

ANOTHER

ADVENTURE

STARACE

THE GEMINI CONSPIRACY



- FEATURING
- 7 New Spacecraft Designs
 - 140 Spacecraft Counters for your assembly

By Mark Acres

**Pacesetter**

NEW IMPERIAL CRAFT

Two new Imperial spacecraft are making their debut in the Region: the IM-100 Raider and IM-250 Striker. These two ships—one tactical, one of “mixed” designation—represent the Empire’s latest technology in raiding and direct combat craft. (In direct combat, of course, Star Teams are the primary target.) The unique turrets on these vessels feature an all-around (360-degree) field of fire.

At present, mercenaries pilot these ships most often, rather than regular Imperial troops. The vessels are available on both the open and black markets to any pilots, crews, and mercenary companies willing to fight the Star Teams. Of course, an astute Star Team rebel might purchase one just as well, claiming to have the necessary Imperial loyalties.

Imperial IM-100 “Raider”



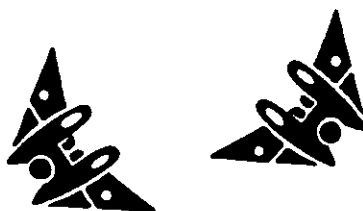
Stress Pts: 80 *Combat Speed:* 8
VCR: 75 *Crew:* 3
Cost: 4000C *Type:* Tactical

Weapons and Damage Boxes:

Front: Laser ○ 1 missile ○
Rear: Laser ○ 1 missile ○
Turret: +10 Laser ○
Drive: ○ ○ *Control:* ○ ○

Capacity: 1 cargo unit

Imperial IM-250 “Striker”



Stress Pts: 200 *Combat Speed:* 7
VCR: 75 *Crew:* 4
Cost: 25,000 C *Type:* Mixed

Weapons and Damage Boxes:

Front: (Crewman 1) +10 laser ○
1 missile ○
Rear: (Crewman 2) +10 laser ○
1 missile ○
Turret A: (Crewman 3) +20 laser ○
Turret B: (Crewman 4) +20 laser ○
Drive: ○ ○ ○ ○
Control: ○ ○ ○ ○

Capacity: 12 cargo units, or one company of Imperial troops with equipment, or equivalent.

NEW ALLIANCE CRAFT

Five new spacecraft have joined the Alliance roster, both tactical and strategic in nature. Star Team rebels might take particular interest in the single-seat “falcon” fighter. Although it is slightly slower and less sturdy than the Star Team Phoenix, it does have an additional missile among its weapons.

Alliance naval tactics emphasize maneuverability; they prefer using a swarm of small fighters to overpower a heavy Imperial strategic craft, instead of matching size for size. The Fleet’s spacecraft design reflects this emphasis, showing speed and versatility.

Since Fleet spacecraft usually combine strengths to tackle an enemy, they may organize into temporary task forces. Often, such a task force is built around a carrier, which essentially serves as a translight-capable CRP for several squadrons of fighters. Each squadron consists of five crafts.

Alliance AFF-16 “Falcon” Fighter



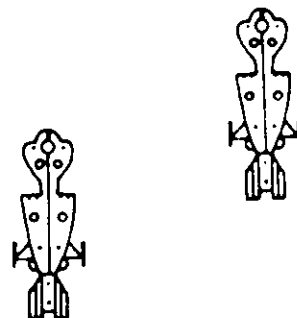
Stress Pts: 70 *Combat Speed:* 9
VCR: 60 *Crew:* 1
Cost: 1750 C *Type:* Tactical

Weapons and Damage Boxes:

Front: Laser ○ 2 missiles ○ ○
Rear: Laser ○
Drive: ○ ○ *Control:* ○ ○

Capacity: None

Alliance AFS-55 “Starstrike” Escort Carrier



Stress Pts: 400 *Combat Speed:* 7
VCR: 60 *Crew:* 100
Cost: 95,000 C *Type:* Strategic

Weapons and Damage Boxes:

Front: +20 laser ○
Front and Side: +30 laser ○
Left Side: 2 missile launchers ○ ○
2 lasers ○ ○
Right Side: 2 missile launchers ○ ○
2 lasers ○ ○
Rear and Side: +20 laser ○
Rear: +20 laser ○
Drive: ○ ○ ○ ○ ○ ○
Control: ○ ○ ○ ○ ○ ○
Crew: ○ ○ ○ ○ ○ ○
4 Fighter Launchers: ○ ○ ○ ○ ○ ○

Capacity: None when fully loaded. Carries 2 squadrons of AFS-16 Falcon fighters (10 craft); can launch 1 craft per round, per fight launcher (4 maximum).

STAR ACE™

THE GEMINI CONSPIRACY



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INTRODUCTION

One Imperial dreadnought means trouble: 380 meters of trouble, to be precise. But *three* dreadnoughts spell disaster. Your little Phoenix scanner screams a warning. On board systems shout “run!” Sure, you can outrun the ships. But can you escape the burn of their +80 plasma guns, all twelve aimed straight at your tail?

This wasn’t supposed to happen, not even to a Star Team ace. But someone’s stacking the deck. It all points to a two-faced traitor in the Alliance, and a Gemini Conspiracy.

The Gemini Conspiracy is a STAR ACE™ adventure for two to eight Star Team rebels (PCs) of ranks 4-6. If you wish to play a rebel in this adventure, STOP READING NOW. *The rest of this booklet is intended for the CM only.*

HOW TO USE THIS ADVENTURE

Before you run this adventure as the CM, read through the entire booklet at least once. Pay special attention to new ships and equipment, and major NPCs. And when you plan your game sessions, note that each episode may last between two and four hours, assuming average players.

Special Contents

This adventure booklet includes the following:

- *The Introduction (pages 2 to 4).* You’re reading it now. These three pages contain notes on the adventure’s plot, the booklet’s contents, the encounter setup, and major NPCs. Read this section carefully; you’ll have a better adventure and more fun.

- *New Ships and Equipment (inside front and back covers).* This section introduces several new types of spacecraft, plus a powerful new invention: the alpha-blue particle shield.

- *Center Pull-out Section.* All eight center pages (13-20) include information which the players can

use during the adventure:

Four pages are *character cards*, showing eight complete, ready-to-play PCs. Your players may use these characters during the adventure if they do not wish to use their own.

Two pages show *maps* which the PCs receive during the adventure. The first map shows the setting of a rousing hovercar chase (the PCs’ hovercar is detailed below it), and the second map details an embassy building which the PCs must enter illegally.

The remaining two pages feature a *roster of ships* controlled by the players in the climactic encounter.

Remove the center pages before play begins. To do so, open the booklet to pages 16 and 17 (the exact center). Then, using a dull bread-knife, carefully pry open the staples, and gently lift out the center section. Finally, bend back the staples, taking care not to injure yourself. You may cut the character cards along the heavy black lines, and give them to your players.

- *Counters (pages 31 and 32).* This adventure features not only new ships, but also counters to represent those ships during combat. Before play begins, turn to page 31 and follow the instructions there for assembling the new counters.

Encounter Symbols and Format

Each encounter in this adventure may have up to four parts: players’ text, CM’s notes, NPC information, and descriptions of vehicles or spacecraft. In some encounters, one or more of these parts are not needed, and will not appear.

★ ★ ★

Players’ Text is set off between stars, as shown here. Read this text aloud to players at the appropriate point in the encounter.

☆ ☆ ☆

All *other text* is meant for you, the CM; reveal the information there only if the PCs themselves would discover it.

Translight Travel

In this adventure, the PCs frequently travel at translight speeds. When several PCs use translight travel together, going from one sector to another as a group, you should make only *one* roll to determine how long the journey takes for all of them. Players still roll individually for translight damage to their ships, however.

THE EMPIRE’S PLOT

The Emperor Frederick Constantine II has many desires, not the least of which is the Wilderness Region. He salivates at the mere mention of Ruoka, with its fields of powerful Xantium, and he dreams about Stalitsa, with its thriving, pleasure-rich economy. Ah, to own them both! But one thing stands between the Emperor and this desire: the Alliance Fleet, under the direction of Diana Freze.

In the past, military demands elsewhere in the galaxy have limited Imperial forces in the Region, making conquest impossible. Indeed, the Xenophobes still keep the Empire busy. But now the Imperials have a plan to conquer the Wilderness Region *without* depleting their forces. They need no overwhelming firepower—just extreme deviousness.

The Empire’s plan is simple. For months, Imperial scientists have experimented with kidnapped Crystal Clones and Human “parents.” At last, they have discovered a behavioural link between the races—a link that could destroy the Alliance’s hold on the Wilderness Region. The Empire plans to kidnap the Human parent of Admiral Freze (a Crystal Clone). After drug treatment, training, and quite a bit of brainwashing, this Human—named Helen Holmes—will become a “duplicate” Freze, enabling the Empire to predict Alliance actions in combat.

Soon, the Alliance Fleet will amass for its annual maneuvers. The Empire will be waiting in ambush, with their “Frankenstein” admiral calling the shots. With Helen Holmes’ assistance, the Empire is virtually

guaranteed an overwhelming victory.

THE ADVENTURE

When the adventure begins, the PCs are manning the communications room on a Star Team CRP—just a routine assignment. Then a sudden alert sends them to nearby Stalitsa to intercept a band of terrorists, who have taken scores of hostages.

After an unsuccessful space engagement, the PCs go to the “scene of the crime,” where the terrorist raid took place. Eventually, they learn that Admiral Freze’s Human parent was among the hostages taken. They also learn that twelve Crystal Clones have disappeared in recent months while vacationing on Stalitsa (guinea pigs for the Imperial labs).

In Episode 2, the PCs conduct a little raid of their own, inside the Imperial embassy on Stalitsa. Their goal: discover what, and who, lies behind the alleged terrorist raid. If the rebels succeed in penetrating the embassy, they learn that Helen Holmes, Freze’s “mother,” has been taken to a secret lab on Asfalia. They may also meet and free Icat, an old, eccentric, brilliant Kleibor inventor, who can assist them in their mission.

Episode 3 sees the PCs off to Asfalia. A handful of Zoe resistance fighters may join them, lead by one of Icat’s friends. Ultimately, the PCs should gain entrance to the secret lab, find Holmes, and deduce the Empire’s plot.

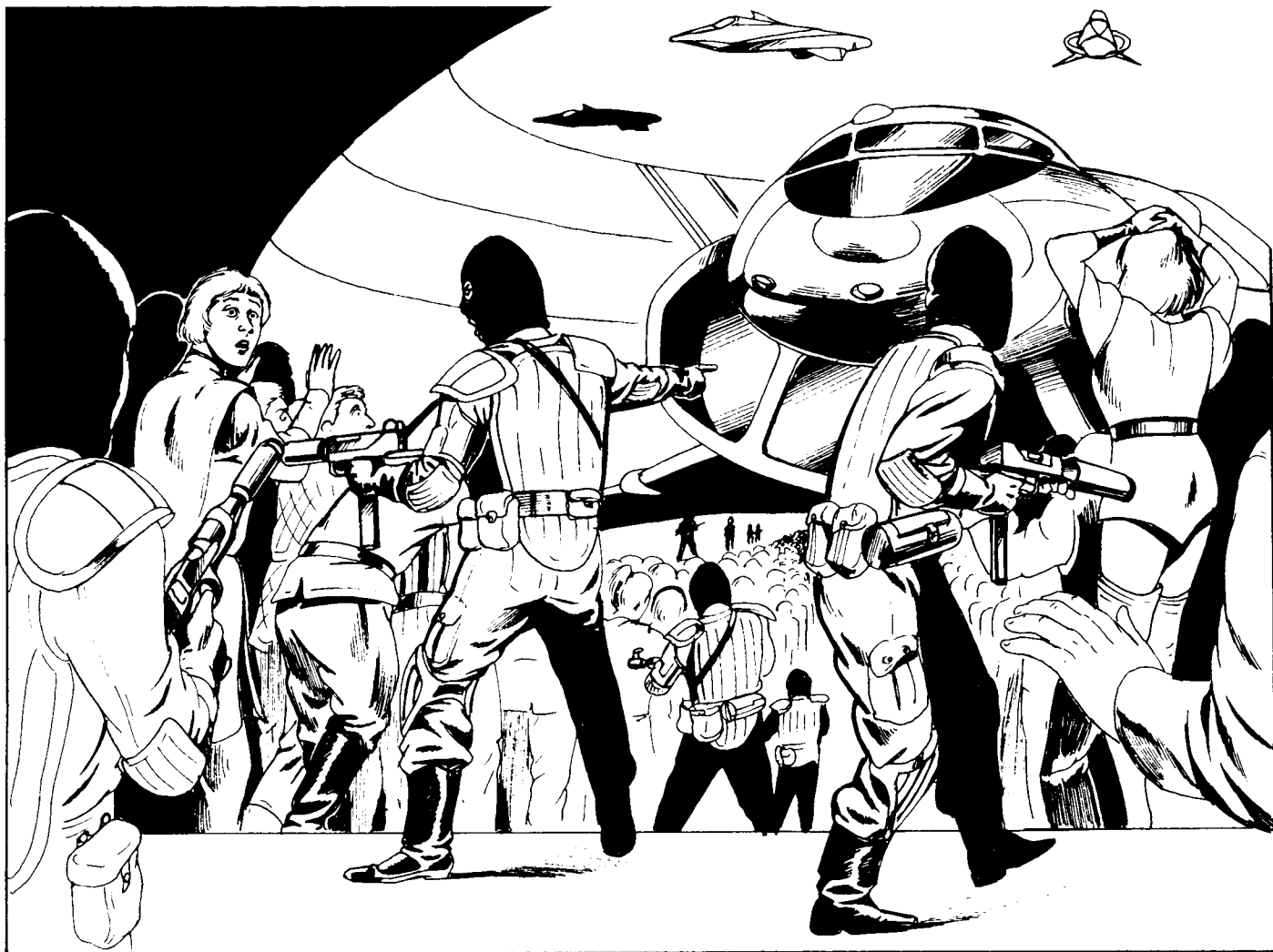
In Episode 4, the Empire strikes. In the ensuing battle (the “Gemini War”) our rebels play an important

role in deciding the future of the Wilderness Region.

TABLE OF CONTENTS

New Ships Inside Cover
New Equipment Inside Cover

Introduction.....	2
Episode 1.....	5
Episode 2.....	10
Episode 3.....	23
Episode 4.....	28
Alliance Ships	14, 21
Imperial Ships	29, 30
Counters	31
Maps	
Embassy Area Streets	13
Imperial Embassy (PCs, CM)...	20
Imperial Embassy (CM)	22
Imperial Lab	27
12-passenger Hovercar	13





MAJOR NPCS

ICAT

Political Prisoner, Inventor

Race: *Kleibor*

STR	68	DEX	36	AGL	48
WPR	70	PER	66	PCN	74
STA	56	UMS	58	WNDS	13

Racial Abilities: Telepathy, 1 WPR/word; Learn Language, 1d10 rounds; Transfer Stamina, 1 point/round.

Skills: Wrestling, Ace, 113; Short-handed Weapons, Ace, 113; Laser Rifle, Ace, 91; Computers, Ace, 117; Electronics, Ace, 109; Engineering, Ace, 115; Mechanics, Ace, 110; Security Devices, Ace, 109; Noetic Defense Mode, Ace, 127; Shield Ship, Ace, 124.

Description: Icat is an eccentric Kleibor inventor. At the ripe old age of 152, he is still physically and mentally vigorous. Like a few brilliant Human elders, however, he may be ornery and bearish with his "inferiors," especially if they disappoint him, or conversely, show him up.

When the adventure begins, Icat has survived several weeks of torture as a secret prisoner in the Imperial embassy on Stalitsa—a testimony to his toughness. The reason for the torture is simple: Icat has recently invented the alpha-blue particle shield (see inside back cover), which can protect any spacecraft or vehicle from

the devastating beta-red particle beam. The Empire wants the secret of this new shield, and they intend to pry it out of the old Kleibor. So far, they've failed.

DIANA FREZE

Admiral, Alliance Space Navy

Race: *Crystal Clone*

See the description of Admiral Freze on page 7 of the *Star Team Wilderness Briefing Manual*.



HELEN HOLMES

"Parent" of Diana Freze

Race: *Human*

STR	44	DEX	76	AGL	52
WPR	64	PER	54	PCN	66
STA	42	UMS	48	WNDS	12

Skills: Spacecraft Piloting, Rookie, 80; Laser Pistol, Rookie, 91; Computers, Vet, 88; Medicine, Ace, 114.

Description: Helen Holmes, M.D. is something of a crusader. Her strong fighting spirit manifests itself in endless attempts to better the medical care of the galaxy's primitive races, as well as her attempts to aid the poor on Imperial planets. She is completely devoted to her medical calling in the most altruistic way possible.

Holmes has taken little interest in her cloned "daughter," Diana. The Crystal Folk discourage Human interest in Crystal Clone offspring; in fact, they often try to keep the cloning a secret. Holmes saw the whole pro-

cess as little more than an interesting experiment. She believes strongly, however, in the Alliance and in the necessity for resistance to the Empire.

Like Diana Freze, Holmes is 52 years old.



EMA (pronounced "ee-ma")

Asfalian Resistance Fighter

Race: *Zoe*

STR	32	DEX	60	AGL	64
WPR	76	PER	46	PCN	78
STA	40	UMS	48	WNDS	12

Skills: Spacecraft Piloting, Vet, 98; Sword, Vet, 78; Automatic Rifle, Vet, 90; Grenade Launcher, Vet, 90; Sensory Knife, Vet, 76; Demolitions, Vet, 99; Emergency Spacecraft Repair, Vet, 102; Disguise, Vet, 83; Security Devices, Vet, 93; Stunt Driving, 101; Thought Probe, Vet, 97.

Description: Ema is an old character, having recently turned 107. Despite his age, however, he is hardly slow. If anything, he is more active and vigorous now than he was in his carefree youth, before the Empire took control of Asfalia.

Emotionless outwardly, like all Zoe, Ema is selflessly dedicated to the resistance cause against the Empire. In combat he is ferocious, showing a complete disregard for his own safety. In planning, he is cold, calculating, and precise, always seeking to find the best way to maximize damage to the Empire.

Ema likes Kleibors in general and Icat in particular. He and Icat have been friends for a century.

EPISODE 1: SUBTERFUGE ON STALITSA _____

In this episode, our heroes head for Stalitsa to intercept some fleeing terrorists. After an unsuccessful space skirmish, and a harrowing hovercar chase, the rebels learn the truth: the “terrorists” were actually Imperial spies and mercenaries. But questions remain: Why did the Empire hire them? And what exactly does the Empire have planned?

1. BREAK FROM ROUTINE

★ ★ ★

Action, adventure, excitement—*this* is the stuff that breathes life into Star Team rebels. And someday, it may extinguish that life. But probably not today. Today’s killer is boredom.

Malako’s voice crackles over the tightbeam viewer-com. “Hey—so what’s the complaint?” he says, joking. “Plenty of folks would fight over two weeks’ assignment on a Star Team CRP. Especially the one right next to Stalitsa, where you are. Shucks, a rebel flies in there for emergency repairs at *least* once a month. Now, *that’s* action! In the meantime, heal a few wounds or something. Maybe those Kleibor up there will give some Dort lessons. And by the way, keep the floors clean. Malako out.”

Unlike the luxurious Imperial “shared” CRPs, a Star Team CRP is small, not to mention Spartan. Nothing to do but monitor routine communications, sweep floors, and peel vegetables. No company but a handful of other Star Team members—currently a bunch of overzealous Kleibor hiding out from ICE assassins.

The Kleibor have provided some video diskettes to keep you awake (if not entertained) in the communications room. In the middle of “Dort Tips, Tape One: Elementary Basher Strategy,” the red light on panel B starts to flash. It’s another incoming tightbeam communication. A hoarse, human voice bears the message.

“I repeat, we are under terrorist attack. Come in, CRP-ST 1! This is Alliance Fleet Headquarters, Old Stalitsa City. We are under terrorist attack! Please respond. Over.”

☆ ☆ ☆

The speaker proceeds to relay the following information to the PCs:

An unidentified terrorist group has just attacked the Dorbrushki Coliseum in Old Stalitsa City, where the Interstellar Dort Championships are in progress. Details of the attack are sketchy, but apparently a band of well-armed terrorists, numbering more than 100, buzzed the coliseum in unmarked tactical craft, then landed in selected locations in and near the coliseum. Most of the terrorists held off responding local forces, while others herded scores of hostages into a large transport craft, apparently at random. The terrorists then took off on a sublight course toward the edge of the Stalitsan system. Alliance vessels are in pursuit, but falling behind quickly.

This message bears a special coding; the CRP equipment automatically relays it to Marauders’ Landing. No sooner does the voice from Stalitsa break off, than a second message is broadcast. Read the following to the PCs at the appropriate time:

★ ★ ★

“Okay, space heroes. This is Malako again. You wanted action, action you’ve got. Get to Stalitsa and intercept those ships, NOW! And investigate this attack until you’ve got the case completely under control—Alliance intelligence has asked for our help. Don’t forget to be discreet—we’re political outcasts, remember. The Kleibor can handle the CRP until your back-up arrives.”

☆ ☆ ☆

If the PCs need any further urging to leave, the temporary CRP commander, a female Kleibor Club/Ace named Patja, lumbers in, exclaiming, “Them scum-skinned terrorists, interrupting the Dort games! I’ve got a 5 Chip bet on this. Hey, what are you guys waiting around for? Go get ‘em!”

Allow the PCs to make the jump to Stalitsa immediately. Roll 1d10 *secretly* to determine their flight time. Ignore the result, however; tell the players the jump takes four hours. Roll for damage normally.

2. WELCOME TO STALITSA

Read the following to the PCs as soon as they pop into the Stalitsan system:

★ ★ ★

On-board sensors are screaming, and your scanners show the trouble: 12 craft in tight formation, streaking toward the system’s edge just 20 tactical sectors away. Eight fighters are in the configuration, but the remaining 4 craft are unidentified—their designs are completely new.

☆ ☆ ☆

All 12 craft belong to the “terrorists,” actually mercenaries hired by the Empire to raid the coliseum. Unidentified craft include three Raiders and one Striker. Not one of the vessels bears Imperial markings, however, not even the fighters.

Set all 12 ships 20 hexes away from the PCs’ craft, using the STAR ACE battle board. Each Imperial vessel should lie in a hex adjacent to at least one other craft. *Otherwise, the exact formation is up to you, the CM, but you should read the objectives listed below before setup.*

The Imperial craft have three objectives in a battle with the PCs:

1. The fighters protect the Striker at all costs. Since the Imperial craft cannot outrun the PCs, they are most likely to turn and attack.

2. Under the protection of the fighters, the Striker goes to translight speed at its very first opportunity.

3. Once the Striker has jumped into hyperspace, the other craft follow as quickly as possible.

Note: the Striker’s escape from this combat is essential to the rest of the adventure. Helen Holmes is held captive on board, along with 125 others kidnapped from the coliseum. The Empire must keep Holmes if their “Gemini Conspiracy” is to succeed.

At the conclusion of this battle, PCs may use Deep Space Tracking skill to follow the fleeing “terrorists.” If they are successful, go on to encounter 3.

If the Star Team rebels do not or

cannot follow the enemy, they'll probably set a course for Stalitsa (the planet). After all, the so-called terrorist raid occurred there, and witnesses should still be able to offer a fresh account. If the PCs proceed to Stalitsa, go to encounter 4.

If the PCs don't follow the enemy, and don't plan to land on Stalitsa, they receive timely communication from Commander Malako. Malako requests a report on the ships they encountered, and instructs the PCs to set a course for the coliseum, where they should contact Alliance intelligence officer Vladimir Veryofka.

NPC STATISTICS

Note: Following are statistics for the hostages and mercenary troops. Use these only if the PCs engage in a boarding action with the Striker. Such action should *not* occur under normal circumstances, however.

150 Standard Mercenaries

Basic Ability Scores: 50 in all.

Skills: Rookie level for all weapons carried; skill score is 65.

Description: The mercenaries are divided into fireteams of five men each. Three of the five carry laser rifles and wear reflector plate armor (AR 45). The fourth man carries a grenade launcher with fragmentation grenades and also wears reflector plate armor. Each team is under the command of an ex-Imperial NCO, who carries a laser rifle, laser pistol, and beam saber; he or she also wears reflector plate armor.

124 Standard NPC Hostages

Basic Abilities: 50 in all.

Skills: None.

Hostage Helen Holmes

Use the statistics from the Introduction if needed.

NPC SPACECRAFT STATISTICS



Eight Imp Fighters

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

Damage Boxes:

- | | |
|--------------------------------------|------------------------------------|
| 1) <input type="radio"/> Front laser | <input type="radio"/> Rear missile |
| <input type="radio"/> Drive | <input type="radio"/> Control |
| 2) <input type="radio"/> Front laser | <input type="radio"/> Rear missile |
| <input type="radio"/> Drive | <input type="radio"/> Control |
| 3) <input type="radio"/> Front laser | <input type="radio"/> Rear missile |
| <input type="radio"/> Drive | <input type="radio"/> Control |
| 4) <input type="radio"/> Front laser | <input type="radio"/> Rear missile |
| <input type="radio"/> Drive | <input type="radio"/> Control |
| 5) <input type="radio"/> Front laser | <input type="radio"/> Rear missile |
| <input type="radio"/> Drive | <input type="radio"/> Control |
| 6) <input type="radio"/> Front laser | <input type="radio"/> Rear missile |
| <input type="radio"/> Drive | <input type="radio"/> Control |
| 7) <input type="radio"/> Front laser | <input type="radio"/> Rear missile |
| <input type="radio"/> Drive | <input type="radio"/> Control |
| 8) <input type="radio"/> Front laser | <input type="radio"/> Rear missile |
| <input type="radio"/> Drive | <input type="radio"/> Control |

Stress Point Tally:

Use scratch paper for all, checking off numbers above when ships reach "O".

Three IM-100 Raiders

Stress Points: 80 **Combat Speed:** 8
VCR: 75 **Crew:** 3

Damage Boxes:

- | | |
|--------------------------------------|-------------------------------------|
| 1) <input type="radio"/> Front laser | <input type="radio"/> Front missile |
| <input type="radio"/> Rear laser | <input type="radio"/> Rear missile |
| <input type="radio"/> Turret | +10 laser |
| <input type="radio"/> Drive | <input type="radio"/> Control |



- | | |
|--------------------------------------|-------------------------------------|
| 2) <input type="radio"/> Front laser | <input type="radio"/> Front missile |
| <input type="radio"/> Rear laser | <input type="radio"/> Rear missile |
| <input type="radio"/> Turret | +10 laser |
| <input type="radio"/> Drive | <input type="radio"/> Control |
| 3) <input type="radio"/> Front laser | <input type="radio"/> Front missile |
| <input type="radio"/> Rear laser | <input type="radio"/> Rear missile |
| <input type="radio"/> Turret | +10 laser |
| <input type="radio"/> Drive | <input type="radio"/> Control |

Stress Point Tally:

- 1)
- 2)
- 3)



One IM-250 Striker

Stress Points: 200 **Combat Speed:** 7
VCR: 75 **Crew:** 4

Damage Boxes:

- | | |
|---|-------------------------------------|
| <input type="radio"/> Front +10 laser | <input type="radio"/> Front missile |
| <input type="radio"/> Rear +10 laser | <input type="radio"/> Rear missile |
| <input type="radio"/> Turret A +20 laser | |
| <input type="radio"/> Turret B +20 laser | |
| Drive <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> | |
| Control <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> | |

Stress Point Tally:

3. A JAUNT TO EARTH

This encounter occurs if PCs use Deep Space Tracking skill successfully, following the raiding force through hyperspace. All vessels emerge at the edge of Earth's system. Use your discretion to determine which party arrives first, or if all arrive simultaneously. Then read the text below to all characters in pursuit:



The hyperspace pursuit leads straight to Earth's system, and the current scene looks deadly. An Imperial force awaits: one dreadnought, six destroyers, and three cruisers. As any veteran to combat knows, these ships can hold more than 30 fighters all together. The terrorists, it seems,

have friends. And those "friends" have been expecting you.

☆ ☆ ☆

The Imperial force dwarfs the PCs in firepower. The dreadnought is the Imperial *Conquest*. She alone holds 8 fighters; the entire group holds 32. Should the PCs be foolish enough to attack, run the combat using the ship statistics on pages 39 and 40 of the *Star Team Basic Training Manual*.

Unless they perish in combat, the PCs should return to Stalitsa to investigate further. If they pursue some other course of action, you might create a "communication" from Malako, who requests a status report and instructs the PCs to proceed to the raiding site (the Stalitsan coliseum). Alliance intelligence has discreetly requested their assistance there, and the PCs should report to intelligence officer Veryofka.

4. IN OLD STALITSA

★ ★ ★

Compared to skirmishing at the Stalitsan system's edge, the approach to the planet Stalitsa is as easy as fleecing a Kleibor. Using a security beam, central control instructs you to land at the coliseum field, where stress point repairs are available courtesy of the Alliance Fleet.

☆ ☆ ☆

Col. Vladimir Veryofka greets the PCs on the coliseum field, addressing them as "civilians with specialized skills." In accordance with Alliance policy, this Trakan cannot acknowledge the PCs as Star Team rebels, if he wishes to work with them. Veryofka heads up AFI-7 (Alliance Fleet Intelligence, Bureau 7: Counterespionage and Counterterrorism).

After a proper introduction, the Colonel requests a complete report on the PCs' space encounter with the raiding force. "Do you have any clue," he asks, "as to why they made such an attack?" In addition, the Trakan peppers the PCs with questions about the "new craft" the raiders used. Note that witnesses only saw

the unmarked Striker and Raiders. Until the PCs tell Veryofka about the Imps, he doesn't know that any standard Imperial vessels were involved.

Following this debriefing, Veryofka tells the rebels they have been temporarily transferred to his command. "You'll operate as a mobile counter-terrorist and counterespionage strike force," he says. The rebels' assignment: to unravel the plot behind the terrorist raid, and neutralize all threats that plot may pose. Commander Malako at Marauders' Landing can confirm these orders if contacted, Veryofka adds. "In fact," he says, "I may transmit my instructions through Malako, if it is necessary to preserve security."

Veryofka also provides the following information:

1. The "terrorists" scattered leaflets at the coliseum, identifying themselves as the "People's Army for Peace with the Empire." According to the leaflets, this group demands immediate cancellation of all Alliance Fleet maneuvers in return for the safe release of the hostages. Of course, the Alliance could—and would—never yield to such terrorist demands.

2. The raiders used a type of craft never before observed by Alliance Fleet Intelligence (AFI).

3. The terrorist raid may or may not be related to a series of bizarre crimes committed recently on Stalitsa. For the past year, one Crystal Clone has been reported missing each month, after arriving on Stalitsa for rest and recreation.

4. AFI does not yet know the identity of the coliseum hostages, but Bureau 7 estimates that over a hundred were taken. A local news agency captured the entire raid on holotape, and with a little time and effort, AFI can use it to identify the hostages.

After covering these points, Veryofka orders the PCs to accompany him to the news agency, where they must pick up the holotape. In fact, Veryofka makes one PC his "driver," handing him the controls to his 12-passenger hovercar.

NPC STATISTICS

Col. Vladimir Veryofka

Commander, AFI-7

Race: Trakan

STR	48	DEX	64	AGL	58
WPR	72	PER	60	PCN	78
STA	42	UMS	53	WNDS	12

Racial Abilities: Stealth, night vision.

Skills: Spacecraft Piloting, Vet, 97; Martial Arts, Ace, 116; Advanced Self-Defense, Ace, 116; Sword, Vet, 83; Automatic Rifle, Vet, 94; Laser Rifle, Vet, 94; Laser Pistol, Ace, 119; Sensory Knife (Thrown Weapon), Ace, 111; Computers, Vet, 94; Electronics, Vet, 94; Investigation, Ace, 125; Bargaining, Ace, 121; Disguise, Ace, 117; Forgery, 126; Gambling, Vet, 119; Security Devices, Ace, 119; Stunt Driving, Ace, 123; Theft, Vet, 102; Thought Probe, Rookie, 85.

E/W/A: Dressed in civilian clothing. Carries a laser pistol concealed in shoulder holster. Wears concealed Flak Vest (AR 15, Type C).

Description: This wily Trakan is nobody's fool. He rose to his position on unquestioned merit and skill, outsmarting several of the best spies (and outdrawing many of the best assassins) ever trained by the Empire. At the age of 45, he rightly feels he has just now reached his prime, both as an administrator and as an agent. He values cunning above brute force, but can kill remorselessly if the situation demands it.



5. THE HOLO-HEIST

★ ★ ★

"Never mind the extra controls," Veryofka says, smiling wryly at his new "driver." The driver's seat features a weapons control console like that of a Phoenix fighter.

The car glides smoothly on the air, following the appointed hovercar lanes. Veryofka calls for a sharp turn, and the craft slips into a busy section of the city. Dance music blares from a dozen doors and windows, each strain blending with the last. On both sides, the streets overflow with merry-makers of all known races.

"It's not far now," Veryofka notes, indicating another turn. But through the din, a discordant sound rings out: the crack of a PPR. A full burst follows the crack, and far ahead the bodies of several Trakans fly from the window of a ramshackle building.

"Step on it! That's the news service office!" Veryofka shouts.

☆ ☆ ☆

To handle this encounter, use the hovercar description below, and the material on page 13. You may show the map to the players; any rebel knows the streets of Old Stalitsa, and Veryofka knows all the alleys. The news agency now lies 800 yards ahead of them.

In the first round, the PCs see four Human characters run out of the news agency building. Three carry laser rifles. The fourth has a PPR. Trampling the wounded Trakans, these Humans make their way to a nearby hovercar. A fifth character, a Crassite, waits in the driver's seat of this vehicle.

These NPCs are all Imperial agents posing as street toughs. They have just stolen the coliseum holotape, robbing the cash box and destroying several other holotapes to mask their real target. The agents have stolen the coliseum tape to keep AFI from noting Helen Holmes' capture.

As the first round ends, the "thugs" speed off in their hovercar, firing weapons at the PCs (if they pursue). The thugs are heading to the Imperial

embassy, but they'll attempt to lose the rebels first. (Both hovercars travel 240 miles per hour, or one 600-yard hex per turn.)

The NPCs proceed directly to the embassy compound if it appears they are about lose the coliseum tape; their top priority is to get it there. If the NPCs crash outside the embassy, they try to reach the embassy on foot.

Captured members of this group confess that the embassy has hired them to heist the holotape. They are all relatively unimportant low-lives. The Empire can easily deny any connection with them—and will.

NPC STATISTICS

Four Human Mercenary Thugs

Basic Abilities: 50 in all.

Skills: Sword, Vet, 80; Automatic Rifle, Vet, 80; Laser Rifle, Vet, 80; Sensory Knife (Thrown Weapon), Vet, 80.

E/W/A: Each man carries two sensory knives and a laser rifle, except number 4, who has a PPR with one extra clip of ammo instead of the laser rifle. These men are not armored.

Current STA	Wounds
1) ○○○○○○○○○○○○ ○○○	
2) ○○○○○○○○○○○○ ○○○	
3) ○○○○○○○○○○○○ ○○○	
4) ○○○○○○○○○○○○ ○○○	

Shahm, Crassite Driver

STR	56	DEX	46	AGL	68
WPR	60	PER	40	PCN	74
STA	38	UMS	62	WNDS	12

Current STA:

Wounds: ○○○○○○○○○○○○ ○○○

Skills: Bargaining, Vet, 80; Gambling, Vet, 90; Stunt Driving, Ace, 126.

E/W/A: Laser pistol, no armor.

Colonel Vlad Veryofka, AFI

Refer to encounter 4.

NPC 6-PASSENGER HOVERCAR

Stress Points: 30

Damage Boxes:

- Front swivel-mounted PPR, front and side field of fire
- Rear swivel-mounted PPR, rear and side field of fire

Description: This hovercar has one PPR mounted in front, and one in the rear. Two rows of three seats lie inside the car, with the driver riding in the front, right-hand corner. The car is open-topped.

The "thugs" ride three in front (including the Crassite), and two in back. Any front seat passenger except the driver can use the front-mounted PPR; any rear seat passenger can use the rear-mounted PPR.

Like the PCs' hovercar, this vehicle can move up to 240 mph (one 600-yard hex per turn). It can accelerate or decelerate a maximum of 40 mph in one round. It can achieve an emergency stop, decelerating up to 120 mph in a round, but such a stop requires the driver to pass a general Luck check or Stunt Driving skill check to avoid crashing.

6. IMPERIAL COMPLICATIONS

Use this encounter if and when the escaping hoodlums approach the embassy with the PCs in pursuit. You may continue to use the Embassy Area Street Map.

★ ★ ★

The five thugs suddenly turn down a narrow, straight pathway between two rows of dilapidated buildings. Ahead, the pathway dead-ends into a set of high, locked gates, which guard the entrance to an imposing structure: the Imperial Embassy Building.

"We've got to get them before they get inside the embassy," Veryofka shouts. "Embassy property is off limits; under no circumstances should we attempt to pass through that gate!"

☆ ☆ ☆

As soon as the PCs come within 100 yards of the embassy gates, 10 street

thugs fire upon them. The thugs have been waiting in ambush. To set up this encounter, put the thugs in the buildings lining the street near the embassy, placing no more than two in a single building. (Use the battle board.)

The ambushers attempt to delay the Star Team rebels until the five "thieves" have entered the embassy compound. When the quarry is safe inside, the street thugs scatter.

All five thugs can enter the embassy quickly, but the guards at the gate prohibit any PC from following. Furthermore, Veryofka attempts to discourage any plan for crashing the gate, claiming the political loss would outweigh any possible gain.

Should the PCs (all or fewer) still manage to force their way inside the embassy compound, the rebels are overwhelmed by 24 Gorlon guards, arrested as spies, and shot. (Refer to Episode 3 for more information on the embassy and its guards.) The Alliance will take no action to save these "spies," since embassy grounds are immune to Alliance legal action.

NPC STATISTICS

Ten Trakan Street Thugs

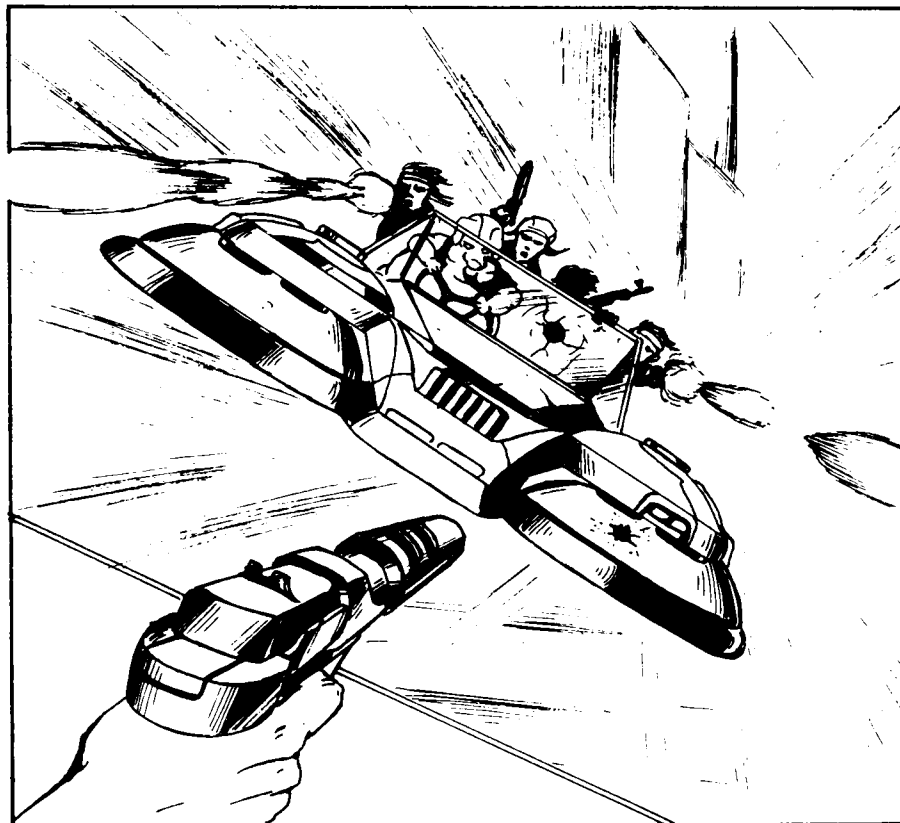
STR	50	DEX	57	AGL	50
WPR	50	PER	57	PCN	50
STA	40	UMS	50	WNDS	12

Skills: Each has Vet level skill, score, 87, with the type of weapon he possesses.

E/W/A: The thugs are armed as follows:

- 1)-8) One laser rifle each
- 9) One PPR with two clips of ammo
- 10) One grenade launcher with fragmentation grenades, one extra load of ammo.

Current STA	Wounds
1)	○○○○○○○○○○○○○○○○
2)	○○○○○○○○○○○○○○○○
3)	○○○○○○○○○○○○○○○○
4)	○○○○○○○○○○○○○○○○



- 5) ○○○○○○○○○○○○○○○
- 6) ○○○○○○○○○○○○○○○
- 7) ○○○○○○○○○○○○○○○
- 8) ○○○○○○○○○○○○○○○
- 9) ○○○○○○○○○○○○○○○
- 10) ○○○○○○○○○○○○○○○

7. FIGURING IT OUT

★ ★ ★

After the adventure in the streets, Col. Veryofka orders a return to his AFI-7 office. The office lies in the Alliance Fleet Headquarters building. There, you sit with Veryofka and a few of his agents, assessing the current situation.

☆ ☆ ☆

If the PCs have recovered the holotape during encounter 5 or 6 above, the meeting in Veryofka's office begins with a viewing of that tape. During the viewing, one of Veryofka's officers calls for the tape to be stopped, the image frozen.

"Wait a minute! I could have sworn I saw Diana Freze. There!" the man says. "But it's not Diana

Freze. It's a Human."

Allow the players to guess that the Human is Diana Freze's "mother." Whether they do or not, however, Veryofka quickly recognizes the woman himself. Human parents of clones are not often known; the Crystal Folk may even take measures to avoid that connection. But in the case of an Admiral of the Alliance fleet, Veryofka has investigated, predicting that someday, it might be necessary to clone another Admiral if the first should die.

If the PCs have not recovered the tape, officers come and go during the meeting, carrying papers. The papers list names of potential hostages, which were gathered from eye-witness accounts. Eventually, one of these lists contains the name Helen Holmes. Veryofka knows her to be Freze's parent.

If the PCs have not figured it out themselves, Veryofka says he believes the terrorists were Imperial agents. The question remaining is, what to do about it?

EPISODE 2: DIPLOMACY BY OTHER MEANS_____

In Episode 2, the PCs must plan and execute a dangerous (not to mention illegal) break-in. Ironically, they must enter the very place Veryofka forbade them to go that afternoon: the Imperial embassy. But things have changed since the shoot-out on the streets. The Empire is clearly up to something—something that may threaten the security of the entire Alliance Fleet. And nightfall approaches... With luck, the PCs can penetrate the embassy undetected.

If they gain entrance to the building, the PCs may meet an elderly Kleibor inventor named Icat, who is of great value to the Alliance—and to the PCs. The rebels may also discover the nature of the overall Imperial plot.

With the exception of encounter 1, all encounters below are keyed to the Imperial embassy maps on pages 20 and 22. A “(T)” in the text below indicates a computer terminal is present.

1. A PLANNING SESSION

★ ★ ★

As the meeting continues, Veryofka formulates a plan. “Clearly, the Empire has arranged the terrorist raid, and probably the recent loss of those 12 Clone tourists,” he says. “The scheme involves Helen Holmes, and probably Admiral Freze. Now, those are the ingredients. If we could get inside the embassy, we might discover the whole pie.

“Of course, the embassy is off-limits to Alliance or Stalitsan personnel. And neither Stalitsa nor the Alliance could precipitate an obvious diplomatic crisis. But *Star Team* personnel are something else again. Officially, you’re pirates, undesirables, and outlaws—no offense intended. So, if a few rebels were to break into the embassy, the Alliance could deny all knowledge of the affair.

“You already know what this means. I’ll give you a partial map of the embassy building’s interior; we have one on file. Your mission: break into the Imperial embassy *tonight*. The method is up to you. Obtain all

intelligence possible concerning the plot behind this kidnapping. Report back to me here—*without* bringing any Imperial guests.

“If you are captured, the Alliance can do nothing to help you.”

☆ ☆ ☆

Veryofka gives the PCs a copy of the Imperial Embassy Map and answers any questions that he can. In general, his agency will provide standard equipment, disguises, skill kits, and other items of an ordinary nature. He’ll also provide small vehicles, such as hovercraft, but no spacecraft or large equipment.

NPC STATISTICS

Refer to the first episode, encounter 4, for Veryofka’s statistics.

2. SECURITY PERIMETER

After a brief bit of surveillance outside the embassy wall, the PCs can observe the following:

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A stone wall, 15 feet high, forms a square around the compound. A security camera is perched at each corner of the wall, supplemented by three cameras on the east and west walls, and two cameras on the north and south. The cameras arc left and right in staggered time, scanning the area outside—and on top of—the wall. Furthermore, two fixed cameras flank the main gate, which is centered in the south wall.

☆ ☆ ☆

The cameras contain a television system and infrared beams. The beams detect any movement (or warmth, such as body heat) up to 35 feet outside the wall. The cameras are linked to viewscreens inside the computer complex (room 10), where at least one watchman is on duty, ready to send an alarm to the embassy guards’ communicators.

If the PCs trigger an alarm while outside the embassy building, five Gorlon guards respond. (They are

usually stationed in area 10, the computer room, accompanying the watchman. Refer to the NPC section below for all personnel.)

Characters who successfully use Security Devices skill can shut off the cameras. They must “adjust” the wiring atop the wall by the main gate. Such work blacks out the viewscreens, however, and the watchman alerts the five Gorlon guards noted above.

If characters observe the cameras on a wall for at least 10 minutes and then pass a general Perception check, they learn that a one-man corridor of “unguarded” space lies between any two cameras (excluding those on the gate). This space is free of surveillance for one round out of every five. A successful Security Devices skill check also yields this information. By timing their movement, characters can gain the wall without being seen.

The top of the wall is 3 feet wide and lined with pressure-sensitive plates. Just 6 inches of space separate any two plates, which can only be seen from above. Touching one of these plates triggers an alarm in room 10. Characters atop the wall can avoid the pressure plates only by passing a general Agility check with a -20 modifier. (A general Luck check can determine whether a narrow rope or hook misses the plates if thrown from below.)

NPC STATISTICS

Five Gorlon Guards

These five guards are normally stationed in room 10, along with the viewer of the camera screens. All five come outside in response to an intruder alert.

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

Current STA	Wounds
1)	oooooooooooooooooooo
2)	oooooooooooooooooooo
3)	oooooooooooooooooooo
4)	oooooooooooooooooooo
5)	oooooooooooooooooooo

E/W/A: Numbers 1-4 carry laser rifles and wear reflector plate armor (AR 45). Number 5, a corporal, wears a laser pistol and reflector plate armor, and carries a grenade launcher loaded with a clip of light grenades.

★ ★ ★

☆☆☆

if others are now dead or pre-occupied).

★ ★ ★

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Only one door leads into the guardhouse, and it is secured with a normal mechanical lock. The building has just one window—in the door—but *tiny* slits line the sides of the building, offering complete visibility to its occupants. The guard inside keeps constant watch through these slits, spending three rounds at each side of the building before moving to the next.

duty personnel in room 10 if he spots an intruder. He takes no action alone, however, choosing to wait for reinforcements. Those reinforcements consist of the guards noted in encounter 2 above—up to five unless the PCs have put them out of commission.

A computer terminal lies inside the guardhouse. Characters with Computer skill can use this terminal to gain access to the main computer in room 10 (refer to that area for accessible data).

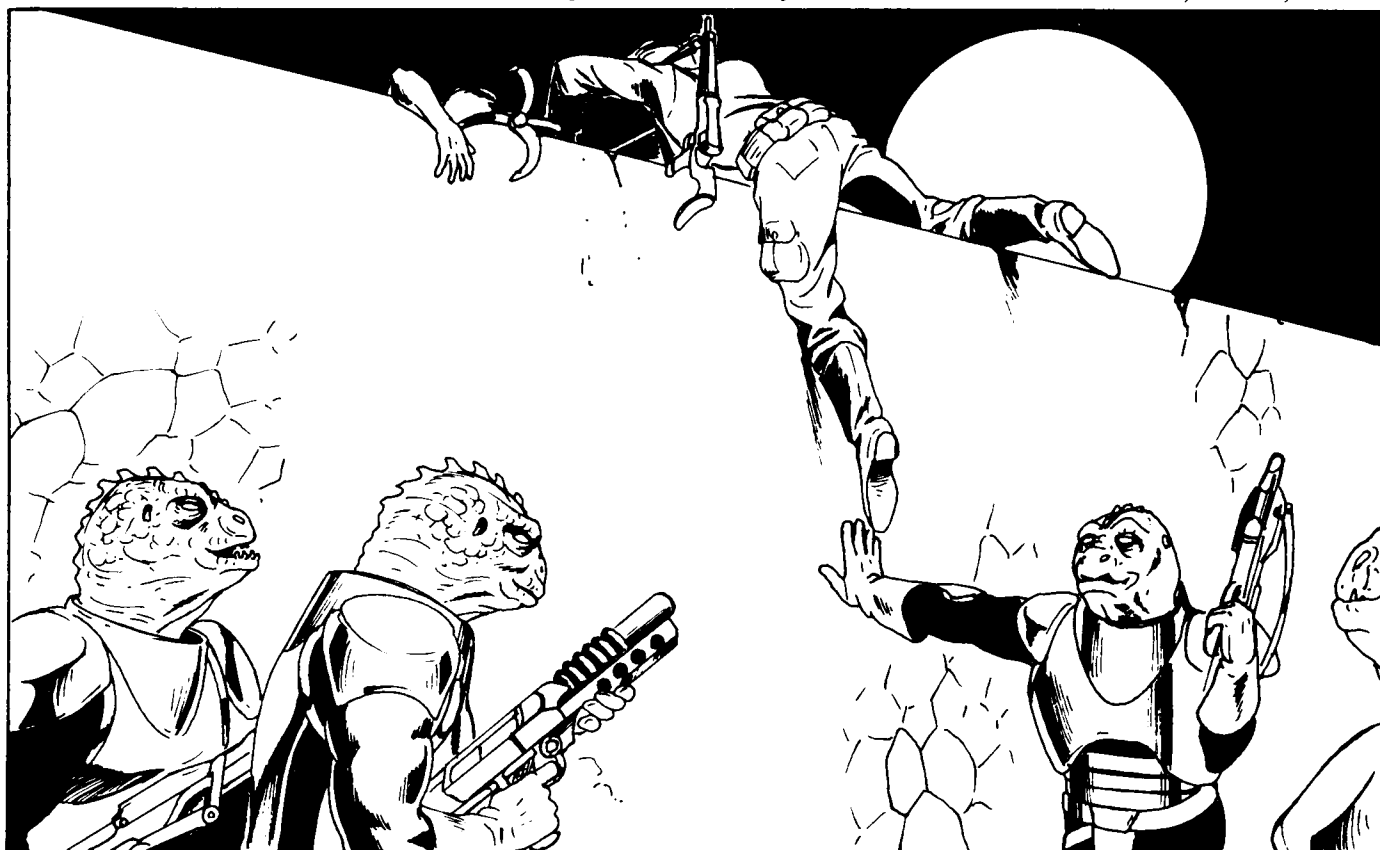
Guardhouse Gorlon

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

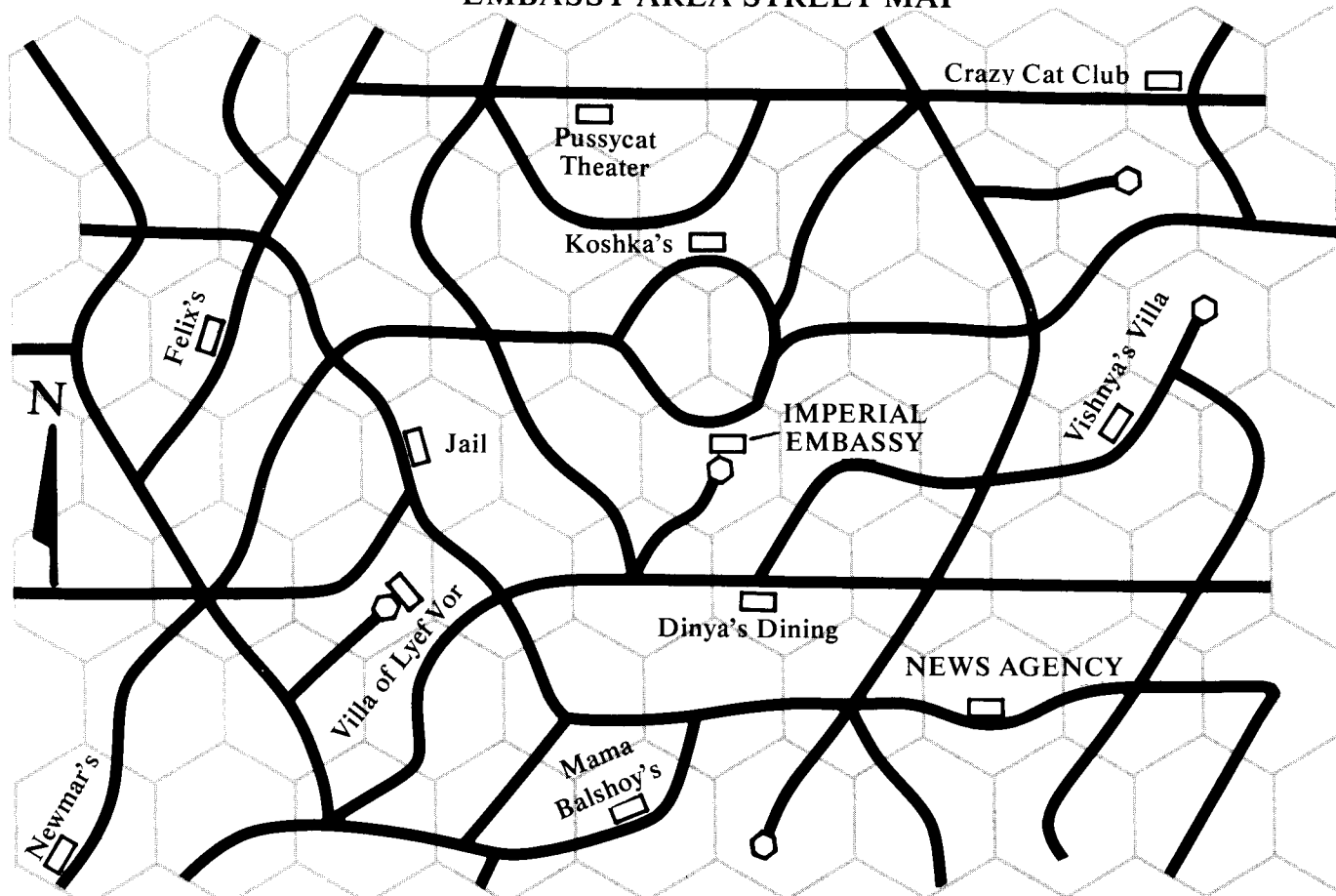
Wounds:

○○○○○○○○○○ ○○○

Skills: Laser Rifle, Rookie, 65.



EMBASSY AREA STREET MAP



IGRA - commonly known as Old Stalitsa

One Hex = 600 Yards

AFI 12-PASSENGER HOVERCAR

Stress Points: 60

Damage Boxes:

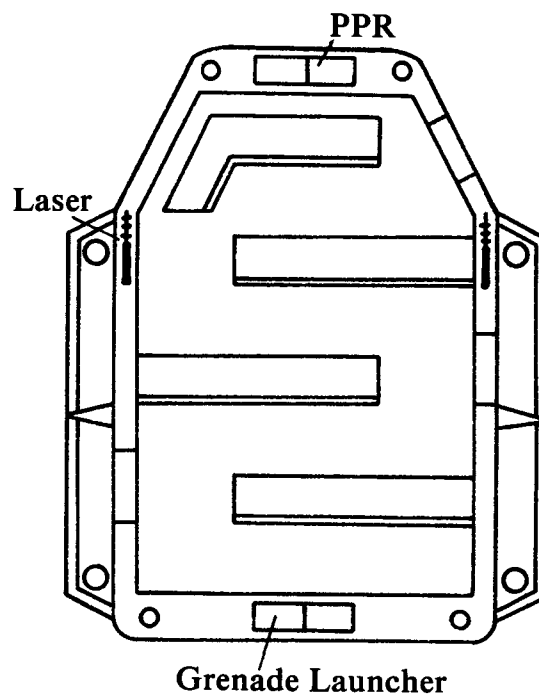
- ☐ Right front laser, front field of fire
- ☐ Left front laser, front field of fire
- ☐ Concealed* front swivel-mounted PPR, front and side field of fire
- ☐ Concealed* rear-mounted grenade launcher, rear field of fire

Description: This remarkable craft seats passengers three apiece in four seats. The driver rides to the front and right. Like the hoodlums' hovercar, this one is open-topped.

All weaponry is controlled from the driver's seat. The driver can control the vehicle *and* use any two weapons in one round. The front-firing weapons are standard. The PPR and grenade launcher are concealed* when not in use, but rise when activated. Passengers can operate the PPR and grenade launcher manually once the driver has activated them.

The grenade launcher fires sonic grenades. A called shot with one of these, placed directly in front of another vehicle, causes the driver of that vehicle to make a check against his basic driving capability $[(PCN + DEX) \div 2]$ or Stunt Driving skill score to avoid a crash.

This vehicle can move up to 240 miles per hour (600-yard hex per turn). It can accelerate or decelerate a maximum of 40 mph in one round. It can achieve an emergency stop, decelerating up to 120 mph in a round, but such a stop requires the driver to pass a general Luck check or Stunt Driving skill check to avoid a crash.



ALLIANCE CRAFT (Episode 4)

Set up all Alliance craft in a line, placing them along a short edge of the battle board. Leave one hex of space between each ship, and arrange them in the following order: three light cruisers, one heavy cruiser, one escort carrier, two heavy cruisers, and three light cruisers.

Tally stress points on scratch paper, if necessary, noting here whenever a ship's stress points fall to zero.

SIX AFS-200 LIGHT CRUISERS



Stress Pts: 750 Combat Speed: 6
VCR: 70 Crew: 150

Light Cruiser #1—AFS *Valiant*

Stress Points:

Front: 2 +20 lasers ○○
Front and side: +30 laser ○
Left side: 3 +10 lasers ○○○
 2 missile launchers ○○
Right side: 3 +10 lasers ○○○
 2 missile launchers ○○
Rear and side: +30 laser ○
Rear: 2 +20 lasers ○○
Drive: ○○○○○○○○
Control: ○○○○○○
Crew: ○○○○○○

Light Cruiser #2—AFS *Imperious*

Stress Points:

Front: 2 +20 lasers ○○
Front and side: +30 laser ○
Left side: 3 +10 lasers ○○○
 2 missile launchers ○○

Right side: 3 +10 lasers ○○○
 2 missile launchers ○○
Rear and side: +30 laser ○
Rear: 2 +20 lasers ○○
Drive: ○○○○○○○○
Control: ○○○○○○
Crew: ○○○○○○

Light Cruiser #3—AFS *Stalitsa*

Stress Points:

Front: 2 +20 lasers ○○
Front and side: +30 laser ○
Left side: 3 +10 lasers ○○○
 2 missile launchers ○○
Right side: 3 +10 lasers ○○○
 2 missile launchers ○○
Rear and side: +30 laser ○
Rear: 2 +20 lasers ○○
Drive: ○○○○○○○○
Control: ○○○○○○
Crew: ○○○○○○

Light Cruiser #4—AFS *Defiance*

Stress Points:

Front: 2 +20 lasers ○○
Front and side: +30 laser ○
Left side: 3 +10 lasers ○○○
 2 missile launchers ○○
Right side: 3 +10 lasers ○○○
 2 missile launchers ○○
Rear and side: +30 laser ○
Rear: 2 +20 lasers ○○
Drive: ○○○○○○○○
Control: ○○○○○○
Crew: ○○○○○○

Light Cruiser #5—AFS *Essex*

Stress Points:

Front: 2 +20 lasers ○○
Front and side: +30 laser ○
Left side: 3 +10 lasers ○○○
 2 missile launchers ○○
Right side: 3 +10 lasers ○○○
 2 missile launchers ○○
Rear and side: +30 laser ○
Rear: 2 +20 lasers ○○
Drive: ○○○○○○○○
Control: ○○○○○○
Crew: ○○○○○○

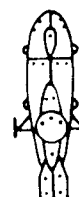
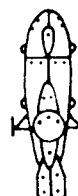
Light Cruiser #6—AFS *Tigershark*

Stress Points:

Front: 2 +20 lasers ○○
Front and side: +30 laser ○

Left side: 3 +10 lasers ○○○
 2 missile launchers ○○
Right side: 3 +10 lasers ○○○
 2 missile launchers ○○
Rear and side: +30 laser ○
Rear: 2 +20 lasers ○○
Drive: ○○○○○○○○
Control: ○○○○○○
Crew: ○○○○○○

THREE HEAVY CRUISERS



Stress Pts: 1000 Combat Speed: 5
VCR: 80 Crew: 600

Heavy Cruiser #1—AFS *Ruokan King*

Stress Points:

Front: 3 +40 lasers ○○○
Front and side: +50 plasma gun ○○
 +50 plasma gun ○○
Left side: +50 plasma gun ○○
 4 +20 lasers ○○○○
 4 +10 lasers ○○○○
 4 missile launchers ○○○○
Right side: +50 plasma gun ○○
 4 +20 lasers ○○○○
 4 +10 lasers ○○○○
Rear and side: +50 plasma gun ○○
 +50 plasma gun ○○
Rear: 3 +40 lasers ○○○
Drive: ○○○○○○○○○○○○
Control: ○○○○○○○○○○○○
Crew: ○○○○○○○○○○○○○○
 ○○○○○○○○○○○○○○

BASIC STATISTICS

Strength	50	Perception	74
Dexterity	72	Stamina	52
Agility	54	Luck	44
Willpower	52	Wounds	13
Personality	40	UMS	52

Current Stamina:
Wounds: ○○○○○○○○○○○○

SKILLS

Name	Level	Score
Spacecraft Piloting	Rookie	82
Noetic Defense Mode	Rookie	78
Automatic Rifle	Rookie	87
Laser Rifle	Rookie	87
Computers	Rookie	89
Electronics	Rookie	96
Emergency Spacecraft Repair	Rookie	96
Demolitions	Rookie	103



ETTIKA

BASIC STATISTICS

Strength	48	Perception	60
Dexterity	78	Stamina	40
Agility	64	Luck	32
Willpower	50	Wounds	12
Personality	64	UMS	56

Current Stamina:
Wounds: ○○○○○○○○○○

SKILLS

Name	Level	Score
Spacecraft Piloting	Rookie	83
Noetic Defense Mode	Rookie	70
Automatic Rifle	Rookie	93
Laser Rifle	Rookie	93
Bargaining	Rookie	87
Mirage Missiles	Rookie	87
Impersonation	Rookie	93



VOINA

BASIC STATISTICS

Strength	56	Perception	72
Dexterity	80	Stamina	52
Agility	54	Luck	46
Willpower	60	Wounds	13
Personality	36	UMS	55

Current Stamina:
Wounds: ○○○○○○○○○○

SKILLS

Name	Level	Score
Spacecraft Piloting	Rookie	84
Noetic Defense Mode	Rookie	81
Marital Arts	Rookie	78
Automatic Rifle	Rookie	95
Grenade Launcher	Rookie	95
Computers	Rookie	89
Emergency Spacecraft Repair	Rookie	101
Medicine	Rookie	84



SAMETTI

BASIC STATISTICS

Strength	50	Perception	72
Dexterity	68	Stamina	44
Agility	60	Luck	40
Willpower	58	Wounds	12
Personality	78	UMS	55

Current Stamina:
Wounds: ○○○○○○○○○○

SKILLS

Name	Level	Score
Spacecraft Piloting	Rookie	82
Noetic Defense Mode	Rookie	80
Automatic Rifle	Rookie	83
Laser Rifle	Rookie	83
Bargaining	Rookie	98
Disguise	Rookie	103
Security Devices	Rookie	90
Stunt Driving	Rookie	96



DAROGA

ORDER/RANK: Heart/4

PERSONAL DATA:

RACE: Crystal Clone

Sex: Male

Age: 27

RACIAL ABILITY:

Height: 5'8"

Energy beam from hands

Weight: 150 pounds

EQUIPMENT AND FUNDS:

Star Team Phoenix FX-80 Starfighter

PPR

Grenade Launcher

Four grenade clips (1 of ea. type)

Medical Kit

LSS Body Suit

LSS Helmet

Star Team Field Armor

380 Chips

Sametti's Crystal purpose is to aid Clones, Star Team members, and all opposed to the Empire—in that order of priority. His medical and combat skills help him achieve that goal. Ironically, Sametti is not the classical good Samaritan; his manner is blunt, outspoken, and at times even rude.

Despite such personality "flaws," Sametti is well liked and respected. Star Team members know he will risk his life selflessly to aid them, even if he breaks a few rules of etiquette to do so. In fact, a good ship or weapon is often called "reliable as Sametti" around Marauders' Landing, and that's quite a compliment.

ORDER/RANK: Heart/4

PERSONAL DATA:

RACE: Crystal Clone

Sex: Female

Age: 25

RACIAL ABILITY:

Height: 5'9"

Energy beam from hands

Weight: 120 pounds

EQUIPMENT AND FUNDS:

Star Team Phoenix FX-80 Starfighter

PPR

Laser Rifle

Electronics Kit

Demolitions Kit

LSS Body Suit

LSS Helmet

Star Team Field Armor

325 Chips

Etika was created with an unusual purpose: to increase the respect given to Crystal Clones by other races. She is particularly sensitive to any type of racial slur, whether stated or implied, and does everything possible to convince other races that Crystal Clones are reliable, valuable friends and allies.

As a Star Team member, Etika has been particularly successful in furthering this purpose. Her calm under fire, and skill with demolitions make her a welcome member of any Star Team.

ORDER/RANK: Diamond/4

PERSONAL DATA:

RACE: Trakan

Sex: Female

Age: 28

RACIAL ABILITY:

Height: 6'0"

Stealth, Night Vision

Weight: 120 pounds

EQUIPMENT AND FUNDS:

Star Team Phoenix FX-80 Starfighter

PPR

Laser Rifle

Aerial Recon Projector

LSS Body Suit

LSS Helmet

Star Team Field Armor

420 Chips

Daroga began her career as an actress doing "street theatre" on Staltisa, at the tender age of 7. She later became a major star in the Staltisan entertainment world; in fact, she was one of the best in a very competitive field.

Only Daroga herself knows why she traded the glamour of the stage for the rigours of Star Team life. The Staltisan media have speculated about it for months on end; perhaps, some say, she just got bored with the old roles. This much is certain: she's a cunning and deadly member of the Star Teams, and the charms she once used on stage have lulled and lured many an Imperial thug to an unsuspecting death.

ORDER/RANK: Diamond/4

PERSONAL DATA:

RACE: Trakan

Sex: Male

Age: 20

RACIAL ABILITY:

Height: 6'4"

Stealth, Night Vision

Weight: 160 pounds

EQUIPMENT AND FUNDS:

Star Team Phoenix FX-80 Starfighter

PPR

Laser Rifle

Four Mirage Missiles

LSS Body Suit

LSS Helmet

Star Team Field Armor

380 Chips

Voina is a native Staltisan whose love of adventure—and yes, of occasional plunder—has attracted him to the Star Teams. But "love of adventure" in no way means "love of danger" to Voina; as far as he'd concerned, *real* adventure means using his wit and charm to milk as much money as possible from anyone who appears vulnerable.

The exceptions, of course, are Voina's fellow Star Team members. To them he is loyal, although he will risk life and limb only when he can find absolutely no other way out of the predicament. When finally forced to fight, Voina assumes the role of witty adventurer, fighting with a kind of "Three Musketeers" flair.

BASIC STATISTICS

Strength	78	Perception	56
Dexterity	32	Stamina	76
Agility	58	Luck	34
Willpower	52	Wounds	15
Personality	54	UMS	68

Current Stamina:
Wounds: ○○○○○○○○○○○○○○○○○○○

SKILLS

Name	Level	Score
Spacecraft Piloting	Rookie	64
Noetic Defense Mode	Rookie	84
Automatic Rifle	Rookie	47
Shock Mace	Rookie	83
Sword	Rookie	83
Ignore Pain	Rookie	83
Shield Ship	Rookie	95
Shock	Rookie	92



YORGUN

SIVRISINEK



BASIC STATISTICS

Strength	72	Perception	58
Dexterity	40	Stamina	52
Agility	56	Luck	50
Willpower	62	Wounds	13
Personality	52	UMS	64

Current Stamina:
Wounds: ○○○○○○○○○○○○○○○○○○○

SKILLS

Name	Level	Score
Spacecraft Piloting	Rookie	67
Noetic Defense Mode	Rookie	90
Wrestling	Rookie	79
Automatic Rifle	Rookie	55
Laser Rifle	Rookie	55
Levitaton	Rookie	97
Shield Ship	Rookie	97
Telekinesis	Rookie	89

BASIC STATISTICS

Strength	52	Perception	50
Dexterity	64	Stamina	52
Agility	58	Luck	46
Willpower	58	Wounds	13
Personality	72	UMS	55

Current Stamina:
Wounds: ○○○○○○○○○○○○○○○○○○○

SKILLS

Name	Level	Score
Spacecraft Piloting	Rookie	88
Noetic Defense Mode	Rookie	69
Martial Arts	Rookie	88
Automatic Rifle	Rookie	94
Laser Rifle	Rookie	94
Grenade Launcher	Rookie	94
Emergency Spacecraft Repair	Rookie	73
Deep Space Tracking	Rookie	65



LINDSEY BAINES

BASIC STATISTICS

Strength	56	Perception	68
Dexterity	54	Stamina	52
Agility	58	Luck	48
Willpower	60	Wounds	13
Personality	54	UMS	57

Current Stamina:
Wounds: ○○○○○○○○○○○○○○○○○○○

SKILLS

Name	Level	Score
Spacecraft Piloting	Rookie	90
Noetic Defense Mode	Rookie	79
Automatic Rifle	Rookie	84
Laser Pistol	Rookie	84
Laser Rifle	Rookie	84
Grenade Launcher	Rookie	84
Sensory Knife	Rookie	85
Emergency Spacecraft Repair	Rookie	76



MARK WALKER

ORDER/RANK: Club/4

PERSONAL DATA:

RACE: Kleibor

Sex: Female
Age: 22

RACIAL ABILITY:

Telepathy, 1 WPR/word

Learn Language, 1d10 rounds

Transfer Stamina, 1 point/round

Height: 11'
Weight: 1000 pounds

EQUIPMENT AND FUNDS:

Star Team Phoenix FX-80 Starfighter

Laser Rifle

LSS Body Helmet

Commando Kit

PPR
LSS Body Suit
Star Team Field Armor
320 Chips

Sivrisinek grew up with a stint: she was the “run” of her entire bodrum. No matter how much she ate, she couldn’t overcome this handicap. She clowned around to hide her shame, and developed noetic talents to counter her lack of brute strength.

But while Sivrisinek is “dainty” by Kleibor standards, there is nothing small or weak about her efforts as a Star Team member. In fact, she gave up a chance to become a professional Dort player (a noetic noisemaker) in order to join the rebels. She is fiercely determined to inflict maximum damage on the Empire—while having the maximum amount of fun.

ORDER/RANK: Spade/4

PERSONAL DATA:

RACE: Human

Sex: Male
Age: 23

RACIAL ABILITY:

No special abilities

Height: 5’11”
Weight: 175 pounds

EQUIPMENT AND FUNDS:

Star Team Phoenix FX-80 Starfighter

Laser Rifle

LSS Body Suit

Star Team Field Armor

PPR
Laser Pistol
LSS Helmet
350 Chips

Mark is not native to the Wilderness Region; he grew up on an obscure Imperial mining planet, eons away. His family belonged to the ruling class, and Mark grew up like any other young Imperial aristocrat: smart, snobbish, and aware only of his own ambitions.

Then his father was executed for treason (the man was innocent but “undesired” by a competing faction). Mark fled to the Wilderness Region, seeking fun, profit, and a new life on Statlisa. What he found was a new point of view—several in fact, gathered from the weirdest creatures in the galaxy. He learned to despise the Imperial system and joined the Star Teams. He still carries an aristocratic air, but his actions show an unwavering belief in honor and freedom for all.

ORDER/RANK: Club/4

PERSONAL DATA:

RACE: Kleibor

Sex: Male
Age: 29

RACIAL ABILITY:

Telepathy, 1 WPR/word

Learn Language, 1d10 rounds

Transfer Stamina, 1 point/round

Height: 12’6”
Weight: 1460 pounds

EQUIPMENT AND FUNDS:

Star Team Phoenix FX-80 Starfighter

Shock Mace

LSS Body Suit

Star Team Field Armor

PPR
Beam Saber
LSS Helmet
340 Chips

Yorgun is already infamous in Star Team lore for his enormous size, love of brawls, and legendary lethargy. Aside from Trakan or Kleibor females and fighting, Yorgun has almost no interests. He is notorious for falling asleep on duty, and even more so for trying to pay other Star Team members to take boring assignments for him while he parties on Statlisa.

Despite these faults, Yorgun is a good friend to have in a fight. More than one Gorton has met his “maker” after giving Yorgun what he believed would be a deathblow, only to find he had awakened the slumbering giant. Fierce in battle, fragile in love, and sleepy when it comes to anything else, this huge Kleibor is one of the more beloved characters based at Marauders’ Landing.

ORDER/RANK: Spade/4

PERSONAL DATA:

RACE: Human

Sex: Female
Age: 24

RACIAL ABILITY:

No special abilities

Height: 5’7”
Weight: 130 pounds

EQUIPMENT AND FUNDS:

Star Team Phoenix FX-80 Starfighter

Laser Rifle

One clip of fragmentation grenades

LSS Helmet

PPR
Grenade Launcher
LSS Body Suit
Star Team Field Armor
300 Chips

Lindsey Baines was orphaned at the age of 2 and, through a rather bizarre set of circumstances, was raised by Kleibor resistance fighters on Emniyet. Her “parents” had many friends in the Star Teams, and to Lindsey, those friends became role models. She hadn’t much talent for noetics, and chose to emulate Spade pilots instead of Hearts.

Of course, joining the Star Teams was the inevitable career for Lindsey. Her gregarious nature makes her popular with fellow pilots, but they respect her fighting abilities as well as her social skills. Lindsey has an uncanny knack for getting along with non-Human races, especially the Kleibor.

IMPERIAL EMBASSY (PCs' Map)

One Hex = 15 Feet

Camera Door

21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4

N

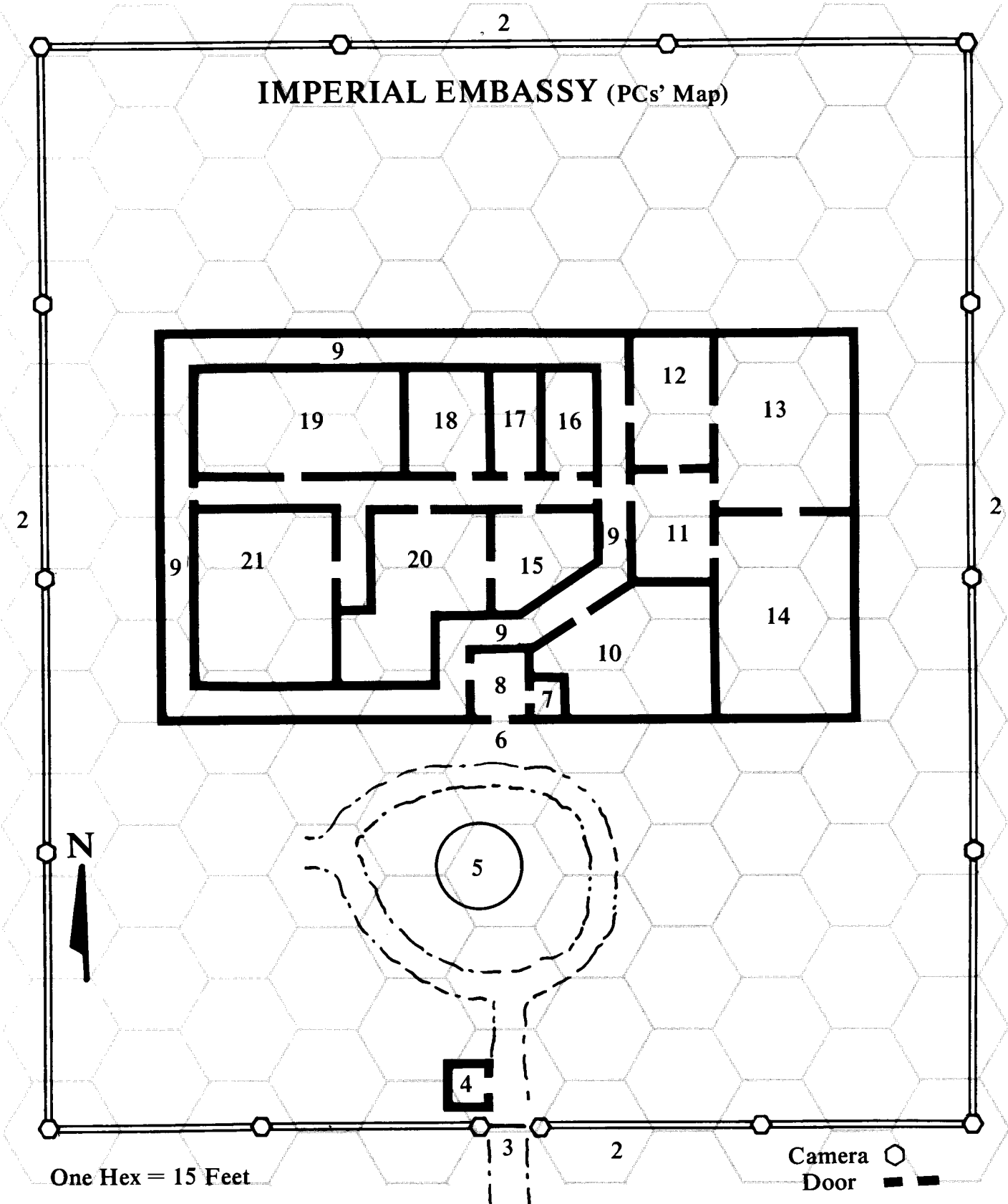
IMPERIAL EMBASSY (PCs' Map)

One Hex = 15 Feet

Camera Door

21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4

N



NPC STATISTICS

Imperial Fireteam

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

Current STA

Wounds

1) ○○○○○○○○○○○○○○○○
2) ○○○○○○○○○○○○○○○○
3) ○○○○○○○○○○○○○○○○
4) ○○○○○○○○○○○○○○○○
5) ○○○○○○○○○○○○○○○○

Skills: Laser Rifle, Vet, 80; Laser Pistol, Vet, 80; Grenade Launcher, Vet, 80.

E/W/A: Numbers 1-4 carry laser rifles and wear reflector plate armor (AR 45). Number 5, a corporal, wears a laser pistol and reflector plate armor, and carries a grenade launcher loaded with a clip of light grenades.

10. COMPUTER CENTRAL (T)

★ ★ ★

A sliding door leads to this room, secured with an electronic lock.

☆ ☆ ☆

With a successful Security Devices or Electronics skill check, characters can enter this room. Inside they find a wall filled with viewscreens, which display images sent by cameras throughout the compound. A Gorlon guard (the watchman) constantly monitors the screens.

Lounging near this guard, and occasionally talking with him, are five other guards who respond to any outside security alarm. They may also respond to an interior alarm, if the fireteam (area 9) requests assistance. Note that these five are not present if they were incapacitated earlier, or are responding to an alarm.

Finally, the room contains several terminals, along with the main computer. Characters with Computer skill may learn the following, provided they gain access, and request this

information in accordance with the Computer skill rules:

1. All security systems in the embassy compound are tied to the main computer. Reprogramming the Security program would allow the PCs to deactivate all security devices. In addition, it could cause an endless "loop" of tape, showing false scenes on the viewscreens.

2. The embassy had prior knowledge of the "terrorist raid." The real target of the raid was indeed Helen Holmes, who now stays in a special ICE experimental lab on Asfalia. The computer can provide the exact location of the lab, and the codeword for landing at the lab's tiny spaceport facility. That codeword is "Gemini-2".

3. The embassy contains a prison cell block, apparently for political prisoners. Currently, a Kleibor named Icat, inventor of the "alpha-blue particle shield," is being held there (to CM: location 20a).

4. The embassy houses a weapons locker from which it supplies arms to anti-Alliance terrorist groups and spies on Stalitsa.

5. The computer can give the PCs a read-out of all major Imperial agents currently operating on Stalitsa.

The CM should note that characters with Computer skill can gain access to the computer from any terminal in the building, not just from those located here. Furthermore, reprogramming is possible from any terminal. (The watchmen knows when terminals are accessed, however.)

Of course, the guards in room 10 attempt to kill intruders, and the fireteam in area 9 responds to any noise from this area in one to four rounds (CM's discretion). In addition, the guards here alert Stalitsan authorities to the break-in, expecting due process under the law.

The Stalitsan authorities (Trakan police officers) arrive in 1d10 minutes if summoned. They'd rather help the PCs than the Gorlons, however, and will take a bribe for such action. Stalitsans, after all, support their pockbooks first, and the Empire last.

NPC STATISTICS

Eleven Gorlon Guards

(Six in room 10, plus five patrolling main hall 9)

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

Current STA

Wounds

1) ○○○○○○○○○○○○○○○○
2) ○○○○○○○○○○○○○○○○
3) ○○○○○○○○○○○○○○○○
4) ○○○○○○○○○○○○○○○○
5) *○○○○○○○○○○○○○○○
6) ○○○○○○○○○○○○○○○○
7) ○○○○○○○○○○○○○○○○
8) ○○○○○○○○○○○○○○○○
9) ○○○○○○○○○○○○○○○○
10) *○○○○○○○○○○○○○○○
11) ○○○○○○○○○○○○○○○○

Skills: Laser Rifle, Vet, 80; Laser Pistol, Vet, 80; Grenade Launcher, Vet, 80.

E/W/A: Numbers 1-4, 6-9, and 11 carry laser rifles and wear reflector plate armor (AR 45). *Numbers 5 and 10, corporals, wear a laser pistol and reflector plate armor, and carry grenade launchers loaded with a clip of light grenades. Number 11 is the guard watching the viewscreens.

Four Stalitsan Police

Race: Trakan

STR 50 DEX 57 AGL 50
WPR 50 PER 57 PCN 50
STA 40 UMS 50 WNDS 12

Current STA

Wounds

1) ○○○○○○○○○○○○○○○○
2) ○○○○○○○○○○○○○○○○
3) ○○○○○○○○○○○○○○○○
4) ○○○○○○○○○○○○○○○○

Skills: Sensory Knife (Thrown Weapon), Vet, 87; Laser Pistol, Vet, 87.

E/W/A: Each is armed with a laser pistol and two sensory knives. None wears armor.

11. - 14. AMBASSADOR'S ROOMS (T)

These rooms constitute the Ambassador's personal offices. Room 11 is a small sitting room; room 14 is a large formal conference room; room 13 is the Ambassador's private office; and room 12 is the office of the Ambassador's personal secretary. All rooms are equipped with computer terminals.

PCs may loot the artworks in the Ambassador's office. The paintings and sculptures there command a market value of 5,000 Chips.

15. DINING ROOM

This is the embassy dining room, where elegant meals or informal luncheons can be served. Currently the room is empty except for the furniture.

16-18: STAFF OFFICES

All office doors are locked with simple mechanical locks. Each office contains several computer terminals, desks, and other furniture, but nothing of value to the PCs.

19. LIBRARY AND MEETING ROOM

This room contains numerous video and holotape viewers, plus thousands of reference tapes covering economic, political, and historical topics.

20. KITCHEN AND PANTRIES

All meals for staff and visitors are prepared here. Numerous delicacies are stored in the pantries, with a total value of 1,000 Chips.

21. GUARD ROOM

This room is empty during the night, except for scattered chairs and tables. During normal business hours, ten additional guards are stationed here. They have the same statistics as those detailed under area 10.

20a. PRISONER CELL

The door here looks just like a part of the wall; to see it, a PC must pass a general Perception check with a -20 modifier. The next obstacle is an electronic lock; to open the door, a PC must pass a Security Devices or Electronics skill check, or use the computer in room 10.

Inside, the PCs find a large cell with a few cots but no other furnishings. Sound-absorbant material covers the inner walls, so a character inside could scream at the top of his lungs, and others just outside the door would hear nothing.

Any PCs captured during this part of the adventure will be placed here for safekeeping.

Only one prisoner occupies the room now: Icat, the Kleibor inventor. Grumpy but in good health, the Kleibor welcomes rescue. "It's about time," he grunts. "Those Imperial imbeciles dragged me off the street three weeks ago, and you've only just arrived to help me out? Well, never matter, never matter..." Icat believes he is scheduled to be shipped to ICE headquarters on Asfalia soon, for "interrogation." "Hmph," he says, "Extermination is more likely. They've been interrogating me *here* for the last three weeks."

If they ask questions and make a good impression, the PCs can learn quite a bit from this crusty old Kleibor:

1. Icat has extensive contacts with the Zoe underground on Asfalia, and would be willing to use those contacts to assist Star Teams.

2. Icat was kidnapped because he just invented an "alpha-blue particle shield," which can protect any ship from the beta-red particle beam. (See inside back cover.)

3. Despite intermittent torture, the Kleibor has told the Imperials nothing about his new invention.

Icat will accompany the PCs for the rest of this episode. Along the way, he will grumpily make comments about the competence of the PCs whenever they attempt to use

any skill which he also possesses. If pressed, the Kleibor will use his skills for the group's benefit.

NPC STATISTICS

Icat

Political Prisoner, Inventor

Race: Kleibor

STR	68	DEX	36	AGL	48
WPR	70	PER	66	PCN	74
STA	56	UMS	58	WNDS	13

Current STA:

Wounds: ○○○○○○○○○○○○○○

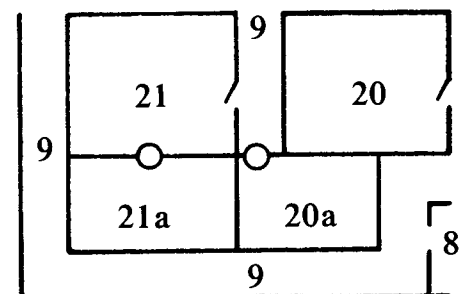
Racial Abilities: Telepathy, 1 WPR/word; Learn Language, 1d10 rounds; Transfer Stamina, 1 point/round.

Skills: Wrestling, Ace, 113; Short-handled Weapons, Ace, 113; Laser Rifle, Ace, 91; Computers, Ace, 117; Electronics, Ace, 109; Engineering, Ace, 115; Mechanics, Ace, 110; Security Devices, Ace, 109; Noetic Defense Mode, Ace, 127; Shield Ship, Ace, 124.

21a. WEAPONS STORAGE

The following weapons are stored here: 24 laser rifles, 24 laser pistols, 12 grenade launchers, 24 beam sabers, 12 shock maces, 12 sensory knives, 12 boxes of light grenades, and 12 boxes of frag grenades.

Characters must state they are looking for a door and pass a general Perception check with a -20 modifier to enter this room: only you, the CM, know it exists.



○— indicates concealed door

EPISODE 3: PROJECT GEMINI

If the rebels learn Helen Holmes' whereabouts during Episode 2, Veryofka instructs them to rescue her from the secret lab on Asfalia. If the PCs' raid on the embassy was not successful, this adventure has probably ended, and another one begun in an obscure Imperial prison.

Episode 3 covers the PCs' actions from their arrival in the Asfalian system to their rescue of Helen Holmes. The episode contains two sections: "The Arrival," and "Key to the Lab." As CM, be sure you're completely familiar with both sections before play begins; the rebels may take several lines of play, and you must be ready to handle them all.

PART A: THE ARRIVAL

1. GOOD WORK

Veryofka is delighted if the rebels have succeeded at the embassy, but this delight quickly fades as he ponders the Empire's plot. He offers the following words to the PCs:

★ ★ ★

"Good work, for starters. Now it looks as if we'd better get Helen Holmes back. No telling what the Empire has in mind for her, but it undoubtedly concerns the Admiral. You are hereby authorized—"ordered"—to retrieve Helen Holmes from the Imperial lab on Asfalia. I'll expect progress reports whenever feasible; send them via Malako. And good luck."

☆ ☆ ☆

Allow the PCs time to plan the mission as they wish. They can learn additional information from Veryofka if they ask:

1. While raiding the embassy, the rebels should have obtained the code for landing on Asfalia and proceeding to the lab. Veryofka's men can verify this code allows them to bypass normal security checks as they approach Asfalia.

2. Veryofka's men believe the lab lies in a deeply forested area, in the planet's southern hemisphere.

3. Icat (whom they presumably rescued) has extensive contacts with the Zoe underground on Asfalia. He is willing to help, even if he doesn't understand the rebels' mission. Veryofka's crew is debriefing the Kleibor now, but he'll be ready for travel in 24 hours. At the least, he can arrange for the PCs to meet some Zoe resistance fighters in the first clearing west of the lab. The fighters can scout the lab and its security while the PCs are enroute, briefing them upon arrival.

2. ENTERING ASFALIA'S SYSTEM

★ ★ ★

"Approaching craft, this is Asfalia Central Control. Please identify yourselves and transmit the appropriate code."

☆ ☆ ☆

The PCs must respond with "Gemini-2," the code learned at the embassy. It is a high-level security code; no further identification is needed, and the PCs need not land for inspection. If the rebels transmit the code, Central Control replies: "Roger. You are cleared for priority landing on-planet, as you deem appropriate. Good hunting, friends—whatever your quarry may be."

If the PCs fly over the lab site, read the following description:

★ ★ ★

The dense Asfalian forest spreads below for miles, until at last, a clearing lies ahead. A peculiar building stands within the clearing.

The structure is an equilateral triangle, measuring about 100 feet on each side. It juts from the ground to a height of 12 feet—presumably, the rest is subterranean. To the north of the building lies a small landing strip, and a hangar lies to the west.

Defenses seem light: one laser tower stands near each corner of the structure, and a few guards are scattered along the sides, patrolling. Other than this, the building appears undefended.

☆ ☆ ☆

If Icat has accompanied the PCs, he grumbles, "Hmm. Pretty shoddy flying if you ask me. Stay away from the lab a bit or you'll advertise our course. See that other clearing there, off to the west? Ema, my friend in the resistance, is meeting us there. Unless, of course, you can't handle the landing."

The adventure at this point depends upon the PCs' plan. They can land without opposition at the lab's runway, or they can land in the clearing to confer with the Zoe before striking the lab. If the PCs go directly to the lab, use encounter 4 below. If they meet with the Zoe, use encounter 3. If the PCs opt for a direct, aerial strike on the lab, adapt the material in encounter 4 and Part B: "Key to the Lab" as appropriate.

3. MEETING THE ZOE

★ ★ ★

Landing in the small clearing proves challenging, but not impossible. Of course, Icat grumbles about the performance. As on-ship systems gear down to a faint hum, a solitary Zoe emerges from the woods. He moves slowly but smoothly toward your craft. The veins on his large head throb in cautious anticipation, and his large, gleaming eyes are jet black.

☆ ☆ ☆

The Zoe is Ema, leader of a local resistance group and long-time friend of Icat. His assistance to the PCs varies, depending on whether Icat is present. If the old Kleibor is back on Stalista, Ema provides information, but no active assistance. If Icat has come along, Ema and his clan provide both information and combat assistance as desired.

Like all Zoe, Ema's manner is blunt and practical, though soft-spoken. He greets Icat with only a few words: "You look old, friend. We're few here, but ready to die as need be." Should Icat not be present, Ema simply says, "We can provide information of value. What do you wish to know?"

Ema only appears to be alone. He

is covered by ten Zoe resistance fighters, armed and hidden in the woods nearby. The fighters do not reveal themselves unless Ema is attacked or appears threatened.

Ema tells the PCs the following:

1. The laboratory is a large triangular building about two miles to the east, within easy walking distance. It has one door on the south side; no other entrance has been observed. The lab has its own landing strip and hangar. The rendezvous clearing—where the PCs have landed—lies in a valley, shielded from the lab guards' view. The Imperial forces there have no idea that the woods are crawling with Zoe resistance fighters.

2. Gorlon ICE troopers guard the lab at all times, but the guard is light—normally 10 troopers about the building, plus 1 man on each laser tower, and 1 officer at the door. The guards are shuttled in from the nearest city in eight-hour shifts.

3. The lab staff never leaves; apparently they live inside the lab and never come out.

4. Occasionally, the Gorlons deliver Human and Crystal Clone prisoners to the lab. The last such delivery occurred shortly after the "terrorist raid" on Stalitsa.

5. Aside from the guards, the lab is defended against air attack by three +20 lasers on 360-degree swivel mounts, located atop towers near each side of the building. (Each has 1 damage box; see the Spacecraft Weapons Chart, p. 43 of the 64-pg. rule book.)

6. The lab seems to have direct communication with ICE headquarters; any direct attack must therefore succeed quickly, or the planetary defense system and ICE will have time to respond.

7. The Zoe resistance can make available Ema, 10 Zoe "warriors," and one captured IM tank. They value the tank above even a warrior, however, and will only mention the vehicle if Icat is present.

NPC STATISTICS

Ema, Resistance Leader

Race: Zoe

STR	32	DEX	60	AGL	64
WPR	76	PER	46	PCN	78
STA	40	UMS	48	WNDS	12

Current STA:

Wounds: ○○○○○○○○○○○○

Skills: Spacecraft Piloting, Vet, 98; Sword, Vet, 78; Automatic Rifle, Vet, 90; Grenade Launcher, Vet, 90; Sensory Knife (Thrown Weapon), Vet, 76; Demolitions, Vet, 99; Emergency Spacecraft Repair, Vet, 102; Disguise, Vet, 93; Stunt Driving, Vet, 101; Thought Probe, Vet, 97.

E/W/A: Carries a PPR, monofilament sword, and sensory knife.

Ten Zoe Resistance Fighters

STR	20	DEX	46	AGL	58
WPR	54	PER	40	PCN	76
STA	20	UMS	39	WNDS	10

Current STA

Wounds

1)	○○○○○○○○○○○○
2)	○○○○○○○○○○○○
3)	○○○○○○○○○○○○
4)	○○○○○○○○○○○○
5)	○○○○○○○○○○○○
6)	○○○○○○○○○○○○
7)	○○○○○○○○○○○○
8)	○○○○○○○○○○○○
9)	○○○○○○○○○○○○
10)	○○○○○○○○○○○○

Skills: Sword, Rookie, 54; Automatic Rifle, Rookie, 61; Laser Rifle, Rookie, 61.

E/W/A: Each carries a beam saber. Numbers 1-8 carry laser rifles. Numbers 9 and 10 have a PPR each.

THE IM TANK

Stress Points: 90 *Speed:* 600 yds/rnd
 ○ +20 laser, 360° field of fire
 ○ forward-firing laser
 ○ rear-firing laser

See description on p. 60 of the *Basic Training Manual*.

4. LANDING AT THE LAB

★ ★ ★

The code word allows you bypass normal on-planet checks and land unopposed at the lab's small runway. A pair of Gorlons in ICE guard uniforms approach casually to greet you, one of them mumbling into his helmet.

☆ ☆ ☆

Of course, both guards have helmet communicators—that's standard equipment. The unconcerned manner of the guards changes quickly. The two approach the nearest PCs, and one of them grunts, "What's the countersign for the day?"

Unfortunately for the PCs, this information was *not* in the embassy's computer. Unless they take a wild guess and manage to say, "X 927," the guard sounds an immediate alert.

All 14 guards are positioned as shown on the Asfalia Lab Map. The two approaching the PCs normally stand nearest the landing strip.

The Gorlons here are not stupid; they are elite, intelligent ICE troopers. When faced with superior numbers or firepower, they retreat inside the lab building. As soon as a fight begins, they signal ICE Headquarters, which in turn dispatches reinforcements by air and space (reinforcements are detailed under NPC Statistics below).

If the PCs gain entrance to the lab, run the fight according to the information in the lab key (Part Two), bringing in Imperial reinforcements as appropriate.

NPC STATISTICS

Fourteen Gorlon ICE Guards

(2 fireteams, 3 tower gunners, 1 officer)

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

Current STA

Wounds

- 1) ○○○○○○○○○○○○○○○○○○
- 2) ○○○○○○○○○○○○○○○○○○
- 3) ○○○○○○○○○○○○○○○○○○
- 4) ○○○○○○○○○○○○○○○○○○
- 5) ○○○○○○○○○○○○○○○○○○
- (Crpl)
- 6) ○○○○○○○○○○○○○○○○○○
- 7) ○○○○○○○○○○○○○○○○○○
- 8) ○○○○○○○○○○○○○○○○○○
- 9) ○○○○○○○○○○○○○○○○○○
- 10) ○○○○○○○○○○○○○○○○○○
- (Crpl)
- 11) ○○○○○○○○○○○○○○○○○○
- (Gunner)
- 12) ○○○○○○○○○○○○○○○○○○
- (Gunner)
- 13) ○○○○○○○○○○○○○○○○○○
- (Gunner)
- 14) ○○○○○○○○○○○○○○○○○○
- (Officer)

Skills: Martial Arts, Ace, 114; Advanced Self-Defense, Vet, 89; Sword, Ace, 122; Automatic Rifle, Ace, 105; Laser Rifle, Ace, 105; Laser Pistol, Ace, 105; (Corporals and Officer, Grenade Launcher, Vet, 80).

E/W/A: Each soldier carries a laser rifle and beam saber. Each corporal carries a grenade launcher with a full clip of fragmentation grenades instead of a laser rifle. Each tower gunner has a beam saber and laser pistol. The officer has a beam saber, laser pistol, and PPR. All wear full suits of reflector plate armor (AR 45) with helmets and helmet communicators.

Imperial Reinforcements

Imperial reinforcements arrive 1d10 minutes after ICE Headquarters is alerted. Reinforcements consist of one full squad of elite ICE troopers identical to the troopers detailed above. The squad is divided into four fireteams (see p. 4 of the *Wilderness Briefing Manual*). An IM-250 Striker—one of the Empire's new flying machines—lands the troops.

NPC SPACECRAFT

The following Imperial craft support the ICE trooper landing force and prevent any escape by PC spacecraft.



These craft arrive 1d10 minutes after ICE Headquarters is alerted, hovering above the landing strip.

Six Imperial Gremlin Interceptors

Stress Pts: 40 **Combat Speed:** 8
VCR: 50 **Crew:** 1
Cost: 1000 C **Type:** Tactical

Stress Points	Damage Boxes
1) Front laser ○ Drive ○	
2) Front laser ○ Drive ○	
3) Front laser ○ Drive ○	
4) Front laser ○ Drive ○	
5) Front laser ○ Drive ○	
6) Front laser ○ Drive ○	

Six Imp Fighters

Stress Pts: 60 **Combat Speed:** 8
VCR: 60 **Crew:** 1
Cost: 1400 C **Type:** Tactical

Stress Points	Damage Boxes
1) Front laser ○ Rear missile ○	
	Drive ○ Control ○

- 2) Front laser ○ Rear missile ○
Drive ○ Control ○
- 3) Front laser ○ Rear missile ○
Drive ○ Control ○
- 4) Front laser ○ Rear missile ○
Drive ○ Control ○
- 5) Front laser ○ Rear missile ○
Drive ○ Control ○
- 6) Front laser ○ Rear missile ○
Drive ○ Control ○

One IM-250 Striker

Stress Pts: 200 **Combat Speed:** 7
VCR: 75 **Crew:** 4
Cost: 25,000 C **Type:** Mixed

Stress Points:
Damage Boxes:
Front: (Crewman 1) +10 laser ○
1 missile ○
Rear: (Crewman 2) +10 laser ○
1 missile ○
Turret A: (Crewman 3) +20 laser ○
Turret B: (Crewman 4) +20 laser ○
Drive: ○○○○
Control: ○○○○

One ICE Frigate

Stress Points: 200 Combat Speed: 7

VCR: 75 Crew: 4

Cost: 25,000 C Type: Strategic

Stress Points:

Damage Boxes:

Front: 3 +20 lasers ○○○

Front and side: +40 laser ○

Rear and side: +40 laser ○

Left side: 3 +10 lasers ○○○

3 lasers ○○○

3 missile launchers ○○○

Right side: 3 +10 laser ○○○

3 lasers ○○○

3 missile launchers ○○○

Rear: 3 +20 lasers ○○○

Drive: ○○○○○○○○

Control: ○○○○○○

Crew: ○○○○○○○○

PART B: KEY TO THE LAB

1. ENTRANCE

The entrance is electronically locked. Characters with Security Devices skill or demolitions charges can open it.

2. COMMON AREA

Lab personnel use this as a pantry, kitchen, dining area, and lounge. The room contains tables, chairs, and dishes, and a variety of dried foods.

3. SIMULATION LAB

Upon entering this area, rebels can see that it duplicates the bridge of an Alliance Fleet carrier—exactly the type of bridge Admiral Freze occupies. Careful examination of the equipment reveals that the room can simulate the environment on a carrier bridge during any type of fleet engagement.

4. DORMITORY

This area contains sleeping bunks and closets for the lab staff. The staff is here at night (see below).

5. LAB COMPUTER CENTER

The lab's main computer is housed here, along with four terminals. Characters with Computer skill can derive the full scope of the Imperial plot, if they use their skill correctly. The data specifically reveals:

1. The Empire has experimented for months on Crystal Clones and their Human "parents," determining how closely Crystal Clone reactions mirror those of the Human parent. Their findings: the correspondence of reactions is quite high, particularly if the Human is drugged.

2. Specifically, the Empire has been experimenting on Helen Holmes in the simulation lab (room 3), attempting to predict Admiral Freze's reactions to combat situations.

3. Even as the PCs investigate, Admiral Von Helmuth is leading Imperial ships to intercept the Alliance Fleet maneuvers, which Admiral Freze commands.

4. Von Helmuth plans to maintain constant contact with this lab, relaying actual battle conditions, and receiving Holmes' reactions. This should enable him to predict Admiral Freze's actions with a great deal of accuracy. Even without this communication, however, the Empire has learned enough about Freze's reactions to seriously compromise her as an Alliance admiral. The PCs can rectify this situation: at present, *the only permanent records of these studies are stored in this computer*. Characters with Computer skill can destroy the records.

6. CORRIDOR

This is simply a plain corridor.

7.-14. CELLS

Crystal Clone and Human prisoners are kept here, one per cell. Helen Holmes is in cell 10. She has been brainwashed through drugs and hypnotism, and will not cooperate with her rescuers. In fact, she believes herself to be a brilliant, loyal subject of the Empire, and an up-and-coming Imperial fleet admiral.

NPC STATISTICS

During the day, a lab director and three assistants work in the simulation lab (10). At night, however, they retire to the dormitory.

Dr. Wolfman, Lab Director

Race: Human

STR 46 DEX 58 AGL 50

WPR 72 PER 46 PCN 76

STA 54 UMS 48 WNDS 13

Current STA:

Wounds: ○○○○○○○○○○○○○○

Skills: Computers, Ace, 118; Electronics, Vet, 92; Medicine, Ace, 116.

Three Lab Assistants

Race: Crassite

STR 64 DEX 46 AGL 46

WPR 60 PER 60 PCN 72

STA 38 UMS 55 WNDS 12

Current STA:

Wounds:

1) ○○○○○○○○○○○○○○

2) ○○○○○○○○○○○○○○

3) ○○○○○○○○○○○○○○

None of the lab personnel are armed; they won't fight the PCs physically.

Prisoners

In addition to Holmes, the cells contain four Crystal Clones and three Humans—all standard NPCs. (See p. 21, *Wilderness Briefing Manual*.)

Helen Holmes, Hostage

Race: Human

STR 44 DEX 76 AGL 52

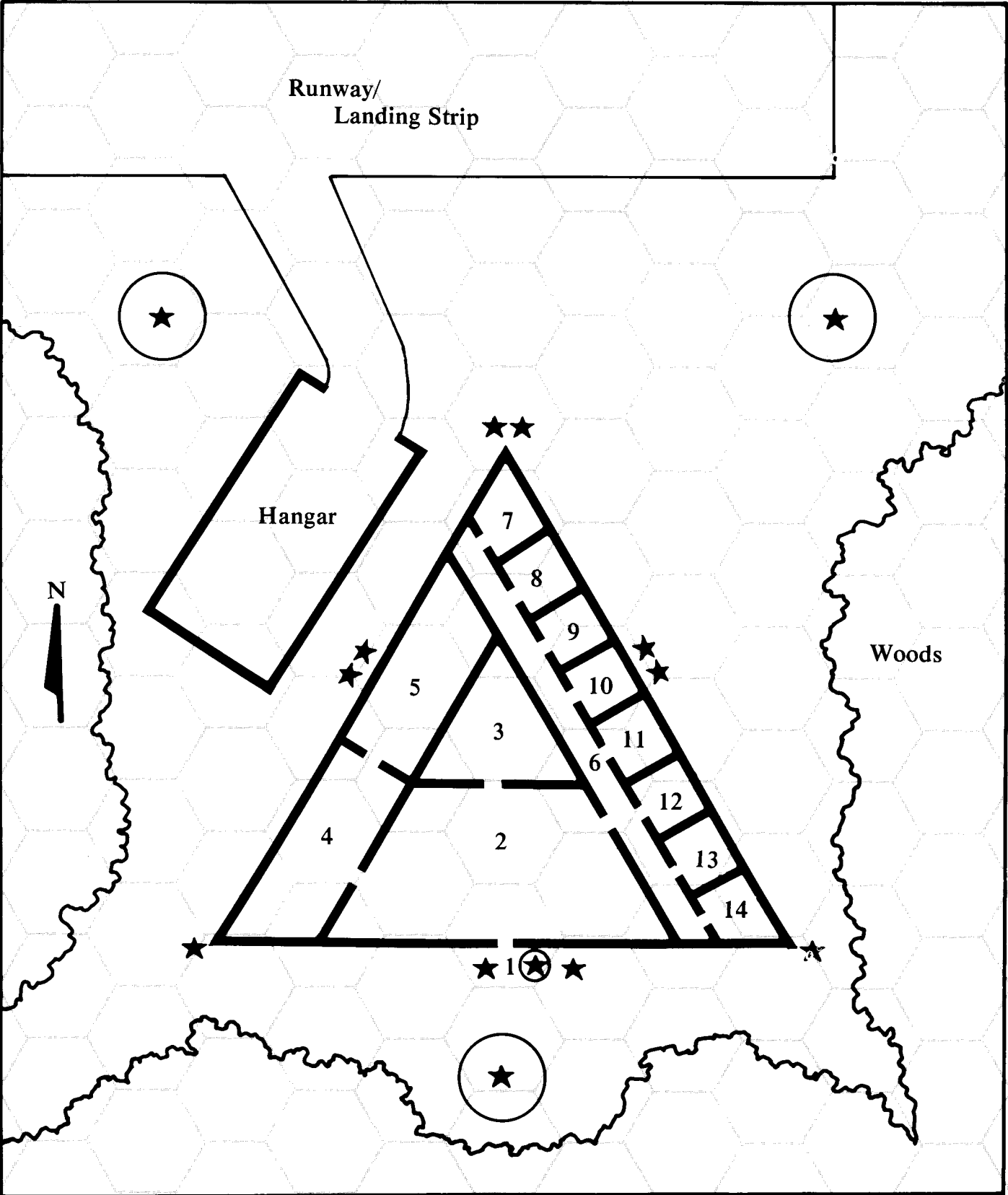
WPR 64 PER 54 PCN 66

STA 42 UMS 48 WNDS 12

Skills: Spacecraft Piloting, Ace, 120; Laser Pistol, Rookie, 91; Computers, Vet, 88; Deep Space Navigation, Ace, 121; Investigation, Vet, 92; Emergency Spacecraft Repair, Vet, 99; Medicine, Ace, 114.

The new, brainwashed Helen is a bit more skilled than her former self. The Empire has trained her to mirror Diana Freze as much as possible.

IMPERIAL LAB COMPLEX



One Hex = 20 Feet

★ Guard (Officer)

★ Guard

○ Laser Tower

EPISODE 4: MEETING OF MINDS

According to Veryofka's wishes, the PCs should contact Malako as soon as possible after Episode 3, reporting their findings at the lab. Malako relays that report to Veryofka. Episode 4 begins as the PCs leave Asfalia, and all reports have been made. Veryofka contacts our heroes in flight, instructing them to bring Holmes to Stalitsa (assuming they've got her). In the final scene of this adventure, the rebels take part in a showdown between Alliance and Imperial fleets.

If for some reason the PCs have failed to solve the mystery of the Empire's plan, or have not rescued Holmes, you should proceed with the final battle anyway. Malako calls upon the PCs (wherever they may be) to serve in the Alliance cause.

1. CALLING HOME

Use this encounter whenever the PCs report their findings at the Gemini lab, and their "rescue" of Helen Holmes. Ideally, the rebels are in space, having just left Asfalia. Veryofka contacts the PCs.

★ ★ ★

Veryofka should have been pleased with your report, yet he responds with dead silence. Finally, he offers his assessment:

"Get Holmes to Stalitsa right away, whether she likes it or not. And stand by for action: the Alliance Fleet has already sortied for maneuvers under radio silence."

☆ ☆ ☆

If the PCs have not revealed the position of those maneuvers in their report, Veryofka continues...

"Unfortunately, we can't tight-beam a message to the Admiral and her forces, because we don't know for sure where they are. We're working on it, but time is against us. This could get a little tense...."

2. RETURN TO STALITSA

Use this encounter when the PCs return to Stalitsa with Helen Holmes. As they arrive, inform the PCs that

Veryofka has cleared them for priority landing, and meets them at the landing field outside Old Stalitsa.

★ ★ ★

A rotten situation appears even worse. Veryofka's expression is grim, and his tone is sharp as he speaks:

"Okay, here are the latest developments. We've managed to contact Admiral Freze and the Fleet. For political and diplomatic reasons, they must maintain their maneuvers as scheduled. Admiral Freze will remain in command, with the bizarre task of attempting to outsmart her self—or rather, the Empire's Frankenstein, Helen Holmes.

"Of course, we all know the inevitable: the Imperial fleet, under Van Helmuth, will ambush our own at some point during those maneuvers. We have decided to count on you—and all the Star Teams—to give us a decisive edge in this battle.

"In short, here's your chance to avenge yourselves for not being at the Battle of Sol. Prepare for take-off. We expect word of the ambush at any time."

☆ ☆ ☆

Note that Veryofka knows where the maneuvers are taking place by now, even if the PCs didn't tell him. If the rebels did not discover the location themselves, Veryofka fills them in.

Should the PCs contact Malako, they receive the following message: "Good work, but there's more to do. This is it, our retaliation for the Battle of Sol! See you there!"

3. THE BATTLE OF STALITSA

Helen Holmes calculated the maneuver site correctly: Admiral Freze and her forces, now joined by Imperial battle thugs, are in the grand tactical sector adjacent to Ruoka and the secret Star Team CRP in the galactic storm. The battle is in full swing when the PCs arrive: noiseless flashes of lights, scattered debris, and the swift, chaotic traffic of repositioning ships indicate that both sides are suffering damage.

The players experience only a portion of this "Gemini War." But that smaller battle is crucial; its outcome affects the result of the war itself. And the players have plenty to do in this encounter: they must run the Alliance ships as well as their own characters', while the CM controls Imperials.

Set up the ship counters at a range of 20 hexes, using the configuration below for Imperial craft, and that shown on the center pages for Alliance vessels. (Give the center pages to the players, so they can track these vessels during the battle.) Counters for Alliance Fleet vessels are provided on the last two pages of this booklet.

How the CM should run the battle depends largely upon whether the PCs have wiped the information out of the computer at the secret lab on Asfalia:

1. If the PCs failed to rescue Helen Holmes, they must *always* declare all movement of all ships *before* the CM declares movement for Imperial craft. Furthermore, initiative is not rolled; the CM can choose whether to go first or second in each round of combat.

2. If the PCs rescued Helen Holmes, but failed to wipe out the data in the computer in the lab on Asfalia, the PCs must always declare their movement first, before the CM declares movement.

3. If the PCs rescued Holmes and wiped out the data in the computer, the CM should run the combat using the normal sequence of play rules.

4. Another possibility exists, though the rebels might have been hesitant to try it. Using Impersonation skill, a female Human could attempt to take the place of Helen Holmes during Episode 3, in order to feed the Empire false information during combat. (Other races could not use the skill without high-tech body suits, which would be no help, incidentally, to a Kleibor.) If the impersonation is successful, the players may control the movement and firing of Imperial craft every third round.

The battle continues until one side or the other has lost four strategic craft.

At this point, the side which has lost the craft must attempt to escape into hyperspace.

The chance that the Alliance Fleet has won the "Gemini War," rather than just the battle involving the PCs, is given on the following chart:

BATTLE VICTORY CHART

Alliance Losses	Imperial Losses	Alliance Victory Chance
0	4 or more	100%
1	4 or more	90%
2	4 or more	80%
3	4 or more	65%
4 or more	4 or more	50%
4 or more	3	40%
4 or more	2	20%
4 or more	1	15%
4 or more	0	05%

Losses = strategic craft lost.

To determine the war's outcome, roll a percent. A number less than or equal to the victory chance means the Alliance has won the war; politically and militarily, the Wilderness Region is unchanged. If the Empire wins, Ruoka becomes an Imperial holding, the Alliance signs a treaty allowing the Empire to occupy Stalitsa, and the Alliance must move its HQ farther from the Wilderness Region.

If the Alliance fleet wins, the PCs are hailed as heroes. They receive a reward of 5,000 Chips each.

IMPERIAL SPACECRAFT

Set up the Imperial spacecraft at a range of 20 hexes from the Alliance craft. You, the CM, choose the arrangement. (Alliance craft form a line across one of the short edges of the battle board; see page 14.)

Six Imperial Destroyers

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



1) *Current Stress Points:*

Front: 2 +20 lasers ○ ○
Front and side: +30 laser ○
Rear and side: +30 laser ○
Left side: 2 lasers ○ ○
 2 +10 lasers ○ ○
 2 missile launchers ○ ○
Right side: 2 lasers ○ ○
 2 +10 lasers ○ ○
 2 missile launchers ○ ○
Rear: 2 +20 lasers ○ ○
Drive: ○ ○ ○ ○ ○ ○ ○ ○
Control: ○ ○ ○ ○ ○ ○
Crew: ○ ○ ○ ○ ○ ○

2) *Current Stress Points:*

Front: 2 +20 lasers ○ ○
Front and side: +30 laser ○
Rear and side: +30 laser ○
Left side: 2 lasers ○ ○
 2 +10 lasers ○ ○
 2 missile launchers ○ ○
Right side: 2 lasers ○ ○
 2 +10 lasers ○ ○
 2 missile launchers ○ ○
Rear: 2 +20 lasers ○ ○
Drive: ○ ○ ○ ○ ○ ○ ○ ○
Control: ○ ○ ○ ○ ○ ○
Crew: ○ ○ ○ ○ ○ ○

3) *Current Stress Points:*

Front: 2 +20 lasers ○ ○
Front and side: +30 laser ○
Rear and side: +30 laser ○
Left side: 2 lasers ○ ○
 2 +10 lasers ○ ○
 2 missile launchers ○ ○
Right side: 2 lasers ○ ○
 2 +10 lasers ○ ○
 2 missile launchers ○ ○
Rear: 2 +20 lasers ○ ○
Drive: ○ ○ ○ ○ ○ ○ ○ ○
Control: ○ ○ ○ ○ ○ ○
Crew: ○ ○ ○ ○ ○ ○

4) *Current Stress Points:*

Front: 2 +20 lasers ○ ○
Front and side: +30 laser ○
Rear and side: +30 laser ○

Left side: 2 lasers ○ ○
 2 +10 lasers ○ ○
 2 missile launchers ○ ○
Right side: 2 lasers ○ ○
 2 +10 lasers ○ ○
 2 missile launchers ○ ○
Rear: 2 +20 lasers ○ ○
Drive: ○ ○ ○ ○ ○ ○ ○ ○
Control: ○ ○ ○ ○ ○ ○
Crew: ○ ○ ○ ○ ○ ○

5) *Current Stress Points:*

Front: 2 +20 lasers ○ ○
Front and side: +30 laser ○
Rear and side: +30 laser ○
Left side: 2 lasers ○ ○
 2 +10 lasers ○ ○
 2 missile launchers ○ ○
Right side: 2 lasers ○ ○
 2 +10 lasers ○ ○
 2 missile launchers ○ ○
Rear: 2 +20 lasers ○ ○
Drive: ○ ○ ○ ○ ○ ○ ○ ○
Control: ○ ○ ○ ○ ○ ○
Crew: ○ ○ ○ ○ ○ ○

6) *Current Stress Points:*

Front: 2 +20 lasers ○ ○
Front and side: +30 laser ○
Rear and side: +30 laser ○
Left side: 2 lasers ○ ○
 2 +10 lasers ○ ○
 2 missile launchers ○ ○
Right side: 2 lasers ○ ○
 2 +10 lasers ○ ○
 2 missile launchers ○ ○
Rear: 2 +20 lasers ○ ○
Drive: ○ ○ ○ ○ ○ ○ ○ ○
Control: ○ ○ ○ ○ ○ ○
Crew: ○ ○ ○ ○ ○ ○

Three Cruisers



Stress Pts: 900 *Combat Speed:* 4
VCR: 80 *Crew:* 450

1) IFS *Rissilith*

Current Stress Points:

Front: 4 +30 lasers ○ ○ ○ ○

Front and side: +50 plasma gun ○ ○
+50 plasma gun ○ ○

Rear and side: +50 plasma gun ○ ○
+50 plasma gun ○ ○

Left side: 4 +20 lasers ○ ○ ○ ○
6 lasers ○ ○ ○ ○ ○ ○

4 missile launchers ○ ○ ○ ○

Right side: 4 +20 lasers ○ ○ ○ ○
6 lasers ○ ○ ○ ○ ○ ○

4 missile launchers ○ ○ ○ ○

Rear: 4 +30 lasers ○ ○ ○ ○

Drive: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Control: ○ ○ ○ ○ ○ ○ ○ ○

Crew: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○

2) IFS *Imperial*

Current Stress Points:

Front: 4 +30 lasers ○ ○ ○ ○

Front and side: +50 plasma gun ○ ○
+50 plasma gun ○ ○

Rear and side: +50 plasma gun ○ ○
+50 plasma gun ○ ○

Left side: 4 +20 lasers ○ ○ ○ ○
6 lasers ○ ○ ○ ○ ○ ○

4 missile launchers ○ ○ ○ ○

Right side: 4 +20 lasers ○ ○ ○ ○
6 lasers ○ ○ ○ ○ ○ ○

4 missile launchers ○ ○ ○ ○

Rear: 4 +30 lasers ○ ○ ○ ○

Drive: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Control: ○ ○ ○ ○ ○ ○ ○ ○

Crew: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○

3) IFS *Frederick Constantine II*

Current Stress Points:

Front: 4 +30 lasers ○ ○ ○ ○

Front and side: +50 plasma gun ○ ○
+50 plasma gun ○ ○

Rear and side: +50 plasma gun ○ ○
+50 plasma gun ○ ○

Left side: 4 +20 lasers ○ ○ ○ ○

6 lasers ○ ○ ○ ○ ○ ○

4 missile launchers ○ ○ ○ ○

Right side: 4 +20 lasers ○ ○ ○ ○

6 lasers ○ ○ ○ ○ ○ ○

4 missile launchers ○ ○ ○ ○

Rear: 4 +30 lasers ○ ○ ○ ○

Drive: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Control: ○ ○ ○ ○ ○ ○ ○ ○

Crew: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○

One Dreadnought

AFS Cairn



Stress Pts: 1500

Combat Speed: 3

VCR: 80

Crew: 800

Current Stress Points:

Front: 4 +40 lasers ○ ○ ○ ○

Front and side:

+80 plasma gun ○ ○ ○ ○

+80 plasma gun ○ ○ ○ ○

Rear and side:

+80 plasma gun ○ ○ ○ ○

+80 plasma gun ○ ○ ○ ○

Left side: +50 plasma gun ○ ○

+50 plasma gun ○ ○

4 +30 lasers ○ ○ ○ ○

6 +10 lasers ○ ○ ○ ○ ○ ○

6 missile launchers ○ ○ ○ ○ ○ ○

Right side: +50 plasma gun ○ ○

+50 plasma gun ○ ○

4 +30 lasers ○ ○ ○ ○

6 +10 lasers ○ ○ ○ ○ ○ ○

6 missile launchers ○ ○ ○ ○ ○ ○

Rear: 4 +40 lasers ○ ○ ○ ○

Drive: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○

Control: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Crew: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○

32 Imp Fighters

(Carried normally aboard strategic vessels listed above. Begin aboard; can be launched during play.)

Stress Point

Damage Boxes

1) Front laser ○ Drive ○

Rear missile ○ Control ○

2) Front laser ○ Drive ○

Rear missile ○ Control ○

3) Front laser ○ Drive ○

Rear missile ○ Control ○

4) Front laser ○ Drive ○

Rear missile ○ Control ○

5) Front laser ○ Drive ○

Rear missile ○ Control ○

6) Front laser ○ Drive ○

Rear missile ○ Control ○

7) Front laser ○ Drive ○

Rear missile ○ Control ○

8) Front laser ○ Drive ○

Rear missile ○ Control ○

9) Front laser ○ Drive ○

Rear missile ○ Control ○

10) Front laser ○ Drive ○

Rear missile ○ Control ○

11) Front laser ○ Drive ○

Rear missile ○ Control ○

12) Front laser ○ Drive ○

Rear missile ○ Control ○

13) Front laser ○ Drive ○

Rear missile ○ Control ○

14) Front laser ○ Drive ○

Rear missile ○ Control ○

15) Front laser ○ Drive ○

Rear missile ○ Control ○

16) Front laser ○ Drive ○

Rear missile ○ Control ○

17) Front laser ○ Drive ○

Rear missile ○ Control ○

18) Front laser ○ Drive ○

Rear missile ○ Control ○

19) Front laser ○ Drive ○

Rear missile ○ Control ○

20) Front laser ○ Drive ○

Rear missile ○ Control ○

21) Front laser ○ Drive ○

Rear missile ○ Control ○

22) Front laser ○ Drive ○

Rear missile ○ Control ○

23) Front laser ○ Drive ○

Rear missile ○ Control ○

24) Front laser ○ Drive ○

Rear missile ○ Control ○

25) Front laser ○ Drive ○

Rear missile ○ Control ○

26) Front laser ○ Drive ○

Rear missile ○ Control ○

27) Front laser ○ Drive ○

Rear missile ○ Control ○

28) Front laser ○ Drive ○

Rear missile ○ Control ○

29) Front laser ○ Drive ○

Rear missile ○ Control ○

30) Front laser ○ Drive ○

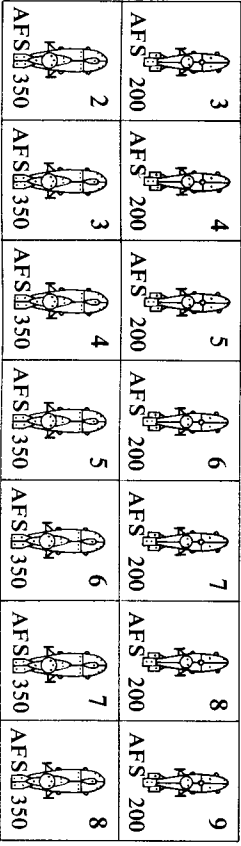
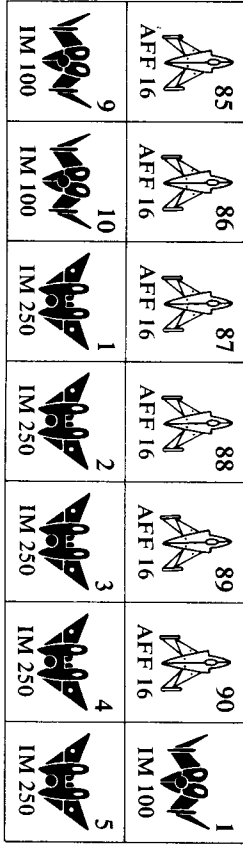
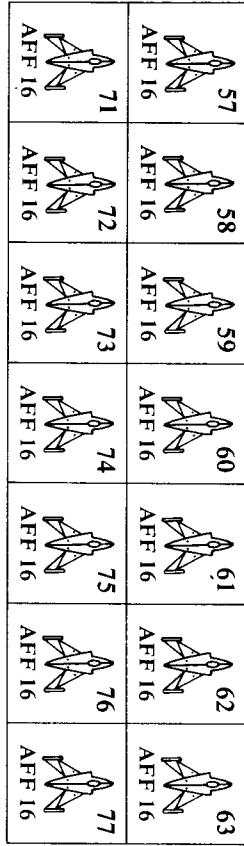
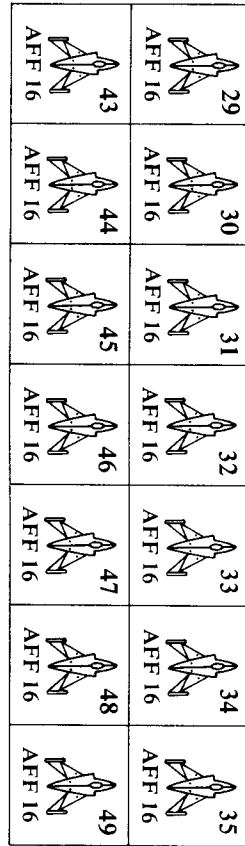
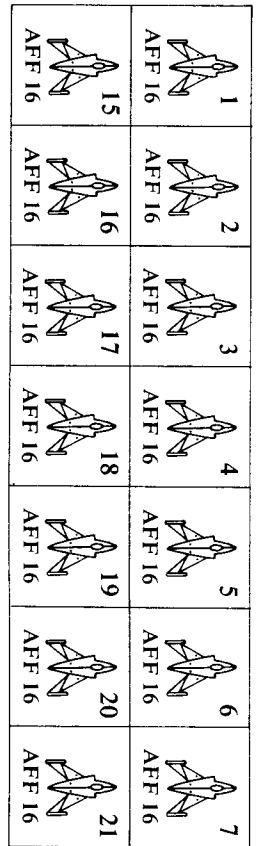
Rear missile ○ Control ○

31) Front laser ○ Drive ○

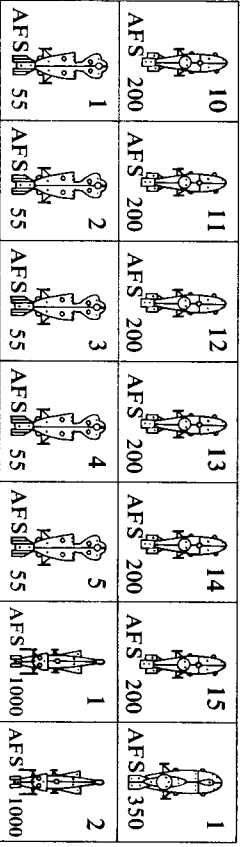
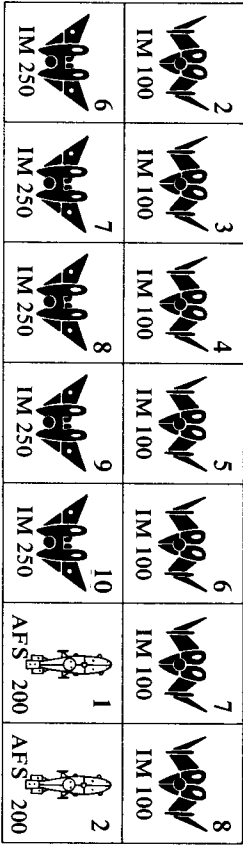
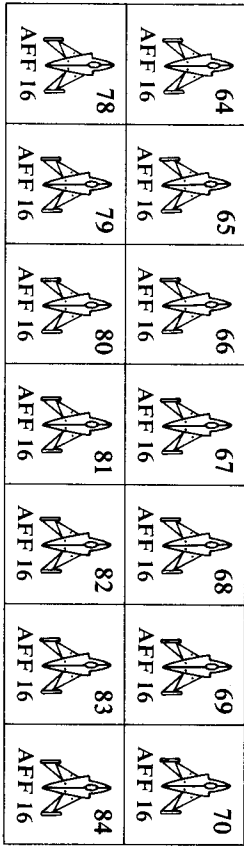
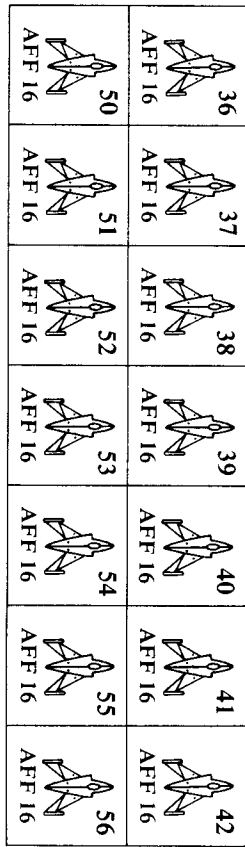
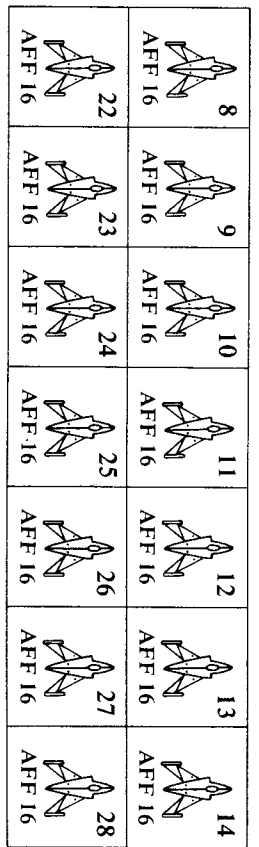
Rear missile ○ Control ○

32) Front laser ○ Drive ○

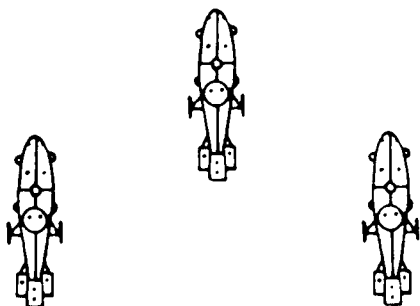
Rear missile ○ Control ○



To assemble: Glue page to thin poster board or card material. Then cut counters apart.



Alliance AFS-200 Light Cruiser



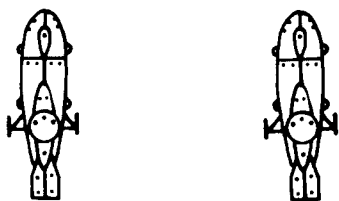
Stress Pts: 750 *Combat Speed:* 6
VCR: 70 *Crew:* 150
Cost: 200,000 C *Type:* Strategic

Weapons and Damage Boxes:

Front: 2 +20 lasers ○○
Front and Side: +30 laser ○
Left Side: 3 +10 lasers ○○○
 2 missile launchers ○○
Right Side: 3 +10 lasers ○○○
 2 missile launchers ○○
Rear and Side: +30 laser ○
Rear: 2 +20 lasers ○○
Drive: ○ ○ ○ ○ ○ ○ ○ ○
Control: ○ ○ ○ ○ ○ ○
Crew: ○ ○ ○ ○ ○ ○ ○ ○

Capacity: 6 cargo units plus crew.

Alliance AFS-350 Heavy Cruiser



Stress Pts: 1000 *Combat Speed:* 5
VCR: 80 *Crew:* 600
Cost: 1 million C *Type:* Strategic

Weapons and Damage Boxes:

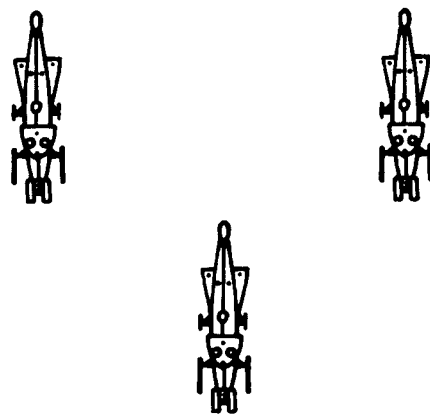
Front: 3 +40 lasers ○○○
Front and side: +50 plasma gun ○○
 +50 plasma gun ○○
Left side: +50 plasma gun ○○
 4 +20 lasers ○○○○
 4 +10 lasers ○○○○
 4 missile launchers ○○○○
Right side: +50 plasma gun ○○
 4 +20 lasers ○○○○
 4 +10 lasers ○○○○

4 missile launchers ○○○○
Rear and Side: +50 plasma gun ○○
 +50 plasma gun ○○
Rear: 3 +40 lasers ○○○
Drive: ○○○○○○○○○○○○○○
Control: ○○○○○○○○○○○○○○
Crew: ○○○○○○○○○○○○○○
 ○○○○○○○○○○○○○○○

10 Fighter launchers: ○○○○○○
 ○○○○○○

Capacity: 12 cargo units plus crew.

Alliance AFS-1000 Carrier



Stress Pts: 900 *Combat Speed:* 4
VCR: 70 *Crew:* 600
Cost: 1.5 million C *Type:* Strategic

Weapons and Damage Boxes:

Front: 2 +20 lasers ○○
Front and side: +40 laser ○
Left side: 3 +20 lasers ○○○
 3 lasers ○○○
 2 missile launchers ○○
Right Side: 3 +20 lasers ○○○
 3 lasers ○○○
 2 missile launchers ○○
Rear and Side: +40 laser ○
Rear: 2 +20 lasers ○○
Drive: ○○○○○○○○○○
Control: ○○○○○○
Crew: ○○○○○○○○○○○○○○
 ○○○○○○○○○○○○○○○
10 Fighter Launchers: ○○○○
 ○○○○○○○○

Capacity: 12 cargo units plus crew.

Note: Carries 16 squadrons of AFF-16 Falcon fighters (80 craft). Can launch one craft per round, per fighter launcher (10/round maximum).

NEW EQUIPMENT

Alpha-blue Particle Shield

SMV: 1000 Chips
Availability: Black market

This device, invented by a Kleibor scientist named Icat, is the latest development in Alliance high technology. Properly installed, the alpha-blue particle shield can surround a vehicle or spacecraft with an invisible screen of alpha-blue particles. The sole effect: total neutralization of the dreaded beta-red particle beam.

The alpha-blue shield can supplement other ship or vehicle shields; it does not preclude their use. The new shield is vulnerable to a called shot, just like other spacecraft systems, and it has four damage boxes.

At present, less than a dozen alpha-blue shields exist, all experimental models developed by the inventor. However, the Alliance will soon begin limited production of these shields for installation on Alliance Fleet craft.

THE GEMINI CONSPIRACY

By Mark Acres

"BASH-ers! BASH-ers!" The cry rises 'round the coliseum as the Dort team rumbles down the field. Fur and fists fly. The ball floats upward on a mindwave, and the bearish players turn in fierce pursuit. But the ball is lost; in its place looms an enormous, unmarked spacecraft, blocking the sun. The vessel descends slowly upon the field, like a buzzard settling on an egg. Armored thugs pour from the ship's belly. Laser beams flash. Batons strike. In moments, the ship is gone. And so are 150 spectators.

Terrorists? Perhaps. Only the Empire knows for sure. A plan for slaughter is brewing in the Region—a scheme of treachery, leading only to war: the Gemini Conspiracy.

THE GEMINI CONSPIRACY is a high-action adventure for the STAR ACE™ game, packed with enough space combat, sizzle, and surprise to challenge any mid-level Star Team rebel. Inside, you'll find an exciting adventure with these important bonuses:

- 7 new spacecraft designs
- 140 paper spacecraft counters, which you can mount on poster board and use in play.

You'll also find new equipment, character cards, maps, player aids, and hours of role-playing fun! Be sure to look for other fine products from Pacesetter.



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ISBN 0-917609-23-9

