled robot will continue to obey orders. A PC-controlled robot will abort any attack ordered against the PC and will obey orders issued by the PC. To indicate a PC controlled robot, stack the robot counter on top of some unused counter. Robots not stacked are under the control of the Zuraqqor. To indicate a deactivated robot, turn the robot counter over. Remember to keep PC robots stacked with a spare counter, even when both counters are stacked together upside down to indicate a deactivated PC robot.

BEGINNING PLAY

On the first turn, the player characters cannot move (the Zuraqqor have surprised them). Afterwards, both sides move normally.

ENDING THE SCENARIO

The character side wins if it destroys the rogue robot. The Zuraqqor side wins if it captures and holds both Bridge areas, both Computer areas and Auxiliary Control for ten consecutive turns. The five sections must be held simultaneously. To hold a section, the Zuraqqor side must be alone in the section. A tie results if neither side is able to fulfill its victory conditions. For example, if all the PCs are eliminated, but only three Zuraqqor-controlled robots remain, it would be impossible for the Zuraqqor side to hold five sections of the ship at the same time.

SPECIAL DISEASE OPTION

The following section is a special option which may be used with the Sathar Attack scenario. When the *Omicron* was decontaminated, a small sample of the disease spores found on board was cultured and stored in the Medical Lab. This sample is to be used for further study of the disease when the ship reaches a starport. Also in the lab are 10 doses of the only drug which can cure the disease.

If there is combat in the Medical Lab, there is an 80% chance that the vial containing the disease spores will be broken, releasing the spores. After three turns, the Medical Lab will be contaminated. After that, if the door to the Lab is opened, the spores will spread through the ship, at the rate of one area per turn. If the spores are in an area adjacent to a closed door, and the door leading into the contaminated area is opened the spores will immediately go through the doorway into the new area. The spores will spread to the lower deck only if a hatch is opened in a contaminated airlock.

The disease affects all characters of all races in any contaminated area at the end of the first turn of contamination, unless the characters are wearing intact space suits. The effects of the disease are as follows:

SATHAR: Movement reduced to 0; All "to hit" scores halved; Death in 10 turns.

ZURAQQOR: Death in 5 turns.

HUMAN: Movement halved; -20 on all "to hit" scores; Death in 15 turns.

DRALASITE: Movement and "to hit" scores reduced to 0; Death in 8 turns.

VRUSK: Death in 8 turns.

YAZIRIAN: Insanity — character will randomly attack any character in sight; Death in 15 turns.

Any character suffering from the disease will be cured immediately when injected with the drug. The PC Medic can diagnose the disease with 100% accuracy; Sathar and Zuraqqor medics have the normal chance of diagnosis.

PRE-ROLLED PLAYER CHARACTERS

The following eight pre-rolled characters are provided for use in play of this mini-module.

STR=Strength	RS=Reaction Speed	PER=Personality
STA=Stamina	INT=Intuition	LDR=Leadership
DEX=Dexterity	LOG=Logic	IM=Initiative Modifier

NAME: Walt Ramson   RACE: Human SEX: Male

PHYSICAL DATA   DEFENSES

STR/STA   40/60   Albedo Screen
DEX/RS   60/40
INT/LOG   45/45
PER/LDR   50/30
IM   4

SKILLS: Robotics, Level 5; Beam Weapons, Level 2

NAME: Sheila DeLong RACE: Human SEX: Female

PHYSICAL DATA   DEFENSES

STR/STA   30/50   Inertia Screen
DEX/RS   60/40
INT/LOG   70/70
PER/LDR   65/45
IM   4

SKILLS: Robotics, Level 5; Projectile Weapons, Level 2; Computer, Level 1

NAME: Mrak-A-Geego RACE: Yazirian SEX: Female

PHYSICAL DATA   DEFENSES

STR/STA   20/40   Albedo Screen
DEX/RS   60/40
INT/LOG   75/75
PER/LDR   45/45
IM   4

SKILLS: Computer, Level 4; Technician, Level 3; Beam Weapons, Level 1
SPECIAL: Battle Rage 15%

NAME: Klikilitl   RACE: Vrusk SEX: Female

PHYSICAL DATA   DEFENSES

STR/STA   55/75   Inertia Screen
DEX/RS   55/55
INT/LOG   50/70
PER/LDR   45/45
IM   6

SKILLS: Medical, Level 4; Psycho-Social, Level 3; Demolitions, Level 2

NAME: Ook-A-Lug   RACE: Yazirian SEX: Male

PHYSICAL DATA   DEFENSES

STR/STA   40/60   Inertia Screen
DEX/RS   65/45
INT/LOG   45/45
PER/LDR   35/35
IM   5

SKILLS: Beam Weapons, Level 4; Projectile Weapons, Level 3; Thrown Weapons, Level 2; Melee Weapons, Level 1.
SPECIAL: Battle Rage 15%

NAME: Burug   RACE: Dralasite

PHYSICAL DATA   DEFENSES

STR/STA   65/85   Albedo Screen
DEX/RS   60/40
INT/LOG   70/70
PER/LDR   30/50
IM   4

SKILLS: Projectile Weapons, Level 5; Beam Weapons, Level 2

NAME: Gloopurp   RACE: Dralasite

PHYSICAL DATA   DEFENSES

STR/STA   25/45   Albedo Screen
DEX/RS   40/40
INT/LOG   45/45
PER/LDR   60/80
IM   4

SKILLS: Computer, Level 5; Technician, Level 4

NAME: Ikikiktl   RACE: Vrusk SEX: Male

PHYSICAL DATA;   DEFENSES

STR/STA   30/50   Albedo Screen
DEX/RS   65/65
INT/LOG   30/30
PER/LDR   40/40
IM   7

SKILLS: Environmental, Level 4; Melee Weapons, Level 4; Beam Weapons, Level 1

SATHAR ATTACK SCENARIO

The Sathar side in this scenario consists of 10 Sathar, 8 Zuraqqor, two quickdeaths and one cybodragon. Each of these characters or Sathar attack monsters should be represented on the playing map by an appropriate counter from the STAR FRONTIERS boxed set. The counters marked "Alien" are used to represent the Zuraqqor.

In order to ease the referee's job, the statistics for each type of character or Sathar attack monster are identical, with the exceptions noted below:

SATHAR

PHYSICAL	DATA	DEFENSES
STR/STA	45/45	Military Skeinsuit
DEX/RS	40/40	Albedo Screen
INT/LOG	45/45	
PER/LDR	45/65	WEAPONS:
IM	4	

Laser Rifle with 20 SEU clip
1 Fragmentation Grenade

ENERGY: 50 SEU power beltpack

SKILLS: Beam Weapons, Level 2
BASE CHANCE "TO HIT": Laser Rifle, 40%; Grenade 20%
SPECIAL: Sathar "A" has Computer Skill, Level 5. Sathar "B" has Technical Skill, Level 3. Sathar "C" and "D" each have one smoke grenade in addition to all other equipment. Sathar "F" has Medical Skill, Level 5 and a medkit with stimdose.

ZURAQQOR

PHYSICAL	DATA	DEFENSES
STR/STA	30/30	Military Skeinsuit
DEX/RS	60/60	
INT/LOG	35/35	WEAPONS:
PER/LDR	30/30	
IM	6	Automatic Rifle, 20

rounds plus one reload

SKILLS: Projectile Weapons, Level 2
BASE CHANCE "TO HIT": Automatic Rifle, 50%
SPECIAL: Zuraqqor "A" has Technical Skill, Level 5. Zuraqqor "B" has Computer Skill, Level 4. Zuraqqor "F" has Medical Skill, Level 5, and a medkit with stimdose.

CYBODRAGON (MV Fast; IM/RS 8/75; STA 500; ATT 80; DM 10-100 melee, 10-100 laser, 3-30 flame; SA eyes fire as laser rifles at 10 SEU, eyes have five shots each, flamethrower has 10 charges — range 10/20/30/40/50; SD None)

QUICKDEATH (MV Very Fast; IM/RS 8/75; STA 180; STA 180; ATT 70; DM 6-60 bite and claws; SA Poisonous tail dart, ATT 60, DM S10/T3 and 1-10, Range 10/20/30/40/50; Tentacles and maw, DM 10 points per turn damage; SD Immune to needler weapons, half damage from laser or projectile weapons)

ROGUE ROBOTS SCENARIO

These entries give the mission and normal programming of all the *Omicron's* robots, as well as their mission once reprogrammed by the Zuraqqor. Each robot of the same type has identical characteristics. The appropriate counters from the STAR FRONTIERS boxed set are used to represent the robots on the game map.

Note: All robots on the ship carry Attack/Defense as part of their normal programming.

SERVICE ROBOTS (3): MV 30m; IM/RS 7/70; STA 100; ATT 70; DM 2-20 melee; SA None; SD None. Normal mission and functions, running navigation devices on the Bridge, no weapons; rogue programming is to attack all non-robots, uses Search and Destroy program.

MAINTENANCE ROBOTS (4): MV 60m; IM/RS 5/50; STA 100; ATT 50; DM 2-20 melee, 4-40 laser; SA laser pistol if Zuraqqor-controlled; SD None. Normal mission and functions are routine maintenance, no weapon; rogue programming is to seize laser pistols from the weapons locker and attack all non-robots, uses Search and Destroy program; weapon is laser pistol once locker is seized.

SECURITY ROBOTS (4): MV 60m; IM/RS 7/70; STA 100; ATT 70; DM 2-20 melee, 4-40 laser; SA laser rifle; SD None. Normal mission is to restrain any person not wearing crew insignia; rogue programming is to seize laser rifles from weapons locker and attack all non-robots, uses Search and Destroy program; weapons are laser rifles once seized.

COMBAT ROBOTS (4): MV 60m; IM/RS 9/90; STA 100; ATT 90; DM 2-20 melee, 4-40 laser, 2-20 vibro knife; SA laser rifle, vibro knife. Normal mission is to destroy intruders, uses Search and Destroy program; rogue programming is to destroy all non-robots. Each has a 100 SEU power backpack and an albedo screen.
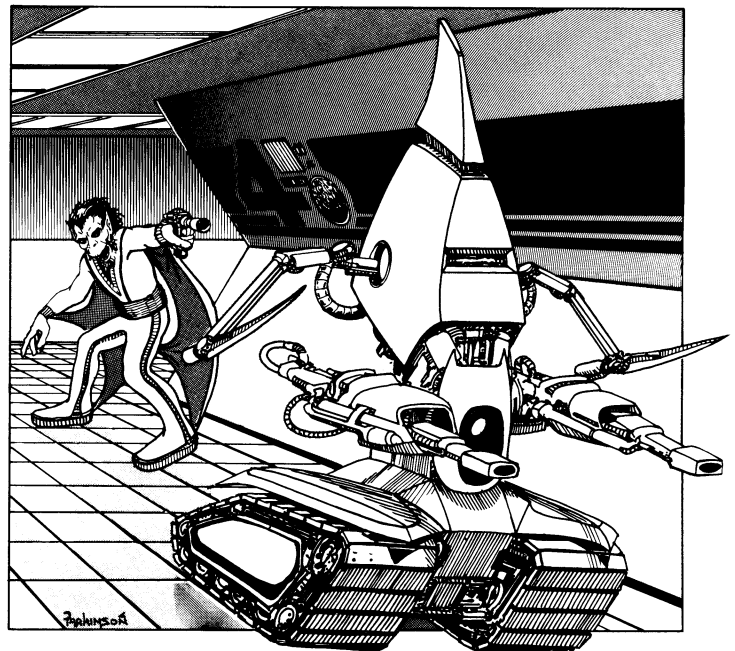
ALIEN LIFE FORM UPDATE FILE

THE ZURAQQOR

PHYSICAL APPEARANCE

The Zuraqqor are a race of intelligent, bipedal insects. They have large bug-like eyes, two antennae, and small wings. The "Alien" counters from the STAR FRONTIERS game are used to represent the Zuraqqor.

CULTURE

Zuraqqor live in vast communal buildings called Hives. Each Hive houses 100,000 or more. Zuraqqor planets are divided into Hive Districts, each controlling several Hives.

Zuraqqor society is divided into five classes, called *orders:* worker, warrior, technician, king, queen. The class of each Zuraqqor is determined at birth. The five orders have slightly different physical structure that distinguish them from one another. Individual Zuraqqor do not have much personality; they act as members of their class.

About 75% of all Zuraqqor are workers. Workers do the basic labor of Zuraqqor society. The task could be simple, such as on an assembly line, or complex, such as a merchant banker. Workers might use machines as part of their jobs. However, they will never repair, direct, or command machines or robots. Such work is the prerogative of the technician class. Workers are sexless creatures with a heavier build than the other orders.

Warriors are the fighters of Zuraqqor society. They are sexless and make up about 10% of the Zuraqqor population. They are heavier and stronger than all orders except workers. Warriors are more agile than other orders, and are the only ones normally allowed to bear weapons (other Zuraqqor can bear arms if the

threat of death is immediate). Zuraqqor warriors repair and maintain their personal weapons, but the heavier weapons and equipment are maintained by a few technicians attached to the squad.

Technicians have a monopoly on science and technology in Zuraqqor society. They have larger brains than warriors or workers, but are not as strong as either. Technicians have gender, but they are sterile. Technicians make up about 10% of Zuraqqor society. Over the years, technicians became more important as technology became more complex. Technicians now enjoy privileges that workers and warriors do not have. Technicians have a decisive role in society and try to limit kings and queens to figurehead status. Rival groups of technicians often stage palace revolutions to put their own candidates on the thrones.

Queens are the leaders of the worker order (although their power, like that of the Kings, is now limited by the powerful technician order). Each Hive contains one Queen. The Hive Queens elect one District Queen yearly and the District Queens elect a Planet Queen every ten years. Aside from their leadership duties, the queens mate with kings to produce each generation of Zuraqqor. The queens bear thousands of young several times per year. Zuraqqor young are born in a primitive embryo stage then mature in the Hive hatcheries.

Kings lead the Zuraqqor warriors, just as queens lead the workers. There is one King in each Hive. Kings have an organization similar to that of the queens (Hive King, District King, and Planetary King).

PLAYER CHARACTER BRIEFING ON ZURAQQOR

Zuraqqor are cunning and dangerous. Any encouter with them should be reported immediately. If escape is impossible, citizens should attack immediately, attempting to capture a live Zuraqqor for study if possible. When Zuraqqor are encountered with Sathar, citizens should either attempt to escape or attack to kill, as the Zuraqqor are known to be allies of the Sathar.

Cybodragon (Sathar Attack Monster)

TYPE:	Giant Cybernetic Omnivore
NUMBER:	1-2
MOVE:	Fast
IM/RS:	8/75
STAMINA:	500
ATTACK:	80
DAMAGE:	10-100 bite, claws, metal tentacles
SPECIAL ATTACK:	10-100 laser eye, 10-100 laser eye, 3-30 flamethrower
SPECIAL DEFENSE:	None
NATIVE WORLD:	All terrains except mountains and dense forests

DESCRIPTION: A cybodragon is a huge lizard that has been made into a Sathar attack monster. Many parts of its body have been replaced by machinery. Its eyes have been replaced by two laser rifles set on 10 SEU. A flamethrower is installed in its mouth. The cybodragon also has metal tentacles as melee weapons. Electronic sensors serve the same function as eyes.

A cybodragon has four attacks per turn. The laser eyes can attack two different targets if desired. The cybodragon can also use its flamethrower and its tentacles in the same turn. However, in melee combat the ranged weapons can be used only against the cybodragon's melee opponents. The flame-

thrower has 10 charges, each causing 3d10 points of damage. The range of the flamethrower, in meters, is: 10/20/30/40/50. In melee, the cybodragon uses its claws, bite, and various metal tentacles to cause 10-100 points of damage per hit.

Cybodragons are Sathar creations. The malignant aliens use them to guard installations and to provide support in battle.

STARSHIP UPPER DECK MAP

SPARE PARTS STORAGE

HYDROPONICS

CORRIDOR

CORRIDOR

AUXILIARY CONTROL

REPAIR SHOP

AIRLOCK

HATCH TO OUTER HULL

AIRLOCK

EMERGENCY POWER PLANT

EMERGENCY LIFE SUPPORT

MEDICAL LAB

ROBOT STORAGE

S

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