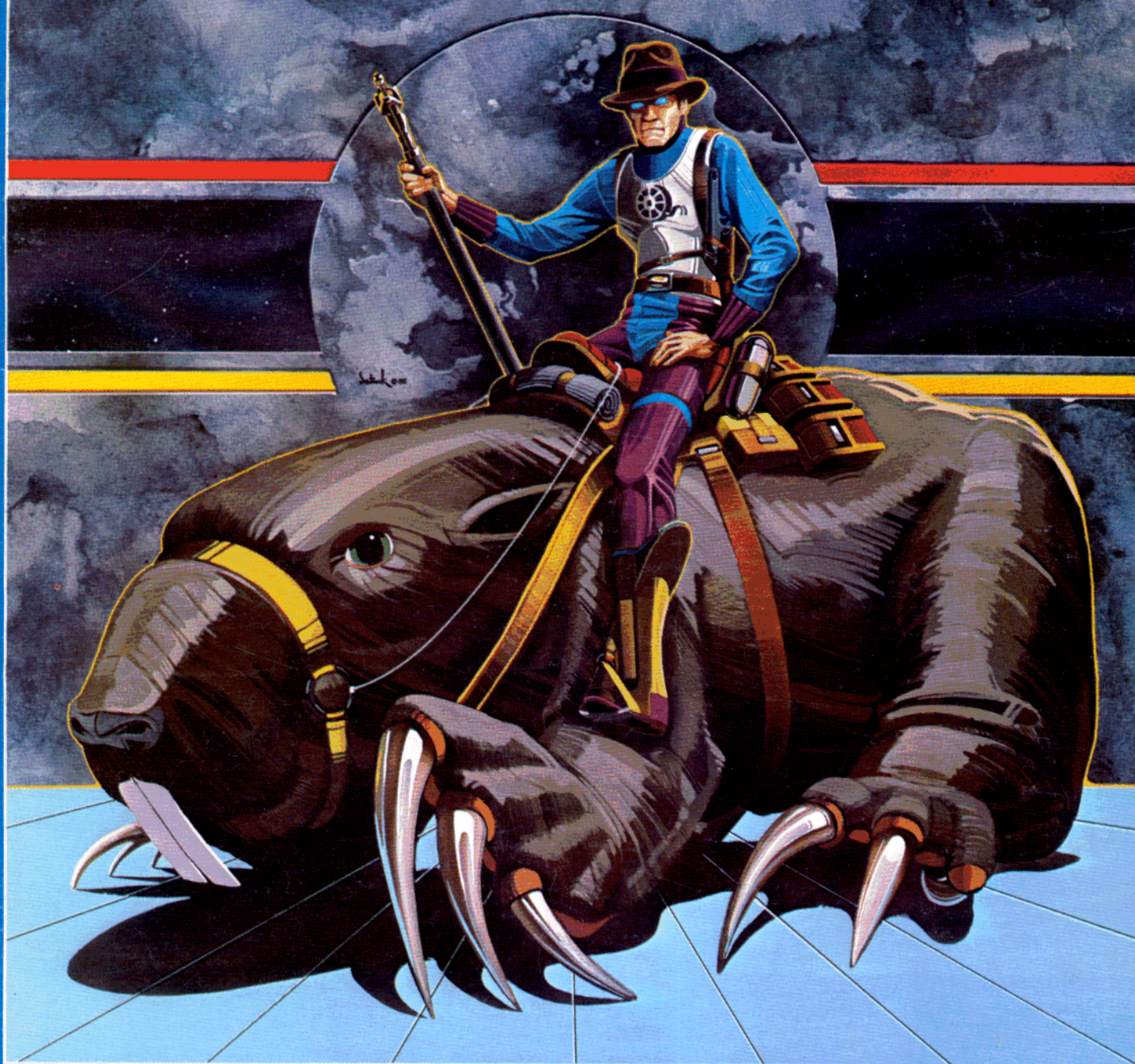


ANOTHER

STARACE

ADVENTURE

FIRST STRIKE ON PARADISE



By Jon Brunelle


Pacesetter

FIRST STRIKE ON PARADISE



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INTRODUCTION

“Let’s squash it!” Your pilot says with a laugh, and you and the rest of the crew cheer as you make a low pass at the Imperial tank crawling over the terrain below. But just as you think you’re out of range, the tank gunner gets off a shot that shakes your Hawk fighter and knocks out its shield.

“Uh-ohh,” says your Kleibor teammate. “I thought this was gonna be easy.” Your gunners respond with an earth-shaking volley, and the tank explodes, sending Gorlon troops in all directions.

“A piece of cake!” shouts your pilot. The Kleibor’s grin vanishes. “Oh yeah? Well, here comes the whole bakery!”

As you look, a squad of tanks and I Walkers burst through the forest, and guess whom their guns are trained on?

Welcome to **FIRST STRIKE ON PARADISE**, another exciting **STAR ACE™** adventure. This scenario is designed for from four to eight characters—Deuces on their first mission. If you’re going to play such a character, read no further. The rest of this booklet is for the Campaign Master’s (CM’s) eyes only.

HOW TO USE THIS SCENARIO

Read the entire adventure and become familiar with the story and important NPCs (nonplayer characters). Make notes when you have to so you won’t need to interrupt play to look things up. Go over the *Basic Training Manual* and the *Wilderness Briefing Manual* to check on things in the scenario you didn’t understand or rules you don’t remember. There’s nothing wrong with referring to the rulebooks during play—even the finest CMs do it—but it’s best to be prepared. Be sure, too, that your players have read Chapter 3: “The Wilderness Region” from the *The Wilderness Briefing Manual*, and that they know what Wilderness syndrome is. Information that is to be read aloud to players is indicated with stars. The rest of the text is for your eyes only. Keep in mind, however,

that some of this unstarred information can be given to the players if they do the right things and ask the right questions. Wound and damage boxes for NPCs and their craft are provided in the text. This is for your convenience. During combat, check these boxes off directly on the page instead of on scratch paper and you’ll save much time.

When players are having a good time, it may become difficult to finish a full-length adventure during one sitting. If necessary, break off at the end of one of the major episodes.

Running a **STAR ACE™** adventure makes you, the CM, the special effects technician of your own science fiction story, one filled with dangerous intrigue and thrilling deep-space combat. You also become an actor, portraying the many colorful creatures and humanoids that abound in the **STAR ACE™** universe. So don’t be afraid to imitate the growling voice of a Gorlon soldier or the sound of a weapon. That’s what helps make a game fun. It’s your job to see that everyone has a good time. Don’t let the game degenerate into arguments. Keep up the pace so things move along. Adjust the scenario as needed so that it’s not too easy or too hard.

The following skills will be useful to the characters in this adventure: Theft, Electronics, Emergency Spacecraft Repair, Shield Ship, and all combat skills. If none of the characters your players are already using have such skills, they may want to use some of the pregenerated characters provided.

For your convenience, this booklet contains the following:

Plot Summary. This section gives you a brief outline of the adventure plot, so you’ll know what to expect.

Major NPCs. This section describes in detail the most important nonplayer characters in the adventure.

Beasts. This section describes two new creatures the player characters (PCs) will encounter.

Gadgets. New devices the PCs will be using are included here.

Pregenerated Character Cards. A set of cards giving statistics for char-

acters your players may want to use is included at the center of this booklet. Just loosen the staples for easy removal and then reclose.

Encounters. These are the events that take place during the adventure.

PLOT SUMMARY

The adventure begins with the characters stranded in the Wilderness outland. Returning from leave on another planet, they caught a ride on a cargo vessel, but the captain proved to be a bit unscrupulous and, taking their valuables, abandoned them with a minimum of equipment.

Taking shelter in a cave they meet Tweeba Baaklite, a member of the Kayel community. The Kayels (see Major NPCs) are recluses who live underground and continually watch holographic reproductions of American movies. Tweeba is intrigued by the PCs and volunteers to take them safely back to their Star Team base.

Once at the base, their commander decides to send them to Shamba, where they are to investigate rumors that the Empire has discovered and plans to attack the Tarsan rebel headquarters there, which is also a Star Team emergency base. To do this, they must meet the officer in command of Fort Constantine on Shamba who loves old movies. They hope to use Tweeba’s holograms to establish contact. By bugging the commander’s office they learn the attack takes place in 12 hours. Finally they spearhead a counterattack in order to save rebel headquarters.

MAJOR NPCs

The Kayels

The following scores are for standard Kayel NPCs:

STR	40*	DEX	44*	AGL	60
WPR	74**	PER	50	PCN	50
STA	44*	UMS	50	WNDS	12

* Maximum score: 50

** Minimum score: 70

The Kayels are a community of 500 humanoids who live in a large under-

ground cavern on the planet Wilderness. They're closely related to the Tarsans and resemble them. The Kayels' eyes are twice as large, however, and their skin is paler, undoubtedly because of their environment. Also, an average Kayel is about two feet shorter than his Tarsan counterpart primarily because the Kayels are vegetarians. A Kayel's life expectancy is about 60 Earth Years.

The Kayels' ancestors were Tarsans who meant to colonize Wilderness 50,000 years ago. About that time, however, a plague struck the Tarsan race. Assuming the disease would be spread to them by other Tarsans, the Wilderness Tarsans took refuge underground and the Tarsans on Shamba soon believed they had perished.

The colony adjusted well to life underground and maintained a well-ordered society. Population control was rigorously enforced to keep the total citizenry at 500. However, theology and philosophy, long the cornerstones of Tarsan society, became the colony's only source of intellectual stimulation, and after many centuries of living alone, the community's creative thinking exhausted itself. Apathy set in and the social structure weakened. After long deliberation, the community leaders decided that a new art form might revitalize their lives. Since they could no longer produce it themselves, a lone explorer was sent out—the first in 48,000 years—to learn from other cultures and bring back what the Kayels needed. The explorer returned with American movies. Arriving on Earth in the 21st century, he found holographic reproductions, for celluloid was outmoded. The Kayels were fascinated, and regular viewing soon became the norm. In time, movie watching, the creation of holodramas, and the piecing together of what they believed to be American philosophy became the chief interests of the Kayels.

The Kayels today are reclusive. What was once a matter of self-preservation has become a way of life. They especially wish to avoid the

Tarsans of Shamba, whom they hold vaguely responsible for the plague.

Because of the Kayels' preoccupation with things intellectual, evolution has enhanced their noetic abilities. Every Kayel has a noetic talent unique to the race which is called Projected Image. This skill allows a Kayel to produce any three-dimensional image he wishes, up to 10 cubic feet in size and up to 10 feet away. The image does not move or make sound, and another character would not mistake it for the real thing after a good look. The use of Projected Image costs the user 5 points of Willpower per minute. The Kayels use their ability when they discuss holodrama. With it, they can illustrate their arguments or sketch new holodrama ideas in the air instead of on paper.

Projected Image Skill:
Specific check. Cost = 5 WPR/minute.

L = Limited success: Static image only, black and white.

M = Moderate success: Moving image, black and white.

H = High success: Moving image, color.

C = Complete success: Moving image, color, ultra-detailed.

Tweeba Baaklite
Race: Kayel

STR	50	DEX	42	AGL	38
WPR	80	PER	52	PCN	48
STA	36	UMS	44	WNDS	11

Skills: Telekinesis, Vet 89
Weapons: None

Tweeba is a 19-year-old Kayel who is very curious about other parts of the galaxy. Curiosity is considered vulgar by the rest of the community, who treasure their autonomy, and they can't understand his desire to visit Shamba. Tweeba is in love with American movies. His favorites are action films, and he hopes to experience some similar thrills by hanging around the Star Team. He is very

much an adolescent and uses wild gestures and rapid speech. When he can't get his way he pouts or pesters.

Captain Earl Koning,
Commanding Officer of Fort Constantine.
Race: Human

STR	70	DEX	52	AGL	64
WPR	60	PER	48	PCN	66
STA	74	UMS	67	WNDS	15

Skills: Spacecraft Piloting, Ace 116; all beam weapons skills, Ace 107; Sensory Knife, Ace 116; Boxing, Vet 92; Wrestling, Vet 97.

Weapons: Sensory knife, laser pistol.

Koning is a mean-spirited person whose open contempt for other races, including Gorlons, has landed him some of the worst assignments in the Imperial Army. The Human overlords of the Empire seem to like him and promote him regularly, but he is harrassed by his immediate superiors who are Gorlons and who would like to be rid of him. Koning is currently assigned to Shamba's Fort Constantine, which is on the border of Tarsan rebel territory. Because the fort is manned entirely by Gorlons, he's unhappy with his assignment. But Koning has a plan. He wants to aggravate his Gorlon superiors by attacking the rebels. He hopes that if he finds the rebel camp and crushes it without telling his superiors, who would grab the glory themselves, he'll be promoted and reassigned to Earth. Koning is willing to take a chance because audacity is respected in the Empire, and political intrigue often gets ambitious individuals farther than following orders.

To boost his spirits Koning surrounds himself with things that remind him of Earth and constantly fantasizes about returning. he's a rabid fan of American movies, and his collection of holographic reproduction is large.

Mefistu Tlank
Commander of Star Team Base
Shamba
Free Order of Hearts.
Race: Crystal clone

STR 66 **DEX** 72 **AGL** 56
WPR 64 **PER** 46 **PCN** 72
STA 70 **UMS** 61 **WNDS** 15

Skills: Spacecraft Piloting, Ace 122; Deep Space Tracking, Ace 142; Emergency Spacecraft Repair, Vet 144; PPR Rifle, Vet 102; Sword, Vet 91; Laser Pistol, Vet 102; Electronics, Ace 133; Computers, Ace 131; Mechanics, Vet 117; Security Devices, Vet 93; Medical Skill, Vet 102.

Weapons: Laser pistol, monofilament sword.

Tlank is an even-tempered and efficient Clone of 40 years. His job on Shamba is to maintain the emergency Star Team base. This base is used mainly for insurgency and intelligence and provides anything needed by Star Team members assigned to Shamba. With the approval of the Alliance and the rest of the Star Teams, Tlank has also made this base the Tarsan rebel headquarters.

Tikiti
Rebel Chieftain.

STR 70 **DEX** 72 **AGL** 58
WPR 48 **PER** 50 **PCN** 60
STA 75 **UMS** 64 **WNDS** 15

Skills: Martial Arts, Rookie 77; PPR rifle, Ace 127; Grenade, Ace 126; Demolitions, Vet 96; Outdoor Survival, Vet 109; Medicine, Rookie 67; Investigation, Vet 121.

Weapons: PPR rifle, 3 Fragmentation Grenades, 3 Glitter Grenades.

Tikiti, 30 years old, is one of the Tarsan rebel leaders. Like Tlank, she is efficient and direct, and the two of them work together very effectively. Tikiti is highly respected by the rebels for her strategic and organizational skills. For this reason she has authority almost equal to Tlank's.

BEASTS

Dragonbee

STR 5 **DEX** NA **AGL** 80
PCN 58 **STA** 10 **UMS** 43
WNDS 9 Move: 75'/round air;
5'/round land

The Wilderness dragonbee is a 6-inch long flying insect that resembles both a honeybee and a dragonfly. It nests in hollows of trees, cracks in stone, or wherever it finds shelter from the winds. It lives in groups of up to 12 and lays eggs, which it may eat before they hatch. Dragonbees are responsible for cross-pollinating much of the plant life on the planet.

Though the dragonbee is not aggressive, it defends itself by attempting to sting its attacker. The sting contains a poison that puts the victim into a sleep-like state for 1d10 hours. For a dragonbee attack, make a specific check against the creature's UMS. Defense is rolled as if for a missile attack. On an "H" or a "C" result, the sting succeeds.

Srilthian Toothpick

STR 10 **DEX** NA **AGL** 80
PCN 15 **STA** 5 **UMS** 45
WNDS 9 Move: 25'

The Srilthian toothpick is a 3-inch tall bird-like creature that feeds on the food particles and parasites that collect inside Gorlons' mouths. A symbiotic relationship existed between the toothpick and the Gorlons when the lizards were still swamp animals. Many Gorlons today prefer using them to brushing their teeth. The Srilthian toothpick is blind, harmless, and more of a curiosity than anything else.

GADGETS

Egog

SMV: 2 Imperials

Availability: Only from Kayels

The egog is a Kayel invention: a lamp that projects a soft light for a radius of

60 feet. The light is produced by the chemical interaction of an ore with water. This ore, called gog, is plentiful on Wilderness and has been mined by the Kayels for centuries.

The egog consists of a frame holding a lump of gog ore. The lamp is dipped into water to activate the chemical process. The egog then glows for 18 hours, after which it must be immersed again or it fades. A lump of gog ore can be used constantly for approximately 3 months.

Eavesdropper 1000

SMV: 50 Chips

Availability: Black Market

The Eavesdropper has two components: a microphone a quarter-inch in diameter and a 3-inch square receiver-recorder.

Xantium crystal technology makes the voice-activated microphone extremely sensitive to humanoid speech. This bug focuses on articulated sound through as much as 6 inches of steel or concrete and clarifies it. Pressing it against any hard surface releases a drop of quick-bonding glue that secures it to the spot; the glue is easily pried loose.

The receiver automatically begins recording when the microphone is activated and stops when sound ceases. The Eavesdropper continues to record even while playback occurs, so nothing is lost. Its tiny Xantium memory disc has a 20-hour capacity. If left unattended, the machine will make a new recording over the old one. The disc can also be erased completely. The user is able to pick out and play back any part of the recording he wishes to hear. The Eavesdropper components can be separated by up to 10 miles and still make a perfect recording.

A character with Electronics skill has no trouble using the Eavesdropper correctly. An unskilled character has a 50% chance of difficulty during operation, getting lost in the playback, or even erasing the disc accidentally.

EPISODE 1: ABANDONED

1. HOW DO WE GET OUT OF HERE?

★ ★ ★

You raise your head a bit and the movement makes it throb painfully. Better stay quiet for a moment. Get your bearings. The last thing you remember was having a drink with the captain of that cargo vessel you hitched a ride on. Did you drink so much you passed out? You try raising your head again and you see your teammates all around you, either trying to get up or still out cold. Why is it so windy? What are those trees and rocks doing on a cargo ship?

You groan and lie back again. Wilderness. This must be Wilderness because it was approaching as you raised your glass to toast your benefactor. Some benefactor. And then a terrible thought races through your mind. Sitting up quickly in spite of the pain ricocheting in your brain, you reach for your wallet, but it's gone. And so is your armor and your other valuables. All you seem to have left is your PPR rifle, an extra magazine, and your hunting knife. Well, at least someone on the ship had a little pity.

The moans of your teammates reach you as they discover their aching heads. So what are you going to do now? You'll have to admit to headquarters, when you *find* headquarters, that the captain of a cargo vessel drugged your drink, stole your valuables, and dumped you in the middle of nowhere, won't you? Too bad you woke up.

You stand up and find you're on an island of granite surrounded by a sea of tubernet leaves. A sheer rocky hillside towers above you. In the distance is a thickly-wooded area and the trees sway in the wind. The temperature feels to be about 95 degrees—rather cool for a Wilderness afternoon.

☆ ☆ ☆

Use the Wilderness Forest Map. If the characters walk all around the hill they soon realize that they're in a bad spot. If they try to shoot a path through the tubernet, they'll exhaust all ammunition before reaching the woods.

If any player is determined to make

his way through anyway, tell him that the poisonous thorns of the plants are clinging to his character's clothes and tearing the fabric. If the character persists, he must pass a general Agility check for each round he moves faster than a walk. Failure means the character falls and is poisoned. Penetrating the meadow more than 50 feet leaves the individual with torn pants and the prospect of certain death.

As the characters survey the area, they may encounter wilderhogs or grubbers, as shown on the map. When the PCs first see them, 8 wilderhogs are grazing on tubernet leaves about 75 feet away. A couple of them look up in curiosity, then return to their eating. The wilderhogs do not approach the party for any reason.

The grubbers appear in a clearing in the tubernet about 15 feet in diameter. The ground in the clearing is filled with a half-dozen 6-inch diameter holes. If the characters examine these holes or remain in the area for more than one minute, they attract the grubbers that nest here. A brown furry head pops out of one of the holes and stares at them. The creature looks like a gopher, only larger and fiercer. Immediately, others start popping out of the burrows. Then they chatter and scurry toward the PCs.

Feel free to add to or subtract from the number of creatures according to the size of the party. The grubbers close in one round, requiring immediate initiative rolls. They fight to the death and are too stupid to know when to give up. They pursue the party if the PCs flee.

If the characters do battle with the grubbers within one hour after they wake up, they fight with a penalty for drunkenness. This penalty is -20 at the moment they regain consciousness and is reduced by 5 for every 15 minutes that pass. The PCs can fight as if completely recovered after one hour.

If necessary, remind them that Wilderness gets as cold as -90 degrees at night by reading the following:

★ ★ ★

Except for occasional movement in the leaves and distant growls in the woods, everything seems quiet. There is, how-

ever, a noticeable drop in the temperature as the afternoon wears on.

☆ ☆ ☆

If 90 minutes pass and the characters haven't yet taken shelter in the cave, read this to them:

★ ★ ★

Something glimmering over the tubernet meadow catches your eye, then it vanishes.

☆ ☆ ☆

One character sees the glimmer at 100 yards. However, he needs to pass a general Perception check with a -40 modifier to make out that it is an airbag. Any PC who passes the check notices that the airbag is being carried by the wind toward the party. They have one round to shoot it before it reaches them. If they fail to kill the creature in that round, begin melee. If the party fails all perception checks, the airbag surprises them on the next round unless they move on quickly. Remember that this is a nonaggressive creature: it does not pursue the characters.

After 105 minutes have passed, a windstorm begins. The only safe shelter is the cave. Any PC who stays outside takes 175% catastrophic damage. Read the following aloud if the characters are still out in the open:

★ ★ ★

Within a few seconds the wind seems to have doubled its speed, making it difficult for you to stand up. The meadow thrashes in it, and it howls around your ears.

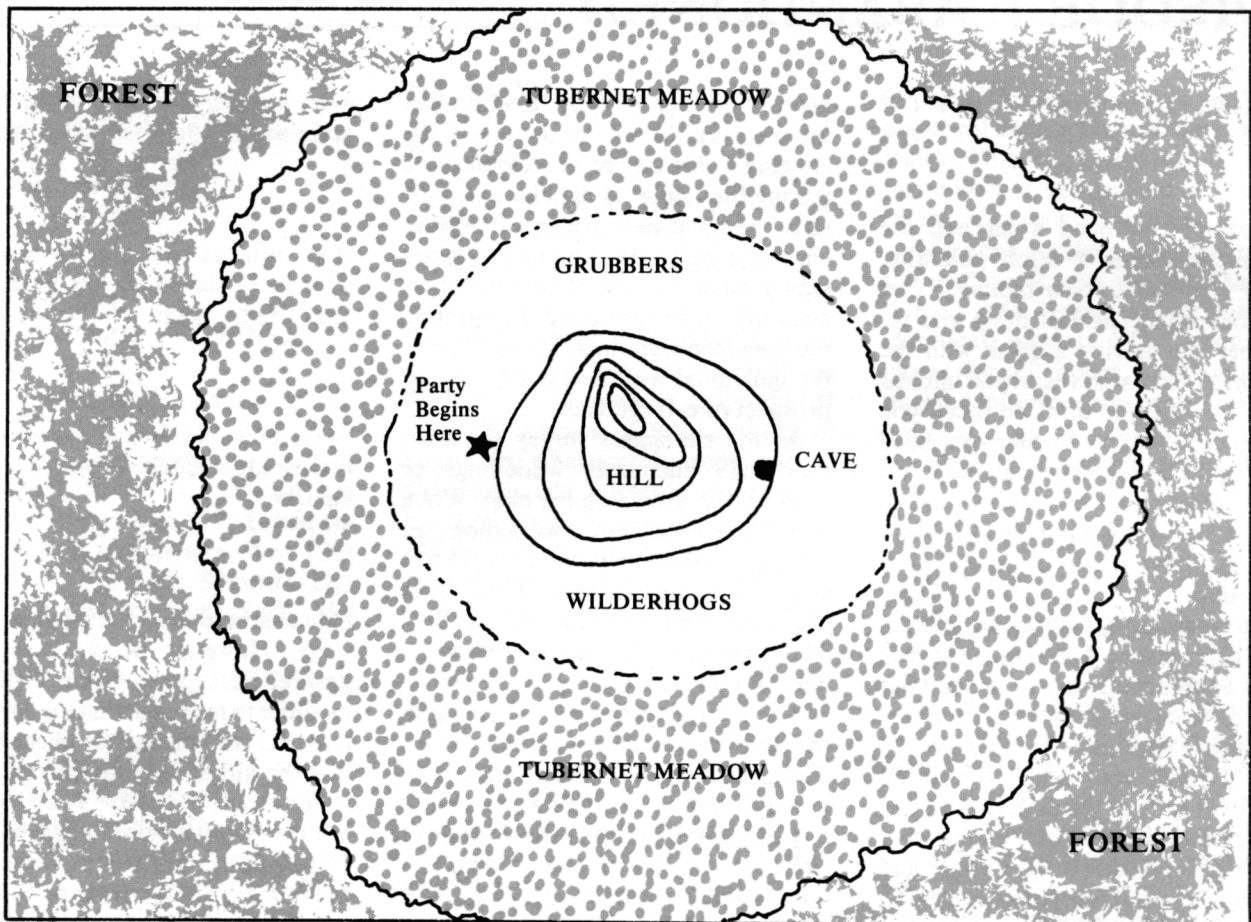
☆ ☆ ☆

Eight Wilderhogs

STR	110	DEX	26	AGL	60
PCN	60	STA	110	UMS	85*
WNDS	18 Move: 175'/round				

* Defense only; a wilderhog does not fight in any situation.

CM MAP: WILDERNESS FOREST



Ten Grubbers

STR 20 DEX NA AGL 60
PCN 60 STA 30 UMS 40
WNDS 11 Move: 75'/round

One bite/round; treat as animal combat damage.

Current STA:

Wounds:

1 000000000000
2 000000000000
3 000000000000
4 000000000000
5 000000000000
6 000000000000
7 000000000000
8 000000000000
9 000000000000
#10 000000000000

One Airbag

STR 30 DEX NA AGL 60
PCN 40 STA 46 UMS 45
WNDS 12 Move: wind speed (30/h)

Current STA:

Wounds: 000000000000

2. IN THE DARK

★ ★ ★

You are in a natural cave, about twenty feet wide and ten feet high. The daylight permits you to see only about twenty feet into the interior.

☆ ☆ ☆

Any character passing a general Perception check notices faint outlines of a large animal's footprints near the cave opening.

A Trakan cannot see farther into the cave without stepping inside and letting his eyes adjust to the darkness.

If any character walks 15 feet into the cave, he hears a buzzing noise. It's not very loud and doesn't seem to be coming nearer. Twenty-five feet ahead are two 6-inch long dragonbees. The creatures ignore the PCs and fly to an opening in the right cave wall, through which they exit to their nest, a many-celled structure made of mud. Forty feet ahead is a turn in the cave that prevents the PCs from seeing farther. The dragonbees don't attack unless their nest is attacked, in

which case they all fly out and attempt to sting the PCs.

Read the following information to the players after the characters fight the insects or if they simply stand in the cave for longer than one minute:

★ ★ ★

From around the turn in the cave you hear the steps of a four-footed animal. The creature is approaching quickly, and a light seems to be traveling with it. As you stare, a wilderhog, carrying a rider, trots into view. The humanoid on the animal's back is smooth-skinned, large-eyed, and long-fingered. He wears loose-fitting pants, a shirt, and wide belt, and he carries a strange lantern that fills the cave with light.

When the humanoid sees you he comes to a stop, smiles, and speaks rapidly in a language you've never heard.

☆ ☆ ☆

Tweeba came up here to get dragonbee eggs, one of his favorite snack foods. When he sees the party he introduces himself, asks whether the

characters are lost or just visiting, and dismounts. He then walks over to the opening concealing the dragonbee nest.

If the PCs have destroyed the insects and their nest, Tweeba stares at the remains, the gesticulates angrily and rants for several minutes. If the characters have left the nest intact, read the following aloud:

★ ★ ★

The humanoid stands a few feet from the nest and waits patiently. When one insect crawls out, his brows knit as if he's concentrating. Then a large red flower appears growing out of the cave floor. The insect flies over to it and others follow and fly in a circle around the flower. But when the insects attempt to light on the petals they pass completely through them.

Meanwhile the humanoid reaches into the nest and comes out with a handful of small white eggs, which he puts into a wooden box fastened to his belt. Then he blinks, the flower vanishes, and the insects return to the nest.

☆ ☆ ☆

Whether Tweeba is gathering the eggs or yelling about the destroyed nest, any Kleibor in the party has time to penetrate Tweeba's mind and learn his language within 1d10 rounds. This character can thereafter serve as translator. He or she can tell the other characters that Tweeba speaks a blend of Tarsan and 20th-century Earth English.

Once Tweeba is aware that the party can communicate with him, he smiles, reintroduces himself, and asks who they are and how they got to the cave. If the PCs explain themselves, read the following aloud:

★ ★ ★

Tweeba listens attentively, his eyes alight. He's curious about your weapons and the Star Teams. When you've finished he's silent for a few seconds, thinking. Then he grins from ear to ear and says, "It's going to get very cold up here tonight and returning to your base will be dangerous. So I'm

going to make you an offer you can't refuse. Wait here while I get more mounts. Then you can ride back with me and stay with my people for the night. It will be wonderful!" And before you can say anything, Tweeba remounts and gallops back in the direction from which he came.

☆ ☆ ☆

Thirty minutes pass before Tweeba returns. If the characters remain inside the cave during this time, nothing happens to them. If they've discovered Tweeba before the windstorm begins, let it begin now so they have reason to remain in the shelter. Finally Tweeba brings one wilderhog for each of the PCs and, in high spirits, escorts the party to the land of the Kayels.

If the PCs take hostile action against Tweeba, he is able to grab and use a PPR. However, his curiosity is so great it is almost impossible to arouse his anger, and if he is interrogated, he tells the PCs anything they want to know. If a battle takes place, Tweeba's wilderhog remains otionless for its duration, but any dragonbees not killed in an earlier battle become excited and attack in-

discriminately. If the PCs attempt to kill Tweeba, a group of 20 Kayels arrive looking for him.

Twelve Dragonbees

STR	5	DEX	10	AGL	80
PCN	58	STA	10	UMS	43
WNDS	9	Move:	75'/round air,		
			5'/round land		

Current STA:

Wounds:

# 1	000000000	#2	000000000
# 3	000000000	#4	000000000
# 5	000000000	#6	000000000
# 7	000000000	#8	000000000
# 9	000000000	#10	000000000
#11	000000000	#12	000000000

NPCs

Tweeba Baaklite, Kayel

STR	50	DEX	42	AGL	38
WPR	80	PER	52	PCN	48
STA	36	UMS	44	WNDS	11

Skills: Telekinesis, Vet 89

Weapons: None

Current Sta:

Wounds: 00000000000



EPISODE 2: MATINEE

During this episode, the PCs meet the Kayel community. Since it is unlikely that their relations with the Kayels will be hostile, the numbers of Kayels and their statistics are not given with each encounter. However, if the PCs attack the Kayels, use the standard Kayel statistics on page 2. The Kayels wear no armor and improvise weapons from tree branches, etc., which should be treated as clubs. They easily outnumber the PCs and will finally carry them bodily to the planet's surface and seal the cave entrance behind them.

1. MEETING THE KAYELS

Tweeba leads the characters down a sloping tunnel that poses no problem for the sure-footed wilderhogs. Though the walls of the cave narrow considerably, the Kayel urges the party to ride at a fast clip. "We must hurry, or we'll miss the feature attraction," he yells back to the characters. He stays far enough ahead that he can answer no questions at this time. The ride lasts 15 minutes.

Use the Kayel Community Map.

★ ★ ★

Turning a sharp corner, you come to a heavy wooden door that blocks your path. Tweeba rides up to it and yells out a command. You hear the sound of a lock being turned, then the door opens. A comforting warmth pours into the damp tunnel.

You follow Tweeba into a huge cavern illuminated by larger versions of the lantern he carries. All around are buildings of stone and wood. A crowd of Tweeba-like humanoids is forming. Three of these individuals walk up to Tweeba and speak to him in low even tones—nothing like the enthusiastic chatter you've heard from your new friend. Some look at you and smile; others shake their heads in apparent displeasure.

Tweeba turns to you and says, "You are welcome. Follow me to your lodgings."

Your host leads you through what is clearly an efficient and well-ordered community. The yellow lan-

terns set in the walls and on tall poles shed soft light over the entire scene. Dwellings are single-storied and laid out to make the best use of space. Running water fills a reservoir far off on your right. Ahead under the brightest light is a grove of trees for lumber and oxygen.

The residents no longer seem concerned about you. They gather in front of a large circular building that sits in the center of the vast cavern floor. Many of them arrive on wilderhogs.

After riding for a few minutes, you dismount near one of the dwellings. It's as simple as the others, with one door and no windows. Tweeba ties the wilderhogs' reins to a post and gestures for you to follow him in.

★ ★ ★

2. TWEBBA'S HOME

Tweeba's home is small but roomy enough to accommodate the entire party. It's furnished with a small table, two wicker-type chairs, and an open bedroll.

The Kayel busies himself with picking up the numerous books scattered on the floor and stacking them in a corner. Seconds later another citizen opens the door, tosses in extra bedrolls for the characters, and leaves suddenly. "Everyone's anxious to see today's special feature," explains Tweeba. "We'd better hurry to the theater."

3. THEATER

★ ★ ★

Tweeba takes you to the circular building you saw earlier, which is within walking distance. A few other latecomers hurry in with you through the theater's double doors. Your host checks the lower level seating before taking you up a flight of stairs. The theater is nearly dark as you make your way to the balcony and squeeze into some back row seats.

The stage begins to glow and shimmer. The shadowy outline of a 12-foot tall figure walking on crutches moves forward. Dramatic music is

playing, and large white letters slowly form on the grey background, then dissolve to form lists of words made up of smaller letters.

Since there are no Kleibor-sized seats here, Kleibors must stand in the rear of they wish to watch.

★ ★ ★

Any human in the party has a 15% chance to realize that they're seeing a holographic reproduction of the American film, *Double Indemnity*.

The audience sits enraptured throughout the holodrama, which plays for over an hour and a half. If any character becomes restless or gets up to leave, everyone in the balcony turns to him and says, "Sshhh!"

After the holodrama ends, the Kayels applaud with great enthusiasm for several minutes. Then they file out as the lights go up. Tweeba turns to the party and says, "Boffo, wasn't it?" Then he invites them to the community dining area to eat and talk.

The dining hall is within walking distance.

4. DINING HALL

★ ★ ★

About one hundred citizens are socializing in the dining area. The area contains many wooden tables and chairs, a dispensary, and a kitchen. Tweeba finds a table large enough to seat your group, then excuses himself to get food and drink.

Everyone around you is in animated conversation, some of it heated. On a nearby tabletop a small holographic image, duplicating a scene from the film, is being scrutinized by four of the natives. The image is replaced by another, which causes an argument.

Tweeba soon returns with bowls of odd-looking vegetables and a pitcher and cups for each of you. He pours out a clear liquid and motions for you to help yourselves to the food.

★ ★ ★

The Kayels' diet is centered around roots, mushrooms, and whatever veg-

etables can grow in the underground environment. One of these, called toobowa, is coarse and mealy, much like bread. Some of the others resemble potatoes and carrots. The liquid is spring water, having a crisp mineral taste.

During the meal read this to the players:

★ ★ ★

Tweeba says, "I'm sure that what you've seen today seems very strange, and you must be full of questions. Allow me to explain.

"*Double Indemnity* was an American film made in 1942 and directed by a German expatriate, Billy Wilder. It was one of the first films called *film noir*, or 'black film'. These films reflect the anxiety, hopelessness, and fatalism Americans felt during and immediately after the war years.

"The screenplay was written by Raymond Chandler, well known for his Philip Marlowe detective stories, and was based on a controversial novel by James Cain. This collaboration of Wilder and Chandler produced a work of cinematic art containing many stylistic devices common to the *noir* genre: atmospheric night photography, a voice-over narration, a story told in flashback, affected dialogue, and a female character who ruins the life of each man she encounters.

"Do you have any questions so far?"

☆ ☆ ☆

If they haven't already done so, at this point the characters will almost certainly attempt to shift Tweeba away from this subject to that of his community's history. He is surprised when this happens, then says, "Oh. The movie is *really* much more interesting. But if you insist...." He then answers any questions the player have. During the conversation, Tweeba has questions or reveals information about the following:

1. The community has been aware of Star Team activity on Wilderness since its beginning, but the under-

grounders are far too reclusive to have initiated contact.

2. Even though the community knows the plague has exhausted itself, the majority are still fearful of leaving home and safety.

3. Tweeba's interest in exploring the galaxy is frowned upon.

4. What is Shamba like?

5. Do the PCs fly *all over* the galaxy?

6. One of Tweeba's hobbies is maintaining some of the old craft that brought the original colony here. There's a small one he knows how to fly. Can the PCs get him some Xantium?

7. If the PCs go to Shamba at any time, he wants to go along.

8. Have the PCs seen *Citizen Kane*?

9. What are other cultures in the galaxy like?

Tweeba is a tireless conversationalist, rambling on about holodrama theory and pumping the characters for information about the Star Teams. After two hours pass in this way, Tweeba suggests that the characters get some sleep so he can take them back to their base early in the morning.

5. BACK TO BASE

★ ★ ★

The next morning, Tweeba wakes you and gives you a breakfast of toobowa soaked in wilderhog milk. "Don't be silly," he says when you make a face. "It's good for you." Then all of you mount the wilderhogs ready outside and head for the tunnel.

At the mouth of the cave, Tweeba scouts around a bit before giving you an "all clear" signal. "I know the shortest and safest way, so follow me closely," he says.

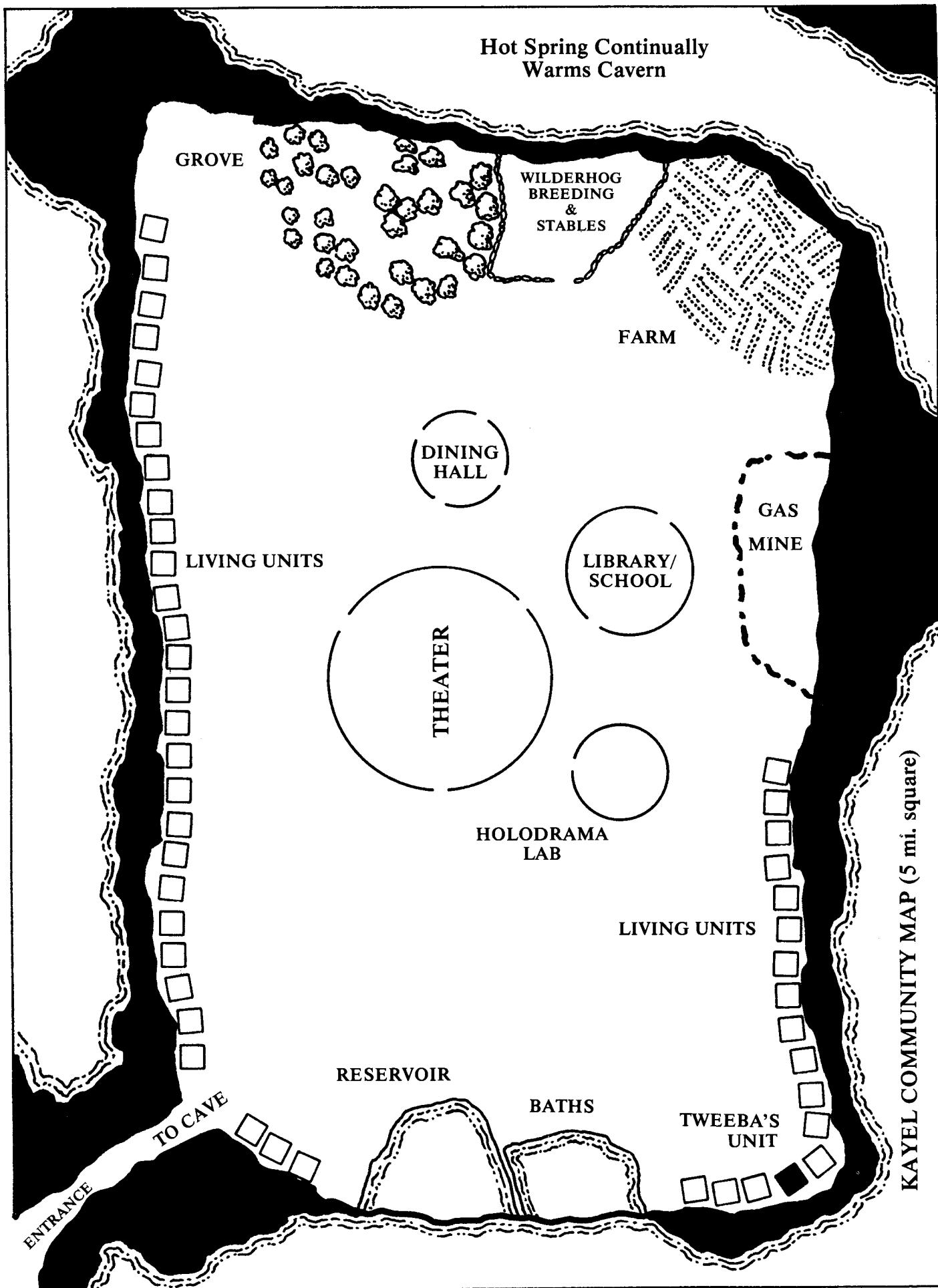
The wilderhogs respond to the

open air with energy, and you fly though the tubernet that yesterday was so intimidating. You enter a clearing in the woods you missed yesterday, and suddenly the hidden base comes into view. You must have been only a mile from it!

☆ ☆ ☆

The PCs and Tweeba are warmly received by everyone, especially the base commander. "Very impressive," says this Trakan whose interest in the Kayels seems to soften any disapproval of how the PCs came to be there.





KAYEL COMMUNITY MAP (5 mi. square)

EPISODE 3: MISSION TO SHAMBA

1. AT THE BASE

Commander Malako is fascinated by the discovery of the Kayels and wants to open diplomatic relations with the community, but Tweeba warns him that the Kayels zealously guard their privacy. The commander wisely doesn't press the issue.

A week passes. Tweeba manages to find an old Tarsan single-seat spacecraft and spends his time at the base fine-tuning it. This is a Xantium-powered vessel with no weapons or shield. Tweeba finishes his work by painting "Rosebud" on the sides of the craft.

With the approval of Malako, the young Kayel pals around with many of the Star Team members. He entertains them with his Projected Image ability and teaches them "Plotz," the ages-old Kayel game of strategic finger counting. Tweeba is enjoying himself, though he's forced to wear dark glasses to protect his light-sensitive eyes. "Hey," he shouts gleefully. "Now I look like a movie star. Anybody want my autograph?"

Use the Shambista Environs Map.



At the end of a week, Commander Malako calls all of you and Tweeba to his quarters. "Wow! A mission already! Boffo!" exclaims the Kayel.

The commander's rooms are simply furnished and obviously a Trakan's. Four chairs nestle against a table in one corner on which lie two decks of cards, four dice, and the remains of breakfast. Against the rear wall is a small bed, over which hang five playing cards framed under glass: the winning hand in the recent Stalitsan Interplanetary Glitzma Tournament.

Your boss sits behind a desk cluttered with Alliance communications and Trakan show business journals. He smiles and says, "Pull up some chairs, Deuces. If our guest Mr. Baaklite is agreeable, I have a meaty assignment for you."

After you and Tweeba have settled yourselves, the commander has your Kleibor teammate ask the Kayel if he

can obtain copies of the American movie holograms. Tweeba replies that perfect copies are no problem and that he'll run back today to make as many as he can carry. At this, Malako rubs his hands and says, "Excellent. We've received a communication from Admiral Freze. It's here somewhere...." The Trakan shuffles through the papers covering his desk. He pauses, thinks a minute, then goes to the nearby table and extracts the Admiral's communication from beneath a half-eaten piece of toast. "Ah, yes, here we are." He sits again and reads from the paper: "We have reason to believe a major Imperial assault against the Shamban rebels is scheduled. Rumor has it that the attack will come from Fort Constantine, which lies between Shambista and the base. Any intelligence you can obtain will be invaluable to the Alliance.—Freze"

"To fill you in," he continues, "the Tarsans of Shamba have been waging a fierce guerilla war against the Empire's occupational forces. The Empire responded by installing Fort

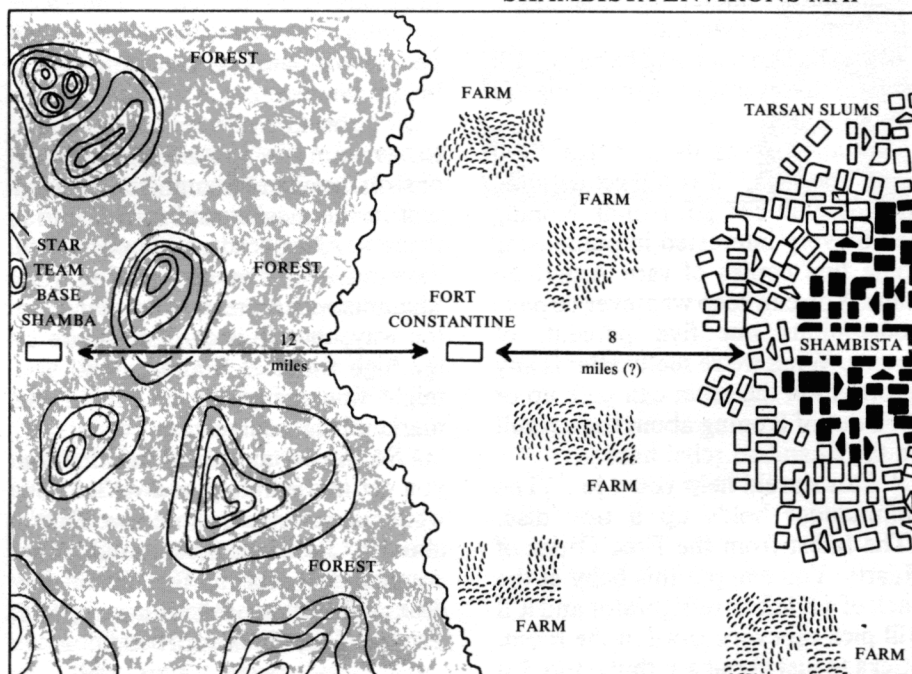
Constantine near the city of Shambista at the border of rebel territory, obviously with the idea of flushing out the Tarsan guerillas. So far, Imperial troops from the fort have only skirmished with the rebels, and we believe a big Imperial push is yet to come. But we think it'll happen soon after they finish a second fort to the north.

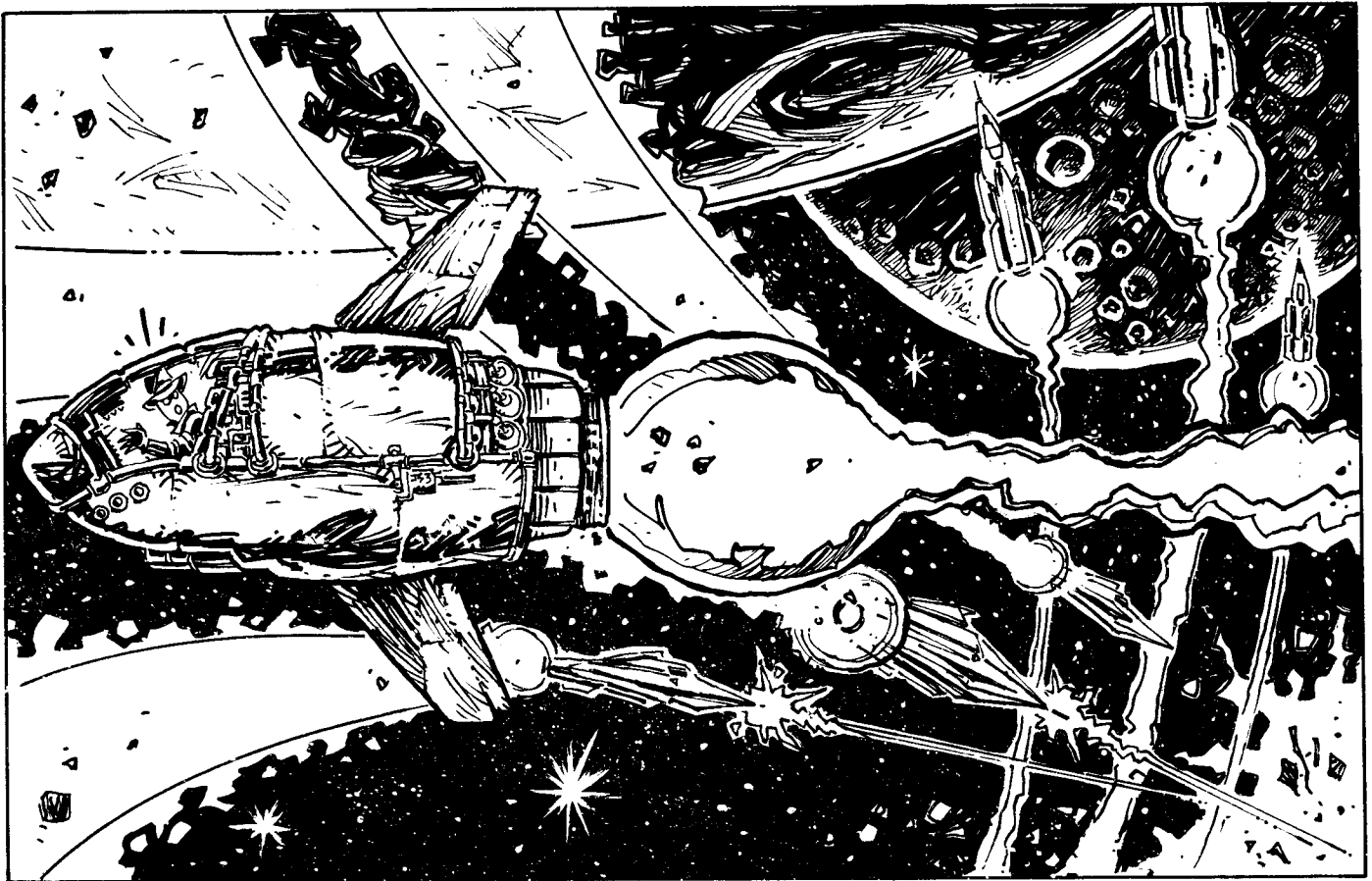
"Our concern is not only for the rebels. As it happens, my old friend Commander Tlank, who runs the Shamba emergency Star Team, has made Tarsan rebel headquarters his own base as well. It's most important that the Empire not discover Star Team operations on Shamba.

"I need you, my friends, to find out exactly when the Empire plans its move.

"Now here's *our* plan. The commanding officer of Fort Constantine is Captain Earl Koning. Koning is an Earthling who's fallen into disfavor with some of the Gorlon higher-ups. Koning has a prejudice against any races other than Human. Because of this, he's been given a command where

SHAMBISTA ENVIRONS MAP





he has no Humans to work with. The chump is homesick, so he sulks and surrounds himself with Earth culture: Earth magazines, Earth food, Earth music, and *Earth moves*. The guy's a regular movie addict. And that's how you can help, Tweeba."

Tweeba lights up, and he says, "I'll help in whatever way I can as long as I can go along."

Malako frowns then smiles. "All right," he says, "if you'll get us some movies, you can go. I think Koning will be very interested in purchasing some fine copies of rare American films. You can keep whatever he pays you—minus our five percent, of course. What we're really after is any information the team can pick up or trick out of Koning about the assault on the Shamban rebel base.

"This should help you a lot." The commander holds up a tiny disc. "The latest from the Free Order of Hearts. You can put this baby at the back of a Kleibor refrigerator and it'll still pick up every word in the room. Sticks to just about anything, too. I'll

leave it up to you as to how best to plant it on Koning; just take my advice and let the Trakan in your group do the planting. Oh, yeah, and here's the receiver." He shows you a three-in-square flat device. "The tech among you had best handle this. Our people will show you how to use it before you leave.

"The best way to contact Koning is to have him contact you. Spend a day or so in the city of Shambista. Set up a tent in the market and turn it into a theater. Afterword gets around you have movies, Koning will find you. Shambista is a pretty wild place, by the way; though it can't compare to the high times at Stalitsa. And you might find a bargain or two in the marketplace yourselves.

"So, report any solid information you get immediately and we'll know what our next move should be. That's about it. Good luck. Dismissed." The commander puts his feet up on the desk and settles back with a copy of *Trakan Tales of Terror*.

☆☆☆

Allow the players to discuss the assignment and prepare for it.

Tweeba returns in two hours with twenty-five holodramas. "I brought a couple for the base—too bad we don't have time to see them before we leave. One is *Kiss Me Deadly*, and there's this brilliant scene where Ralph Meeker throws a guy down some stairs. Will we get to do stuff like that on Shamba? Oh boy. Space: the final frontier!"

Tweeba shows no trepidation about traveling in the old Tarsan craft. "It can keep up with you easily. And it's got a communicator, so I can keep you folks awake. What would you do without me?"

2. OFF TO SHAMBA

When the PCs are ready to leave, ask the players how they plan to travel. Be sure they're aware of the dangers of using translight travel into or out of a planetary system. If it's a long trip, the character can catch a few hours of sleep after the computers take over

during translight. They may, if they desire, stop at a Star Team CRP along the way for repairs.

The trip from the edge of the Shamba system to Shamba takes 7 hours. When the characters come out of translight and are approaching the edge of the Shamba system, read the following:

★ ★ ★

Alert! Your scanners have picked up Imperial craft ahead. They are not in attack formation, however, and their shields are down.

☆ ☆ ☆

Use the battle board for this encounter, and place the Imps 20 hexes away from the Phoenixes to begin.

The PCs have stumbled on drill maneuvers by Gorlon pilots. This encounter occurs no matter what side the characters approach Shamba.

The Imperial ships do not attack unless provoked. After all, many vessels fly regularly to Shamba. However, if the characters raise their shields upon sighting the Imps, this is considered provocation and the Gorlon thugs attack.

If a battle occurs, the dogfight is punctuated by Tweeba's delighted cries of, "Take that, copper!" and "Go ahead! Make my day!" The Gorlon pilots, seeing that Tweeba is flying an unarmed ship, ignore him and concentrate on the Deuces.

Because of Shamba's relatively relaxed security, the characters are not apprehended for destroying the Imps if they do so outside of the Shamba system's space. However, be aware of a situation that might develop if the PCs have trouble with customs inquiry.

Move to the next encounter immediately after the dogfight is resolved, or if no fight occurs, when the Imps and Phoenixes have passed each other and have moved apart 12 hexes.

Eight Imperial Fighters

(One for each PC plus two more)

Stress Points: 60 Combat Speed 9

VCR: 60

#1	0 Front laser	0 Rear missile
	0 Front laser	0 Rear missile
#2	0 Front laser	0 Rear missile
	0 Front laser	0 Rear missile
#3	0 Front laser	0 Rear missile
	0 Front laser	0 Rear missile
#4	0 Front laser	0 Rear missile
	0 Front laser	0 Rear missile
#5	0 Front laser	0 Rear missile
	0 Front laser	0 Rear missile
#6	0 Front laser	0 Rear missile
	0 Front laser	0 Rear missile
#7	0 Front laser	0 Rear missile
	0 Front laser	0 Rear missile
#8	0 Front laser	0 Rear missile
	0 Front laser	0 Rear missile

Crew: 1

Stress Point Damage Tally

#1	#5
#2	#6
#3	#7
#4	#8

3. APPROACHING PARADISE

★ ★ ★

As you approach the planet, a voice from ground control says, "You have entered space governed by the planet Shamba. Welcome to the Pink and Green Paradise. Stand by for routine customs inquiry."

☆ ☆ ☆

Ground control gives these orders:

1. *State your name and place of origin.* The PCs may name any place but Tamilla or Asfalia with no problems. If they name either of these systems, they are asked for their Imperial Registration codes. The PCs do not have these codes. If they attempt to supply invented codes, Gorlon pilots, who have been monitoring the dialogue, turn and attack.

2. *State your reason for visiting Shamba.* Almost any reply will do. "Business" is the popular euphemism for black market activity and is an acceptable answer.

3. *How much money are you bringing to Shamba?* If the PCs respond with less than 9 Chips per ship, ground control says that the nearly destitute are prohibited from landing on Shamba and they must leave the system.

(Tweeba's response is, "Millions, Sweetheart.") An argument here prompts the Imp fighters to attack.

If the Deuces are forced to fight the Imps *within* Shamba's system, 12 more Imperial fighters attack them after the first dogfight is resolved. The characters will almost certainly retreat. In this event, another attempt to land on Shamba can be made in a few days. If the inquiry goes well, the Deuces and Tweeba are directed to Shambista's Rissil Spaceport.



EPISODE 4: SHAMBISTA

Shambista is a large city surrounded by slums. About eight miles outside, farms occur, and this is also the location of Fort Constantine. The farm country soon yields to forest, and it is in the forest, about 12 miles from the fort and directly west of it, that the rebel/Star Team base is hidden. Use the Shambista Environs Map.

1. CUSTOMS CRUNCH

The PCs find the spaceport wonderfully free of customs inspections—Baron Rissil, of course, has a personal interest in the flourishing black market. But three Gorlon guards insist that the characters leave all weapons on their ships. If any character tries to sneak a weapon past the guards, make a general Perception check for each of the Gorlons. Success on any of the rolls indicates that the weapon is spotted. The offending PC is then placed under arrest, and the guards must be bribed to release him (at least 5 Chips apiece). The guards can't be bribed into letting the PCs take weapons into the city.

If the PCs are foolish enough to engage the guards in combat, the sounds of the fight draw 12 more green Gorlon guards in 3 rounds. These guards have statistics identical to those of the first three and carry the same equipment. They shoot at the PCs on sight from a distance of 40 feet and continue shooting until the characters are killed or surrender.

If the PCs surrender, they're placed under arrest and taken to the nearby spaceport detention center.

NPCS

Guards, Green Gorlons
(15 available)

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

Skills: All beam weapons, Vet 80; short-handled weapons, Vet 87.

Weapons: Laser rifle, laser pistol, shock mace

Armor: Field

Current STA:

Wounds:

# 1	0000000000000000
# 2	0000000000000000
# 3	0000000000000000
# 4	0000000000000000
# 5	0000000000000000
# 6	0000000000000000
# 7	0000000000000000
# 8	0000000000000000
# 9	0000000000000000
#10	0000000000000000
#11	0000000000000000
#12	0000000000000000
#13	0000000000000000
#14	0000000000000000
#15	0000000000000000

2. IN THE SLAMMER

If the characters are arrested at the spaceport read the following aloud. Otherwise, go on to Encounter 4.

★ ★ ★

Your weapons are taken from you, along with any money you carry. One Gorlon finds the Eavesdropper, eyes it curiously, and pockets it. Then each of you is made to put his hands behind his back so you can be handcuffed.

A hover car has pulled up, and as you're shoved into it you hear one of the guards say. "Boy, I sure hope they're Star Teamers. The reward for those guys just went up."

The vehicle glides around the perimeter of the spaceport and finally stops before a squat one-storied building with only one door and no windows. You're shoved out of the car and through the building's open door. The sign on the door says "Detention Center."

☆ ☆ ☆

Use the Detention Center Map.

This small jail is designed to hold prisoners for short durations. If prisoners' crimes are serious enough, they are taken from here to one of Shamba's labor camps and worked to death. A gunfight with spaceport guards is certainly considered serious.

A green Gorlon desk sergeant

takes the PCs' weapons and the Eavesdropper and places them in the locker on the west wall. Any money is left on the desk to be split with the guards later.

Handcuffs are removed before the PCs and Tweeba are locked in individual cells. Only one character at a time is freed from his cuffs and imprisoned. Any resistance results in a beating.

The cells are each 10 feet square and contain only a toilet and sink. There are no windows in the walls. The doors are of heavy metal with small barred openings at eye level. Four-inch high, 6-inch long openings at the bottom of each cell door permit meals to be pushed in. The only light in the cells comes from the hallway.

An hour after their imprisonment, a tray of food is shoved under each character's door. The meal is rather disgusting: only the bread is recognizable.

Unless the party successfully executes an extremely clever escape plan, the rest of the afternoon and the evening that follows pass uneventfully. Two guards and a desk sergeant remain in the jail at all times.

Desk Sergeant and Two Guards, Green Gorlon

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

Skills: All beam weapons, Vet 80; short-handled weapons, Vet 87.

Weapons: Laser rifle, laser pistol, shock mace.

Armor: Field

Current STA:

Wounds:

#1	0000000000000000
#2	0000000000000000
#3	0000000000000000

3. BREAKING OUT

The following event occurs at 4:00 a.m. on the morning after the PCs are arrested. If they are still in jail, read the information below aloud:

RACE: Human	SEX: Female	PERSONAL DATA:
ORDER/RANK: Spade/Deuce		Age: 26 Height: 5'4" Weight: 125
RACIAL ABILITIES		
No special abilities		
EQUIPMENT AND FUNDS		
Star Team FX-80 Phoenix Starfighter		
Proton Projector Rifle		LSS Body Suit
Beam Saber		LSS Helmet
Laser Pistol	Star Team Field Armor	27 Chips

Helen is a tough, tight-lipped beauty who wants to make a record as one of the more ruthless fighters in the Free Order of Spades. Already, her male comrades view her with a quiet awe.

Helen's exploits prior to her recruitment are worthy of respect. While still a resistance fighter, she boarded an Imperial destroyer, knocked out its bridge crew, and almost succeeded in single-handedly capturing the ship. Unfortunately, she failed, and the next two years spent as an Imperial mine slave did little to increase her love for the Empire.

RACE: Human	SEX: Male	PERSONAL DATA:
ORDER/RANK: Hearts/Deuce		Age: 25 Height: 6'2" Weight: 210
RACIAL ABILITIES		
No special abilities		
EQUIPMENT AND FUNDS		
Star Team FX-80 Phoenix Starfighter		

Proton Projector Rifle

Laser Rifle

Monofilament Sword

LSS Body Suit

LSS Helmet

Star Team Field Armor

18 Chips

Josiah Ames is a steady, cool, calculating fighter. As a new recruit to the Star Teams, he has come to respect Helen O'Donahue already, and hopes to work with her on future missions.

Ames has seen the workings of the Empire at first hand. His family made its home on Cairn until the family business was seized in an underhanded business deal. When Josiah's father protested, he was arrested and executed by the ICE. At age 15, Josiah stole an Imp fighter soon thereafter, came to Earth, and joined the resistance movement.

RACE: Crystal Clone	SEX: Male	PERSONAL DATA:
ORDER/RANK: Hearts/Deuce		Age: 22 Height: 5'3" Weight: 110
RACIAL ABILITIES		
Energy Beam from hands		
EQUIPMENT AND FUNDS		
Star Team FX-80 Phoenix Starfighter		
Proton Projector Rifle		LSS Body Suit
Beam Saber		LSS Helmet
Sensory Knife	Star Team Field Armor	20 Chips

Ruaha shares the purpose of all Crystal Clones: the defense of Ruoka. In battle against enemies of the homeworld or the Star Teams, he is cold, calculating, and absolutely without pity.

Of course, Ruaha's personal purpose is duty with the Star Teams. As a new Crystal Clone, he is eager for the chance to prove his value to his other Star Team members, and he awaits his first mission with more anxiety than he would ever show to his friends of other races.

RACE: Trakan	SEX: Female	PERSONAL DATA:
ORDER/RANK: Diamonds/Deuce		Age: 19 Height: 6'1" Weight: 118
RACIAL ABILITIES		
Stealth Night Vision		
EQUIPMENT AND FUNDS		
Star Team FX-80 Phoenix Starfighter		

Proton Projector Rifle

Sensory Knife

LSS Body Suit

LSS Helmet

Star Team Field Armor

28 Chips

Prior to her recruitment by the Star Teams, Bicak had already gained fame in Alliance military circles as an undercover agent who had successfully infiltrated several Imperial installations. Her skill with security devices, along with her natural beauty and charm, make her invaluable in situations requiring finesse rather than brute force.

Bicak personally hates the Empire, for it was under Imperial law that her brother was executed as a black market smuggler, when in reality his only crime had been refusing to give a corrupt Crassite official a larger share of his profits. Bicak believes that all is fair in her personal war with the Imperial forces.



Strength	52	Perception	78
Dexterity	72	Stamina	54
Agility	56	Luck	66
Willpower	54	Wounds	13
Personality	38	UMS	54

Current Stamina:

Wounds:

SKILLS:

Name	Level	Score
Spacecraft Piloting	Rookie	84
Noetic Defense Mode	Rookie	81
Computers	Rookie	102
Deep Space Tracking	Rookie	108
Emergency Spacecraft Repair	Rookie	98



Strength	54	Perception	52
Dexterity	60	Stamina	58
Agility	72	Luck	48
Willpower	56	Wounds	13
Personality	62	UMS	63

Current Stamina:

Wounds:

SKILLS:

Name	Level	Score
Spacecraft Piloting	Rookie	92
Noetic Defense Mode	Rookie	69
Marital Arts	Rookie	91
Sword	Rookie	93
Automatic Rifle	Rookie	90

RUAHA

HELEN O'DONAHUE.



Strength	48	Perception	64
Dexterity	76	Stamina	42
Agility	68	Luck	70
Willpower	50	Wounds	12
Personality	78	UMS	58

Current Stamina:

Wounds:

SKILLS:

Name	Level	Score
Spacecraft Piloting	Rookie	85
Noetic Defense Mode	Rookie	72
Bargaining	Rookie	94
Security Devices	Rookie	100
Automatic Rifle	Rookie	91



Strength	68	Perception	50
Dexterity	56	Stamina	56
Agility	64	Luck	54
Willpower	46	Wounds	13
Personality	58	UMS	66

Current Stamina:

Wounds:

SKILLS:

Name	Level	Score
Spacecraft Piloting	Rookie	87
Noetic Defense Mode	Rookie	63
Sword	Rookie	96
Automatic Rifle	Rookie	86
Laser Rifle	Rookie	86

BICAK

JOSHUA AMES



BASIC ABILITIES

Strength	60	Perception	72
Dexterity	36	Stamina	66
Agility	54	Luck	36
Willpower	68	Wounds	14
Personality	70	UMS	57

Current Stamina:

Wounds:

SKILLS:

Name	Level	Score
Spacecraft Piloting	Rookie	69
Noetic Defense Mode	Rookie	100
Levitation	Rookie	94
Shield Ship	Rookie	94
Automatic Rifle	Rookie	51

GUMRUK



BASIC ABILITIES

Strength	48	Perception	74
Dexterity	60	Stamina	60
Agility	56	Luck	72
Willpower	58	Wounds	14
Personality	38	UMS	52

Current Stamina:

Wounds:

SKILLS:

Name	Level	Score
Spacecraft Piloting	Rookie	79
Noetic Defense Mode	Rookie	81
Demolitions	Rookie	97
Medicine	Rookie	91
Automatic Rifle	Rookie	75

SALAMA

★ ★ ★

Your fitful sleep is awakened by the sound of someone giggling. Then you hear a thumping noise and more giggling. When you peer through the opening in your door, you see an aged brown Gorlon wearing a maintenance uniform and carrying a mop and bucket into the empty cell opposite yours. But he seems to be having trouble walking, and every time he stumbles into the wall or over his own tail he giggles and says in a loud whisper, "Shhh. Quiet." Then he hiccups.

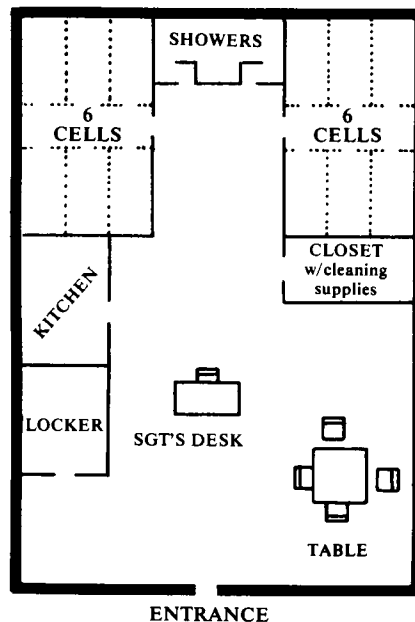
As you watch, he mops the floor of the cell, although he makes more of a mess than was there before. When he finishes, he comes to your door and sees you watching him. He puts a finger to his lips and tells you, "Shhh," and with the sound comes the overwhelming aroma of Stalitsan brandy. "Muss'n tell 'em I'm late, OK?" he says with another hiccup. "Almos' finished." Taking a huge bunch of keys from his belt, he tries to fit one of them into the lock on your door but keeps missing the spot. This sends him into uncontrollable giggles, that he tries to muffle with his hand. Finally, however, the key finds its home, and your cell door swings open.

☆ ☆ ☆

The Gorlon enters each of the cells until one of the PCs decides to knock him out. If none do, then he passes out in the last cell. His uniform fits any PC who tries it on if the PC is tall.

After the guards and the desk sergeant are defeated, the characters can recover their weapons and the Eavesdropper by using the key to the locker on the sergeant's belt. Each of these Gorlons has 5 Imperials apiece. Aside from the guards' weapons, there is nothing else of value in the jail.

The 12-passenger hover car standing outside the building can be used to return to the spaceport.



DETENTION CENTER MAP

Maintenance Workers, Brown Gorlon

STR 20 DEX 20 AGL 40
WPR 0 PER 40 PCN 10
STA 40 UMS 20 WNDS 12

Skills: None
Weapons: None
Armor: None
Current STA:
Wounds: 000000000000

Desk Sergeant and Two Guards, Green Gorlon

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

Skills: All beam weapons, Vet 80;
short-handled weapons, Vet 87.
Weapons: Laser rifle, laser pistol,
shock mace.
Armor: Field
Current STA:
Wounds:
#1 0000000000000000
#2 0000000000000000

#3 0000000000000000

4. DOWNTOWN

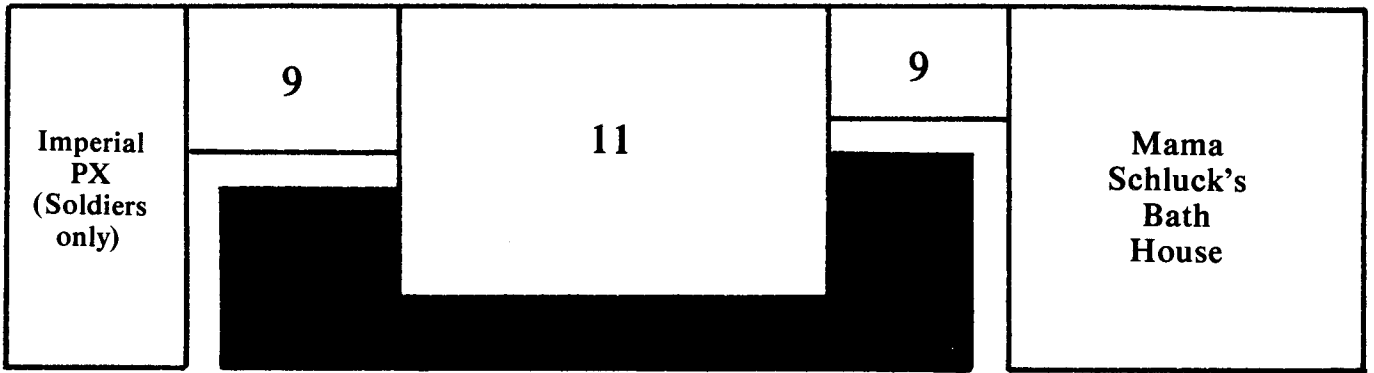
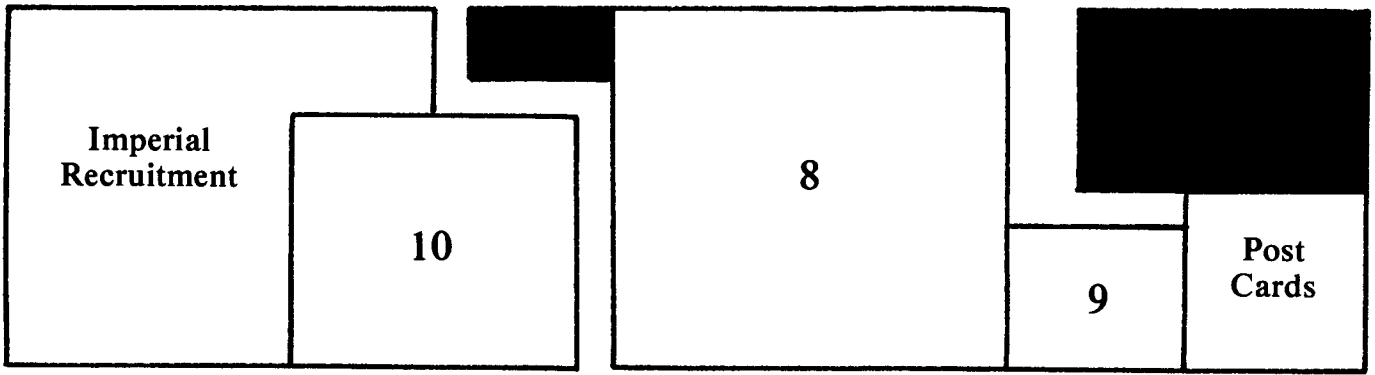
Repairs can be made on the Star Team ships while they are docked in the spaceport. The rates are standard: 5 Chips per point of stress damage.

The characters can stay at the Rissil Imperial Hotel next to the spaceport if they need to get some rest. It would also be a good idea for them to leave the Eavesdropper receiver in their rooms.

When the characters are ready to enter Shambista, read the following aloud:

★ ★ ★

A hover craft cabbie takes you into the heart of Shambista. Your commander is right: it's a pretty wild place. The streets are filled with tourists of every race; Crassite and Gorlon vendors compete for business. Storefronts display glaring holographic signs offering food, liquor, clothing, and novelties. There are



SHAMBISTA STREET MAP

quite a few nightclubs with scantily-clad humanoids in front, urging passers-by inside. Imperial soldiers make their way through the crowd, often buying from the vendors themselves. You see many Tarsans; most of the older ones have ben relegated to service jobs—like your Tarsan cab driver. A number of younger Tarsans, on the other hand, circulate among the tourist and soldiers, selling small items or begging.

☆☆☆

Baron Rissil's state schools have done plenty of damage to young Tarsans, making many of them as greedy and ruthless as their Gorlon rulers. This appalls the older generation, who retain a strong code of ethics. Tweeba is impressed by the spectacle. "Wow! A cast of thousands!" he exclaims. The party is free to leave the hover craft at any time. Read the following description when they do.

☆☆☆

The moment you leave the car you're surrounded by six young Tarsans. All

of them talk at once: "Hey guys! Been here before? Got any spare change? Need some shoes? Wanna meet my family? Nice mittens, big bear!"

☆☆☆

If the characters aren't careful, they'll be fleeced very quickly. Each of the Tarsans tries to relieve one of the PCs of as much cash as possible. They don't touch Tweeba's holodramas. Make a single specific check against the Tarsans' Theft skill, treating all six of them as a single thief. The PCs defend individually on the Action Table columns that match each of their Perception scores. A result of "failure" means that one of the Tarsans is caught red-handed robbing one PC (random selection). An "S" or an "L" result means that the defending PC realizes he or she has been robbed just before the thieves run away. Any other result means that the character's cash is gone forever.

If a character grapples with one of the Tarsans, the others scatter instantly. Two green Gorlon police

appear on the fifth round of melee and beat the young Tarsan senseless before they haul him away.

After this incident, the characters are free to stop and to set up their wares. Refer to the Shambista Street Map. The map is keyed to the following encounters.

Six Young Tarsans

STR	70	DEX	78	AGL	60
WPR	30	PER	56	PCN	50
STA	74	UMS	65	WNDS	15

Skill: Theft, Vet 83

Current STA:

Wounds:

#1 0000000000000000
 #2 0000000000000000
 #3 0000000000000000
 #4 0000000000000000
 #5 0000000000000000
 #6 0000000000000000

5. CRASSITE VENDOR

☆☆☆

"Baubles for your beloved! Fine silks! Perfumes!" A loathsome extremely

overweight Crassite shouts these words as you walk by. He stands behind an open case full of jewelry, scarves, and small bottles. This Crassite is so good at bargaining and so quick with a payoff that the police permit him to bear arms openly in the street.

He has the following items for sale, and at first the price he asks is double.

Stalitsan Perfumes

Dark Shadow 1 Chip
Slow Ride 10 Imperials
Tender Touch 5 Imperials
Slippery When Wet 1 Imperial
Doo Wa 5 Bits

Jewelry (imitation)

Andilinium-look headband
. 50 Imperials
Gold-colored bracelet . . 7 Imperials
Pearlesque necklace . . . 1 Imperial

Various Scarves

Silk 5 Imperials
Sepa Green run-proof silk
. 20 Imperials

Loathsome Crassite Vender

STR 64 DEX 46 AGL 46
WPR 60 PER 32 PCN 72
STA 38 UMS 55 WNDS 12

Skills: Laser pistol, Rookie 61;
Bargaining, Ace 121

Weapon: Laser pistol

Current STA:

Wounds: 000000000000

6. SAY WHAT?

★ ★ ★

"Get 'em here. They're cute. They're practical. They're the Srilthian toothpicks. C'mon folks, give 'em a look."

The green Gorlon vender stands behind a table supporting a large box, out of which comes a shrill chirping. Looking inside, you see twenty small balls of downy feathers. Protruding from each of the balls are two tiny feet and a small beak. You see no eyes on the creatures. They scurry about and when they run into each other, they chirp in annoyance.

☆ ☆ ☆

The Srilthian toothpick is described fully under "Beasts" on page 4. This creature has a base value of 2 Imperials.

The Gorlon demonstrates the use of the toothpick on himself, and it's not a pretty sight. As the characters turn to leave, two green Gorlons walk up to the vender and make purchases.

Green Gorlon Vender

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

Weapons: None

Current STA:

Wounds: 00000000000000

Srilthian Toothpick

STR 10 DEX NA AGL 80
PCN 15 STA 5 UMS 45

WNDS 9 Move: 25'

Current STA:

Wounds: 000000000

7. THE GOOD STUFF

★ ★ ★

"Hello, friends. I have useful items well-suited to travelers like yourselves. Do take a look."

☆ ☆ ☆

Everyone on the street knows this young Tarsan is quick with his knife when provoked. But he tells the truth: he does indeed carry useful items. On display in his case are:

4 Technical kits 10 Chips each
2 Empty heads 10 Chips each

If the party expresses interest, the Tarsan looks up and down the street, then pulls out and opens another case. This contains:

2 Laser pistols 10 Chips each
3 Silencers 2 Chips each

3 Opaquers 25 Chips each

If the characters purchase one of these items or say that they're looking for other weapons, the Tarsan says, "I refer you to Nuutsu's Novelties. Tell him Glinka sent you."

Tarsan Vender

STR 74 DEX 78 AGL 60
WPR 30 PER 56 PCN 50
STA 74 UMS 67 WNDS 15

Skills: Sensory knife, Ace 131; Bargaining, Vet 70

Weapon: Sensory knife

Current STA:

Wounds: 00000000000000

8. NUUTSU'S NOVELTIES

★ ★ ★

You enter a small shop having three glass display cases holding inexpensive toys, playing cards, dice, cheap jewelry, wallets, buttons, and other trash.

Tweeba looks around and says, "What a dump!"

A larger-than-average green Gorlon steps from out of a back room and says, "Yeah?"

☆ ☆ ☆

If the characters say that Glinka sent them, read the following to the players:

★ ★ ★

The Gorlon smiles and motions you into the back room. "Customers, Nuutsu," he says while holding the door open for you. After you're inside he shuts the door.

An even larger green Gorlon sits behind a card table. Surrounding him are plastic boxes of various sizes. Some of these are open, showing armor and small arms.

The Gorlon growls, "Well, friends, I hope you've brought money."

☆ ☆ ☆

Nuutsu has these goodies to offer:

Grenades (frag, light, sonic, or glit-

ter) box of 6, no assortments
 5 Chips
 Shock maces 20 Chips each
 Monofilament swords
 25 Chips each
 Sensory knives 25 Chips each
 Laser pistols 10 Chips each
 Silencers 2 Chips each
 Opaquers 25 Chips each
 Flak vests 10 Chips each
 Reflector plate armor
 20 Chips each

If the PCs ask for larger weapons, Nuutsu bellows, "Are you kidding? Do you realize how difficult it is to get *this* stuff in? Ever since the rebels started making trouble, the government clamped down on *all* arms. And this used to be a profitable business." Nuutsu wraps the party's purchases in brown paper.

Nuutsu, Green Gorlon

STR	76	DEX	60	AGL	76
WPR	62	PER	30	PCN	66
STA	72	UMS	76	WNDS	15

Skills: Sensory knife, Ace 123; all beam weapons, Vet 115; Boxing, Ace 126; short-handled weapons, Vet 106; Bargaining, Ace 101; Gambling, Vet 93; Theft, Ace 118
Weapons: Laser pistol, blackjack, sensory knife
Current STA:
Wounds: 0000000000000000

Nuutsu's Helper, Green Gorlon

STR	74	DEX	56	AGL	72
WPR	58	PER	32	PCN	70
STA	68	UMS	73	WNDS	15

Skills: Sensory knife, Ace 120; Theft, Vet 92; Martial Arts, Rookie 80
Weapon: Sensory knife
Current STA:
Wounds: 0000000000000000

9. FAST FOOD

★ ★ ★

In front of you is one of several stands serving quick meals. They all try to

satisfy the tastes of the various tourist races with whale cakes, hamburgers, carbonated drinks, affaflafa milk, and kritch steaks, but they cater primarily to the Gorlon population and feature twenty kinds of eggs from three planetary systems and exotic insect dishes.

☆ ☆ ☆

Each type of food costs 5 Bits.

10. LIQUOR STORE

★ ★ ★

As you walk into this liquor store, a great sneeze draws your attention to the counter. There a stooped Crassite recovers himself and wipes his snout on his sleeve. "Welcome," he splutters. "I, Fu'eloo Nashgot, sell wines and liquors of all kinds, from the lowliest Gorlon near-beer to the finest Tarsan brandy. Please take your time in deciding." He turns his head and stifles another sneeze.

☆ ☆ ☆

The selection *is* quite large. Here is a partial list:

Asfalian fine liqueurs, 5 kinds
 1 Chip and up
 Stalitsan whiskies, 7 kinds
 5 Imperials and up
 Stalitsan port wines, 15 kinds
 1-5 Imperials
 Emniyet beers and ales, 30 kinds
 1-10 Imperials
 Fal'el swill, 1 kind 5 Bits

11. FUNVILLE

★ ★ ★

A terrible din of howls, whistles, and synthesized music comes from within this building. It would be easy to believe that two Imperial heavy tanks were fighting it out inside.

Taking a peek, you find that this is a holographic game arcade.

☆ ☆ ☆

Any Crystal Clone in the party must make a general check against his or her current Willpower. Failure means that the Clone is drawn into the ar-

cade. He or she coaxes the others to follow. Tweeba needs no encouraging. He runs joyfully through the arcade and back to the characters, whom he begs to lend him the Bits needed to play the games.

If the characters stay in the arcade for more than 15 minutes, a guard discovers Tweeba cheating with his Projected Image ability. The Kayel and the PCs are then told to get out and stay out.

12. SETTING UP SHOP

Eventually, the PCs should get around to following Malako's suggestion: they'll set up shop to show some of Tweeba's old movies. When they decide to do so, read the following:

★ ★ ★

There are a few vacant spots available on the bustling streets which are ideal for your intended movie business. According to the signs, a large tent can easily be rented from a local Crassite or one of the other shopkeepers for either 1 Imperial per day or 5% of the gross take, whichever is greater.

Once the shop is in place, Tweeba swings into action, hawking your wares to the passersby.

"Step right in folks, step right in! Never before has such excitement, such romance, such chilling horror been presented on the big screen! Wow! That's entertainment! Let's all go to the lobby!"

☆ ☆ ☆

Allow the PCs to set a reasonable price for admission; one Imperial should be the maximum. Tweeba's hawking soon draws a crowd of the curious, and in less than 10 minutes, the PCs have about 200 paying customers.

As they are showing the first movie, go to Encounter 13.

13. LOCAL BUSINESS COSTS

★ ★ ★

Things are going well; the crowd seems to like the show, and there are

no immediate problems. Soon, however, you see a green Gorlon Imperial trooper approaching your tent. He's accompanied by three others. All are armed with laser rifles and fully armored in reflector plate.

"Who's in charge here?" the big reptile hisses to little Tweeba.

☆ ☆ ☆

The Gorlon is the head of the Imperial patrol in this section of the market. He receives regular under the table payments from all the merchants in this area for "guaranteeing their safety." Their payments, which come to 20% of their gross take, do nothing to cut down crime in the area, but do keep the Gorlon and his friends from burning down their businesses.

When a PC comes out to speak to the Gorlon, read the following:

★ ★ ★

"Glad to see a new business in this section of the market," the lizard says with a sneer. "Now you know, the streets of this city just aren't safe. I'm sure you don't want any problems with the criminal element, do you?"

Without waiting for an answer, the Gorlon continues, "Of course you don't. Now, my men and I do all we can for your safety. In fact, we can guarantee that without our protection, you won't last in business here more than a few hours. Of course, it costs a lot of money to provide safety like that. Get my drift? Twenty percent, boys. Paid daily. Any problems?"

☆ ☆ ☆

If the PCs agree to pay, there are no problems. Should they refuse, the Gorlons simply mutter, "Suit yourselves, then," and leave. However, they are soon back in Encounter 14.

Starting a fight with these Gorlons would be extremely foolish. Should the PCs do so, have reinforcements of standard Gorlon troops arrive in waves of 10 every 5 rounds until the PCs are overwhelmed. Any PCs left alive are taken to prison as described in Encounters 2 and 3.

NPCs

Four Imperial Troopers, Green Gorlon

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

Current STA

Wounds:

#1 000000000000 000
 #2 000000000000 000
 #3 000000000000 000
 #4 000000000000 000

Skills: Laser rifle, Vet, 80

E/W/A: Laser rifle, reflector plate armor (AR 45).

14. GORLONS' REVENGE

Use this encounter only if the PCs refused to pay the Gorlon in Encounter 13 above. This encounter takes place as soon as the first movie lets out.

★ ★ ★

The crowd leaves your tent in good order. But as the last customers are going, you see the Gorlons coming back. About 50 feet away, the leader stops and shouts to his fellows, "Look boys. An illegal business. Must be run by criminals and traitors." With that, he fires a laser shot into your tent, which quickly catches fire.

☆ ☆ ☆

Run any combat normally, and reinforce the Gorlons as needed with identical standard Gorlons until the PCs are all either killed or captured. Captured PCs are taken to prison. The movies survive the combat and are stored at the prison with the PCs' belongings.

The PCs can still avoid any further trouble by making a quick offer to pay off the Gorlons.

NPCs

Four Gorlon Imperial Troopers

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

Current STA:

Wounds:

#1 000000000000 000
 #2 000000000000 000
 #3 000000000000 000
 #4 000000000000 000

15. CAUGHT!

After at least a day has passed, read the following:

★ ★ ★

You are laughing and talking among yourselves when you look up and see two green Gorlon Imperial guards beckoning to you.

☆ ☆ ☆

The soldiers want to take the PCs to Commander Koning. If they flee, the guards open fire. Any resistance brings additional troops until the PCs are finally out-numbered two to one, and taken in hover cars to Fort Constantine.

Imperial Soldiers, Green Gorlons (as many as needed)

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

Skills: All beam weapons, Vet 80; short-handed weapons, Vet 97

Weapons: Laser pistol, laser rifle, shock mace

Armor: Reflector plate

Current STA:

Wound:

1 0000000000000000
 # 2 0000000000000000
 # 3 0000000000000000
 # 4 0000000000000000
 # 5 0000000000000000
 # 6 0000000000000000
 # 7 0000000000000000
 # 8 0000000000000000
 # 9 0000000000000000
 #10 0000000000000000

EPISODE 5: CAPTAIN KONING

1. WELCOME TRAVELERS

Fort Constantine is eight miles west of the heart of Shambista. Consult the Fort Constantine Map and Key. The characters pass the prison (A) at the side before the hover cars pull up to the gate (B) in front. The drivers wait for the tall metal doors to separate, then the cars glide into the fort. Read the following as the PCs travel.

★ ★ ★

The city flies past your window. Its sights and sounds soon are replaced by the disturbing silence of the Imperial Relocation Centers: hundreds of squalid dwellings packed closely together. After a few minutes these give way to beautiful, flat, green countryside, marred by the presence of huge farming collectives that are for the Tarsans little more than forced labor camps. Then the forest comes into view in the distance, and ahead of it, a large concrete fort.

The fort is impressive. Its concrete walls are three feet thick, and it is guarded by Gorlon riflemen in gun towers at each of the four corners. You pass two large garages, and directly ahead are the barracks, large enough for hundreds of soldiers. All around, green Gorlons in Imperial uniforms go about their duties; a number of brown Gorlon laborers stop their work to watch you.

The cars pull around to the rear of the barracks and park. "Everyone out," shouts the arresting officer. "Over there." He motions to a small house at the rear of the fort. The Gorlons hustle you out of the cars while the officer goes inside. A few seconds later he returns and says, "All right. Bring 'em in."

★ ★ ★

2. THE MOVIE BUFF

★ ★ ★

You're pushed into an office with large holophotos of Paris, London, and the 3501 New York World's Fair on the walls. Digital recordings of Tony Doldrum, Nuked Whales, and other popular musical performers of

Earth are stacked to your right. On the left a baseball bat, football, golf club, bowling ball, and fluwat sit next to a large black cabinet emblazoned with "Hollywood" in silver letters.

In the center of the room is a desk, behind which sits a stern-looking, sour-faced man of about forty. The arresting officer gives him your holodramas and then leaves. The man looks at you, then he says, "I understand these are old films of Earth."

★ ★ ★

Three of the soldiers remain inside and stand near the door, their laser rifles at the ready.

Koning smiles appreciatively at the holodramas. He's very pleased about copies of the extremely rare *Stagecoach* and *White Heat*. At one point he notices the soldiers nudging each other and snickering, and he says icily, "What's so funny?" The soldiers straighten up and one says, "Nothing, Sir."

Koning doesn't ask how much the characters want for the 23 holodramas. He simply opens a laser-locked safe in the wall behind him and from it removes 20 Chips for each PC. He refuses to pay more. If an argument begins he says, "Perhaps you'd like to cool off in prison with the Tarsan scum." He pointedly ignores Tweeba while paying for the holodramas unless a character asks that the Kayel be paid also. At this suggestion Koning looks his disgust, then finally laughs while pulling out another 20 Chips for Tweeba. "Sure," he says, "even midget Tarsans look good to me right now. By the way, what's with the dark glasses? Are you a star? May I have your autograph?" Koning laughs for several minutes at his own joke.

He avoids any attempts on the part of the PCs to get information about the attack on the rebels. When the transaction is complete, read the following:

★ ★ ★

"Well, you've got your money. Take it and get out. And don't forget your toys." Koning motions toward the

items you purchased in Shambista, then ignoring you, begins to put away the holodramas, while examining each one lovingly. The soldiers watch him with contempt.

★ ★ ★

Now is the time for the Eavesdropper 1000 to be planted. If a character with Theft skill does it now, he has automatic success; he isn't caught and the bug is never discovered. Roll dice anyway, though, to make the players sweat a bit.

If, on the other hand, the PC plants the bug while the party talks to Koning, make a secret check against the character's Theft score and use Koning's Perception score as the defense column. Interpret the results as follows:

S = Limited success: Koning notices the bug just as the characters leave his quarters.

M = Moderate success: Koning discovers the bug while the characters are on their way back to Shambista. He radios the hover cars and orders them to return with the PCs.

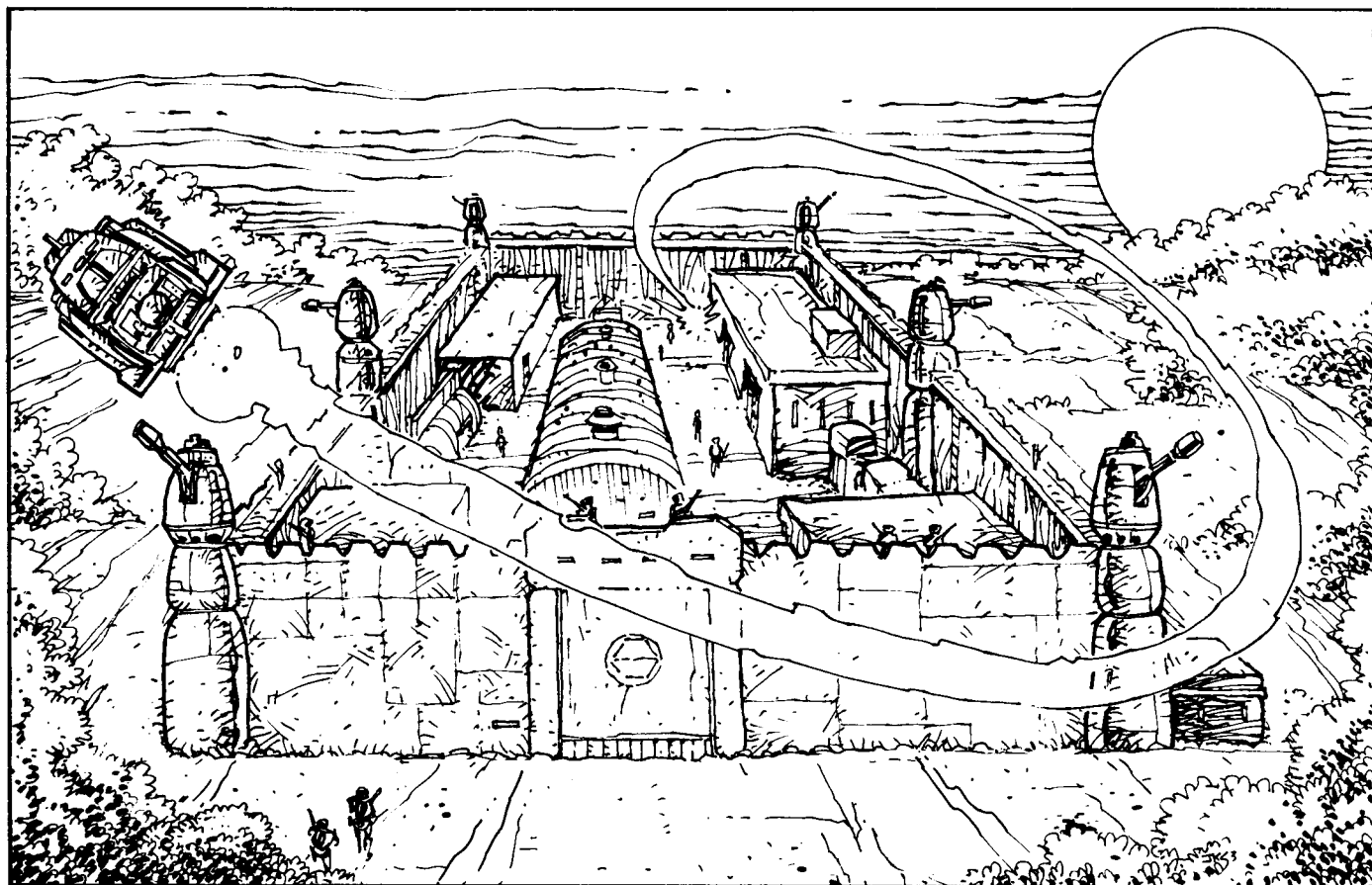
H = High success: The bug is not discovered for 1d10 hours. The characters obtain their intelligence, and Koning postpones his plans indefinitely.

C = Complete success: Koning never notices the bug. The characters can retrieve it when they return to the fort.

Failure means that the character is caught in the act of planting the Eavesdropper.

If Koning discovers the listening device while he can still get his hands on the characters, they are imprisoned with the Tarsans and the attack goes on as scheduled. Consult the map of Fort Constantine and the accompanying descriptions for details about the prison.

If all goes well, the Deuces and Tweeba are taken back to Shambista in the hover cars that brought them. The party may wish to shop with their profits before returning to the hotel. Permit this; the loss of time will add to the suspense of the adventure later.



NPCs

Captain Earl Koning, Human

STR 70 DEX 52 AGL 64
WPR 60 PER 48 PCN 66
STA 74 UMS 67 WNDS 15

Current STA:

Wounds: 0000000000000000

Three Imperial Soldiers, Green Gorlons

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

Skills: All beam weapons, Vet 80;
short-handled weapons, Vet 97

Weapons: Laser pistol, laser rifle,
shock mace

Armor: Field

Current STA:

Wounds:

#1 0000000000000000

#2 0000000000000000

#3 0000000000000000

3. LISTENING IN

When the PCs return to their room and use the Eavesdropper, read the following aloud:

★ ★ ★

You hear all of the meeting between you and Koning. Then there's a "beep" that indicates time passing when no one spoke and a moment later the sound of a door opening and closing.

Koning's voice says, "Yes, Lieutenant?"

The voice of a Gorlon replies, "We are ready, Commander."

"Good. And no one suspects our orders are not from headquarters?"

"No one. The attack will be as much of a surprise to them as to the rebel Tarsans." The Gorlon voice pauses a moment. "You are certain we will not be reprimanded?"

"The Empire rewards audacity, Captain. The only ones who will object are my Gorlon superiors who want the glory for themselves. In-

stead the glory will be mine, and a commendation from his highness will almost guarantee my return to Earth. And you will be rewarded too, as I promised. So go back to your troops and get some rest. We will move out in twelve hours."

☆ ☆ ☆

Tweeba asks what's on the recording. When he's told, he jumps up and exclaims, "Wow! Action-packed action!"

If the characters return immediately to their rooms, only 45 minutes have passed since the recording, so calculate the time spent in Shambista and then add 45 minutes.

Make sure that the players are aware that, in a city crawling with ICE police such as Shambista, it's dangerous to use the Eavesdropper. The characters will also want to contact Wilderness, Star Team base Shamba, or both. They must do so in privacy, either in their rooms or during flight.

Before they leave, the characters

must pay their hotel bill (20 Imperials apiece per day), their spacecraft repair costs (5 Chips per point of damage), and their spaceport rental bill (15 Imperials apiece per day). Refusal to do this brings a horde of police down on them instantly.

4. ACTION-PACKED ACTION

Star Team Base Shamba responds to the PC's report by saying the characters are needed at the emergency base immediately. They then transmit coordinates. The PCs' commander on Wilderness tells them to give Commander Tlank whatever help he needs and to overrun the Imperial forts if possible.

When the characters have left the city and are flying over the forest, read the following aloud:

★ ★ ★

Just after you enter rebel territory, your scanners pick up Imp fighters on your tail. Their shields are up and they're closing in.

☆ ☆ ☆

Imperial patrols have orders to shoot on sight any suspicious craft in this sector. The Deuces have just qualified.

The Imps ignore Tweeba until they've destroyed more than half of the PCs ships. If half of the Imps are destroyed, the rest retreat. By the time reinforcements arrive the characters will be hidden away at the Star Team base.

Imperial Fighters (One for each PC)

Stress points: 60	Combat speed: 9
VCR: 60	Crew 1
Ship	Damage Boxes
#1 0 Front laser	0 Rear missile
0 Drive	0 Control
#2 0 Front laser	0 Rear missile
0 Drive	0 Control
#3 0 Front laser	0 Rear missile
0 Drive	0 Control
#4 0 Front laser	0 Rear missile
0 Drive	0 Control
#5 0 Front laser	0 Rear missile
0 Drive	0 Control
#6 0 Front laser	0 Rear missile
0 Drive	0 Control

Stress Point

#1
#2
#3

Damage Tally

#4
#5
#6

5. STAR TEAM BASE SHAMBA

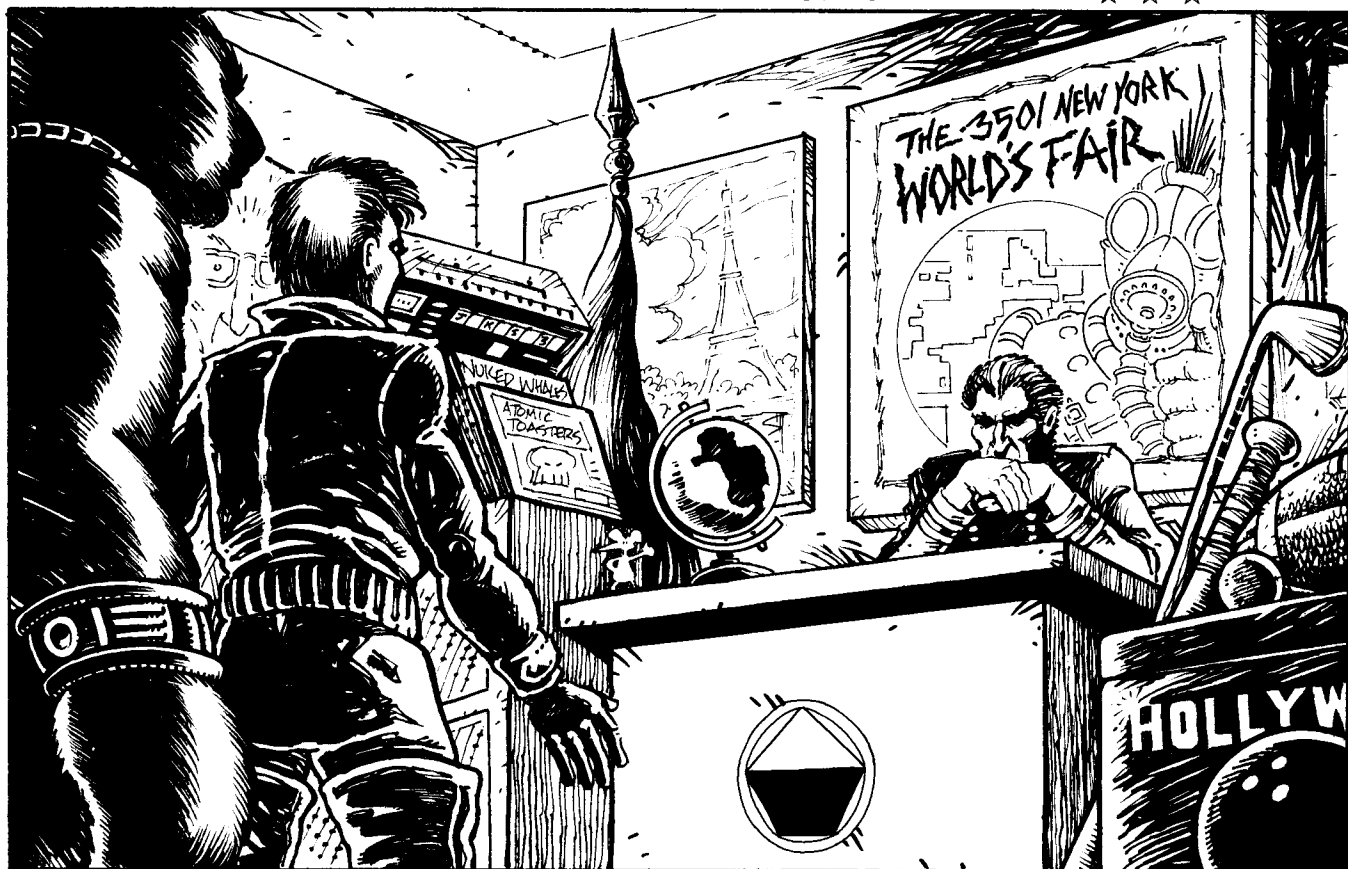
Use the Star Team Base Shamba Map. After the dogfight is resolved, read the information below aloud:

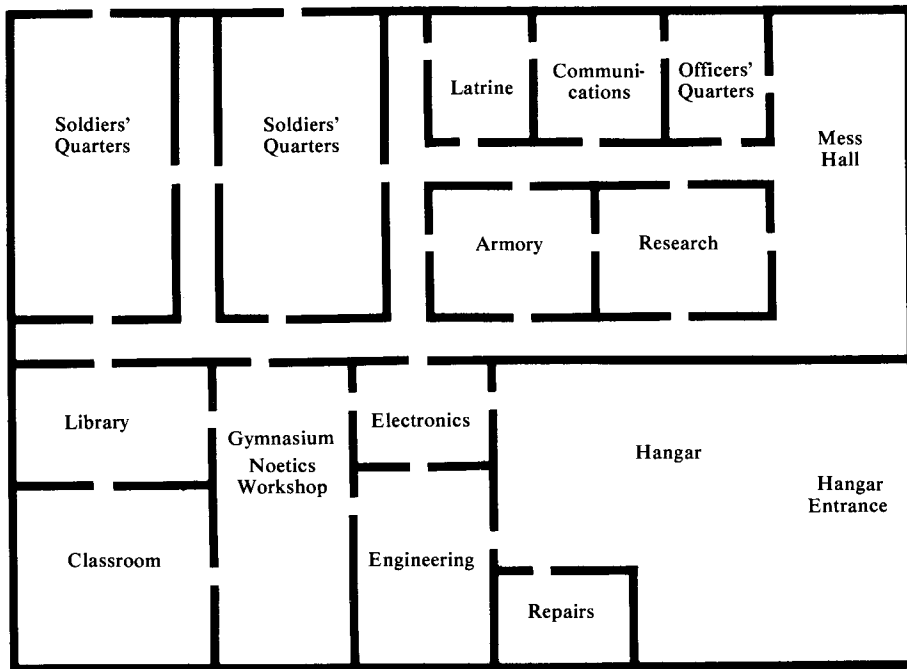
★ ★ ★

You're very close to the base. Suddenly, on a hillside in the heart of the forest, you see a blinking white light. A voice crackles over your communicator, "Follow the signal light to the landing dock, Star Team. And welcome."

You approach the light. Sliding doors open in the hillside to accommodate your ships. But the opening is a little smaller than what you're accustomed to on Wilderness, and it's going to take precise flying to get in without a scratch.

☆ ☆ ☆





STAR TEAM BASE SHAMBA MAP

Landing cleanly requires a general check with a +10 modifier against each character's Piloting skill score (or the ship's VCR, if that is higher). Failure means that the craft crashes into the hillside. A character in a crashing ship takes 175% catastrophic damage. Tweeba automatically passes his skill check.

Continue reading:

★ ★ ★

Entering the base, you glide over a long runway and are guided into individual docks by Tarsans in spaceport jumpsuits. As you climb out of your craft you're greeted by a male Crystal Clone and a female Tarsan. "I'm Commander Tlank," says the Clone, "and this is Tikiti. Welcome to Star Team Base Shamba."

☆ ☆ ☆

Tlank orders immediate repairs on the Deuces' fighters (at standard charge, of course). Tweeba's ship is

the object of the Tarsans' fascination, and he gets permission to remain outside and chat with his distant cousins.

Tlank asks Tikiti and the party to follow him into his quarters. When they arrive read the following aloud:

★ ★ ★

Tlank shuts the door and says, "Be seated. I've already spoken with your commander. We agreed that bringing fighters in from Wilderness to meet Imperial patrols head-on is foolish, assuming they could even get here in time. And of course, the Alliance feels they can't get involved directly. So it looks like we're on our own.

"But we do have a chance. Koning thinks he's up against nothing but a few hundred Tarsan guerillas with rifles. Of course, we could tip our hand to the Empire; but it's a far better move than waiting for them to discover our base. And they will, if we don't protect ourselves."

Tikiti points to a map on the right

wall. "Fort Constantine is a 300-Gorlon garrison," she says. "From what you've told us, it is solidly built and protected by four turreted laser guns. We don't know what kind of hardware they have inside, but we can expect the usual Imperial walkers and hover craft. The small prison you saw is where they keep captured rebels or any Tarsan they suspect has aided the rebellion.

"Two miles to the north is the fort under construction. It's going to be bigger than Constantine and may support as many as 800 soldiers. Luckily, only the framework is up and it's no threat.

"Probably our biggest advantage is that both installations are designed to protect against ground attack. The Empire doesn't expect an air attack from the guerillas."

Tlank breaks in. "So that's where you come in. In this room are the best pilots on this base at the moment. Right now, the other Star Team members here are mostly techs. We weren't scheduled to go into full operation until other bases such as this were finished. What you do today might keep us alive until then.

"We want you to take on Fort Constantine. Tikiti will lead her guerillas into the garrison once you've destroyed its defenses. And if you have a little time left over, punch some holes in the installation up north. Now come with me."

☆ ☆ ☆

The commander puts off any protests from the characters about invading the fort with only Phoenix fighters. He takes them back to the hanger, where hundreds of Tarsans are busy arming for the coming battle. Tweeba is there with some of the Tarsan mechanics, replaying scenes from *Double Indemnity*.

★ ★ ★

Tikiti gives orders to some of the Tarsans. Tlank takes you to a corner where four of the larger docking bays are situated. What you see in the bays

makes your hearts leap: four newly-built Star Team "Hawk" PC-100s.

"Beautiful, aren't they?" says Tlank. "We smuggled in parts for almost a year before they were finished. Didn't think we'd be using them so soon. You think you folks can handle 'em?"

Tikiti rushes over and speaks quietly to the commander, then bounds off again. Tlank looks grim. "Koning is

ahead of schedule. Our scanners have picked up some of his hardware coming this way. I'm afraid you'll have to attend to him before you hit Constantine. Good luck."

☆☆☆

Mefistu Tlank, Crystal Clone

STR	66	DEX	72	AGL	56
WPR	64	PER	46	PCN	72
STA	70	UMS	61	WNDS	15

Current STA:

Wounds: 0000000000000000

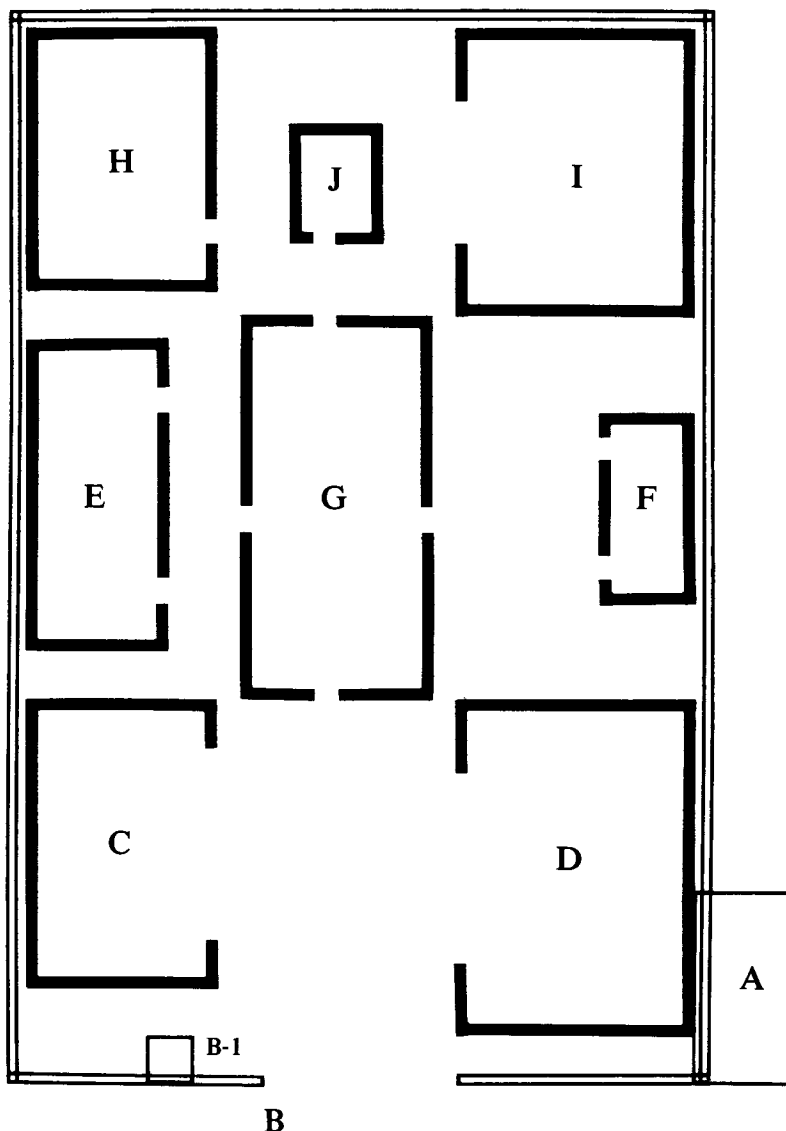
Tikiti, Tarsan

STR	70	DEX	72	AGL	58
WPR	48	PER	50	PCN	60
STA	75	UMS	64	WNDS	15

Current STA:

Wounds: 0000000000000000

FORT CONSTANTINE MAP



KEY TO FORT CONSTANTINE

A. PRISON Locked. Thirty Tarsans are crammed into this small building. Their native pride has helped them withstand starvation and torture: they have not revealed anything about rebel headquarters.

B. GATE This is operated by the automatic control booth at location B1. The booth is empty.

C. WALKER GARAGE Empty. A careful search turns up two mechanical kits and one vehicle recharger.

D. TANK GARAGE Empty except for one mechanical kit, one electronics kit, and a vehicle recharger.

E. KITCHEN Lots of tables, chairs, and utensils.

F. LATRINE Just a latrine.

G. BARRACKS 300 beds, blankets, and pillows. A copy of *Gorgeous Gorlon Gams* lies on one bunk.

H. ARMORY Locked. This building contains: 18 laser rifles, 20 laser pistols, 3 laser rechargers, 10 PPR rifles, 100 PPR magazines, 10 pieces of reflector plate armor, 15 pieces of field armor, 12 shock mace containers.

I. VEHICLE GARAGE This building contains: 17 hover scooters, 5 six-person hover cars (6 if the Gorlons haven't left), 2 twelve-person hover cars, 2 mechanical kits, 3 vehicle rechargers.

J. CAPTAIN'S QUARTERS Besides the large front room, there is a sleeping room and washroom to the rear.

EPISODE 6: THE TAKING OF FORT CONSTANTINE

Allow the players to look at the description of the Hawk PC-100. This is on page 9 of the *Basic Training Manual*.

Each of the four hawks are manned by Tarsan gunners. All that remains is for the players to decide how to split the party among the ships.

Tweeba insists on going along and promises not to get in the way. "I don't want to miss the big show-down," he says. The cargo units at the rear of the Hawks are empty, so he won't take up room needed for a gunner.

1. GO GET 'EM!

When the characters are cleared for take-off, read the following aloud:

★ ★ ★

You're under way before you know it. The big ships handle well, and any anxiety you had about flying them vanishes.

A few minutes pass, then you see them: three I Walkers, their shields up, shooting a path through the forest and trampling the trees. Scores of Gorlon troops follow in the wake of the metal monsters.

☆ ☆ ☆

The crews of the walkers have no choice but to stand and fight: the forest is before them and the IM Tanks are coming from behind.

As soon as the characters sight the walkers, a message comes over their communicators from Tikiti. "Just handle the big stuff, Star Team. We'll take care of the troops." The Gorlon soldiers scatter when they see the Hawks and remain hidden in the trees. They may shoot a few PPR bursts at the characters during the first round of combat, if you like. After this, they'll be busy with the rebels.

Using the battleboard, place one walker marker on each of 3 adjacent hexes. (Each hex equals 100 surface yards.) The Hawks can fire at the walkers when no more than one hex separates them. All Imperial fire is rolled with a -30 modifier to hit. Each

Hawk can fire at the walkers only once every 1d10 rounds. This allows for time taken to maneuver for the next attack. The Hawk gunners, however, can shoot at more than one walker during a single round.

Tweeba relishes the combat. "I love the smell of napalm in the morning," he chortles. "It smells like victory."

During the fifth round of combat, read this to the players:

★ ★ ★

More heavy stuff coming your way! The scanners show four Imperial Medium Tanks moving up the path made by the walkers.

☆ ☆ ☆

The tanks' shields are up when sighted. Start the tanks 20 hexes in the direction from which the walkers came. Move them forward 6 hexes each round until they engage the Hawks. Conduct the combat just as you did with the walkers.

Three Imperial Walkers

Stress Points: 80 Combat Speed: 3
100-yard hexes/round

VCR: 50 Crew: 2

Damage Boxes

#1 0 +20 Front laser 0 +20 Rear laser

#2 0 +20 Front laser 0 +20 Rear laser

#3 0 +20 Front laser 0 +20 Rear laser

Stress Point Damage Tally

#1

#2

#3

Crews are two standard Gorlons per walker.

Four Imperial Medium Tanks

Stress Points: 90 Combat Speed: 6
100-yard hexes per round

VCR: 50 Crew: 3

Damage Boxes

#1 0 +20 Turreted laser 0 Front laser
0 Rear laser

#2 0 +20 Turreted laser 0 Front laser
0 Rear laser

#3 0 +20 Turreted laser 0 Front laser
0 Rear laser

#4 0 +20 Turreted laser 0 Front laser
0 Rear laser

Stress Point

#1

#2

Damage Tally

#3

#4

2. FORT CONSTANTINE

★ ★ ★

You pull up, leaving the tangled wrecks of Imperial machines behind. The forest is dotted with laser and PPR fire. The tops of the trees speed past as you fly on to Fort Constantine.

Just before you reach the installation, you get an unpleasant surprise: the scanner tells you that shield generators are in operation at the fort.

Constantine is visible now, just beyond the forest's edge. The big laser guns turn to meet you, and Gorlon soldiers scurry to the top of the walls.

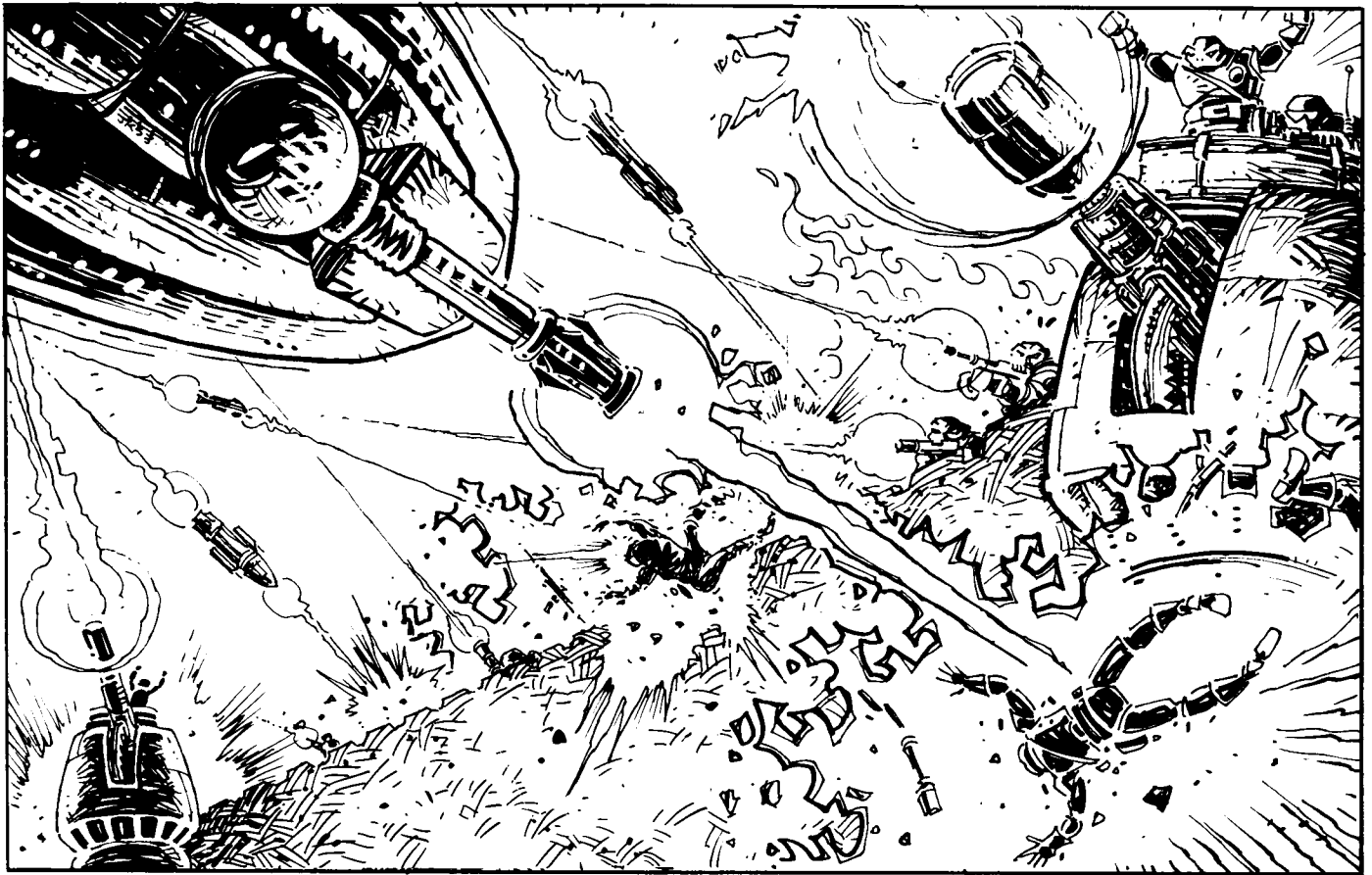
☆ ☆ ☆

Koning has been caught by surprise. Most of his soldiers are in the forest, and the fort is poorly protected.

All Imperial fire is rolled with a -30 modifier to hit the flying targets. The Hawks cannot target individual soldiers, only sections of the fort. To hit the soldiers the players must declare the north, south, east, or west wall as a target, and make specific checks against the PC's Piloting skill scores. The five soldiers on a given wall each take equal damage for a successful Star Team hit; for example, if an "H" result is obtained when the west wall is hit, the five soldiers there each take 3d10x2 points of damage. A "K" result means that all five soldiers are knocked off the wall.

To hit the lasers, the players must declare the northeast, northwest, southeast, or southwest corner of the fort as a target. The lasers take half damage until their shields are knocked out.

After half of the twenty soldiers on top of the fort are eliminated, the others climb down and desert along with the fort's remaining soldiers. The gate is opened, and hover cars and scooters begin pouring out. Only about a dozen vehicles are needed to empty the fort because most of the troops are in the forest. The PCs earn



15 points for destroying the fort.

After the fort's defenses are destroyed, the PCs must pass general Piloting skill checks to land on the ground outside the fort. Any character's failure means that the hull of his ship takes 1d10x2 points of damage. If this brings the ship's stress point damage tally down to zero, the crew is unhurt, but the craft is unusable until an engineer makes repairs.

After landing, the Tarsan gunners go off into the forest to join Tikiti unless the PCs insist on their company.

Tweeba, as usual, is excited: "Are you gonna take prisoners? Huh? Are you? Can I interrogate them?"

Consult the map of the fort and the keyed descriptions. Read them to the players as the PCs explore.

Fort Constantine

4 +40 Lasers

Stress Points: 20

Stress Point

Gunners: 1
Damage Tally

#1 0

#2 0

#3 0

#4 0

#1

#2

#3

#4

NPCS

**Twenty Imperial Soldiers,
Green Gorgons**

STR 58 DEX 50 AGL 76

WPR 50 PER 32 PCN 48

STA 76 UMS 67 WNDS 15

Skills: PPR rifle, vet 80

Weapons: PPR rifle

Armor: Field

Current STA:

Wounds:

1 0000000000000000

2 0000000000000000

3 0000000000000000

4 0000000000000000

5 0000000000000000

6 0000000000000000

7 0000000000000000

8 0000000000000000

9 0000000000000000

#10 0000000000000000

#11 0000000000000000

#12 0000000000000000

#13 0000000000000000

#14 0000000000000000

#15 0000000000000000

#16 0000000000000000

#17 0000000000000000

#18 0000000000000000

#19 0000000000000000

#20 0000000000000000

3. AMBUSH

If the players choose to go to Koning's quarters directly:

★ ★ ★

You make your way along the barracks wall, but, just as Koning's quarters come into view, six Imperial soldiers jump from behind the barracks and blaze away with their laser rifles!

☆ ☆ ☆

These soldiers stayed behind to loot their captain's rooms. They carry all of Koning's savings, 2000 Chips, in two boxes.

The PCs must each make a surprise check unless the players state that they're wary of an ambush. The first time the characters get a chance to fire, Tweeba helps throw the Gor-

lons off with his Projected Image ability. Projections of George Raft, John Wayne, Jimmy Cagney, and Clint Eastwood appear in front of the party with guns trained on the soldiers. Though the images do not move, the Gorlons must each pass general Perception checks to avoid being fooled. If they fail, they include the projection in their target options. The images are not disrupted unless Tweeba is hit.

If three of the Gorlons are killed in the exchange, the rest flee, leaving the Chips.

Six Imperial Soldiers, Green Gorlons

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

Skills: All beam weapons, Vet 80;
short-handled weapons, Vet 97

Weapons: Laser rifle, laser pistol,
shock mace

Armor: Field

Current STA:

Wounds:

#1 0000000000000000

#2 0000000000000000

#3 0000000000000000

#4 0000000000000000

#5 0000000000000000

#6 0000000000000000

4. CALLING ON KONING

If the PCs explore any building in the fort before Koning's, the looters from Encounter 3 take a six-passenger hover car from the garage at map location I and escape, unless a PC remaining on guard alerts the others.

When the PCs get to Koning's quarters, read the following aloud:

★ ★ ★

Koning's door is cracked open. No sound comes from within. The door opens without resistance. A figure lies slumped on the desk. It's Koning, quite dead. The room has been ransacked, and the captain's treasured memorabilia lie scattered everywhere. The safe in the opposite wall

has been forced open and is empty.

☆ ☆ ☆

Closer inspection shows that Koning's body has multiple laser wounds. His soldiers thought it appropriate to say goodbye before they left.

If the characters have the 2000 Chips the Gorlons were carrying, they have all of Koning's loot. There is nothing else of value in the building, unless one counts Tweeba's discovery. The Kayel goes straight to the black cabinet and is thrilled to find 100 holodramas. "Look at this! *The Big Sleep! The Lady from Shanghai! North by Northwest! Rocky VII!*"

The captain's communicator and monitoring devices were destroyed by the hasty looters. The Eavesdropper is still in place, however, and can be retrieved. A PC searching the desk finds keys to the armory and the prison.

Because of Koning's differences with his Gorlon superiors, his call for reinforcements has gone unheeded for now. But in two hours, three Imperial troop transporters arrive. Keep this in mind as the party plunders the fort.

In the meantime, Tikiti's Tarsan guerrillas have roundly defeated the demoralized Gorlon foot soldiers. This includes those troops at the unfinished installation to the north, so the characters can reduce this to rubble with no interference. The incomplete fort earns PCs 1 point.

5. VICTORY

Back at the emergency base, the PCs and their crews are given a hero's welcome. Food and drink are passed around.

Time is taken to complete repair on their Phoenix fighters. The PCs are helped in stuffing their plunder and purchases into the cargo compartments, which on Phoenix fighters is only about 2½ cubic feet.

Read this aloud when the characters are ready to leave Shamba:

Commander Tlank and Tikti shake your hands warmly. "Your work here is greatly appreciated, and I've reported it to Wilderness. You have bright careers ahead of you."

Tweeba walks up with three Tarsans who cradle holodramas in their arms. "I'd like to go back with you," he says, "But these fellows have put me in charge of recreational activities. Besides, I sort of like it here. I might even end up a soldier. I'm deeply grateful to you. I haven't had so much fun since the first time I saw *Plan Nine from Outer Space.*" He embraces each of you, tears visible beneath his dark glasses.

☆ ☆ ☆



EPISODE 7: BACK TO WILDERNESS

1. IT'S NOT OVER YET

★ ★ ★

With happy hearts and full cargo compartments, you leave beautiful Shamba, knowing you've made a great start as a Star Team member.

Then suddenly, Alert! The scanners warn you of twelve IMP fighters coming from behind. A gruff Gorlon voice speaks from the communicator: "All right, Star Team scum. You're wanted for crimes against His Imperial Majesty. Come along without any fireworks."

☆ ☆ ☆

Though it's still not clear to Baron Rissil exactly what went on at Fort Constantine, he knows Star Team work when he sees it. This patrol has orders to apprehend any outgoing ship that looks even slightly suspicious.

Begin the encounter at 20 hexes, as usual. If a dogfight occurs, 12 more IMPS come into play during the fifth round of combat. Since the PCs are clearly outnumbered, they may opt just to fly on until they can move

safely into translight travel.

12 Imperial Fighters

Stress Points: 60 Combat Speed: 9

VCR: 60

Crew: 1

Ship

Damage Boxes

#1	0 Front laser	0 Rear missile
	0 Drive	0 Control
#2	0 Front laser	0 Rear missile
	0 Drive	0 Control
#3	0 Front laser	0 Rear missile
	0 Drive	0 Control
#4	0 Front laser	0 Rear missile
	0 Drive	0 Control
#5	0 Front laser	0 Rear missile
	0 Drive	0 Control
#6	0 Front laser	0 Rear missile
	0 Drive	0 Control
#7	0 Front laser	0 Rear missile
	0 Drive	0 Control
#8	0 Front laser	0 Rear missile
	0 Drive	0 Control
#9	0 Front laser	0 Rear missile
	0 Drive	0 Control
#10	0 Front laser	0 Rear missile
	0 Drive	0 Control
#11	0 Front laser	0 Rear missile
	0 Drive	0 Control

#12 0 Front laser 0 Rear missile
0 Drive 0 Control

Stress Point

Damage Tally

#1	#7
#2	#8
#3	#9
#4	#10
#5	#11
#6	#12

2. HOME

★ ★ ★

Back on Wilderness, you walk into the middle of a very wild party. Kleibors are taking clumsy kung-fu swipes at Trakans, who counter with improvised nunchakus. Humans throw experimental kicks and Crystal Clones sit back looking amused.

In the background is the source of the commotion: a holograph of Bruce Lee's *Enter the Dragon* on a small stage.

Your commander breaks off a joking conversation with one of the techs and says, "I see you made it back. Had a few scrapes, I hear. What a great life, eh?"

☆ ☆ ☆



FIRST STRIKE ON PARADISE

By Jon Brunelle

The sounds of the big guns still ring in your ears as you walk slowly down the street. The fort seems quiet now, at least by comparison. Only minutes ago it was filled with Imperial troops eager for a shot at you, and now only distant rifle fire can be heard. But is it too quiet? What was that?!

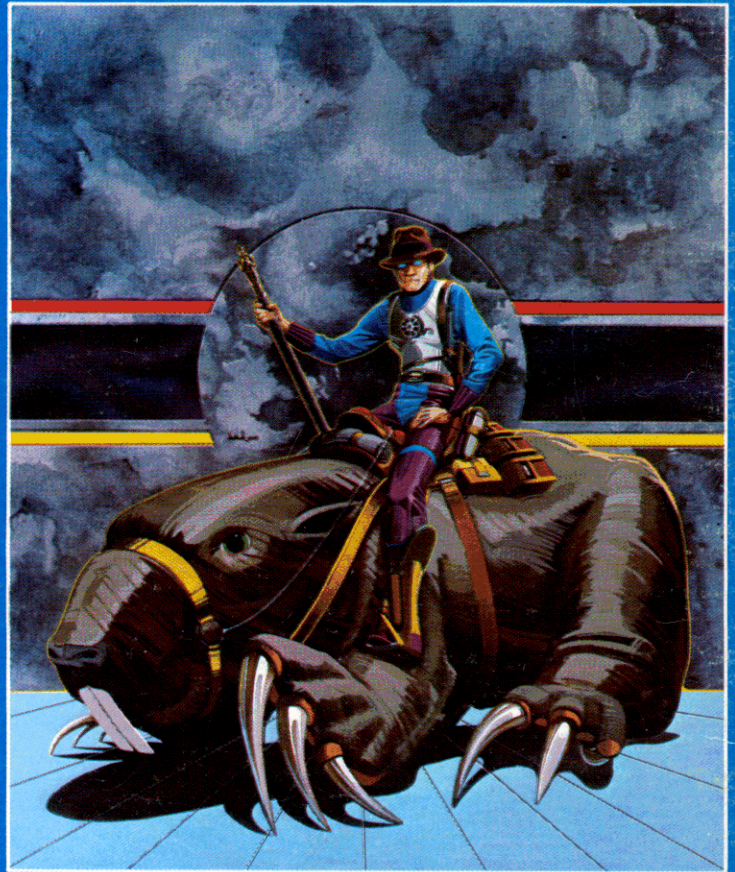
You turn and fire your PPR at a corner of the building just as six Imperial soldiers—green Gorlons all of them!—blast you with laser fire.

You look wildly around for cover and, spotting a heap of smoking rubble nearby, fling yourself behind it. Wiping the sweat out of your eyes you pick out an Imperial soldier and raise your weapon to draw a bead on him. But what you see is so incredible you can't believe your eyes.

Clint Eastwood.

Clint Eastwood?

And John Wayne. And is that Jimmy Cagney over there by the wall? Yes. Clint Eastwood and John Wayne and Jimmy Cagney are all standing there with guns trained on the Imperial soldiers, and the Gorlons seem as surprised as you are. What the devil is going on?



Pacesetter

ISBN: 0-917609-22-0

