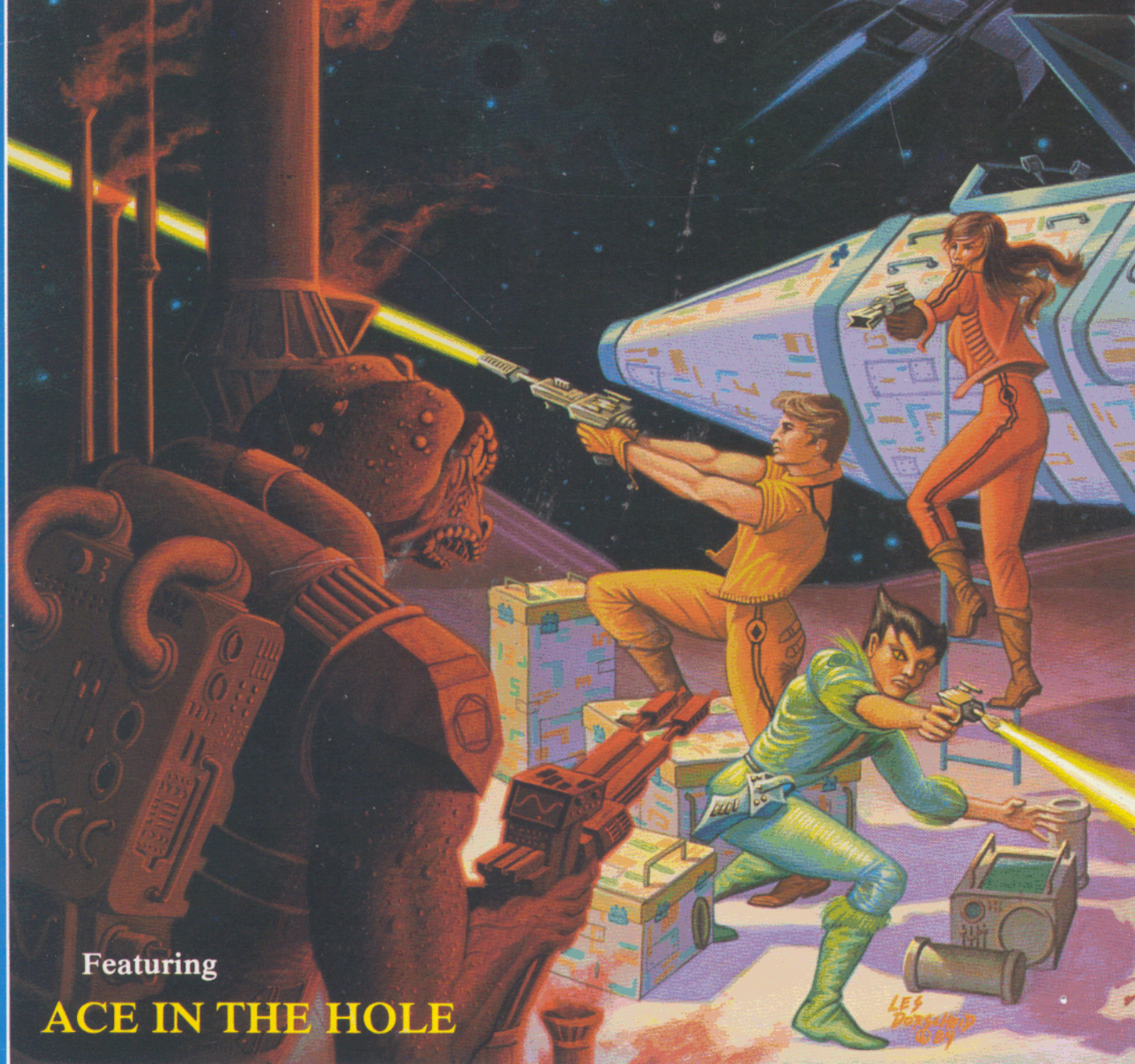


ANOTHER

STARACE

TM PRODUCT

CAMPAIGN MASTER'S SCREEN



Featuring

ACE IN THE HOLE

By Mark Acres


Pacesetter

SKILLS CHART

Skill Name	Base	Check	Skill Name	Base	Check
SPADE SPECIALTY SKILLS			Thrown Weapon Skills		
● Spacecraft Piloting	(Pcn+Dex+Agl)÷3	S	Axe/Tomahawk	(Str+Dex)÷2	S
UNARMED MELEE SKILLS			Dagger/Knife	(Str+Dex)÷2	S
● Boxing	(Str+Dex+Agl)÷3	S	Dart	(Str+Dex)÷2	S
● Wrestling	(Str+Agl)÷2	S	Grenade	(Str+Dex)÷2	S
● Martial Arts	(Str+Dex+Agl+Wpr)÷4	S	Javelin	(Str+Dex)÷2	S
● *Advanced Self-Defense	(Str+Dex+Agl+Wpr)÷	S	Sensory Knife	(Str+Dex)÷2	S
ARMED MELEE SKILLS			Sling	(Str+Dex)÷2	S
Bayonet	(Str+Agl)÷2	S	Spear	(Str+Dex)÷2	S
Blackjack	(Str+Agl)÷2	S	HEART SPECIALTY SKILLS		
● Bullwhip	(Str+Dex+Agl)÷3	S	● Computers	(Pcn+Luck)÷2	S★
*Lance, horseman's	(Str+Agl)÷2	S	● Deep Space Tracking	Pcn	G★
Polearms	(Str+Agl)÷2	S	● Demolitions	(Pcn+Dex)÷2	S★
Short-handled weapons	(Str+Agl)÷2	S	● Electronics	(Pcn+Dex+Luck)÷3	S★
Sword	(Str+Agl)÷2	S	● Emergency Spacecraft Repair	(Pcn+Dex+Wpr)÷3	S★
*Florentine style	(Str+Dex+Agl)÷3	S	● Engineering	(Pcn+Dex+Wpr)÷3	S
SPECIAL WEAPON SKILLS			● Investigation	(Pcn+Wpr+Per)÷3	S★
● Lasso	(Str+Dex)÷2	S	● Mechanics	(Pcn+Dex)÷2	S★
● Net	(Str+Dex+Agl)÷3	S	● Medicine	(Pcn+Per+Wpr+Luck)÷4	G
MOUNTED COMBAT SKILLS			● Outdoor Survival	(Pcn+Wpr+Luck)÷3	S
Riding	(Dex+Agl+Per)÷3	G,S	DIAMOND SPECIALTY SKILLS		
*Mounted Melee	Weapon skill score	S	Bargaining	(Per+Wpr)÷2	S
*Mounted Ranged	Weapon skill score	S	● Disguise	(Per+Dex)÷2	G★
RANGED WEAPON SKILLS			● Forgery	(Per+Dex)÷2	S★
Bow Skills			● Gambling	(Pcn+Luck)÷2	S
Crossbow	Dex	S	● Impersonation	(Pcn+Wpr+Per+Dex)÷4	S★
Longbow	(Str+Dex)÷2	S	● Mirage Missiles	(Pcn+Dex)÷2	S★
Shortbow	Dex	S	● Security Devices	(Pcn+Dex+Luck)÷3	S
Firearm Skills			● Stunt Driving	(Pcn+Agl)÷2	G
Automatic Rifle (PPR)	Dex	S	● Theft	(Pcn+Dex+Wpr)÷3	S★
Long-barreled Gun	Dex	S	CLUB SPECIALTY SKILLS		
Pistol	Dex	S	Skill Name	Base	Chk Wpr Col/Cost
Beam Weapon Skills			● Noetic	(Pcn+Wpr)÷2	G★ 4; 10/min
Laser Pistol	Dex	S	Def. Mode		
Laser Rifle	Dex	S	● Ignore	(Per+Wpr)÷2	S★ 4; 30/Use
Beta-red Particle Beam	Dex	S	Pain		
Grenade Launcher	Dex	S	● Levitation	(Str+Wpr)÷2	S 4; 10/round
			● Noetic	(Pcn+Per)÷2	S★ Will; 5/use
			Detection		
			● Shield Ship	(Str+Wpr)÷2	S★ 4; 30/use
			● Shock	(Str+Pcn+Wpr)÷3	S Will; 30/use
			● Telekinesis	(Agl+Wpr)÷2	S 4 or Will; 5/rd.
			● Thought	(Per+Pcn+Wpr)÷3	S Will; 20/use
			Probe		

Notes:

● indicates an exclusive skill. * indicates a skill that can't be acquired without a prerequisite skill.

Check: G indicates *general*; S indicates *specific*; ★ indicates a *secret* check, rolled by the CM.

SKILL COSTS CHART

Activity	Cost
Acquire skill at Rookie level	250 C
Raise Rookie skill to Vet level	500 C
Raise Vet skill to Ace level	1000 C

SKILL LEVEL MODIFIERS

Level	Non-specialty	Specialty
Rookie	+15	+30
Veteran	+30	+45
Ace	+55	+70

RANGED WEAPON ATTACK MODIFIERS

Target's Declared Action or Situation This Round		Attacker's Declared Actions or Situation This Round	
Walking	-10	Walking	-10
Running	-20	Running	-20
Sprinting	-30	Sprinting	-30
Falling/Diving	-40	Falling/Diving	-40
Going to cover	-20	Going to cover	-20
Behind cover	-30	In slow vehicle	-10
Prone	-10	In fast vehicle	-30
Flying	-30	Getting up, and/or turning more than 90 degrees	-20
Swimming	-30	Drawing this round	-20
		Firing more than one weapon	-20
		Skilled, aiming single shot/rnd	+10
		Firing a burst	+30
		Second shot in a round	-10
		Third shot in a round	-20
		Fourth shot in a round	-30
		Unskilled riding	-40
		<i>Range modifier</i>	<i>Varies</i>

See weapons chart

MELEE ATTACK MODIFIERS

Situation	Mod.
Attacker on ground	-40
Attacker getting up	-20
Attacker moved to close this round	-20
Attacker charging with long weapon	+20
Attacker attacking from behind	+20
Charging on mount	+30

CHARACTER MOVEMENT IN ONE ROUND

Declared Move	Distance in feet	5'	25'
		Hexes	Hexes
Crawl	15	3	1/2*
Walk	25	5	1
Run	75	15	3
Sprint	150	30	6
Swim	15	3	1/2*
Climb	5	1	1/5*

*follows number of rounds

TRANSLIGHT DAMAGE

Failure = Craft suffers 3d10x2 points of stress damage.
S = Serious stress: Craft suffers 2d10x2 pts damage.
L = Limited stress: Craft suffers 2d10 pts damage.
M = Minor stress: Craft suffers 1d10 pts damage.
H = High success: Craft suffers 1d10÷2 (round up) pts damage.
C = Complete success: Craft suffers only 1 or 2 pts damage.
 Roll 1d10: 1-5 = 1 point, 6-10 = 2 points.

ANTI-SPACECRAFT FIRE RESULTS

Failure = Miss.

S = Slight Damage: Defender loses 1d10 pts damage.

L = Light Damage: Def. loses 2-20 pts (1d10x2)*.

M = Medium Damage: Def. loses 4-40 pts (2d10x2)*.

H = Heavy Damage: Def. loses 6-60 pts (3d10x2)*.

C = Critical Damage: Def. loses 6-60 pts (3d10x2)* plus one damage box (attacker's choice).**

K = The craft's defensive shields are knocked out.

* If shields are still operating, do not multiply the dice result by two.

****** If shields are still operating before attack, do not mark off a damage box.

HINDERED MOVEMENT

Obstacle	Effect on Walking Distance	Action	Effect/Comments
Normal Obstacles		Firing or throwing ranged weapon	Deduct 5 feet from total walking movement for each weapon fired or thrown before movement. Deduct triple this amount from running distance.
Doors, closed	−10 feet		
Stairs	−10 feet per flight		
Entering or leaving a vehicle	−20		
Dangerous Obstacles*		Firing bow	No movement allowed in same round.
Vehicles	−15		
Furniture	−10	Standing up	Deduct 10 feet from total walking movement, 30 feet from total running movement. Sprinting not possible in the same round.
Placed Obstacles	−10 feet		
*Modifiers do not apply if characters walk around the obstacle. If characters climb over, or jump across, they need to make a general Agility check. If they fail, the characters fall down.		Placing obstacle	Deduct 5 feet from total walking movement, 15 feet from total running movement; limit one obstacle per round.
Terrain	Effect on Walking Distance	Watching behind	Deduct 10 feet from total walking movement; running and sprinting not allowed.
Heavy Woods	−10 feet		
Light Wood	−5 feet		
Broken (rough terrain)	−15 feet		
Swamp	−20 feet	Notes:	

Notes:

Placing Obstacle: Quickly grabbing an object directly ahead and flipping it behind to foil pursuit.

Watching Behind: Keeping a watch behind while moving forward.

Action Table

Defense Column

Attack Margin	1-15 1	Ability Checks 16-30 2	31-45 3	Skill Checks 46-60 4	61-75 5	76-90 6	91-105 7	106-120 8	121-135 9	136+ 10
0	LK	L	L	L	L	S	S	S	S	S
1-4	M	M	L	LK	L	LK	L	S	S	S
5-9	H	MK	M	L	L	L	L	L	LK	S
10-29	C	H	MK	M	M	M	LK	L	L	L
30-49	C	C	H	M	MK	M	M	MK	L	LK
50-69	CK	CK	C	H	H	H	M	M	M	M
70-89	CK	CK	CK	CK	H	H	H	H	M	M
90-94	CK	CK	CK	CK	CK	HK	H	H	H	H
95-99	CK	CK	CK	CK	CK	CK	HK	HK	H	H
100+	CK	CK	CK	CK	CK	CK	CK	HK	HK	H

ARMED COMBAT RESULTS

Code	Result (Defender loses points from current Stamina.)
S	Scratch Wound: Lose 1 or 2 points; (see above), and mark 1 wound box.
L	Light Wound: Lose 2-20 points (1d10x2), and mark two wound boxes.
M	Medium Wound: Lose 4-40 points (2d10x2), and mark three wound boxes.
H	Heavy Wound: Lose 6-60 points (3d10x2), and mark four wound boxes.
C	Crippling Wound: Lose 6-60 points (3d10x2), and mark five wound boxes. (Or called shot, if specified otherwise.)
K	Knockdown: Defender knocked down and back 5 feet; must make DEX check to hold onto any hand-held item; any uncompleted actions this round are cancelled.

COMBAT PROCEDURE

1. Declare attack
2. Determine base chance
3. Determine strike number
4. Defender declares Luck use (PCs, missile attacks only)
5. Attacker rolls specific check against strike number
6. Apply results

UNARMED COMBAT RESULTS

Code	Result (Defender loses points from current Stamina.)
S	Scant Damage: Lose 1 - 2 points(roll 1d10; 1-5=1, 6-10=2).
L	Light Damage: Lose 2-20 points (1d10x2).
M	Medium Damage: Lose 4-40 points (2d10x2).
H	Harsh Damage: Lose 6-60 points (3d10x2), and mark one wound box.
C	Crushing Damage: Lose 6-60 points (3d10x2), and mark two wound boxes. (Or called shot, if specified otherwise.)
K	Knockdown: Defender knocked down and back 5 feet; unfinished actions cancelled this round.

SEQUENCE OF PLAY FOR ONE ROUND

1. CM declaration
2. Player character declaration
3. Initiative determination
4. Side A uses noetic skills
5. Side A fires or throws missiles
6. Side A moves
7. Side B defensive missile fire
8. Side A melees
9. Side B uses noetic skills
10. Side B fires or throws missiles
11. Side B moves
12. Side A defensive missile fire
13. Side B melees
14. Stamina loss and recovery

Side
A's
Attack

Side
B's
Attack

DOGFIGHT MANEUVER RESULTS

Failure = Maneuvering pilot must use straight flight option this round.

S = Maneuvering pilot ends move 1d10 hexes directly ahead of enemy craft.

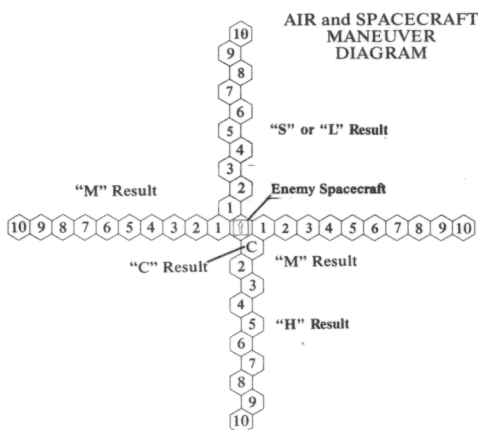
L = Maneuvering pilot ends move 1d10 hexes ahead of enemy craft, but at such an angle that the defender suffers a -30 modifier during the upcoming defensive fire step.

M = Maneuvering pilot ends move 1d10 hexes to the side he chooses of the enemy craft.

H = Maneuvering pilot ends move 1d10 hexes directly behind the enemy craft.

C = Maneuvering pilot ends move 1 hex directly behind the enemy craft at such an angle that the defender cannot fire at the maneuvering craft during the upcoming defensive fire step.

K = Disregard "K" in these results.



RANGED WEAPONS

Type	Range Modifier	Ammo	ROF	RL	Mounted Use?
------	----------------	------	-----	----	--------------

SHORT RANGE WEAPONS

THROWN WEAPONS

Axe/Tomahawk	-30	NA	1	NA	Yes
Dagger/Knife	-20	NA	1	NA	Yes
Javelin	-05	NA	1	NA	Yes
Shuriken	-25	NA	4	NA	Yes
Sling/Bullet	-05	UL	1	NA	No
Spear	-20	NA	1	NA	Yes
Hand Grenade	-30	NA	1	NA	Yes

SHORT RANGE FIREARMS

Antique pistol	-15	1	1	4	Yes
Revolver	-07	6	4	2*	Yes
Automatic Pistol	-12	8	4	1	Yes
Shotgun, double barrel	-04/120	2	2	1	Yes
Shotgun, pump	-04/120	5	4	2	Yes

LONG RANGE WEAPONS

LONG RANGE FIREARMS

Musket	-02/50	1	1	+++	No
Rifle	-.5/15	1-10**	1-4**	1	Yes
Automatic Rifle	-.5/15	1-20	4***	1	Yes
Grenade Launcher	-02/50	1	1	4	No
Proton Projector	NA/-01	1-50	4***	1	No

BOWS AND ARROWS

Crossbow	-02/50	1	1	++	No
Shortbow	-05/150	1	1	++	Yes
Longbow	-02/50	1	1	++	No

BEAM WEAPONS

Laser Pistol	-05/150	20	4	1	Yes
Laser Rifle	-.5/10	50	4	2	No
Beta-Red	-.5/10	4	4	6	No
Particle Beam Rifle					
Vehicle Lasers	-.5/10	50	4	2	No

SPACECRAFT WEAPONS CHART

Weapon	Range Mod.	ROF /Rd.	Dmg Bx
Laser (all)	-05	3	1
+50 Plasma gun	-03	1	2
+80 Plasma gun	-01	1/2	4
Missile launcher	NA	1	1

Notes: All Plasma guns have a -50 modifier, in addition to the range modifier, when firing at tactical or mixed craft. Missile launchers on strategic craft can fire one missile per round.

DEFENSE COLUMN CHART

Attack Type	Defense Column
Ranged Weapon Attack	Defender rolls 1d10 and adds any Luck spent to the die roll. Resulting number is number of the Defense Column (10 maximum).
Melee Attack: Defender has declared use of a melee skill as action for the round.	Use column beneath the range of numbers that contains the defender's skill score.
Melee Attack: Defender surprised.	Use Column 1.
Melee Attack: Defender doing none of the above.	Use column beneath the range of numbers that contains the defender's Unskilled Melee score.

ACE IN THE HOLE

A STAR ACE™ Mini-adventure by Mark Acres

No doubt about it, a guy could lose a fortune here in no time flat. Thousand-Chip notes lie scattered on the gaming tables like spilled popcorn. The glitter of jewels seems commonplace. And most of the clientele could lose a mint here and still go home smiling.

No wonder Simset, the old Kleibor Ace, lost his shirt in this place. If the hired help hadn't done him in, the patrons certainly would have. This casino is a feeding ground for the Empire's wealthy sharks.

No matter. In a few minutes, some of those sharks will have broken teeth—if all goes according to plan. But as you ready to make your move, a handful of ICE storm troopers quietly assume positions by the exits. Then a Crassite with a jewel-encrusted snout starts to waddle laboriously in your direction. A mocking grin spreads beneath the Crassite's snout, wrinkling his gray, blubbery hide. . . .

INTRODUCTION

Ace in the Hole is a STAR ACE™ mini-adventure for two to eight player characters. If you wish to play a Star Team rebel in this adventure, stop reading now. From this point on, the text is for the CM only.

This booklet contains both the mini-adventure, *Ace in the Hole*, and four blank character sheets for use with the STAR ACE game. Each character sheet has the STAR ACE Action Table on the back, for easy reference during play. To remove the character sheets, tear gently along the perforated lines.

To prepare to run this adventure, just read through the booklet. Then look

up any game rules you might not understand. If you know the rules and story, you can play the adventure at its best.

Format

Text set between stars is meant for the player characters. Read such text aloud. Do not read other information aloud unless the characters themselves would discover it.



CM'S PLOT SUMMARY

A Kleibor Spade/Ace named Simset has maneuvered himself into an interesting mess: he owes 5,000 Chips to a Crassite gambling syndicate, after just one disastrous evening of "fun." He played the tables at a casino known as "The Black Hole." Unfortunately, the Crassites who run the place think Simset has taken too long to repay his debt. Consequently, they have placed a 1,000 Chip price on his head.

Commander Malako discovered Simset's problem when the Kleibor reported in from an undeveloped

planet. Simset was forced to crash land after battling a bounty hunter named Ril Lissil. The good news is, Simset finally has the cash to pay off the syndicate. The bad news is, the syndicate doesn't want the money. They'd rather kill Simset to set an example for other patrons.

At the start of the adventure, Commander Malako tells the PCs they must deliver a new fighter to Simset, and send him back to base. Then the

PCs must dispose of Lissil, the bounty hunter. And last but not least, the rebels must pay a visit to The Black Hole casino. They must rob the casino's main safe, leaving just enough to cover Simset's debt. (After all, you can't let Imperial folks think they can bully a Star Team rebel.)

Finding Simset, getting him safely on his way home, and fighting the bounty hunter should be fairly straightforward. Robbing The Black Hole will be a tougher problem. The casino is located on a CRP station only three grand strategic sectors from Asfalia, the Empire's seat in the Region. The CRP station is, of course, occupied by Imperial forces. The Crassite syndicate pays off the Empire; its operation is entirely legal under Imperial law, and Imperial troops on the station will certainly defend this legitimate Imperial business against the PCs.



1: SURPRISE FOR SIMSET

1. A MEETING WITH MALAKO

☆☆☆

"Gentlemen, we have a problem."

Commander Malako's eyes twinkle mischievously as he speaks. The grin he sports usually means he's assigning a mission with extreme danger, but high profits.

"You are all familiar, I assume, with Simset, a rather dimwitted yet invaluable Kleibor Spade Ace? Yes, I see you've heard of him. Most rebels have. Well, it seems he's crashed in the Tamillan sector, in an unexplored system called TAM-27. He's on a minor planet—just some vacant rock pile, he says. I want you to fly a ship there so he can bring himself home," Malako explains. "Of course," the Commander adds, "there's a little more to your mission than that."

Knowing Malako, you'd already figured there'd be more.

"It seems our fine furry friend was knocked out of space by a green Gorlon named Ril Lissil. That's how Simset ended up on the planet. This Lissil has quite a reputation as both a bounty hunter and a contract killer. He works mainly for a Crassite gambling syndicate. It seems our Kleibor took too long to repay a gambling debt, and the Crassites put a price on his head. Lissil plans to collect that price.

"I'm sure you'll agree that we can't have every two-bit criminal in the Region thinking he can hunt down a

Star Team member in cold blood. This Lissil must be taught a lesson, for the future safety of the Teams. And for *Simset's* safety, that lesson better be final. That's where you come in. I'll provide a ship, which you must deliver to Simset. The Kleibor must return immediately here to Wilderness; he and I will discuss the evils of gambling. You, on the other hand, must then find and, ah, shall we say, "instruct" this Lissil fellow in the proper etiquette for dealing with his betters.

"And, while I'm thinking of it, there is one more thing. . . the Crassite syndicate. Can't have these hoodlums thinking they can put a bounty on Star Team pilots, can we? Also, we should pay off Simset's debt; I don't want our men to be known as credit risks. Now, Simset owes these Crassite dregs about 5,000 Chips. Seems to me the best way to make our point would be to heist their casino, and leave 5,000 Chips behind.

"The casino is called 'The Black Hole.' You can find it on the shared CRP station three grand strategic sectors from Asfalia, toward Sepa Green. Of course, the station is crawling with Imperials, so plan this job well. The loot you get, less 5,000 Chips for Simset's booty, is all yours. After five percent to the base, of course."

☆☆☆

Commander Malako provides the rebels with two standard cargo ves-

sels. Each vessel has been specially altered, allowing it to carry and launch up to five FX-80 Phoenix starfighters. With the cargo ships, the PCs should be able to land on the CRP station without arousing Imperial suspicions. One of the vessels contains a Phoenix to be delivered to Simset, leaving room for four PC fighters.

Malako also gives the PCs exact coordinates for Simset's crash site. Then the commander presents a note to pass on to Simset: "Return at once to Marauder's Landing. We've got some talking to do." The note is as binding as any formal written order.

In response to PCs' questions, Malako divulges all the information given in the Introduction about the Crassite gambling operation and The Black Hole casino.

Malako further informs the PCs that Ril Lissil is probably still hanging around the TAM-27 system. Simset crashed beyond radar range, so the Gorlon may be waiting for his prey to reappear.

Finally, Malako cautions that recent intelligence reports indicate an unusual number of Baron Gruy's ships are patrolling the Tamillan sector. (Gruy is the Imperial Lord of Tamilla.) Malako says the ships are probably just routine patrols, scouting potential trouble spots prior to the arrival of Imperial goods or reinforcements to the area.

2. IMPERIAL PATROL

☆☆☆

Popping out of hyperspace into the TAM-27 system, you read no interference on the scanners. Perhaps you can anticipate a quiet four-hour journey to the planet. Simset, of course, has received a tight beam communication from Malako, informing him of your plans. All appears in order.

Unfortunately, the peace and the quiet don't last. About one hour into your sublight voyage, a blip shows up on your scanner screens. It's not just a blip—it's a full-blown bleep. A massive warship is approaching, broadcasting a message on an open channel:

"This is Imperial destroyer *Pluto III*

NPCS: Unless noted otherwise, characters in this adventure are standard NPCs. Imperial troopers wear reflector plate armor and carry laser rifles, as described under "Imperial Military Organization" on page 4 of the Wilderness Briefing Manual.

Standard Human

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

Standard Crassite

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

Standard Gorlon

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

Standard Kleibor

STR	50	DEX	40	AGL	50
WPR	57	PER	57	PCN	57
STA	50	UMS	50	WNDS	13

of Tamilla, representing the Tamillan system government of Baron Gruy. Please identify yourselves and state your business in this sector."

★ ★ ★

The *Pluto III* is a standard Imperial destroyer on routine patrol. The ship just happens to be passing through the TAM-27 system. If the PCs respond with a reasonable story, the destroyer commander will be satisfied. He will also advise them of the best way to make the jump to whatever system the PCs say they are seeking.

"Reasonable stories" of course do not reveal the PCs' connections to the Star Teams. As cargo carriers (ostensibly), the PCs might safely identify themselves as members of the Alliance, providing they indicate their presence in the Tamillan sector was a mistake—the result of a computer malfunction, perhaps.

Should the PCs fail to offer a reasonable explanation for their presence in this uninhabited system, the *Pluto III* assumes they are hostile. The destroyer launches its two Imp fighters, and moves in for the attack.

If combat takes place, run it normally until one side has been destroyed or has escaped the range of enemy weapons.

NPC Craft Statistics

Pluto III, Destroyer

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

Stress Point Damage:

Damage Boxes:

Front: ☐ +20 laser ☐ +20 laser

Front/side: ☐ +30 laser

Rear/side: ☐ +30 laser

Right side: ☐ laser ☐ laser

☐ +10 laser ☐ +10 laser

☐ missile launcher

☐ missile launcher

Left side: ☐ laser ☐ laser

☐ +10 laser ☐ +10 laser

☐ missile launcher

☐ missile launcher

Rear: ☐ +20 laser ☐ +20 laser

Drive: ☐☐☐☐☐☐☐☐

Control: ☐☐☐☐☐☐

Crew: ☐☐☐☐☐☐

Two Imperial Fighters

(Carried on destroyer)

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

Stress Point Damage:

Damage Boxes:

#1 ☐ Front laser ☐ Rear missile

☐ Drive ☐ Control

#2 ☐ Front laser ☐ Rear missile

☐ Drive ☐ Control

3. A LISSIL BIT OF LUCK

★ ★ ★

You resume your approach to TAM-27. Once again, all seems peaceful. But then once again the scanner shows a blip. And this time, the incoming message isn't friendly—it's a +10 laser beam.

★ ★ ★

Ril Lissil was parked in orbit on the sunny side of TAM-27 when he overheard chatter between the *Pluto III* and the PCs. Peeking out from behind the planet's rim, he has seen the fat, vulnerable cargo ship(s) coming in, and decided to go for what he assumes to be easy bucks.

Lissil's ship is also a modified cargo vessel: it's armed to the teeth and carries two standard Phoenix starfighters. How did Lissil get a hold of Star Team vessels? Viscount Amin, Earth's Lord, confiscated them from Star Team surplus discovered on Earth bases. And Lissil, with his connections, managed to purchase a few.

The Gorlon begins his attack with a shot from his front +10 laser—the initial "message" the PCs receive. He then makes a call on the communicator, commanding the captains of the "cargo vessels" to surrender. The Gorlon identifies himself as Ril Lissil, adding, "I'm sure you know my reputation. Surrender now with your cargo, and I'll let you live."

As soon as the PCs tip their hand by launching fighters from their holds, Lissil does the same. Two fighters exit the hold of his ship, piloted by a couple of Gorlon lackeys.

The combat continues until one side is destroyed or captured. Lissil is arrogant and stubborn; it is inconceivable to him that he could actually be defeated. Should the PCs capture his ship, they can eventually discover it commands a base market price of 17,000 Chips.

NPC Statistics

Ril Lissil, Green Gorlon Assassin

STR	60	DEX	54	AGL	78
WPR	62	PER	40	PCN	52
STA	76	UMS	69	WNDS	15

Current Sta:

Wounds: ☐☐☐☐☐☐☐☐
☐☐☐☐

Skills: Spacecraft Piloting, Vet, 92; Bargaining, Vet, 81; Sword, Rookie, 84; Laser Pistol, Rookie, 69; Laser Rifle, Rookie, 69.

E/W/A: Lissil is wearing reflector plate armor. He carries a monofilament sword and laser pistol, and has a laser rifle handy by the pilot's seat in his craft.

Five Brown Gorlons

(Lissil's crewmen and Phoenix pilots)

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

Skills: Laser Pistol, Rookie, 65 (Pilots also have Spacecraft Piloting, Rookie, 73).

E/W/A: All wear reflector plate armor and carry laser pistols.

Current Sta:

Wounds

#1 ☐☐☐☐☐☐☐☐
#2 ☐☐☐☐☐☐☐☐
#3 ☐☐☐☐☐☐☐☐
#4 ☐☐☐☐☐☐☐☐
#5 ☐☐☐☐☐☐☐☐

2: BLACK HOLE HEIST

This portion of the adventure covers the PCs' attempt to rob The Black Hole, leaving behind 5,000 Chips to cover Simset's gambling debt.

The Black Hole is located on the shared CRP station three hexes *left* of Asfalia on the Wilderness Region map. The map on page 4 of this booklet shows the station's general layout; the map on page 8 shows the casino's interior. Both maps are keyed to the section below. You might wish to slowly sketch these maps for the players during play, illustrating what their characters can see.

A. CRP STATION KEY

The station consists of two concentric rings. The outer ring—or the “hoop”—contains docking, hangar, and ship repair facilities. This ring is stationary; it has no gravity, and is depressurized. Characters here generally wear LSS suits, allowing the outer doors to open without endangering those characters' lives.

The inner ring—or the “hub”—contains administrative offices, communications facilities, food and lodging, tourist shops, and the casino. The hub achieves artificigravity by rotation. It is connected to the outer ring by three large corridors, which rotate with the inner ring and provide access to it. Although the corridors rotate, they do not impart motion to the outer ring.

1. HANGARS

Ships land and dock at this facility on a routine basis. The PCs are assigned to Hangar 47 as shown on the sketch map. They can repair vessel stress damage here at the standard rate (5 Chips per stress point).

2. WEAPONS WARNING SIGN

Any person may carry sidearms into the station. Sidearms must be left at a check-in desk, however, before patrons enter hotels, bars, and other establishments.

Only Imperial troops may carry grenades, rifles, or other types of “heavy” firepower. Non-military per-

sonnel must leave such weapons on their ships. Persons caught with unauthorized heavy weapons are subject to arrest and may be sentenced to a maximum of five years' slavery in Tamillan mines.

3. INSIDE CORRIDOR OF THE HOOP

This corridor connects the hangars and workshop facilities to one another and allows access to the rotating corridors, leading to the hub.

Two Imperial fireteams routinely patrol the passageway on foot. Each team makes a complete circuit of the inner corridor in about an hour. The teams patrol opposite points of the circle, which means that at any given spot, a fireteam will stroll past once every half hour.

As noted on page 4 of the *Wilderness Briefing Manual*, a fireteam consists of 5 standard Gorlon troopers. Each trooper carries a grenade launcher, a laser rifle, and wears reflector plate armor.

4. THE CONNECTING CORRIDORS

Pneumatic pod-cars whisk passengers down each connecting corridor. The corridor rotates, connecting the stationary outer ring of the station with its rotating inner ring. The trip down the corridor, or “the tube” as it is called in local station slang, takes one full minute. An airlock is located at each end. At the inner ring, passengers step out into normal gravity.

5. THE STATION DIRECTORY

This large directory map shows the locations of the major offices, shops, clubs, and hotel facilities on the station. Glancing up and down the curving corridor, PCs can see that Imperial troops are unobtrusive but present in moderate numbers, wearing reflector plate armor and carrying laser rifles.

PCs who look around for a short while discover the following information as well:

1. Two armed Imperial fireteams

routinely patrol the hub corridor. Each fireteam takes about 45 minutes to complete a circuit of the ring; thus, in a given location a team will be encountered once every 22 or 23 minutes.

2. Video cameras enhance security on the station. The cameras can barely be detected in the “ceilings” of the main corridor (refer to the map). Monitors for the cameras are located in the central administration office (17), which is constantly manned by guards.

3. Most of the businesses and offices have concealed security alarm systems which can be operated by their personnel. These alarms immediately alert the central administration office to send troops.

4. Announcements are occasionally made station-wide over a public address system.

6. THE HAPPY VOYAGER NIGHTCLUB



This is an expensive bar and nightclub catering to a wealthy clientele. PCs who spend some time in here can eventually pick up the following information from other customers:

1. Two Crassites run The Black Hole casino next door. These two hold the legal gambling monopoly on all “shared” CRP stations in the Region.

2. Security in The Black Hole is tight. Bouncers carry concealed laser pistols under a special permit. Video monitors cover the entire operation, and secret alarm switches can be found on every gambling table. Almost any employee can hit an alarm at any time. (Information on the alarm switches is false, but the PCs have no way of knowing this.)

3. High stakes gambling is the rule at The Black Hole. The minimum table bet on any game is 10 Chips.

4. The Crassites are known to hire assassins. These killers “take care of” patrons who fail to pay their gambling debts quickly.

5. The main safe for the establishment lies in an office at the back of the casino. Reportedly, only the two

Crassites who run the joint know how to open the safe.

7. BANK



This is a normal banking institution. The rebels can find no useful information here.

8. THE GRAND HOTEL



"The Grand" is a swank upper-class hotel. Prices are high, service is snooty, and almost anything can be bought with enough cash. PCs can obtain the same information here that is listed under "The Happy Voyager." The information may cost them a little, but not an excessive amount; bellboys give cheap reports.

9. SHOPPERS' PARADISE



Shoppers' Paradise is a collection of overpriced luxury goods stores. The PCs can find lots of glitter but no useful information here.

10. STATION PERSONNEL BARRACKS



This area houses the 500 troops, workers, and other permanent residents of the station. In the event of a general security alarm, 100 Imperial troopers (a full platoon) will rush from this location after a minute.

11. POWER ROOM



The generators here provide power and life support for the entire station, under the direction of computers in the central administration office. Characters with Demolitions or Mechanics skill could tamper with the power supply, and selectively cut off heat, lights, or air recycling from this room.

12. PERSONNEL DINING ROOM



The station's personnel eat meals here at reduced prices. The dining room is off limits to visitors.

13. KITCHENS AND FOOD STORAGE



At any time, 1d10 standard Human NPCs and an equal number of standard brown Gorlon NPCs work here, tending to the food needs of station personnel.

14. GYM AND RECREATION ROOMS



Visitors to the station can enjoy these complete exercise facilities free of charge. With a bit of casual conversation in the weight room, characters can uncover the same information that is available in The Happy Voyager nightclub.

15. HOLO THEATER



This theater shows holographic dramas and comedies 24 hours a day.

16. GARDENS



These extensive hydroponic gardens are provided for aesthetic purposes. Many permanent station personnel come and relax here, including Joey Walsh, an employee of The Black Hole. Walsh has recently had a wage dispute with his Crassite employers. A broken arm shows that he lost the dispute. Walsh is eager to take revenge on the Crassites, but doesn't know quite what to do.

PCs who take the time to talk with this character may obtain the information below. Walsh must be convinced they plan to take action against the Crassites.

1. The Crassites have installed an override control on all the video cameras and security alarms in their club. The central administration office, which normally monitors these devices, has purposely not been informed. With the override system, the owners can disconnect the video and alarm signals from the central office. When the video system is disconnected, a mock video recording is automatically sent to the central administration monitors. The recording shows an everyday scene in the casino.

2. The override control is hidden in the top desk drawer in the casino office.

3. A half-dozen bouncers work the casino at any time, armed with laser pistols. The bouncers are big, burly, and obvious.

4. Five undercover guards mingle with the crowd every night, disguised as normal clients of the casino. These characters rotate, so Joey isn't sure who they are. He does know they are armed and deadly.

NPC Statistics

Joey Walsh, Human

STR	46	DEX	72	AGL	62
WPR	48	PER	64	PCN	70
STA	50	UMS	54	WNDS	13

Current Sta:

Wounds: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Skills: Gambling, Vet, 101

Joey works as a card dealer at the casino.

17. CENTRAL ADMINISTRATION



In both location and function, this area serves as the station's core. Here lie the station commander's office and quarters, the station's computer banks, the security video monitors, administrative personnel, and guards. The entire area is off limits to anyone lacking permission from the base commander or the chief duty officer.

NPC Statistics

At any given time, the center contains 10 Human administrative employees, unarmed; 6 Gorlon administrative employees, unarmed; 4 Crassite administrative employees, unarmed; and one fireteam of Gorlon Imperial soldiers. All personnel are standard NPCs.

18. THE BLACK HOLE



Refer to the text below for a detailed description.

B. KEY TO THE BLACK HOLE CASINO

The Black Hole runs its gambling action round the clock, and the casino is always crowded.

1. ENTRANCE

Two Gorlon bouncers watch the entrance at all times, while two female Trakan employees collect the cover charge. Patrons pay 1 Chip per person just to enter the casino.

2. CHECK ROOM

Customers must check all weapons here immediately after entering the club. Failure to do so automatically attracts one of the bouncers from the nearby entrance (1).

3. CASH WINDOWS

Gambling at The Black Hole is done with the casino's own scrip. The paper money can be purchased in 1, 5, 10, 20 and 100 Chip denominations at any one of three cash windows. Patrons also exchange their scrip for real cash here at the end of their gambling sprees.

At any time, 1d10 NPCs are lined up before each window (standard Humans, Gorlons, Crassites, Trakans, and/or Kleibor—CM's choice).

One teller, a standard Human NPC, mans each window. All tellers are unarmed. Each has a cash box, which contains a maximum of 1d10x10 Chips at any time. Funds in excess of this amount are taken immediately to the cash room.

4. CASH ROOM

The cash room contains a small safe which can be opened only by one of the Crassite owners of The Black Hole or the Gorlon guard in this room. The safe contains 2d10x10 Chips at any given time. It is con-

structed to resist penetration by all common weapons, excluding the Beta Red Particle Beam.

The guard is a standard Gorlon with reflective armor, a monofilament sword, and a laser rifle. He controls a security alarm by his seat, which automatically alerts central administration and automatically closes and electronically locks the door to this room. Characters with Security Devices skill can reopen door, depending upon their skill check results. Successful use of Demolitions skill may open the door—or at least blast a man-sized hole.

NPC Statistics

Gorlon Guard

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

Current Sta:

Wounds: ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐

Skills: Sword, Vet, 97; Laser Rifle, Vet, 80.

5. STORAGE

This is a general storage room. Nothing here should interest the PCs.

6. KITCHEN

The casino serves food to clients seated near the dance floor. All such cuisine is prepared in this room. Aside from 1d10 standard Human NPCs, unarmed, nothing here would interest the PCs.

7. OFFICE

This room serves as the main office of Fallah and Ja'har, the two Crassites who run the gambling syndicate. If the PCs get inside this room, they discover Ja'har. (Fallah is away on business.)

The office also contains a security alarm, and the security override control. Both lie in the top desk drawer.

In addition, the room houses the main casino safe. This safe contains 1d10x20 Chips at any given time.

NPC Statistics

Ja'har, Crassite

Owner/Manager of The Black Hole

STR	66	DEX	42	AGL	48
WPR	69	PER	50	PCN	72
STA	42	UMS	57	WNDS	12

Current Sta:

Wounds: ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐

Skills: Bargaining, Vet, 100; Forgery, Vet, 76; Gambling, Ace 112.

Ja'har is a true Crassite's Crassite. In addition to the direct profits from CRP gambling casinos, he turns a sizeable income from loan sharking. Customers with large gambling appetites fall easily into his debt.

The Crassite is cool-headed, but a coward in combat. If threatened with armed assault, he'll do just about anything, including opening the safe. Ja'har trusts his wits to bring him later revenge.

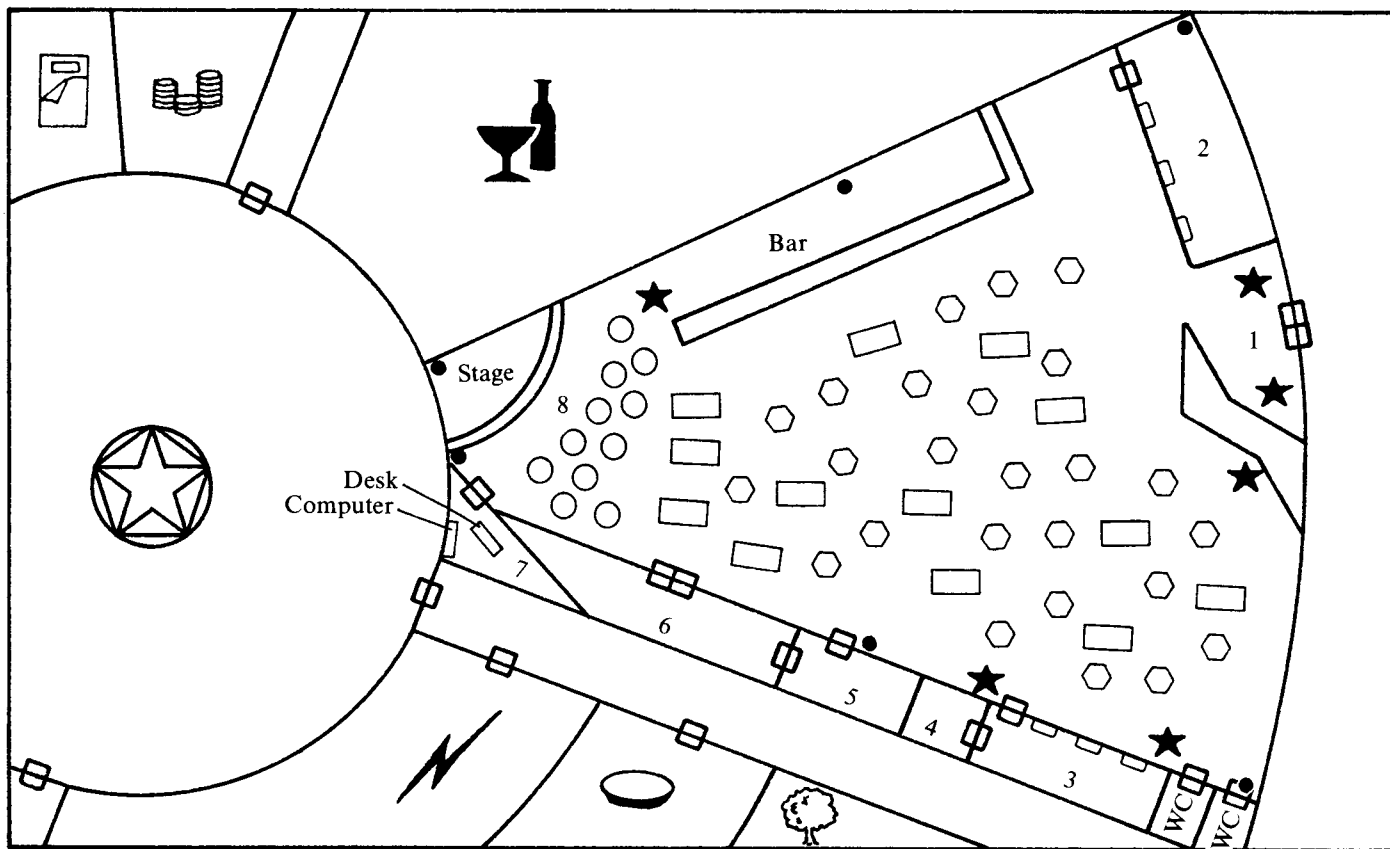
8. DINING AND DANCING AREA

Patrons can dine and dance in this area while viewing a continuous stage show.

C. CASINO NPCS

One bouncer stands at each of the locations shown on the casino map. Each bouncer is a standard Gorlon, unarmored, with a laser pistol concealed. Each has Laser Pistol skill, Vet level, 80; and Martial Arts skill, Vet level, 89. These bouncers are easy to identify; they are huge, hulking lizards in undersized tuxes. No patron would dress so poorly.

Five undercover guards work the casino at any given time. These are of any race the CM sees fit to use; treat them as standard NPCs with Laser Pistol and Martial Arts skills at Vet level. The guards pose as customers,



★ Bouncer ● Video Camera

One inch=Fifty Feet

THE BLACK HOLE CASINO

mingling with the crowd, playing a few tables. If a PC observes the room carefully for about ten minutes, and passes a general Perception check with a -20 modifier, he or she spots one of these guards. The character notices a patron who is watching the room, and not terribly upset by a losing streak.

1d10x100 customers occupy the casino at any time.

D. GENERAL REACTION TO THE ROBBERY

Bouncers and undercover guards automatically fight the PCs if a threat to the casino is revealed.

If the robbery (or trouble) is apparent, there is a 10% chance that a customer will rush out of the casino and strike a station alarm in the hallway, alerting central administration. (Many of the customers will be swiping

scrip off the tables during any sort of mayhem.)

Non-guard casino employees automatically attempt to sound a station alarm if they know trouble is brewing. Alarm buttons are located at each of the cash windows, at the weapons check-in desk, and in the Crassites' office.

If the station alarm is sounded, a patrol *fireteam* arrives within 6 rounds of the alarm. After 18 rounds, a *full platoon* arrives (see page 4 of the *Briefing Manual*).

The entire station goes on full security alert once the robbery has been reported to central administration. If the PCs make it to their ships, they will be pursued quickly by 10 IMP fighters. If the now wealthier PCs defeat these fighters, and then make their jump into hyperspace, they have successfully completed their mission.

CREDITS

Adventure Design: Mark Acres
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All characters in this adventure are fictional; resemblance to persons living or dead is purely coincidental.

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STAR ACE™ CHARACTER SHEET

Character:

Player:

BASIC STATISTICS

BACKGROUND

RACIAL TALENTS

Strength _____
Dexterity _____
Agility _____
Personality _____
Penetration Bonus _____

Perception	_____
Willpower	_____
Luck	_____
Stamina	_____
Unskilled Melee	_____
	(Str + Agl) ÷ 2

Age:
Sex:
Height:
Weight:

STAR TEAM ORDER/RANK _____/_____

Current Stamina	_____
Current Willpower	_____
Stamina Recovery	_____
Armor	_____
Stamina Loss/Round	_____

WOUNDS

Cumulative Kills

AR _____

SKILLS

Name	Base	Level	Score
------	------	-------	-------

Spacecraft Piloting (Pcn+Dex+Agl)÷3

Rookie

Noetic Defense Mode $(P_{cn} + W_{pr}) \div 2$

Rookie

WEAPONS AND EQUIPMENT

PPR

LSS Body Suit

LSS Helmet

CURRENT FUNDS _____ **Chips**

Star Team FX-80 Phoenix Starfighter

Stress Points: 80

Combat Speed: 10

VCR: 60

Crew: 1

Cost: 2,000 C

Type: Tactical

Damage Boxes:

Front: ☐ laser ☐ missile

Rear: ☐ missile

Drive: ☐ ☐Control: ☐ ☐

Stress Point Damage _____

Defense Column

Attack Margin	1-15 1	Ability Checks 16-30 2	31-45 3	Skill Checks 46-60 4	61-75 5	76-90 6	91-105 7	106-120 8	121-135 9	136+ 10
0	LK	L	L	L	L	S	S	S	S	S
1-4	M	M	L	LK	L	LK	L	S	S	S
5-9	H	MK	M	L	L	L	L	L	LK	S
10-29	C	H	MK	M	M	M	LK	L	L	L
30-49	C	C	H	M	MK	M	M	MK	L	LK
50-69	CK	CK	C	H	H	H	M	M	M	M
70-89	CK	CK	CK	CK	H	H	H	H	M	M
90-94	CK	CK	CK	CK	CK	HK	H	H	H	H
95-99	CK	CK	CK	CK	CK	CK	HK	HK	H	H
100+	CK	CK	CK	CK	CK	CK	CK	HK	HK	H

ARMED COMBAT RESULTS

Code	Result (Defender loses points from current Stamina.)
S	Scratch Wound: Lose 1 or 2 points; (see above), and mark 1 wound box.
L	Light Wound: Lose 2-20 points (1d10x2), and mark two wound boxes.
M	Medium Wound: Lose 4-40 points (2d10x2), and mark three wound boxes.
H	Heavy Wound: Lose 6-60 points (3d10x2), and mark four wound boxes.
C	Crippling Wound: Lose 6-60 points (3d10x2), and mark five wound boxes. (Or called shot, if specified otherwise.)
K	Knockdown: Defender knocked down and back 5 feet; must make DEX check to hold onto any hand-held item; any uncompleted actions this round are cancelled.

COMBAT PROCEDURE

1. Declare attack
2. Determine base chance
3. Determine strike number
4. Defender declares Luck use (PCs, missile attacks only)
5. Attacker rolls specific check against strike number
6. Apply results

UNARMED COMBAT RESULTS

Code	Result (Defender loses points from current Stamina.)
S	Scant Damage: Lose 1 - 2 points(roll 1d10; 1-5=1, 6-10=2).
L	Light Damage: Lose 2-20 points (1d10x2).
M	Medium Damage: Lose 4-40 points (2d10x2).
H	Harsh Damage: Lose 6-60 points (3d10x2), and mark one wound box.
C	Crushing Damage: Lose 6-60 points (3d10x2), and mark two wound boxes. (Or called shot, if specified otherwise.)
K	Knockdown: Defender knocked down and back 5 feet; unfinished actions cancelled this round.

SEQUENCE OF PLAY FOR ONE ROUND

1. CM declaration
2. Player character declaration
3. Initiative determination

4. Side A uses noetic skills
5. Side A fires or throws missiles
6. Side A moves
7. Side B defensive missile fire
8. Side A melees

Side
A's
Attack

9. Side B uses noetic skills
10. Side B fires or throws missiles
11. Side B moves
12. Side A defensive missile fire
13. Side B melees

Side
B's
Attack

14. Stamina loss and recovery

CAMPAIGN MASTER'S SCREEN

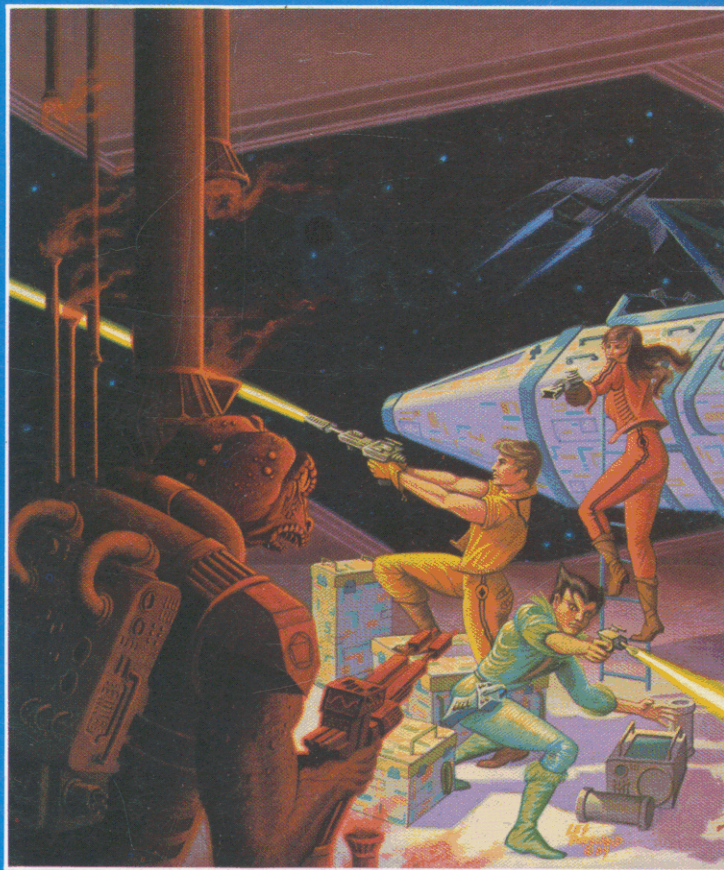
By Mark Acres

The Tamillan rock pile bursts open, exposing a half ton of fur underneath. A bearish Kleibor clammers from the debris, clutching two Stalitsan wine jugs in his mitts. "Shucks, guys," he burps sheepishly. "Thanks for comin'."

A tear runs down his fire-toasted snout. "Over thar's my ship," he drawls, swinging a hairy mitt toward the west. "See the smoke? And up thar," he says, sloshing a jug toward the heavens, "is the Gorlon that wants me dead."

He takes a guzzle of green wine, and his tone grows fierce. "I owe a casino 5,000 Chips. I've got the loot, all right, but do they want it? NOOOO," he growls. "The Crassites who run the joint say the time for paying is over. They say they're gonna use my carcass to keep patrons from runnin' up debts. So they've sent a stinking bounty hunter after my hide!" With a flourish, he dashes the jug on the rocks. "Whatdya say, guys? Wanta help me roast some Crassites?"

Your plan's already in motion. **NOBODY** picks on a Star Team rebel—not even the Crassite syndicate. The Base Commander says it's your job to rescue the Kleibor. Then you must "handle" the bounty-hunting lizard. And finally, you've got to engineer a casino heist on an Imperial space station. The stakes are high, but Lady Luck is betting on your side. After all, you've got an **ACE IN THE HOLE**.



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