

# Frontier Explorer



Issue 13  
Summer 2015

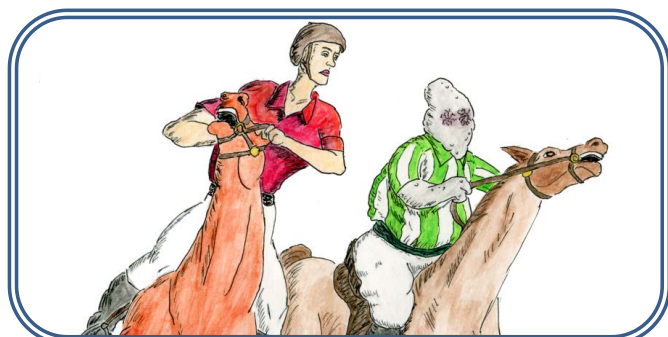
Off to the Races  
Running with the Whitefooted Storch  
The New Pale Centisteed  
Trafalgar Trade Lines  
Meet the Delphusians  
Survey of the Frontier

... try to win the race ...

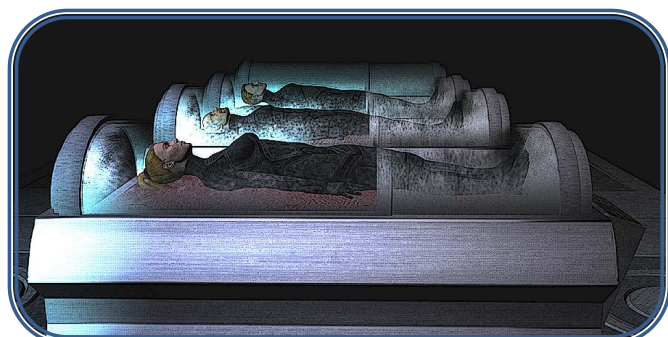




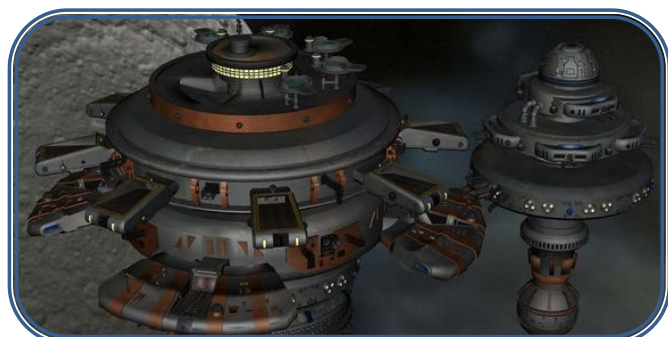
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## FROM THE EDITORS

Welcome back explorers!

I can't believe we're starting into our fourth year of the Frontier Explorer. To celebrate we're adding some additional staff to help with editing duties. We'd like to give a big welcome to Shane Winter who helped edit this issue, and Scott Holiday, on one of our [Patreon](#) supporters, a new author, and a soon to be editor as well. In addition we have a couple others that may come on-board to help with editing duties in the future or with other aspects of the magazine and its website. Thanks to all those who help.

I'd also like to give a HUGE shout out to all those who contribute and let us use their art for the magazine, especially our amazing cover artists (this month it is Danar Worva, [DanarArt](#) on deviantart.com). I'd also like to especially call out a thanks to [BlackDonner](#) who has allowed us to mine his Deviant Art gallery for creatures and sketches that have graced the pages of this magazine since issue 2.

Great art makes the magazine so much better than it would be without it. When you see links to artist's pages in the Frontier Explorer, take a minute and visit their page and leave them a comment about where you saw their art. It helps us build relations with the artists which in turn helps us get great art for you to enjoy in the magazine.

And if you have artistic talent yourself, consider contributing art for the magazine. You can either just submit pieces directly via the [submission page](#) on the magazine's website or contact us directly at [editors@frontierexplorer.org](mailto:editors@frontierexplorer.org) if you want to send in a piece that way or ask about the kinds of art needed for upcoming issues. Many articles that appear in the Frontier Explorer were inspired by a single great piece of art. The Jurak Hangna articles are all like that and there have been others as well.

This issue's mini-theme is racing and riding creatures. In the issue you'll find a variety of new creatures that can be used as mounts on adventure or for racing as well as rules for conducting races in your games. There is also a new race, some new ships, and a great compilation of all the planetary and system data from the Star Frontiers setting.

We hope you enjoy lucky issue 13 and keep coming back for more great issues in the future.

Keep exploring!

- Tom Stephens  
Senior Editor

## PRODUCTION CREDITS



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**Full Cover Quote:**

*The spirited horse, which will try to win the race of its own accord, will run even faster if encouraged.*

- Ovid

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Campaign Background

# ZEBULON'S GUIDE TO THE HUMMA

Compiled by Tom Verreault

**Editor's Note:** Many of the ideas in this article spring from some excellent discussions in the Zebulon's Guide Expanded project on the starfrontiers.us forums. Tom Verreault (jedion357) was a main driver in those discussions and did an excellent job compiling and distilling this down from the various discussion threads but we'd be remiss if we didn't credit everyone in the community that participated in the discussions. So in no particular order, here is the list of the forum names everyone involved: jedion357, w00t, Ascent, Terl Obar, iggy, Will the Sampedo, adamm, Deryn\_Res, Ellzii, Jacobsar, Shadow Shack, dmoft, Georgie, bossmoss, and Karxan.

## CHARACTERISTICS



Average Size	2.5 meters tall
Average Mass	90 kilograms
Average Lifespan	210 years
Reproductive System	hermaphroditic, viviparous
Body Temperature	38 degrees Celsius

## PHYSICAL STRUCTURE

The body of a humma is pear shaped with a short neck, narrow shoulders, unusually short arms, a stocky trunk, and wide hips with powerful legs. Their heads and face

tend toward a scruffy look and a mustached muzzle. The body is covered with matted fur, usually dull brown. Their hands are hairless and have a semi-retractable dew claw that acts as an opposable thumb. Their feet are long and tough.

The humma dew claw is located mid-way up the inside of the forearm, between the elbow and palm. This claw functions as an opposable thumb for holding tools. It allows the humma to grasp objects and hold onto them till they decide to release them. It is difficult to break free from the grasp of a humma (-15% to the attempt) and success results in taking damage equal to the humma's punch score.

Humma walk on the balls and toes of their feet, which gives them their extra height. They are able to jump an incredible distance. Their short arms can hold a rifle but are not suited to melee weapons. They have evolved with an agile and strong prehensile tail with which they can deliver a sound blow or use melee weapons but not grenades.

## SENSES

Humma hearing and sight are equivalent to human standards. Their sense of smell and touch are not as acute as most other races, while their sense of taste is completely dull. This lack of smell and taste, combined with their tough digestive system, means they can eat almost anything that is vaguely edible.

## SPEECH

The Humma language is an ugly one, full of grunts and guttural noises. It is not an easy language to learn; vrusk and ifshnits, particularly, have a difficult time with it.

## HUMMA SOCIETY

In primitive humma society, each humma of property ruled an estate. These estates eventually became the property of the lineage and were ruled by an elected leader. The head of the lineage, called the Hum, was chosen by tradition from among the neuters over the age of 170. Most ruled till death but a lineage that suffered a setback might elect a new leader from available candidates. The response of a deposed leader ran the gamut from suicide to political machinations to aggressive attacks on the causes of his downfall, within or without the lineage.

Houses developed when several lineages banded together or landless lineages swore fealty to a successful one. In ancient times it was not unheard of for a house to fracture as infighting erupted within its ranks, but this event has become exceedingly rare in modern times.

Houses were allied in a constantly shifting web of alliances, loyalties, and feudal obligations with the leaders of preeminent houses being named High Ones, Higher Ones and eventually the equivalent of king, Highest One. Humma history prior to the First Sathar War has been described as one long brawl. The web of alliances between houses eventually stabilized but it was always prone to fracture until the arrival of the sathar. Some sociologists predict a return to civil strife should the threat of the sathar ever be removed.

Modern hummarin society is still feudal. The threat of the sathar and their intense hatred for the worms has frozen in place the kingship and feudal titles with the houses holding them at the time of the SW1. This present situation may not hold, but the house holding the kingship of the star system has used the crisis of genocidal attack by the sathar to solidify its position and shore up control of the system. More and more, its rivals are finding that they may never be able to challenge the royal house as it funnels tax revenue into a military organization that only bears fealty to the king, and not to any house including his own.

All humma take the fealty they owe to their superiors as a very serious matter. Some actually add the name of their lineage or house to their personal name (Glaxchild, Kuld of Arius, etc.).

The gender roles within society are vastly different but with the unifying theme of preservation of the species. Since fertile females are always in limited supply, traditional hummarin society focused on protecting those that survived infancy and effectively used them as markers for keeping score. Modern practices have relaxed some but the expectation remains that a fertile humma has an obligation to perpetuate the species and few if any buck the system.

The role of the virile male has traditionally been that of warrior. Some sociologists believe that the warrior role played an important role in humma society in controlling the burgeoning male population. With the average female mating at around age 20 years and most humma spending another 150 years as a male a disproportionate portion of the population is always male. It may have been that the evolution of the warrior ethic was a societal strategy to relieve the pressure produced by the gender imbalance. It had the dual effect of focusing male energies and thinning the male population.

For the males that reached old age or the neuter stage, their role transitioned to that of leader. The reduced population that reaches this gender stage become the



“keepers of the tribal wisdom” as it were, and oversee the care for the young, administration of their houses and lineage, and plotting the advancement of the house or lineage. The most significant achievement of a neuter is playing a role in securing a seat among the royalty for his house or lineage.

## CUSTOMS

Sociologists have endlessly speculated about war being a cultural imperative among the humma, a way of thinning out the herd. However, their love for war and conflict seems to be rooted in the fabric of their genetic code. The primal humma concern has been attaining status for himself, his lineage, and his house. Modern Hummarin society has seen a shift in this quest for status. The pride and honor that humma have traditionally assigned to feats of war have come to include accomplishments in technical, scientific, and exploration endeavors. There is even a house, Platget, which sends out its descendants to become Star Law Rangers. The paradigm shift that has seen status being assigned to pursuits other than acts of martial prowess has had the side effect of creating a population boom. The humma have begun to dominate and develop three planets in their home system.

Since ancient times, warring houses would clash in an endless brawl in the quest for status. Alliances and fortunes could change overnight. The leadership of these institutions had to be ever vigilant. This role almost always fell to the neuters who were less volatile than the younger males. Old age carries none of the stigma sometimes seen in other species. The neuter humma no longer have to prove themselves as they have a lifetime of accomplishment and are generally respected for having lived until this milestone in their lives. After this change in their bodies the ambitions of the neuter humma change from personal status to concern for his legacy and the status of his house and lineage. This is not to say a neuter



humma gives up warfare as many continued in the ranks serving as officers.

Under the feudal system the humma fought in units based on lineage and house. They evolved customs of wearing house or lineage colors and emblems, standards or "flags", and royal seats awarded based on status. These practices persist.

In prehistoric times the hummarin lineages maintained a lineage totem. This totem bore stylized representations of the lineage founder at the top and over time significant leaders would have their heads added in relief beneath that. To be immortalized on this pole is a high honor. House poles are slightly different; they bear the heads of all the founders of all lineages within the house. In addition, if a humma's accomplishments are so great he may be accorded a place on the house totem but generally he is granted the formal privilege to establish a new lineage within a house and thus have his head added to the totem.

Tail rings for formal occasions and neck rings for everyday wear are commonly etched with designs from the house or lineage poles. Unless a humma is disgraced he can expect that his neck ring will be displayed in the house or lineage's estate. A great honor is for the most accomplished to have their ring attached to the house or lineage totem.

A simplified version of the totem, called a house or lineage standard, was carried into battle. It is a lightweight pole with a hollow metal head and streaming wind sock (called the tail) behind it. The head is crafted to represent the founder of the lineage or house but with an open mouth. It is fluted and vented for sound as air passes into the mouth and out the trailing wind sock. The sound is typically a roar.

A charging humma bearing this standard creates a repetitive series of roars and pauses as he hops into combat; the roar occurring on forward bounds. The rhythm of this roar allows a commanding officer to control a large group of humma in their famous carousel attack. Even when an officer halts, his standard bearer will continue to swing the standard in a figure eight pattern. Standard bearers are chosen from the largest and toughest warrior with the highest stamina necessary to swing and carry the standard throughout a whole battle.

While the customs surrounding mating combat are ritualized and formal and they hold themselves honor bound to their warrior codes, they essentially have no rule or custom regarding warfare in particular. Rather they believe that there are no rules in warfare. The humma are among the most vicious and dangerous opponents in the Frontier.

This has led to some problems with regiments of humma in the service of the Rim and United Planetary Federation

as humma are quite fond of despoiling the bodies of vanquished enemies and eating them. The UPF has tried to enforce a uniform code of military conduct which regulates such activities but most non-humma commanders have learned to look the other way.

The practice of eating enemies is ancient in origin and has seen resurgence since the First Sathar War. Because the humma's hate for the sathar is only exceeded by that of the ifshnit (Humma's hate of the ifshnit or ifsnit's hate of the sathar?), it is not surprising that this custom has returned. For the humma, eating a vanquished enemy is the ultimate expression of his contempt. All humma refer to the sathar as "meat" and it's probably just as well for the sathar that they prefer suicide to capture.

# HUMMA SEXUALITY AND REPRODUCTION

Humma don't understand gender like the humans, vrusk, and yazirians. To them a normal being goes through stages and that's that. To be stuck in one stage (male or female) is just ludicrous and stupid to a humma and he will tell you so in no uncertain terms. Humma don't even have words that properly translate to male or female because "you are just you" and the stage you are in does not change who you are. Humma think of it more like, "I've reached fertility" (female stage), and "I've become virile" (male stage), and "I am old" (neuter stage).

**GENDER STAGE AND AGE TABLE**

Gender	Age Range
Fertile or Female	0-25
Virile or Male	26-170
Old or Neuter	171-210

The age ranges given above are flexible not hard and fast. Females generally come into heat between 20 and 25 at the latest. Males will transition to neuter around 170.

The average adventuring humma or player character humma is male. It's likely that the beginning player character humma still fairly young; 25 to 50 years of age. Referees should restrict female humma to non-player characters except under special circumstances.

# LOVE AND SEX

Sex because of love is not on the menu for a humma. Procreation is what you do to be better than the next humma. If you win the privilege to mate with a fertile humma then that is points for you and not the next grunt.

Having a litter is a rite of passage for the fertile humma. Everyone does it and it revolves around status. Fertile humma have spent years positioning themselves to attract the "right" virile humma. There is great status to be gained by getting the most prestigious, the most popular, and the

most honored to compete for the mating privilege. The same is true for the virile humma seeking to mate. They are seeking to gain mating privilege with the best placed fertile humma in society. This is not about love, it is about status. Competitions must be won and prices paid.

When a fertile humma finally goes into heat the time for competition is up. Those who have gained enough status and see this particular humma as a good choice fight it out in a public event. The fertile humma is the prize. This is where houses and families come in. Houses have great sway in the whole status evaluation of mating candidates. Back room deals, honor bound allegiances and other feudal responsibilities and obligations come into play and must be observed. After the deciding fight, the winner ritually fights the fertile humma. The fight ends with a brief mating. Then the two part ways and may never see each other again. In rare cases the fertile humma may actually fight back to defeat the winner and possibly runners-up until the desired candidate is reached and then a ritual fight is performed ending with a mating. That is the closest that the humma comes to love in a mating relationship. However, the female fighting back can also be due to honor, status, and other obligations too.

A pregnant humma traditionally spends the months of pregnancy shoring up and finalizing negotiations about the care of the offspring. At birth the kittens are placed with the families or houses of the mating pair to meet obligations and win favors. The fertile humma then transitions to the virile stage soon after the birth and may never see the kittens again. There is little emotional attachment. Humma value their offspring for their accomplishments and status that they bring. An accomplished or famous offspring may bring status and help win future mating contest rights.

Historically, humma kittens had poor chances of survival before the modern feudal system of houses and obligations. The kittens were expected to fend for themselves and follow the family as best they could. Think of the historic family as more of a pack or herd. The modern system a family is less tied by genealogy than the historic family and more of a cooperative unit that grew up together, like orphan gangs that society has placed controls on for the betterment of society. All kittens taken into a house born about the same time become a family and are overseen by elders who see to their "proper" education. Families are simply social units that facilitate societal needs.

Houses grew out of the ancient herd or packs. Some houses are more concerned with proper blood than others. Proper blood houses tend to be the older houses and tend to take whole litters together as families rather than mixing the kittens. Typically proper blood houses are proper blood because they have the status and position that allows them to afford the luxury of siblings in families. This is a luxury because the siblings are

expected to fight it out and deaths do occur. In more contemporary houses the families are picked and assembled so as to best grow the house with successful members. It is much like trying to pick a better sports team.

### ***DETERMINING LITTER SIZE***

To determine a litter size on the quick and dirty, a referee can roll 1d5 for the number of surviving kittens. It's likely that the original litter size was at least twice that number but infant mortality has been extremely high among the human until modern times. There has been a modern trend to limit infant mortality, at least among urban houses. The more traditional and or rural lineages tend to follow the more brutal practices of the past; allowing kittens to fight for dominance and eat the weak. Naturally a referee will need to adjust the numbers according to the situation.

The following table is provided for more detail, roll 2d10 and add the dice.

***LITTER SIZE TABLE***

Dice Roll	Litter Size	Survivors
2	8-12	0 <sup>1</sup>
3	10	6
4	10	5
5	10	4
6	9	5
7	9	4
8	9	3
9	8	5
10	8	4
11	8	3
12	7	5
13	7	4
14	7	3
15	6	4
16	6	3
17	6	2
18	5	3
19	5	2
20	1	1

<sup>1</sup> When zero survive it's usually because of defects and the tradition of eating defectives. These occurrences are quickly hushed up due to the loss of face that is involved but word does get out. A humma that birthed such a litter is usually barred from ever competing in a mating combat and can expect to be ignored as a neuter for election to house leadership.

# SPECIAL ABILITIES & CHARACTERISTICS

## SPECIAL ABILITIES

### POISON RESISTANCE

Humma are unaffected by any poison that they eat or drink.

### PREHENSILE TAIL

The tail of the humma is 2 meters long and has a grip stronger than a human hand. The tail is capable of holding an item or swinging a melee weapon. When holding an item, the humma can use its two arms normally. When using the tail to wield a weapon, the humma must concentrate on it and cannot use its arms to operate anything else. The tail can only wrap around hilts, handles, etc., but cannot throw grenades or operate devices. The tail itself is treated as a rifle butt for damage. It is strong enough to support a humma's body, but only for a number of turns equal to the humma's Stamina divided by 10.

### SPRING CHARGE:

The humma have a special spring charge that allows them to move, by jumping, before and after a melee attack. The attack is done with the tail and maximum distance of 25m cannot be exceeded on that turn. The humma gets to move attack and move without his opponent being able to attack back. The opponent can move and engage the humma on his initiative but good tactical use of this ability can prevent an opponent from ever striking back.

The spring charge is best employed by large numbers of humma circling a victim and springing to attack in round robin. This tactic, known in Pan Gal as the carousel attack, was so named by a human witness.

## HUMMA CHARACTERS

### ABILITY SCORE MODIFIERS

Ability Score	Modifier
STR/STA	+10
DEX/RS	+0
INT/LOG	+0
PER/LDR	-10

### MOVEMENT

Note: Leaping can be maintained only 10 turns, and must be followed by 30 minutes of rest.

Walk	
Walking	10 meters/turn
Running	35 meters/turn
Hourly	6 kilometers/hour
Leaping*	
Walking	25 meters/turn
Running	50 meters/turn
Hourly	N/A

### ATTITUDE

Most Frontiersmen do not like the humma, and even their fellow Rim dwellers are not overly fond of them. That is fine with the humma, because they do not care for the other races either. Humma are rude, crude, lewd, pushy, and arrogant. The only races they enjoy working with are the yazirians (humma admired their battle rage) and osakar (because no one likes them either).

The hummarin view of the ifshnit is complicated. In the early days of contact between these races the ifshnit, in the agency of the Capellan Free Merchants, the races readily traded. The humma are desirous of new technology and motivated to boot strap themselves into space while the CFM were interested in expanding new markets. The market that the humma represented was so strong that the CFM established an enclave on the planet Larg in the Fokrik system to better serve their operations. The aggressive exploitation by the ifshnit in Fokrik led to their undoing. Because the CFM were willing to sell advance military technology to any buyer, rival buyers attacked the CFM and a short interplanetary war resulted. The CFM lost heavily in material (they were forced to abandon their enclave on Larg) but the humma lost heavily in casualties. With the osakar playing peace makers the war ended and relations stabilized.

Only one other time has a hummarin house dared to attack a CFM vessel when it was trading with a rival. On that occasion the CFM not only struck back with extreme prejudice they also sold at whole sale prices arms, weapons, and equipment to the rivals. Between the reprisal by the CFM and the rival's "sensing food in the larder" the offending house was wiped out. Since that time the humma have noted the object lesson well and CFM vessels are left alone.

There is a second sapient race that co-evolved with the humma, the boon'sheh. The humma being humma have hounded this race to near extinction. Their name for the boon'sheh is indicative of the humma attitude toward them, beck (it translates literally as excrement). They are seen as lacking any status for their inability to successfully fight back and most humma are ambivalent toward the boon'sheh. They were driven into the most



inhospitable locals on the planet Hum then most were forcibly relocated to Larg in the quest to claim resources to fuel the growing space industry.

A few houses and lineages believe that the boon'sheh should just be exterminated once and for all but there may be economic motives for this attitude as even now the preservations on Larg have been shown to harbor important natural resources. The Highest One has legislated protections for them due to pressure from the osakar and the ifshnit.

## HOUSES AND LINEAGES IN HUMMA SOCIETY

**House Arius** holds a seat of Higher One and is allied to the royal house. Its leadership has chafed under the political status quo but cannot break publicly with the king. The lineages in House Arius turn out the best spacers and figure prominently in the Fokrik Defense Fleet. (+10% to one spacer skill, chosen at the time of acquiring the first spacer skill)

**Lineage Eruditi** produces war priests, who are fervent to the point of zealotry. They are identifiable by their clean outward appearance, their hair being clean and scented with pleasant oils. Their Hum, quite unusually, holds the title High One, a seat generally only held by a house. The Eruditi believe that the surge of adrenaline during combat is actually the spirit of a humma from a past battle taking over the body. They follow even the slightest impulse, deeming it the “will of the spirit.” This makes them very dangerous, even to their allies, though strangely effective. (Eruditi gain +10 to melee combat but must make a LOG check every 5 rounds or attack an adjacent ally as an enemy but with no +10 bonus)

**House Falsguck** is another house that holds a seat of Higher One and is the main rival of the royal house. It publicly supports the king but plots privately to change the status quo. Its members are noted for their ability to read a “tell” and react quickly to erupting combat. (+1 initiative modifier)

**Lineage Glax** is a very traditional, some say backward lineage, holding to ancient ways and practices. It produces few warriors as few of the young born to its members survive infancy. They live very close to nature. (+5% to stealth and concealment)

**House Globulos**, has turned its efforts to theater and literature gaining Frontier-wide fame by its innovative

adaptations of significant literature from other races, the most critically acclaimed being “Last of the Mohicans” as a stage production. (+10 to creative and performance skills)

**House Jorah** is the largest house with over 60 lineages. Its members are statesmen, diplomats and its Hum is a Higher One. They have played both sides of the political divide concerning supporting the king. Their status makes them effective leaders among the humma. (+10 to LDR instead of -10)

**Lineage Kro** is one of the strangest of all humma lineages. Its members shave all fur and cover themselves with tattoos. Due to years of selective breeding, members of this lineage are larger than the average humma (3.5m tall). They are also very warlike and not to bright. (STR/STA +15, LOG -10)

**House Platget** now sends out its descendants to become Star Law Rangers. (+15% to interrogation attempts)

**House Recksil** is the Royal House and holder of the seat, the Highest One. It has astutely maneuvered to solidify control of the planet since SW1. Its members are noted for their intuition. (+10 INT)

## TRADITIONAL HUMMA WEAPONS

**Tail.** The humma tail counts as a rifle butt.

**Tail Blades, Spikes and Weights.** These are actually distinct weapons but the difference between them is insignificant for game purposes. These items are worn and doing so decreases the dexterity of the humma's tail -10% to any action that requires holding an item or the referee rules requires some dexterity (holding or operating another weapon for instance). They cannot be effectively put on or removed during combat. These weapons are not permitted during mating combat.

**Foot Blades.** Foot Blades are worn on the feet to increase damage but can be hindering (-1 IM). While a humma generally attacks with both feet in a typical snatch and rake while supported by his tail there is only one attack and damage roll for this weapon. This weapon is not permitted during mating combat.

**FE**

Weapon	Melee Mod	Cost	Weight	Damage	Ammo	SEU	Defense
Tail	-10	--	--	2d10	--	--	Inertia
Tail Blades	+10	20	1 Kg	3d10	--	--	Inertia
Foot Blades	+10	20	1 Kg	3d10	--	--	Inertia

Campaign Background

# ZEBULON'S GUIDE TO THE BOON'SHEH

Tom Verreault

**Author's Note:** The statement in Zebulon's Guide concerning humma history being, "steeped in civil and interspecies war" implies that there are other species for them to war with. The ifshnits and oskar are obvious candidates for this but using them to explain that statement doesn't go far enough since it sounds like their whole history is characterized by this state of war and the period of time that they have known of the existence of the other species in their region of space is rather short. This led me to the conclusion that the humma must have had another sapient species on their planet that they have battled for ages. It would have to be something that was close to them in the evolutionary tree much like Neanderthals and Cro-Magnon man. Once I reached this conclusion it was a short step to picking the [Boon-sheh](#) from [Star Frontiersman # 3](#) as that species. The Boon'sheh look similar to the Humma and their racial abilities and characteristics could easily be evolved traits from trying to survive in the same environment as the Humma. Thus making them native to the Rim is not cannon and is completely optional. The benefits of including them are that it reconciles a statement in Zebulon's Guide and it gave an interesting fan created species a home planet, some deeper background and a place in the setting.

## THE TRAGIC TALE OF THE BOON'SHEH

### FROM THE JOURNAL OF OLSON STEED

It was in a seedy spacer bar on the outskirts of Volkos while looking for a berth to work my way back to Truane's Star that I encountered Captain Artimis Caine. He was advanced in age and no longer had the look of the legendary rogue who had broken the hearts of a 1000 women, made and lost 100 fortunes, discovered 10 planets and captured a sathar carrier. In fact I would have never recognized him if the bartender had not pointed him out.

He appeared down on his luck, like me, but I felt obliged to buy his drinks and soak up his stories. Several days I spent feasting on those stories while he drank up my remaining credits. That was how I learned of the tragic tale of the boon'sheh.

The boon'sheh are a little known species from the Fockrik system with the misfortune to have evolved on the same world as the humma. The humma, being humma, hounded and fought with the boon'sheh until they were nearly

wiped out. Eventually they had retreated into the furthest recesses of the most inhospitable environments on Hum or were herded into preserves under the protection of the humma's Highest One. That was until some valuable resource was discovered in one of the major preserves. At that time, many were forcibly relocated to the barely inhabitable planet of Larg.

Captain Caine had come to befriend a disgraced outcast from boon'sheh society and took him on as crew. Boon'Gig travelled with Caine for 6 years before trying to return to Fockrik to reclaim his ancestral lands or die trying. Captain Caine was visibly choked up as he told of Boon'Gig's death. It was obvious he was quite fond of him.

Apparently, the death of his friend had for once in the Captain's life, given him a political cause. He became the champion of the marginalized race. As one of the first human captains in the Capellan Free Merchants, he had enough political clout to push for recognition of the boon'sheh by the Rim Coalition.

He valiantly stormed the heights of power demanding autonomy and membership in the Rim Coalition for his friend's people. The Highest One of the humma banned Caine from Fockrik. The incident, though little reported in the Frontier, was a major firestorm in the Rim.

The power and influence of the Highest One went further than Caine anticipated. In short order he was expelled from the Capellan Free Merchants and his docking privileges were rescinded in the Capella system. His petition to the coalition government fell on deaf ears and no one would hire him to carry cargo in the Rim.

The once great legend returned to the Frontier and climbed inside a bottle. I can now say that a man should never live to see his hero at his worst. The legend seldom survives when you are confronted with this reality. I found his body two days before shipping out on the Dixon's Dawn. Captain Artimis Caine was dead in his quarters of a self-inflicted wound from the multi-pistol given to him by his friend, Boon'Gig.

## RACIAL DESCRIPTION

### PHYSICAL DESCRIPTION

The teal-skinned boon'sheh are slim, tall bipeds, usually standing at least a head above humans. Their skin is soft



to the touch, and they're completely hairless except for patches of fur on their shoulders and forearms.

Their faces are unexpressive and almost skeletal, as they have very little muscle in them. Their noses are square, with tiny nostrils, and their ears are pointed and long.

Boon'sheh bodies are built for running, and as such they have little mass compared to other sapient species. Whatever physical weakness they have as a consequence, they make it up with their great speed.



Characteristics	
Average Size	2.0 m
Average Mass	55kg male, 60kg female
Average Lifespan	75 years
Reproductive System	heterosexual, viviparous
Body Temperature	39 Celsius

## SENSES

Boon'sheh senses are very well developed: particularly, their sight, hearing and sense of smell. It's believed that these senses were heightened as survival traits in their native environment. Tests performed at the University of Zebulon indicate that the zones of the boon'sheh's brain that deal with these three senses are in a permanent state of overdrive, and that their sensory organs are always absorbing more data than the conscious brain can process. This has resulted in the boon'sheh developing a 'danger sense', their unconscious selves picking up warning signals from eyes, ears and nose, and forcing their bodies to act before they notice what's going on. While some individuals tend to think of the boon'sheh as 'fidgety' (or even paranoid), their danger sense has saved them from certain death more than once.

## SPEECH

The boon'sheh speak in high pitched tones, and their native language is very dependent on them. They also use many palatal and alveolar clicks when talking. While their

language appears to be complicated at first, most people can learn it in two or three weeks.

Their names commonly have two or three syllables and are always preceded by the prefix "Boon-" which stands for 'person', as in Boon-Shube or Boon-Gurenn. This prefix is usually dropped in informal conversation.

## HISTORY, SOCIETY AND CUSTOMS

Sharing the same world with the humma, the boon'sheh have been pushed close to the brink of extinction during their tragic history. Despite a brief period in their history where they formed a significant civilization, the boon'sheh have largely been nomadic wanderers. While the history of the humma is characterized as one long brawl the history of the boon'sheh can be characterized as one long flight from that brawl.

During a particularly barbaric time in humma history, the boon'sheh managed to establish a landed civilization with cities and became more advanced technologically than the humma. This could not last, as the humma came very close to unifying themselves in an effort to take them down. For two centuries incessant attacks by first one Hummarin house then another wore the boon'sheh down and eventually the Boon'Klash civilization collapsed and the survivors were scattered. In the aftermath, most cities were razed but a few were appropriated by the humma and exist still today.

At the time of first contact with the ifshnit and osakar, the boon'sheh had effectively maintained a territory in the most desolate wastes on Hum for generations. However, the visitation of interstellar neighbors kicked off the Hummarin Space Age. In a short time satellites began to reveal the mineral richness of the Boon'sheh lands and encroachment commenced anew.

Eventually, it was decided by the Highest One that the boon'sheh should be relocated, "for their own good" (and to make way for his house to grab the krik share of their vacated land). Where to move them too became a topic of hot debate but eventually the decision was made to forcibly relocate the bulk of them to the planet Larg and set up a preservation there for them.

Some boon'sheh clans scattered and have continued to subsist in the lost wastelands on Hum and a few areas (reservations) that were left as havens for them on Hum but the largest concentration now dwells on the planet Larg.

They sided with the Capellan Free Merchants during the Ifshno-Hummarin War. Despite the humma being declared a winner this did not turn out negative for them. Transfers in tech and military hardware from the CFM gave them an edge to hold out in their mountain strong holds on Larg. The negotiation of the peace treaty left them with more protections than they previously had.

## Frontier Explorer

With the formation of the Rim Coalition the boon'sheh of Larg attempted to petition for membership. Stout resistance from the governments of the three humma populated worlds and astute maneuvering by diplomats from House Jorah blocked their admission to the Rim Coalition on the basis that the planet Larg already had representation on the council.

Since that time some cadres have formed in boon'sheh society with the goal of autonomous government for the boon'sheh. Some of these cadres have taken a militaristic stance, stockpiling weapons and supplies, while others are more open and seek negotiated change.

The boon'sheh on Larg instituted a policy of sending the best and brightest off-world to be educated in Osaka, Capella and in the Frontier. Many return but some have not, being led astray by the promise of a better life elsewhere in the Rim and Frontier. The boon'sheh have been readily accepted into military organizations in the Frontier (corporate, militia, and UPF) but until recently were blocked from joining the Flight in the Rim.

The average clan holds around 200 individuals, most of which live in the same village or town. There are no true boon'sheh families: all children are raised by the clan as a whole, and the parent-child bond is unknown to them. The boon'sheh worship their clans and fight fiercely for them. Those that don't uphold the clan's expectations are cast out of their districts. Many of the star-faring boon'sheh are such outcasts.

## ATTITUDES

The boon'sheh dislike the humma strongly but are very fond of ifshnits and dralasites. As to be expected they are nervous around yazirians but neutral toward osakar, humans, and vrusk. These feelings are reciprocated by most species toward them except for yazirians who are ambivalent. They are distrustful of humanity because of their curiosity (boon'sheh call it 'deathwish'). Their lack of facial expression is a source of bemusement and amusement to other races. The ifshnit use the idiom 'To see a boon'sheh smile' when talking about mirages and illusions or impossible occurrences.

## SPECIAL ABILITIES

**Danger Sense (10%):** The boon'sheh's keen senses can subconsciously alert them to perils they aren't aware of. Whenever a boon'sheh is endangered, the referee secretly rolls for danger sense: a success means the boon'sheh becomes aware of danger (though not able to pinpoint its exact source) and can warn others of it. This special ability may be improved with experience points, but even if raised to 100%, any roll of 96-00 is considered a failure. No matter how keen the senses of a boon'sheh, there is always a slight chance he can be surprised.



## BOON'SHEH WEAPONS

As detailed in Star Frontiersman #3 [the Boon'sheh Multi-pistol](#) is a marvel of engineering. This is due to the weapon smiths of the Boon'sheh having a long history of handmade fire arms and adapting humma made weapons. The weapon was first created on Larg by weapon smiths with materials and tools sold to them by the Capellan Free Merchants. Because the weapons are made in small shops or by one individual they are a rare item.

Other Boon'sheh made firearms from bygone eras are considered works of art due to their craftsmanship though they are considered obsolete being muzzle loading or semi-automatic weapons. It's the ornate metal inlays, craftsmanship, and rarity that make them items of exceeding value. There has been a recent trend in mega corp executives collecting antique Boon'sheh made weapons for display in their homes or boardrooms. One particularly ornate and 800 year old flint-lock weapon sold recently for 135,000 credits at auction. Because of the upswing in demand, the Boon'sheh have taken to making and selling many styles of antique looking firearms using the Capellan Free Merchants as middle men. The modern reproductions are never passed off as anything other than a reproduction and they are highly accurate functioning weapons making them prized by collectors who like to shoot antique style firearms. A reproduction muzzle loading pistol or rifle is valued at 1500-2000 credits. A reproduction semi-automatic is valued at 700-1500 credits.

FE

Need something to play while waiting for late players to arrive? Want a quick game of starship combat? Check out [Star Clash](#) by New Frontier Games.

Command your fleet and battle for control of the space lanes.

Available in print-and-play or pre-printed card deck format, this is a quick to learn and easy to play game for up to 9 players.





## Optional Rules

# OFF TO THE RACES

Tom Verreault

## RACING ANIMALS IN THE STAR FRONTIERS SETTING

What follows is a game mechanic and to a certain extent a mini game for running a race involving ridden creatures in the Star Frontiers game. The suggested rule mechanic is an attempt to resolve races between creatures of the same species where small factors like slightly more stamina or a stronger will to compete might separate one racer from the next. It goes without saying that there will be a fair degree of abstraction in this rule mechanic. The abstraction is necessary to provide simple enough rules for an in-game contest and yet not make it so simple as to be too abstract. Actual race distances and conditions (turf vs. dirt vs. poly) are ignored. *Note: If you have a race between creatures of varying species like the Terran horse and the Volturian loper simply fall back on their stats and resolve the race as a tactical encounter.*

Creatures in Star Frontiers have 3 stats that overlap with those of the player characters: STA (stamina), IM (imitative modifier), and RS (reaction speed). These stats can be used to compare relative capabilities of one species vs another. When racing creatures of identical species it is necessary to generate 1 more ability stat: QUA, which represents an abstraction of the creature's quality, stamina, strength and will to compete. This stat is in no way intended to compare to any other stat of any other creature in game, it simply a means of rating one creature of the same species against another. Use the same chart that character ability scores are rolled on (at bottom of page) and generate a QUA score for each competing creature.

The QUA ability score is further modified by -5 creatures of wild or tribal origins and +5 for a creature bred with a pedigree (records showing descent from other champion racing mounts). There is a further +5 for a creature of a recognized racing breed like thoroughbreds in Terran horses.

## RUNNING A RACE

The basic mechanic is a simple ability check where the highest passing score establishes the lead creature. The jockey then may either make an INT ability check for a +5 or a LDR ability check for a +10 bonus to this score. He may only make one of the above checks and must state which prior to rolling. The INT check represents making lucky intuitive guesses during the race and the LDR check represents strong personality, leadership and imposition of the rider's will on the creature. In addition the jockey may add 1 for each level of skill in animal handling, riding, or any other referee approved skill but only for one skill.

A race can be one round of dice rolls or played out as a few rounds of rolls if its desired to have a little more drama but no more than 4 is recommended. If using more than one round add the total from each dice roll in each round to determine placing in the race as well as the final placing at finish. Remember each round is one die roll for the mount and one for the jockey.

## CRITICAL ROLLS

All critical rolls by the jockey add an additional +5 to the total. If the creature's QUA check was a critical failure (98-00) the animal has suffered an injury during the race and does not finish. If the QUA check was a critical success (01-03) treat the roll as the creature's QUA score plus 5.

## ANIMAL TELEPATHY AND THE UI-MOR

The UI-Mor of Volturus are noted riders of great distinction due to their touch telepathy which gives them a close relationship with their lopers. Any character with the similar ability of animal telepathy should also gain a distinct advantage as a jockey. All UI-Mor and animal telepaths may reroll the QUA check of their mount but must keep the second roll. Thus if the QUA check was a failure or it generated a value too low and the jockey was an animal telepath then the QUA check may be rerolled and the second result stands.

### ABILITY SCORE TABLE

Dice Roll	01-10	11-20	21-35	36-55	56-70	71-80	81-90	91-95	96-00
Base Score	30	35	40	45	50	55	60	65	70



Tom Verreault

## RANKING THE COMPETITORS

Arrange all scores from highest to lowest to determine 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, etc. places in the race. Any equal scores are tied for the same place.

## TYPES OF RACES IN THE FRONTIER

### CLAIM RACES

A claim race is a race where all of the mounts are for sale at the same price but they must be claimed before the race. This is the lowest rank of racing. This practice evolved to prevent higher performing mounts from being entered into races as a sure win and thus makes the outcomes of a claim race less predictable. Claim races represent 50-60% or all races run but only carry 20% of the purse for the winner. Family and employees are barred from making a claim on a competitor in a claim race. Agreements between owners to protect each other's mount are also illegal.

A claim race will have a set price for a claimed mount that is equal to 100 x the average expected QUA score of the competitors. So a claimed mount would have to be spoken for before the race and the claimer would need 3000 or more credits on deposit. The owner is informed after the race. Chance of any player character owned mount being claimed is low: 5%. Any difference in the mount's QUA score above the expected QUA score of competitors QUA score can significantly increase this chance. The formula is the difference x2 which is added to the base 5% chance. Thus a player may find that entering his race mount in a race for a quick payoff could result in the sale of the mount for much less than it is actually worth.

*Example: An owner entered his loper (QUA 45) into a claim race where the expected QUA was 35. The*

*difference is 10 which is doubled and added to the base chance of 5%, [(45-35) x 2] + 5% = 25%.*

### MAIDEN RACES

Maiden races are for the best unseasoned mounts that have never won a race. The entry fees are higher and the payoff is better than a claim race. A maiden race may also be handicapped (see below).

### HANDICAPPED RACES

The goal of a handicapped race is to assign weights to better mounts and enable all mounts to finish together (in a dead heat). To simulate race handicapping temporarily modify the QUA scores of the participating mounts. The formula is -3 for every full 5 points a mount's QUA score is over the lowest participating QUA score.

### GRADED STAKES RACES

These are the highest level of racing and they exist in the real world in several grades of prestige. However, for purposes of this article, they will be simply treated as 2 grades: Graded Stakes and Grand Stakes. There is a payout for 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> and even 5<sup>th</sup> place (a referee is free to eliminate the 5<sup>th</sup> or even 4<sup>th</sup> place payout to set a planet apart in its race culture).

## THE VALUE AND COST OF A MOUNT

The value of a mount is determined by multiplying the QUA score by the credit amount suggested below. A referee may modify these credit amounts up or down to represent less or more prestigious racing species but the following table should represent a baseline. For example an elite pedigreed racing mount could easily have a value of 750,000 credits within the setting.

QUA Score	Value of the Mount	Monthly Upkeep
Under 39	QUA X 1000 CR	100 CR
40-49	QUA X 5000 CR	500 CR
50-59	QUA X 10,000 CR	750 CR
60-69	QUA X 50,000 CR	1000 CR
70 or higher	QUA X 100,000 CR	1,250 CR

A racing mount must be maintained at a level better than that of a simple farm animal. Their feed, veterinary care, training, housing and travel facilities all costs money. If an owner lacks the finances to maintain his mount at the proper level, temporarily handicap the creature's QUA score by -5.

Entry Fees for any race are 1% of the purse.



## PURSES AND STAKES

Race	Purse
Claim Race average QUA 35	10,000 Cr
Claim Race average QUA 45	20,000 Cr
Claim Race average QUA 55	30,000 Cr
Maiden or Handicap Race	40k to 130k Cr (1d10+3)
Graded Stakes	100k to 1 million Cr (1d10)
Grand Stakes	1-10 million Cr (1d10)
Travel Award: Interplanetary	10,000 Cr
Travel Award: Interstellar	40,000 Cr

The travel awards apply to competing mounts that have travelled significant distances to complete in a graded or grand stakes race.

Claim races are winner takes all but higher grades of racing will not only pay more but award money for even 5<sup>th</sup> place.

Place	Payout
1st	55%
2nd	18%
3rd	10%
4th	6%
5th	3%
Travel Awards	8%

## RACING AND THE PLAYER CHARACTERS

Besides owning a racing mount outright, there are a number of ways the player characters might get involved in racing within the setting.

Betting is practically part of the DNA of racing and the player characters should have an opportunity to place bets on a race. Arrange mounts by QUA and assign odds prior to the race. The mount with the best QUA might have 1:1 or 1:2 odds for a low payout, while the lowest QUA score in the race might have an 80:1 payout. Do not agonize too much over getting the numbers exact. Simply spread out the odds of winning to entice betting on the poorer quality mounts.

Hired as staff, the player characters might be called on to protect and care for the mount. If there is interstellar travel involved and the possibility of harm happening while just getting the creature to the race could be a whole adventure.

## PLOT HOOKS

The anti-telepath cadre, the Clear Thinkers, suspects a jockey of being a mentalist and using his powers to gain an unfair advantage on the race track. They have threatened his life. The mount's owner has hired the player characters to protect him through the running of a grand stakes race.

A compassionate non-player character has saved an injured racing mount and hires the player characters to nurse it back to health and run it in a graded or grand stakes race.

The player characters need to recover from the latest adventure. While they are learning new skills and buying new equipment their satisfied employer has given them tickets to attend a grand stakes race where one of his prized mounts is running. It may simply be an opportunity to bet or something may happen to the owner's mount while at the track.

**FE**

[Tunisia camel racing](#) by hbieser



## Creatures

# RUNNING WITH THE WHITEFOOTED STORCH

Eric Winsor

Welcome friends. I am happy once again to share another creature of the Frontier. This time we go back to Lossend to share an animal brought there by its human settlers. Two articles ago we shared with you a very vrusk creature dear to the memory of Tik. Following that issue, Dwain approached me about doing the same about an animal that draws fond memories of his youth. I found this a great idea and agreed to let Dwain author this article.

## A STEED FOR THE MARSHES

In the early days of colonization, Lossend settlements were primarily located along rivers to facilitate economical travel. This is a common practice in human colonies because we seem to have a fondness for boats. Actually that is not true, but there is a town on Lossend that was established during the early colonization along a river. This particular town was situated in the river's delta where there were many marshes. This created a situation where many vehicles did not travel well in the soft wet soil of the marshes. A mount was needed that humans could ride to get through the marshes. One enterprising colonist solved this problem by introducing the Whitefooted Storch to Lossend and the bird has thrived.

The Whitefooted Storch is genetically a human-world creature but never existed on the human homeworld. The creature is basically a mix between a stork and an ostrich, hence the name storch. It appears that a human scientist created the storch by genetic cross-breeding. There is no record as to who created the creature or why. They just showed up as cryogenically frozen eggs in the colony supplies for Gollywog and Minotaur. On Minotaur the creature was entirely unsuitable for the environment. The attempts at introducing the hatchlings into the ecosystem resulted in the storchs dying off for lack of food and by predators. On Gollywog the storchs fared better due to the lack of large predators and more suitable food sources. They do not, however, thrive in the wild on Gollywog and are kept as livestock where their food supply can be managed and augmented. If you are eating something that tastes like chicken on Gollywog, it is likely storch. The probable reason the storch was created and supplied to the colony ships was to be a food source anyway.

On Lossend the storch is at home. They are aptly suited for the environment because they can eat most anything that Lossend provides. They are also comfortable in

wetlands as well as dry open spaces. Gollywog only provided much of the former wetlands, but Gollywog's wetlands are not properly wetlands, the plant forms are different. (Take a look at the Galactic Encyclopedia on Clarion to understand the unique nature of its wet surface. You will begin to understand why it is called Gollywog.)

The storch appears to need both marsh and open dry land to survive and thrive. The bird is a successful omnivore foraging and hunting for fish, invertebrates, amphibians, insects, reptiles, grasses, seeds, fruit, and even nectar from some of Lossend's larger blossoms. They use wetlands for primary foraging and hunting. They then retreat to dry open spaces to nest much like an ostrich. They typically have a clutch of 3 to 7 eggs in a nest any given year.

The storch in the marshes has a very steady foot, it rarely stumbles or falls. The bird can adeptly pick a path through flooded and soaked ground, even walking in mud up to its knees without getting stuck, due to its ability to pull its feet and toes together into a point to pull out of the mud and spread its toes wide when the feet are planted to get more surface area to spread its weight on. Watching a storch roam freely through Lossend's marshes is amazing. I once followed one into the delta and found myself sunk to my armpits and stuck while the bird ambled around me snapping insects out of the air. This is why the early colonists took to riding the storchs to cross delta. The storch can easily carry a grown human male and still pick its path through the marshes without getting stuck.

Storchs on the plains shine in a whole other way that is marvelous. A storch running on open, flat, hard ground can easily reach a speed of 20 m/s (72 km/h). Put a human male on its back and it can still keep a respectable 18 m/s (65 km/h). Speed out in the open is a necessary trait to survive on Lossend. Death comes from above on Lossend and speed is needed to outrun and dodge diving lossodragons. The whitefooted storch is fast and nimble on the plains, and with its keen vision it can spot a diving lossodragon high in the sky with enough time to get running and dodging to evade being caught. This trait of the storch has made them a chosen mount for anyone out traveling the old school way.

Whitefooted storchs on Lossend travel in herds of around twenty and will never travel alone. Domesticated mounts do not respond when taken out alone. Due to this it is most common to ride in pairs with a companion or with another storch tethered behind as a pack animal. The best



manageable pairings are when mated pairs work together. Due to this behavior storch owners typically purchase and sell storchs only after they have mated as the whitefooted storch mates for life. Storchs breed yearly and tend the nest together. If owners need to keep storchs working, they will remove the eggs in some clandestine manner and place them with another nesting pair to raise the chicks. Storchs without a mate will still lay their unfertilized eggs and these are often sold for food. Their eggs are quite large providing nearly a liter of yoke and albumen.

Commercially, whitefooted storchs are farmed as a food source on Lossend. They are kept in herds and produce eggs as well as meat. Egg producing herds are all-female and kept in open-sided canopy shelters in a very large pen. When a female bird has laid eggs for about eight years, it is typically slaughtered for its meat. Males in egg ranches are typically raised for two years and then slaughtered for their meat. Best males and females are chosen annually to be added to the breeder herd for perpetuating the stock. Storchs in ranches dedicated to meat production are typically slaughtered the year after their second clutch. A clutch usually has three to seven chicks. Herds can grow rather quickly and every couple generations ranchers will cull their herds to keep the numbers manageable.

## MY FOND STORCH MEMORIES

My father is a zoologist and professor. I grew up handling animals with him at his university. I have always known I would be searching the Frontier for new and wonderful creatures to tell beings about. When I finished secondary education, my father and I spent the summer on safari on Lossend. We did the typical Mt. Spire and lossodragon treks. But then we took to the field with some of his local research colleagues and got away from the tourists and conservation parks. Lossend has way more to offer when you get out amongst the locals and into the outback. We tracked herds of longhorn plains runners. We went to the equatorial jungle brush and scouted tree-dwelling mukaks. But, the best thing we found was the whitefooted storch.

A month before we were to leave Lossend, we took a river trip down the Nylossend river and I spied a pair of storch riders on the eastern plains. They were slowly wandering out into the plains like two bandits from some old western holovid. Their rifles were perched across their legs at the ready as if the marshals would ride up at any time and apprehend them. I pointed the pair out to the boat captain and he commented to me that they were on their way out to hunt lossodragons on the Lower Spire Range. He then downloaded a video from the net of how they hunt lossodragon while riding storchs. As I mentioned earlier the storch is somewhat unique on Lossend because it can outrun and dodge a diving lossodragon. The clip showed how the hunters ride out on the plains at the foot of the mountains where the lossodragons hunt. In the holovid just they sat on their birds as they ambled about pecking at



Whitefooted Storch by BlackDonner

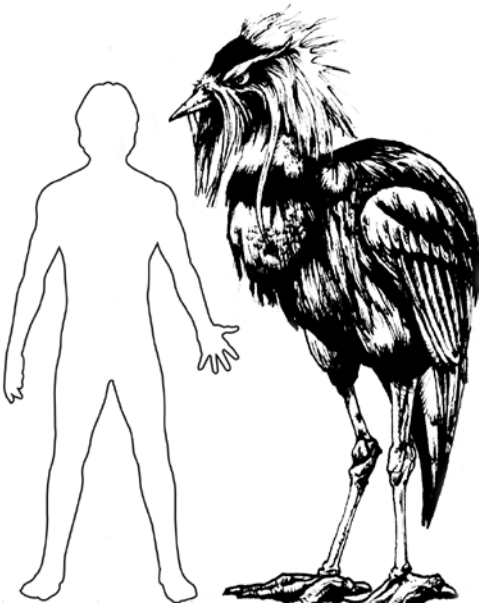
critters and foraging. The hunters scanned the sky with their rifles ready. They use themselves as bait to attract the lossodragons. They even kept their birds walking slowly by spreading little bits of food on the ground to keep their attention on the immediate area.

The birds did not seem oblivious to the situation either. They would peck at the ground then stop and crane their heads about to get a quick scan of the sky. Then begin pecking around for more food. The video explained how the birds instinctively hold their ground, estimating the dive speed of an attacking lossodragon, until they are sure they can start their run and get away whilst the dragon no longer has altitude left to change course. This causes the lossodragon to land, making it vulnerable to the hunters. However, the skill of the hunt is to shoot the lossodragon from the saddle of the bird while it is diving just before the bird takes off in flight to evade. This takes great skill to time the shot properly and then stay mounted as his bird takes off at a full sprint, zigging and zagging across the plains. Hunters who have not trained properly can easily find themselves dismounted and the new prey of a diving lossodragon. A human can outrun a lossodragon that has landed and is on foot. However, there is likely another lossodragon high above that will see him and dive on him. A human cannot outrun a diving lossodragon.

I immediately wanted to try hunting lossodragons on storch back. The captain told me that I must first master storch racing to become an accomplished rider before I go



out on the plains. This, he told me, was something I could try at the end of our river trip in the town of Nylossend Delta on the coast. The rest of the week I found myself less captivated by creatures we saw and more distracted by thoughts and research into whitefooted storches. The last day of the river trip was in the river delta and we saw plenty of storches roaming wild. This is where I slowly crept over the side of the boat to get close to a storch and found myself stuck in the mud with the storch wandering around me as if to mock me and my youthful quandary. My father and the captain enjoyed my misfortune for a bit and then pulled me back into the boat.



Size Comparison to Whitefooted Storch by [BlackDonner](#)

## STORCH RACING

Standing 2m tall, a whitefooted storch has a long stride and excellent balance due to its long neck which it sways side-to-side to counterbalance its legs. I soon found that mounting a storch takes practice. I spent an hour falling to the ground learning how to mount and sit upon a storch in the training enclosure. The rest of the day was spent learning how to stay on longer than a minute or two as it began to run. Each time the storch would trot back to the handler as he helped me to my feet and wait for a treat from the pouch on his back. I ended my summer storch racing training at the end of the day when I developed a large lump on the small of my back. I spent the next few days with ice packs on my back (and a few other places) sitting in the bleachers of the town race track in Delta.

There are several races in a day's competition. The traditional 2.5km loop is the main event with the birds and riders starting in individual gated enclosures. The riders are required to keep their birds in their lanes for the first 250m before jockeying for position on the inside lane of the track.

The Zigzag Run is a race inspired by the lossodragon hunters. Birds and riders chase each other in a 750m race across the length of the oval track with the goal of the attacker to grab the scarf off of the evading rider. This is a double elimination contest with each rider taking turns acting as prey to his opponent.

There is an obstacle race where the birds and riders must negotiate stones, bushes, and barriers by skilled foot placement, dodging, and jumping. This race has a back and forth path defined through the entire grounds of the racing arena. Often the birds are judged not only on fastest completion time but by the graceful way at which they move and are ridden.

Jockeys in storch racing are predominantly adolescent and lightweight humans. There have been a few yazirian and dralasite jockeys.

Over the years I have returned to Lossend many times and continued my storch riding lessons. I can proudly say that I am now a capable rider and just about ready to race on the wild open plains for a hunt. Now I just need to get Jurak to take lessons so we can hunt together. Maybe we could bring a mated pair of whitefooted storches to the Foundation's preserve so that we can train here on Hakosoar.

Whitefooted Storch	
TYPE:	Omnivore
SIZE:	Medium : 2m
NUMBER:	2-20
MOVE (walking):	13 m/turn (7.8 km/h) 12 m/turn (7.2 km/h) mounted
MOVE (running):	120 m/turn (72 km/h) 108 m/turn (65 km/h) mounted
IM/RS:	7/65
STAMINA:	60
ATTACK:	Beak Jabs and Kicks
DAMAGE:	1d10
SPECIAL ATTACK:	None
SPECIAL DEFENSE:	None
NATIVE WORLD:	Imported: Lossend, Timeon and Clarion, White Light

## GM NOTES

The whitefooted storch is actually a genetic mix of several bird species. The stork and ostrich genes are the most dominant. The species also imprints on its parent, has homing ability, and vision like an eagle. Not all of these traits have been fully appreciated by Frontier scientists and storch owners yet.

# NEW PALE CENTISTEED

Laura Mumma

## BACKGROUND

It is believed that when the Sathar attacked New Pale they captured equine stock and began experimenting on them, which resulted in the creation of the Centisteed. UPF scientists believe the Sathar scientists did not have a chance to completely finish this bio-form before abandoning New Pale.

Since the discovery of the Centisteed on New Pale, it has been heavily studied and efforts have been made to further domesticate it. The Truane's Star Government has been sponsoring programs and research concerning managing, breeding, and further genetic modification to create a more domesticated form of the creature and gain a better understanding of Sathar bio-form science.

## DESCRIPTION

This long-bodied creature was once a horse, but the mutations and/or genetic modifications it has undergone have given it an insect-like appearance. The creature still gives live birth but it no longer nurses its young as they are born ready to graze.

The Centisteed has more of an exoskeleton than the hide that occurs on normal equines. The exoskeleton of most Centisteeds has chameleon like properties that allow the Centisteed to change color for the function of social signaling, reactions to temperature or other conditions, and act as camouflage. It has been observed the Centisteed may use color change to aid in thermal regulation, becoming black in the cooler morning to absorb heat more efficiently, then a light grey color to reflect light during the heat of the day. It has even been observed to show both colors at the same time, neatly separated along the spine. In addition, males will display lighter, multicolor patterns when courting females and darker bright colors when challenging another male in the wild. The Centisteed has two superimposed lattice layers of nanocrystals within their exoskeleton that controls their color and thermoregulation.

The Centisteed is an elongated metameric creature (a body with repeated identical sections) with one pair of legs per body section. This creature can move its segmented body around and over objects with amazing dexterity while never breaking its pace. This creature can actually form a circle with its body and curve its body in S shapes horizontally and vertically.

NEW PALE CENTISTEED	
TYPE:	Large Herbivore
NUMBER:	Bands of 1-5 in the wild, can be kept in larger herds in domestic settings.
MOVE (fast):	Paces 90 m/t, Fast Ambles 30 m/t, and normal ambles/walks 18 m/t)
IM/RS:	7/65
STAMINA:	200
ATTACK:	55
SPECIAL DEFENCE:	Force Field Generation
SPECIAL ATTACK:	Liquefying Spit – this substance is foul-smelling to most species but can only damage plant-based life forms and will do 1d10 damage to a plant-based life form per hit. Treat as a range weapon with a maximum range of 5 meters.
DAMAGE:	4d10 (all those hooves)
PLANET OF ORIGIN:	New Pale

They possess colorful compact eyes akin to a flies that often change color in reflection of their emotional state. It has long delicate moth-like antennae where ears would be on a horse and four large horse-like nostrils.

This herbivore spits liquefying enzymes onto stands of fresh grains, grasses, fruits, and roughage. It uncoils and uses its long tube-like, insect-like tongue to slurp up the resulting liquefied nutrients. It has no teeth to bite with or chew with. It spends a considerable amount of its time grazing in such a manner.

The tail of the beast is a short-segmented tail on top that has long horse type hairs hanging off of it. The creature no longer has a mane and its neck is covered by a series of segmented plates.

The legs are reminiscent of equine legs but covered with segmented plates. The creature possesses extremely strong almost metal like horse hooves that do not need to be shod though trimming requires tools much sturdier than used for normal equines and more in keeping with metal working.

A Centisteed can pace at full speed on its 16 legs carrying two human-sized riders; at slower speeds the animal has various gaited or ambling gaits that give an incredibly smooth ride. It is extremely sure footed and using it's 16 legs can climb most near vertical natural surfaces, in much a way a mountain goat can.

Although not intelligent by human standards, the Centisteed is totally immune to all forms of mental attack including Sathar hypnosis (it is believed the Sathar considered this bio-form experiment a failure for this reason) and possesses force field generation.

While they make desirable mounts, these beasts also require enormous quantities of fodder because of their increased metabolism. The Centisteed has thousands of specialized cells that it uses to generate its force field.

In a combat situation, the wild caught and trained Centisteeds are almost more trouble than they are worth; in combat one of its riders must devote all of his efforts towards keeping the Centisteed under control. The only exceptions to this would be very rare modified for Combat Centisteeds, such beasts often have implants and/or have been part of further genetic modification and breeding experiments by government and corporations working on improving the wild Centisteed type for military or domestic use. A natural Centisteed will spit and attack with its hooves but will usually choose to flee if it has that choice.

## SPECIAL ABILITIES

### FORCE FIELD GENERATION

This ability endows the Centisteed with the power to create an invisible wall of energy through which physical objects may not pass. (Treat as an inertia screen that blocks all damage.) The wall forms around the body of the mutant (about 50 centimeters out) and will take 30 points of accumulated damage before being forced down. The force field requires no effort to maintain once it is established and will last up to one hour (unless it is driven down by damage) before it

dissipates. In combat the field renews at the rate of 20 points per round. Only one such force field may be generated by the Centisteed in a 20 hour period. If the force field takes enough points of physical damage to destroy it, the Centisteed must make a STA check or fall unconscious. Any excess damage is applied to the Centisteed.

A rider can be protected by this force field and not thrown off if they are using the properly designed tack and riding suits. However, the wild Centisteeds can actually throw a rider with their force field alone, and all Centisteeds require specialized tack and saddles to ride... no bareback riding these ponies.

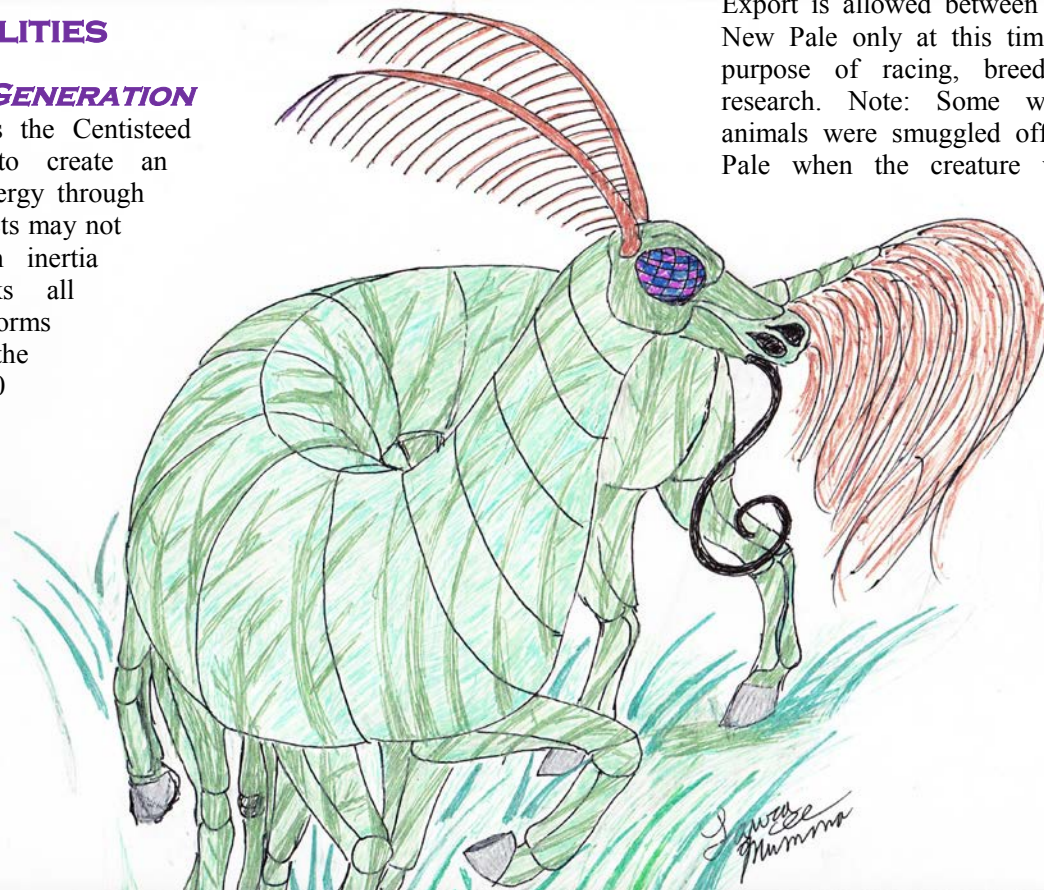
### INCREASED METABOLISM

This defect forces the Centisteed to spend great amounts of time feeding. In combat it must stop every 9 turns (54 seconds) and spend one turn eating, before returning to battle, or lose 2 stamina points each melee turn thereafter. These losses are temporary and the STA lost due to lack of food are regained when the Centisteed has a chance to graze.

## USES

Currently, even though the Sathar created this life form, it is not considered a threat or dangerous species by the UPF. However, the Truane's Star Government has banned export of the Centisteed outside of their system.

Export is allowed between Pale and New Pale only at this time for the purpose of racing, breeding, and research. Note: Some wild born animals were smuggled off of New Pale when the creature was first





discovered by competing corporations to secret research facilities of their own.

Centisteeds racing has become very popular and exciting sport on New Pale and Pale. Racing lines are in their infancy, but due to the obstacles in the races and high-strung dangerous temperaments of the Centisteeds, it could become a major broadcasted betting sport within the UPF in the future.

## TRUANE'S STAR COMBAT CENTISTEEDS PROJECT

Only animals properly modified by genetic modification and cybernetic implants will be improved enough to have superior abilities and be easily controlled. If not a project animal, all Centisteeds including ones domesticated for racing currently should be treated like a wild one in abilities and controllability.

The Truane's Star Government recognized the military potential of this abandoned Sathar experimental bioform if it could be captured, studied, and further modified. The creature's ability to camouflage itself, produce a force field, and expertly navigate difficult terrain makes it an excellent potential mount and pack animal for areas where mechanized vehicles cannot gain access.

Researchers have been able to develop an improved breed with a slightly improved natural temperament. At this stage in the project the researchers now have an animal that can be controlled under combat situations by its rider and carry a weapon system. In addition because of the implants the rider can control the Centisteeds camouflage abilities and force field.

Currently the project goals include improving the duration and distance of the force field. In addition scientists are experimenting to help the modified Centisteeds compensate for the Increased Metabolism to extend the force field and improve endurance. Also a more cold hardy variety is being developed at a Pale research facility.

## REFERENCES

The Centisteed first appeared to my knowledge in Gamma World 1<sup>st</sup> edition, which is what my conversion stats are primarily based on. The Centisteed is one of my favorite post-apocalyptic critters perhaps because of its name or simply the wacky idea of a multi-legged bug horse with a force field. So I have updated it, converted it and adapted it to the Star Frontiers setting and made a few changes to the creature in the process.

Dragon Magazine 110 "Knowledge is Power" by John M. Maxstadt

Gamma World Steeds

<http://www.outlawpressinc.com/Steeds.html>

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I just want to give a huge shout out to these early supporters for their contributions.

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Creatures

# RACING MOUNTS IN THE FRONTIER

Tom Verreault

There are already two cannon mounts from the Voltumnus modules that exist in the setting, the loper and Tomar's horse. These creatures are native to Voltumnus but we can presume that other ecosystems would evolve suitable mounts that in the modern Frontier might be used for racing. The terran horse and the genquine, a genetically engineered horse, were discussed in Frontier Explorer #3. This adds up to a list of 4 potential racing mounts for the Frontier setting. Referees and player looking for something more exotic can consider the following:



Tom Verreault

## GARRISON'S GRAK RUNNER

Garrison's Grak Runner, a large flightless avian, was discovered and domesticated on Kdikit. Originally it was pressed into use in rural farming communities as a reliable low tech source of transportation. They're hardy animals with average intelligence. Wild specimens are dangerous but domesticated ones bond well with riders and most sapient beings.

The grak runner has been used for police duties, ceremonial military mounts, circus acts, and as scout recon mounts with some mercenary organizations. They have been exported around the Frontier and their popularity as racing mounts has been steadily rising.

Garrison's Grak Runner	
NUMBER:	1 to 6
MOVE:	50 m
IM/RS:	5/50
STAMINA:	120
ATTACK:	60
DAMAGE:	4d10
SPECIAL ATTACK:	None
SPECIAL DEFENSE:	None
NATIVE WORLD:	Kdikit (Madderly's Star)

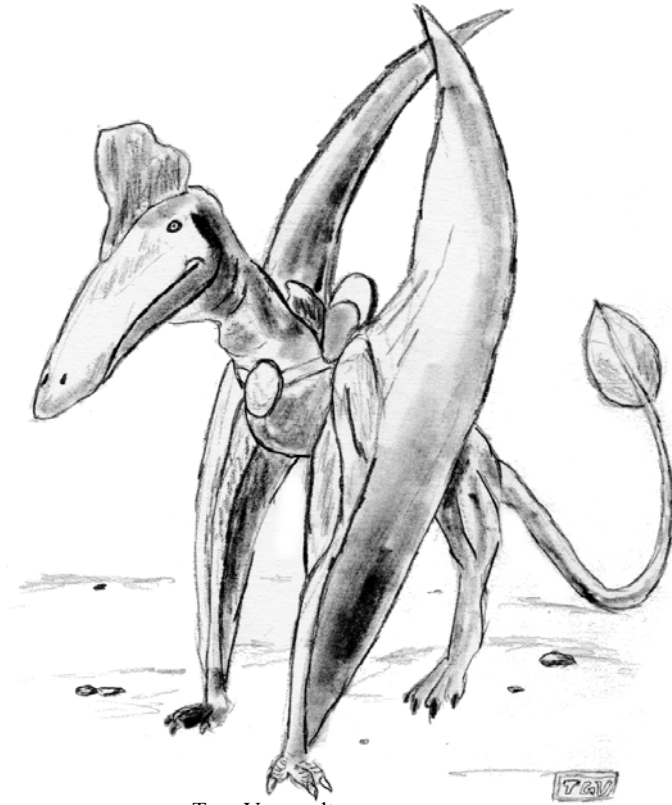
## THE MORGAINE'S DACTYL

The Morgaine's dactyl is a warm blooded saurian species. Its diet consists of fish, carrion and medium to large animals. Its diving attack uses the boney comb on top of its head to stun and render prey defenseless. They are considered tamed but, if not handled and worked with almost daily, they can go feral and become dangerous.

The dactyl is a saurian flyer first tamed by explorers on Morgaine's World shortly after it was renamed in honor of the admiral that stopped the sathar advance. For decades it remained an exotic mount on its native world and the sport of racing them was an oddity peculiar to Morgaine's World. The last 10 years has seen increasing



interest in the sport once the first dactyl race was held on Gran Quivera and beings from all over the Frontier sector became aware of the creature. There was talk of importing some dactyls to Lossend for the Lossend Rangers to use in monitoring wypong and Lossodragon populations in the wild. However an escaped circus dactyl knocked a wild Lossodragon out of the sky with its dive attack and the rest of the dragon's pack ripped it to shreds so the plan to import this species is under review.



Tom Verreault

Morgaine's Dactyl	
TYPE:	Large Carnivore
NUMBER:	1 to 4
MOVE:	Walk 15m Fly 50m Dive 100m
IM/RS:	5/50
STAMINA:	75
ATTACK:	65
DAMAGE:	3d10
SPECIAL ATTACK:	Dive Attack 5d10 +stun
SPECIAL DEFENSE:	None
NATIVE WORLD:	Morgaine's Dactyl (Prengrar)

## THE VELOCIPED

This creature is the harmless version of the sathar bio-construct from the Sundown on Starmist module (SF3) that was called a creepspine. The description of the creepspine states that player characters will recognize the creature as a common tireless riding animal used on many worlds of the Frontier. I've simply named the original creature the velocipede, a Pan-Gal translation of the vrusk name, and made it native to the vrusk ecosystem. The velocipede looks like a large caterpillar about 3 m long and 1 m diameter.

Vrusk have had a long association with this creature dating back millennia. In the modern Frontier the velocipede is raced by vrusk trade houses seeking status in the Byzantine web of vrusk business connections. Any world with vrusk colonizers will have velocipede racing. Every 4 years there is an interstellar grand stakes race held somewhere in the Frontier where only the top velocipedes racers compete. The event becomes a major business convention with deals and contracts negotiated against the backdrop of a week-long racing event.



Tom Verreault

Velocipede	
TYPE:	Large Herbivore
NUMBER:	2-20
MOVE:	90 m
IM/RS:	5/45
STAMINA:	150
ATTACK:	45
DAMAGE:	1d10
SPECIAL ATTACK:	None
SPECIAL DEFENSE:	None
NATIVE WORLD:	The Vrusk Home World

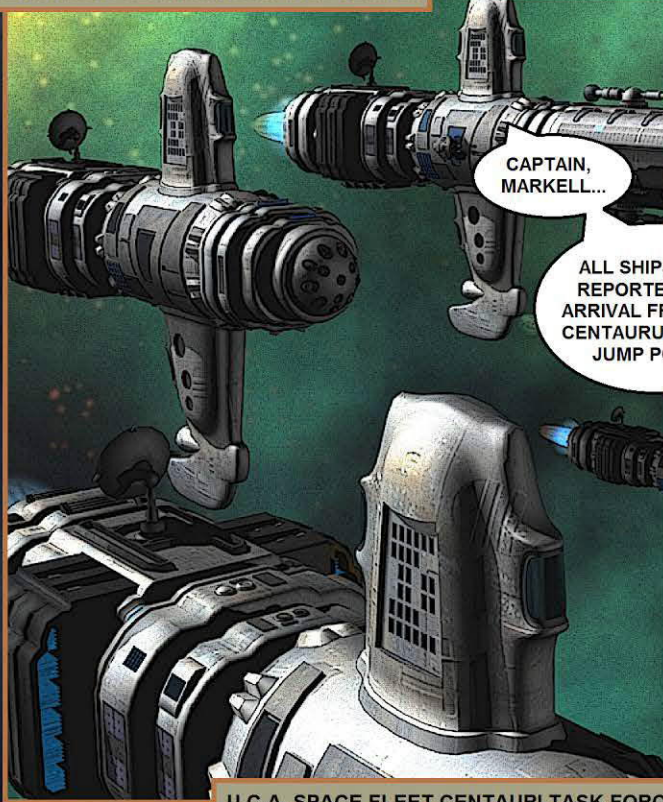


# TITAN RISING: 2299

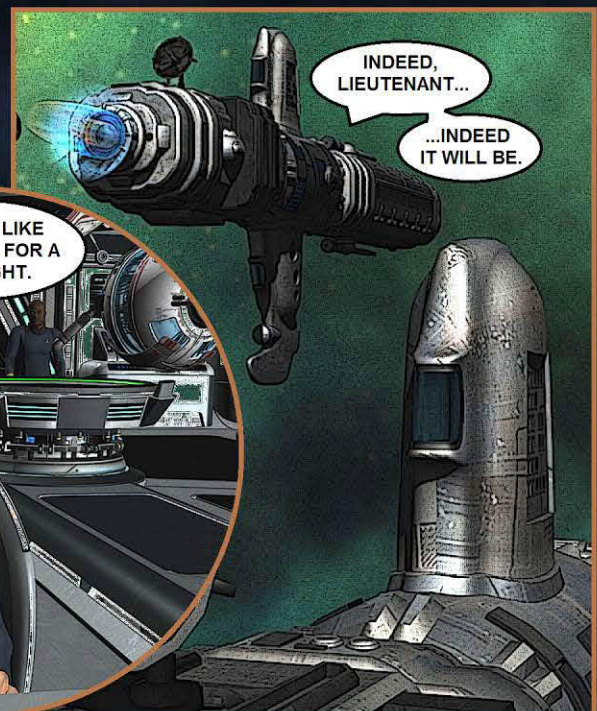
## EPIISODE #6.0: CONNECTION

V2.0

CENTAURUS SECTOR: ALUDANAK NEBULA



U.C.A. SPACE FLEET CENTAURI TASK FORCE



WE CAN'T AFFORD TO HAVE ANY OF OUR RESOURCES SEPARATED FROM US OR CONFUSED WITH ENEMY VESSELS.



MEANWHILE, NEAR EARTH...



...THE INTREPID IS UNDERWAY

GOLDMAN...

SO HOW MANY TIMES HAVE YOU SERVED WITH A XIN?

WHAT ARE THEY REALLY LIKE???

TWICE...

THEY'RE REALLY DIFFERENT BUT YOU'LL GET USE TO 'EM

OH,... I'M NOT SOOO SURE ABOUT THA...

GOLDMAN, LOOK BEHIND YOU...

HEY, THERE'S OUR NEW XIN FTL TECH NOW...

O' MY...

AND A FEMALE XIN AT THAT...

HUH, WELL I GUESS THERE MUST BE A FIRST FOR EVERYTHING?

DID YOU KNOW...

I HAD NO CLUE THEY HAD THOSE...

TO BE CONTINUED...



## Spaceships

# TRAFALGAR TRADE LINES

Jason Combs

## HISTORY

This company was established by Jaxon Lee and almost ten of his friends and adventurers. The first ship they purchased was an Assault Scout, the Trafalgar – hence the name of the Company.

The Trafalgar has seen service with the UPF. She was then sold to PGC. PGC used it for a short duration and then mothballed her. Due to Jaxon's team's dedicated service to the PGC, the decision was made to sell the ship to the team and provide them with a low interest loan to purchase it. The reason for this generosity – the team previously rescued a PGC Vice-President.

The remaining part of the debt was paid by a government subsidy from the Athor Government in return for government service. The team repatriated some Yazirian artifacts and is considered (*Heroes of Athor*). The team paid the loan and provided the government shares in the company.

After the first year, enough money was made to purchase the "*Joyful Down*" a Fair Trader freighter. The Company made runs between: Gran Quivera, Morgaine's World, Yast and Exib. The Trafalgar was then sent to look for new markets.

The company then made runs to: Timeon, White Light, K'Tsa-Kar and K'aken-Kar. At K'aken-Kar system, there was found a mining refinery and some mining robots. Time and money was spent to repair this equipment. They then began searching the moon of Z'Kiir for prospects and discovered a load of iron. They then moved the refinery to Z'Kiir and purchased some housing & office containers.

After several run-ins with pirates and the Steel Corporation, the company was sold off to Steel. Jaxon and his friends then went and joined the Clarion Royal Marines.

Steel used GVMPI to purchase the company and proceeded to open offices in: Timeon, White Light, K'Tsa-Kar and K'aken-Kar.

### SHARES OF THE TRAFALGAR OWNED BY:

Holder	# of Shares	Value(credits)
Athor	50,000	500,000
PG Bank	50,000	500,000
GVMPI	200,000	2,000,000



Scott Mulder

### Ships

Trafalgar	Civilian Scout Ship
Flying Down	Fair Trader Merchant Ship
Margo	Margo Merchant Ship (modified TT-456)
Faire's Folly	CU-37 Shuttle (Prenclar)
K'Tsa-Kar	Kri'kkaa Shuttle (K'Tsa-Kar)
K'aken-Kar	Kri'kkaa Shuttle (K'aken-Kar)

### OFFICES:

(Each office has 1 Service robot)

- Port Loren, Gran Quivera, Prenclar
- Sanctuary Station, Morgaine's World, Prenclar
- Port Asteall, Yast, Athor
- New Kir, Exib moon, Athor
- O'Donnal's Station (city), Lossend, Timeon
- Clarion Station, Clarion, White Light
- Kooistra Station, Kwadl-Kit, K'Tsa-Kar
- Kan'zik Xwn'kar'tr, Ken'zah-kit, K'aken-Kar

### WAREHOUSE

(2 MKI Cargo Loader robots, 1 Security robot)

Port Loren, Gran Quivera, Prenclar

### REFINERY

(2 housing containers, 1 office container, 4 mining robots)

Z'Kiir, K'aken-Kar



## “JOYFUL DOWN” FAIR TRADER

**Hull Size:** 4

**Hull Points:** 20

**ADF/MR:** 1/2

**DCR:** 13(27)

**Engines:** 3 ION A

**Fuel:** 10,000 units each engine

**Life Support (Back up):** 22 (22)

**Crew (max):** 5(8)

**Passengers:** 12

**Weapons:** None

**Defenses:** Reflective Hull

**Astrogration:** Starship

**Communication/Detection:**

Subspace Radio, Radar

**Misc:** Streamlined

**Cargo:** 2.5

**Hatches:** 4

**Crew Accommodations:** Captain's double suite, 3 double cabins

**Passenger Accommodations:** 2 Double 1<sup>st</sup> class cabins, 4 double journey class cabins

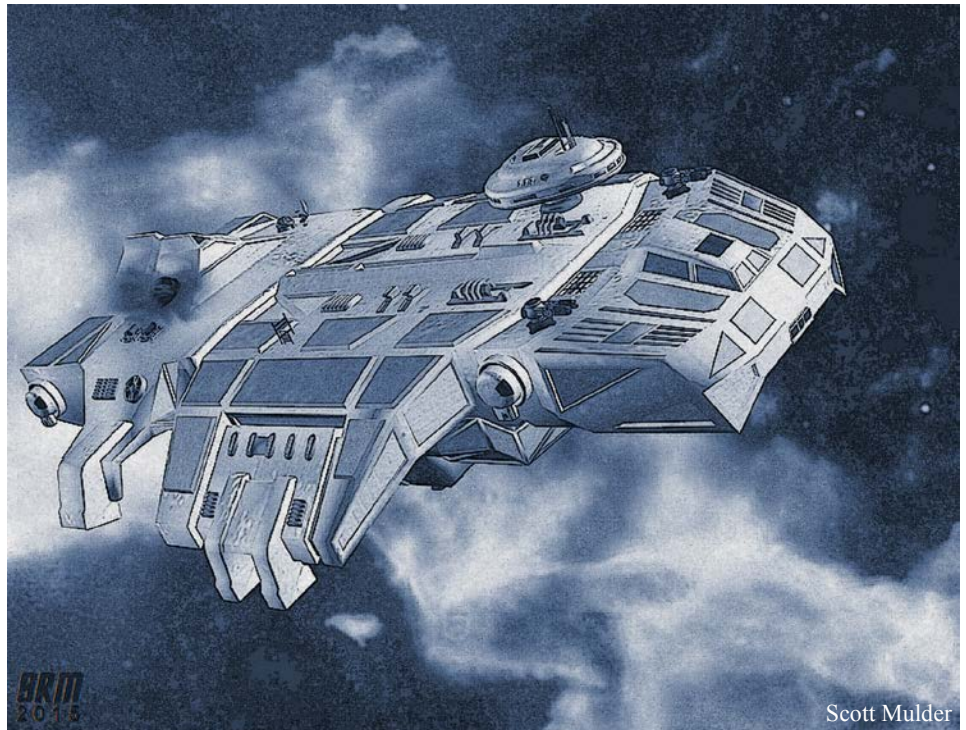
**Computer (Level 3 FP 54)**

Drive (3), Life Support (1), Alarm (3), Comp. L/O (3), Astro. (2), Analysis (2), Commerce (1), Computer Security (3), Industry (1), Maintenance (3)

**Robots:** 2 KMR-1 Maintenance robots (LVL: 4 STA: 100, RS: 50, IM: 5, PS: 2D10 Programs: Security Lock, Maintenance, SD, Computer Link. Move: Hover)

**Equipment:** Launch (4-man), Explorer

**Cost:** 224,000 credits



**Used Ship** – A random breakdown will occur every month. Repairs cost HSx200 credits and take HS / 2 days to complete. (This is for minor systems.)

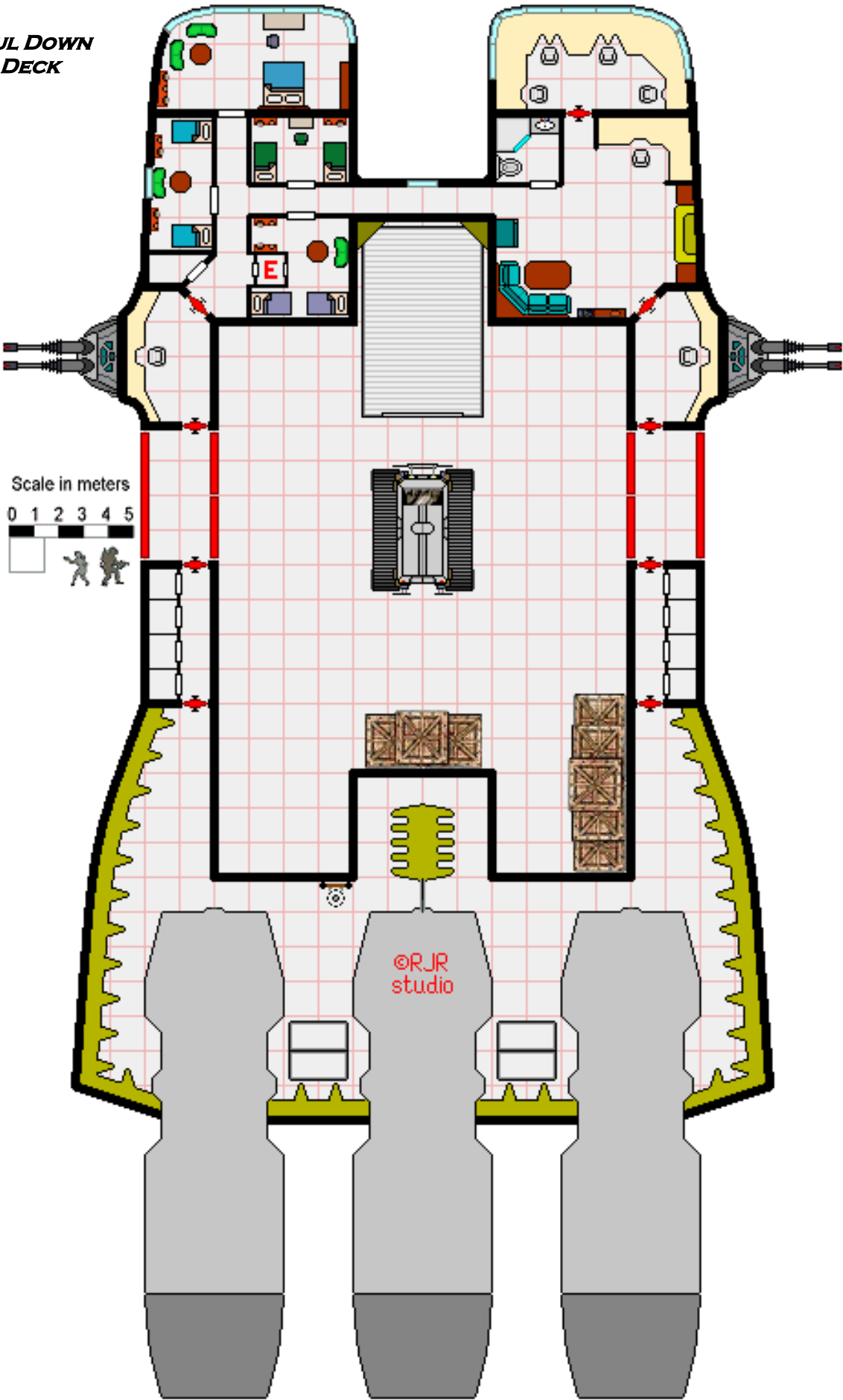
### DECK PLANS

The Main Deck is accessible via the cargo bay, by a loading ramp at the fore and airlocks boasting large bay doors port and starboard. Aft of the airlocks are crew lockers, behind that is the engine room with a generator and RCS thruster banks. Forward of the airlocks are the port and starboard gunnery positions with controls to the ship's two laser turrets. The ship is divided into two parts fore of the guns, the port side sporting three double occupancy crew cabins, elevator to upper deck, and a captain's suite. Located starboard is the crew lounge (with galley, fresher, and shower), computer console, and the bridge.

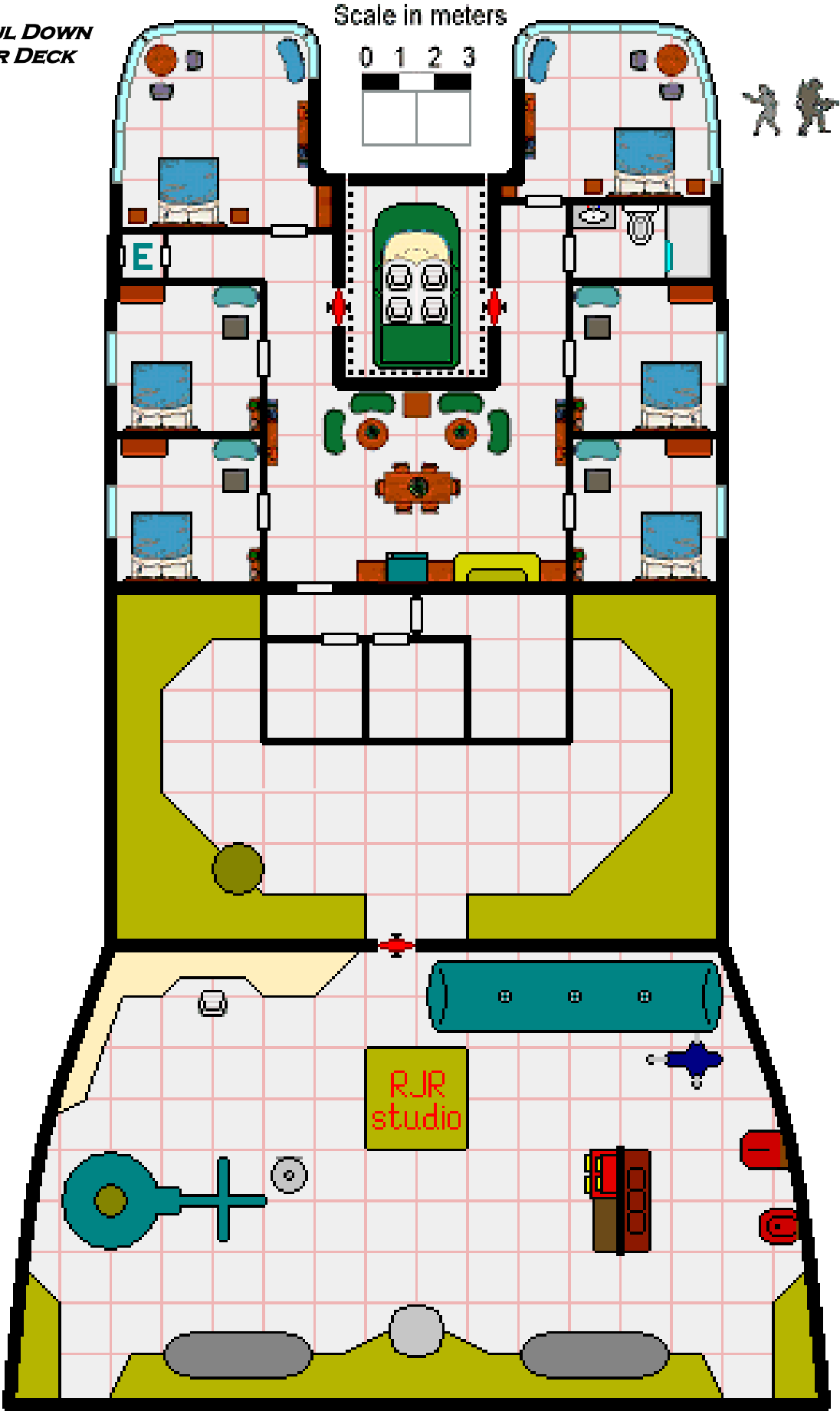
The **Upper Deck** is divided into three sections. At the fore are the passenger cabins, including a quartet of double occupancy Journey class cabins and a pair of 1st class suites positioned over the bridge and captain's suite. The launch bay divides the cabins port and starboard, aft of the bay is the passenger lounge. A trio of smaller rooms are positioned aft of the lounge that can serve as a variety of functions, normally the two smaller rooms serve as storage space and the larger as an office. The midsection is comprised of avionics, electronics, and the communication & sensor arrays, all accessible only via the engineering section. Stern is the maintenance deck with the engineer station, life support equipment (including water tank and purification plant), power relay station, and workshop.

Ship quirks and flaws
Analysis program goes down. This doubles the time for Astrogration.
One engine stops working. Increase time to travel by 30%. Fuel can be cross-loaded.
Radar stops working. It needs repair or replacement.
Lower, front hatch freezes and will not open.
Bed is broken in one crew cabin.
DCR program works 50/50. Because of this, DCR rating is halved.
Appliances in the crew galley do not work.

**JOYFUL DOWN**  
**MAIN DECK**



***JOYFUL DOWN  
UPPER DECK***





## “TRAFALGAR” CIVILIAN SCOUT

**Hull Size:** 3

**Hull Points:** 15

**ADF/MR:** 5/4

**DCR:** 40

**Engines:** 2 Atomic A

**Fuel:** 10,000 units each engine

**Life Support(Back up):** 20(20)

**Crew:** 5(8)

**Passengers:** 12

**Armament:** Laser Battery

**Defenses:** Reflective Hull

**Astrogation:** Starship

**Communication/Detection:** Subspace Radio, Radar, Intercom

**Misc:** Streamlined

**Cargo:** 1

**Hatches:** 1

**Crew Accommodations:** 4 single/double cabins

**Passenger Accommodations:** 4 single/double cabins

**Computer:**

**(Level 3 FP 54)**

**Programs:** Drive (4), Life Support (1) x 2, Alarm (2), Comp. L/O (3), Astro. (4), Analysis (2), Commerce (1), Computer Security (3), Communication (1), Damage Control (2), Industry (1), Information Storage (1), Installation Security (3), Laser Battery (1), Maintenance (2)

**Robots:**

- 2 KMR-1 Maintenance robots (LVL: 4 STA: 100, RS: 50, IM: 5, PS: 2D10 Programs: Security Lock, Maintenance, SD, Computer Link. Move: Hover)
- 1 Security (LVL: 2 STA: 100, RS: 50, IM: 5, PS: 2D10 Programs: Restrain, Equip: Electronstunner)

**Equipment:** 1 Radiation Suit, 1 Engineer’s Toolbox, 3 Spacesuits, 2 Spacesuits (Vrusk), 1 Rocket pack (w/ 1 refuel), 11 pair of magnetic shoes, 1 Medkit, 5 freeze fields

**Cost:** 780,000 credits

**Used Ship** –A random breakdown will occur every month. Repairs cost HSx200 credits and take HS / 2 days to complete. (This is for minor systems.)

### Ship quirks & flaws

Astrogation program does not work.

Elevator from crew deck to bridge is stuck on Flying Bridge.

1 Robot Charging Station does not work.

### DECK PLANS

The Trafalgar civilian scout is very similar to the Assault Scout. The main difference being that it lacks the assault rockets of the Assault Scout and sports an extra crew deck. The decks of the Trafalgar class are described below. Use the deck plans from the [Assault Scout \(Frontier Explorer issue 5, p 20\)](#) for the deck plans of this ship as well. The decks from top to bottom are:

**Deck 1 - Flying Bridge** – Station for Captain and Pilot.

**Deck 2 - Lower Bridge** – Station for the Laser Battery and Astrogation / Communication.

**Deck 3 - Crew Deck** – Deck has a full latrine, a storage room, and a recreation/lunch area.

**Deck 4 - Quarters #1** – Each room has a bunk bed and a desk. This deck is usually for the crew.

**Deck 5 - Quarters #2** – Each room has a bunk bed and a desk. This deck is usually for the passengers. (Use the same plan as deck 4)

**Deck 6 - Engineering** – Station for the Chief Engineer and Engineer. Two robot docking stations are here. (Use deck 5 from the Assault Scout article.)

**Deck 7 - Storage** – This is the storage and airlock area. The middle door is a sealed area and has an external door. The other two storage areas are for spacesuits, etc. (Use deck 6 from the Assault Scout article.)



Scott Mulder

## “FAIRE’S FOLLY” CU-37 COURIER

he CU-37 was a fine courier craft offered to the general public during the first corporate war in Truane's Star. Many a civilian crew found fortune with this small ship, running errands for or against the Mining Guild during that dark era. The small craft offered fair quarters and a decent sized hold, although not large enough to be profitable. However, these craft earned a notorious reputation with smugglers who were hiding contraband within the various access plates in the deck and other convenient hidey-holes found throughout the craft...

### KH STATS

**Hull Size:** 2

**Hull Points:** 12

**ADF/MR:** 1/2

**DCR:** 26

**Engines:** 2 Chemical A

**Fuel:** 10,000 units each engine

**Life Support(Back up) :** 6(6)

**Crew:** 4

**Passengers:** 0

**Armament:** None

**Defenses:** None

**Astrogation:** Starship

**Communication/Detection:** Subspace Radio, Radar, Intercom

**Misc:** Streamlined

**Cargo:** 1

**Hatch:** 1

**Crew Accommodations:** 4 single crawl bunks

**Computer:**

**(Level 3 FP 54)**

**Programs:** Alarm (2), Analysis (2), Astrogation (2), Commerce (1), Computer Lockout (3), Computer Security (3), Damage Control (2), Drive, Chemical A (1), Information Storage (1), Life Support, cap:6 (1), Maintenance (2)

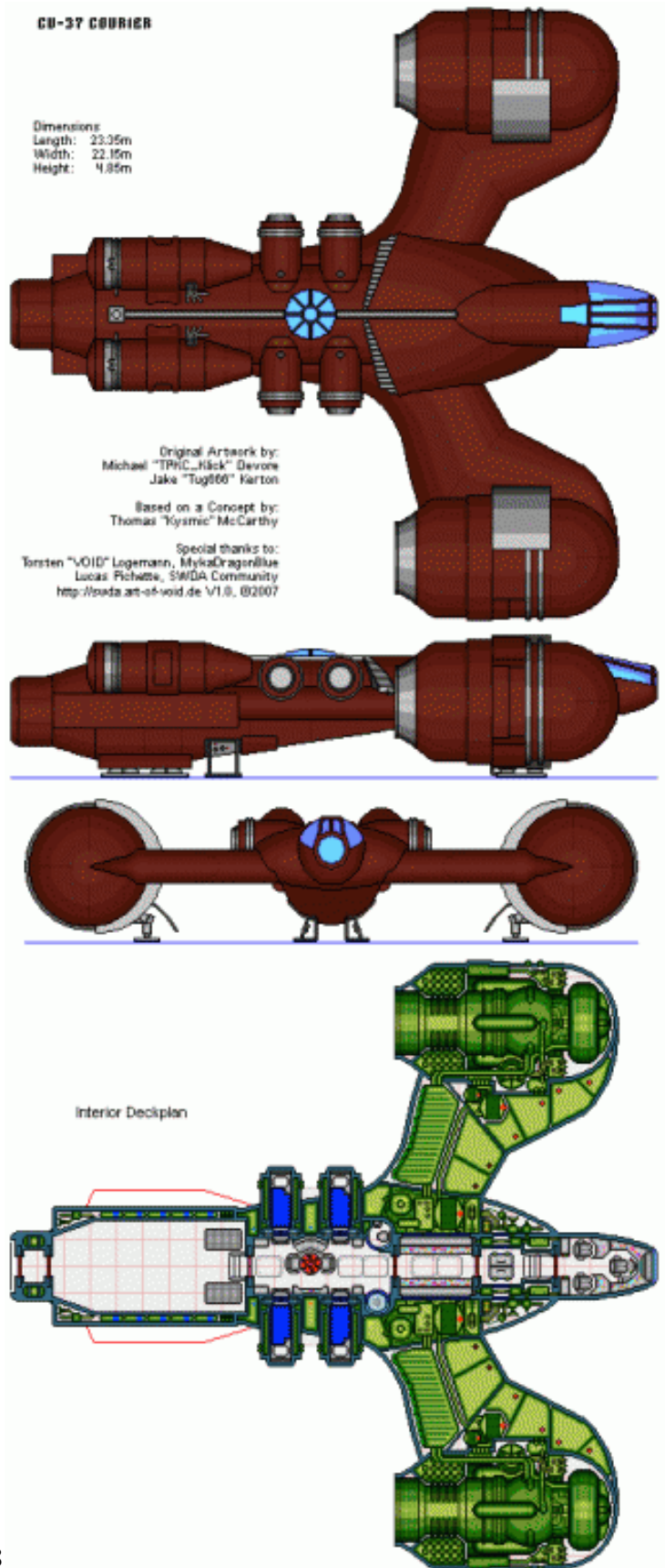
**Robots:**

- 2 KMR-1 Maintenance robots (LVL: 4 STA: 100, RS: 50, IM: 5, PS: 2D10 Programs: Security Lock, Maintenance SD, Computer Link. Move: Hover)
- 1 Security (LVL: 2 STA: 100, RS: 50, IM: 5, PS: 2D10 Programs: Restrain, Equip: Electronstunner)

**Equipment:** 1 Radiation Suit, 1 Engineer's Toolbox, 3 Spacesuits, 2 Spacesuits (Vrusk), 1 Rocket pack (w/ 1

refuel), 11 pair of magnetic shoes, 1 Medkit, 5 freeze fields

**Cost:** 190,632 credits



## KRI'KKA-CLASS HEAVY SHUTTLE

Trafalgar Trade Lines has two of these shuttles named the "K'aken-Kar" and "K'Tsa-Kar".

### KH STATS

**HS:** 2

**HP:** 10

**Drives:** 1 Chemical A

**ADF:** 1

**MR:** 1

**DCR:** 26

**Crew:** 1 (up to 10 passengers)

**Armament:** None

**Defenses:** None

**Communication/Detection:** Videocom radio (1 screen), holo-display and holo keyboard, shuttle astrogation.

**Misc:** 5 portholes (2 bridge, 2 passenger, 1 airlock); 1 airlock, rear cargo doors.

**Programs:** Standard shuttle package I

**Cargo Capacity:** 2 units (approx. 27 cu. m)

**Crew Accommodations:** Gel contour seat

**Passenger Accommodations:** 10 stow-able seats

**Ship's Vehicles:** None

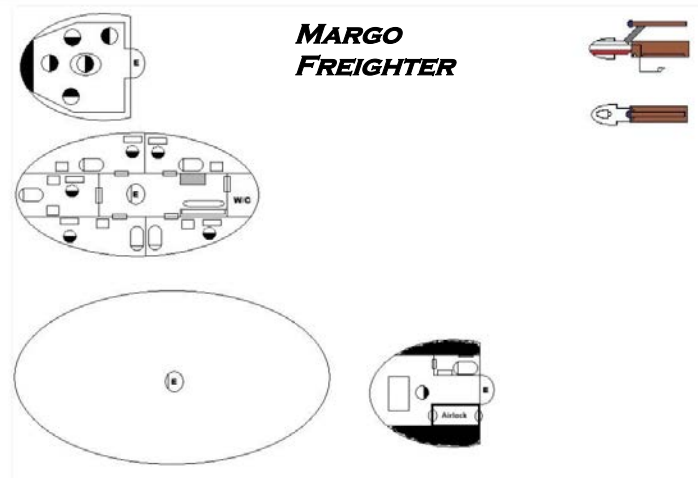
**Base Price:** 185,409 credits

### DESCRIPTION

A very common shuttle of Vrusk design, this oblong ovoid shows its insectoid heritage by sporting two ovoid cockpit portholes, a finely-polished iridescent green hull, and 6 landing struts that unfold from the hull. Upon entering an atmosphere, stowed memory-metal wings and rudder unfold from the hull, while an atmosphere-breathing scramjet assists the chemical drives with landing.

Numerous Kri'kkaa shuttles are found in used lots, and mercs and freelancers find they make a fine compliment to their starships ... after some repainting of course. Oddly, the shuttle seems well suited to both albedo and plasma screens - but this requires an additional powerplant that consumes a good portion of the cargo space. Often a turret-mounted laser piston is found on customized models, which can look even more insectoid when painted in camouflage colors.

Thanks to a large clamshell cargo hatch at the rear, the shuttle is often used to carry heavy vehicles for ground exploration or combat.



## "MARGO" CLASS FREIGHTER

The Margo is a heavily damaged TT-456 Freighter that was salvaged and modified. After the engine struts and decks 1, 3 and 4 were damaged, the ship was dry docked and repaired. One engine strut is placed above the ship as opposed to one on each side. Deck 3 is now used for additional storage.

### KH STATS

**Hull Size:** 5 **HP:** 25

**ADF:** 2 **MR:** 2 **DCR:** 35

**Crew:** 6 **Passengers:** None

**Length/Diameter:** 100/15 meters

**Hatches:** 2

**Propulsion:** 1 Atomic Class B \*can carry 6 pellets

**Life Support:** Main/backup: 6/6

**Computer Programs:** Drive 5(64), Life Support 1(2), Alarm 1(1), Back-up LS 1(2), Computer Lockout 5(16), Damage Control 1(2), Navigation 4(24), Laser Battery 1(4), Analysis 3(4), Information Storage 1(2), Installation Security 3(12)

**Navigation:** Starship

**Communications/Detection:** Subspace Radio, Intercom (one on each deck + cargo hold & crane - 6, radar

**Emergency Equipment:** 12 Spacesuits (10 regular, 2 Vrusk), 24 Spacesuit Refills, 2 Rocket Packs, 6 Rocket Pack Fuel, 6 Magnetic Shoes, 2 Additional LS Pack, 25 Extra Patches (2 each)

**Weapons:** Laser Battery

**Defense:** Reflective Hull

**Cargo Capacity:** 5 holds + (deck 3: 0.5 unit)

**Other Equipment:** Mechanical Arm 1, 1 Techkit, 1 Robocomkit, 1 Medkit, 1 Engineer Toolkit +LPT & 2 powerpacks

FE



Races

# MEET THE DELPHUSIANS

Laura Mumma

What's happening? Who are you? Hell-o-o!

What subject? Do you mean me? Who are you people?

You're here to help? What do you mean I need help? Calm down! I'm strapped to a table!

I am confused! Of course I am upset! I still don't know where I am and who the hell you people are or why I am strapped down? What is that!? Relax! What are you going to do with that!?

Why are you measuring my ears?

What do you mean they are asymmetrical but that can be compensated for considering my superior genetic advantages in other areas? Hello, um I the subject am right here; if you all are going to discuss me please talk to me!

You're going to enhance me? No really I am okay, enhance does not sound so good to me...

Well sure I wouldn't mind being a few inches taller but...

Wait, wait, wait you've found my perfect match you guys are not going to marry me off!

You're going to liberate me? Marriage is an out-dated primitive social construct? You're going to solve my gender inequality issues? Free me from oppressive, limiting, primitive, gender and sexual rolls? What are you people babbling about?!

I don't need gender freeing or whatever it is you are talking about! I need you to let me go! Of course I'm objecting! What, what, wait, wait I don't care if your intentions are good! What the hell is that!? I have rights! For my own good! You can't just abduct people for their own good that's illegal!

What do you mean it's not illegal! You're mandated with the preservation and perfection of the human species? Remain calm! I am not calm you've abducted me and all this equipment looks to me to mean you plan to experiment on me!

You're not experimenting on me? You're attuning me? This is a safe and tested procedure for what!?

Did I just hear genetic manipulation? My DNA is just fine; I'm good, really. The Great Merging? Hey now, no more drugs, let me go! I don't want to be en...han...ced...o-r-r...mer...g...

## DELPHUSIANS

### PHYSICAL STRUCTURE

The Delphusians are a genetically engineered race of Space Humans. They appear as very attractive, graceful, and youthful looking female humans that are surprisingly strong. They are Hermaphrodite Chimeras and are XXXY genetically. Many can pass for a normal female or a young male youth. They never grow facial hair and have small to moderately sized breasts.

Delphusians can appear just like a normal human in skin, eye, and hair color or have a mix of features that are unusual for a normal human such as two different colored eyes, kaleidoscope eyes. Eyes also come in a variety of exotic colors, hair can be striped in two different natural colors, and they may have different human skin tone colors usually in a checkered pattern.

Delphusians do not age the same as other humans. Delphusians age normally until reaching the age of 20 and then appear to stop aging until about the last 10 years of their lives in which they begin to rapidly age. 75% of the Delphusian population is Ambidextrous. Delphusians are not normally psychic.

**Average Size:** 1.9 m tall

**Average Mass:** 55 kg

**Average Lifespan:** 105 years (Old age sets in between about 95-100)

**Reproduction:** Cloning and Genetic Engineering

**Body Temperature:** 37 C

### SENSES

The planet that the Delphusians were scientifically evolved on through genetic engineering has naturally lower light conditions. As a result the Delphusians can see in dim light far better than a normal human but are not affected by normal lighting conditions in a negative way either since they artificially maintain normal human lighting conditions in their buildings.

### SPEECH

Delphusians are capable of speaking any language a normal human can. All Delphusians speak their own

language which is heavily influenced by ancient Greek, ancient Latin, and scientific terminology.

## SOCIETY AND CUSTOMS

*"Practice does not make perfect. Only perfect practice makes perfect." -- Vince Lombardi*

Delphusian society emphasizes pasifiism, law-abiding behavior, cooperation, communal living, sexual liberation, beauty (especially through artist endeavors), physical health, youthful vitality, perfection in all pursuits, and a harmonious social structure. The culture and government is communist in nature. The average Delphusian believes the individual lives to perfect, preserve, and improve society and the human race. They are not by nature a violent race but they are arrogant, believing they are the best of humanity.

Delphusians do not marry. To a Delphusian marriage is an outdated social construct that was necessary for their *primitive* and *savage* ancestors but they as a society have evolved beyond the need of marriage. Physical copulation for the purpose of reproduction is abhorrent to this society and an aberration. Reproduction is achieved by using an advanced combination of cloning, grafting, and genetic engineering. All Delphusians must either request and be granted a Genesis License for reproduction rights or they must be honored with being chosen for reproduction by the Reproduction Council. A Delphusian that manages to give birth or becomes pregnant has committed both a major social breach in accepted behavior and committed a crime. Such individuals will be stigmatized even if the individual is cleared of any wrong doing or anti-social tendencies, if not cleared they may be sent to *rejection*. If a viable child is brought to term it will be considered *disadvantaged* and always experience some level of prejudice within that society even if the child meets or exceeds Delphusian standards of perfection.

Children are typically raised by their parent with the help of their communal group, government social workers, government nurseries, and schools. Child-parent groups can vary in size from 1 parent with 1 child to up to 3 children of different ages.

Delphusians live in small flexible communal groups of 3 to 5 adults and their children. A Delphusian that chooses to live alone or only in groups of two are considered to be developing anti-social tendencies and are in need of help or intervention from their friends, family, colleagues, or government health professionals. Delphusians who leave a group because of strife will have to seek counseling in most cases before another group will accept them.

Delphusian society is very concerned with achieving perfection and harmony in all ways. The society is highly structured with all individuals going through an extensive testing and evaluation process throughout their lives. Children start being socialized and evaluated for their



perfect profession and harmonious integration into adult society from conception in the test-tube. Delphusians do not see this as limiting an individual but maximizing an individual's true potential in society. The Delphusian Coming of Age ceremony, called the *Qoui*, is a community event in which, after thorough testing and evaluation, the youth is advised of which professional group or groups they are the best match for. Those individuals that come up equally talented for more than one group are encouraged to choose their passion. At the *Qoui* ceremony each individual announces its choice of profession. It is very rare for a youth not to choose the recommended professional group.

This culture is atheist and believe that there is no intelligence greater than that of the human mind and spirit. However, they do have many symbolic rituals or traditions that support community, cultural preservation, and biological responsibility. An example of this symbolism is the *Naos*. The *Naos* is a room or building that has mirrors that reflect the image of an individual infinitely into eternity, larger facilities will also have an eternal flame in the *Naos* or connected with it. All large facilities, community housing, and large ships will have a *Naos chapel* in them and major cities will have buildings with grounds dedicated to meditation and reflection. Many visiting aliens that have seen these *Naos Templum* call the Mirrored Temples of Delphus some of the most beautiful sacred places they have ever seen. Such "temples" often include reflecting pools, major works of art, peaceful parks, and use abstract light reflection inside and outside. The mirror and the flame are significant symbols to all Delphusians and are used in their meditations and community events.

Delphusian society puts a high social standard on being youthful, physically fit, and mentally fit. When a Delphusian begins to show the signs of aging, they retire,

enjoy life for a bit (but no longer than 5 years), put their affairs in order, and usually have a *Reunion Ceremony* in which friends, family, and community gather. This is a festive occasion in which the person's life and achievements are celebrated. This celebration concludes with the aging Delphusian euthanizing themselves surrounded by their loved ones and they are then cremated at a government crematorium. Delphusians feel this is a dignified loving death with meaning.

A Delphusian that fails to meet their society's standards is sent to *Rejection*. Delphusian society will first try and help the individual through therapy (physical and mental), re-education, re-socialization, and re-programming. However if it becomes apparent the individual is not meeting the cultural expectations and standards despite intervention, they will be considered to be beyond hope and a negative influence to the harmony of society; at no fault of their own, of course. However, the consequences are still deadly. The Delphusians do not consider this execution but euthanasia and a humane act of kindness, mercy, and dignity to put the terminally genetically flawed individual out of misery.

One consequence of the impact of alien races and the discovery that humanity has managed to survive and advance despite their flaws is some Delphusians have begun trying to escape or question *rejection* by becoming *runners*. This is not considered socially responsible or sane behavior by the average Delphusian. Such individuals are believed to be in great pain, mentally confused, and extremely dangerous by the average citizen. The Delphusian government considers every *runner* to be highly dangerous to the harmony of society, the long term biological viability of the Delphusian human race, and, of course, their authority. The Delphusian government will pursue *runners*, telling other governments that they are trying to bring a psychologically unstable, ill citizen that is criminally insane home for treatment.

## HISTORY OF THE COLONY'S FOUNDING

Delphusians were founded by a group of idealists and scientists who believed that humanity's end was near just as humanity had started to actively colonize their home system. These founding intellectual elite were convinced that mankind's progress, evolution, and survival was in peril from humanity itself. The Doom's Day Clock was ever ticking closer to mankind's demise. They believed that humanity, either through stupidity, greed, religion, and/or over population of the genetically flawed, would destroy itself.

As a result of this belief, a clandestine plan and conspiracy was put into motion to save the best of humanity both biologically and culturally; the Delphi Cult was born. Members of this cult began infiltrating

companies that had interests in space and in scientific fields. The movement began identifying *subjects* of all ages and professions that showed talent and who were exceptional. These exceptional individuals were tracked, and every aspect of their lives studied. Like minded individuals with similar world views that humanity was doomed unless the superior minded and superiorly socially responsible people did something were recruited to the cult and placed into key positions globally and in space. This gave the cult unprecedented access to resources, both around the globe and in space.

Finally, by recruiting top scientist into one specific human mega corporation involved with chemical, biological, and medical technology, the cult was able to harness the power of greed through breakthroughs in medicine that translated to huge profits. All of which came from research on a space station. The company, eager for even larger profits, was easily persuaded into investing into a research colony on a planet outside of the home system.

With the colony approved, the Delphi Cult went into action abducting people and putting them into cryogenic hibernation under a false name in a fake program unrelated to the colony or company funding the colony. Of course these poor people were later put on the completed colony ship. Thus some colonists were willing cult members while others were abducted.

Anyone who threatened the plan had a tragic life ending accident or suicide. Or, if they might supply a skill/best of ability/good DNA that the Delphi Cult wanted, they simply went missing. In addition, the cult took huge amounts of the human home world's flora and fauna as the Cult believed more than likely humanity would also destroy all life on the planet.

The Cult collected and amassed as much scientific and cultural information it could about what the founders thought was the best of humanity's labors. They did this all carefully and quietly so that when they launched *CS Deucalion* for the sponsor company's planet of choice, no one knew they had other plans.



Scott Mulder



Once launched, the ship set course not for that planet of choice, but a secret location far, far, far away and was never heard from by the rest of humanity again until an exploration ship trying to map and chart a previously uninvestigated system discovered this isolated culture.

The scientists in charge of the Cult truly believed they were saving humanity from extinction. Thus they set out to create the next step in human physical and social evolution.

## ATTITUDES

Delphusians, until discovering humanity in its natural form, believed they were the only surviving humans in the universe. The primitive, savage, humanity of the past was believed extinct. The results of discovering that *unevolved humans* still exist has had consequences for them and the civilizations around them.

The Delphusian psychology is one of elite superiority and they had to come to terms with the fact that they are technologically behind not just alien races but *savage humans*. Their government has done this by emphasizing that they as a society have been working to achieve biological perfection and social perfection first and now they are ready to bring humanity's spirit to other endeavors.

Culturally the Delphusians see themselves as preservers and saviors of humanity. Ideologically they are not interested in the destruction of other humans, but rather in the preservation, improvement and the future of the species. Thus the Delphusian mindset is to be mildly impressed with the survival of the "*gegenes*" (earth-born) but they are distressed that they are still living as "*savages*".

They have come to believe that some of the "*barbarians*" can be uplifted from the state of "*autochthones*" (indigenous barbarian tribes) or "*ouranogenes*" (space faring unevolved humans or races) to the evolved form of perfected human "*autoastrones*" (born of the stars, evolved race). Delphians believe it is their duty to rescue human civilization and preserve the genetically worthy from amongst the *gegenes*.

The government is highly interested in acquiring both alien and human technology. They are very keen to study all things human, but are also interested in knowing about the other "*barbarians*". Any spacecraft that arrives in their space is subject to being searched and all downloadable databases copied and new technology confiscated for study. The confiscated technology will be returned, but by Delphusian law it can be held for up to one month. It is also law that if the owner of the technology leaves their space before the state returns the confiscated technology the items become property of the state. The Delphusian government has wisely never seized a whole ship but will

send inspectors throughout it to document ship technology.

Delphusians, though annoying, elitist, arrogant, condescending, egotistical, racist, and intellectually rude by most other races standards (and especially by normal human standards), are not actually interested in genocide or galactic conquest. They are, however, devious, manipulative, believe the end justifies the means, and are highly motivated to catch-up with the "*savages*". A typical Delphusian is very capable of justifying behavior or actions most other races find ethically objectionable often stating, "it is for the greater good" or "the advancement of science", and/or "for the benefit of humanity".

Delphusians have no concept of civil liberties or rights. Their idea of mercy and compassion towards the handicapped often involves killing the handicapped to prevent distress at a loss of quality of life (this does not mean they will not first try and heal an injured or ill person), homelessness does not occur in their society nor does unemployment (as those who fail go to rejection). Normal humans are pitied as being enslaved by primitive biology and archaic social structures. What this all means is their values, ethics, world view, and understanding of what is good and evil is often very different from other races. They may agree with the same course of action as another race but for entirely different reasons and may commit deeds that shock other races while honestly lacking an understanding of why others may have a problem with their actions.

*"The most difficult part of attaining perfection is finding something to do for an encore."* ~Author Unknown

## PSIONICS

The founders of the Delphi Cult and Delphusian Society believed psionics, ESP, and similar abilities were hoaxes, superstitious beliefs, and of no scientific merit. As a result, no such abilities were bred, preserved, or studied by Delphusian science. It is rumored, however, that after discovering that psionics are an actual genetic ability that both a few rare normal humans and aliens possess, the planners have tasked the researchers of Delphus to study subjects with the goal of creating psionic individuals.

## TYPICAL PROFESSIONS

Delphusian society professions are structured around the talents of individual's evolved abilities. When creating a profession some thought should be given to both the job and what skill abilities would need to be highest in that profession. Remember Delphusians are really bred/created to not just be superior humans but to fulfill a function in society.

For example a Councilor is a biosocial PSA specifically psychological and medical skills that needs a good

PER/LDR and good LOG/INT scores. Therefore a Councilor will benefit from either the Charisma Skill +7 (to be split between PER/LDR) or the Intelligence Skill +7 (to be split between INT/LOG), typical skills of a Councilor might be Persuasion, Psychopathology, Hypnosis, Analyze Social Systems, Medical Diagnosis, Medical Devices, Medical Treatment: Miscellaneous, Empathic Understanding, Academics (Mental Health), Personality Restructuring, and Psychotherapy.

## CREATING A DELPHUSIAN

*"How can this be commander? Is this the doing of a mad scientist? Black Magic or Mumbo Jumbo? A nightmare? Nothing of the sort. This is the application of fact, facts beyond your kin." – Wild, Wild Planet*

The Great Merging is the term used for the birth of the Delphusian race of humans and an actual creation of an XXXY human by merging the complete DNA of an XX and an XY humans into one being.

The Delphusian government maintains several redundant highly guarded and secure DNA banks of all original normal humans used in the creation of the race and of various combinations and lines of XXXY individuals. Currently the most common method for creating a child is to take the XXXY parents DNA and recombine it with DNA from another XXXY by highly trained genetic engineers to produce another exceptional individual.

With the discovery of the survival of the primitive humans the Delphusian government has begun launching what they consider a rescue mission to help the rest of humanity, they are currently collecting DNA and occasionally abducting “subjects” (normal humans) they consider to be exceptional in the hopes of “up-lifting” these poor wretched survivors and adding their exceptionalness into the Delphusian race.

Delphusian DNA banks are also, it turns out, in need of fresh normal human DNA as the extensive generational cloning before it was perfected has resulted in some degeneration of the original stock. The government is also interested in extending the life expectancy of Delphusians since learning the savage humans can live to 200 years of age.

## METHODS FOR CREATING A PC OR NPC

All Delphusian NPCs should have a minimum score of 50 STR/STA, DEX/RS, and LOG/INT as well as a base score of 30 for PER/LDR.

## ROLL THEM UP

1. Roll the ability scores and arrange them in any order desired.

2. Add 20 to both scores of one ability pair except for PER/LDR
3. Subtract 20 from both PER and LDR abilities
4. Players may then shift up to 10 points between ability pairs as per the normal rules.

The Delphusians have genetically modified the race for individuals with high STR/STA or high DEX/RS or high LOG/INT but their racial arrogance has the impact of giving them lower PER/LDR. At some point in their history they recognized the impact of the lack of LDR and began attempting to deal with that in the same way they did for all the other abilities. If a Delphusian is created for leadership then they roll and arrange abilities in order and simply -10 to PER because they are still arrogant and egotistical. The player may then shift up to 10 points within an ability pair as per the rules.

## NO ROLLING OF ABILITY SCORES

As normal conception is abhorrent to Delphusians you may opt to instead to have specific genetic lines and the player must pick one of these ability profiles. Below are some sample lines:

### STR/STA LINE

STR/STA 60/60 DEX/RS 45/45, INT/LOG 45/45, PER/LDR 30/30

### LOG/INT LINE

STR/STA 45/45, DEX/RS 45/45, INT/LOG 60/60, PER/LDR 30/30

### DEX/RS LINE

STR/STA 45/45, DEX/RS 60/60, INT/LOG 45/45, PER/LDR 30/30

### PER/LDR LINE

STR/STA 45/45, DEX/RS 45/45, INT/LOG 45/55, PER/LDR 30/50

The player can add +10 points to the abilities to be assigned or split however the player wants.

## THE GREAT MERGING

A normal exceptional human (the PC) is subjected to The Great Merging. In this scenario, if the PC has been abducted and cannot make the Great Escape before the Great Merging Ceremony their stats are to be added together with a Delphusian Profession line or Delphusian NPC type that would be logical to the Delphusians.

If the PC is a willing participant in the Great Merging, than allow the PC to choose the line. The Genetic Engineers will then choose one of the founding normal human DNA strands of that line or recombine appropriate DNA from or take from the XXXY bank to create the opposite gender of missing DNA and then using vary advanced Genetic Therapies merge and transform the new



DNA into the individual, creating a new Hermaphrodite Chimera Human.

Once this procedure is done it cannot be undone. During this therapy, the normal human is subjected to being attuned to the other DNA and undergoes various social, psychological re-programming and conditioning. The process is a carefully guarded state secret but experts outside of Delphus in genetics believe that they must possess the technology to reorder the DNA at molecular level in a living subject.

Once the abilities have been added together then divide the stats by two and round up to get the new abilities with the exception of PER/LDR, which should be rounded down. The new person will retain all their previous skills and knowledge but now will have a different personality and be completely socialized to think like a Delphusian.

## SYSTEM OF ORIGIN

Star: Solaris

Planets

- Apollus
- Melanthos
- Melanina - Moon: Kelaino
- Delphus - Moons: Castalia & Phemonoe
- Celaenos - Moon: Pythis
- Laphrius
- Noutius

## DELPHUS

Capital City is called Parnassus. The city, besides being known for its many council rooms and government buildings, is known for the many beautiful Mirrored Temples spread throughout it. Additionally there are huge parks, magnificent public art works, pleaser domes, indoor and outdoor theatres, museums, libraries, and a magnificent indoor zoo dedicated to the human home world's fauna and flora.

The government ruling body is called the Council of Delphi. The figurehead of the government is called the Leader. The government is made up of many different types of councils, all dedicated to social engineering and perfection in their various duties, skills, and areas of expertise.

The Delphusians are currently only at a STL level of space faring, but have instituted several programs meant to get them caught up with their neighbors in all areas of technology they have found themselves wanting in. The Delphusians have many colonies, research stations, and space stations throughout their system.

Note that although the government is communist, it is actively encouraging trade with other space faring cultures and seems to be very adept at making a profit. The Delphusian government has set up a company called Chem-Bio-Med which specializes in offering the services and medical treatments the Delphusians excel at such as growing and grafting limbs or organs, DNA analysis, interrogation techniques, reeducation processes, genetic therapies, and much more. They are also beginning to market Delphusian genetically modified domestic animals that see better in dark conditions and plants adapted to grow in lower light conditions outside. Many outside ornamental Delphusian plants glow in the dark creating spectacular displays of color and light in nighttime gardens.

## REFERENCES & ACKNOWLEDGEMENTS

The Delphusians were inspired by the movie Wild, Wild Planet (I Criminali della Galassia "Criminals of the Galaxy") a 1965 Italian science fiction film written by Renato Moretti and Ivan Reiner.

In addition the Delphusians were also inspired by countless other sci-fi literature and media including but not limited to Brave New World, Logan's Run, and 1984.

A very special thanks goes out to all the people I have met in my life time who shared their opinions with me about how they would fix humanity and create a better, more perfect society usually at the expense of other people's rights.

Special thanks to all the great folks at [www.starfrontiers.us](http://www.starfrontiers.us) for their feedback and suggestions, especially jedion357 (Tom Verreault).

FE



## Campaign Background

# SURVEY OF THE FRONTIER

Scott Holliday

**Editor's Note:** Much (if not all) of this information is available in the [Frontier Travel Guide](#) on the [Star Frontiers Network wiki](#). However, the material in the Travel Guide doesn't have each line item referenced, but rather just lists references for the entire page. Additionally, the Travel Guide lists the conflicting information when it exists so the referee has the whole picture.

The following is a summary of system, planet, and fleet information available in the original Star Frontiers books and modules. This ignores Zebulon's Guide content except where it enhances existing information (without conflicts).

Sources are annotated using the abbreviations below followed by the page number:

**AD:** Alpha Dawn Expanded Game Rules

**KH:** Knight Hawks – Campaign Book Expansion Rules

**UPF:** UPF Tactical Operations Manual

**DR:** Dramune Run module

**WW:** Warriors of the White Light module

**ZG:** Zebulon's Guide to Frontier Space

## ARAKS

Star: Yellow, G4 (ZG-48)

System Defenses: Planetary Batteries on Hentz (KH-51), 3 Assault Scouts and a Frigate (KH-55).

## HENTZ

Gravity: 0.7g

Day: 25 hr day

Orbit: Class II Construction Center (KH-9), Fortified Station (KH-56).

Notes: Hentz is a moonless world primarily populated by Yazirians. The economy is based on heavy industry. It is ruled by a religious clan, the Family of One. Everyone who lives on the planet wears a uniform showing his job and position. The city of Onehome is also headquarters to the terraforming megacorp GODco (ZG-48).

## ATHOR

Star: Orange, K2 (ZG-48)

System Defense: Planetary Batteries on Yast (KH-51).

## YAST

Gravity: 1.0 g

Day: 15 hr

Notes: Yast is primarily an agricultural world populated by Yazirians. It has two moon Exib and Ime, the closer Exib being used for agriculture (ZG-48).

## CASSIDINE

Star: Orange-yellow, G8ZG-48

System Defenses: Planetary Batteries on both Rupert's Hole and Triad (KH-51).

System Notes: The Cassidine system contains a dense Asteroid Belt (KH-50).

## RUPERT'S HOLE

Gravity: 0.9g

Day: 20 hr

Orbit: Class III Construction Center (KH-9), Armed Station (KH-56).

Notes: Rupert's Hole is a mixed industrial and agricultural world with a moderately sized human population

## TRIAD

Gravity: 1.1g

Day: 30 hr day

Orbit: Class I Construction Center KH-9, Armed Station (KH-56).

Notes: Triad is a major industrial planet where very high technology items are manufactured and sold. It is heavily populated by a mix of the major races. Many major corporations are based here. The Cassidine Development Corp has its headquarters in planet's capitol New Hope; Interplanetary Industries has its huge fortress-like headquarters based in Lake Vast, the major starport; Nesmith Enterprises of



## Frontier Explorer

Triad occupies most of Malicon Valley's developmental sites as its headquarters. Its single moon, Evergleem, has also been colonize (ZG-48).

## DIXON'S STAR

Star: Green-yellow, G0 (ZG-48).

## LACO

Gravity: 1.4 g

Day: 60 hr

1 moon: Saucer (ZG-48)

Notes: Laco is a human outpost that suffered the ravages of the Sathar during First Sathar War KH-50. It also acted as a refuge for tens of thousands fleeing from Pale and New Pale. While it was a prime industrial plane, it lacked agricultural production, and survivors soon began to starve to death. If not for the intervention of the Capellan Free Merchants, the entire population might have been totally eliminated. Without any effective government and with a reduced population, Laco looked to the mega-corps for assistance. Conflicting interests soon arose and led to decade-long conflict known as Laco's War between PGC(acting through the GTFI (KH-51) and the Streel Corp (ZG-48).

## DRAMUNE

Star: Orange-yellow, K1 (ZG-48)

System Defenses: Both the Inner and Outer Reach have Planetary Batteries (KH-51). The Inner Reach has a militia consisting of 3 assault scouts, the Scrapper, Odessa, and Draminid, as well as a frigate, the Progressive, and a destoryer, the Republic (DR-19). The Outer Reach also has militia consisting of 2 assault scouts, the Goldenrod and Maltharia and 2 frigates, the Drasimian and Starhawk (DR-30).

System Notes: The Inner and Outer Reach are run by separate governments and conflicts between the two have led to prior shooting wars (KH-52) The Xagy Dust Clouds reach into the system. There are 4 planets in the system: Close Reach, Inner Reach, Outer Reach, and Lost Reach (DR-15).

## INNER REACH

Gravity: 0.8g

Day: 20 hr

Orbit: Many commerce stations, the largest of which is the armed "Majora station" (DR-16).

Notes: An agriculture and industrial world moderately populated mostly by Dralasites. Unlike the Outer Reach it is run by a Republican Democracy. The



Dralasites that live there dye their skin various colors to show their mood for the day. The dyes wash off easilyDR-16. It is home to SynthCorp, which built its own city, Synhtown as its base of operations (ZG-49). Its blue moon "Dayhigh" (agriculture, ZG-48), completes an orbit around the Inner Reach every 20 day (DR-16).

## OUTER REACH

Gravity: 1.0 g

Day: 35 hr

Orbit: Several, the largest of which is the armed "Pinnacle Station" (UPF) (DR-16), Darkworld Station, a Class III Construction Center (DR-16, KH-9)

Notes: The Outer Reach an industrial and resource planet, moderately populated with a mix of all the races. It is a gathering place for criminals and outlaws of all types. People there do not ask strangers how they earn their livings. It is the most significant government that is actually run by piratesKH-52. Two groups have divided control of the planet; the Styrigian Nation controls the surface, and the Maltharian Confederation everything in orbitDR-16. The Outer Reach has 5 moons. The silver moon of "Diamond", has a 33 day orbit. It has colonies and research stations. "Shadow" is a brown moon which has resource mining (ZG-48), and orbits every 60 days. The "Three Sisters", all red, have an intertwined orbit of 18 days (DR-16).

## FROMELTAR

Star: Yellow, G5 (ZG-48).

System Defenses: Planetary Batteries on Groth (KH-51) and a planetary militia of 3 assault scouts and a frigate (KH-56).

## GROTH

Gravity: 1.2g

Day: 45 hr day

Orbit: Armed Station (KH-56).

Notes: Groth is an agricultural planet, lightly populated by Dralasites.

## TERLEDROM

Gravity: 1.0g

Day: 60 hr day

Orbit: Class II Construction Center (KH-9), Armed Station (KH-56)

Notes: Terledrom is an industrial world, heavily populated by a mix of Dralasites and Vrusk. It is ruled by a council of Vrusk companies and elected Dralasites. The companies control all trade with other planets, and consider smuggling a serious crime. The planet has rings that are visible from the ground during the day. The Trans-Travel Corporation is chief employer of Terledrom. Its headquarters are based in Sengsen, the major city (ZG-49). Terledrom has 3 moons: Wikk, which has colonies, Leen which has industry, and Masg (ZG-48).

## GRUNA GARU

Star: Yellow, G8 (ZG-48)

System Defenses: Planetary Batteries on Hargut (KH-51) and a planetary militia of 2 Assault Scouts (KH-55).

## HARGUT

Gravity: 1.1g

Day: 20 hr

Yazirian – Heavy – Resource

1 moon: Trefrom (has colonies) (ZG-48).

Orbit: Armed Station (KH-56)

Notes: Hargut is a heavily populated Yazirian world which specializes in resources. The business headquarters for WarTech Inc. is based at the planet's major starport of Heston, while the Association of Intergalactic Power Suppliers is based in Klaktow, the planet's largest city (ZG-49). Hargut has one moon, Trefrom, on which it has colonies (ZG-48).

## K'AKEN-KAR

Star: Red-orange, K8 (ZG-48).

System Defenses: Planetary Batteries on Ken'Zah Kit (KH-51) and a planetary militia of 2 Assault Scouts (KH-55).

## KEN'ZAH KIT

Gravity: 0.9g

Day: 25 hr

Orbit: Ken'Zah Station (Fortified Station) (UPF-16, KH-56), Doliin Bay (SS) (UPF-8).

Notes: Ken'Zah Kit is an agricultural world moderately populated by Vrusk.

## KIZK'-KAR

Star: Yellow, G2 (ZG-48)

System Defenses: Planetary Batteries on Zik-kit (KH-51) and a planetary militia of 2 Assault Scouts (KH-56).

## ZIK-KIT

Gravity: 1.0g

Day: 65 hr

Vrusk - Moderate – Industry and Resource

Orbit: Armed Station (KH-56).

Notes: Zik-Kit is a moderately populated Vrusk industrial colony of Terledrom. It has very rich mineral deposits, and the raw ores are mainly exported to Terledrom for manufacturing (ZG-49).

## K'TSA-KAR

Star: Orange-yellow, K0 (ZG-48).

## KAWDL-KIT

Gravity: 0.7g

Day: 30 hrs

Orbit: Armed Station (KH-56).

Notes: Kawdl-Kit is a lightly populated Vrusk world. Its main function is education. The UPF has an outpost on Kawdl-Kit to scan for Sathar in the direction of White Light Nebulae (ZG-49).

## MADDERLY'S STAR

Star: Yellow-green, G3 (ZG-48).

## KDIKIT

Gravity: 1.0g



## Frontier Explorer

Day: 30 hr day

Orbit: Fortress Kdikit (Fortress) (UPF-9, KH-56).

System Defenses: Planetary Batteries on Kawdl-Kit (KH-51).

Notes: Mdikit is a moderately populated human agricultural and industrial world. It is the headquarters for MercCo., who have a huge training base located about five km north of the major city of BuckertonZG-49. The planet has 5 moons: Shang-Ti (industries), Tsukiy, Zeus, Jupiter (business), and Odin ZG-48.

## PRENGLAR

Star: Yellow, F9 (ZG-49).

System Defenses: Planetary Batteries on Prenglar (KH-51) and it is the home base of Strike Force NOVA (KH-48).

## GRAN QUIVERA

Gravity: 1.0g

Day: 15 hr

Orbit: Class I Construction Center (KH-9), Fortified Station (KH-56).

Notes: Prenglar is the hub of the Frontier Sector. It is an industrial world heavily populated by a mix of all the major races. The Star Law Rangers, Pan-Galactic Corporation and United Planetary Federation all have headquarters at Port Loren, the major city.

## MORGAINE'S WORLD

Gravity: 1.5g

Day: 40 hr

Orbit: UPF Base and Stations (KH-48), Fortress Gollwin (KH-56) and Academy (KH-48).

Notes: The ringed Morgaine's world is a human outpost that was the site of the decisive fleet battle of the First Sather War (KH-48). It is now home to a Star Law and a UPF base. It has four moons: Grey, which has a resource mining industry; Gold; White, which contains a military base; and Black (ZG-49).

## SCREE FRON

Star: Orange-yellow, K7 (ZG-49).

System Defenses: Planetary Batteries on Hakosoar (KH-51).

## HISTRAN

Gravity: 0.6g

Day: 25 hr

Notes: Histran is a Yazirian outpost. A UPF outpost keeps an eye on Lesser Morass and that sector of the Vast Expanse (ZG-50). The planet has 7 moons labeled A, B, C, D, E, F, G (ZG-49).

## HAKOSOAR

Gravity: 0.9g

Day: 50 hr day

Notes: Hakosoar is a lightly populated Yazirian world focused on agriculture and industry. It is the headquarters for Universal Households, the apparel, household furnishings, and housing megacorp. UniHo developed city of Hyyay as its operations base (ZG-50). Hakosoar has two moon, Inti, which has educational facilities, and Infi, which is used for resource mining (ZG-49).

## THESEUS

Star: Yellow-orange, G1 (ZG-49).

System Defenses: Planetary Batteries on Minotaur (KH-51), and a planetary militia consisting of a destroyer, frigate, and 4 assault scouts (KH-55).

## MINOTAUR

Gravity: 1.2g

Day: 15 hr

Orbit: Class II Construction Center (KH-9), Fortified Station (KH-56).

Notes: Minotaur is an industrial world heavily populated by humans. The main headquarters for Starplay Enterprises in the capital city of Maze, the largest vacation spot on the Frontier. They also maintain offices on all rest and relaxation space stations. Ninland (named after its found, Siot Nin) is an amusement park beyond belief. (ZG-50).

## TIMEON

Star: Green-yellow, G5 (ZG-49).

System Defenses: Planetary Batteries on Lossend (KH-51).

## LOSSEND

Gravity: 0.7g

Day: 70 hr day

Orbit: Armed Station (KH-56).

Notes: Lossend is a lightly populated human world, with an economy based on industry and agriculture. It is the home of Tachton Instruments and also lays claim to the Frontier's highest mountain peak, Mt. Spire (ZG-50).

## TRUANE'S STAR

Star: Orange-yellow, G7 (ZG-49)

System Notes: The starting point of the only possible starship route through the Xagyg dust clouds. The route to Zebulon was just recently opened.

## PALE

Gravity: 0.9g

Day: 55 hr

Orbit: Class III Construction Center (KH-9), Fortress Pale (KH-56).

System Defenses: Planetary Batteries on Pale (KH-51) and a planetary militia consisting of 2 Assault Scouts and a Frigate (KH-56).

Notes: Pale is moderately populated by a mix of the major races. The economy focuses on industry and natural resource. The First Sathar War began here when the Sathar launched a devastating surprise attack on Pale (KH-50). The planet has 3 moons: Dan, which is a colony of Pale, Joe, a military base, and Sven (ZG-49). The Streel Corp is headquartered in the planet's capital, Point True (ZG-50).

## NEW PALE

Gravity: 1.4g

Day: 20 hr

Orbit: Armed Station (KH-56).

Notes: New pale is a lightly populated human agricultural colony. It was devastated by the Sathar during First Sathar War (KH-50).

## WHITE LIGHT

Star: Red-orange, F7 (ZG-49).

System Defenses: Planetary Batteries on Clarion (KH-51) and the Royal Marines who are equipped with the frigate Leo, and the assault scouts Wasp, Falcon, and Osprey. Two more assault scouts, the Flitter and Swallow, are on order. (WW-8).

System Notes: There are three other planets and asteroid field in system (WW-10).

## GOLLYWOG

Gravity: 1.0g

Day: 50 hr

Human – Heavy – Resource

Orbit: Class III Construction Center (KH-9, WW-7), the Fortress Redoubt (KH-56, WW-7), Clarion Station (WW-7), and a half-dozen smaller research and observation stations (WW-7).

Notes: Gollywog is a beautiful pristine planet on the edge of the White Light Nebulae (ZG-50). Ruled by a capitalist monarchy, it is heavily populated by humans, and its economy is driven by the exploitation of natural resources. While most of the Frontier calls the planet Gollywog, the name is considered an insult by locals, who call it Clarion. Gollywog's major city, Valentina is base of operations for Eversafe Enterprises (WW-7, ZG-50). The Streel Corporation was banned from all operations on the surface for 210 years for violating the demilitarization act. (WW-7).

## UPF TASK FORCES

### TASK FORCE CASSIDINE

At times TPC has had both the battleships Admiral Clinton (UPF-9) or Admiral Harsevoort (KH-48) assigned to it. The destroyer Allison May, the frigate Driadia, and the assault scouts Dauntless and Razor are the named ships regularly assigned to it (UPF-9). While unnamed, the Task Force also contains an assault carrier, a minelayer, a heavy cruiser, a light cruiser, a second frigate, a third assault scout, and six fighters (KH-55).

### TASK FORCE PRENGLAR

TPF is led by the battleship Admiral Morgaine (KH-48). Besides the Admiral Morgaine, the fleet includes 3 light cruisers, 2 destroyers, 3 frigates, 5 assault scouts and a minelayer (KH-55).

### STRIKE FORCE NOVA

Consists of the battleship Admiral Clinton (KH-48), an assault carrier, 2 light cruisers, 1 destroyer, 2 frigates, 3 assault scouts and 6 fighters (KH-55).

### OTHER UPF SHIPS

The following ships have been mentioned by name or listed as being unassigned.

Assault scouts: Avenger (DR-14), Dagger (UPF-15), Justifier (DR-14), Lancet (UPF-16), Morning Star (DR-14), Rapier (UPF-16), Scimitar (UPF-15), Starpacer (DR-14), Stilleto (UPF-8)

Destroyers: 2 unnamed (KH-55).

Fighters: 4 Fighters (KH-55).

Frigates: Daring (DR-14), Shimmer (UPF-16), Z'Gata (UPF-8), Z'Yttl (DR-14), and Zz'Nakk'T (UPF-16)

Light Cruisers: Couragous (UPF-15, DR-14) and another unnamed light cruiser (KH-55).

Minelayer: Z'Rak't Zoz (UPF-16).

Fiction

# IS THERE ANYBODY THERE?

William J. Wilson

**LOCATION: EARTH ORBIT, APPROXIMATELY  
220KM ALTITUDE**

**DATE: 15, NOVEMBER, 2722 (MJD 315567.5)**

Ensign Trudyk made it to his post on time – as usual. For the past three months aboard the *UWS* (United Worlds Ship) *Eternal Resolve*, his routine had been the same: report to duty by 0800, monitor his sensors for the next 8-hour shift, then rotate off at 1600 hours for the remainder of the ship day.

The *Eternal Resolve* was just one ship in a picket of similar vessels that were in orbit around the planet Earth. Their purpose was a simple one that had one concept in mind: quarantine. Their mission was that nobody lands or leaves the planet.

It had been over 150 years since the great catastrophe struck Earth. The madness that pervaded during that time had long since faded away; there simply was not enough people around, that they knew of, that could perpetuate the insanity.

The tens of billions that were on the planet before the disaster were undereducated as well as unmotivated; they followed whatever whim their leaders told them, which usually wasn't much. The NOPL (New Order of the Promised Land) leaders kept their people complacent by telling them that they were the children of God – and the ones who left for space were “in the thrall of Satan.” God would reward them for their loyalty with bread and mana, if they remained faithful.

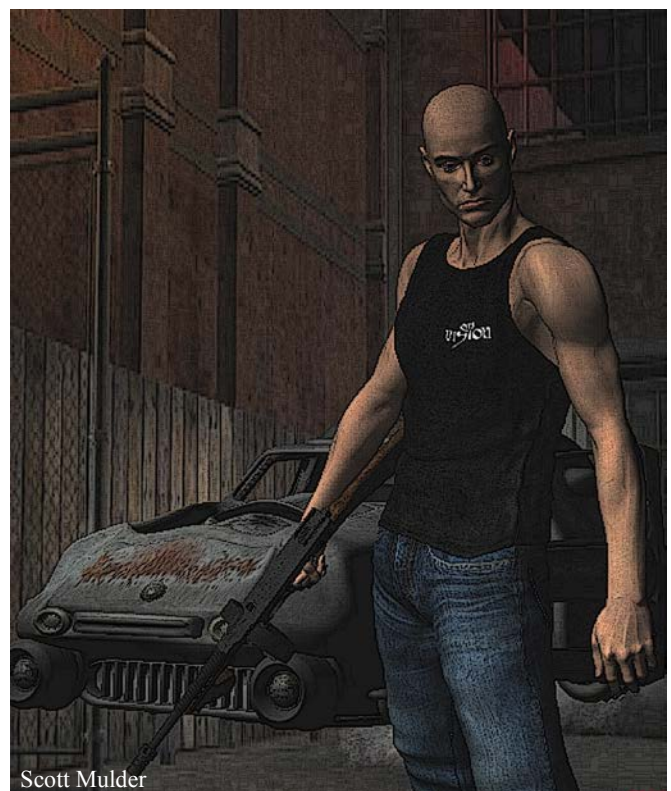
In the last days, some still managed to get off in time, but most people were either too loyal or too stupid to do so. Most stayed behind and took the handouts the government sent them. They got their daily ration of food and water (mostly gruel-like or hard meal sticks), their entertainment (from audio-only radios broadcasting quasi-religious dogma), and their shelter (crowded warrens that made up Urb-Plexes (Urban Complexes) that spanned across whole continents) from the “All-Providing NOPL Elders.” Their authority was absolute – even to the end.

When a certain NOPL elder had a revelation that the Time of The Lord was at hand, he called a cease and desist upon any more off-world travel. The people of Earth need to remain pure and faithful for The Lord to appear. The last of the contraceptive bans were implemented (the Lord will provide for all) and breeding was encouraged.

The infrastructure was getting ready to collapse. There weren't enough competent technicians to repair the food-processors and waste disposal units. Things started breaking down in 2565. Whole Urb-Plexes were shutting down. The people, starving and with feelings that God had abandoned them, went on a murderous rampage throughout their communities. They made it to the NOPL Capitol in the Jerusalem Urb-Plex, killed their leaders, and then ate them.

This madness spread throughout every Urb-Plex. After the mobs turned on their leaders, they turned on each other. If starvation didn't kill them, the rampant diseases that plagued the planet by the rotting corpses did. One by one, the land-covering urban sprawls were being emptied out until there was nobody left.

There were rumors going around that some of the more learned ones secretly constructed underground complexes that could house at least a few hundred people each. These rumors were never confirmed. If they existed, they haven't tried to contact anyone in space. Of course, their transmissions would be ignored but they would've been at least reported.





Ensign Trudyk hoped that, one day, he would get SOMETHING on his sensors. He had three more months of this duty, and then the *Eternal Resolve* would be rotated back to Home Port at Heinrich's Claim. Since 2678, there have been reports of a few groups of humans on the surface clearing away some of the Urb-Plexs' materials – exposing the planetary surface once again. These activities, however, were to be ignored. These orders came from the United Worlds High Command. No attempt to contact them was allowed – even after over a hundred years passed after the catastrophe.

Trudyk eyed his surface scanner and saw that there were individuals that seemed to be in the process of clearing up debris on the North American West Coast.

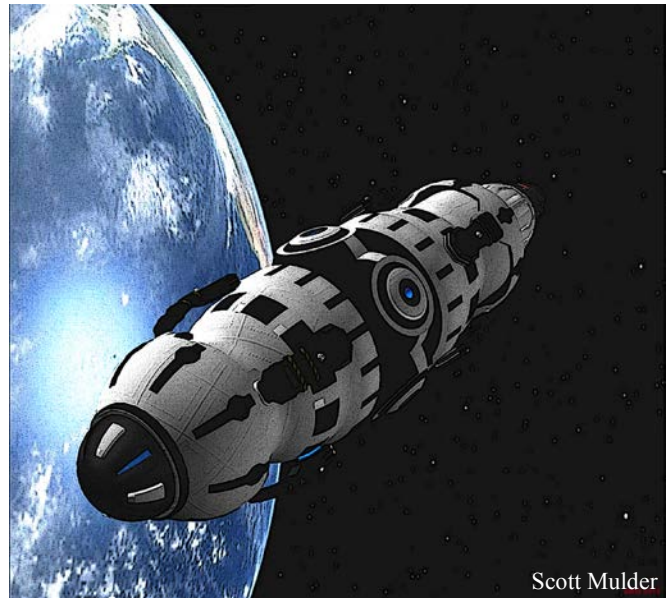
"Typical", Trudyk thought. "I wonder what it will look like ten years from now...."

By around 1430, he started to daydream at his station. The daydream soon became a sleeping one. Trudyk slumped over his panel in a nice nap. He didn't notice a light flashing on his console, nor did he hear the transmission coming over the radio:

*"Achtung! Achtung! Dies ist die Earth nach Undercity Alrikberg. Begrüßungen! Wir stellen einige der überlebenden auf dem Planeten Earth. Wenn es jemanden gibt, der sich fließend in Englisch oder Deutsch, bestätigen Sie bitte diese Getriebe. Noch einmal: Wenn es jemanden gibt, der sich fließend in Englisch oder Deutsch, bestätigen Sie bitte dieses Getriebe..."*

The static "click" from the radio woke up the Ensign. Rubbing his eyes, he looked at the radio. It did indeed record a transmission. Before Trudyk could act, however, another message followed:

*"Attention Anyone! Attention Anyone! This is the Earth Undercity Alrikberg. Begrüßungen! We represent some of the survivors on Planet Earth. If there is anyone out there, who is fluent in English or German, please acknowledge this transmission. Repeat: If there is anyone out there, who is fluent in English or German, please acknowledge this transmission..."*



Trudyk got on the intercom.

"Captain! Captain!" Trudyk exclaimed. "Come in, please!"

The ship's Captain, Lieutenant Commander Enrico Hernandez, responded with a sigh.

"Ensign," He replied, "no need for yelling. You found something?"

"Yes, Sir!" Trudyk said. "Forwarding radio transmissions to your station."

"Radio transmissions?" Hernandez asked. "What are you talking about?"

"FM transmissions, Sir! From old-style frequencies! Coming from the planet! Sending data now!"

The data was sent to the Captain's terminal. Hernandez listened to the recordings and read the transcriptions.

"Ensign," Mendoza said, "are you sure the transmission is legitimate? Remember the reports five years ago, when a few hooligans with radio-spoofing equipment played a joke on the *Red Star*?"

"Yes, Sir," Trudyk replied. "I checked the routing. It is from the planet. All sensors say that this transmission is authentic."

Captain Hernandez blinked. He had his orders, but he never expected them to be challenged on his watch. He didn't rise to be a Ship Captain by flaunting the instructions from the High Command, so he what he believed to be the wisest choice...

"Ensign," Captain Hernandez asked, "you HAVE managed to record the transmission, yes?"

"Yes, Sir!" Came the reply.

"Good! Comm?"



“Yes, Sir?” Communications Officer Akiro responded. While comm officers like Ensign Trudyk monitored Earth, Akiro was in charge of standard intership communications.

“Prepare a hypercomm message. Send to High Command, Heinrich's Claim. Tell them we received this radio transmission from Earth. Attach recording and send.”

“Aye, Sir.”

Over 27 hours passed. Other quarantine vessels heard the message and requested instructions from HQ themselves. Trudyk didn't leave his post. He rubbed his eyes and waited for the Captain to give the order to respond or to ignore. Finally, at 1800 hours, 16 November, the message came:

*“Attention all quarantine ships! Attention all quarantine ships! This is HK-6. We acknowledge your transmission and recording from Earth. The UW (United Worlds) parliament met in an emergency meeting about your situation and have given instructions to Military Command through proper channels. Your orders are as follows: acknowledge the transmissions from Earth and make contact. Repeat: acknowledge the transmissions and make contact. Be advised that quarantine protocols are still in effect; at NO TIME will any landings nor any dockings from Earth ships is permitted. That Is All. <<TRANSMISSION ENDS>>”*

“Ensign Trudyk,” the Captain said, “you heard the order. Do it!”

“Yes, Sir!” Trudyk replied, switching on his transmitter. “Attention Alrikberg! Attention Alrikberg! This is the UWS *Eternal Resolve*. We acknowledge your transmission! We are in orbit above your planet now. What is your status?”

The automated recording kept on for about another minute, then another transmission came:

“*Eternal Resolve*, this is Alrikberg! Hello! We suspected you were up there. Your ships have been spotted by people observing you from down here. Our complex has about 50,000 people. There are others around the planet. We went underground when the disasters struck. We, as well as the other complex populations, believe we are the only humans alive on the planet.

“We have been recycling parts and materials from the ruins of the Urb-Pleicies. Many of them have been torn down. We are trying to repair the Earth's surface, so that is why we are, pretty much, staying underground. Our cities are expanding beneath the surface. That is why you do not see anything from where you are.

“How are you? Have the off-world colonies survived? By your presence, it looks like some have.”

Captain Hernandez cut in at this time. “This is Captain Hernandez. Yes, colonies off-world are alive and well. They will be more well off once they hear from you on Earth. Prepare to receive message from the United Worlds Government – through radio contact, as landings are not permitted at this time.”

“Roger, *Eternal Resolve*.”

\*\*\*\*\*

Over the week, the *Resolve*, as well as other vessels with the UW Government, exchanged information with the Earth underground cities. It was found that the Human population on the planet had risen to over five hundred thousand by then. It would take another two years before any landing would be permitted, but humanity had their homeworld once again.....

**FE**







# GRYMZ

GUIDE TO INTERGALACTIC CONQUEST



## LESSON #13: PURPLE PLANET

