

The Lucanii Drift

A Starships & Spacemen campaign.



Paul Kidd

The Lucanii Drift

A Starships & Spacemen campaign.

Combatable with any rules system that allows characters to boldly go...

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For Damien Morton, who played those first campaigns with me back in my youth. You were a cunning player, an inventive GM, a total maniac - and we miss you.

Ad astra et ultra

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Section 1: Foreword

Introduction

I purchased the first edition of Starships and Spacemen back when I was in high school in 1978. And we had fun with it. Boy did we have fun! Diplomacy and exploration - ancient artefacts and terrible cosmic beings.... Wonderful fun!

So - winding the clock forward. I'm glad to see the new edition of S&S!

This book is designed to hand Space Masters an entire 'pick up and play' campaign. A big region of space to explore, filled with adventures.

This campaign setting is all about keeping an old style TV series "geist" to your game. The emphasis here is all about exploring and discovering. It's about timely escapes, dodging death, and finding the right solution just in time. It's pure hokey fun! The evil alien computer can be bamboozled by illogic. Characters can meet their counterparts from evil parallel dimensions, can end up being flung into gladiatorial games held by evil aliens - or might find themselves unravelling a murder mystery.



"Captain - it's like nothing we've ever encountered before!"

The thing with "Old School Rules", is that the game is a theatre of the imagination. The setting, campaign and adventures are YOURS, fleshed out by the umpire and the players during play itself. There is no 'canon' - no company sanctioned 'living campaign'. Everything here can be changed, enhanced, or just used as a starting point for ideas and interpretations of your own.

Make it your own!

And have fun!

Ray guns and zipper-boots forever!

Paul Kidd

The adventures found in this book are designed to hit the marks established by the "Space Fleet" pulp adventure genre. My inspiration has been drawn from many sources: Galaxy Quest, Quark, Stargate SGU, Stargate Atlantis, Babylon 5, original Battlestar Galactica - and of course, the original and animated series of Star Trek.

Starting the Campaign

This setting has been designed for starting characters. It is perfect for newly-created parties. Hopefully they will stay on, and gain in experience as the campaign matures.

The players are the crew aboard a starship that is being sent to a star cluster called "The Lucanii Drift". Their ship is the only Confederation Space Fleet vessel assigned to the region. Its overall mission is to explore the Lucanii Drift - to clear planets for possible mining or colonisation, and to render the area as safe as possible for Confederation colonists and shipping.

The commander of the vessel should be a player character. The commander will have orders to cooperate with the Confederation civilian authority in the Lucanii Drift (currently this is the administrator of Starbase Keppler).

Fill out a complete crew roster for the ship. Slot the player characters in as various departmental heads. NPC characters aboard are initially presumed to be 1st level officers and enlisted personnel.

Crew Roster

Roll 1D20 for each crew member's race:

1-5	Human
6-7	Gorrian
8-9	Entirrian
10	Hykhot
11-12	Rigellian
13-14	Daelan
15-16	Tauran
17	Felician
18	Andromedan
19	Pleiadian.
20	Driped.

An NPC character that might make a useful 2nd in Command is provided at the back of this book.

I suggest that the players might survive best if they are given a destroyer-class vessel from the outset. The ship might in fact have had a captain of a higher rank than the starting player characters. The umpire might try running an introductory scenario in which the ship's captain ends up as a casualty, leaving the ship in the hands of the relatively inexperienced PC's.

Instead of giving characters a different ship as they gain experience, it might be more fun to actually upgrade their own vessel. That way the ship remains in play as a 'character' in your game. See the chapter on the CSF KELLERMANN at the back of this book for ideas.



Section 2: New Character Races

Felician

Requirements: *None*

Ability Adjustments: *Dexterity +2*

Skill Adjustments: *Contact +1*

Metabolism: *Iron Based*

The natives of the planet Zeta Inirie 3, the Felicians are humanoid felines, quite similar to the Terran house cat. In their own language, they refer to themselves as "(Hiss) Sas'krr" ("Those Who Pounce"). Their language is difficult to speak for those races who lack the ability to lilt, rumble and purr (such as Gorrians and Taurans), and so the term "Felicians" has

come into general use.

The Felicians are an inquisitive race much given to exploration. They have a slightly lackadaisical attitude towards authority.

Felicians can become rather defensive of things that they perceive of as their territory - which might include their position in a crew, their ship, or even an individual (such as their captain).

Their language makes use of a great many polite phrases and circular remarks that are designed to circumvent direct confrontation in





such matters. This carries over into their use of other languages. The lilting, purring accents of Felicians are quite pleasing to the humanoid ear.

Felicians exhibit several different fur patterns and colourations, each coming from different regions of Zeta Inirie, the Felician home world. There are sandy or dun coloured fur patterns, black and white. Some have darkened snouts and extremities, much like a terrestrial Siamese cat. There are also Felician variants that are spotted like jaguars or striped like tigers.

Felicians can drop onto all fours to run with an extra burst of speed (+50%). They are natural climbers, and are quite at home up in trees and

branches (+2 to climbing rolls). Felicians are largely carnivorous, eating a variety of different foods.

This species can become slightly 'stir crazy' if they are kept in enclosed spaces (such as a starship) without the chance to stretch their legs at least every 30 days or so. Frustrated Felicians can be short tempered (-2 to all skill/Characteristic rolls, except for melee combat rolls!). There is usually a rush of Felicians volunteering for duty on most away teams.

A player character Felician has a 5% chance of being psionically active. Consult the main "Starships and Spacemen" rules, Section 2, to determine a random psychic power.

Entirran

Requirements: *None*

Ability Adjustments: *None*

Skill Adjustments: *None*

Metabolism: *Iron Based*

A humanoid race from the Orion sector of Confederation space, the Entirrans are quite human in appearance. Like humans, Entirrans come in several different sub species. Dermal colouration ranges from stark white to lavender and even a sort of teal-blue. Their hair is usually silver-white, though it can be streaked with black or grey.

Entirrans are renowned for their passions: they are artists and musicians, writers, warriors and explorers. As such, Humans are extremely fond of them, and Taurans find them almost incomprehensible.

The antennae that grace Entirran skulls are psionic sensors that detect psionic and emotional radiation. Even the psionically



weakest Entirran can detect strong passions and emotions (wild lust, a sudden blaze of pure hatred etc). This ability only works at short range (approximately 50 metres). The power is also negated by force fields or electromagnetic interference.

This psionic sense often extends into a vague awareness of changing borderlines between realities. Some Entirrans claim that they can sense the lingering presence of dead souls.

Entirrans gain a +1 when rolling for initiative and surprise vs living creatures, provided the combat takes place at distances of 50 metres or less.

Due to their ability to sense psionic and emotional activity, Entirrans also gain a beneficial +2 DRM to resist psionic powers.

5% of Entirran officers are psionically active. They roll 1 random power from the following list:

- | | |
|---------|---------------------|
| 1, 2, 3 | Empathic healer |
| 4 | Empath |
| 5 | ESP |
| 6 | Empathic projection |

New Psionic Power

Empathic healing:

Psi cost: 5

Duration: *Permanent*

Range: *Touch*

The character may concentrate upon a subject and heal the patient's injuries, repairing 1D8+1 damage. A patient may only receive psionic healing once per day. Psionic healing can be combined with the use of other healing tools. Psionic healers cannot heal themselves!

A character with this power may also help to sustain the victims of disease. By draining 1D3 hit points from themselves, they may give another character a +2 to a saving throw against a disease, or delay deleterious effects of the disease by a single day.

When used to assist a victim of poisoning, this power grants the victim a second saving throw attempt, provided the psionic healer can reach the victim within 5 turns of the character's initial save. Assisting another character in this way costs the healer 1D6 hit points of damage. A character with this skill may also attempt to assist in thawing characters that have been cryogenically stored. By taking 2D6 of damage, the psionic healer gains a 50% chance of negating the permanent constitution loss normally suffered by the frozen patient.

Pleiadian

Requirements: *None*

Ability Adjustments: *Charisma +2*

Skill Adjustments: *Contact +1, Technical -1*

Metabolism: *Copper Based*

A small scatter of worlds in the Pleiades sector is home to a race of swashbuckling green-skinned humanoids. Treaty establishment of the borders between Zangid and Confederation space have also assured the neutrality of the Pleiades worlds. The Pleiadians are therefore free to send the occasional trading mission into Zangid space. They also range the Confederation space lanes - ostensibly as traders, but often as smugglers and pirates!

A certain number of these people have come under Confederation protection - lost colonies and refugees from various clan wars. A few of the Pleiadians born as Confederation citizens have begun to join Space Fleet.

Pleiadian skin is bright green, and their hair tends to be shades of orange, red, green or black. Their eyes are often a very pleasing shade of bronze or gold. Pleiadians are often extremely attractive - easy going, seductive and outgoing. They have little patience for careful study of the sciences and technical manuals, and are mostly renowned as pirates, smugglers, tricksters and traders.

The skill and seductive prowess of Pleiadian dancing girls is renowned across the galaxy – although their affections can sometimes be dangerous!

Pleiadians player characters have a 5% chance of being psionically active. Consult the main "Starships and Spacemen" rules, Section 2, to determine a random psychic power.





Section 3: Additional Rules

“Kirking”

There comes a time in many adventures of this genre when a player character must sway the emotions of an NPC in order to win the day. Player characters will find that their best survival option is romance aliens, or persuade locals of the benefits of such Confederation virtues as love, fair play and honour.

Use the Alien Disposition Chart on page 25 of the *S&S 2nd Ed* rules to determine the initial response of the persons being approached. Appropriate role playing will allow further subsequent rolls - although bear in mind that increasing the level of tension usually comes with dire results (eg: the player character may be petulantly tossed into a gladiatorial pit!)

While "Contact" skill can be useful for many initial encounters with aliens, it is not brought to bear on these later 'persuasion' rolls. Kirking is done through pure charisma!

Always role play these events. Never reduce them to a mere skill roll.

Unarmed Combat

Fisticuffs seems to fit this genre oh-so-well.

Remember that unarmed combat delivers 1D2 damage.

Space Fleet officers are trained in martial arts combat which includes disarming techniques. Rather than making a damage roll, the striking character may elect to strike to disarm an

opponent. This is performed by making a dexterity roll. Usually the weapon is simply wrenched away and discarded, but if the roll is made by 4 points or more, then the striking character takes possession of the weapon and may use it in subsequent melee turns.

Knock-Outs

From time to time, this genre seems to mandate knocking out guards or catching a blighter unawares!

If a humanoid character is struck with surprise by an unarmed blow, they must save vs stun or be knocked unconscious for 2D6 rounds.

Striking a character with a club is more efficient. The victim takes a -2 on their saving throw.

Additional Skills for Characters

Just for some additional character colour, have player characters pick some sort of "side-interest" skills. 2 skills per character!

Treat these as "secondary skills" that the player characters can use and enjoy at need (or they might perhaps give a +1 to various skill rolls).



Example skills might include:

Archaic melee weapons*
 Artistic expression (*Specify type: e.g. music, dance, painting, drag acts...*)
 Botany and plant husbandry
 Carousing
 Culinary arts (*Specify: cooking, home brewing, live food breeding etc*)
 Culture (*literature, ethics, societies etc*)
 Gaming
 History
 Languages (*Speak one alien language well!*)
 Pets and animal care
 Sports
 Streetwise
 Trivia (*Specify: ancient magics, porcelain cats, Loony Toons cartoons, etc*)
 Vehicles (*Specify: horses, sailing, old air vehicles etc*)

*For characters with a primary or secondary combat skill, add -1 to their armour when using such a weapon.

Planetary Bombardment

Ship's beam weapons can fire onto a planet (otherwise the Zangids couldn't threaten planetary surface targets.) They're city killers!

Likewise - Ion torpedoes should have their effects upon a planet significantly reduced. You won't actually blow up a planet, but you will slam a few gigatonnes of damage into the place!

Torpedo Tubes

Confederation ships can launch a maximum number of ion torpedoes per turn equal to their number of beam banks (although frigates have two torpedo tubes, just for some added punch).

Random Encounters

To give the campaign more of a focus on exploration, people and missions, random encounters in galactic space should be de-emphasised. See below!

Repairs

Engineering crew can make repairs once for each encounter's worth of damage that the ship sustains (rather than only once between visits to a starbase).

Additional repairs can sometimes be made if a source of warp crystals, rare earths or valuable rare metals can be found. Allow an extra 5-10 points of damage to be repaired if appropriate science and tech rolls can be made. This sort of jury rigging can only normally be done once between starbase visits.

Hit Points

We favour giving characters maximum hit points at first level!

Characters can also go down to -5 HP without needing to be cryogenically frozen. If a character can be gotten to med bay while still within 0 to -5 hit points, and can be healed to positive hit points within one day, then they can remain unfrozen and heal in the usual way.

A character that reaches negative hit points will lose an extra 1 point per round until stabilised by first aid.

Starship Speeds

The optimum speed (power wise) is warp 4. Each hyperwarp factor over 4 costs an additional 5 points of energy (so a ship moving at hyperwarp 6 pays 10 extra power points)

Ships that move at warp 8 begin to take damage. The engineer must make a tech skill roll, otherwise the ship will take 1D10 PPB in damage per day of travel.

Ship Crews

I have slightly increased the number of crew aboard ships. Frigates have 20 crew, Destroyers 32 and cruisers 60. This is to allow three rotating shifts of crew attending to the helms, weapons, engines etc!

Alternative Ship Combat System

While swift, simple starship combats are useful, there might come times when the Star Master wants to get the player characters more personally involved in the action. This system is offered a supplement to the basic combat system in the *S&S 2nd Edition* rules.

Seven different "Battle Stations" must be controlled by characters during a starship combat.

- *Medical*
- *Captain*
- *Science*
- *Engineering*
- *Communications*
- *Helm*
- *Fire Control*

An enemy vessel is assumed to have similar stations of its own. However, most enemy vessels can be abstracted and use the basic 'ship skill' system from the *S&S 2nd Ed* rules.

During a combat turn, each ship will roll skill tests for the characters in charge of each station. If the test is successful, then that station produced an effect that contributes to the ship's fighting power for the turn. These checks are made in the following sequence for each ship:

- 1) Roll for the medical officer (if the ship has taken 25 PPB of damage or more)
- 2) Roll for the captain.
- 3) Roll for engineering.
- 4) Roll for communications
- 5) Roll for helm
- 6) Roll for all fire from the ship's weapons
- 7) Science officer checks for effect of screens vs all incoming fire.



Medical

Roll for this first!

Once a ship takes 25 PPB or more of damage, then casualties start to occur.

The medical officer must help his team treat casualties. If this task is handled (science skill roll made), then the ship continues to operate properly. If the roll is failed, then morale drops and chaos reigns: all other skill rolls for other characters are made with a penalty of -2.

Captain

The captain's roll is made by rolling their charisma or less on 1D20. The captain may use a successful roll to do one of the following actions:

- Assist one other character (add +2 to the character's skill rolls this turn)
- Seize initiative (if enemy captain's roll is beaten by 5 points). This allows the vessel with the initiative to perform all fire first, before the enemy can act.

Engineer

The engineer's skill roll can be used for one of the following effects:

- They can find 'free' energy to arm one weapon (beam bank or torpedo). Once only!
- One volley of torpedoes can be 'overloaded' to each do +10 damage.
- They can push the engines, allowing the ship a +1 to its evasion roll.
- The engineer can also command damage control parties and repair 5 PPB damage to the ship.

Communications

The communications officer makes a contested roll against the communications officer upon the other ship. The successful communications officer may perform one of the following actions.

- Signal another vessel.
- Interfere with enemy sensors (penalise enemy by -1 to hit).
- Block enemy internal communications (prevents use of damage control parties and gives enemy medics, engineer and captain a -2 on their skill rolls next turn),

Helm

The helm operator guides the ship. They elect to change the range. The helmsman also handles all rolls for escape and pursuit.

Alternatively, the helmsman may make evasive manoeuvres. A successful skill roll penalises enemy weapons fire by a -2 DRM.

Weapons

All weapons are fired by the fire control officer.

Replace the "Ship Skill" with the combat skill of the fire control officer. Use the character's full skill rating for the shortest range band, reducing the number by one for each step further out, as detailed in *SS 2nd Ed, P 49*.

A fire control officer still adds +2 to his roll (as detailed in the Starships & Spacemen rules).

Science

The science station handles deflector shields and protection against incoming attacks.

In addition to rolling the usual dice for deflector shields, the Science Officer may make a skill roll. On a successful roll, incoming damage that strikes the screens is reduced by a further 10%

Checking for Casualties

While we do not want player characters to be suddenly blown out into space, starship combat should be made dangerous and thrilling!

When the ship suffers 50 or more points of damage to its PPB in a single round, have each player character aboard the vessel make a save vs death. Any characters that fail their saving throw takes 1D6 damage per character level.

Charisma modifiers are added to the characters' saving rolls.

Any character that takes this damage is unable to man their station for the next 1D3 turns.

Destroyed Ships

Remember - the point of the game is more to have fun than rack up 'total party kills'.

If the player characters' ship is 'destroyed' while in proximity to a planet, consider allowing the shattered saucer to re-enter and crash land. Have the player characters all save vs death to avoid injuries in the crash.

You can then end up with injured characters lost on a weird alien world - trying to survive and trying to find a way to return back to civilisation. Much more fun than a row of memorial stars on a wall back at Space Fleet HQ!

Bar Room Brawls!

Brawls at the starport bar are a world apart from grim fist battles to the death.

Everyone involved in a barroom brawl gains 30 XP at the brawl's start. (this explains why so many people seem to pile into these damned things!)

Every successful KO in a bar room brawl earns the attacker 20 XP

All damage is 'stun damage', and is essentially non lethal.

Instead of just making a roll to hit and dealing unarmed combat damage, have each combatant roll on the chart below before making their strike. This will yield a cinematic effect, damage, and possible XP bonuses.

Roll 1D12

1 - Bar slide!

If a successful hit is made, your target is hurtled and slides along the entire length of the bar - smashing through drinks, bowls of beer nuts and tubs of gagh. They have to save vs stun, or they are KO for the rest of the fight.

Damage 1D3

10 XP bonus.

2 - Table leap

You character launches themselves at a knot of enemies. A successful hit causes damage to 1D2+1 other characters. A failed attack causes the leaping character to take 1D3 damage.

Damage 1D4 (to 1D2+1 targets)

5 XP bonus

3 - Chair break

You bust a chair over your opponent.

Damage 1D6

4 - Crash through tables

A successful strike staggers your opponent backwards through several tables. They lose their next action.

Damage 1D2

5 - Annoyed bar girl leaps on board

A dancer or barfly leaps onto the character's back and begins wildly kicking at them and bashing them about the ears. The character suffers a -4 to their defence while the girls is attached to their back.

Removing the girl takes a combat action. The character must save vs stun in order to shake off the girl. The girl can be hurtled as a missile, dealing 1D4 damage to a target.

5 XP bonus if the thrown girl hits a target!

6 - Opportunistic bystander cuts in

The character is suddenly attacked by a bystander or unseen opponent who bashes them across the head for 1D3 damage.

7 - Drink in face

The target is hit with a facefull of beer! Lower the target's defence by 4 for 1 turn, and then roll again on this chart for your attack!

8 - Mistaken identity

Hit a friend instead of a foe.

Damage 1D2

9 - The ol' one-two

Make 2 attack rolls against the target. Each attack will deal 1D3 damage.

10 - Break a pitcher over his head

The target must save vs stun or be KO for the rest of the brawl.

Damage 1D4

11 - Steal some drinks!

No attack, but gain 10 XP and recover 1D6 stun damage.



12 - Haymaker

This mighty punch causes your opponent to stagger about in shock and lose their next action.

Damage 1D3

5 XP bonus

New Equipment

Field Kit

This package of material fits into a backpack and belt. It is issued to teams that are expecting to have to survive in wilderness conditions - or who fear that they might be forced to do so. Several field kits are always stowed inside

shuttles for use in emergencies. Otherwise, field kits can be issued to characters from ship's stores, counting as 1 item of equipment.

The field kit contains a water filter capable of distilling water out of ambient moisture in the air, or filtering drinkable water from wet foliage, mud etc. The water is passed through a steriliser to remove all possible contamination. The kit contains a months' worth of food concentrate tablets (yech!), a thermal blanket, a solar power collector, a small shelter, fire making equipment, a radio beacon, flares, cord, a utility knife, a length of flexible saw blade, and a small analyser that can scan potential plants and foodstuffs for poisons and their edibility. There is a small first aid kit that allows some wound treatment (1D2 of healing to any given wound). There is also a hard copy of the Space

Fleet survival manual, complete with burial services in eleven different languages (just in case).

“S-Type” Robot Dog

The "S" dog is a robot dog variant that can be used by science staff. It counts as 3 units of equipment, and can be issued to any characters from the science branch. S dogs are often issues for scout/analysis missions, and are also commonly used in search and rescue.

Each "S" dog comes equipped with a pair of stun guns. Both the "R" type (technical service) and "S-type" robot dogs are equipped for EVA missions, with magnetic feet and clip-on mounts for EVA impeller drives. "S" dogs contain an auto analyser that links to data recorders, and to any auto analysers that have been linked to the dog's sensor array.

An alternative version, the 'rescue dog' or 'med dog' drops the auto-analyser, and instead has a full medi-kit, which it uses with bonuses as if it is a 'Scientific Enlisted Man'. All rolls with medi-kit and analyser are made with a skill of 13.

S-Type Robot Dog

Movement: 180 (60)

Hits: 2D8

Armour: -2

Combat skill: 13

Saves: 12

Attacks: 2 (*stun beams*) or 1 (*bite*)

Damage: Stun*, or 2D4 (bite)

Morale: NA

*Roll 1D6 for each stunner that hits its target. On a 1 or 2, it deals no damage. On a -5, it deals 1D6 damage, and on a 6, it deals 2D6 damage. In addition, any creature hit by a stun gun must save vs stun or fall unconscious for 2D4 turns.

Schlep Disk

These metre wide discs use repulsor fields to levitate above the ground. They are capable of being set to float at anything from 1 CM to 6 metres above ground. Their primary purpose is for carrying heavy loads, and so are often used by away teams to transport mineral samples, caged bio specimens and supplies. The unit can propel itself forward at speeds of up to 20 KPH, and can be slaved to one particular character via a signal emitter fitted to the character's belt. The disc will then follow that character's exact path, keeping a distance of about 2 to 3 metres.

A schlep disc takes up one space on a teleporter pad. It does not count as an equipment issue to any character in particular – a ship will have several of these discs for use in portage and engineering.

Probes

Confederation starships are equipped with science probes, which can be used to take detailed sensor readings in areas that might be of risk to the ship itself. Probes can send back real-time sensor data from distances of up to 2,000,000 kilometres. They can be directed along a simple course, but lack the power reserves to perform complex course reversals and evasive action.

Probes are fired from the ship's ion torpedo ports. A destroyer sized vessel will usually carry two probes in addition to its usual ion torpedo load.





Section 4: The Drift

The Lucanii Drift

The Lucanii Drift is a formation of stars that are somewhat above the main spiral arm of the galaxy. A gulf of 400 light years separates the Lucanii Drift from the main body of known space. The Lucanii Drift is home to pulsars, and to two remarkable nebulas.

Little is known about the star systems of the drift. Confederation ships have explored the southern part of the Lucanii Nu Sector. Some important warp crystal deposits of unusual purity immediately drew Confederation interest. Four small colonies have just been established in Lucanii Nu. A small starbase has been established to service incoming mining ships, and to support exploration of the region.



Beyond the colonies - very little is known of the mysteries of the Lucanii Drift. This is all new territory for the player characters to explore.

The Lucanii Drift is presented here as a "*Quadrant*" - a group of interlinked Star Sectors. This book holds the key central section of the Lucanii Drift. Umpires should feel free to build the region out and add additional maps and quadrants at need.

The Corridor

The gulf between the Lucanii Drift and the main galactic arm is a wide expanse indeed - a space some 400 light years wide. At hyperwarp 4, this makes for a 100 day journey. Military ships tend to traverse the zone at warp 6 and 7, with an average passage rate of 63 days (allowing for 1 day stopovers at three vital waypoints).

It is a long, tedious journey, devoid of other vessels, clouds and wandering space ameobas. Hyperspace distortions makes this a very rough ride, and bridge crews need to be constantly fighting the sudden tides and wrenching swells.

At the end of this long haul, engine crystals need to be realigned, and power pods serviced. Putting in at a starbase is essential. On the Lucanii Nu end of the Corridor, there is Starbase Kelvin. Back in Confederation space, there is Starbase Anterra. There are no pubs anywhere inbetween...

There are a number of very dangerous pulsars in the region of space that surrounds the 'corridor'. These stars cause damage to any vessels attempting to travel at hyperwarp speeds in their general vicinity. The Confederation has pioneered a path that avoids

these stars and passes through three isolated star systems that are spaced throughout the void. Each of these systems has been "colonised". The systems each have a small signals post that guards a store of emergency supplies, spare parts and food. Typically they have a 3 or 4 man crew, with maybe a robot dog or a Denebian hyper-parrot for company.

The tiny crews are desperately eager for visitors!

It is vital that passing traffic halt at these way points and recalibrate their drives. Any vessel that bypasses one of these three waypoints has a 25% chance of developing drive instabilities. These instabilities double the power cost of hyperwarp travel.

The three way stations are:

Starbase Anterra

The 'last outpost' of Confederation space: departure point for vessels leaving for the Lucanii Drift. This is a well outfitted starbase close to several frontier shipping lanes. There are usually 1D3-1 Federation warships within call. Zangid space lies close nearby.

Marco Alpha 7

101 light years from Starbase Anterra.

This signal post is on a lifeless type N planet - a huge ball of carbon dioxide and water ice.

Bifrost

98 Light years from Marco Alpha 7,

"Bifrost" is a class H world. The wildlife on this world is large and incredibly violent. The base crews on Bifrost live in a state of virtual siege! Bifrost has a sun that actually rotates about a singularity. There are tremendous tidal forces near the sun (ships entering combat near the

sun must make a successful Science roll or take 1D20 points of damage from tidal stress).

Marco Epsilon 3

96 light years from Bifrost

112 light years from Starbase Keppler in the Lucanii Drift.

Marco Epsilon 3 is a class 'E' moon in orbit about a class M gas giant. The moon has an atmosphere that is heavy with sulphides, requiring breathing masks. Several strange slime creatures and algae species have developed on the moon. None of them make good dinner guests.

The Stars Beyond

Beyond these maps, the star cluster continues. Umpires should feel free to make new sectors to their heart's content. The Lucanii Drift quadrant presented in this book is only the gateway to a wealth of new space to explore.

Starbase Keppler

Welcome to Lucanii Nu sector!

The Confederation star base in the Lucanii Drift is Starbase Keppler- a bold experiment in recycling! The starbase was built about a huge alien hull that was found floating in this section of space. It has been modified with the addition of some extensions and facilities cannibalised from damaged merchant ships.

Starbase Keppler is the most unglamorous locale imaginable, with much of the place jury rigged and filled with temporary modifications. There is also an infestation of Jurellian bugmice (since bugmice can survive periods of hard

vacuum, simply evacuating the air out of hull segments has proved a poor method of pest control!)

The base is well armed (the equivalent of a Cruiser), and does have proper repair and medical facilities. But its recreation facilities are limited at best! It has a swimming pool, a "park" filled with plants and a gym - and corridor 12C has been retrofitted into a bowling alley. Still - it makes a change from being cooped up on a starship!

Resupply of player's starships can be difficult. Supply ships come in only every couple of months - usually carrying 2D6 ion torpedoes for resupply purposes.

The main attraction of the starbase is "MeLiSol" ("Medical Liquids and Solvents"), a bar run by a happy-go-lucky Entirran. Everyone who visits the starbase gravitates to the bar eventually, and it is the defacto 'head office' for business on the station.

Traffic at the Starbase

Whenever the player's ship docks at the starbase, umpires can check to see what general traffic or events are currently in play.

1 -A battered supply ship, just arrived from the Confederation. Brings new equipment and supplies, but also possibly good/bad news from home or weird new orders.

2 - Prospectors, just arrived from Confederation. Rough folks - possibly trouble! They want to head off and prospect.

3 -A badly damaged supply ship is in dock, having taken engine damage while traversing the 'corridor'. Repair facilities are currently overbooked. The ship also had to eject its supplies out in deep space, so ships can only



be restocked with basic ration pastes and pills - no fresh food!

Alternatively - A vital shipment of medicine is needed on colony 1, 2, 3 or 4. The player ship must find the medicine amongst the ejected supplies, and race it to the sick colonists.

4 - A small ship has arrived from colony 1,2,3 or 4 bringing in ores to be transhipped back home to the Confederation. The ship's crew are keen to party! (females beware - and stand by for barroom brawls!)

5 - No other visitors. The bar and shop keepers are very pleased to see the player characters arrive!

6 - Local crisis! Administrator Wellard wants assistance!

The bugmice have reached plague proportions, or a vital element/mineral is needed. Or

possibly - a plague has been brought here from a ship from one of the colonies. Cure the plague, and find the carrier before they can take the disease back to the Confederation.

Local Characters

Overall, the station has a crew of about 50 people - staff, maintenance personnel, weapon and sensor crews, medical teams, and shipwrights. There are only 6 security personnel on board. The following characters will be amongst the most frequently encountered. Star Masters should feel free to flesh out the local crew with personalities of their own design.

**Administrator Wellard**Human (*male*)*Level 4 Administrator*

Strength: 9

Constitution: 12

Dexterity: 10

Intelligence: 14

Charisma: 9

Psionic Potential: 10

Melee damage/attack mods: 0

Missile attack bonus: 0

Defence modifier: 0

Initiative mod: 0

Hit Points: 14

Skill ratings: *Combat 12, Contact 16, Science 13, Technical 13, Other 9*

Wellard is a somewhat nervous, fussy man who is trying to make the best of a difficult posting! Outwardly friendly, he is decidedly a worrywart. He has been 'fast talked' into allowing the irregularities of the MeLiSol bar, and has let several other 'irregularities' arise, all in the interests of somehow making this damned place work!

The administrator is rather harassed by the lack of staff and resources at his command, and is constantly kept on the run by little disasters that strike one after another. Wellard is an officer of the Colonial Service, and not a Space Fleet officer. He will defer all military decisions to the commander of the senior Space Fleet vessel in the vicinity. Wellard will, however, try to insist that he is the highest authority in the region for matters of diplomacy and government.

Darrem - Head of Security*Rigellian (female)**Level 3 (Military)*

Strength: 14

Constitution: 16

Dexterity: 10

Intelligence: 8

Charisma: 6

Psionic Potential: 8

Melee damage/attack mods: +1

Missile attack bonus: 0

Defence modifier: 0

Initiative mod: 0

Hit Points: 20

Skill ratings: *Combat 15, Contact 8, Science 9, Technical 8, Other 8*

Unsmiling, ill-humoured and impatient, Darrem is responsible for everything from defending the base from enemy boarders to ending bar room brawls. Darrem feels a strange tolerance for the bar and its rather tenuous adherence to regulations - all due to Empathic Projection used against her by Waka'biizi, the owner of the bar.

Darrem is a collector of melee weapons, and has a deep interest in knives, swords and spears. She can always be drawn into conversations about archaic melee weaponry, and will be interested in acquiring interesting new weapons.



Darrem is woefully understaffed, with only 5 security personnel under her command. If multiple ships arrive and traffic at the bar increases, then the security staff are often quickly overwhelmed and response times become far, far slower.

Golmak - Repair dock chief

Driped (male)

Level 2 (*Technical*)

Strength: 7

Constitution: 12

Dexterity: 15

Intelligence: 13

Charisma: 7

Psionic Potential: 9

Melee damage/attack mods: -1

Missile attack bonus: +1

Defence modifier: -1

Initiative mod: +1

Hit Points: 9

Skill ratings: *Combat* 9, *Contact* 9, *Science* 11, *Technical* 15, *Other* 7

Weirdly outgoing and very chatty, Golmak is always happy to see starship crew. He praises the good points of starship designs, and makes light of their failings.

Golmak hates anyone to feel bad. He will thus always assure captains that the damage on their ships is not too bad - that all is well. He will over-estimate the time required for repairs so that he can then please people by finishing repairs earlier than expected.

Golmak can sometimes go a bit too far with his 'repairs'. Many a ship has been in his care and then set forth on a long voyage, only to discover that the elevators aboard their ships now play horribly discordant Driped 'mating warble' musak, and that the captain's personal toilet in his cabin has been reconfigured for Driped physiology.



MeLiSol Bar

Starbase Keppler boasts a rather amazing shady bar. It is weird, busy, dingy and oddly comfortable. Even the bugmice seem to behave and keep well out of sight!

On most starbases, the bar is heavily regulated. Space Fleet rules state that the intoxicating element of beverages must be under certain limits. "Space Fleet Strength" beer is legendary across the galaxy for being sheer watery swill, and the sale of stronger drinks is limited to a maximum of 3 per customer over a 6 hour period.

The "MeLiSol" bar sidesteps these regulations. Technically, the bar is a dispensary for "Medical Liquids and Solvents" (explaining the bar's rather odd name). The proprietor can show licenses allowing them to dispense these essential supplies.



Everything on the bar's list of stock has a legitimate reasons to be sold. Videni ale is sold as a cleaning fluid used for removal of mould spores from upholstery, and the ferocious Gorran Gargleblaster is supposedly used as a cure for Kormanian stomach flukes.

It makes no matter to the proprietor that customers drink these liquids! The 'end use' is not her problem! She had placed a warning notice stating that inappropriate imbibing of dangerous liquids can be cause for health concerns - and therefore her duty of care is done!

MeLiSol boasts a merry barkeep, a VERY stunning Pleiadian dancer, mind-wrenching drinks, and exotic home cooked food that is largely devoid of bugmice. Most business and socialising on the station will end up being done here at the bar.

Waka'biizi - the Barkeep

Entirran (female)

Level 4 (Rogue)

Strength: 9

Constitution: 9

Dexterity: 14

Intelligence: *n*

Charisma: 17

Psionic Potential: 10

Melee damage/attack mods: 0

Missile attack bonus: +1

Defence modifier: -1

Initiative mod: +1

Hit Points: 16

Skill ratings: *Combat 10, Contact 19, Other 9*

Psionic powers: Empathic projection

Happy, outgoing - and packing a hefty stun gun beneath the bar, Waka'biizi is the charismatic and rather dodgy owner of the bar. She serves

drinks, and passes food orders back to a violet Dripped assistant out the back who cooks everything with an extra dash of hot spice.

This character will use her Empathic projection ability to try and smooth over potential bar fights (or to trigger one off if she ever needs cover for something!). She keeps the Administrator and Security chief under a light radiation of positive feelings whenever they visit.

Waka'biizi witnessed an Entirran Ambassador murder another nobleman, using some underworld 'muscle' to do the hit. The Ambassador saw Waka'biizi - and has been trying to kill her ever since to ensure her silence. Unfortunately, the murderers used Waka'biizi's dagger to perform the killing, and her fingerprints and a history of 'lover's tiffs' between Waka'biizi and the victim make her the prime suspect in the murder.

Waka'biizi fled to the furthest ends of the galaxy (here!) and has been hiding ever since under a false ID.

Waka'biizi is a popular and colourful figure here at the station. As such - she might eventually draw player characters into the intrigue - possibly having to hide her from gangsters or police aboard ship or disguising her as a crewman and taking her out on a mission. The players might have to help prove her innocence. (Hmm - the Ambassador might even visit the area! And he is a keen hunter. And player characters might discover that he always keeps film of his kills...)

The bar must be kept open!

The solvents must flow!



Mister Neek - shady trader

Human (male)

Level 2 (Rogue)

Strength: 14

Constitution: 8

Dexterity: 12

Intelligence: 13

Charisma: 10

Psionic Potential: 14

Melee damage/attack mods: +1

Missile attack bonus: 0

Defence modifier: 0

Initiative mod: 0

Hit Points: 6

Skill ratings: *Combat 10, Contact 13, Other 7*

Psionic powers: Hypnosis

You want it - Mister Neek can possibly get it. It might be slightly shop soiled, or in a different colour.... But this is the Lucanii Drift! What did you expect?

"Hey - you want Sarrian love potion? No no - ignore 'use by' date! That is just put there for show! So they can fool inspector into thinking they throw this one away - yes?"

Shavira - Dancing girl

Pleiadian (female)

Level 1 (Rogue)

Strength: 8

Constitution: 12

Dexterity: 16

Intelligence: 9

Charisma: 18

Psionic Potential: 17

Melee damage/attack mods: -1

Missile attack bonus: +2

Defence modifier: -2

Initiative mod: +2

Hit Points: 6

Skill ratings: *Contact 15, Other 6*

The bar plays host to a very talented green-skinned Pleiadian dancing girl.



She's sly, she's stunning - she's secretly a spy working for the Zangids and Pleiadians. What can I say? Shavira will get friendly with star ship crew and find out as much intelligence as she can.

Waking Up After a Binge...

Roll 1D10

- 1 - Walk of shame (You are naked! Try and make it back to the ship)
- 2 - Sleep peacefully in park
- 3 - Wake-up in administrator's quarters
- 4 - Wake-up in head of security's quarters
- 5 - Character broadcasts drunken songs over station's PA system.
- 6 - You now have a reptilian girlfriend/boyfriend...
- 7 - Your hands and lips are grossly, absurdly swollen!
- 9 - A terrible dream about robotic spiders crawling over you...
- 10 - Shut down all the garbage mashers!

Characters who do not managed to somehow avoid the authorities etc may have to face "Drunk and Disorderly" charges. Penalties imposed might include -1 to the characters equipment allowance for the up and coming mission, extra duties etc.

Starbase Events and Encounters!

Here are some events and missions that can enrich the dull lives of your space farers. So many adventures start out at a starbase bar! Embrace them!

Roll 1D30 to generate some random life-complications!

1 - Ghost ship encountered!

An outgoing supply ship has just encountered an incoming ship - but the vessel is not answering hails. The ship is on course for the starbase and will arrive in a day's time. If investigated, the ship has been overrun by a horrifying plague of sonic rats (S&S 2nd Ed, P.65). The rats have killed the crew, and the ship is on a collision course with the starbase. The bridge is damaged. The warp engines must be shut down to allow the ship to be halted and then towed.

2 - Saboteur!

One of the repair crew is in the pay of the Zangids. He sabotages a ship (A supply ship? The player character's ship?)

3 - Salesman!

A wandering peddler at the bar has an interesting item for sale. (Given the lack of a money system in the basic game, this should be swapped for a favour - such as a spare part, information, use of the ship's computer, or maybe even a date).

The item on offer is (roll 1D6):

- 1) *A beautiful old sculpture that secretly holds the brain scan of an alien life form, and will project this into the owner as they sleep.*
- 2) *A knife that can cut through the hardest duralinium.*
- 3) *Adorable pets (aww come on! What ship could be complete without a parrot?)*
- 4) *A holo-dress. (Perfect gift for the ladies! Adds a temporary +2 to visual charisma. Does not work over physical clothing. Hey - how could this possibly go wrong?).*
- 5) *An alien disruptor pistol. -1 to hit, but deals 2D8 damage.*
- 6) *A psi sensitive flowering plant. Reacts to the presence of psychic powers and passing energy beings.*

4 - Disease

Someone passes a deadly disease on to one of the crew. This will kick in sometime during the up and coming mission, and it can only be cured using obscure resources found here in the Lucanii Drift (EG: Lucanii Theta 2-2). To complicate matters, the carrier of the disease was scheduled to get onto a ship returning down 'the corridor'. The crew of that vessel would be dead long before they could reach aid! Overtaking that ship will take some real flying!

5 - Mail order brides

A group of women have arrived - all hoping to get transport out to Colony 2 to wed some of the miners there. But the transport ship can't take the ladies onward. Can they please hitch a lift with the bold and shiny starship?

- 1) *The ladies are actually claim jumpers who intend to do away with the legitimate miners and take over their operation. They have faked their ID well, but one woman has a keepsake from Deneb 8, where some miners mysteriously disappeared 2 years ago...*
- 2) *The gals are Zangid spies. They will wed the miners, but intend to set up a secret signals listening post and supply base for the Zangids. Their 'luggage' includes scanners and signal equipment disguised inside mining machinery.*
- 3) *The ladies are exactly what they seem - and gosh darn, but are they ever wholesome and polite!*
- 4) *The ladies are on the level, but a bit shifty (some chequered backgrounds there). Unfortunately, one of the crew has picked up a dose of "Dionian Fever" - a virus that causes increased libido in males with iron-based metabolisms (and makes copper-based organisms feel listless). Males who have increased libido caused by the fever will fight one another for the attentions of females. Since the brides have been flirtatious, they attract attention first - but eventually female crew will also trigger fisticuffs and brawls.*

6 - Package from home

Someone receives a strange package from home. News of an arranged marriage? Something that triggers an alien character's hormones or rage? A dead body? Weird toys and gee-gaws? Or maybe a cryptic, half-damaged message warning that someone on your crew is not who they seem...?

7 - Secret orders

The ship is given sealed orders that are only to be opened once the vessel is 10 light years out from the starbase.

But why all the secrecy?

1) *Test a new line of AI battle robots on a deserted world. Carefully crated robots, technicians and a (possibly insane) scientist will accompany the ship.*

2) *Conduct a sweep for a missing vessel that is carrying a Space Fleet intelligence officer (but the Zangids know he's out there too!)*

3) *The admiral's daughter and her creepy friends have stolen a space yacht and are out in the Lucanii Drift looking for a supposed 'planet of pleasure'. Retrieve the spoiled brat with all decorum and dispatch! Unfortunately, the admiral's daughter collides with an evil derelict filled with decaying deadly cyborgs - or perhaps lands on a planet where crystals reflect your innermost desires, keeping you lost in fantasy until you starve happily to death (planet Lucanii Xi 3-3)*

8 - Psychiatrist

The Confederation has sent a psychiatric assessment officer to observe the crew under stress. This nosey, interfering character will accompany the next mission. The psychiatrist will make notes on everyone's performance, second guess everyone's decisions and generally be a pain in the Jefferie's tubes.

9 - Old friend in the bar

A surprise for a player character as an old acquaintance is encountered.

1) *A fiancé from an arranged marriage? (Maybe they are engaged to someone else - causing a crisis if*

Tauran mating instincts are somehow involved!)

2) *Someone's kid brother has a brand new red shirt and is about to join the starship crew?*

3) *An old flame of one of the crew - and she's keen to get revenge by pinning a crime on the player character (or perhaps now has an amulet that has made them into a megalomaniac with psi powers, and wants to use the crew as puppets!)*

4) *Or maybe it's someone who knew the barkeep in the past (triggering a crisis).*

10 - Stowaway

Someone stows away aboard ship! It could be an orphan kid, or a slightly crazed scientist who intends to divert the ship to a planet he believes holds ancient secrets... Or it might be a murderous alien predator that will hide in high radiation areas, masked by sensors, and begin hunting crew...

Or hell - maybe it's a fugitive who has come aboard with false ID as a new replacement crew member, and is not a Space Fleet member at all!

11 - Court martial!

The death of someone aboard the station is pinned upon a player character. It looks like an open and shut case. The character has to convince people of their innocence, prove that the evidence is false and find the real culprit before they are shipped off to the Confederation for trial and imprisonment! (Insert your favourite whodunit idea here! It could be a mimic - or someone using 'hard power lines' to secretly teleport within the station and kill their prey...)

12 - Overly pushy prospectors

A ship loaded with prospectors has arrived - but they have been told by the administrator that they cannot leave the starbase until cleared by the local Space Fleet officer! The miners are pushy and aggressive - and if let loose in the wrong area of space, they could cause real trouble... (And they do! These guys will annoy the natives, jump claims... improperly store

chemicals being shipped back to the Confederation causing explosions aboard supply ships...)

13 - Soul vampires

Something is hiding amongst the warp crystals that have been brought in from colony 4. If the player's ship is serviced, replacement crystals will hold an evil energy being. This will slowly and subtly drain hit points (life energy) from the engineering crew - incidentally causing them to have terrible nightmares. The creature must have engine crystals in which to live.

14 - Infestation

The repair crew have found an infestation of Metasultrobes - microscopic organisms akin to Sultrobes (S&S 2d Ed, P.67) - inside the ship's Jeffries's tubes. They are eating away at the hull!

The ship must be parked away from the starbase. All crew must immediately be taken aside for decontamination, while the internal and external areas of the ship are irradiated to destroy the organisms. The starbase itself is to be quarantined.

- 1) *It's a lie. The decontamination crew are trying to hijack the ship*
- 2) *It's true - but where did the contamination come from? And how can it be avoided in the future? If a ship entered the 'corridor' with a Metasultrobe infestation, the vessel would disintegrate in a matter of weeks!*

15 - The mimic

A deserted yacht comes drifting into the system on autopilot. No crew... A radiation leak is effecting life-sign scans...

Searching the ship - the crew seem to have totally disappeared. The main computer has been smashed by something heavy. A fragment from a log shows a terrified woman trying to whisper softly - saying that "It can hear us!" The ship houses a "Mimic", that can pretend to be virtually anything, but cannot change its

mass (which will be about 80 kilos), or imitate moving, living beings convincingly. It can, however, mimic a dead being - well enough to be taken to a starship's sick bay for autopsy, overcome the medics and escape into the vessel...

The ship's two surviving crew placed themselves on the transporter pad and 'energised' themselves with no end location - effectively storing themselves in the buffer of the system's memory. Extraction is extremely difficult - but if one or more of the crew can be saved, they can warn the player characters of their danger! Extracting a character from the buffer requires a tech troll. Successfully extracted characters are unconscious for 1D6 hours.

16 - Smuggled artefacts

Miners or transport crewmen smuggle alien artefacts on board the station, hoping to secretly ship them back to buyers back in the Confederation. But the artefacts actually conceal/are composed of something sinister from a dead alien civilisation.

An 'accidental' death occurs first - and then another and another.

Something is here aboard the station... And it is spreading.

What if it gets aboard other ships?

The threat might be:

- 1) *A flat 'slime' creature (grey ooze, ochre jelly, black pudding, yellow mould)*
- 2) *Zombie flies (S&S 2nd Ed, P 60) - perhaps quite cunning, drawing some knowledge from their victim's brains that allows them to hide in Jefferie's tubes and attack only when it is safe to do so...*
- 3) *A hideous green slime that attaches to power conduits, slowly sucking power and transforming into swarms of hideous 2 HD electrically charged monsters that spread their spawn through their own blood.*
- 4) *Micro Drones that creep out and scavenge metals to make more and more Micro Drones.*

5) A plant spore that grows a faint greenish symbiotic layer melded to the skin. The symbiont projects a psy radiation that makes everyone content and peaceful - and keen on spreading the symbiont to others! It needs light, otherwise it turns dormant.

17 - Probe!

A strange alien probe drops out of hyperspace right next to the station. It has a highly volatile structure that will explode if fired upon or dragged with tractor beams (doing 2 D100 damage to all shipping and starbases in the area).

Possibilities might include:

1) The probe selects members of different races, and subjects each of them to a different perception of their day - which leads to different moral connundra. If the subjects fail, then the probe will crash into the starbase and explode, obliterating the base.

2) The probe sets the starbase a set of incredibly difficult scientific questions and technical puzzles - threatening to detonate unless the puzzles are solved within 30 hours. If the questions ARE answered, it announces that it will deliver a new power generation technology. Answering the questions will require a tech roll and a science roll, both at -4 on the dice roll. However - the probe is actually a spy probe for the Drones! If the questions ARE answered, it will simply speed off to share its findings, and an attack on the station by drone ships will soon follow (the best bet is to follow the probe and detonate it from a distance).

3) The probe is female and lonely. It captures the highest charisma males, teleporting them onboard itself where a hologramic paradise has been created. The probe continues on its long journey - clearly avoiding a 'partner' probe with which it has had an argument. The characters must then please the probe's persona, paying it compliments and attention. And it IS paradise! The probe really looks after its 'pets'! The only way out of this is to "Kirk" the probe convincing it of the meaninglessness of forced attention - prompting it to repair relations

with the other probe and release its prisoners.

18 - Pleiadians

Pleiadian traders have arrived! They bring wine, women and song. They might be here to engage in some spying - or maybe they're scouts for a pirate lord. You just can't trust the green devils!

This would be the perfect time for another concern to arise - a delivery of sensitive equipment, quadrottricale or perhaps an official that has information in their mind that must be protected...

19 - Trade and exploration commission arrives!

A delegation of Taurans, Humans, Andromedans, Entirrans, Gorrans, Hykot and Felicians all arrive on the station to hear reports and decide whether the Confederation should pull out of this region of space. They must be taken on a tour of the colony worlds, and to several other systems of significance. The delegations are loud, obnoxious, argumentative, and require a great deal of attention from the over-pressed starship crew. The Tauran delegate is not actually Tauran, but is a Videni agent - an adept psionist! The Andromedan delegate has penetrated his psychic shields, and has begun to have suspicions. The Videni uses empathic projection to stir trouble between the various delegates - and eventually uses hypnotic command to cause the Gorran delegate to murder the Andromedan. The Videni will keep on pulling the strings, and will make the Gorrian attack crew members if this seems to help pin the guilt on the poor Gorrian!

If things look bad, the Videni will attempt to reach the engineering control centre and destroy the ship by programming an overload in the weapon banks.



Someone starts trying to push all of a player character's buttons down in the bar!
This works particularly well if an Inspector has just arrived on the station - or a psychiatrist. Or if a delicate diplomatic situation is underway. Complications might include:

- 1) *If a character proves good at hurtling heavy objects etc, a Gorrian female might take interest and begin to woo them. Gorrian mating includes all-in wrestling bouts and occasional biting!*
- 2) *One of the bar room brawl participants struck by a player character dies! The PC is arrested. But in actuality, the dead character was a spy, and he had an almost undetectable suicide tooth...*
- 3) *A bystander at the bar is actually an android that is scouting for the dreaded gladiator masters of Gordak (pick a place somewhere on the maps!). They are seeking gladiators for their cruel games, and will attempt to kidnap any characters that perform outstanding feats during the brawl.*

An accident will suddenly reveal a portal into a weird subspace - an extra dimensional extension of the entire starbase. This weird alien maze contains decaying cyborgs slain by some sort of disease, and robot drones that are on deadly patrol. But some records in one area reveal that these cyborgs were the origin of the drones. The drones are actually a special 'scouring' device that were supposed to eradicate life forms that carried the deadly disease.

Unfortunately, the drones have decided that all intelligent life is a disease that must be sterilised...

22 - Cute critters!

There is an opportunity to get hold of a strange, cute looking pet! This could go one of several ways.

- 1) *This is the coolest critter ever. A useful*

companion and a colourful addition to the crew. It is so soothing that you heal an extra 1 point per day if you have one as a pet.

2) The creature is semi useful, but has annoying habits - such as eating the captain's dress pants, and gnawing on power conduits. On the other hand, it has a weird, useful ability - such as the ability to spot mimics or invisible creatures.

3) The creature is a bio weapon designed to infiltrate a ship, then gain power and metamorphose, killing the crew.

23 - Boop berries

Delicious grape-like berries being sold at the station turn out to be nourishing and high in protein. This could be a new wonder crop! Miners found them on a planet in Lambda quadrant, and they could be a great bonanza to agricultural worlds. The berries are included in the player character's next 'restock' of fresh foods.

Unfortunately, the 'berries' are actually the eggs of a fuzzy moth-like creature (*S&S, 2nd Ed, P 63*). When placed near any sort of electrical power outlet, they will absorb ambient power and germinate. The larvae will vanish into the ship's power conduits and begin absorbing power (1 point per day for every bunch of c 1 dozen larvae). Due to their proximity to the ship's power lines, they are impossible to locate by sensors.

The moths turn to adult form in about a week. The moths run amok, eating fabric at a great rate. After eating some nummy dress uniforms and upholstery, the moths will then lay eggs in quiet corners of the ship...

24 - Spies!

Spies for an Entirran criminal network arrive on the station. They are here to pick up a shipment of artefacts smuggled to them by miners from Colony 2. But while they are here, they recognise the Barkeeper, Waka'biizi. They kidnap her and decide to smuggle her back to Confederation space...

25 - Colony three is under attack!

A garbled message comes through from Colony 3. They are under attack from space. But who is attacking them? And can the ship get to them in time (or at least hunt down the culprits, who seem to be attacking the colony outposts one by one!?)

This could be a way to introduce the players to the evil drones. Or it could be another local species - or the work of the insidious Zangids!

26 - Inspector!

A stuffy officious inspector appears on scene. They are here to write reports on the starbase and on the player characters' ship. This grim individual is prying, suspicious, and seems to absolutely everywhere.

- The player characters may have to seduce the Inspector, pull off a major coup to show them that their weird methods are actually efficient - or possibly send the Inspector for a trip out of an airlock...

27 - A romantic interlude with an alien princess!

An alien princess and her escort of 4 huge and muscular guards has arrived on base. They are trying to decide whether their planet should join the Confederation, and wish to see the base facilities and the player characters' ship. They also wish to accompany a ship on its missions and observe Confederation ethics and procedures. They have an intense honour ethic, and are a grim and dedicated warrior people - always armed and armoured.

The alliance is important. The administrator wants the player characters to detail an officer to liaise with the princess. A male officer if possible - the Princess wishes to observe Confederation 'alpha males' in action. Close contact with the princess reveals her to be focussed and grim. She thinks only in military terms. She cannot see why her people should ally themselves to a people so frivolous and weak - so prone to waste time on

incomprehensible activities! Bringing her round will require someone to show her that these fine qualities of mercy and justice are actually strengths (and perhaps show her the advantages of these 'frivolous activities') In the process, the Princess may well develop feelings for her liaison officer. The problem here is the princess' escort. One of them believe the player character is low-caste scum unfit to speak with the princess, and the other is a young nobleman who believes he is destined to wed the girl. Either of these men will be looking for excuses to challenge the player character to a ritual duel to the death - using rather esoteric melee weapons. (Then the fun begins - perhaps the player character ends up saving his duel opponent when the ship comes under attack - proving the strength of their honour and cancelling the duel?)

28 - Ghosts!

People are seeing 'ghosts' during quiet shifts in isolated areas of the station. Several people have seen weird, ghostly apparitions. One technician even fainted - claiming that he saw his dead mother. The whole thing is mocked - but people are getting nervous.

A close inspection of the technician who fainted will show that they have actually received an electric shock. The shock may have jolted memory centres of his brain, causing his 'vision' of his mother.

Careful examination of various engineering systems will show that these appearances have come at the times that power has been drained out of various systems such as weapons, shields, life support etc. About 1D6 points of power disappear whenever this happens. Some systems such as weapons also show signs of overload. Failure under stress (such as battle) is 50% likely!

The 'apparitions' are actually a pair of energy beings that are hiding on the station. These creatures actually 'transmit' themselves through power ducts, running along the power

lines and emerging anywhere along the line. They can also transmit themselves along the beams projected by tractor/pressor beams. They will move from ships to bases, spreading damage as they go. They have to manifest in order to drain the power they crave. When manifested, they can shock targets with a zap of 3D6 stun damage. Anyone hit by this shock might end up having visions or imaginary adventures.

29 - Disease outbreak

A ship comes in from the colonies with a crew dying of a virulent disease that effects all known species. The disease causes a sudden violent growth of telekinetic powers - coupled with paranoia and anger. Victims lash out at everyone around them, getting stronger and stronger until the victim lapses into a coma and then death. The last remnants of the plague-ship's crew are lost in a fury of violent paranoia and extreme pain. The ship may even fire upon the player characters' vessel. Securing the victims will be problematic.

The bad news is - the disease has already infected the ship's home colony.

One man on the effected ship was NOT infected - he was slain by his fellow crewmen. But forensics will show that the man had strange antibodies already in his system. Backtracking to the colony world from whence the ship came will allow a landing party to risk the frenzy of telekinetically active plague victims and search for records at the local ground station. The man with the antibodies had been on a prospecting trip to (choose any useful star system). Apparently the man picked up a disease here, and recovered from it - gaining the required antibodies to fight the terrible new disease.

The antibodies in question were gained when the victim contracted a virulent form of space malaria from Mosquito Swarms (S&S 2nd Ed, P 68) in the dangerous equatorial swamps of the target planet. These swamps are home to some

deadly lifeforms indeed - and perhaps a sinister alien intelligence that tests intelligent species with terrible, deadly labyrinths.

30 - Ambassador

The ship is asked to take an ambassador on board, seek out the local indigenous star faring species and attempt negotiations. Since the local species is quite hostile, some information should be gathered first in order to find some way to survive the encounter! What motivates the creatures, and why have they acted with such antagonism.

Replacement personnel:

Note that it takes a LONG time for supply ships to traverse the 'corridor'. Replacement personnel will take a minimum of 100 days to arrive from Confederation space. In any given month, there is a 50/50 chance that a new security rating or engineer rating is available at Starbase Keppler for transfer to the player character's ship. Otherwise - crew casualties will have to be replaced via channels'.

If player characters go off to join the big 'Red Shirt' in the sky, their player may either take over one of the NPC crew members, or else have a replacement officer waiting for them next time the ship docks into Starbase Keppler.





Section 5: Other Races in the Lucanii Drift

The Zangid Presence

The Zangid Star Imperium has sent an exploration mission of its own into the Lucanii Drift. Suspecting that the area is potentially valuable, the Zangids wish to make the Confederation believe that the area is untenable. At the beginning of the campaign, the Zangids have only a few ships operating in the area. More may arrive as the game goes on. They become an insidious presence.

The Zangids will operate in stealth and secrecy as much as they can. If they must reveal themselves, then the Zangid Empire has prepared a cover story, claiming that the ships in this area are all from a rebel faction. This frees the Zangids in the Lucanii Drift to attack shipping at will.

The Zangids have pioneered their own route across the gulf between known space and the Lucanii Drift. This makes use of a shadowed route between several of the dangerous pulsars along the route - subjecting their craft to severe radiation and hyperspace turbulence. Their ships take heavy damage, and arrive in Lucanii Lambda sector with no power to their drives and several casualties amongst their crews. The ships conduct field repairs for at least 10 days before moving onward.

The Zangids will eventually try to disrupt supply routes into the Lucanii Drift. They will attack Confederation supply ships using Caeliferan vessels that they have captured deep in the

Drift. They hope to provoke war between the Confederation and the Caeliferans, while cutting the Confederation bases off from their supplies. The umpire can spring this crisis on the players when they feel the time is right. The players' vessel will find itself facing fearsome odds - but cunning role play can win the day.

The Zangids will take captured Confederation starship crew to the planet Lucanii Lambda 1-3, where they will be used as slaves (and will hopefully eventually make a thrilling escape).

Commodore Zak'akh

Zangid (male)

Level 7 (Military)

Strength: 12

Constitution: 14

Dexterity: 12

Intelligence: 8

Charisma: 16

Psionic Potential: 10

Melee damage/attack mods: 0

Missile attack bonus: 0

Defence modifier: 0

Initiative mod: 0

Hit Points: 44

Skill ratings: Combat 18, Contact 14, Science 11, Technical 11, Other 12

Commodore Zak'akh is a suave, scheming, almost swashbuckling individual. He embraces the underhanded, ruthless ways of his people.

Commodore Zak'akh is perfectly willing to organise assassinations, ambushes and piracy in pursuit of his goals.

A short tempered man if crossed or stung, the Commodore will show that he is easily goaded into rash attack.

When encountered in combat, Zak'akh will contact player characters and attempt to persuade them to surrender or withdraw. He will arrange meeting face-to-face with the intention of betrayal.

Zak'akh's **flagship** - "Blood Fang"

Zangid Battle Cruiser

Crew Compliment: 86 (14 *casualties from Radiation*)

Power Pile Base: 284

Teleporter capacity: 7 *at a time*

Beam banks: 4

Shuttle ships: 4

Sick bay capacity: 15

The vessel has been severely weakened by its passage through the 'corridor'. Player characters may learn of this from Zangid defectors, or deduce this by making a successful scan of the Battle Cruiser.

If subjected to severe structural stress - say, from passing too close to a singularity, or sling-shooting too close to a planet - the ship will take D100 damage per turn.

The ship can also no longer reach hyperwarp factor 8. It will fail in any attempt to pursue Confederation vessels.

Zangid Frigate

Crew Compliment: 16 (-1D3 *casualties*)

Power Pile Base: 50 -1D4

Teleporter capacity: 3 *at a time*

Beam banks: 2

Shuttle ships: 1

Sick bay capacity: 2

Often in bad shape after their passage through



the pulsars outside 'the corridor', these ships are being used as the standard small vessels to scout out the Lucanii Drift and further the aims of the Zangid Star Empire. These vessels have damaged their engines, and cannot reach hyperwarp factor 8

Zangid Destroyer

Crew Compliment: 28 (-1D6 *casualties*)

Power Pile Base: 100-1D6

Teleporter capacity: 4 *at a time*

Beam banks: 2

Shuttle ships: 2

Sick bay capacity: 5

Like the smaller frigates, Zangid destroyers have taken casualties and damage from their passage through the radiation storms that litter their backdoor route through the corridor.

Captured Caeliferan Destroyer

Crew Compliment: 36

Power Pile Base: 100 -1D6 (*due to battle damage*)

Teleporter capacity: 4 *at a time*

Beam *banks*: 2
Shuttle ships: 2
Sick bay capacity: 5

The Zangids are unaware that the Caeliferan can broadcast a code to their own vessels that shuts down the shields. Players that have won Caeliferan allies or gained information on their ships may be able to cripple the enemy's defences.

The Caeliferans

The Lucanii Drift is home to a native race that has recently developed faster than light drives. This race refers to themselves by using a series of intricate musical trills. The title "Caeliferans" is a human term referring to the race's close resemblance to terrestrial grasshoppers. There

are two sexes, and apparently several sub cultures and minor sub races within the species: shell colours vary according to sub species, and individual colouring can be quite spectacular. Males and females seem to be quite equal in Caeliferan society.

They are an iron metabolism species from a medium gravity world.

Caeliferans are just emerging from their home system (Lucanii Epsilon 2) and exploring their quadrant. Their ships are well armed, and have learned to fire first and ask questions later.

Their spacefaring technology is largely based upon scavenged drones (see below). Their experience of other space faring races has





been bad. The drones have remorselessly attacked Caeliferans. An encounter with a Zangid scout mission ended in the Zangids ruthlessly attacking and slaying a Caeliferan herald. This therefore classes Zangids as "Non People" in the eyes of the Caeliferans (to be attacked on sight!)

Caeliferans will see most humanoids as being sub-castes of the Zangids, and it will take a lot of work to convince them that the Zangids are a

totally different species to those found in the Confederation.

Caeliferans vary in body shape and intellect as much as humanoids do. Roll 3D6 for each characteristic.

Caeliferan shells are tough. They grant a -1 armour bonus in combat.

Caeliferans have vestigial wings. While they cannot fly on medium and high gravity worlds, they can slow their own falls, and fearlessly leap from great heights landing without trouble or damage.

Caeliferans use energy weapons in combat that are the equivalent of Confederation weapons.

Typical Caeliferan Away Team member

Encountered: 2D4

Movement: 120 (40)

Intelligence: *Average*

Psionic potential: 3D4 *active or inactive*

Hits: 1D10 (*can achieve higher levels*)

Armour: -1

Attacks: 1

Damage: *By weapon*

Morale: 9

XP: 15

Armed landing parties will often be encased in light armour, giving a further -2 armour protection (for a total of -3)

Heralds

An odd element of Caeliferan society are the class of 'heralds' - negotiators, messengers and mediators that spring from an incredibly ancient tradition. Heraldry is sacrosanct as messengers. To harm or kill a herald is an insult to the very core of the Caeliferan race - utterly unforgivable. It draws a response of total, cold-blooded jihad.

Heralds never bear weapons.

Heralds will take on a cultural group and study them. They will adapt mannerisms and language that the studied group will find to be comforting and attractive. Such study takes months of dedication. But at its end, the herald gains a +2 to its contact skill when dealing with the selected, studied race. A herald can only adopt one race in this manner at a time.

A sub group of the heralds, the "Immaculates" dedicate themselves to truthfulness. Immaculates never lie, and must approach all things with justice. These individuals are rare, and quite revered.

20% of heralds have psionic powers (roll one random psionic power as detailed in S&S 2nd Ed, P. 21)

Caeliferan ships

Ships of the Caeliferan Republic come in 2 main sizes: frigate, and destroyer size. They are new to hyperwarp drive technologies, and their ships are rather over-sized and clunky compared to Confederation vessels. Their crews are twice the size of equivalent Confederation vessels.

They are slower and more ponderous than Zangid and Confederation ships, and cannot escape these vessels in combat.

Caeliferan ships have the same number of beam weapons as Confederation ships, but lack ion torpedoes.

Their vessels have doubled power costs for manoeuvring at speeds of Warp 4+, and they cannot achieve warp factor 7 and 8.

Caeliferan Frigate

Crew Compliment: 32

Power Pile Base: 50

Teleporter capacity: 3 *at a time*

Beam banks: 2

Shuttle ships: 1

Sick bay capacity: 2

These smaller ships are used as couriers and auxiliary vessels. Given the danger of drone attack, they often operate in pairs.

Caeliferan Destroyer

Crew Compliment: 56

Power Pile Base: 100

Teleporter capacity: 4 *at a time*

Beam banks: 3

Shuttle ships: 2

Sick bay capacity: 5

These ships are the mainstay of the Caeliferan fleet.

First Contact!

First contact with the Caeliferans is likely to be combative. They have been ambushed and attacked by Zangids and drones, and the Zangids have slaughtered heralds that were sent forth to make first contact. Caeliferans will thus be wary of any approach of unknown vessels - and should they see humanoids on the other ship, they will immediately attack! (Hey - you guys all look the same to them!)

At a later date, player characters might be able to repair race relations - particularly if they somehow demonstrate that the Zangids are a radically different species to the Confederation! Rescuing Caeliferans in distress might be a good way to achieve this!

The Drones

Millennia ago, an ancient race in a nearby galaxy once faced a terrible invasion from another species. They responded by seeding their enemy's space with automated drone starships that hunted down and destroyed starships and technology.

The races from that ancient war are long, long gone. Unfortunately, the drones survived.

Some of the drones have crossed the galactic void. They have landed here in the Lucanii Drift, and have established manufacturing bases. Obeying their ancient instructions, the drones have positioned themselves at strategic points in space and hang, dormant, watching for any signs of intruding technology.

...And then the Caeliferans began to explore space. The first primitive Caeliferan ships encountered drones.

Drones attack any signs of high technology. Artificial subspace or radio signals will attract their attention. The individual scout ships are backed up by mother ships, and mother ships are capable of coordinating clever tactics. As the player characters begin to encounter drones, they will notice the drones learning and becoming more and more cunning with every encounter.

When a drone ship is encountered, it will immediately begin broadcasting to attract other drones. There is a 50% chance that 1D2 drone ships will appear in the area within a day. There is also a 50% chance that a mother ship will appear sometime in the next 1D3 days.



The drones possibly have a manufacturing station somewhere in the region - there seems to be a lot of the damned things! Finding and destroying their manufacturing centres would be a boon for the entire quadrant!

Drones are dangerous. If they ever track ships back to Starbase Keppler, the drones will report back and eventually attack in overwhelming force.

Drone Scout ship

Crew Compliment: *4 ground combat drones, 8 maintenance drones.*

Power Pile Base: 50

Teleporter capacity: *2 ground combat drones at a time*

Beam banks: 1

Scout ships always attack until they are destroyed. If they suspect that there is activity down on a planet (and do not simply bombard the site from orbit), they will send a team of 4 ground combat drones down to the surface to patrol and report.

There are tunnels and open spaces aboard the ship. These are to allow a team of maintenance robots to repair and inspect the vessel - its weapons, brain and engines. These areas are all kept in vacuum.

Once the drones begin taking losses from Confederation ships, they will start to develop new tactics. These include 'micro-drones (see below). Once micro-drones are developed, Drone scout ships become equipped with a single pair of torpedoes that are each packed full of 4 drone swarms.

Drone mother ship

Crew Compliment: *8 combat drones, 16 maintenance drones*

Power Pile Base: 200

Teleporter capacity: *4 ground combat at a time*

Beam banks: 0

These carriers are unarmed, and have no shields. But they do transport 8 smaller "Stinger" drones. The carrier can launch 2 stingers per round. Each stinger fires a single beam attack each turn, and is destroyed by any hit from a beam weapon or torpedo. The stingers do not have warp drives, and must return to the mother ship in order to travel at faster than light speeds.

Once the mother ship is destroyed, any drones under its command turn dormant. They can be taken over by another mother ship and reactivated at the start of any turn.

Like the scout ships, mother ships are filled with open tunnels which allow maintenance drones access to the ship's systems. Confederation ships might find that a good tactic against these vessels is to teleport a boarding party onto the mother ship. If the maintenance drones can be held at bay, demolition charges (or overloaded beamers) can be used to sabotage the mother ship's engines.

Ground combat drones

Encountered: 1D4

Movement: 300 (120)

Intelligence: *Average*

Psionic potential: 3D4 *inactive*

Hits: 5D8

Armour: -6

Attacks: 1

Damage: 3D6

Morale: -

XP:200

These battle drones hover in the air on gravitic drives, and can reach virtually any altitude. They are the size of a small ground car. Ground combat drones are fearsome opponents. They are drawn to investigate any use of communicators or power, and can track their enemies' heat radiation.

Ground combat drones engage at first opportunity, and do not cease until destroyed. The service corridors inside drone ships are too small for ground combat drones to enter. The ground combat drones are stored in a teleportation chamber amidships.

Maintenance drone.

Encountered: 1D4

Movement: 120 (40)

Intelligence: Low

Psionic potential: 3D4 *inactive*

Hits: 2D8

Armour: -3

Attacks: 1

Damage: 1D6 *energy beam*, 1D8 *melee*

Morale: -

XP: 20

A drone ship contains service corridors that are patrolled by spider-like maintenance drones. These creatures will attack anyone who boards the ship, hurtling themselves at the invaders until they are destroyed. They use engineering tools as weapons: A short ranged energy bolt used for welding (effective only out to about 15 metres), and assorted crushing, slicing and cutting tools that make dreadfully effective melee weapons. If a maintenance drone hits a target by 2 or more points over and above the minimum score required to hit, then it has latched on with its many legs. The victim must make a successful Strength ability check before their next attack. If the Strength check fails, then the victim is entangled and gets no action.

Micro-drone swarm

Encountered: 1 *at a time*

Movement: 120 (40)

Intelligence: High

Psionic potential: 3D4 *inactive*

Hits: 6D8

Armour: 0

Attacks: 1

Damage: 1D6 *energy blast and bite*

Morale: NA

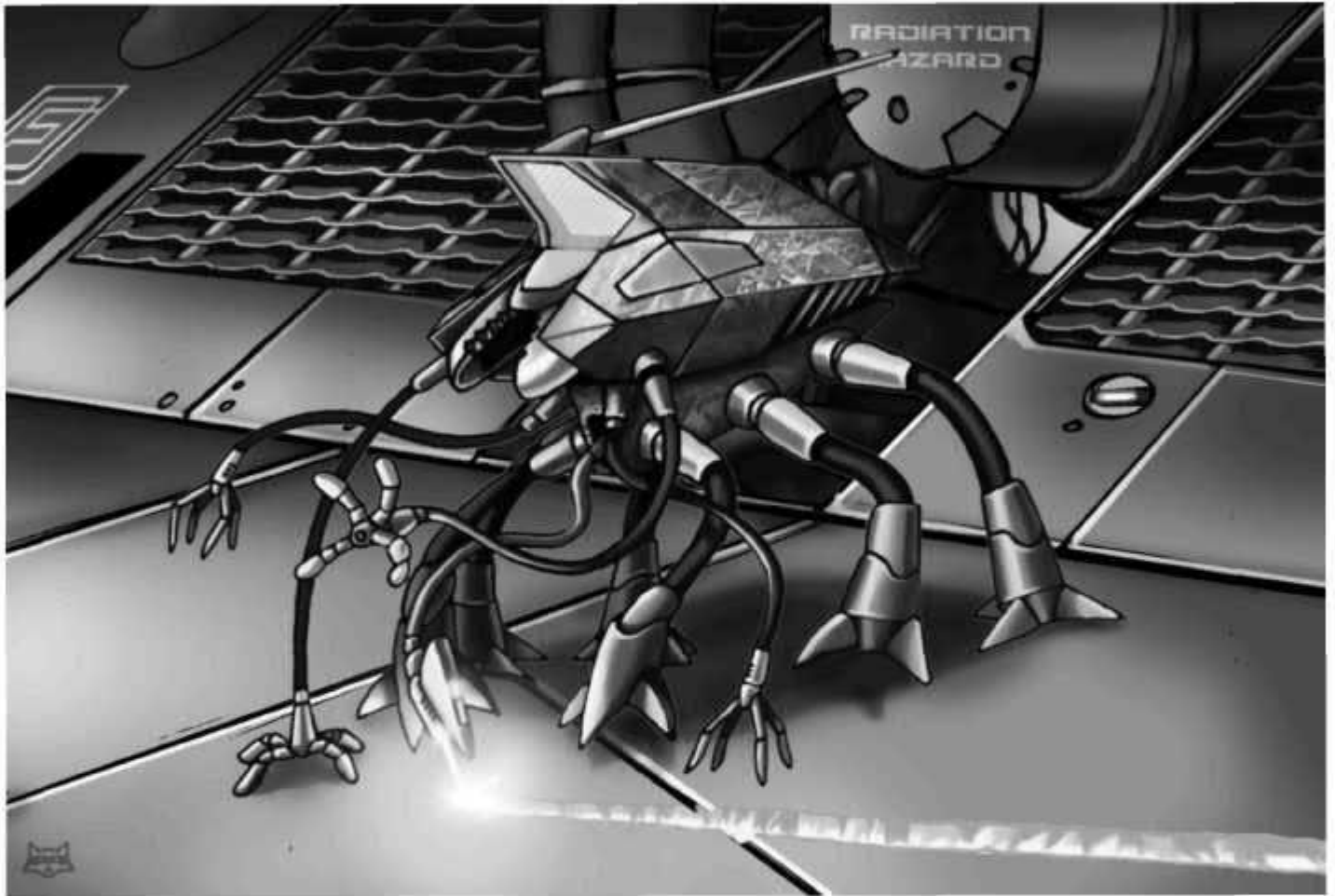
XP: 320

Micro-drones make their appearance sometime after the drones lose multiple vessels at the hands of Confederation ships.

These stats are for a swarm of many dozens of Chihuahua-sized drones that all act together in a swarm. They are used by drones as a new weapon to board enemy vessels. A single missile loaded with these creatures usually scatters 1D3 drone swarms onto the hull of a vessel.

Any target that is within 10 metres of a swarm will be struck for 1D6 damage - no roll is needed. Characters that are armoured or who are in cover will halve this damage. If the micro-drones make a melee hit against a target, then the target is now covered with clinging, biting micro-drones! The target must make a Dexterity check to throw off the drones in order to make any further actions.

A micro- drone swarm can cut through bulkheads and hull plates, and if left alone, they will cannibalise sections of hull to create more of themselves. An undisturbed drone swarm can create another drone swarm by expending about 20 minutes of work.





Section 6: Exploration

Map Features

The umpire's version of the star maps contain a few 'secret' features that the player's will have to discover the hard way!

Turbulence

Turgid space is a very common encounter. Patches of hyperspace 'slope' require additional 5 points of power in order to traverse the hex. There is also a 50% chance that the ship's course will be deflected by 60 degrees to the left or right.

A ship protected by any level of shielding is quite safe. Vessels that are unshielded will take (Speed x 2 points) of damage from structural stress.

Minefield

These are remnants of an ancient war.

A huge minefield fills this and several other nearby hexes of space. The mines are small self-propelled missiles that home in upon ship sized targets and attack.

Fortunately, the minefield has a chance of being detected by navigation crew (1-7 on 1D10).

Anyone entering a hex is immediately targeted by 2D3 missiles. Each missile hits on a roll of 10+ on 1D20. They strike doing the same damage as ion torpedoes. Fortunately, each missile can be fired upon by beam weapons and even torpedoes before they impact the ship. Missiles are destroyed by any strike.

The safe signal that allows ships to pass through these minefields might perhaps be found on an old ancient derelict. Minefields might thus become an excellent place to lure enemy shipping.

Hyperspace particles

These areas are plagued by terrible discharges of energy throughout local hyperspace. They are dangerous to any vessel that enters the hex while travelling in warp.

Any ship entering this hex takes 1D6 PPB damage for each hyperwarp factor of speed the ship is travelling. Halve this damage if the ship has full deflector screens running. Double the damage if the ship is running with no shields.

These areas can cover several hexes of dangerous space.

Lightning fields

Any ship that enters this hex comes under attack for D100 PPB in damage. Full deflector screens negate this damage. Half deflector screens will reduce the damage to 1D20 PPB.

The Star Sectors

The Lucanii Quadrant consists of 15 sectors.

The current star register refers to planets by their sector title, the number of their system within the planet's sector, and the number of the planet's orbit outward from its sun.





So the third planet of the first star system in the Lucanii Beta Sector would be *Lucanii Beta One Three*.

Explorers of a planet have the right to name the planet!

Unusual Star Systems

Nova

A nova looks like a more typical star from a distance, but has just recently exploded. This explosion is only being seen now that an FTL starship has entered the regions.

Ships that encounter a newly erupted nova are assaulted by a wave of radiation.

Damage to ship:

Unshielded: 40 PPB. Crew must save vs radiation.

Half shields: 20 PPB. Crew must save vs radiation with +2 bonus to their roll.

Full shields: 10 PPB. No effect to crew.

Those who pass their radiation saving throw will suffer debilitating radiation sickness. They will take 1D6 damage, and will have a negative 2 to all of their skill rolls for the next week.

Shipboard medical facilities will be able to save them from further effects, but the character cannot heal their damage for the next week.

Those who fail their saving throw will take 1D6 damage per day until they can make a new saving throw (roll once per day), be frozen, or treated at a starbase facility.

The explosion of a nova will radiate outwards 1 hex radius per year, with damage halving with each expansion. This might require special defences for any colonies or bases caught in the way of the nova wave.

Neutron stars

A neutron star has a very sharp gravity slope. Trying to shape a slingshot course about a neutron star can lead to damaging the ship's structure. The ship must make a successful science roll, or else the vessel will suffer 10 to 60% PPB in damage.

Noise generated by neutron stars makes detection difficult. All ship to ship encounters will take place at half the usual range.

Pulsars

Pulsars have cycles that give out terrible bursts of radiation. These bursts take place at set intervals. Their effects are well known.

Unshielded personnel exposed to a blast from a pulsar must roll a save vs radiation. They take 1D6 of damage if the roll is passed and suffer a -2 to all of their skill rolls until they undergo anti-radiation treatment. Characters that fail their radiation saving throw will die.

Protostars

This area is filled with gas and dust that is coalescing into a star. They can be dangerous to enter without full shields (1D10 PPB damage per day of operation if no shields are raised).

All starship combat within protostar systems is fought at extremely close range - the density of charged particles and gas blinds starship sensors. Both ships should roll for initiative with the winner appearing out of the fog on their opponent's tail at point blank range.

Exploring a Star System

To survey a planet for minerals, the starship must first be placed in a careful mapping orbit about the planet. Over the course of a day, the ship will make careful sensor scans.

Most planets have some sort of basic minerals. Planets are listed as to whether they have other, interesting possibilities. This will flag at the end of the 1 day initial sensor survey.

To investigate these "interesting" properties further, a science party must be landed to make a proper survey. This will take at least a day of careful work down on the ground - and can lead to interesting 'ground encounters' and colourful new wounds!

Experience Awards

If a ship manages to survey worlds with 'interesting' properties and return to base, then umpires should award the crew with experience points. 10 points per planet surveyed might be a good starting value. More difficult and dangerous surveying jobs should be worth more points (20-50 XP).

Encounters in Galactic Space

Encounters are part of the fun of complicating space journeys. They are a risk that needs to be kept in mind whenever travelling. However, too many encounters can get in the way of exploration and missions.

With that said - umpires should inflict these

problems on the players as and when it seems best for the fun and flow of the campaign. Do this, rather than constantly roll for random chance encounters.

Mind you - chuck turbulence at them fairly often to make sure they keep a power reserve up their sleeves!

Make a list and cross these encounters off one by one. Make sure each one turns up at some point during the campaign.

Very Common Encounters

These encounters are just common aspects of travel!

Type N planet

A 'rogue' planet. Most of these are merely lifeless rocks, but some have useful resources that might make them useful 'anchor points' for star bases, or places worth prospecting for minerals.

Mind you - drones and Zangids can also hide in ice crevasses on such worlds and ambush passing ships...

Wreckage

Ancient wreckage of battles between drones and some sort of strange, baroque alien vessels can be discovered inside various star systems. It will take careful scientific study at first to realise that the wreckage comes from two different types of vessel.

Drones sometimes hide within these debris fields.

Common Encounters

Common encounters crop up with fair frequency.

Drones

Outside of Lucanii Nu sector, drones are horribly common encounters.

The first things encountered will be solitary scout ships just drifting on their long, silent vigil. These will activate - possibly only once a ship draws close to investigate a debris field. The drones become a deadly presence: not utterly deadly in a single encounter, but omnipresent, and always a danger to a damaged vessel limping home. But their ability to call in more drones makes them ever more menacing. Eventually ships will be attacked by pairs and trios of scout drones.

Mother ships are a less common encounter. They tend to stay back in reserve, moving forward to lie in wait for incoming enemies or react to signals from scout ships. But their presence will soon make itself known!

As the drones gain experience of dealing with the Confederation, they will become more and more creative. They will lay traps on planetary surfaces - false distress calls, etc, designed to lure Away Teams into ambush and leave ships vulnerable to sudden attack.

Prospectors and supply ships

In the Lucanii Nu sector, a few small Confederation vessels move between Starbase Keppler and the various Confederation colony settlements. These vessels are slow and peaceful - although sometimes in need of emergency assistance!

Prospectors are a slightly different problem. Some such ships have been given licenses to

carry out prospecting missions - but only on worlds that have been declared as 'cleared'. The player characters' own ship will be the only one that can clear worlds for prospecting.

Other vessels are illegal through and through. They will have faked paperwork, or will attempt to run and evade. They might even be under Pleiadian papers, and claim to be outside of Confederation jurisdiction, causing an interesting diplomatic problem for the player characters!

Uncommon Encounters

Only throw these at players after a few more common encounters have occurred.

Zangid ship

The Zangids are keeping hidden for now. They are well aware that the Confederation is in the Lucanii Nu sector, and are keeping well clear. Their own base is currently in Lucanii Lambda.

The most commonly encountered Zangid vessels are scouting missions exploring the Lucanii Drift - solitary frigates and destroyers. But if they are aware of a prowling Confederation exploration vessel, they might attempt to ambush it with one or more ships of their own.

The Zangids have a battle cruiser as their main base ship, and a small number of frigates and destroyers that trickle through from the empire. They have managed to trigger a war between themselves and the Caeliferan Republic, and are well and truly outnumbered. But they have plans to divert the Caeliferans into warring with the Confederation. As such, they have kept 1 or 2 Caeliferan ships hidden in reserve.

Caeliferan ship

First contact will eventually happen with the Caeliferan Republic. That first contact may well end disastrously in combat, since the bugs believe all humanoids to be one with the Zangids.

Caeliferan ships are large, but their lower technology means that they perform at levels equal to Confederation frigates and destroyers. Knowing the danger of lurking drones, Caeliferan ships often operate in pairs.

Since they are too slow to evade higher tech vessels, Caeliferan vessels will usually fight to the death. Some vessels might have a herald on board - making communication more possible.

Remember- some Caeliferan vessels are actually crewed by Zangids, who are hoping to provoke war!

Derelict

Mysterious derelict vessels are the dungeons of outer space!

Derelicts in this area might be drone mother ships, Caeliferan vessels - or remnant vessels left over by the ancient enemies of the drones. Derelicts are damaged, large - possibly leaking radiation. They are also potential goldmines of scientific information and military intelligence.

Old computer banks on derelict Caeliferan ships will have the clues to their tragic initial encounter with the Zangids. Huge mobile drone repair and construction ships might have clues as to the location of drone manufacture facilities, or computer codes that might serve to decoy or deactivate drones. Knowing the exact frequencies of the drone shields might allow a ship to penetrate them with greater ease...

Derelicts are filled with robotic guards, mechanic drones, ground combat drones.... Alien diseases, desiccated corpses, and corridors 'trapped' with sudden arcs of electricity. They are dark, dangerous and damned fun.

Space barnacles

Somewhere, somehow, the ship has managed to collect some nasty little interstellar organisms that float about the Lucanii Drift. The 'larvae' of these creatures are essentially microscopic, and virtually impossible to detect.

The larvae latch onto a ship's hull - lured by the power radiating from the engines. Drawing on this power, they begin to turn into large limpet-like creatures that can move very slowly across the hull, or even fly small distances using a sort of electromagnetic drive all of their own. They gnaw upon hull plates to gain essential minerals, but mostly live by draining power from the vessel itself.

Noting the power drain can be difficult at first. An engineer must make a tech skill roll to realise that power is being drained somewhere in the system.

A mature infestation begins by draining 1 power point from a ship per day. This will increase by about 1 point per week.

Removing an infestation of barnacles is a tedious job requiring a careful search of the hull by vac suited crews. The 'barnacles' can give off a deadly (2D6) electric shock that can arc out to 4 or 5 metres from the creatures themselves, so they must be shot carefully with hand beamers (using stun guns only seems to feed the creatures!). A one power point infestation would comprise perhaps 20 mature space barnacles. The creatures hide in the damndest nooks and crannies, so a very

thorough search is needed in order to rid the vessel of the adult barnacles.

Ridding the ship of any larvae the adults have planted is phase 2. These larvae are drawn to the heaviest local power source. If the ship is powered down, a shuttle can be used to literally draw the microbial larvae away from the ship. The slow-moving larvae can then be easily outrun by the shuttle and left in deep space.

Rare Encounters

These sort of things are memorable events indeed.

Radiation storm

These events are rare but deadly.

Their effects are detailed in the *S&S rules, 2nd Ed, P32*.

Psi cloud

A weird radiation storm deals damage that maroons the ship in space for at least a day. The chief Engineer must make a tech roll in order to bring the warp engines back on line.

The radiation storm has a terrible effect upon all psionically active characters aboard ship. All such characters must save vs energy attack. Any character that succeeds falls unconscious for 1D6 hours due to some sort of shock. They are at a -2 DRM on all of their rolls for the next day.

Characters that fail the roll similarly fall unconscious. But they also take 1D6 of damage.

All will seem well for the next 6 or 7 days. After that time - any actively psychic characters who failed their saving throws will become secret

megalomaniacs who will scheme to take control of the ship! They may well do this by framing the current commander for crimes, or causing accidents that hospitalise their rivals. Their psi powers will obviously be used to the full.

The "cure" requires the patients to undergo a modulated electrical shock, re-setting their mental patterns back to normal. This will require some careful psionic theory and some clever engineering! A medical team can implement this solution, but a failed science roll will result in the patient taking 3D6 of electrical shock.

Space amoeba

As detailed in the S&S rules, 2nd Ed, P33.

Space ameobas are dangerous, predatory and

not-at-all nice!

Set all cat girls to maximum frown!

Vortex.

Without warning, the ship strikes a 'null' patch of hyperspace.

All warp drives shut off.

Power generation shuts off.

The ship is dead in space - with no life support.

Some quality of the local hyperspace has trapped the ship inside a bubble of hyperspace. This 'inverted' hyperspace is negating the ability of the ship to generate power. Beam weapons will not work - power plants and engines all shut down. Capacitors are somehow drained of





stored power... The area of warp space all around seems to be impenetrable. It reacts to energy with a weird, bright flicker (before draining the electricity away).

After a few hours without life support, people are under severe danger of dying of cold and asphyxiation. A successful tech roll by the chief engineer will create a temporary solution that will last for a day. Otherwise every crew member must make a save vs radiation or take 1D6 damage per day.

Escaping the vortex is a task for the science crew. Over one day, the science team must examine the vortex. The lead scientist must make a successful science roll to bring the computer and sensors on line and make enough readings to gain information. Only once this is done can questions be asked of the computer and plans made.

The ship seems to have passed through a small invisible door into a different layer of hyperspace. These 'pot holes' must exist in this particular area due to stresses in the local hyperspace landscape. If there was a hole leading in - then there must be a way to get back out.

A black hole against a black background...

The only way to escape the vortex is to detonate some sort of massive explosion a considerable distance from the ship. This will back-light areas that are doorways back into 'normal' hyperspace. Ion torpedoes could be somehow thrust forth using gas to propel them...

Getting the ship to the exit is going to require venting the ship's atmosphere to provide thrust, and slowly moving to the exit. A navigation officer can use a successful Combat roll to make it through the hole. Failing this roll will mean everyone aboard takes 1D6 damage from the thinning atmosphere, and the roll must be taken again...

Being stuck in a vortex is a great time to bring forth a second crisis - an assassination, spy or sundry other skulduggery.

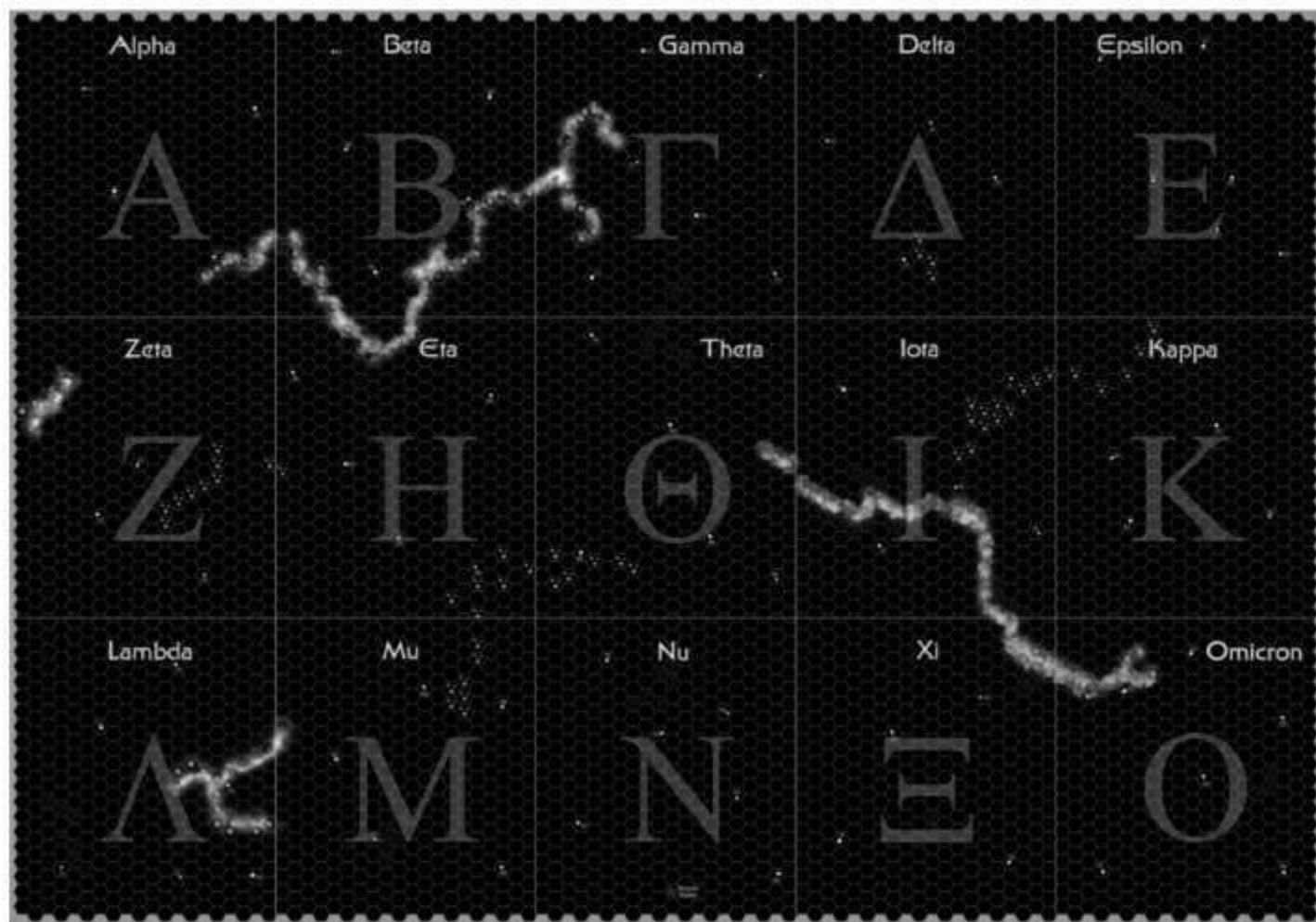
Space buoy

These weird occurrences are detailed in the *S&S rules, 2nd Ed, P34*.



Section 7: Star Sectors

General layout of sector maps



Starbase Keppler (the players' starting location) is in sector *Lucanii Nu*.

The maps provided in this chapter are for the eyes of the Star Master only! Players' maps are provided in the back of this book, and are also available as a PDF download in full colour.



Hyperspace Particles



Turbulence

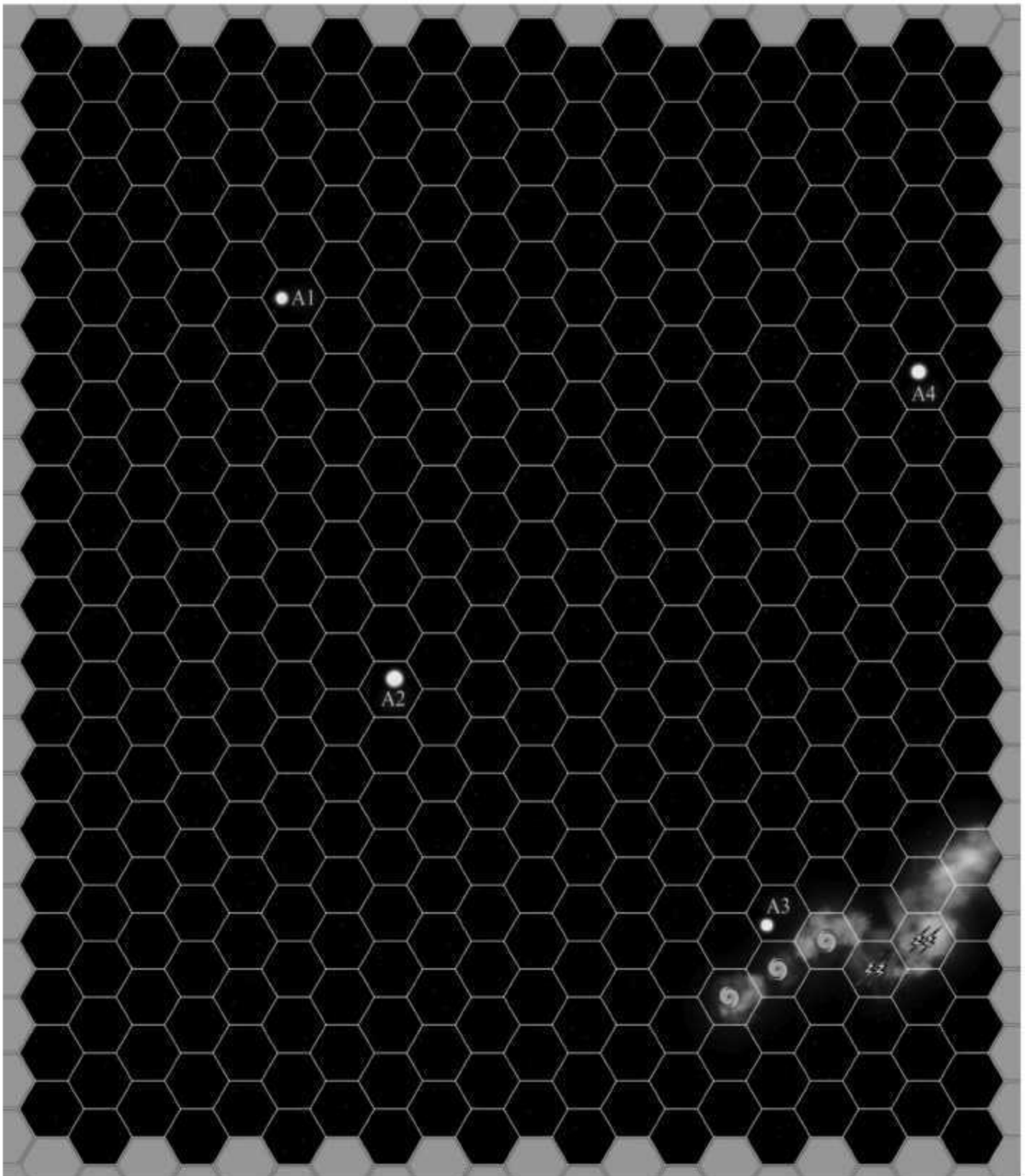


Minefield



Lightning Field

Starmap: Lucanii Alpha



Sector 1

Lucanii Alpha

This area is a gateway to further quadrants of the Lucanii Drift. Long wisps of stars trail off, up and above the galactic arm. There are dozens more sectors to explore.

Caeliferan starships have not yet reached this far from their home world.

Lucanii Alpha 1

Star type: *F (white)*

Light: *Bright*

Heat: *Medium*

Size: *Small*

Number of planets: *5*

Asteroid fields: *Dust field*

Comments: *This system is the gateway to further systems beyond the maps provided.*

It is also home to a base manned by a breakaway group of Zangid rebels who have mutinied against their fleet. These scum have a Zangid cruiser that they keep hidden down in the dust oceans of the moon about planet 4.

Planet 1 - Type W

A scorched, burnt rock that has been deeply pitted with craters.

Planet 2 - Type W

Another seared world. There are deep gorges and fissures all over the surface. Heavy metallic nodules and dust have collected in many of the fissures.

Planet 3 - Type B

A roiling, volcanic world.

Planet 4 - Type H

A lush world. There are many life forms, thick jungles and plains teeming with animal life.

On closer examination, it seems that there are extensive ruins here. Giant skyscrapers are overgrown with plants.

There is a single moon, with many huge, dusty craters.

Adventure

There is a slight sign of power usage down on the planet. A number of life forms seem to be all through that area. A jungle canopy and wide ruins prevents observation from above.

A Zangid cruiser is hiding beneath the dust sea in a crater on the moon orbiting this planet. The dust has a high static charge, and nicely masks the emissions of the ship's powerplant.

The Zangids here are mutineers that have killed their captain and seized this ship. They are in hiding from their fleet, and have embraced a barbaric, drunk and filthy lifestyle.

The Zangid rebels have a hunting party on the ground near where any Confederation Away Team lands. The Zangids will use a stun grenade and stunners to try and knock out the party. They will then be beamed into the hidden Zangid cruiser. The cruiser will then erupt out of hiding and flee.

Player characters left on the Confederation ship might try to shadow this vessel at a distance rather than fight to kill. If the Zangid cruiser is destroyed, then the Away Team will be killed.

Aboard the Zangid rebel vessel, the captives are in for a bad time. This mob of Zangid scum wish to swap player characters to the main Zangid fleet in return for some supplies and luxuries. They have made arrangements for a drop - and they are not too worried about keeping all of their prisoners alive. The Zangids will take great pleasure in having their captives battle weird alien animals such as Volt Panthers (S&S 2nd Ed, P 63) - or even each other!

Aboard the rebel ship - player characters might be able to secret away a weapon during a gladiatorial bout. If they can escape their guards while en-route back to their cells, they might be able to sabotage the drives. Once power is down, the player characters' own ship can close in, then teleport crews in to find them and help effect a rescue.

Orbit 5 - Dust **field**

A large dust field. The ice crystals glitter in the light of the sun.

Planet 5 - Type **W**

A dark, rocky world that swims within the dust clouds. It is a difficult world to spot. Several useful heavy elements can be found here, and it is an excellent place to find minerals needed for ship repair.

Lucanii Alpha 2

Star type: *M (red)*

Light: *Faint*

Heat: *Low*

Size: *Small*

Number of planets: *2*

Asteroid fields: *None*

Comments: *A small system that draws a regular patrol by drone vessels.*

Planet 1 - Type **F**

A desert planet that has many lush oasis. There are strange power readings coming from caverns underneath one oasis.

Teleporting down to the oasis reveals a strange set of globular houses, and a pig-faced race of green skinned humanoids living in the buildings. They have a statue to some sort of big blubbery demonic god.

"Orcarrans" - the sophonts of Lucanii Alpha 2-1

Encountered: 1D6

Movement: 120 (40)

Intelligence: *Average*

Psionic potential: 3D6 *active*

Hits: 1D10 (*higher for skilled characters*)

Armour: 0

Attacks: 1

Damage: *By weapon*

Morale: 8

XP: 15

These creatures have a tribal organisation, and can work metal into swords, spears, crossbows and armour. They are industrious and quite friendly. They are keen to know more about the Confederation, and very much want to send representatives along aboard the player characters' ship to contact the local Confederation government.

They are skilled hunters and fighters. Add +1 to their combat skill with melee weapons. They are typically +1 Str and +2 Con compared to normal humanoids.

They drink strong drink The desert holds many strange and dangerous creatures that the Orcarrans are adept at hunting and eating.

Adventure!

In a complete turn-around to "normal" events, this is just a lovely place! Any Away Team is greeted enthusiastically by the natives. The player characters are given a house and told to enjoy themselves. The females are amorous and excellent dancers (and oddly attractive!) The liquor is excellent.

The power readings seem to be coming from below the idol. The idol is guarded by 4 warriors. The natives will say that no one may approach the idol until the sacrifice ceremony tomorrow...



A female landing party member might possibly be lured secretly away by the main priest. It turns out they want this character to help present fruits and roast meat to the god statue at the ceremony, to show solidarity between the visitors and the natives.

After the players have supposedly settled down for the night, the natives all start slipping away, as if they are planning something. And they are! A surprise party for the adventurers'. Representatives from other tribes have been invited!

The 'Sacrifice ceremony' is simply an offering of first fruits to their rather easy going god. Once this is over - the player characters are welcome to access secret chambers down below.

The strange energy readings are from a deep volcanic pit full of crystals far below the statue. Damaged warp crystals from a ship can be brought here and left for about 12 hours. They will heal any damage (this effectively heals 5 points PPB damage to a starship). The natives are happy to let the characters have full access to the chamber in return for taking some tribal representatives back to their starbase.

Meanwhile, up in orbit!

Nothing!

The ship is locked in boredom. BUT - a three dimensional chess tournament has reached its finals, and the tension is running high!

The galley has also run out of everything except for Salisbury steak and marshmallows.

Planet 2 - Type W

A rocky world with no atmosphere to speak of.

Lucanii Alpha 3

Star type: A (blue)

Light: Bright

Heat: Hot

Size: *Small*

Number of planets: 5

Asteroid fields: *None*

Comments: A quiet system with great views of the local nebula.

Planet 1 - Type C

A world that has many volcanoes that keep its atmosphere high-pressured, dense and venomous.

Planet 2 - Type W

This planet has a strangely flattened shape. Its density is low, and heavy metals are rare.

Planet 3 - Type L Gas Giant

A large gas giant with 15 moons. Scanning this set of moons takes at least 3 days.

One volcanic moon turns out to have some excellent heavy metal elements. These have to be located and sampled via a landing team.

This moon has microorganisms living in volcanic vents that exude an empathic haze of contentment. (A Strength 15 psionic attack). Anyone who falls prey to the empathic attack enjoys the proximity of the microbes, and introduces them to the hot water system of the ship. The microbes tend to make people's skin discolour, dying people a slight shade of yellow.

Planet 4 - Type W

This world has been almost shattered by some sort of impact. There is actually a vast hole clean through this entire planet, and chunks of debris fill its local orbit.

Planet 5 - Type J Gas Giant

A small gas giant. It has a single huge moon, and the gravity of the gas giant keeps the moon tectonically active. There are useful metals findable all over the surface of this moon.

Lucanii Alpha 4

Star type: *Brown Dwarf*

Light: *Faint*

Heat: Low

Size: *Small*

Number of planets: 1

Asteroid fields: *None*

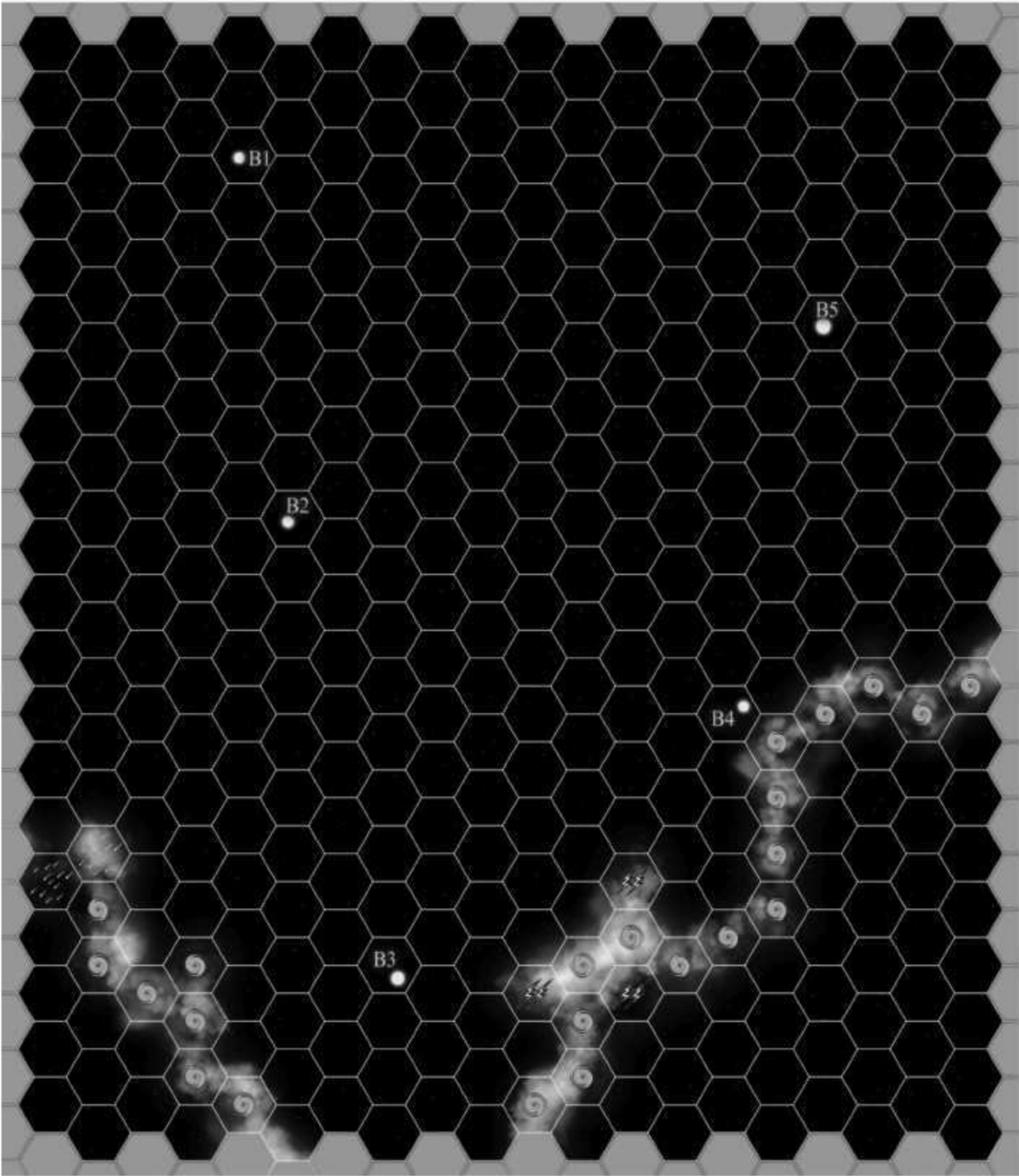
Comments: *Magnetic shields from this huge, dull star cause interference to teleporters, communicators and starship sensors.*

Planet 1 - Type W

This planet has some strange, deep chasms that contain invaluable crystals. The place is also home to some "Crystal Creatures" (S&S 2nd Ed, P 56). The creatures drain energy out of shuttle engine pods, beam weapons and scanners by coming into 10 metre proximity.



Starmap: Lucanii Beta



Sector 2

Lucanii Beta

Dominated by the Fire-Gem Nebula, this area of space boasts some spectacular views.

It is also the heartland of the sinister drones!

Lucanii Beta 1

Star type: A (blue)

Light: Bright

Heat: Hot

Size: Small

Number of planets: 5

Asteroid fields: Dust field

Comments: *This is the oldest manufacturing point for drones in the Lucanii Drift. If this and the sister facility are destroyed, the drones could be eradicated from the quadrant entirely.*

There are 4 mother ships on station in the system.

The best way to destroy this base it might be to send a team in via a captured drone ship - or maybe occupy the fleet by downloading codes that make the drones believe one another are enemies (all that research on derelict drone vessels can finally bear fruit!)

A ship arriving in the outer section of the system might be able to hide in the dust field and gather some Intel without alerting the drones.

Planet 1 - Type C

A rocky, earthquake-ridden world

Planet 2 - Type W

A rocky world with many useful minerals. Mech drones are mining heavy metals and shuttling them to planet 4.

Planet 3 - Type W

An empty rock.

Planet 4 - Type E

Drone manufacturing facility!

An armed facility is here (200 PPB, deflector screen, 2 beam banks). This creates drone vessels. 2 are on the racks at the moment, half completed. Production has suddenly begun now that the drones have discovered the presence of visitors in this quadrant.

Planet 5 - Type T

This ice world is being mined for metals by the drones. There is a very large mining camp manned by hordes of mech drones and ground combat drones. The facility is guarded by a deflector screen and a beam weapon bank (100 PPB equivalent).

Planet 6 - Dust field

A careful ship can use the dust field to mask itself from the rest of the system.

Lucanii Beta 2

Star type: 0 (blue)

Light: Bright

Heat: Hot

Size: Large

Number of planets: 7

Asteroid fields: One

Comments: *A system that is frequently visited by drone patrols.*

Planet 1 - Type C

A turgid planet. The crust is unstable, and very thin.

Planet 2 - Type W

A still, quiet planet. Deep craters are filled with dust.

Planet 3 - Type W

A rugged world. Deeply eroded by howling winds.

Planet 4 - Type E

A planet rich in crystals. None are warp crystals,

but there are several types that are useful in industry. Spectacular massive crystal formations of blue, purple and amber yellow make for very interesting terrain. Beware of firing beam weapons in amongst the crystals: missed shots can rebound and scatter.

Adventure seed

Strange power readings are coming from underneath the surface. A careful investigation will reveal perhaps a dozen mech drones building some sort of communication post, guarded by perhaps a dozen ground combat drones. The base cannot simply be bombarded from orbit - a close inspection reveals that there are some prisoners (Confederation miners) held in a cavern by some of the drones. It seems the drones are experimenting with ways of converting prisoners into cyborgs...

Planet 5 - Type J Gas Giant

This gas giant has 9 large moons, and a collection of smaller rocky fragments.

Scanning these moons will reveal a few sources of useful chemical compounds, but nothing of deep interest.

Planet 6 - Type T

This ice planet is covered in titanic lichen-like plants. This leathery stuff can be processed for some basic nutrition, but tastes awful!

Planet 7 - Type W

A frozen wasteland of a world. There is some wreckage from an ancient ship scattered over the surface.

Lucanii Beta 3

Star type: *B (blue)*

Light: *Bright*

Heat: *Hot*

Size: *Small*

Number of planets: 4

Asteroid fields: *Dust field, asteroid field*

Comments: *A drone vessel is drifting with no power to drives or weapons, having been damaged by an internal explosion...*

Adventure

The drone ship has mech drones on guard inside. There is a group of three Confederation miners held captive inside the ship, penned in a cell. They were captured several sectors away, and have been in their cell for many days with no idea why they were captured. Three days ago, they felt the ship come under attack, and the power shut off. The three miners have been trapped inside their cell and have had no food or water for days.

The miners are actually the latest attempt by the drones to attack Confederate shipping. They are actually androids designed to carry packs of micro-drone swarms. These will burst out of the 'miners' when they are well inside the ship - probably in the medical bay for scanning and treatment. The androids are well made - they cannot be detected by hand scanners. Once the drone swarms are free, they will head into engineering spaces and Jeffrie's tubes, and begin frenziedly replicating themselves.

Planet 1 - Type W

A battered, crater-pocked planet with a great deal of small debris in orbit.

Planet 2 - Type W

A rusty red planet. The thin atmosphere is constantly sweeping the surface with sand storms.

Planet 3 - Type B

A thickly clouded world with a great deal of volcanic activity. The clouds contain a massive amount of static discharge, and prevent anything from scanning down past the cloud tops. There are several small metallic chunks of debris in orbit, as well as a small moon.



If anyone sees fit to dip a shuttle below the clouds into the dangerous atmosphere below, they will discover a drone vessel waiting to ambush their star ship! (A tech skill roll by the shuttle pilot will allow the shuttle to avoid detection).

If a ship passes by without investigating below the clouds, then a satellite hidden amongst the orbital debris will send a single short, directional signal to the hidden ship. It will attack the player characters' star ship with a 50% chance of achieving surprise.

Orbit 4 - Asteroid **field**

This rocky collection of ice asteroids and nickel-iron chunks definitely can yield some useful heavy elements. Scanning the field takes a week.

Planet 4 - Type G

A water world with a breathable atmosphere. Much of the world's oceans are literally only about 30 to 90 C deep. Ray-shaped fish capable of leaping from the water and gliding long distances are a common sight - as are huge globular animals about 4 metres high that trundle about the shallows grazing on sea lettuce. There is a species of swift flying ray fish that seem to be extremely intelligent. They have tentacles along their ventral surface, and can be observed using tools such as rocks, etc to open shellfish. The creatures are stealthy, and love stealing metal implements from visitors.

Orbit 6 - Dust **field**

A spectacular double-spiral dust field surrounds this system. The dust field is actually home to some strange space dwelling creatures that manoeuvre about, somehow pushing telekinetically against the psionic plane. These creatures can actually clean space barnacles off a ship - they find the barnacles very tasty indeed! (a damned useful discovery!)

Lucanii **Beta 4**

Star type: *M (red)*

Light: *Faint*

Heat: *Low*

Size: *Small*

Number of planets: *4*

Asteroid fields: *None*

Comments: *There is always a drone mothership in this system. It will not pursue enemies who flee, unless they seem to be heading towards Lucanii Beta 1.*

Planet 1 - Type F

A stormy planet. The atmosphere constantly lashes the surface with hurricane force winds. There are valuable warp crystals to be found here in deep chasms that are sheltered from the winds. The chasms are home to local lifeforms - trees, fungi and animals.

The chasms are very eerie places. Strange louse-like creatures scuttle in the crevices. Black furred creatures with four green eyes - something between a wolf and a gibbon - swing along the ragged tree-like fungi stalks that jut from the sides of the canyons.

Tree Wolf of Lucanii Beta 4-1

Encountered: *1D3*

Movement: *180 (60)*

Intelligence: *Animal*

Psionic potential: *3D4 inactive*

Hits: *1D8*

Armour: *-2*

Attacks: *1*

Damage: *1D8 bite*

Morale: *8*

XP: *13*

Tree wolves swing spectacularly through the trees, and can see clearly in the near darkness of the lower chasms. They will close in upon solitary or wounded characters, and will relentlessly follow wounded individuals, attacking suddenly from the shadows.

Planet 2 - Type T

A still, silent world. The planet is ringed by a circle of glittering water ice particles.

Planet 3 - Type J Gas Giant

This gas giant has only a single small moon - a frozen chunk of almost pure water ice with a liquid centre. The liquid heart of the moon is a sea that holds many strange organisms.

Planet 4 - Type T

A frozen rocky core is plated with frozen gasses. Deep, deep beneath many hundred metres of ice, the core actually contains valuable seams of rare metals.

Lucanii Beta 5

Star type: G (*yellow*)

Light: *Medium*

Heat: *Medium*

Size: *Medium*

Number of planets: 6

Asteroid fields: *None*

Comments: *Occasional solar flares disrupt teleporter use, scanners and communications.*

Planet 1 - Type W

An empty nickel-iron rock, deeply pitted with craters.

Planet 2 - Type A

A broiling, unstable planet wrapped with volcanic gasses.

Planet 3 - Type F

This planet has a relatively sparse atmosphere that only becomes breathable down in the deep network of canyons that crisscross the equator. These canyons are convoluted, and can be many kilometres deep.

Some sparse plant-animal hybrids grow in the canyon bottoms, as well as a small fast moving

grazer animal. But the most eye-opening animal are the "rippers" - a terrible fanged, fast running animal that moves in packs.

Ripper

Encountered: 1 *at a time or swarm!*

Movement: 180 (60)

Intelligence: *Animal*

Psionic potential: 3D4 *inactive*

Hits: 2D8

Armour: -1

Attacks: 1

Damage: 1D8 bite

Morale: 9

XP:20

When the planet goes into one of its 'once every 10 year' winters, the plant-animals and prey all disappear. The 'rippers' go into a wild frenzy, running in massive swarms of many hundreds that bite and tear at one another as they race through the canyons. The population fight, reducing numbers so that only the very fittest, who will then survive the sudden drought. Anything spotted by these rampaging masses of predators will be overrun and destroyed.

Adventure

Ruins are spotted in a canyon down below. There are also a number of readings which show concentrations of heavy metals and radiation above the background norms.

An Away Team will find a series of cliffside caves and monolithic doorways deep in a brooding canyon wall. The radiation seems to be within the cliffside just beyond. For some reason, the canyon floor is littered with gnawed, desiccated "ripper" bones.

Thousands of them.



Meanwhile, up in orbit, three drone ships will drop out of warp right near the players' ship. The Confederation ship will clearly be forced to flee (and should be allowed to escape, with the enemy in pursuit). Screens are up, so the ground party will have to stay on the planet.

.. And after a little while, the rippers suddenly start to stampede! The landing party must hide deep in the caves!

The caves plunge back into the depths of the cliff walls. The tunnel mouth can be sealed shut with boulders brought down by beam weapon fire, blocking out the ravaging predators outside.

The caves are the burial grounds for a race of humanoid creatures that mummified their dead. There are ranks and ranks of niches, each one holding a mummy shrouded with cobwebs. The mummy wrappings seem to contain strands of gold, platinum and other metallic elements. The labyrinth of mummy tunnels extends far off into the dark.

In the catacombs just beneath, there is a wall of glacial ice and a dripping pool of melt water. In tunnels beyond, there seems to be some sort of sealed rooms, and an ancient reactor. The temperature is falling - the party might freeze! But there is a chance the old fission reactor can be re-activated. This would allow heat to be generated - but this will all take work from scientists and technicians. The temperature is dropping slowly but steadily.

The sealed rooms can perhaps be cut open with beam weapons. Special catacombs lie beyond, where royal mummies all wear jewellery made from warp crystals!

(Meanwhile off in space: The Confederation ship must make evasive manoeuvres to evade the pursuing drone ships. It will need to make

'contact' rolls. But in essence, it will take 3 or 4 days to evade the enemy and return back to Lucanii Beta 5-3. By this time, the ripper swarms will all be dead and gone.)

There are 3 problems that face the landing party.

- 1) Don't freeze
- 2) Infection from the glacial water
- 3) Alien mummies.

The water from the glacier has a brain parasite. This will make anyone who drinks it become paranoid and progressively more and more manic. Infected characters may well flee deep into the catacombs.

The mummies will rise and attack to destroy interlopers. They will do it with great stealth.

Alien mummy

Encountered: *1 at a time (or a horde!)*

Movement: 120 (40)

Intelligence: High

Psionic potential: 3D4 *inactive*

Hits: 5D8

Armour: 0

Attacks: 1

Damage: 2D6 choke and shock

Morale: NA

XP: 200

These creatures move with stealth, rising silently out of their tombs when they sense a single target nearby. They attack with silence out of the darkness.

Alien mummies are animated by nanites inside their flesh. They attack with their crushing grasp that gives off an electric shock. Once a mummy slays an intruder, it will return to its niche and deactivate. It will rest for 12 hours to recharge its energies.

Stealing warp crystals from any of the mummies will cause the mummies to awaken a few hours later and attack the characters en masse.

- Nanites gleaned from the mummies are a valuable item for research. See artefact 4 in the "Useful Artefact" chapter at the end of this book.

Planet 4 - Type J Gas Giant

A gloomy, storm ridden gas giant. The planet gives off a great deal of radio and magnetic noise.

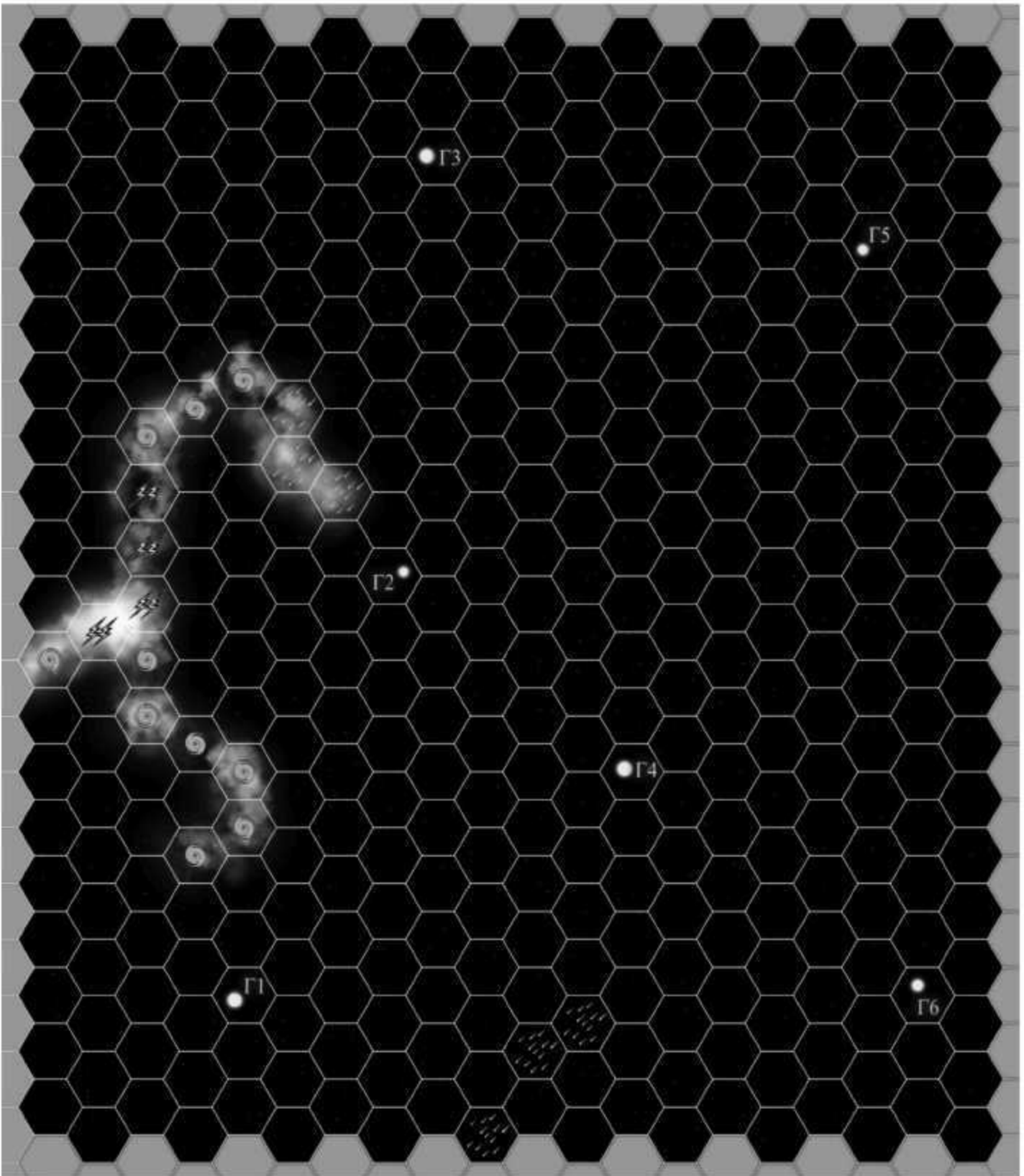
Planet 5 - Type T

A silent, frozen wasteland.

Planet 6 - Type T

This planet is quite large. It is sheathed in frozen gasses, and surrounded by rings of ice crystals.

Starmap: Lucanii Gamma



Sector 3

Lucanii Gamma

The far reaches of explored space! The captain really ought to throw some kind of party!

Lucanii Gamma 1

Star type: 0 (blue)

Light: Bright

Heat: *Hot*

Size: Large

Number of planets: 9

Asteroid fields: *One*

Comments: *Floating in the middle of this system is an exact copy of the players' star ship!*

Adventure

Approaching the vessel reveals that it is absolutely the players' own vessel. There are even marks from battle damage repairs made in the recent past.

The vessel is drifting. It has power, but the shields are down. There are no life signatures aboard, and it does not respond to hails.

Coming aboard, the characters will discover a ghost ship. The vessel is missing one shuttle. The ship's logs are empty. The rooms are devoid of furnishing, but have all their fittings in place. The armoury is empty, as are the food stores. But the ship seems completely space worthy. She can be brought under command. Nothing seems to be amiss. With some supplies and some life support equipment, the ship could be crewed!

There are actually Drone Swarms aboard the vessel (See the entry for Lucanii Beta 3 above). These swarms are currently hiding in the air filtration tubes. There are about 20 swarms aboard.

Sometime after an Away Team arrives aboard, two drone swarms will try to use the teleporter on the replica ship to teleport onto the player characters' vessel. An instant later, the replica ship will suddenly activate. It will put shields up and begin attacking the player characters' own vessel.

The player characters aboard the replica will suddenly find themselves battling drone swarms that come erupting out from the Jefferie's tubes. In order to end the space battle (without being destroyed by their own ship), the player characters will have to try and sabotage weapons or engines and rig some sort of overload.

Should player characters aboard the replica have to teleport out just before the ship detonates, the space battle will have taken them sufficiently close to the orbit of planet number 3.

Planet 1 - Type A

A deeply unstable world - hot and erupting. Impossible to safely visit.

Planet 2 - Type W

A scorched nickel-iron rock – small but extremely dense.

Orbit 3 - Asteroid field

This asteroid field is filled with large bodies of frozen water as well as a number of rocky asteroids. 3 days of careful searching will reveal some useful heavy metals in amongst the asteroids. These might be useful for ship repairs.

Planet 3 - Type F

A world with breathable air but high temperatures. The polar regions have liquid water seas and green belts of plantlife about the shorelines that are filled with life. Some of these plants have medicinal properties that would reward deeper study. Medical officers

can gain 50XP by spending 3 or 4 days of research here.

The shorelines here have a strange, pillar-like plant that extrudes a number of bud-like fruits. Andromedans find these to be irresistibly delicious. In fact - if an Andromedan tastes them, and then runs out of supply at a later date, they must make an intelligence check, otherwise they will do virtually anything to get their hands on the fruit again (and are willing to use empathic powers etc to manipulate their fellow crew!)

Planet 4 - Type W

A dust covered world with almost zero atmosphere.

Planet 5 - Type K Gas Giant

This small gas giant is surrounded by spectacular ice rings. One ring is at a distinct angle to the others.

The world has 3 moons. One of these is a roiling hell hole of sulphur and volcanoes. Another is an ammonia/methane body that has some weird primitive life forms swimming in its oceans.

Planet 6 - Type C

A volcanic world with an atmosphere dense with carbon dioxide.

Planet 7 - Type W

A frozen body of rock with extensive polar caps of water and carbon dioxide ice.

Planet 8 - Type J Gas Giant

This small gas giant has a single large moon, which classes as a type T world (although tidal forces keep a liquid water sea flowing beneath the 300 metre outer shell of ice).

Planet 9 - Type T

An ice ball planet. There are some pieces of old drone wreckage scattered about the surface.

Lucanii Gamma 2

Star type: *Double system - B (blue)/K (orange)*

Light: *Bright/Dim*

Heat: *Hot/Medium*

Size: *Large/Small*

Number of planets: 6

Asteroid fields: *One*

Comments: *A double star system with planets that move in complex elliptical orbits. Planetary temperatures vary through great extremes.*

Planet 1 - Type A

Torn and pulled by tides, this world's crust is in a constant state of upheaval.

Planet 2 - Type C

Volcanic and crusted with sulphur, this world is surrounded by a ragged ring of debris and mineral crystals.

There are signs that some sort of ships (drones) have been mining a rare earth from a deposit on one of the continents. This seems to have enraged some local Stone Creatures (*S&S 2nd Ed, P 67*)

Planet 3 - Type C

A stark, empty world that shows strange, regular scratch marks all across its surface.

Orbit 4 - Asteroid field

Several tight drifts of debris here contain exotic crystals. These make excellent places for a ship to hide from detection.

Planet 4 - Type I

A massive world, with a surface gravity of 4 Gs, and a dense ammonia/methane atmosphere.

Deep chemical seas flow between continents that are clad with flat rubbery vegetation.

A number of creatures that look like frothy ameobas have developed on land. They are not friendly.

Planet 5 - Type W

A small, light gravity world. A nickel-iron core is clad in a crust of silicates and dust. Water ice at the poles melts when the planet passes close to the sun, causing planet wide storms.

Planet 6 - Type T

A harsh world of ice and storm. A derelict ancient vessel lies trapped in the ice, patrolled by robot crew. The hull contains 6 weapons that are almost identical to ion torpedoes, and which could be fired from Confederation torpedo tubes.

• A strange capacitor in the alien derelict proves to be an interesting item for research. See artefact 1 in the "Useful Artefact" chapter at the end of this book.

Lucanii Gamma 3

Star type: K (*orange*)

Light: Dim

Heat: *Medium*

Size: *Small*

Number of planets: 3

Asteroid fields: *None*

Comments: *An unremarkable system.*

Well - except for this remark.

...And that one.

Planet 1 - Type W

This rocky world is rich in several light elements such as bauxite, lithium and silver. Seeking out these concentrations takes two days of careful scanning, and will require ground parties to land and drill for samples.

Planet 2 - Type J Gas Giant

A small gas giant. It has a narrow, delicate ring of ice particles, and 3 ice covered moons.

Planet 3 - Type T

A world wrapped with ice, and torn by hurricanes.

Lucanii Gamma 4

Star type: M (*red*)

Light: *Faint*

Heat: Low

Size: *Small*

Number of planets: 4

Asteroid fields: *None*

Comments: *There is wreckage here from a long-ago battle between ancient vessels and drones. One of the wrecks still has useable warp crystals.*

Be careful passing too close to the wreckage. One or two maintenance drones are still active, and might secretly latch on to the ship's outer hull.

Planet 1 - Type W

A stark rock, deeply smothered with dust and slag.

Planet 2 - Type W

A cold, ice-streaked rocky world with substantial polar caps of carbon dioxide ice and water ice.

Planet 3 - Type T

An ice world that shows some strange red streaks. The streaks are a type of algae growing underneath the surface ice. An extract from the algae can give a 5% bonus to trauma resistance rolls.

Planet 4 - Type J Gas Giant

This gas giant has 4 main moons. One of these moons classes as a type E world.

Lucanii Gamma 5

Star type: *F* (white)

Light: Bright

Heat: *Medium*

Size: *Small*

Number of planets: 4

Asteroid fields: *Dust field*

Comments: *Psiionically active characters will sense that something is oddly awry about this system...*

This sensation centres about planet 4.

Planet 1 - Type A

A seething mass of molten core covered in an all-too-thin mantle of rock.

Planet 2 - Type B

A wildly volcanic planet, with huge jets of sulphurous particles constantly being ejected into the atmosphere.

Planet 3 - Type W

A staid, stolid rocky planet.

Planet 4 - Type V

This planet has two alternative versions. At any given time, one version is in the psionic plane, and the other is in the material plane.

Version "A" of the planet is a weird swampy planet, thick with mists. Energy of some sort seems to radiate from random points across the planet's surface. The planet is cursed with "slime devils". The power radiation comes from power crystals hidden in the deep swamps that can recharge 1D6 psi points when pressed against the body. They have only 1D6 uses before they fade to uselessness. The swamps are also home to some fairly terrible diseases (see "Space Lice", *S&S 2nd Ed*, P 61).

Slime devil

Encountered: 1 *at a time*

Movement: 120 (40)

Intelligence: Low

Psionic potential: 3D4 *inactive*

Hits: 3D8

Armour: -2

Attacks: 1

Damage: 1D8 *bite with paralysing venom.*

Morale: 8

XP: 80

Slime devils move just beneath the water, and can rise up without warning. They strike, paralyse their prey, and drag them beneath the water to drown. Their venom paralyses any creature except those with iron based metabolisms. Iron based metabolism creatures instead develop painful headaches for 1D2 hours.

Version "B" of the planet is a dry desert. Power seems to course along metallic veins that run just beneath the surface. Lightning strikes from constant storms seem to be channelled into these veins (this is what keeps the planet moving between realities). A build up of psionic energy can be detected by psionically gifted characters, and this may give a clue as to the nature of the planet.

Adventure seed

Teams will land on version "A" of the planet. This version will fade out into the psionic plane after about an hour, and will stay phased out for one of the planet's own days (74 hours). The "A" version will then swap back again, reappearing in our own universe.

Orbit 5 - Dust field

A spectacular disc of gas and ice surrounds this system.

Lucanii Gamma 6

Star type: *K (orange)*

Light: *Dim*

Heat: *Medium*

Size: *Small*

Number of planets: *3*

Asteroid fields: *None*

Comments: *A quiet little place with a potential colony world.*

Planet 1 - Type *W*

An unpleasant rock, well patterned with meteoric impact craters.

Planet 2 - Type *A*

A recently coalesced planet, still largely composed of masses of space debris. It is hellishly hot, and subject to constant eruptions of metallic magma.

Planet 3 - Type *H*

A world in a fairly early stage of its development. Shallow seas are filled with some pretty startling invertebrates. The land masses have been colonised by moss, club moss and some primitive larger plants. Some large segmented worms and stingless scorpions are the main land creatures.

Huge Stingless Scorpion

Encountered: *1 at a time*

Movement: *120 (40)*

Intelligence: *Animal*

Psionic potential: *1D4 inactive*

Hits: *3D8*

Armour: *-3*

Attacks: *2*

Damage: *1D6 each claw*

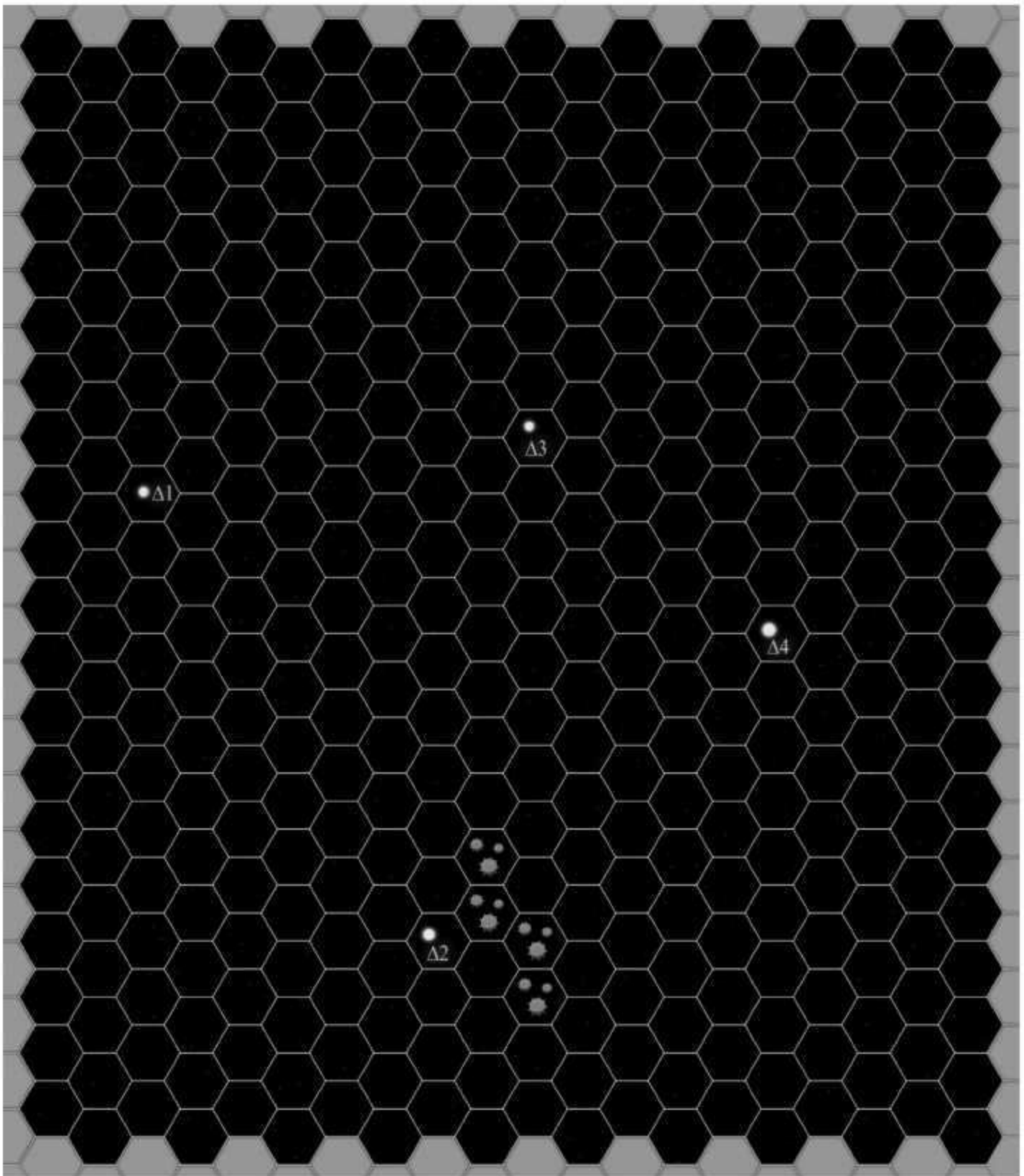
Morale: *8*

XP: *50*

Giant stingless scorpions are amphibious and extremely persistent, trailing after potential food with a brainless, endless patience.



Starmap: Lucanii Delta



Sector 4

Lucanii Delta

This region is fairly close to the Caeliferan home worlds. Caeliferan ships can be encountered here, but Zangid vessels are unlikely.

Lucanii Delta 1

Star type: B (blue)

Light: Bright

Heat: *Hot*

Size: *Small*

Number of planets: 5

Asteroid fields: *One*

Comments: *A great deal of gas and fine debris makes this system dangerous to enter unless the ship is running with deflector screens raised. Ships without defector screens suffer 1D10 damage from abrasion when travelling through the system at impulse power, and lose most of their communications and detection aerals.*

Planet 1 - Type C

A turgid planet, with constant earthquakes as its tectonic plates come under stress from solar tides. Frequent solar storms rain radiation down across the surface.

This does mean that some useful minerals are available here.

Orbit 2 - Asteroid field

A wide field composed mostly of nickel iron fragments. Some ice-covered planetoids are dotted here and there throughout the field.

Planet 2 - Type W

A dun coloured rock with a great many extinct

volcanoes. Diamonds can be found in the volcano cores.

Planet 3 - Type X

Heavy sulphur dioxides in the air cause brutal acid rains to shower down onto the surface.

Planet 4 - Type W

Rocky and covered in an abrasive dust made up of obsidians shards and radioactive particles.

Planet 5 - Type T

This ice moon is subject to constant storms. An outer layer of carbon dioxide ice boils off the surface at dawn, causing huge hurricanes to sweep across the night side of the planet as the gas re-freezes into ice.

Lucanii Delta 2

Star type: M (*red*)

Light: *Faint*

Heat: Low

Size: *Small*

Number of planets: 2

Asteroid fields: *One*

Comments: *This system is small. The sun's light is faint, and heavy with radiation.*

The tail of an ancient minefield extends close to this system.

Planet 1 - Type W

A bare, rocky world that circles a faint red sun...

Planet 2 - Type E

A planet rich in metals. But in orbit up above, there is a large space station - an ancient structure, thousands of years old. It looks as though it might be a repair and servicing centre for ships. It has operating scanners, and will answer hails.

Adventure

The residents of the orbiting station appear to be robotic. They are artificial bodies that have been in slumber for centuries, awaiting a call to reawaken them. Each robot contains a personality of its own - apparently modelled on the ancient race that created them. They are supposed to service and repair vessels, and are dismayed to realise that they have slept for so long. They are intelligent AI machines, and quite capable of illogical thought. They are willing to receive the player character's ship as a guest. Suitable habitat will be created for a visiting team of Confederation characters.

A surprise awaits the characters as they come close. There is a Zangid ship resting beside the station!

The robots insist that their guests do not fight: the station is a place of negotiation, repair and rest - not conflict.

The Zangids have sent over a team onto the station. The robots have armed teams everywhere. The station is armed, and there are perhaps 200 robots in residence. Visitors are asked to bring no weapons. Quarters are provided for the visitors, with air and bland food made from algae. Confederation visitors are taken on a tour of the dock yards. The reawakened robots are sending shuttles to the planet below to re-open the mines.

The robots will help only one race. They entertain arguments by both the Confederation and the Zangids as to who would serve them best. The Zangids claim to be best able to combat the drones - the ancient enemies of the creators of these robots. They claim that the Confederation are weak and indecisive - that the Zangids are a warrior people, but with the virtues of honour, dedication, cleverness.

The Zangids are polished and suave. They try to sound reasonable and easy going, and goad the Confederation at every point.

The robots will call a halt to negotiations after a while, and will retire to consider what they have heard. The visitors may explore non sensitive areas of the station, but a robot will accompany them.

Negotiations may take a day or two. At one point, the Zangids will try to set up an accident to kill some of the Confederation team - possibly arrange a slow oxygen leak, or an explosive detonation of gasses. They may well do this with a team sent silently over from their ship via space suits and EVA equipment, or with bomb components their team has smuggled aboard the station. Give the Confederation characters a heart-stopping escape!

An actual crisis will breakout when the station is suddenly attacked by a drone fleet. The Zangid ship will immediately depart. The Confederation ship is faced with multiple enemy ships, but can lead them off on a chase away from the station. Options might include leading the drones into the nearby minefields, using previous experience and hellishly good piloting to avoid the mines and damage the pursuers.

Back on the station, the station has taken damage. Air is escaping, and the Confederation characters will have to suit up and escape sections of the station before they explode. The Zangid Delegation is trapped on a doomed part of the station. The Confederation characters have a chance to rescue them. If they do so - then this will demonstrate to the natives that the Confederation have the most desirable qualities as allies. The Zangids will be banned from the station, and the Confederation will be welcomed.

This station can perform all starship repairs. It cannot perform advanced medical procedures upon humanoid casualties.

Orbit 3 - Asteroid field

Wreckage of an ancient ship has been scattered about a section of the asteroid field.

This wreckage is infected with a virus that causes madness and violence (See Lucanii Delta 3-4 below). In humans, the disease can take 3 weeks to manifest itself.

Lucanii Delta 3

Star type: A (blue)

Light: Bright

Heat: *Hot*

Size: *Small*

Number of planets: 5

Asteroid fields: *None*

Comments: *This system is currently being scouted by the Caeliferans.*

Solar flares from the type 'A' star interfere with communications. Teleporter operations can frequently be disrupted.

Planet 1 - Type A

A red hot planet, with a thin mantle floating above a molten core. The edges of the planet's tectonic plates are a constant line of volcanic eruptions and waves of magma.

Planet 2 - Type C

A volcanic world, with some liquid water bubbling about volcanic vents.

Planet 3 - Type W

Huge canyons criss-cross the surface of this world. There is water ice at the bottom of the canyons.

Planet 4 - Type H

This planet seems slightly cold. It has large ice caps, and a narrow equatorial band of yellow/green vegetation.

A Caeliferan ship is in orbit. They are currently surveying the planet, and have a ground party on the surface. But the vessel is in the grip of a terrible plague (effects iron metabolism

creatures - spread through air contact. Causes insane rambling and violent behaviour). An attempt to communicate with the ship will only be answered by an injured bug that is rambling insanely (and who then flees from the alien bridge!)

Meanwhile - an Away Team of Caeliferans are trapped below. They had teleported down, and now the ship is not answering their calls. The Away Team are holed up in some caves, but their radio signals have drawn a patrol of Ground Combat Drones that have come from a crashed Drone Ship. The Caeliferans are currently in hiding in the caves. There are enough minerals in the caves to make it extremely dangerous to try beaming them up. They will inform any rescuers that the disease was apparently found on the wreckage of a drone ship encountered in Lucanii Delta 2.

Curing the disease requires the player's ship to back track to a previously-explored world where a plant sample or algae sample was taken. This plant matter has an enzyme that cures the plague, but encounters with drones might make extraction difficult.

Planet 5 - Type J Gas Giant

This small gas giant has three rocky moons.

Lucanii Delta 4

Star type: G (yellow)

Light: Medium

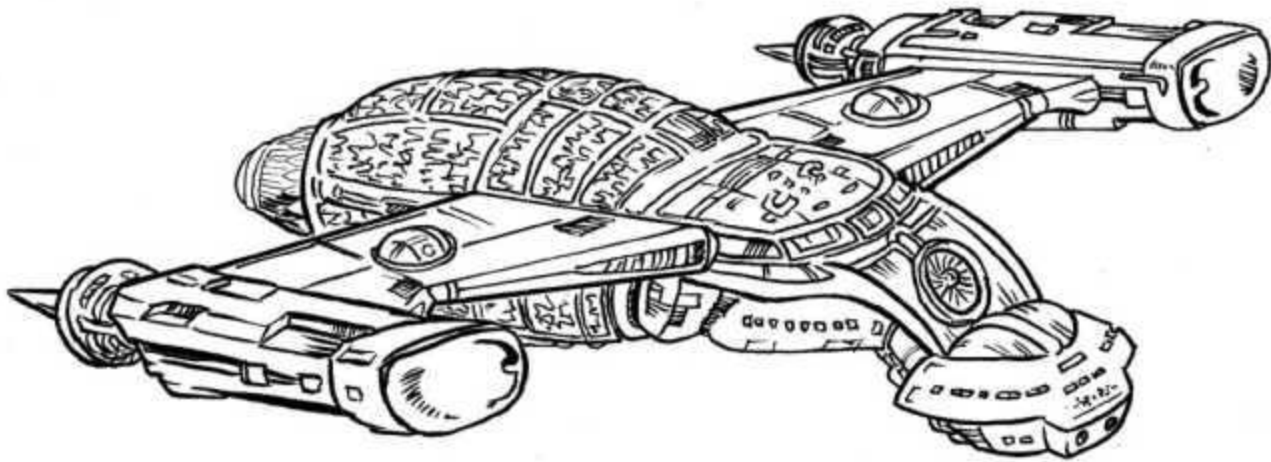
Heat: Medium

Size: Medium

Number of planets: 8

Asteroid fields: *None*

Comments: A quiet system. The *third planet looks rather promising!*



Planet 1 - Type **W**

A hot, rocky world covered in craters. There are some useful radioactive elements that can be harvested in some of the craters, but these are well hidden by layers of solidified dust, and drilling teams will have to go down and confirm the presence of the ores.

Planet 2 - Type **W**

A nickel-iron body. Small but extremely dense.

Planet 3 - Type **H**

A planet that has seas and polar ice caps, and a breathable atmosphere. Parts of the equatorial region are covered by rusty red desert, but the ecology seems to be flourishing. There is no sign of active civilisation below.

If a ground party lands on the planet, they will discover several local foodstuffs that are tasty and useful. The soil seems fertile. There are no immediate pathogens. There are some large lifeforms that fill the expected roles of herbivore and predator, but the explorers can see these and avoid them.

The explorers will find some strange ancient ruins. These consist of buildings made from

fused stone. There are many strange, titanic sculptures. Some huge, impressive ruins are covered with bas reliefs. The pictures that imply the inhabitants here were humanoid (in fact, they were descendants of the ancient race who fought the drones, and were marooned here thousands of years ago).

- A strange item recovered from the ruins promises to be an interesting object to research -although it causes feelings of disorientation to anyone who touches it. See artefact 1 in the "Useful Artefact" chapter at the end of this book.

Adventure

Characters who *return from exploring the planet feel decidedly depressed and nihilistic. The desolation down below - the futility of all hope... it seems to have gotten to them.*

The terrible, nihilistic depression is actually caused by a tiny tick - a small parasite encountered in the ruins. Anyone effected by a tick either becomes listlessly depressed, or angrily depressed, depending on their nature. They must make an intelligence roll every hour, otherwise they will become violent or suicidal. They will glumly try to

sabotage the life support system, or march into an airlock to space themselves (leading to dramatic rescues by other characters'.) - Or perhaps hold other crew members hostage at gunpoint.

The trouble is that by the time a character is taken to the medical centre on board ship, the tick has usually jumped across to a new host. Each person who went to the planet came back with a tick, and the effects are almost immediate. But the ticks have a 50% chance of jumping to anyone who spends time with the victim. Victims recover about 15 minutes after being freed from the tick.

The ticks are hard to spot. They like to live hidden in a character's hair or odd little crevices. Only an actual visual scan by a careful doctor will reveal them - waving a medical scanner reveals nothing, but it will show a sudden change in the patient's brain chemistry caused by an unknown source.

Planet 4 - Type T

A frozen ball of water and ammonia. This liquid is very unpleasant, but can get your floors clean!

Planet 5 - Type J Gas Giant

A small gas giant surrounded by an array of small moonlets - none of them more than a few kilometres across.

After passing this planet, the ship will suddenly be trailed by a small automatic probe. This probe will stay out of beam weapons range, and will follow the ship for the next 1D10 days.

Planet 6 - Type L Gas Giant

This large gas giant is always wreathed in violent storms. It gives off a constant, harsh noise of magnetic and radio discharge.

The planet had 21 moons. The innermost moon has a few valuable warp crystal deposits, but it is deep within the lethal radiation of the gas giant itself.

Planet 7 - Type L Gas Giant

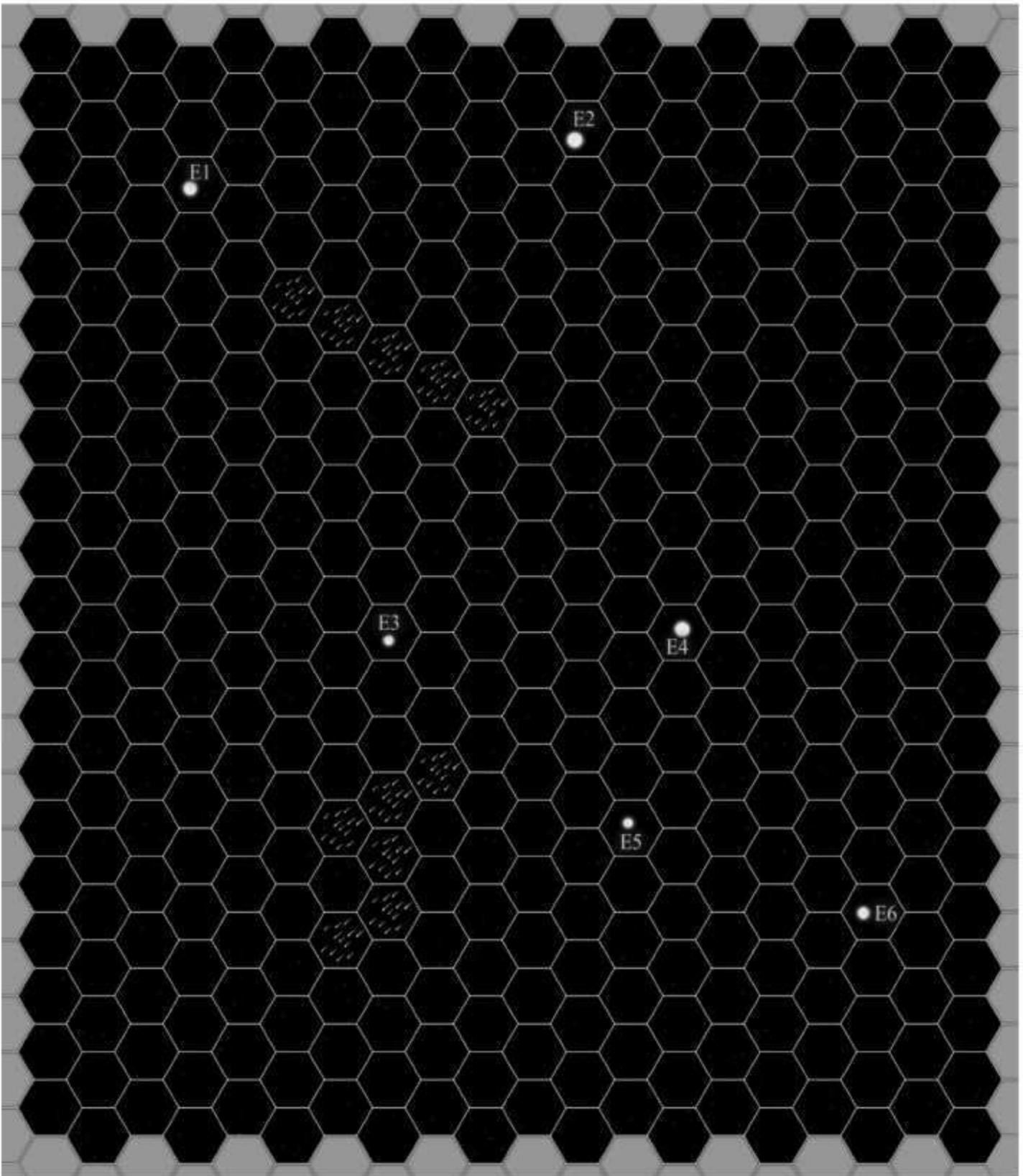
A large gas giant. His planet had extensive rings of ice particles. It has only a single moon - a massive world with a surface gravity of about 2 G.

Planet 8 - Type T

A dark, still world. A rocky core is locked beneath an immense sheath of ice.



Starmap: Lucanii Epsilon



Sector 5

Lucanii Gpsilon

This is the home sector of the Caeliferan Republic. Caeliferan ships are relatively common encounters. Zangids are not in this sector.

Lucanii Gpsilon 1

Star type: B (blue)

Light: Bright

Heat: *Hot*

Size: *Small*

Number of planets: 6

Asteroid fields: *None*

Comments: *A colony system. Caeliferan ships are frequent visitors.*

Planet 1 - Type W

A rocky world with some unusual metals quite readily available. Caeliferans mine the surface.

Planet 2 - Type C

A roiling volcanic planet.

Planet 3 - Type W

A world deep with dust.

Planet 4 - Type D

The subject of a terraforming experiment by the Caeliferans. Tailored algae and microorganisms have been introduced, and a large ice comet is currently being broken up to provide extra water for the planetary surface. A Caeliferan science post is present in orbit.

Planet 5 - Type G

A Caeliferan ship orbits this planet to defend it from drones.

This world has very shallow seas covering much of its surface, with many islands dotted

throughout, and a few small twisting continents.

The Caeliferans have established a thriving colony here. Perhaps 20,000 of their people live here scattered through the continents and islands. They are relatively carefree compared to many of their species - with a decidedly 'share everything - love everyone' lifestyle.

Planet 6 - Type T

An ice world - frozen and violent with volcanoes. There are some microorganisms growing in the ice that are ferociously infectious. Any organism that comes in contact with them will be colonised and consumed within minutes.

Be careful about flying shuttles through volcanic clouds. The microorganisms are often hurtled into the sky along with water vapour.

A crashed, damaged drone ship lies close to one of the volcanoes. The Caeliferans have not managed to detect it. The drone seems to have been trapped there for centuries.

Lucanii Gpsilon 2

Star type: C (*yellow*)

Light: Medium

Heat: *Medium*

Size: *Medium*

Number of planets: 4

Asteroid fields: *None*

Comments: *The Caeliferan home world lies within this system. Three Caeliferan ships are on permanent guard.*

Planet 1 - Type W

A seared, scorched, rocky world.

Planet 2 - Type B

An unstable world, heavy with volcanic activity. It is being studied by a Caeliferan science station in orbit above the planet.

Planet 3 - Type H

The Caeliferan home world. Population 5 billion. The world is defended by an orbital station (200 PPB, 3 beam batteries, deflector screens)

Caeliferans have a high level of civilisation, and many diverse regional cultures. (Try the fish!)

The Caeliferans have an orbital facility here that repairs their own starships. If the Caeliferans become allies, then this facility will be open to Confederation vessels.

Planet 4 - Type L Gas Giant

This gas giant has 13 moons and hundreds of smaller bodies. The moon is extensively colonised by Caeliferans, who have a population of about 1 million living in space habitats and mining colonies.

Lucanii Gpsilon 3

Star type: *Neutron Star*

Light: *Faint*

Heat: *Low*

Size: *Small*

Number of planets: *0*

Comments: *This sun went nova 10 months ago! Unless the navigation officer on duty manages to detect and avoid the nova, the ship and crew will be in peril!*

Lucanii Gpsilon 4

Star type: *Red Supergiant*

Light: *Medium*

Heat: *Medium*

Size: *Large*

Number of planets: *5*

Asteroid fields: *One*

Comments: *The Caeliferans fear drone incursion*

into this sector. *A Caeliferan ship is on guard here.*

Planet 1 - Type A

Baked by close proximity to the gigantic sun, this planet has many rich concentrations of useful minerals. Caeliferan technology is not able to mine under these adverse conditions.

Planet 2 - Type W

A rocky lump.

Planet 3 - Type S

A planet with high atmospheric pressure. There is water - but it is laden with silicates. Silicon creatures similar to armoured crabs live on this planet, and have achieved a primitive level of society and technology. The Caeliferans are observing the creatures, but have made no attempts to initiate contact.

Orbit 4 - Asteroids

Many interesting elements here might be worth mining. A Caeliferan science team are investigating the region.

Planet 4 - Type T

An icy wasteland. There are some dangerous creatures here (Ice Creature, S&S 2nd Ed, P 61). A type of ice lichen grows here that is a valuable healing agent/anti plague agent for characters that have cobalt metabolisms.

Planet 5 - Type J Gas Giant

This planet has two large moons. One of these has strange psionic emanations.

Adventure seed

Any psionically powered character exploring the surface of this moon will eventually undergo strange and eerie visions. Sometime these can be fatal - other times, the character emerges with new insights into themselves. (Run these scenarios as strange dream quests that test morals and place the character and their loved ones in danger).

Lucanii Gpsilon 5

Star type: A (blue)

Light: Bright

Heat: *Hot*

Size: *Small*

Number of planets: 2

Asteroid fields: *None*

Comments: *This system has seen a huge battle between the Caeliferans and the drones. There are at least a dozen shattered ships in this system. The Caeliferans won the day, but their fleet has taken 50% losses. They need help against the menaces that threatens their civilisation.*

A single damaged Caeliferan ship remains. They need immediate medical and life support assistance. It is likely that a damaged drone ship will reactivate and close in right in the middle of rescue operations...

Planet 1 - Type O

A planet with a very elliptical orbit that exposes it to great extremes of hot and cold. During the winter, the atmosphere all but freezes, as do the seas of liquid water. In the summer, the seas melt and the atmosphere violently thaws. Huge storms enfold the planet.

After the winter storms at the north pole, valuable heavy minerals are deposited at the surface of the pole. These can be easily scooped up and collected.

Planet 2 - Type W

A rocky world banded with ice.

The planet is a rich source of the mineral korinium - which is essential for the creation of the brains that operate drones.

Lucanii Gpsilon 6

Star type: K (*orange*)

Light: Dim

Heat: *Medium*

Size: *Small*

Number of planets: 6

Asteroid fields: *None*

Comments: *A Caeliferan colony world. A space battle is in progress as the player characters' ship arrives. A Caeliferan ship is desperately trying to fight off a drone mother ship, and is losing badly.*

Planet 1 - Type W

A dim, dull lump of nickel iron.

Planet 2 - Type F

This dry desert world is home to a small Caeliferan colony. About 200 Caeliferans are trying to make homes for themselves in oasis that are sited in deep craters. The regions about the craters are dry sands haunted by strange energy beings.

Adventure

The Caeliferans have lost their power generators. They are desperate, since their egg chambers need to be cooled if the eggs are to remain viable.

They dare not signal for help from home, due to the chance of attracting drones.

If player characters help the locals out, they will find that something has been eating the power lines that run 50 kilometres from the colony's rather primitive fusion generator to the colony itself. Sand Dragons (S&S 2nd Ed, P 65) are in a mating/feeding frenzy in the area. These cables seem to be like catnip/PCP to these creatures!

The fusion powerplant is dangerously unstable, and probably cannot be salvaged.

A solution might be to install some kind of new powerplant -

Recovering a crashed drone on the 3rd planet might yield a drone powerplant. Being more reliable, it can safely be placed in the main colony, with power lines raised up high so that they do not attract sand dragons.

Planet 3 - Type W

A crashed drone scout ship lies on this planet. Its powerplant is operating and it has a full load of ground combat drones and mech drones. Its communication arrays are down - but the mech drones are working to build a new transmitter. Once a transmitter is finished, they will call for drones to come and attack this system.

Planet 4 - Type J Gas Giant

This gas giant has 5 moons. A careful survey will show that there are valuable warp crystals available on one of the ice moons. This ice moon is home to some very nasty creatures.

The Mind-Eater of Lucanii Epsilon 6-4-4

Encountered: 1

Movement: 120 (40)

Intelligence: *low*

Psionic potential: 3D6 *active*

Hits: 3D8

Armour: -4

Attacks: 1

Damage: Crush & smother for 1D6

Morale: 6

XP: 100

This terrible creature looks like a blanket of snow about 2 metres across. They make a psionic attack against victims that come within line of sight, blanking their wills and turning them into a puppet. They then make their victim walk out into the snow, where the evil creature awaits them. Once a character is in the grip of a successful attack by the monster, the victim will automatically take 1D6 damage per turn unless the victim somehow breaks free.

These creatures might also make their 'puppet' sabotage the efforts of hunters or miners, damaging equipment to leave more prey vulnerable to the beast's hunger. These creatures are immune to physical weapons, but can be destroyed by a beam weapon set to 'heat' setting (this does 2D6 damage).

Ship based sensors cannot detect these creatures. Hand held units can detect them only when they move, or for a time after they have eaten.

Planet 5 - Type T

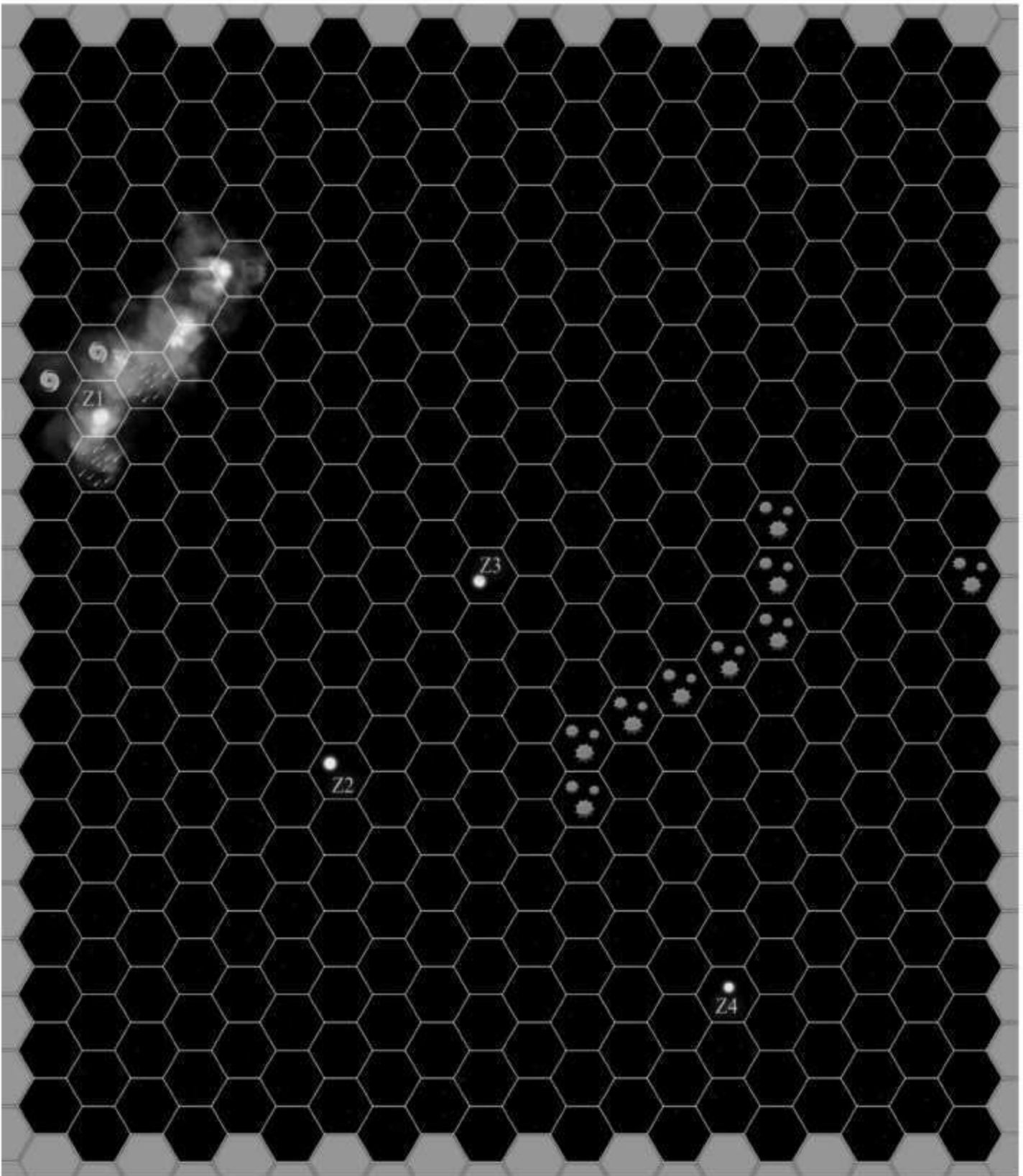
A dense ball of ice. Oddly beautiful!

Planet 6 - Type W

A frozen world of ice and rock.



Starmap: Lucanii Zeta



Sector 6

Lucanii Zeta

Caeliferan ships have not yet penetrated this sector. Zangid ships have begun to explore the region, looking for systems to exploit.

Lucanii Zeta 1

Star type: K (orange)

Light: Dim

Heat: Medium

Size: Small

Number of planets: 5

Asteroid fields: *Extremely dense Kuiper belt*

Comments: *This star system seems to swim in the nebula. Bright gasses and wafts of colour light up making the star system drift with eerie light.*

Planet 1 - Type W

A dusty world where deep craters now form seas of dust. At the bottom of these craters, rare earth elements collect in useful drifts and seams. Detecting these minerals can be quite difficult.

Planet 2 - Type E

A seemingly deserted world, surrounded by a strange swirl of ion storms....

Adventure

A Zangid ship swims suddenly into view through the mists and storm. Battle stations'.

But suddenly - both ships seem to lose power.

Suddenly, members from the players' crew will be teleported off their ship. Player characters will find themselves penned inside force field cells about a strange alien arena in a massive cavern. There are as many Zangid prisoners as there are Confederation

prisoners.

An apparition appears, declaring itself to be the god Mars- and that he demands worship from the worthy. He will grant his patronage to the most fitting lords of the stars! For as it was in ancient times - none may prosper unless they beg the favour of the gods. Mars demands to know - how will the prisoners prove their worth?

The Zangid Captain will challenge the Confederation captain (or another suitable player character) to a duel!

A duel is fought with primitive weapons under the eyes of the apparition. If the player character wins but refuses to slay his downed opponent, Mars is displeased. If the player wins and slays his opponent - the player character becomes enslaved to the will of Mars. If the Zangid wins - Mars looks fatigued, and vanishes. Before the death blow can be struck, all combatants are returned to their cages.

Mars is fatigued after the fight. He vanishes, and the prisoners find themselves each in a different prison - one for the Zangids, and one for the Confederation. But the prisons include baths and gymnasiums. Mars appears after a while and lays on a feast for his 'guests'. He bids them enjoy the baths. Mars sits where he can hear each side boast of their prowess. He prevents characters from moving past the baths and into the great, dark spaces beyond. A statue of Mars seems to be able to draw his attention - anyone approaching the statue sets up a strange pulsation, and Mars will then speak through the statue.

Mars demands proof of his guest's martial prowess. He wants worship and games in his honour. He will entertain suggestions. With a flick of his hand, he can make a player suddenly have to face a Manphibian, armed with nothing but a spear.

Mars is insubstantial, and cannot be physically attacked. He can, however, stun a target with a

glare from his eyes (2D6 stun damage). If he does this too often, he weakens, and will eventually disappear.

A female character might try to flatter and woo Mars (playing "Venus" or "Bastet" to his Mars). This will grant the rest of the player characters time to explore and scheme. It will also provide some intelligence on exactly who and what Mar is.

Essentially - Mars is one of a race from the psionic plane that can feed upon worship. His lord, Jupiter, withdrew his pantheon from Earth's physical plane when it seemed that he had taught justice and courage to the primitives of that world. But Mars hungers for worship once more. He has sensed that a conflict might be about to grip the galaxy. He wishes to push it on and cause a war, and assist one side to victory! He will be worshipped and powerful in this place once more.

If Mars is sufficiently distracted by romance or by games, the player characters will be able to explore the dark area beyond the baths. They find there is a temple that is blocked off by a thin force field, and in this temple there seem to be statues to several gods. Jupiter, god of Justice, is at their head.

This force field can be weakened by requiring too much attention from Mars. If many things go wrong in many places at once, he cannot concentrate upon the forcefield

If characters can enter the temple, then the voices of the old gods demand to know why they have been summoned once more to this dimension. If a player appeals to the justice of the old gods ("Kirk" your way out of it! Make a 'contact' skill roll), the gods will curb Mar's activities. The players will find themselves back on their ship, 1D6 lightyears away from the original star system in a random direction.

Planet 3 - Type T

A storm-swept ice world, where the upper layer of carbon dioxide ice turns to vapour at dawn, erupting upwards - coming down as blinding carbon dioxide snow on the night side of the globe.

Planet 4 - Type T

A silent, icy world with very little to recommend it.

Planet 5 - Type K Gas Giant

A moderately large gas giant with nine moons. Very careful scans will reveal that the outer moon has liquid oceans sewn amongst its extensive ice covering. These oceans teem with life - including some massive edible fish/eel creatures that are extremely tasty. It might be a valuable food resource.

Orbit 6 - Dense Kuiper belt of comets and small planetoids.

A wide disk of comets, ice chunks and small planetoids surrounds this system.

Lucanii Zeta 2

Star type: G (yellow)

Light: Medium

Heat: Medium

Size: Medium

Number of planets: 6

Asteroid fields: None

Comments: *Quite close to the Sakura nebula, this system has skies dominated by the rich pink and red colours of the nebular gas.*

Planet 1 - Type B

Lifeless and unstable. Common metals are easily available in molten form near great rifts in the crust. These metals would be very

dangerous to collect!

Planet 2 - Type W

A world of cracked rock and red oxides.

Planet 3 - Type H

A planet with a breathable atmosphere, and a great many different biomes and eco systems. There seems to be no intelligent life.

The environment is rich. Many creatures here have developed basic psychic powers. A dog-sized predator attacks by projecting a blast of psychic force for 2D6 damage out to 20 metres. Some herbivores are fleet enough to escape an aggressor. But others have force shielding that resists psychic attack. The creatures are well worth further study.

The most irritating creatures here are fluffy squirrel/tarsier creatures that empathically project towards player characters, filling them with a desire to care and feed for the creatures! Player characters might find themselves happily spending hours picking berries for the little nuisances, grooming them, and possibly smuggling them aboard ship.

Lucanian Fluff-Tail Brain Tarsier

Encountered: 1D6

Movement: 120 (40)

Intelligence: *Animal*

Psionic potential: 3D6 *active*

Hits: 1D4

Armour: 0

Attacks: 1

Damage: 1(*minorbite*)

Morale: 6

XP:5

These creatures use empathic projection to convince other animals to care for them, feed them and protect them.

Planet 4 - Type X

A planet of poisonous gasses and hydrochloric acid rains. There are creatures down in the clouds and on the surface - acidic beings that

could destroy a protective suit or a human being with a single embrace.

Chemicals combine to create exotic metals and compounds in the sea shores and riverbanks. It would be utterly foolhardy to attempt to collect them. Still - if a ship is damaged, materials could be found here that will repair 10 PPB of damage to the ship.

Planet 5 - Type T

A cold ice ball. The planet is relatively uninteresting - but its single moon has a large crater that is filled with exotic heavy elements.

Planet 6 - Type K Gas Giant

A luminously beautiful planet, with great glittering, broad rings.

Lucanii Zeta 3

Star type: A (blue)

Light: Bright

Heat: *Hot*

Size: *Small*

Number of planets: 8

Asteroid fields: *None*

Comments: *Space Barnacles live here!*

Planet 1 - Type C

Several active volcanoes sheath this planet in a dense layer of clouds. The temperatures at the planetary surface are high enough to turn metal to slag.

Planet 2 - Type W

A scorched, rocky planet with very little to recommend it.

Planet 3 - Type W

This pitted, cratered world has seen a great



many impacts from meteorites. It does have some rare earth elements available, but these can be found only after many days of careful scanning.

Planet 4 - Type F

A desert planet where huge craters from ancient impacts are now essentially sand seas surrounded by mountain chains.

The sands contain rare elements essential for the creation of superconductors. These could be sieved out in order to repair damage to a starship, and might prove to be a valuable mining resource.

Deep within the sand seas are the mighty sand

worms (use "Purple Worm" stats from *Labyrinth Lord*, P 92.). These predators are attracted by power usage or by vibrations out on the sands. Purple worm venom also turns out to be an important cure for a few of the more colourful space plagues...

- A strange accumulation of metals found deep in the sands seems well worth taking aboard ship for further investigation. See artefact 3 in the "Useful Artefact" chapter at the end of this book.

Planet 5 - Type E

A world with a thin atmosphere, but humanoid life can live here with the aid of compressor

masks. A number of roach-like lifeforms seem to be the most advanced forms of life. They are surprisingly hard to kill, and seem to actually thrive on radiation!

... And remember: roach milk is good for you!

Planet 6 - Type K Gas Giant

A gas giant with 4 moons and perhaps 50 smaller bodies. Very broad rings encircle this planet. These provide a possible hiding place for drones and space vessels.

Planet 7 - Type J Gas Giant

This small gas giant has three moons. One of these moons has liquid water that clusters about volcanic vents. There is a very stinky algae growing here that can actually serve as a useful bandage for wounds. Anyone treated with this substance as a first aid procedure heals 1 extra point.

Planet 8 - Type T

An ice planet that is constantly swept by storms of carbon dioxide ice and snow.

Lucanii Zeta 4

Star type: *F (white)*

Light: *Bright*

Heat: *Medium*

Size: *Small*

Number of planets: *4*

Asteroid fields: *None*

Comments: *Drones patrol this system - but they can be avoided with some careful piloting.*

Planet 1 - Type C

Wrenched by earthquakes as its crust cools and contracts, this world is in a state of upheaval. A day of scanning will reveal that there are several areas where rare elements form drifts of dust.

Beware of "Dust Devils" (s&S 2nd Ed, P 57).

These are what cause the drifts of metallic dust

Planet 2 - Type W

A rust red rock. There are a lot of simple metals available here, but nothing of real interest.

Planet 3 - Type E

A stable world with volcanoes and a great many shallow seas.

A few single celled organisms have evolved in the waters.

Planet 4 - Type V (appears to be a type H)

This planet is lush. Jungles and swamp cover much of its surface, with a few shallow seas. The icecaps at the poles are very small.

Adventure

Psychic characters will detect that someone or something seems to be mentally scanning the ship. They can narrow this point down to a few square kilometres somewhere in the jungles below.

A strange field emanating from this planet is not initially detectable. But it slowly interferes with the ship's antimatter pods.

Ship's weapons immediately become unusable (though this may take a long time for the player characters to realise). Transporter operations will become impossible after an hour of exposure to the field. Ship's power will vanish entirely after 4 hours. (A shuttle might be made to land if it has not previously been energised). Communicators will soon also fail.

The planet itself is highly dangerous. Armoured puffballs (S&S 2nd Ed, P 64) and Scaled Cones (S&S 2nd Ed, P 55) are common creatures down in the jungle.

Drones have set up a machine here that is somehow drawing energy out of a rift that has been opened

into the psionic plane. The drones are storing the energy in crystals (basketball sized crystals that each store 5 points worth of starship power). It might be possible to evade the drones and somehow creep into their base.

An alien intellect from the psionic plane is trapped inside a machine that is inside the drone facility. It is being tortured and forced to keep the rift open. If players can release this entity, then it can take them

to the main control room where the machine can be set to overload. The psionic creature will then escape back to its own plane.

The overload will destroy the drone base and everything around it in a matter of minutes. The rift will shut down immediately - restoring power to the ship and allowing teleportation. The Away Team can escape - hopefully carrying some energy crystals with them.



Sector 7

Lucanii Gta

Drones, Zangids, Caeliferans, space ameobas... Just another peaceful corner of the Lucanii Drift!

Lucanii Gta 1

Star type: M (red)

Light: *Faint*

Heat: Low

Size: *Small*

Number of planets: 5

Asteroid fields: *One*

Comments: *"Mostly Harmless..."*

Planet 1 - Type C

A slightly turgid world, with storms crossing its surface.

Planet 2 - Type E

A planet with a thin atmosphere. The surface is home to a scuttling creature much like a whip-spider that can grow up to 2 metres across. It is very thin in cross section, and can slip beneath doors or through all sorts of narrow gaps. They are aggressive predators, and can come aboard ship by clinging onto the outside of shuttles. The creatures can survive in vacuum for an hour or two. Once in a warm place and fed, they will lay a few hundred eggs.

"Flat-Spider"

Encountered: 1D6

Movement: 120 (40)

Intelligence: *Animal*

Psionic potential: D4 *inactive*

Hits: 1D8

Armour: 0

Attacks: 1

Damage: 1D4+poison

Morale: 8

XP: 15

These horrible creatures scuttle forward through darkness and shadows. They can slip through small cracks. The creatures seize prey in their claws and cling on, biting with a piercing beak that injects poison. The poison effects all cobalt and copper-based metabolism creatures, requiring a poison save. A failed save causes a character to go into convulsions for 1D6 rounds and then die unless immediately treated by a medical officer.

Victims with other metabolisms must save vs poison. If they fail, then they become extremely sick and nauseous, going into convulsions for 1D6 rounds.

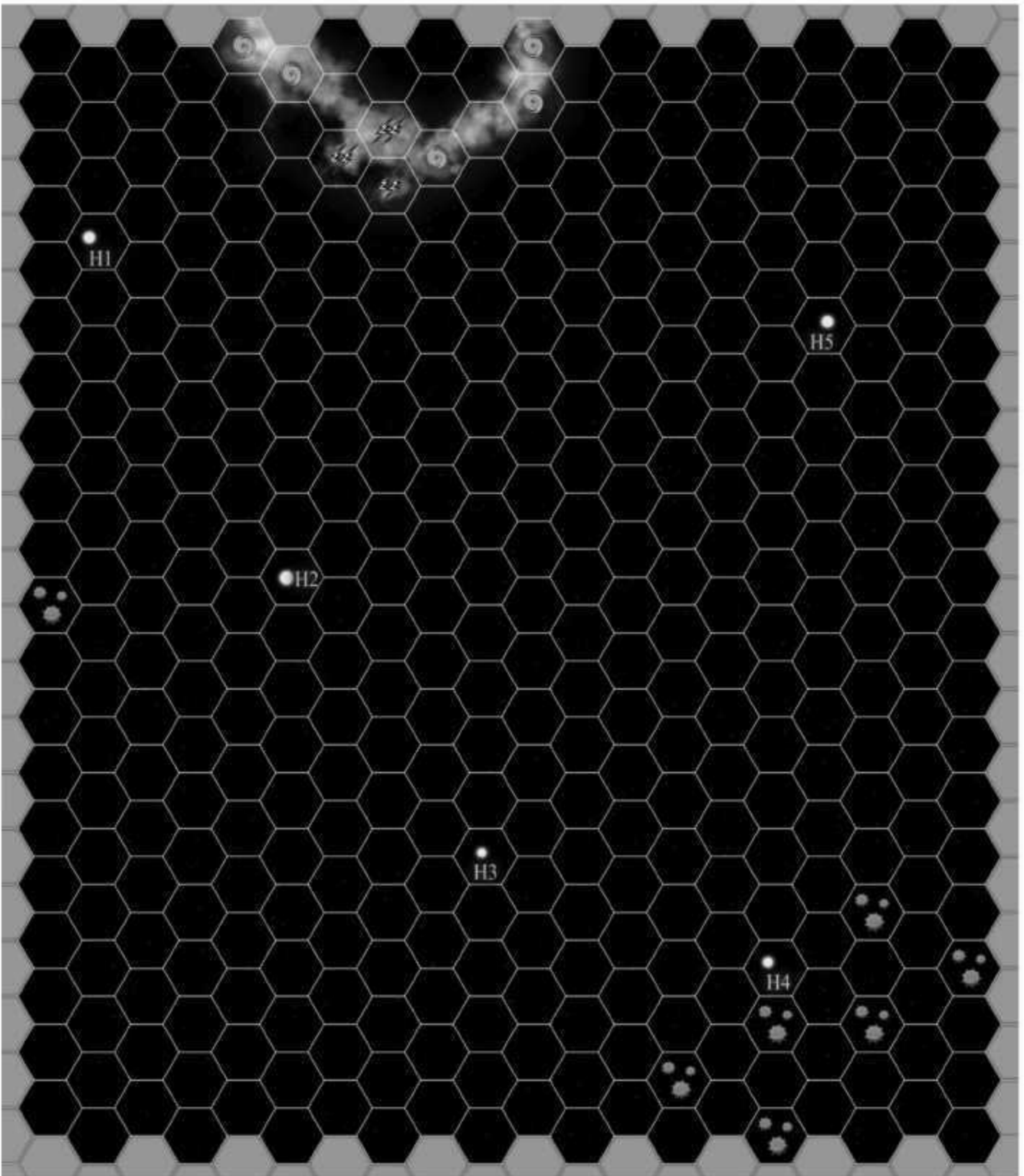
Adventure

Some interesting energy signatures are coming from some hills near the equator. On closer examination, the 'hills' are fallen stone ruins.

A series of interlinked artificial tunnels form a maze beneath a set of old ruins on the planet. These ruins are an excellent place to accidentally discover the local wildlife. The tunnels are delicate, and cave-ins can happen - so be careful with those beam weapons'. If a shot misses, it can block a tunnel!

The tunnels are masking a strange energy signature that cannot quite be pinpointed. A ground team searching the tunnels will eventually find a large room that has a cleft that is lined with a crystal formation. The room glows with light. This cleft has the property of recharging and healing the warp crystals that are used as a basis of starship power systems. In effect, if a ship is stripped of its warp and shield capabilities, its crystals can be brought down to this cavern and healed. This will repair 2D6 damage to the ship.

Starmap: Lucanii Gta



Planet 3 - Type J Gas Giant

A small gas giant. It has captured a large, irregularly shaped ice comet as a moon.

Planet 4 - Type K Gas Giant

A large gas giant ringed about with gas and ice crystals. The planet has 11 large moons. A few days of close scanning will reveal several areas that might yield industrial heavy elements.

Planet 5 - Type J Gas Giant

A small gas giant. A single enormous moon gives the gas giant a distinct tidal bulge. The moon classes as a type E world. Several primitive jellyfish and paramecium-like creatures live in the tide swept seas.

Orbit 6 - Asteroid field

Extensive asteroid fields surround this system, with many planetoids in orbits far out from the primary. These all show signs of having been parts of two different planets, both of which seem to have been utterly destroyed.

Lucanii Gta 2

Star type: G (yellow)

Light: Medium

Heat: Medium

Size: Medium

Number of planets: 6

Asteroid fields: None

Comments: This system contains very ancient wreckage from battles between ancient war vessels and drones.

Planet 1 - Type A

A churning, unstable world.

Planet 2 - Type W

A deeply cratered rocky world. It may once have been dotted with some sort of industrial facilities. There are deep ancient mining sites that have survived.

Planet 3 - Type U

A world that is orbited by debris left from a shattered moon. The planet is heavily cratered. There were once cities on the planet: impact from debris has all but obliterated them.

Adventure

There are power readings coming from a series of caverns beneath the surface. Upon teleporting or flying down, an Away Team will discover halls littered with ancient alien corpses and weird robots. There are storage bins that seem to contain food stuffs. Interestingly enough, there are also some large memory banks that seem to hold stored transporter patterns. Most are destroyed, but one still survives. Stored power has almost faded, and the patterns of the stored life forms will soon be lost.

Activating the machinery will materialise 2 aliens at the base of the machine. These were archivists in charge of storing data. The species were the people who created the drones (and were subsequently destroyed by them), so they may have important information. But the two aliens are dazed and terrified.

When one of the aliens discovers that the other teleportation units have been destroyed, it will run amok. It looks wildly about itself for an enemy, and will attack its rescuers, certain that they are allies of the drones. The other will attempt to communicate with its rescuers. It will be unaware of how long it has slept. But it reveals that they were at war with the drones. There is information that might allow researchers to completely negate the shields of the drones. The other alien is a weapons specialist, and knows the memory banks in which this information was stored.

If the group go the indicated memory banks several levels below, the information is available for download, just as promised. But as he initiates the download, the paranoid alien will activate the

planet's defence systems. He still believes the player characters are enemies working with the drones!

The planetary defences consist of deep bunkers that generate meson particles timed to explode at an exact place and time. In effect, any ships in orbit will be attacked by explosions that automatically deal 2D3x5 PPB points damage, but also cause all crew to save vs radiation. Crew who fail are struck with 1D6 damage from radiation burns.

The ship must move, or face certain destruction as the meson cannons zero-in on their target. Return fire is impossible - the meson guns seem to be buried all over the planetary surface. The meson cannons are short ranged. The ship will have to pull immediately away out of range and leave the Away Team to its own devices. No beam-up is possible while the ship has shields up and is taking fire.

The planetary defence system will target any ship or shuttle in orbit. It was clearly once a more powerful system - the destroyed moon as a result of the planetary defence system running amok.

Down on the planet's surface, the Away Team will have to find a way to disable the power of the meson gun system without blowing themselves up!

Mesons can be projected anywhere - they are not a beam (science officers will know this). The guns could thus be targeted upon one another.

This will require breaking into the computer banks, and dealing with guardian robots and automatic gun blisters.

Fun!

Planet 4 - Type T

A frozen ice ball. A derelict ancient ship is frozen deep within the ice. It is almost undetectable. The ship had been boarded by micro-drones. 3 swarms of drones lie dormant inside the hull.

- A section of the derelict's tractor/pressor beam array shows some unusual design features. The unit does not seem to be made by the same technology that fashioned the rest of the ship. It is also impossible to open and study. Clearly it merits further investigation. See artefact 2 in the "Useful Artefact" chapter at the end of this book.

Planet 5 - Type J Gas Giant

A small gas giant that displays some spectacular storms. Ship's sensors and teleporters are largely inoperable in close proximity to this planet.

Planet 6 - Type W

A rocky planet that is streaked with bands of ice.

Lucanii Gta 3

Star type: K (orange)

Light: Dim

Heat: Medium

Size: Small

Number of planets: 4

Asteroid fields: None

Comments: *There is an SOS beacon signalling from planet 1.*

Planet 1 - Type H

A race of huge, powerful humanoids live on this planet (use stats for Ogres from Labyrinth Lord, P 90). They are formed into violent tribes, and armed with steel swords, axes, bow and spears.

Adventure seed

Why go down to the planet? Well - there is an automatic SOS beacon bleeping away. A Confederation prospecting ship has crashed in the area. The survivors have been lording it over a tribe of the local species, using their "god weapons" to conquer other tribes and set up an empire! These survivors will be keen to trick player characters into giving up weapons and power packs that will allow

them to continue their empire building.

If captured by the other tribes, player characters will be presumed to be yet more 'sky demons'. They will be sacrificed to the natives' dark and terrible gods...

Planet 2 - Type **W**

A relatively uninteresting rock.

Planet 3 - Type **M** Gas Giant

A large gas giant. This planet is storm ridden and wild. It interferes with communicators and teleporters anywhere in its region.

The planet has 9 large moons, and about 80 smaller orbiting bodies. 2 or 3 days of scans will reveal that there are some potential mining sites, but nothing of particular interest.

Planet 4 - Type **M** Gas Giant

A super gas giant - extremely large! The entire solar system is effected by the mass of this planet. It radiates a great deal of heat and radiation.

There are several hundred tiny moons, and fifteen large ones. One of these shows promise as a source of weird petrochemicals and polymers.

Lucanii Gta 4

Star type: G (*yellow*)

Light: *Medium*

Heat: *Medium*

Size: *Medium*

Number of planets: 4

Asteroid fields: *Dust spiral*

Comments: *A spectacular debris field surrounds this system. It shimmers with the light of the yellow sun.*

Planet 1 - Type **W**

A heavily damaged rock, partially shattered. Its orbit is littered with debris.

Planet 2 - Type **F**

A dry desert planet. The deep desert consists of very fine sand. There are rocky areas around the planet that support scrub and lichen like trees, Mirage Palms (S&S 2nd Ed, P 63) and occasional armadillo-like herbivores and small bugmice.

Out in the deep sands, giant boomerang shaped creatures cruise along the dunes, floating a dozen centimetres from the sand via electrostatic repulsion. These creatures sift the sand for organisms and minerals.

There are smaller versions of these creatures perhaps 30-60 CMs wide that make very strange house pets.

Planet 3 - Type **W**

A rather bland rock.

Planet 4 - Type **T**

A large, frozen world with a high surface gravity (1.8G).

Orbit 5 - Dust Spiral

It's pretty!

Lucanii Gta 5

Star type: O (*blue*)

Light: *Bright*

Heat: *Hot*

Size: *Large*

Number of planets: 8

Asteroid fields: *None*

Comments: *This system contains a newly built drone manufacturing facility. The drones have just created this facility in response to the sudden activity in the Lucanii Drift.*

A trio of mother ships guard the system. There is also a regular drone ship that can pursue enemies and gather intelligence. Players might want to find some allies before they return and try to attack!

The solar flares from this sun cause a great deal of interference to sensors. Vessels within the first orbit will have great trouble seeing and being seen... If a ship could drop out of warp on the far side of the sun from the 3rd planet and its guardian fleet, it might be possible to stay out of sight and creep close to the 1st planet...

Planet 1 - Type A

A violent world, torn by tides and hammered by radiation from solar flares. Not a great place for a holiday! But it might serve as cover from the sensors of the local drone fleet.

This planet has a swift orbit, and can come close very to the 2nd planet. It might be possible to boost power on teleporters and send an Away Team to the 2nd planet... Or send out a team by shuttle, keeping it shielded from the sensors of the ships around the 3rd planet.

Planet 2 - Type W

Rocky and blank. But there are warp crystals to be found here. A mining facility run by dozens of mechanic drones and guarded by ground combat drones is in operation. Shuttles are left off to one side - largely unguarded and automated. When enough crystals have been gathered, drones load bins with crystals, and the shuttles fly to the 3rd planet. It would be perfectly possible to sneak aboard one of these shuttles and accompany the next shipment...

Planet 3 - Type F

Drone manufacturing facility!

This desert world is being used as a shipyard to manufacture more drones. A fleet of 3 mother ships and a drone combat vessel are currently

in geosynchronous orbit above the ship yards. A badly damaged drone vessel is landing on the planet to undergo repairs.

New drone ships are created down on the planet, underneath a very heavy defensive shield (roll twice to remove incoming damage). No one can beam in or out while the shield is in operation. But a team could sneak in by hiding inside a captured drone vessel.

Drone mechanics are currently building 2 drone vessels and a mothership, working steadily. The ships are partly finished. Patrols of ground combat drones cruise through the ship yards and watch the perimeter. There are automated vehicles cruising about, collecting metal from automated mines, delivering equipment to the mech drones, and moving down into garages beneath the surface.

The base's power plant is underneath the main ship yards. From here, the shield could be shut down, or the powerplant overloaded to destroy the entire facility, ships, drones and all.

Planet 4 - Type W

A nasty, icy cold rock. There are some useful metals here. Drones have a mining operation here that scoops rare earths that are needed for hyperdrives.

Planet 5 - Type J Gas Giant

A small gas giant that has two extremely large moons.

Planet 6 - Type T

An ice planet that has a surface battered constant storms and twisters. There is some nasty wild life here. Sure hope no one had to wind up here in an escape pod...

Planet 7 - Type K Gas Giant

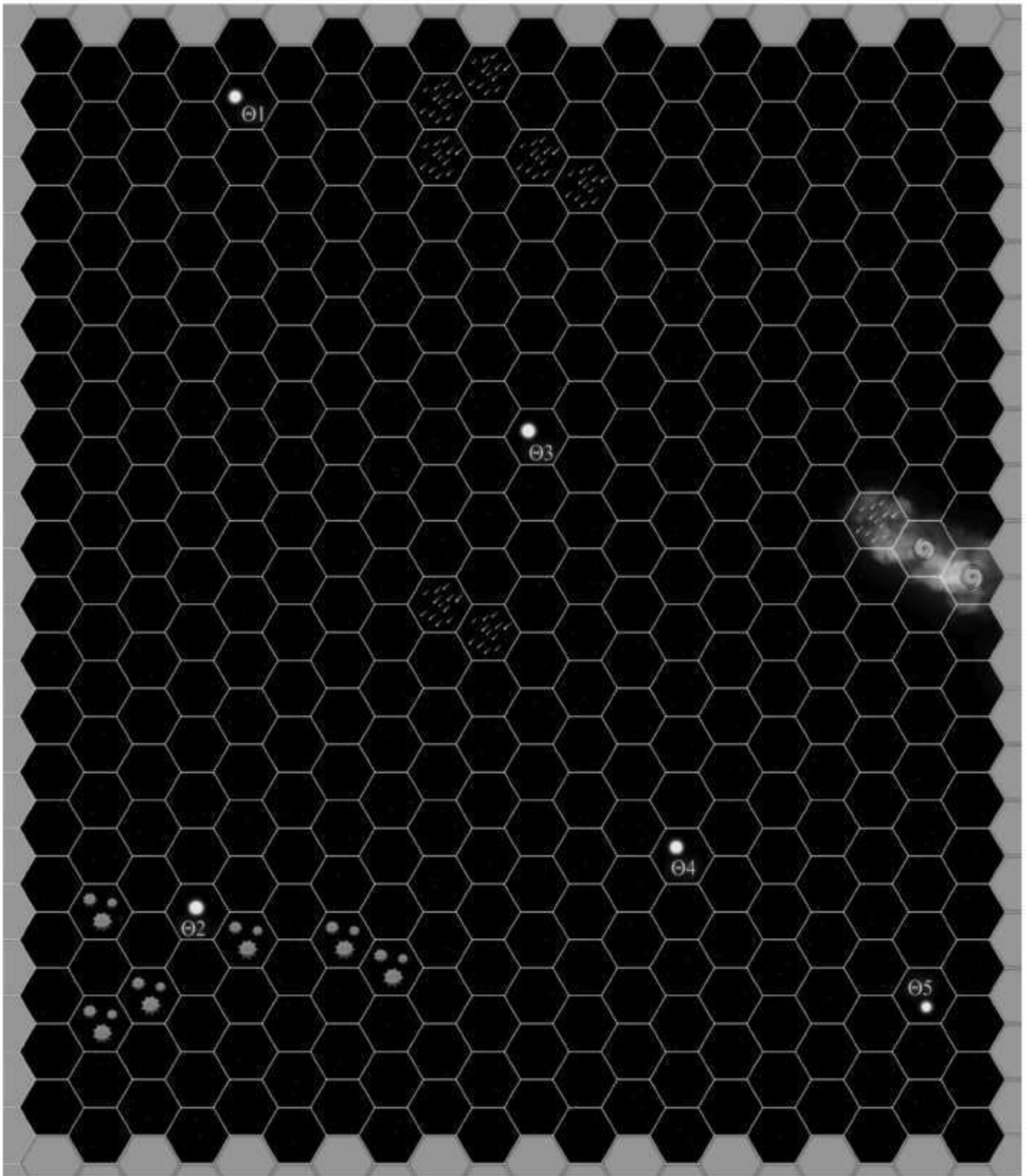
A medium-sized gas giant that has two rings – one ring at a 25" angle to the other.

Planet 8 - Type **W**

A rocky planet covered in a frozen layer of carbon dioxide.



Starmap: Lucanii Theta



Sector 8

Lucanii Theta

Drones, Caeliferans and Zangids have all begun to creep into this area, investigating signals leaking from the nearby Confederation colonies.

Lucanii Theta 1

Star type: White Dwarf

Light: *Faint*

Heat: Low

Size: *Small*

Number of planets: 4

Asteroid fields: Yes

Comments: *An immense debris layer forms a double spiral through the entire outer system. Planets 2, 3 and 4 are actually within the debris field.*

The system's debris layer is made up from cometary impacts and planetary remnants. It is rich in water ice and mineral-rich fragments.

The debris layer has some interesting rare elements that might be worth scoop mining. Surveying the debris spirals takes a minimum of 2 days.

Planet 1 - Type P

This planet migrated inwards after the star transformed into a white dwarf. It has subsequently developed an atmosphere that can support life.

The planet has a dense, foggy atmosphere as well as frequent volcanoes. Most creatures on this planet use sonar echo-location in order to 'see' their environment.

This can be a dangerous place to explore - the wildlife can attack at any moment out of deep

fog. But the planet collected many interesting minerals during its primary's metamorphosis. It would make an excellent target for mining.

Planet 2 - Type W

A rocky remnant world. Nothing of interest, but weird sensor readings might waste a certain amount of surveying time.

Planet 3 - Type T

There is water ice present here all over the surface. Some free water is far below the ice, kept liquid by thermal vents.

Planet 4 - Type W

This rocky body was once the core of a gas giant. There are large diamond deposits here, as well as other interesting crystals. Surveying this world will take 2D3 days. It seems to be a very valuable find!

Energy effects tend to linger here - transporting down or up from the planet causes weird energy fluctuations on both ends of the circuit.

An insidious crystal life form lurks in the caves and cervices here. These creatures resent any encroachment into areas that have blue diamond crystals which they form into nests to attract mates. But they particularly crave calcium. They can sense calcium at a great distance

Crystal Creature of Lucanii Theta 1-4

Encountered: 1D3

Movement: 120 (40)

Intelligence: Low

Psionic potential: 3D6 active

Hits: 4D8

Armour: -6

Attacks: 1

Damage: *Paralyse, Calcium drain* 1D6/rd

Morale: 9

XP: 135

Sinister serpentine creatures made of hard crystal. It is extremely hard to spot these creatures in their native crystalline environment.

These creatures bemuse prey by shimmering psychic lights from their crystal shards. This is a psionic attack. If successful, the victim is paralysed. The crystal creature then flattens itself over its victim and somehow absorbs the calcium out of its victim's body, leaving no visible marks. The victims are found as horribly boneless corpses...

Crystal creatures can be shattered by sonic generators.

Sometime after transporting something up from the planet, there is a chance that the energy surge will bring a crystal creature (or two or three) up onto the ship. The creatures will immediately slide off into the air ducts, and go hunting.

Lucanii Theta 2

Star type: A (blue)

Light: Bright

Heat: Hot

Size: *Small*

Number of planets: 5

Asteroid fields: Yes

Comments: *A searing blue sun that gives one hell of a tan.*

Planet 1 - Type A

Wildly unstable. Volcanoes here spurt out some useful mineral deposits, including special crystals used for manufacturing beam weapons. Survey work here can be dangerous. The heat here is extremely damaging to equipment, and surveying can only take place upon the night side of the planet dusting darkness. Radiation suits cannot withstand the temperatures here during

the day!

Planet 2 - Type F

This planet has a breathable atmosphere, but is hot and dry. The air is thin.

There are life forms here. If a ship has been damaged, a survey might reveal vital crystals or minerals that can be used for repairs.

A very careful survey of life forms here by a biologist will reveal that some of the desert flowers here have remarkable medical properties.

The local wildlife here includes a sort of cute fluffy fox/serpent thing that eats nectar. It is extremely adorable. There are also some subterranean giant ant creatures akin to Flame Ants (*S&S 2nd Ed, P 52*). These store a condensed nectar gathered from some of the plants.

Adventure seed

The condensed nectar hoarded by these deadly ants is the only thing that can cure a plague! Trouble is - you have to go down into the deep deadly nests for gather the nectar. But anyone who studies the fox-serpents will realise that the fox-serpents are immune to attack from the ants. They broadcast a scent that mollifies the ants. This could be synthesised...

Once down in an ant nest - a strange remnant of ancient tunnels are found - the lost legacy of a race that once dwelt here. The ant queen's chamber has a door that leads down into a chamber occupied by a sarcophagus occupied by a frozen alien. Laying hands on an alien sarcophagus transfers a character's mind into the alien body, and puts the alien's mind into the character.

The alien is hedonistic in the extreme. It will eventually try to take over the ship and head to another planet, where several more of its kind frozen in similar 'mind swap' machines. They have

no intention of relinquishing their alien bodies.

Touching an alien mind swap machine exchanges minds with whoever's consciousness is trapped inside the machine. This can be used to swap the alien minds back into the machines where they belong.

Planet 3 - Type S

A world with a high pressure atmosphere and high gravity.

Planet 4 - Type W

For some reason, this rocky world has three deep craters which make it look like a bowling ball.

Orbit 5 - Asteroid **field**

A great many rocks and minerals. Nothing of wild interest.

Planet 5 - Type L Gas Giant

The gas giant has a cloud of small rocky moons, as well as 11 rather spectacular ones. The larger moons vary from ice moons to planetoids covered with sulphur volcanoes. Surveying the area takes about 3 days. There are no particularly notable discoveries. But you can get that great "Jupiter Rising" shot that tourists all adore!

One moon actually classes as a type E planetoid, with very light gravity. There are some one-celled organisms here that spread across surfaces like a plague if they get enough heat and warmth, so be careful about decontamination!

A piece of wreckage from a Zangid ship is giving off radiation that can be detected from orbit.

Lucanii Theta 3

Star type: G (yellow)

Light: Medium

Heat: Medium

Size: Medium

Number of planets: 5

Asteroid fields: No

Comments: *Initial scans show a large planet in the third orbit. The planet in orbit 1 is lush and clearly habitable.*

Planet 1 - Type H (actually type V)

What seems to be a hot but habitable world turns out to be far more dangerous. The world is slightly out of phase with our dimension.

High level wind shears make shuttle trips extremely deadly (roll Contact skill or the shuttle will crash! All crew aboard must save vs energy attack or be killed in the crash.)

Adventure

The problem with teleporting down to the planet, is that when an energy effect such as a teleporter beam touches upon the planet, the entire world below seems to rapidly flicker in and out of phase with the universe.

Teams transported to the planet arrive - but cannot communicate with the ship. The ship can try to lock on, and seems to detect their ground party - but when they try to transport them up again, nothing happens! The signatures of the Away Team disappear from the planet, but nothing arrives on the ship's teleporter pad.

The world down below seems to somehow 'flicker'...

People transported up from the planet do arrive aboard ship, but they are slightly 'out of phase'. They are invisible to people on the ship, and cannot interact with matter - open doors, operate

machinery, make sounds that people in our universe can hear, etc.

Their life signs can be detected! The medical sensors in the med bay will detect the player characters if they stand near equipment that is in use. The medical team will need to make a 'contact' roll to notice this. Some form of communication might then be figured out somehow.

To get 'out of phase' teams back, an energy blast must be sent to the planet (teleporter shot, or a low power beam attack). The ground will fluctuate between realities. The 'lost' team mates must be teleported to the surface, and beamed up again as the ground they stand upon comes back into phase with our own universe.

Planet 2 - Type W

A rock with very little to recommend it. It has a great many small moons that orbit at high speed. Navigation in orbit here can be difficult.

Planet 3 - Type I

A massive, heavy gravity planet that clearly has a rich eco system. Gravity on the surface varies from 4 G at the equator to 6 G at the poles.

A native race lives here. They look rather like armoured caterpillars, with many many legs to bear their weight. The creatures have a primitive technology, but do organise themselves into little city states. The creatures are fascinating. A good science team would recommend leaving observation satellites in orbit to observe the species more closely.

Adventure seed

A rogue comet is heading straight for Lucanii Alpha 3-3! The comet will wipe out all life on the planet. But if the comet is intercepted with a ship's tractor beam and pushed carefully off course, all should be well.

The plan seems clear - until a team of alien ships

arrive to investigate Lucanii Alpha 3-1. The longer your ship waits to act, the less likely it is that it can change the comet's course.

Planet 4 - Type J Gas Giant

It's grim, it's turgid... nothing too remarkable here.

Planet 5 - Type J Gas Giant

Storms raging in the atmosphere of this planet fluoresce the atmosphere into eerie blue-green bands of light.

Lucanii Theta 4

Star type: M (red)

Light: *Faint*

Heat: Low

Size: *Small*

Number of planets: 2

Asteroid fields: Yes

Comments: *A very turgid sun. Solar flare activity is very high. These wreak havoc with ship's sensors, and any ship in orbit about the first planet must raise shields or else the crew will have to all save vs radiation sickness.*

Planet 1 - Type H

A habitable world, with dim red light. The plants here tend to be black, purple and red, photosynthesising via the IR wavelength. Local wildlife protects itself from solar flares by withdrawing into tunnels or silicate shells - even the plants all fold up and disappear! Any crew caught unprotected on the surface during one of these flares must save vs radiation or die.

Be careful of the local rats! There is a type of black and red-striped mouse creature about the size of a football that can shoot out a zap of electricity (2D6 damage) to defend itself. These little darlings are cunning thieves, and like to steal shiny things like beam pistols, communicators and data recorders. They can also sometimes get into sample cases that are

being taken back up to the ship. They are happy to live in radioactive hull spaces, and create nests filled with stolen goodies.

Planet 2 - Type T

The surface of this airless planet is rock covered in about a kilometre of water ice. Atop the ice on the night side of the planet, there is a further layer of about 100 metres thickness of carbon dioxide snow.

As the sun's heat strikes the terminator line, the carbon dioxide snow swiftly vaporises into gas. This causes a thin, incredibly violent storm front that slowly sweeps the planet as the world rotates. Investigations of the planet surface need to be made during daytime (the day cycle is 21 hours). Snowfall begins at nightfall, and is incredibly heavy (10 metres per hour!)

Adventure seed

A frozen, derelict ship lies on the ice beneath the snow. Exploring the ship proves to be difficult. A sudden power surge activates the ship's screens, making teleportation impossible...

Anyone caught in the ship at snowfall time will be inundated with carbon dioxide snow, sealing the ship beneath a growing blanket of snow.

Of course, once explorers cannot escape, this is the moment that the ice creatures (S&S 2nd Ed, P 61) creep stealthily into the hull to hunt them...

Orbit 3 - Asteroid field

It takes at least 2 days to make a cursory survey of the asteroid field. The field has some useful minerals which would assist any colony efforts on Lucanii Alpha 4-1

Lucanii Theta 5

Star type: *Binary. B (blue) and White Dwarf*

Light: Bright

Heat: Hot

Size: Large

Number of planets: 11

Asteroid fields: *Debris field*

Comments: *A binary system, with a small white dwarf paired with the type B star. This causes some complex orbits as the planets circle the two stars, which in turn circle one another.*

Planet 1 - Type W

A seared, boiling world. One face is permanently locked, facing the searing light of the suns. Metals lie on the surface in their molten state - but mining would be extremely problematic!

Planet 2 - Type W

A well-baked rock. The surface is marked with titanic canyons that run for thousands of miles, east to west - apparently a legacy of extreme tidal stresses during the planet's formation.

Planet 3 - Type A

A very unstable planet that has apparently only recently coalesced from a collision of 2 smaller bodies. The surface is dotted with very useful mineral deposits.

Planet 4 - Type S

This high pressure world can only be explored with heavy pressure suits. There are some silicone life forms here - mostly quite small.

Planet 5 - Type G

A water world with breathable air. There are several island archipelagos and narrow continents strewn here and there, as well as ice caps. The waters abound with some rather astounding life forms. The large predators are certainly alarming!

The islands are populated with a very strange alien 'dinosaurian' life. Exploration can be dangerous.

Explorers might encounter Pod Pippets here... (S&S 2nd Ed, P 64)

Orbit 6 - Debris field

Unfortunately, this debris field is laced with space barnacle spores...

Planet 7 - Type T

An ice ball. A thick ice coating covers deep seas of liquid water.

Planet 8 - Type J

A gas giant. There are apparently floating life forms that live in the gas clouds, including some very large manta-like browsers.

Planet 9 - Type L

A very large gas giant planet. There are hundreds of small moons, and 16 large ones. Surveying these moons takes 4 days. Several of these moons show some useful mineral deposits.

Planet 10 - Type U

This planet is an irradiated ruin. Massive, monolithic ruins cover much of the surface. All life seems to have perished. The background radiation is high, but not dangerously so.

Whatever happened here – the ship apparently missed it!

Adventure

There are some faint power readings at one place on the surface. A party can land and investigate.

The planet's surface is extremely unsettling. The ruins lean at strange angles, and open up upon deep chasms. Terrible carvings loom in the dark. Everyone on the surface should roll a save vs radiation, otherwise they will see strange

movement - catch frightening shapes out of the corner of their eye. If anyone is foolish enough to wander far away from the party, they may fall foul of an 'accident' and die from a fall from the ruins (kill a redshirt - never a player character!)

The power readings seem to be coming from a cave. A carved bronze pedestal with 2 handles at the top stands in the cave. Anyone who touches the handles will hear a hum from the ruins nearby, but there are no apparent other effects.

Once back aboard ship, the true curse of the ruins slowly begins to emerge. About 4 days later, a monster begins to stalk the ship.

The monster is actually generated by the subconscious of whatever crewman interfered with the alien pedestal down on the planet. It has a ghostly appearance, made up from a blend of nightmarish images. It will manifest at first when the crewman is asleep - but later on it can manifest during waking hours. It will stalk after crewmembers that its creator lusts after, or strike out at authority. It will initially attack and strike a character for 2D6 damage and then vanish. But after a while, it will actively kill. It approaches its prey slowly, initially manifesting some distance away and then ripping slowly through bulkheads as it relentlessly pursues its prey.

It will grow in strength as terror spreads (+1D8 hit dice per day).

The monster can be halted by stunning and freezing its creator, or by killing its creator. It can also be neutralised by hooking its creator up to the alien device - but this is problematic, since the monster will attack to defend its creator.

It is otherwise quite immune to weapons, and can tear down bulkheads and barriers, apparently somehow drawing on the ship's power to do so.

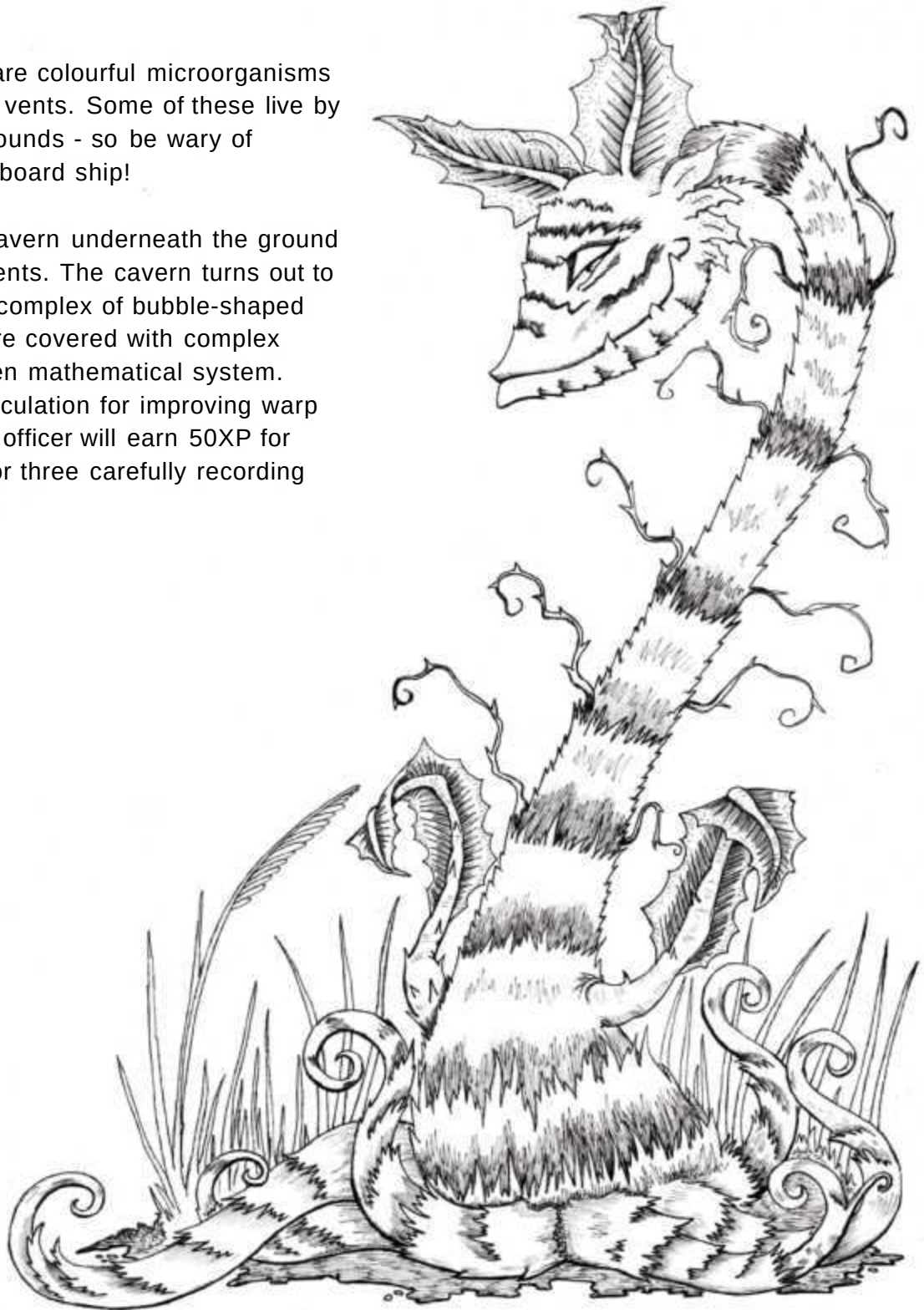
Planet 11 - Type J

A small, brooding gas giant. This planet has a powerful magnetosphere. Anything in orbit about this planet is well hidden from shipboard sensors.

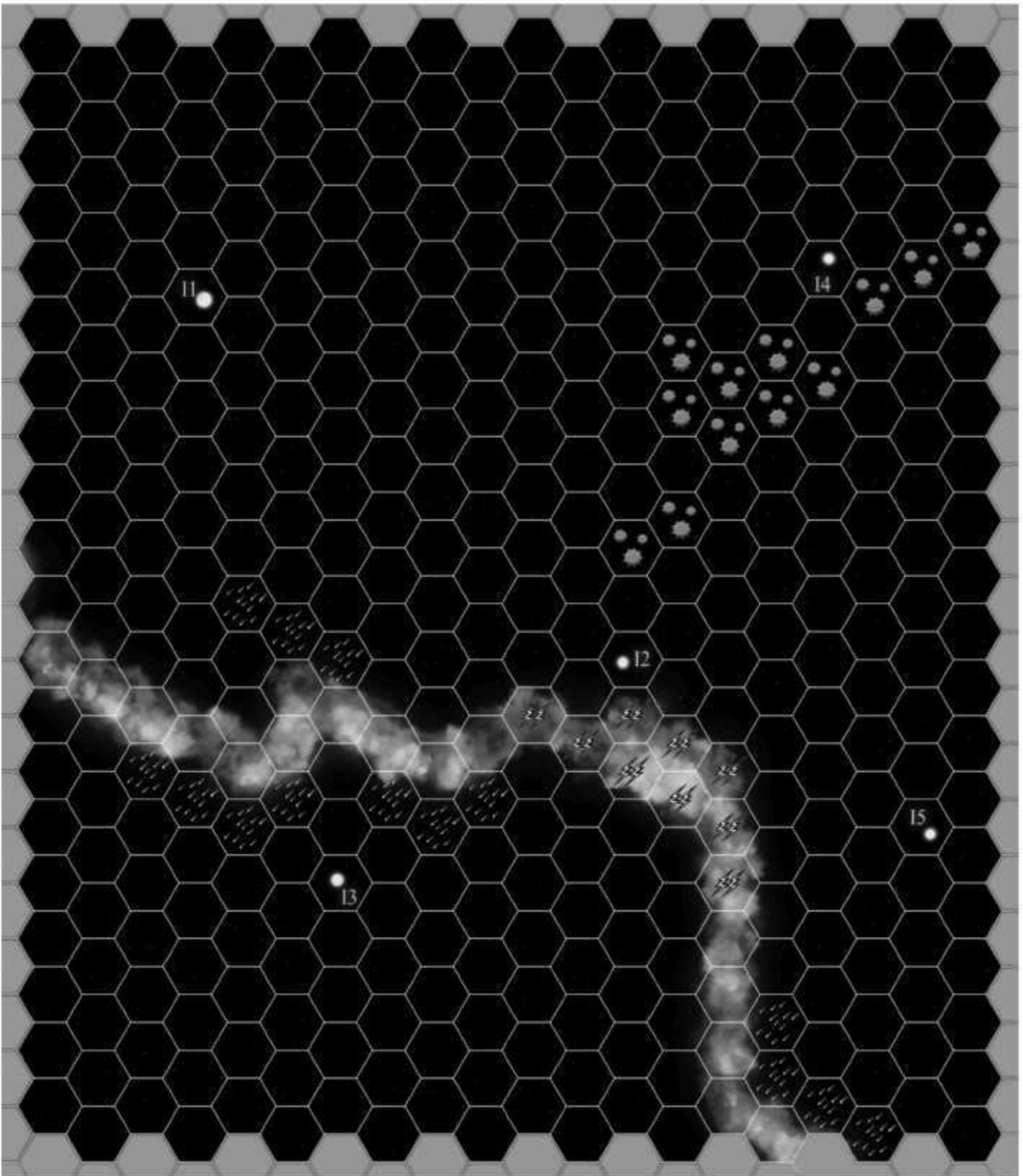
Planet 12 - Type W

An ice ball. There are colourful microorganisms living near volcanic vents. Some of these live by eating metal compounds - so be wary of bringing anything aboard ship!

Sensors detect a cavern underneath the ground near some of the vents. The cavern turns out to be a considerable complex of bubble-shaped caves. The walls are covered with complex equations in an alien mathematical system. These might be calculation for improving warp engines. A science officer will earn 50XP for spending an hour or three carefully recording the calculations.



Starmap: Lucanii Iota



Sector 9

Lucanii Iota

There is an eerie, almost unsettling feel to this section of space. Instruments sometimes show strange, ghostly signals.

Lucanii Iota 1

Star type: *Pulsar*

Light: *Faint*

Heat: *Low*

Size: *Small*

Number of planets: *0*

Asteroid fields: *None*

Comments: *A dangerous navigational hazard. The radiation pulse blasts out once every 41 minutes.*

Lucanii Iota 2

Star type: *G (yellow)*

Light: *Medium*

Heat: *Medium*

Size: *Medium*

Number of planets: *3*

Asteroid fields: *None*

Comments: *This system has a strange 'vibe' for psionically talented characters. They will feel a painful prickling and a sense of dread - all centred upon planet number three...*

Planet 1 - Type W

A lethally hot, rocky world with no real atmosphere.

Planet 2 - Type W

A red, rusty rock ball. There are some readily accessible veins of rare earth elements that can be mapped with a day's worth of orbital scanning followed by a few days of ground survey.

Planet 3 - Type V

This planet is partly in phase with the psionic plane.

The planet gives off a horrible 'vibe' to psionic characters - definitely creepy. Science instruments show that the planet is somehow out of phase. There is a power source deep at the planet's heart that seems to be doing something strange...

Adventure

A sudden shift in space will wrench the player's ship. All of a sudden, there is a nigh-exact replica of their own vessel at their side - both vessels collide and bump, causing hull damage (20 PPB or thereabouts). The ships are locked - engines damaged, main power is down, and orbits will surely deteriorate soon.

The other vessel is from an evil alternative universe, and has an evil alternative universe crew - complete with daggers, and really cool skirts for the girls'. Both ships will have to somehow work together to solve their dilemma.

The Evil empire crew ("The Stellar Imperium") will be hostile - but might react to diplomacy. Both ships will need to swap spare parts and get one sensor array working. Meanwhile - surveys show that both ships have shattered their power crystals for their main drives. The ships will crash into the planet in about 20 hours!

Once a sensor array is working, the ships can discover a cavern on the planet far below, near where the power source seems to be. If the ships send crew down to investigate, they will discover a weird environment fraught with half-seen monsters and terrifying visions (perhaps a White Wisp, S&S 2nd Ed, P 70). The planet seems to be partly phasing with other dimensions. Crevasses suddenly open, tumbling characters down to hang by their fingertips above an abyss. There is a chance here for



a character from our 'good' universe to risk themselves and save an evil character, thus showing the value of this strange thing called 'compassion'! But teams will be occupied keeping their science personnel alive!

Deep in the cavern, there is a strange machine. This seems to be calibrating the planar shifts. A catastrophic power surge might open a hole and allow the Stellar Imperium ship to get back to its own dimension.

There are crystal pods here that might repair the ship's drives. 2 pods. But the Stellar Imperium guys rig one to explode, leaving the area dangerously surrounded by electrical discharge. They steal the first pod and head up to their ship, intending to let the planet explode and open their way back to their own universe. The player characters can fix this (perhaps the help of a 'turned' evil universe

character is essential!) Defusing the discharge allows the crystals to be retrieved - but a chain reaction has begun! The planet is about to explode! The characters must get back to their ship and get out of there. The exploding planet will open a rift that sucks the Evil universe ship back to its own dimension. But any 'evil universe' characters that have remained with the player's crew and ship will be stuck here forever.

This might be a fun way of getting an 'alternative evil universe' version of a player character into the game as one of the crew!

Lucanii Iota 3

Star type: M (red)

Light: Faint

Heat: Low

Size: *Small*

Number of planets: 2

Asteroid fields: *None*

Comments: *A small system. A dim red sun... some interesting mineral readings coming from the inner planet.*

Planet 1 - Type P

A geologically unstable world.

Strange power crystals can be found on the surface. These definitely should be investigated. There are also some odd local creatures - some of which seem to be worth studying

Adventure

A Zangid trap has been set! There is a hidden power-boosted transporter pad here, hidden by a collection of shimmering power crystals. A Confederation player character investigating the crystals is teleported away when no one else is looking. An explosion then destroys the pad and hides the evidence.

A careful search by the Confederation crew reveals no body.

An even more careful search over the next day shows a record of a faint energy trace. Something may have been teleported off planet.

The missing player character has actually been teleported onto a Zangid ship hidden amongst the moons of planet 2. They are to be interrogated - and possibly turned as a spy for the Zangids! The suave Zangid commander is of the opposite sex to the kidnapped character, and they have "mind control chair" - a special device that will make the captive more amenable to suggestion. (psi resistance rolls to resist the effects).

There are several ways this could go. But this is an

opportunity for the kidnapped character to get some intel/computerchips detailing the Zangid plans and presence. Escape could be made by busting out of the cell and possibly swiping a space suit and teleporting outside the ship after arranging some sort of signal to the player characters' vessel (or a shuttle might be stolen, etc etc). How the escape is done we leave to the player character. It could be done with psionics, stealth - or good ol' romancing the enemy captain!

Planet 2 - Type L Gas Giant

This large gas giant has about 120 small moons and junk chunklets, and 4 major moons. A Zangid ship hides here, and is the base for the evil Zangids mentioned just above.

Lucanii Iota 4

Star type: M (red)

Light: Faint

Heat: Low

Size: *Small*

Number of planets: 4

Asteroid fields: *One asteroid field, one dust field.*

Comments: *A quiet system. But occasional weird whispers can be heard on the radio....*

Planet 1 - Type B

Racked by tides caused by two sizeable moons, this planet is subject to constant movements of its crust. The planet's crust is only 100 metres thick - shallowing to only a few dozen metres near the edges of its tectonic plates.

Planet 2 - Type W (on closer examination, this is a Class F)

An incredibly rugged, twisted rocky landscape. It seems as if the world was once subjected to severe tides and torsion. Deep canyons plunge a thousand metres down into the planetary crust. There is actually some life far down in the bottom of the canyons, where the air becomes breathable and plant forms bloom.

A Pleiadian destroyer is here - masquerading as a 'survey ship'. These swine have raided Caeliferan transport ships, looting them and storing the loot down in one of the canyons here.

Orbit 3 - Asteroid **field**

Nothing of wild interest here.

Planet 3 - Type T

A ball of water ice and carbon dioxide ice - frozen and lifeless.

Planet 4 - Type **W**

A rust-red rocky world.

Orbit 6 - Dust **field**

A vast disc of gas extends out from this system. It is filled with chunks of iron, and is dangerous to traverse.

Lucanii Iota 5

Star type: *K (orange)*

Light: *Dim*

Heat: *Medium*

Size: *Small*

Number of planets: 3

Asteroid fields: *None*

Comments: *The drones are about to introduce a terrifying new tactic...*

Planet 1 - Type A

A churning volcanic planet, with little or no atmosphere. Volcanoes rain sulphur and metals down across the surface.

Planet 2 - Type H

This planet shows extensive eco systems, large oceans - complex local life. It certainly merits close survey a possible colony world.

Ground teams will discover that there is a large bee like creature here that seems to be semi

intelligent. They organise themselves into hives, and farm titanic flowers as food. It will take some study to decide just exactly how intelligent these creatures are.

Adventure seed

While the team left down on the planet have interesting work before them, those left aboard ship face a crisis. A drone ship plunges out of warp and fires a missile at the ship that scatters five swarms of micro-drones all over the hull.

The ship's crew must not only fight an enemy ship, but deal with the enemy 'boardingparty' at the same time.

Planet 3 - Type T

This world is much, much further out than the others. It has a moon almost the same size as the planet itself, and both bodies orbit one another.

Wreckage here is the result of a Pleiadian pirate vessel attacking and destroying a Caeliferan mining vessel loaded with warp crystals.

Sector 10

Lucanii Kappa

Caeliferan vessels are common in this sector. The bug people are carefully trying to explore the sectors next to their own home worlds.

Lucanii Kappa 1

Star type: Protostar

Light: Faint

Heat: Low

Size: Large

Number of planets: 2 (coalescing)

Asteroid fields: One big dust cloud!

Comments: A vast, swirling plane of dust and gas - majestically beautiful. Planets have begun to form in the dust, making whirlpools within whirlpools.

This phenomena is very exciting to astronomers. Linger to make a 3 day scan of the protostar will earn everyone in the science team 50 XP.

This place is far too dangerous for mining. Only a fool would risk taking a ship into the wild vortexes near the coalescing planets.

Lucanii Kappa 2

Star type: M (*red*)

Light: *Faint*

Heat: Low

Size: *Small*

Number of planets: 5

Asteroid fields: *None*

Comments: A quiet *system*.

Planet 1 - Type I

A huge planet with massive (3 G) local gravity.

Big stumpy creatures that look like 10-legged rhinoceri seem to be a dominant life form. They are at a low level of civilisation, but seem to be intelligent.

Planet 2 - Type W

A chill, frozen rock of a world.

Planet 3 - Type O

A series of sudden storms will often arise that close in and cause a greenhouse effect, broiling the world with huge temperatures. The imbalance lasts for anywhere between 10 to 60 days, and then clears.

An ancient subspace beacon has crashed on the surface of this world. It is made with drone technology. Interfering with it might trigger a signal that will bring 1D3 drone ships rushing to the area within the next 1D6 hours.

Planet 4 - Type T

A stark ball of ice. However, a liquid water sea exists beneath the outer ice sheath. Weird creatures live down in the seas. Ice monsters walk the surface. This is not a nice place!

Planet 5 - Type W

This rocky planet has many useful veins of heavy elements. These are detectible only after a day of scanning with Confederation sensors.

A new-grown spacefaring civilisation like the Caeliferans would find this planet to be invaluable.

Lucanii Kappa 3

Star type: G (*yellow*)

Light: *Medium*

Heat: *Medium*

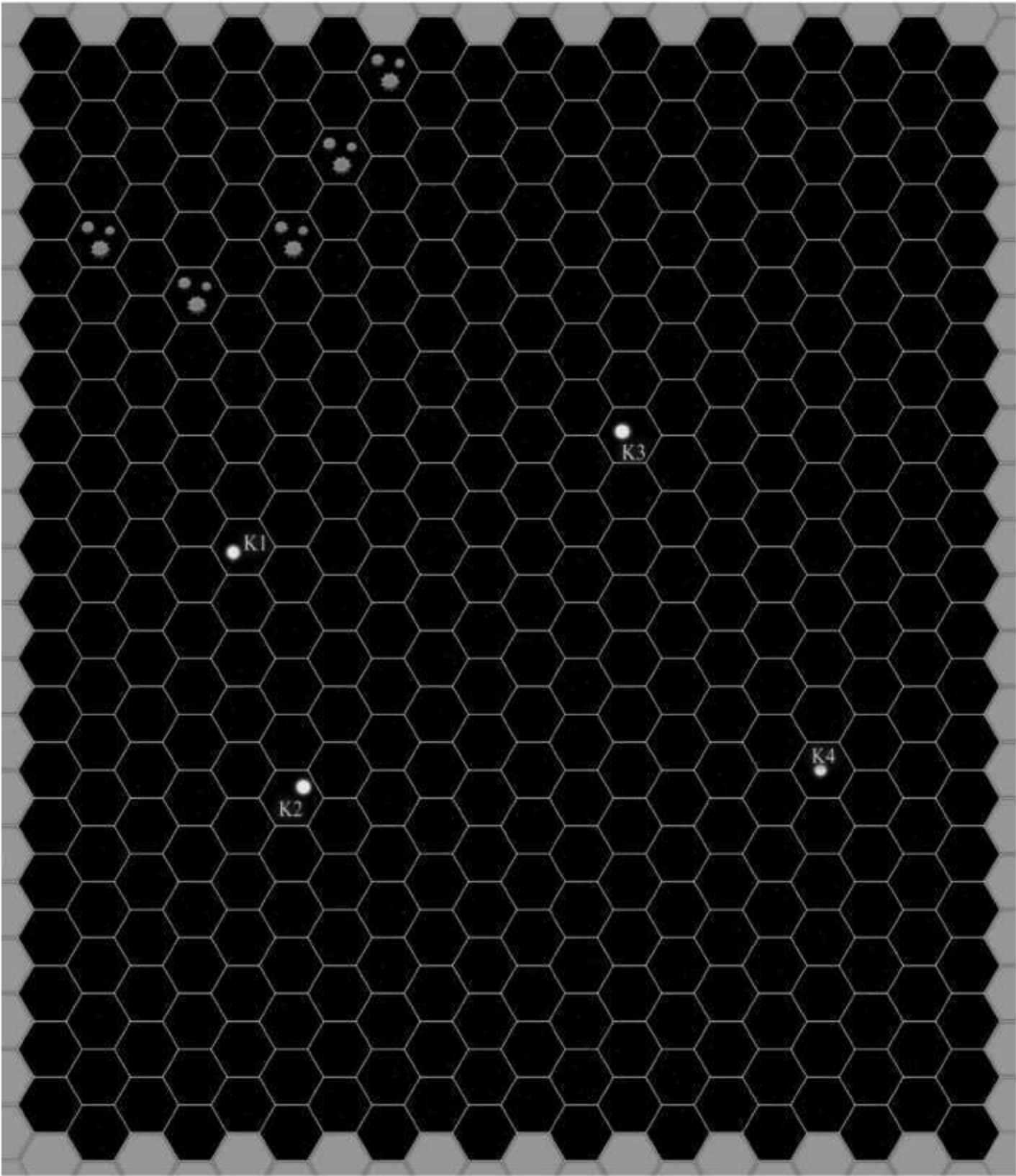
Size: *Medium*

Number of planets: 7

Asteroid fields: *None*

Comments: The *Zangids* have infiltrated this *system*.

Starmap: Lucanii Kappa



Planet 1 - Type W

A hot, seared little rock ball. Very small.

Planet 2 - Type X

A churning hothouse world. Acidic, high pressure atmosphere. Boiling temperatures. The perfect place to hide a body!

Planet 3 - Type H

This world is covered in moss and various fungi-like plants. Local lifeforms include some large slug and snail like creatures - some of which shoot-forth spear-like tongues laden with poison.

Adventure

A Caeliferan colony here has fallen prey to a terrible disease. This disease has been deliberately spread by the Zangids, who launched a probe here. A Zangid ship will attack the players' vessel, and then try to flee.

Down on the ground, the Caeliferans seem to have all murdered one another. They have killed each other with clubs, spears and stones. There are perhaps 200 dead.

What is not immediately obvious (due to their alien physiology) is that they have all been infected by a disease. This retrogresses the victim to a primitive state - and causes violent behaviour. The Caeliferans have all killed one another.

The only survivor was a Caeliferan herald, who was already sick with space malaria. The space malaria disease actually combats the Zangid plague. Healing the herald might convince her that the Confederation are not a type of Zangid!

This Zangid disease does not show up immediately in the bloodstream. It stays in the lungs for about 2 days. Anyone exposed to the environment on the planet, or anyone who has come in contact with them, will begin to become progressively more

stupid (-1D6 intelligence per day). Behaviour will become primitive, mate-oriented and violent.

The Caeliferan herald might save the day, working to help a medic heroically overcome stupidity and infect themselves with space malaria.

Planet 4 - Type W

A dust covered, lifeless rock.

Planet 5 - Type K Gas Giant

A large gas giant. This body has about rings, 200 small moons, and 7 larger ones. A careful scan of this gas giant's moons will take about 3 days. There are some hyperwarp energy crystals scattered in amongst the rings.

Strange energy creatures live in the rings. Any ship that comes too close may pick up a hitch hiker. These energy beings slowly degrade the ship's power crystals. It will cost more and more power to achieve warp speeds. The energy creature lives in the high energy circuits,. It can only be flushed out if starved of power - the ship must stay out of hyperwarp, and an alternative food source must be offered as bait.

Planet 6 - Type J Gas Giant

A small gas giant. It has only 2 major moons - one of which has a thin atmosphere and rocky landscapes, and the other is a roiling mass of volcanoes and lava.

Planet 7 - Type T

This is a shattered world. The planet has taken a massive impact sometime in the not-too-distant past, and it is fragmented into several titanic chunks.

A day of careful scans will show that this fragmented world would be relatively profitable to mine.

Lucanii Kappa 4

Star type: *White Dwarf*

Light: *Faint*

Heat: *Low*

Size: *Small*

Number of planets: 2

Asteroid fields: *None*

Comments: *A considerable zone of gas and nebular material surrounds this general region of this system. The current planetary orbits are far from the primary: when the original star expanded into a red giant, it consumed the first 4 planets in the system. Now it has shrunk down to a dim white star, leaving much of this star system empty.*

Planet 1 - Type U (initially looks like a type D)

An alien civilisation once thrived upon this world - until the sun expanded into a red giant. The radiation wave killed all life on this planet. The cities have weathered almost back down into the dust. Little remains.

A very careful scan will reveal a deep, deep cavern that the race used to try and store records of their civilisation. Science officers will take the preservation of this dead race's legacy very seriously. Searching these catacombs and carefully retrieving ancient data crystals will take perhaps 2 long, careful weeks.

Sure hope there aren't any eerie, ghostly soul-sucking predators still somehow trapped here deep in the dark!

Planet 2 - Type J Gas Giant.

This planet was once probably a type M gas giant. It was stripped of much of its mass when the sun metamorphosed. It has no moons - but oddly enough, several kilometre-long diamonds are in orbit.



Sector 11

Lucanii Lambda

Lucanii Lambda is currently the entry point for ships of the Zangid Star Empire as they infiltrate the Lucanii Drift. Zangid starships can be encountered here, but the Caeliferans have not yet penetrated this sector of space.

Lucanii Lambda 1

Star type: M (red)

Light: Faint

Heat: Low

Size: *Small*

Number of planets: 3

Asteroid fields: *One*

Comments: *This is the entry point for Zangid ships into the Lucanii Drift. There is always a ship present in the system (often Commodore Zak'akh's flagship!). New arrivals are always heavily damaged, and crew from other vessels have to assist with repairs.*

Planet 1 - Type **O**

A planet with a highly elliptical orbit. Local conditions therefore go from freezing to insanely hot.

Planet 2 - Type J

This gas giant has rings that contain a great many ice particles. It has a moon that also has ring of its own. Any Zangid ships that are currently in the system will be hiding in the moon's rings.

The moon itself has some basic metals that are being mined by slaves for use in repairing damage to Zangid ships. The repair facilities are extremely crude.

Planet 3 - Type W

A rocky planet that actually yields several deep seams of warp crystals - essential for repairs on incoming Zangid vessels. A small, shielded camp here contains 40 slaves of various species, who are forced to labour in the underground crystal mines for their evil alien overlords. Any player characters captured by the Zangids will end up here. The Zangids keep a shuttle here, a signal station, and a few disgruntled starship repair engineers.

The deep crystal mines are made all the more terrible by a predatory creature that preys on slaves and guards alike down in the lower levels. ("Sand Dragon", S&S 2nd Ed, P 65). Mind you - the lower levels open up onto some ancient tunnels that promise a way up onto the surface inside the area used by the guards for landing their shuttles and storing their equipment.

Orbit 4 - Asteroid **field**

An extremely broad asteroid field spreads out in a vast disc about this system. Several large nickel/iron and ice planetoids are dotted about the disc.

Lucanii Lambda 2

Star type: A (blue)

Light: Bright

Heat: Hot

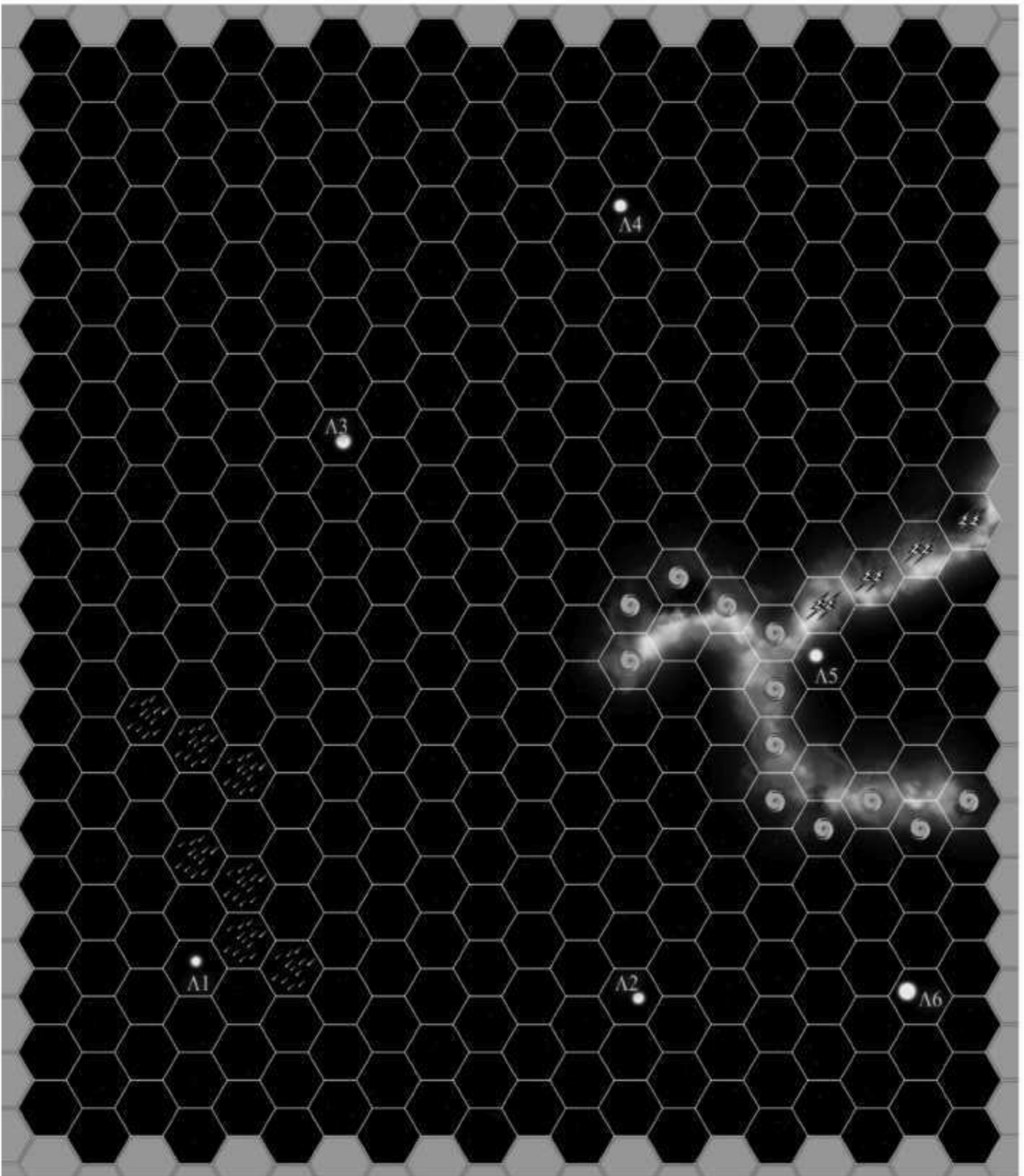
Size: Small

Number of planets: 5

Asteroid fields: *None*

Comments: *A Zangid frigate or destroyer is likely to be in this system, keeping a watch for Confederation encroachment. The vessel will fire once or twice, and then try to evade and escape back to Lucanii Lambda 1.*

Starmap: Lucanii Lambda



Planet 1 - Type W

A big - very big! - lump of rock.

Planet 2 - Type X (initially looks like a type F planet)

This planet has an oxygen atmosphere, and looks reasonable enough. Unfortunately, there is a life form here that are essentially clouds of carnivorous flies that can use acid to dissolve their way through the soft inner joint linings on protective suits, the seals about airlock doors etc. The fly swarms are lethal! Larger wildlife tend to look like giant limpets, and can seal themselves tight against the ground to avoid the flies.

Anyone hit by flies takes 1D6 damage per turn until somehow purged of the creatures that are now literally tunnelling through their flesh. A teleporter unit might be abler to do the trick, but this will need a tech roll from the operator to avoid killing the teleportelee!

Victims of the flies are otherwise consumed right down to their bones.

Adventure seed

A Confederation ship is down! An SOS is broadcasting from the wreckage, and a few garbled words are received from a terrified crewman. Radiation from the crashed ship's damaged warp engines is preventing teleporter operations.

Planet 3 - Type K Gas Giant

A weirdly mottled gas giant that has a series of storms raging deep inside its heart. The resultant lightning flashes can be utterly spectacular - and can reach out to strike ships coming too close into orbit!

Planet 4 - Type T

Huge geysers shoot ice up into orbit about this small planet, surrounding the planet with a disc of glittering rings.

There is life on this planet, and a very thin atmosphere. Most life forms literally scoop water ice and process it for oxygen.

A Zangid shuttle is lying abandoned on this planet. The water from a nearby thermal lake holds a disease that is deadly to Zangids and Rigellans. The shuttle crew caught the disease from skin contact and died in the shuttle. The Zangids have not risked recovering the bodies, and have left the crew to rot.

Planet 5 - Type J Gas Giant

A small gas giant surrounded by a thick, dense ring of debris.

Lucanii Lambda 3

Star type: G (yellow)

Light: Medium

Heat: Medium

Size: Medium

Number of planets: 7

Asteroid fields: None

Comments: *Zangid visitors to this system are common. Zangid ships stop in at the third planet to stock up on food supplies.*

Planet 1 - Type W

A nickel-iron rock that is tide locked, with one side eternally facing the sun.

Planet 2 - Type X

The atmospheric conditions on this planet cause sudden massive 'sink holes' in the atmosphere dozens of kilometres wide. These pull down frozen air from the troposphere, dropping ground temperatures to levels capable of instantly freezing flesh into ice. There is a slight warning of the approaching cold - clouds overhead clear and form an open ring. Anyone exploring the planet must take constant care.

Adventure

The only reason to come down to the surface is to investigate strange psionic emanations (sensed by actively psionic characters). A cave somewhere beneath icy mountains holds a testing centre once used by an alien race. At its heart there is a crystal chamber.

This chamber activates when any psionically awakened character enters. It seals them in, and then puts them through a series of extremely real simulations where their qualities of mercy, non-violence and honour will be sorely tested. If the character fails the moral tests, then their brain is seared by energy that halves their psionic power points.

Sample tests might include:

- 1) A Zangid suddenly bursts into the caver, opening fire and hitting one of the player character's friends. A firefight ensues. The Zangid uses the player character's injured friend as a living shield and flees into deeper tunnels. When the floor collapses under his feet, the man, hostage and the player character all fall. The player can rescue their friend, but returning to rescue the Zangid is near certain death. Will the player risk their life to save an enemy?*
- 2) Crystals grow up through the floor, entrapping all of the characters in sheaths of immovable rock. There is a crystal 'pointer' mounted in the middle of the floor. The character that is being tested can reach out and telekinetically move the pointer to point at any of the trapped characters. Something starts painfully draining 1D3 hit points per round out of whichever character the arrow points to. When 9 hit points accrue, the crystals weaken, and can crack and shatter, freeing the struggling characters. If the character being tested chose to drain most of the hit points needed from themselves rather than from other characters, this counts as a 'pass'...*

If the tests are passed, then the character's psionic

potential is increased by 2. The crystal booth will shatter and burn out after a single use.

Planet 3 - Type H

This planet is lush - though its active eco system includes a number of very nasty predators and exotic diseases. The swamp zones grow a type of huge venomous toad creatures that the Zangids find to be delicious.

The Zangids have enslaved several Caeliferans captured from starship crews, and are forcing them to capture food for the local Zangid fleet. Rescuing these slaves and returning them to their people would be an excellent way of convincing the Caeliferans that the Confederation are their friends!

The slave base is guarded by Zangid dogs and guards, and is protected by an anti-beaming shield. The slave camp is in swamp country, which is a dangerous place (Mosquito Swarms, S&S 2nd Ed P 68: Carnivorous Turtles, S&S 2nd Ed, P 69).

Planet 4 - Type J Gas Giant

Ice cold and oh so gaseous!

Planet 5 - Type J Gas Giant

A blood red gas giant lit with dark red streams of matter. It has a single titanic moon - a water world ripped by tsunamis and enormous tides.

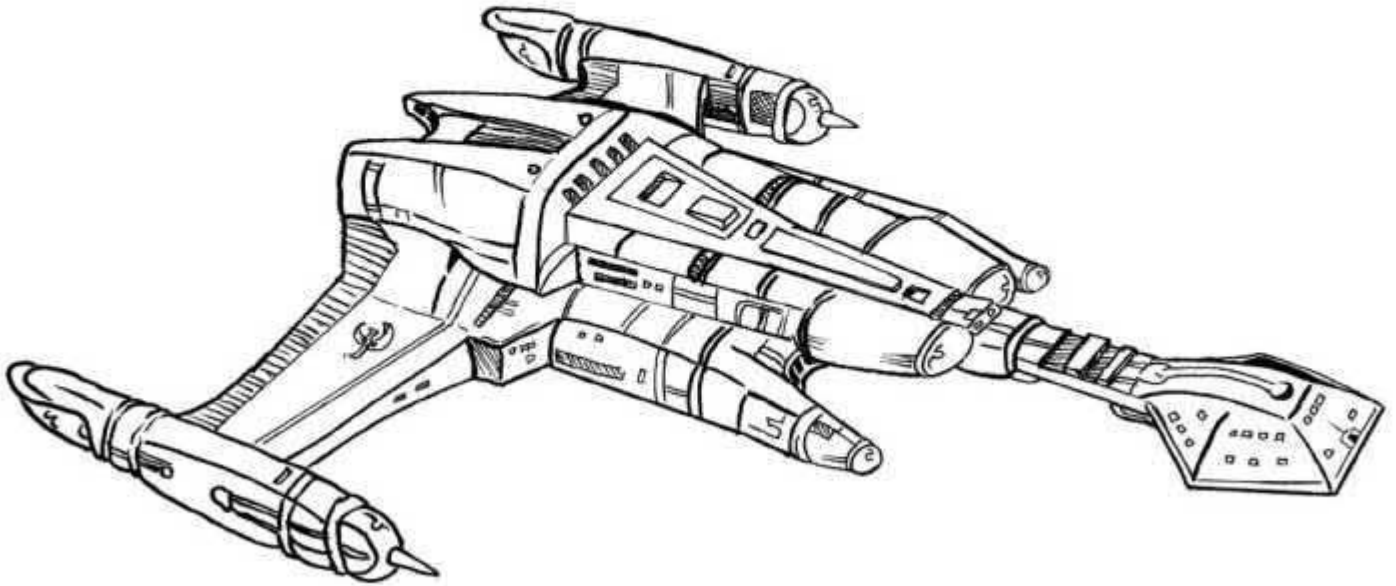
Planet 6 - Type T

A ball of frozen carbon dioxide ice. Cold, silent and empty.

Planet 7 - Type W

A magnificent rocky world that has some truly incredible, massive crystal formations.

A day of careful scanning reveals that this site might yield some valuable industrial crystals.



Lucanii Lambda 4

Star type: Red *Supergiant*

Light: *Medium*

Heat: *Medium*

Size: *Large*

Number of planets: 0

Asteroid fields: *Dust cloud*

Comments: *A massive dust cloud extends out and around this huge, turgid star.*

Orbit 1 - Dust cloud

The dust here consists of water ice and various gasses - all swirling in a spiral pattern about the sun. A Zangid vessel is wrecked here, floating in the dust. The drone ship that destroyed it hides inside the wreckage field close nearby.

Lucanii Lambda 5

Star type: *F (white)*

Light: *Bright*

Heat: *Medium*

Size: *Small*

Number of planets: 4

Asteroid fields: *None*

Comments: *Nothing much to see here...*

Planet 1 - Type **O**

This planet has an oxygen atmosphere and an ocean that covers about 70% of the surface. The planet has a single immensely large moon. The ocean is subject to vast tides that can literally drag the shorelines across hundreds of kilometres of ground. The tidal bores are immensely destructive (although local life forms avoid the tidal waves by tunnelling into the sand).

The titanic sand abalone here are delicious.

A plant grows up on high rocky ground here that is literally a type of catnip - at least as far as Felicians are concerned. They find the scent invigorating and exciting. Felician characters will be quite eager to bring some of the herb back aboard ship.

Prolonged exposure to the herb can cause trouble. The Felicians exposed to the herb for a week will become addicted to it. They will start to get headaches, jitters and have attention deficit troubles if unable to smell the herb at least once every hour. This condition is treatable - but the afflicted character will be sheer hell to live with for a few days!

The good news is that a few weeks of research will be able to extract an essence from this herb that can help calm down Felicians who have become 'stir crazy' from being cooped up inside a starship for too long..

Planet 2 - Type L Gas Giant

A large gas giant that is surrounded by a ring of chunky debris. Thousands of large nickel-iron rock chucks form a very dangerous band about the planet.

Planet 3 - Type T

A frozen ice ball of a planet.

Planet 4 - Type W

A heavily cratered rock world, with virtually no atmosphere.

Lucanii Lambda 6

Star type: A (blue)

Light: Bright

Heat: Hot

Size: *Small*

Number of planets: 1

Asteroid fields: *Dust field outside of main planetary orbit.*

Comments: *Nothin' going on here!*

Planet 1 - Type K Gas Giant

Pleasingly banded with stripes. There are 13 moons. Some of these have ice fields and immense water geysers. Others are volcanic nightmare worlds. Still others are placid rocks.

One of these water geyser moons has a microbe that gives off a substance that Gorrians find mildly intoxicating and leaves their fangs feeling minty fresh. There could be commercial possibilities!



Sector 12

Lucanii Mu

The Zangids keep a stealthy presence in this sector, keeping a careful watch upon the Confederation. Zangid ships prefer to keep themselves in hiding, only attacking vessels that are already damaged.

Lucanii Mu 1

Star type: *Protostar*

Light: Faint

Heat: Low

Size: *Small*

Number of planets: 0

Asteroid fields: -

Comments: *This swirling storm of dust, gas and debris is slowly coalescing into a brand new sun. A properly shielded 'scoop mining' ship might be able to scoop some valuable minerals out of the vortex.*

The process of this star's formation is of great interest to astronomers. 2 days of careful mapping and a rather thrilling fully shielded dive into the accretion disc would bring about 20 XP to the flight and science crews. The navigation officer will have to make a contact roll in order to avoid the ship taking 10 - 30 PPB damage.

If a science skill roll is made, then the ship notices an emergency radio signal is coming from somewhere up above the plane of the system. This is from a drone mother ship that has lost its drones, its subspace communicators, and had also had its drives damaged. If it could be boarded, then valuable Intel might be salvaged from its memory banks (such as a signal that will shut down drones' weapons and engines for 2 battle turns - but will only be useful in battle once).

Lucanii Mu 2

Star type: A (blue)

Light: Bright

Heat: *Hot*

Size: *Small*

Number of planets: 5

Asteroid fields: *None*

Comments: *This system shows some evidence of there once having been a low-tech space faring civilisation present in the system.*

Planet 1 - Type A

An unstable, cracking, boiling mass of a planet. It may once have been a stable type "W" world that has been hit by some sort of planet-busting explosion - the planet's orbit is littered with radioactive debris consistent with a massive explosion.

Planet 2 - Type W

A cratered planet. The craters are radioactive.

A shattered satellite in orbit seems to be thousands of years old. The technology is somewhere just below the hyperdrive/FTL level of technology.

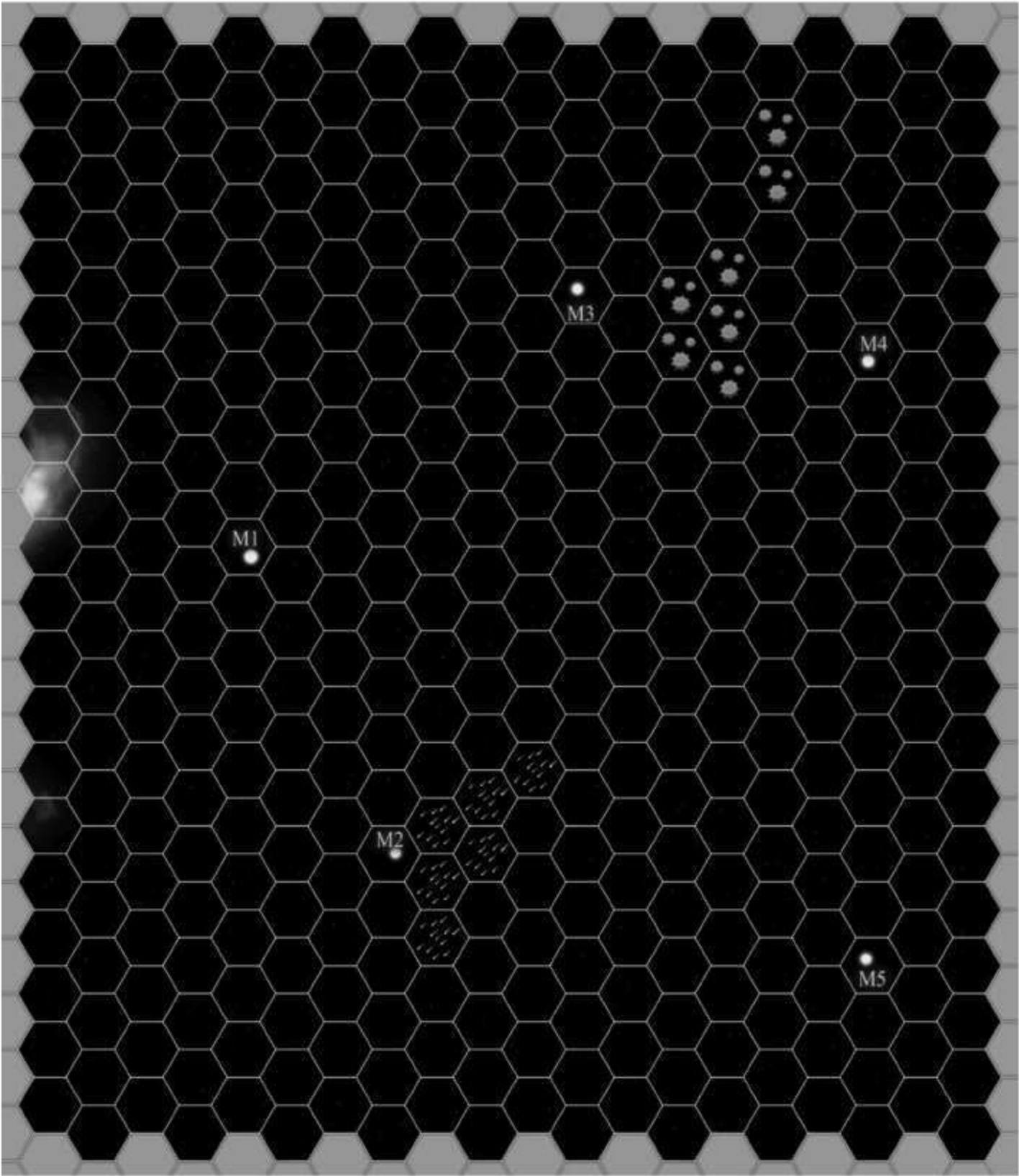
Planet 3 - Type P

A world rife with massive volcanoes. There are some ancient, abandoned pieces of mining equipment on the surface - all well crusted with sulphur deposits. Some sophisticated robots are lying deep in the drifts of salts and minerals, corroded and ruined - but the technology is impressive.

Planet 4 - Type W

A dry, red-oxide planet. There are three large craters that are heavily radioactive. The place was clearly once inhabited. There are remnants of tube train lines that run between the craters.

Starmap: Lucanii Mu



Planet 5 - Type U

This world was once a lush habitat. Now, it is a wilderness locked in nuclear winter, with craters littering the landscape where mighty cities once stood.

Adventure

There is a faint power reading coming from one city site. A group going down to the surface to check out the site will find damaged buildings perhaps a thousand years old. There is evidence of a society that was wealthy, but highly militarised. They were apparently human like.

The power readings are coming from a cavern underneath a series of huge ruins. As the party enters, they are teleported away into an underground facility beneath the planet. The facility is shielded from sensors, and is undetectable.

The new arrivals are rendered unconscious and are gathered by several of the underground dwellers in the complex (humanoid 'troglodytes'). They make android copies of the kidnapped characters that are indistinguishable from the original people. They even have a pulse! Player characters can concentrate and try and throw a mental glitch into their android copy during the copying process. The android copies are then teleported back to the surface, with memories implanted into them of fruitless wandering and empty chasms.

The androids are designed to collect intelligence, and to eventually return to the planet - preferably with a hijacked starship! Their comrades aboard ship will find it almost impossible to notice the switch. The androids fight to the death if discovered.

Meanwhile, down in the underground facility, the captured characters are interrogated by the odd, militaristic survivor society that lives beneath the ruins. Horrible mutant beasts occupy much of the old underground city. A very few surviving humans

are served by humanoid androids, but few people now remember how to service many of the old, failing machines that ensure their survival. Every human has a personal serving android that monitors their behaviour, enjoining them to remain polite, calm and thoughtful at all times. Androids will step in to intervene in any fights, or aggression breaks out between humans. The androids are hellishly strong!

Escape could be handled in many different ways. (EG: A scientist could make their way into the android creation centre, and find a way to reprogram captured androids to turn them into allies). The problem is to contact the ship.

All androids update their shared information every 6 hours via a subspace link. If the communication central array could be found, then the players could modify the signal array and send an S.O.S. to their starship!

Kamtraiyah!

Lucanii Mu 3

Star type: G (yellow)

Light: Medium

Heat: Medium

Size: Medium

Number of planets: 3

Asteroid fields: 1

Comments: *A limping Zangid ship will try to draw the player characters' starship past a second Zangid ship that is hiding in the debris field of the gas giant (planet 1). This second ship will try to make a surprise attack on the player character's vessel.*

Planet 1 - Type M Super Gas Giant

This titanic gas giant is almost a brown dwarf star in its own right, and the star and gas giant essentially orbit one another. The other planets in this system orbit this twinned pair. The gas giant trails a long plume of gas and debris behind it, and this debris can confuse sensor readings.



Planet 2 - Type A

A boiling, unstable world torn between the tidal forces of the sun and the titanic gas giant.

Planet 3 - Type T

An icy world with only a thin, unfrozen equatorial region. The world has an atmosphere, and supports life. Large hairy herbivores the size of mammoths trundle about the tundra (S&S 2nd Ed, P58), while terrifying humanoid snow giants stalk the uplands and hunt the herds.

Snow Giant

Encountered: 1D6

Movement: 150 (50)

Intelligence: Low

Psionic potential: 3D4 *inactive*

Hits: 4D8

Armour: -1

Attacks: 1

Damage: Huge *spear or club* for 1D10

Morale: 7

XP: 140

Snow giants are ferocious savages that move in small hunting bands. They are cunning hunters, and can camouflage themselves well against snow and ice. They can use fire, and will use flames to herd prey into killing zones, deadfall traps and ambushes. These creatures think humanoids look very tasty, but will flee when beam weapons are first flourished - although they will begin to plan attacks that avoid the beam weapons (such as traps and ambush).

Certain hot springs on this planet have a marvellous regenerative property. Weird enzymes form the local microorganisms steep the waters. Characters that are afflicted with near lethal wounds, deadly diseases or radiation sickness can be immersed here, and

the springs seem to be able to reinforce the patient's immune system and create a cure. (Warning! Over use of any given spring can disrupt the delicate balance of enzymes).

Lucanii Mu 4

Star type: 0

Light: Bright

Heat: *Hot*

Size: Large

Number of planets: 6

Asteroid fields: *None*

Comments: Just *another fine, shiny star in the glorious Lucanii Drift! Safe as houses - what could possibly go wrong? (space ameoba? What space ameoba?)*

Planet 1 - Type W

A seared rock, marked by a great many titanic canyons and fissures. The bottom of the fissures seem to allow easy access to a number of useful minerals in the revealed strata.

Strange little pinpoints of energy sometimes zoom down the canyons. These seem to be tiny energy beings the size of insects. They are extremely interested in communicators, energy weapons and robots, and will buzz about such things in excitement. Angering a swarm can lead to them attacking you! (1 HP damage per round for 1D10 rounds).

There are useful metal deposits in the canyons. This world might make a useful mining site, if a way could be found to keep the energy bugs away...

Planet 2 - Type D

A large, dense planet. There are streams of water, but no life forms.

Planet 3 - Type E

This planet is bright green! The clouds are full of algae, and more algae-type organisms cover

the surface of the planet. The place is murky, and smells awful.

Some algae have excellent properties as food or medicine. A brave medical and science team might want to get to the surface and make a thorough survey for a few days. They are likely to come back with a bad case of trench foot, some nasty skin infections, and a stench that will cling to them for a week! However, they will earn 50XP and possible mention in science journals!

Planet 4 - Type X

A terrible radiation on this planet causes the mutation of animal tissue. Do not go here. It would be very, very bad. Radiation checks every 30 minutes to avoid weird mutations.

Plants rule here. Only plants seem to avoid the mutational effects.

Which is a pity. Because that derelict ship lying in the jungle down there looks mighty tempting...

I bet it's cherry flavoured!

Planet 5 - Type D

A lifeless, if stable planet. It has a single large moon, and does have some water locked into polar ice caps.

Surveys reveal some potential here for terraforming or dome colonies. The planet seems to be quite lifeless - but one never can tell...

Planet 6 - Type J Gas giant

Mmmm. Gas giant good!

Lucanii Mu 5

Star type: B (blue)

Light: Bright

Heat: *Hot*

Size: Large

Number of planets: 9

Asteroid fields: *None*

Comments: *This star gives off an awful lot of radio noise. This can interfere with portable communicators.*

Planet 1 - Type A

More of a collection of fragments and rubble than a true planet. This world is still compacting, and so is radiating a great deal of heat. It spins swiftly, with a day lasting only perhaps 6 hours.

A closer survey reveals some interesting properties. Some heavier elements are actually rising to the surface of the planet as it heats and spins. Well-equipped mining units could reap a harvest of vital radioactive ores and ores used in creating reactors and hyperdrive nacelles. This world might be one of immense strategic importance.

Planet 2 - Type W

A rosy pink world, where red oxides mingle with white silicates. The world has an almost vanishingly thin atmosphere, but does have reserves of subterranean ice.

Planet 3 - Type U (initially appears to be a type H)

A pocket of deep ruins lie underneath the innocuous surface of a habitable world. The world's surface itself seems strange - there is a feeling as if the party are being watched... There are no large animals at all.

Adventure

Beaming a team down into the empty ruins reveals a great cavernous space that may once have been

some sort of alien outpost. It has buildings and structures inside a huge bubble beneath the earth. Some desiccated skeletons lie here and there in positions indicating despair or agony. There are some interesting examples of alien technologies (umpires may indulge themselves! Sex change booth? Depilation rays?). Some alien disease pathogens are disturbed - and it soon seems prudent to leave.

The Away Team will THINK that they have left. In reality, they all fall under the power of a machine that links them all into a simulated reality.

The team all believe that they go back to the ship, and that a day's uneventful routine occurs. Suddenly there is a Zangid ship a few metres away from the hull! Ensign Kelly will scream a warning - and suddenly the scenario is on, hell for leather. Beam weapons zapping - enemies to fight. A twisted maze of corridor to battle through - overloading beam weapons bouncing down corridors and exploding.

The player character will be killed again and again and again - often in old style dungeoneering ways that just aren't FAIR! The result is a total party kill! But after the first total party kill, everything resets back to the start.

Although in some aspects, it seems like an ever-repeating computer game, the scenario becomes more complex as the characters advance into deeper sections of the battle. Each time a player character dies, they lose one real and actual hit point. So they can eventually die if the scenario goes on too long!

The general sequence is:

- 1) Kelly yells the alert - screens flare and short-out, and Kelly and the bridge crew fall. Then 4 Zangids teleport onto the bridge and start shooting (but the players get the initiative.*
- 2) 2 rounds later, 4 more Zangids teleport into the*

engine room, spend 2 turns killing the engineering crew, and then spend 4 rounds rigging the ship to self-destruct.

The self-destruct is set for 10 minutes count down.

3) Meanwhile 4 Zangids teleport into the central ship and start killing the crew.

4) A few round later, another 4 Zangids teleport into the bridge and begin to hunt for crew.

There is clearly a Zangid ship only a few metres from the player's vessel. It is dead in space.

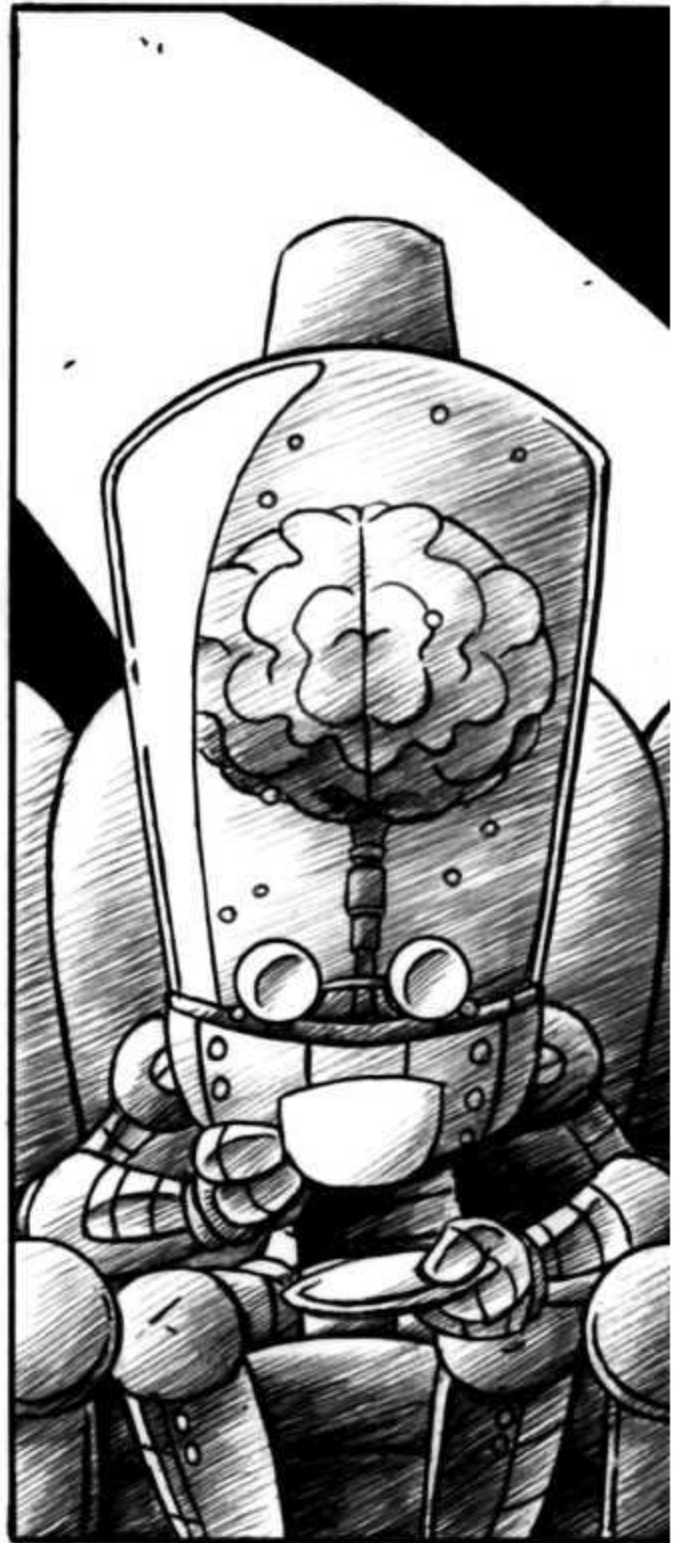
The dead Zangids do not stay dead. They seem to be rebuilding themselves. They are filled with nanites! A science roll would tell players that nanites could be shut down with an EMP pulse of some kind. Players might decide to modify an ion torpedo to detonate outside the ship, giving an EMP blast - or perhaps stunners could be modified to fire EMP blasts and disintegrate the nanite/Zangid warriors.

At this exact point, player characters will discover that one of their number has been injected with nanites, turning them into an enemy agent. They will strike just before the self-destruct can be deactivated or the EMP solution implemented, killing the player characters. Then once that is figured out - it suddenly seems that just about anyone in the group could be a turncoat.

The same scenario will play through again and again - through destruction and death... The Zangid vessel itself is filled with broken machines and rampaging Zangids. It, too, has been rigged to self-destruct, and will take out the player's ship in the explosion.

If the player characters try to ignore the scenario, this simply results in the whole thing playing out horribly all around them, with the ship self destructing in the end. This causes the characters terrible pain

Ensign Kelly is the key. He is the one person that does not fit. There WAS an ensign Kelly once long



ago - he is a memory the characters caught in the trap all share. But he is now the projection of the evil intellect that is thriving on the character's frustration and pain. This is a very difficult realisation to make (Kelly is not initially obvious

about his fascination - and players might presume he was a casualty back in the first few seconds of the action).

If a character can slip away in the middle of the action and try to follow Kelly as he follows after the party, they will see that Kelly is actually hanging back and gloating over the predicament of the characters.

Seizing and threatening Kelly will shock the alien intellect for a moment - enough for the party to gain a brief glimpse of a machine that is glowing blue in one corner of a cavern. If a psipotent roll can be made, then the character will be able to reach for his own, actual beam weapon and fire at the machine - destroying it and freeing his companions. The evil intellect is dead. The party find themselves still in the cavern beneath the planet. Only a few minutes have passed.

Planet 4 - Type L Gas Giant

A large gas giant surrounded by rings of ice particles. It has some 300 minor moons and rocklets in its general vicinity, as well as a colossal 21 larger moons.

Surveying the moons here will take a week. Some are ice covered and silent - others are volcanic and spectacular. Industrial chemicals could be mined here, as well as basic metals. Given the wealth found on the first planet, this might be a workable place to one day place shipyards

Planet 5 - Type T

Mostly water ice, this world has a lichen-like organism that survives the intense cold and prospers all across its surface. The thin atmosphere has trace oxygen given off by the lichen. There are some other small, simple organisms that live in and on the lichen.

Although an excellent source of water ice for colonists and star ships, there is a microbe in

the water that can survive normal decontamination procedures. It causes a ferocious and deadly strain of meningitis in organisms with a cobalt or copper based metabolism.

Planet 6 - Type S

A world with dense clouds and a greenhouse effect that leads to immense atmospheric pressure and temperatures.

A number of silicon life forms live down in the depths. Most of them seem to be flowering crystal plant-like growths, and several hard shelled animals that browse upon them (or hunt one another).

Planet 7 - Type J Gas Giant

A small gas giant. Unusually, it has no moons at all.

Planet 8 - Type T

An ice planet with a violent atmosphere.

Planet 9 - Type T

A dark world sheathed in methane and carbon dioxide ice. The world has two very lumpy moons, one of which bears an uncanny resemblance to Hortense Macclesby - the wife of the regional Space Fleet Admiral...



Sector 13

Lucanii Nu

This is the 'home' sector of the Confederation within the Lucanii Drift.

The beautiful but dangerous Gateway Nebula" stretches through this sector. It is known to be a navigational hazard.

Lucanii Nu 1

Star type: G (yellow)

Light: Medium

Heat: Medium

Size: Medium

Number of planets: 7

Asteroid fields: No

Comments: *Lucanii Nu 1 is home to "Colony 1", the Confederation's first settlement in the Lucanii Drift. The sky here is dominated by the spectacular colour of the nearby nebula.*

Although this system has been explored, it still holds some interesting secrets'.

Planet 1 - Type W

Scorched by the heat and tidal forces of the sun, this rocky planet is quite unstable. There is a great deal of volcanic activity here, shooting immense jets up into orbit about the planet. The orbit of this world about the sun is littered with volcanic particles, making a visible ring.

A vessel might be able to hide itself behind one of these vast volcanic jets, should the ship have a desire to ambush an opponent...

Planet 2 - Type A

Another unstable planet. The core is largely liquid, with rock plates floating like rafts atop the magma.

Some interesting metals float to the top of the magma from time to time. These "blooms" would be valuable to mine, if the right equipment could be found.

Planet 3 - Type H

"Gateway Colony"

Colony 1 is the 'showcase' colony for the Confederation here in the Lucanii Drift. A self-supporting colony of 2000 individuals has been seeded here. The colony runs large farms that supply the other colonies and Starbase Keppler with much-needed foodstuffs.

The colony is aggressively 'communal', with all decisions being made by general meetings and electronic vote. A set of rabble rousers and cantankerous anti-technologists can often sway the opinions of their neighbours.

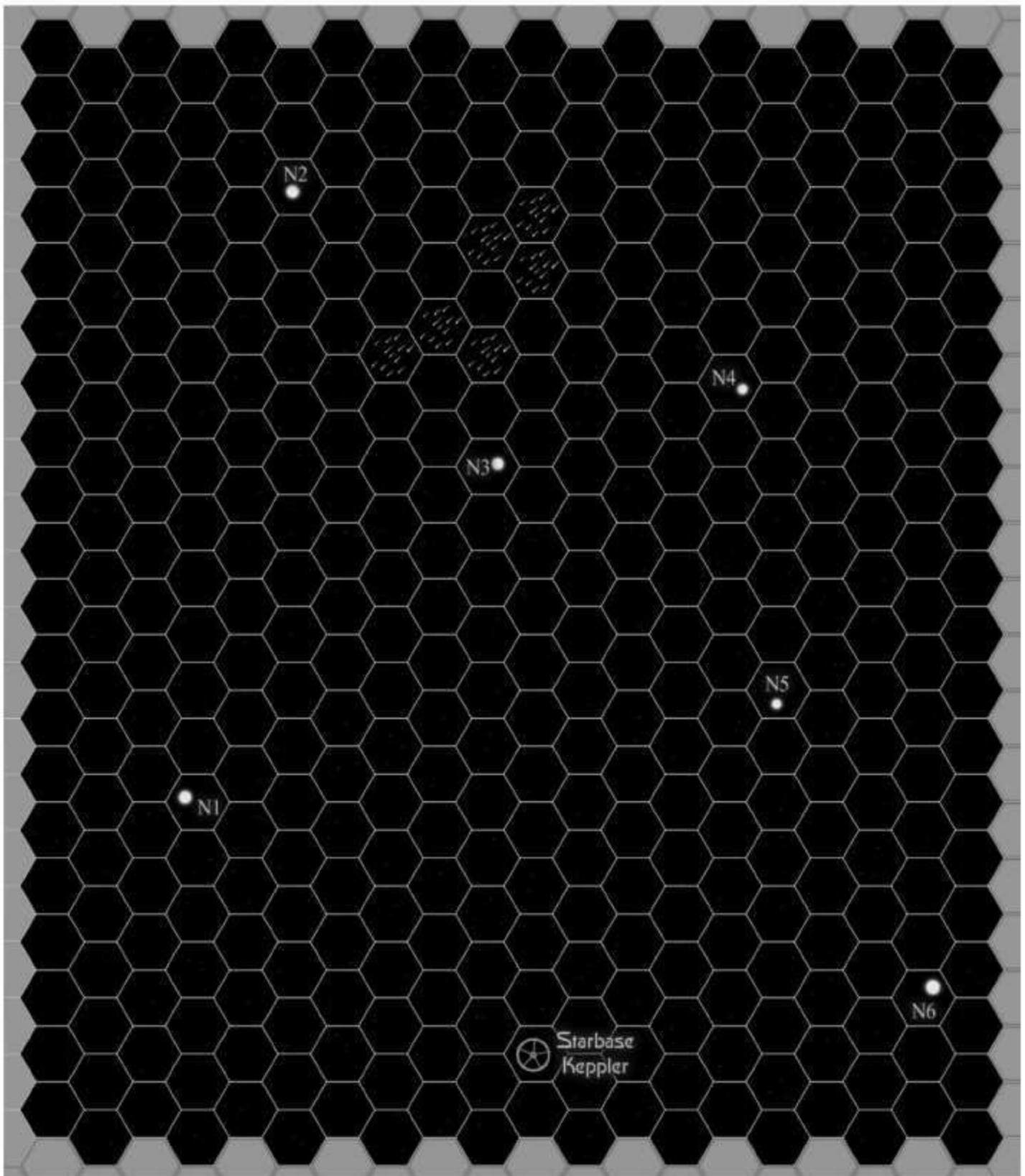
Adventure seed

The commander of the Confederation star ship is confronted by an angry colonist who wishes to complain about the miners from planet 6. A ship load of these miners is due to land on this planet tomorrow. Every time the miners visit, they start fights and cause trouble with the colony's women folk...

"Gateway" is an entire world with many different environments and weather zones. As such it can be quite dangerous to wander without weapons in hand and science scanners at the ready. There are local organisms that can cause disease - mosquito equivalents, amoebic diseases in some stagnant waterways. There are some very impressive "Brontosaurus"- sized mammalian herbivores, and some huge four-legged predators that reach tyrannosaurus size. The colony uses sonic generators as a perimeter to keep the large animals far away (we sure hope no Zangid saboteurs crash the system!)



Starmap: Lucanii Nu



Gateway "Mist-Ripper" super predator

Encountered: 1D2

Movement: 150 (50)

Intelligence: *Animal*

Psionic potential: 2D4 *inactive*

Hits: 8D8

Armour: -1

Attacks: 1

Damage: *Chomp for 4D6*

Morale: 9

XP: 560

These huge four legged predators can be found in many forest and riverine areas.

These creatures spread a strange fog out of gill slits on their sides. This fog can filter out to fill an area hundreds of metres wide. The creatures first tend to create a fog - and then unerringly stalk their prey down in the thick, impenetrable gloom....

Adventure seed

Somewhere deep in the equatorial jungles, an alien ship lies overgrown with trees and fungi. The memory banks have part of the operating codes of the drones. Downloading these codes brings player characters halfway towards having a weapon that might shut down the drones' operating system.

Planet 4 - Type W

This rock is a reddish orange colour that Hykot characters find to be extremely funny (apparently something to do with Hykot mating colours). They cannot even glance at the thing without sniggering and hooting with their weird laughter.

Zangids and Rigellans, however, find the colour quite offensive. This, too, has something to do with mating colours. Zangid ships will avoid this world.

Planet 5 - Type T

A frozen ice ball. Nothing of great interest,

although there are some red streaks through the ice that are actually microorganisms.

Planet 6 - Type K Gas Giant

A nice rotund gas giant.

There are a host of small moons. One of these has some useful crystal deposits that are being mined by rowdy, scruffy and annoying civilian miners. These individuals resent Space Fleet poking into their business. Their mining facility is ramshackle and decidedly unsafe. They have a rickety industrial shuttle that makes runs to Gateway colony every couple of weeks to pick up food and liquor. Miners fight for places on the shuttle, and then harass the colony womenfolk the instant they reach the colony. They are also likely to harass female starship crew.

Planet 7 - Type M Super Gas Giant

A titanic gas giant with several hundred rocky moons, some of which are being mined for minerals that are used for Colony 1. There are 21 larger moons. These have been given a cursory survey, and none were tagged as being of great interest for mining or settlement.

The seventh moon is actually large enough to class as a type E planet. The gravity is light, and the world is home to some extraordinary floating gasbag creatures that can be hauntingly beautiful. There are outcrops of land coral and primitive plants - many of which hum and shimmer in the breeze.

Visitors should be wary of envenomed stingers that trail from some of the predatory balloons. A "Galleon" balloon is quite capable of killing a human being. The venom is similar to Blu Fire venom. Anyone investigating these creatures and capturing some for study will make some discoveries that are incredibly useful for medical science - many mental ailments might be cured by a modified version of this venom (and it may

be a miracle cure for a future character ailment!)

Lucanii Nu 2

Star type: M (red)

Light: *Faint*

Heat: Low

Size: *Small*

Number of planets: 2

Asteroid fields: *Gas and dust field*

Comments: *This star is surrounded by an immense disc of gas and dust that glows a dull, dark red.*

Confederation colony 2 is located here. It is a rather ramshackle mining colony of about 500 individuals.

Planet 1 - Type E

This planet has an ammonia-methane atmosphere, and is quite deadly to Confederation style life. It is, however, spawning some strange little swimming invertebrates in its seas (water/ammonia seas - yum!).

The shells of some of the invertebrates are incredibly beautiful, being made from opaline deposits.

Planet 2 - Type W

Colony 2 - "Scoop city".

This is a deeply cratered rocky world. A colony of 500 miners scoop and sieve the dust here for gold and rare earths. This has provided some 'export income' that is a useful proof of the viability of local colonisation.

Adventure seed

Something odd is going on at the northern pole. A small team of prospectors are being very secretive about their work here, and are clearly hiding something from Space Fleet. They have deep drill rigs, sensors, and have a half-busted old tug ship orbiting on standby. The ship's crew are slovenly

and barely speak Confederation 'basic'.

The prospectors have discovered a deeply buried ancient alien city far beneath the surface. They are mining this area for artefacts - strange alien art and gems - and secretly smuggling these out via ore shipments. They have a surface operation that sifts some rare earths and copper from the dust of the craters, and they use this as cover for their artefact smuggling operation.

The artefacts have never been studied and vetted by scientists. Some can be dangerous. The small statues sometimes recorded the thoughts of their alien masters. Some of these are pleasant dreams - others can download into someone's brain as an all-consuming obsession! (EG: the recipient must go to a particular planet, or must destroy the nearest power plant, etc etc).

Who knows what other terrors lie below - waiting to be unleashed upon these unwitting miners?

Orbit 3 - Dust/Gas **field**

A vast disc of gas surrounds the main inner system. Hydrogen gas, carbon dioxide ice and water ice make up much of the cloud, with some sizable chunks of nickel/iron. Scanning through the fields will take 3 or 4 days, and yields no information of any real interest.

Lucanii Nu 3

Star type: K (*orange*)

Light: Dim

Heat: *Medium*

Size: *Small*

Number of planets: 7

Asteroid fields: *No*

Comments: *Confederation colony 3 is located here in this system.*

Planet 1 - Type D

A strange and intriguing rock. The temperatures vary from extreme cold at night to high heat

during the day, but the world might be suitable for terraforming. A proper survey (taking a ground and orbital team 4 weeks) could prepare a full report on the matter for submission to Space Fleet Colonial Command.

Planet 2 - Type F

Colony 3 - "Nirvana"

A planet made up largely from bare red rock, but seamed with a vast network of gorges and canyons. These seem to be a result of tidal stress during the world's formation.

The canyons are kilometres deep, and run for thousands and thousands of kilometres. There are waterfalls and rivers fed by weather patterns that stay beneath the lips of the gorges. Each canyon has an environment filled with weird alien trees, odd grasses and flowering plants. The massively high, sloping cliff walls are home to a number of flying species that are far more insect than bird. Likewise, the scrub, forests and riverbanks are populated by all manner of giant bug life.

The colony here is essentially a religious group. The colony are dedicated 'primitivists', who embrace a low technology lifestyle. There are 600 colonists here - hippies one and all. They play musical instruments, make macramé, grow organic food, and deeply resent any Space Fleet interference. They have a leader, "Guru Manalaga" - an Andromedan psychic who preaches universal peace and brotherhood. This man treats Space Fleet with cold arrogance, insistence on their non-interference. The colonists do not want assistance - even if a plague should strike them! (But Space Fleet regulations say that the local commander is responsible for their wellbeing! A captain could be cashiered for letting a plague infect a population at will!)

Adventure seed

Guru Manalaga is actually a psychic adept who has settled here so that he can secretly study some ancient bas reliefs made by an ancient and inimitable race of psionic slavers. He has perfected a technique that allows him to drain the life essence out of his followers to prevent his own body from aging or suffering effects of disease. If this DNA profile can be secured and sent back to Space Fleet for analysis, information will eventually return showing that this same man is almost 200 years old.

The guru's powers are increasing. He can change the will of officers sent down to deal with him. But he is also discovering how to drain life force to massively increase his psychic powers.

Planet 3 - Type I

A massive gravity world! There may be some useable mineral deposits here, but mining operations on the 6 G world would be dangerous, expensive and difficult.

Planet 4 - Type B

This world is subject to constant eruptions and earthquakes.

Worlds such as this often have extremely valuable resources. A close 2 day orbital survey of this world will reveal that there are warp crystals present on the planet - a damned useful resource!

There are some rather dangerous silicon lifeforms lurking here amidst the cracked, spectacular terrain. These will make attempted mineral surveys extremely dangerous.

Silicon Beast of Lucanii Nu 3-4

Encountered: 1D2

Movement: 120 (40)

Intelligence: Animal

Psionic potential: 2D4 active

Hits: 4D8

Armour: -5

Attacks: 1

Damage: Crush for 2D6

Morale: 9

XP: 135

These terrible creatures literally teleport themselves to any place they can see (costing then 2 psychic power points). They appear in near-silence (roll a 'contact' check to notice their arrival) and attack with surprise, destroying first personnel, and then equipment.

They are driven to a cold fury by the signals that emanate from scanning equipment and communicators.

Planet 5 - Type O

The orbit of this planet takes it outside of the usual orbital plane. It has a carbon dioxide atmosphere that completely freezes into ice during the 'winter' part of the planet's cycle. The planetary year lasts about 10 earth months.

Planet 6 - Type W

A red, rocky world. There are scars on the surface here that look like beam weapons strikes. The planet seems to have once been attacked from orbit several thousand years ago, but there is no remaining evidence of the targets.

Planet 7 - Type T

A delicious, frosty ice ball!

Lucanii Nu 4

Star type: Rotary variable binary: O (blue) and a White Dwarf

Light: Bright/Dim

Heat: Hot/Low

Size: Large/Small

Number of planets: 1

Asteroid fields: Yes

Comments: *Confederation colony 4 is located in this system. The suns here give off a great deal of*

extra light for about 2D3 days every seven months.

Planet 1 - Type M Super Gas Giant

This titanic gas giant gives off a massive amount of radio noise and magnetic interference. Ship's sensors and transporters can suffer as a result.

There are hundreds of small rocky moons, 4 small ice moons - and a dust moon that has been colonised by the Confederation.

Colony 4 - "Henderson's World"

This moon of Lucanii Nu 4-4 has an oxygen atmosphere. It is classed as a type F world. The surface is largely covered in thick dun coloured dust. This dust puffs up whenever anyone moves or travels through it, necessitating the use of filter masks.

The dust covers some useful mineral deposits - rare earths that are used in the production of teleporter units.

Currently there is a pair of mobile mine units slowly cruising the continents of the planet, traversing the edges of some of the great dust seas. These mining units have been shipped in at great expense. They are huge, tracked vehicles that suck in dust at the front and filter it for minerals. A community of 200 people live on each giant vehicle, servicing the equipment. They are like strange, noisy starships that crawl slowly through the dust.

There is a considerable ecology living on this worlds. Some weird 'raptor-like' predators accompany the slow moving mining units, chasing down other wildlife that is scared into flight by the approach of the mining machine. It is not a good idea to go outside the machines - the predators will close in on anything that looks tasty!

Adventure seed

What a perfect place for a murder!

The starship's engineers are called down onto mining unit 1 to help install a new set of air filtration parts. While there, they meet a group of six nuns who run the commissary and teach the miners' children. But that evening, one of the nuns is found dead. She is in her own room - sealed from within - and apparently died in her sleep. The first people entering the room feel slightly short of breath for a few minutes. Medical examination shows that the nun suffocated - but not from carbon dioxide. There are no marks on the body. A science roll shows that she was killed by nitrogen. The air in the room was displaced by nitrogen being pumped into the air ducts.

It is up to the starship crew to investigate the murder!

The dead woman - Sister Mary - was a new arrival. She has been on the station only for the last 2 weeks.

There are a few 'red herrings'. One of the mine operators has had arguments with Sister Mary over the last week (she suspected him of beating his children). The mining station's accountant is also shifty (he is actually helping to plan a robbery of the mining scoop's yearly profits').

Sister Anders - one of the other nuns - is actually a murderous criminal on the run! Sister Mary recognised her, and had been speaking with her in private - trying to convince Sister Anders to fess up and repent. Sister Anders decided to Murder Sister Mary to preserve her new ID.

The night before the murder, the nuns were all moving in a group through the corridors outside their quarters. Sister Anders lingered behind the other sisters, and damaged the security camera that watched the corridor outside of Sister Mary's room.

On the day of the murder, Sister Anders was on 'vigil' alone in the nun's chapel. She programmed a simple holo projector used in the school classroom to project an image of herself kneeling in silent prayer, and then took off to kill Sister Mary.

Sister Anders went down into the crawl spaces and emerged out into the changing rooms of the current shift of miners working the main scoop room. She dressed herself in an enclosed anti-dust suit, went into the mining area and took a canister of compressed nitrogen used for cleaning mining scoops. She then went into the corridor outside Sister Mary's room and fed nitrogen into the air system, suffocating Sister Mary in her sleep. Sister Anders was seen leaving the area, but was in an enclosed suit and was not recognised. The suit itself and the nitrogen canister were both tossed out a trash unit and dumped onto the surface (the suit had Sister Anders' DNA inside it).

One of the other nuns went in to check on Sister Anders while she was supposedly in 'vigil'. She realised that Anders had left a projection in place, and was not present. This nun - Sister Karyn - believes that Anders actually might have a lover - Anders has been very chummy with the head of the accounting department (Anders is planning a robbery!). But when Anders realises that Sister Karyn can blow her alibi, Sister Anders will make killing sister Karyn her next priority! The chase may end up outside the mining unit's hull - out amongst the dust and predators'.

Can the ship's crew save Sister Karyn, and bring the other murdering nun to justice?

Orbit 2 - Asteroid field (very large)

A very broad asteroid field spreads out through this star system. It is filled with nickel iron asteroids, although some gold, silver and platinum can be found here - all useful industrial metals. Some prospectors living in a converted cargo pod are investigating the asteroids, using a beaten up old ex-Zangid shuttle for transport. If asked, they say

that they found the shuttle abandoned in the dust of Henderson's world.

Lucanii Nu 5

Star type: A (blue)

Light: Bright

Heat: *Hot*

Size: *Small*

Number of planets: 5

Asteroid fields: *None*

Comments: *Due to the presence of an alien race in this system, the place is off limits to civilian traffic. However - prospectors may try to illegally enter the system. Planet 4 has incredibly valuable crystal deposits, and prospectors would love to get their hands on these goodies.*

Planet 1 - Type W

A piquant little rock, with some delightful cinnamon shading at the equator.

Planet 2 - Type A

A churning, storm ridden world, rife with volcanic activity. The atmosphere is very high pressure. There might be weird chemical compounds down on the surface that could bring a high income, but the immense atmospheric pressure would require very special equipment.

Planet 3 - Type D

It's large, lifeless - has a carbon dioxide/Nitrogen atmosphere.... Some amino acid soup is bubbling away in a few thermal vents...

Planet 4 - Type H

A primitive culture lives on this world. Interaction with these creatures is forbidden by Confederation law - at least until their science develops to a higher level.

The planet is inhabited by a race of rather astonishing, vaguely humanoid plants (the

creatures have heads like iris flowers, and leafy limbs). These creatures are clearly intelligent. They mine metals - using hyperwarp crystals as a power source to run their primitive smelting units. The metal is used for making spears and primitive weapons. The weapons are used to keep large angry herbivores at bay - the plants care little about more traditional flesh-eating predators, and actually encourage them around their settlements.

The plants do not like animal life forms (especially vegetarians such as Taurans!). They may show interest in green skinned or blue skinned humanoids, who might be seen as being slightly more 'plant-y'.

The plant creatures have a complex spirit religion. They seem to walk about on pilgrimages to various shrine sites dotted about their weird, majestic world.

Adventure seed

Hyperwarp crystals seem to be common on the planet. Illegal prospectors would love a chance to force locals into revealing where the crystals come from, since the crystals seem to be undetectable from orbit. Sounds like a chance for a Pleiadian or smuggler ship to cause some trouble!

Planet 5 - Type X

An absolute hell planet!

The atmosphere of this planet is corrosive. Hydrofluoric acid rains from the clouds. Big hard-shelled monsters trundle across the surface, eating flat black foliage and occasionally dining upon one another. Valuable fluorides vomit out of low, flat volcanoes from time to time - many of them burning as they strike the acid waters...

The air is corrosive and insidious. The rain and water is horrifying acid. The wildlife is angry, vicious and has acid for blood....



Don't crash-land here! Great place for an enemy spy post, though!

Lucanii Nu 6

Star type: M (red)

Light: *Faint*

Heat: Low

Size: *Small*

Number of planets: 2

Asteroid fields: *None*

Comments: *Just a quiet little corner of the universe.*

Planet 1 - Type K Gas Giant

A small yet perky gas giant. There are several dozen small moons - and one very large one. The large moon is a type C world in its own right.

Planet 2 - Type S

A crashed drone vessel is lying on the surface here. This may well be the players' first

encounters with the drones. Inside the hull, mech drones are still operable, and will attack player characters who enter the drone ship's hull.

Diatoms!

Strange, 2 dimensional beings live on this planet. They are shaped like very complex snowflakes about 10 CM to 40 CM in width.

If characters go down to the planet's surface, it is almost inevitable that 2D2 diatoms of various sizes find their way on board ship. They seem harmless, travelling about walls and getting into the damndest places. They photosynthesise for energy, and like some occasional water. They even can find their way onto the chests and backs of uniforms. As far as ship's "pets" go, they seem to be harmless. The creatures are curious, friendly, like bright lights and seem to communicate with one another via little bursts of radio signals.

Sector 14

Lucanii Xi

No Zangid ships can be encountered here. Caeliferan vessels have perhaps only just begun to creep this far into the drift.

Lucanii Xi 1

Star type: M (red)

Light: *Faint*

Heat: Low

Size: *Small*

Number of planets: 4

Asteroid fields: *None*

Comments: *A system that would have been unremarkable - were it not for the terrible life forms that dwell upon the second planet.*

Planet 1 - Type W

A rocky world with nothing to recommend it. If you have a need for lead, there are some liquid surface deposits on the day side.

Planet 2 - Type X (looks initially like an H class world)

A lush type H world, with small oceans and large ice caps. Sensors will locate a faint power source in operation somewhere down on the main continent below. Closer examination shows that some sort of alien vessel is half buried in the soil of the planet's surface.

Some sort of crashed alien vessel lies in an area of tall bamboo-like plants and wrinkled gullies. It seems to be extremely old.

Adventure

The area near the wreckage is warm, and some sort of cicada-like insects trill in the bamboo. There are no visible predators or large life. The bamboo has a sweet, pleasant scent.

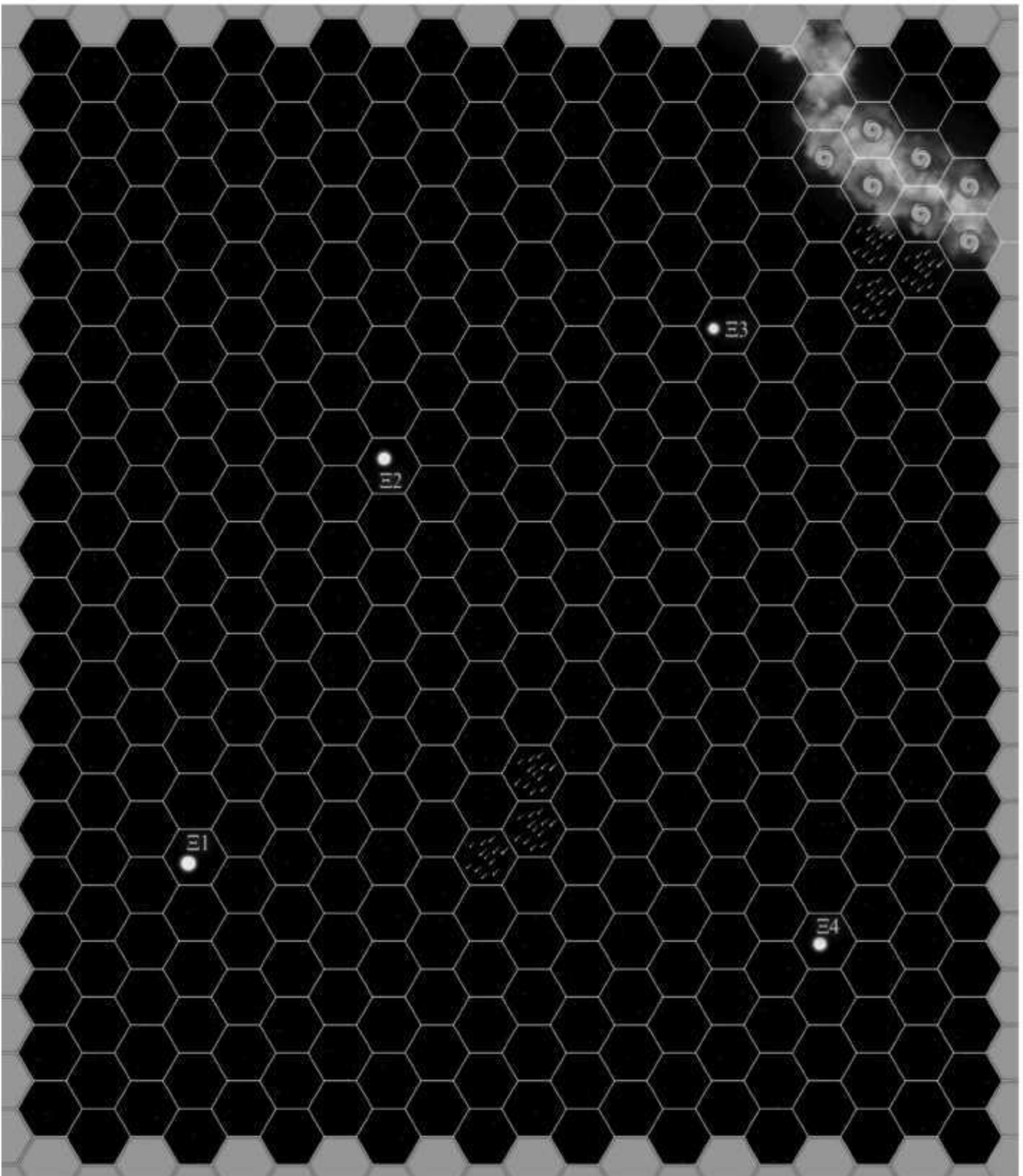
Landing parties coming down in the area of the alien wreck will discover the withered corpses of several Confederation miners. These prospectors seem to have been gunned down by beam weapon fire - except for one body some distance from the others, which seems to have killed itself. Their ship is nearby - a small vessel that has suffered a drive overload - either from a freak accident, or possibly caused deliberately.

The alien ship itself shows damage from a crash. It is thousands of years old. Inside the vessel, there are withered corpses of aliens inside failed stasis tubes. Damaged computers and machinery are badly tangled with other wreckage, but there is apparently some power still available. Anyone messing with the systems will accidentally activate an energy shield. This shield protects the surrounding area for some 20 kilometres radius. This prevents beam out/beam in - although a party could probably land a shuttle through the screen (very slowly!).

The major problem here is the wildlife!

Sonic radiations from the insects living in the grass here cause delusions in all humanoid life forms. Taurans and Felicians will be the first effected due to their keener hearing. The subsonics will put each crew member into a state where they begin to hallucinate. The hallucination will seem utterly real, and will be both absorbing, full of danger, and critical! A medic will be trying to save an imaginary casualty, or will keep trying to revive a dead man. Security officers will decide that other landing party members are actually Zangids, and will begin trying to stalk and kill them. Each person has a paranoid delusion that suits their particular obsessions. Communication is impossible - each victim hears only what they imagine they want to hear. But their paranoid delusions will soon cause any characters down on the planet to begin actively trying to kill

Starmap: Lucanii Xi



one another, or to delude themselves into killing themselves.

The insects can be cleared out of an area by the smoke of wide brushfires or grass fires, or some similar ploy. Only then will someone be thinking clearly enough to shut down the screens on the alien ship.

The memory banks of the ship contain valuable intelligence on the drones - who seem to have been created by this particular race, only to turn upon them and exterminate their civilisation.

Planet 3 - Type W

A very large rocky world. Surface gravity is c. 3G.

Planet 4 - Type P

A world that roils with dangerous volcanos. The world is wrapped with dense clouds of sulphur dioxide and carbon dioxide.

Lucanii Xi 2

Star type: G (yellow)

Light: Medium

Heat: Medium

Size: Medium

Number of planets: 5

Asteroid fields: None

Comments: *A warm and pleasant star system holds a deadly secret...*

Planet 1 - Type W

A scorched, seared rock well pitted with craters.

Planet 2 - Type A

A churning, chaotic world that has only recently coalesced out of debris. The planet is still hot from the massive collisions. Useful minerals could be found here, but the molten, seething surface would make mining virtually impossible. However, if rare elements are ever needed for starship repairs, a ship might be able to locate a

small amount, lock onto some of the desired element and teleport it aboard.

Planet 3 - Type G

A world that is completely encased in a shallow sea. A few mountaintops jut from the waters, but there is very little solid land.

There are, however, huge rafts many hundreds of kilometres across that are made from the tops of titanic plants rooted in the sea floors. Mats of floating algae a metre thick form the island floors, while the huge branching 'tree' structures of the underwater plants jut up to 20 metres above the surface. These floating island forests form archipelagos and chains all across the oceans. There are many different sub species depending upon climate region.

The floating islands are populated with amphibious forms that swim in the ocean but hunt for fish in the sea, with flying creatures, odd little marmosets, and amphibious herbivores that wander the islands but can also swim to new locations. There is a very nasty, semi intelligent predator lurking on the mats, and they can creep up through the algae, or camouflage themselves against the trees (use stats for a troll from Labyrinth Lords, P 100).

Landing a shuttle craft on an island can be dangerous - they can eventually sink through the algae mat, and the algae will close over above the vessel. Within minutes, there will be no way to tell where you parked! However, the plant life shows a wealth of medical compounds. In particular, the buds of one species of algae tree can be juiced to provide an elixir that grants +1D3 psy points to a character within a few minutes after imbibing the juice. The effects last for 6 hours - but be careful about getting hooked! The juice is invigorating!

Planet 4 - Type K Gas Giant

A gas giant that is surrounded by spectacular rings. These rings glitter with astounding beauty. Small fragments of warp crystal make up part of the particle fields, and these literally light up and ripple with light under the caress of the planet's magnetosphere.

As a result of this, ship's communications, teleporters and sensors do not operate anywhere near this planet.

Adventure

A derelict starship is in orbit here.

The ship is an extensive structure - a huge globe, with damage where another vessel or an asteroid of crystalline structure has crashed into its side. There are no life readings - and no sign of power being generated on the ship.

The alien ship was once filled with alien colonists that were in suspended animation. Crystalline creatures from the crystal ship have infiltrated the vessel, and they have infected the bodies of the colonists. The colonists are effectively zombies, piloted by the crystalline creatures.

The ship holds 1000 colonists... And the crystalline creatures want to capture a working starship, absorb its crew, and then go on to attack more targets in the stars beyond.

Each crystalline 'zombie' is dull of wit. They are directed by floating crystals (S&S 2nd Ed, P 56).

Most of the zombies are armed only with clubs and their own teeth, but a few have beam weapons. They are immune to the effect of vacuum, and will try to launch their way over onto a nearby starship's hull. The crystal creatures can interact with ship's computers, allowing them to open doors. If a crystal creature reaches a computer terminal, it could shut off a ship's life support.

Planet 5 - Type T

A wild, frozen world. Huge geysers erupt water high into the sky, where it freezes into ice and rains down in deadly chunks and shards.

Lucanii Xi 3

Star type: *F (white)*

Light: *Bright*

Heat: *Medium*

Size: *Small*

Number of planets: 3

Asteroid fields: *Dust and gas field*

Comments: *Nothing unusual here. Small, but perfectly formed.*

Planet 1 - Type W

This small planet is heavily covered in craters.

There are many useful metals in the craters here. The place would be well worth investigating as a potential mining station.

Planet 2 - Type F

This desert world has a thin but breathable atmosphere some sparse vegetation. Most of the plant life survives by trapping morning dew - often in wide, dish shaped collectors of cemented silica sands that surround their root systems. The local animals are all water efficient arthropods.

A faint energy reading is coming from a rock formation near one of the equators.

On further examination of the rock formation: A pillar of rose coloured quartz gives off a faint power reading. It radiates a psionic field that brings a sense of contentment, wonder and joy. Anyone coming within 300 metres of the pillar immediately comes under a power 16 psionic attack. If the attack succeeds, then the victim wants nothing more than to go to the pillar and sit down to bask in the beautiful feelings. Another attack is rolled every 10 minutes that a

character is in range of the pillar.

Characters that are in the spell of the 'pleasure generators' will literally sit with their backs against the pillar and stare at nothing until they die of dehydration. They take 1D8 damage from dehydration per day.

Feelings of hatred and loathing negate the 'bliss' of the pillar.

Planet 3 - Type W

A desert of deep red-oxide dust and rusty brown rock.

Lucanii Xi 4

Star type: Red *Supergiant*

Light: *Medium*

Heat: *Medium*

Size: Large

Number of planets: 5

Asteroid fields: *Large collection of asteroids and planetoids in far outer orbit.*

Comments: *Irregular luminosity makes the heat and radiation levels of all planets in this system vary wildly. Radiation levels can be deadly to unprotected crew.*

Planet 1 - Type P

Bathed in the baleful light of the sun, and wrenched by tides, this radioactive hell hole is dangerous to visit. It is tide locked, with 1 face always locked facing towards the sun. The reverse side is therefore protected from the heat and radiation of solar flares.

Planet 2 - Type E

There is actually life on this planet. Large single celled organisms - jelly slimes - live in and amongst the rocks. These creatures are marvellously heat proof, light proof and radiation proof. In fact, they are well worth collecting for further study.

If slimes are collected for study, an anti-radiation serum can be developed after 1D3 months of study that gives a +2 to all radiation saving throws.

A slime may also decide it is a crewmember's particular pet.

Large Pet Slime Xi 4-2

Encountered: 1

Movement: 90 (30)

Intelligence: *Animal*

Psionic potential: 3D6 *inactive*

Hits: 3D8

Armour: 0

Attacks: 1

Damage: *Enfold and bite for 1D6*

Morale: 9

XP: 50

A 'large' pet slime is about the size of a basket ball. It has three eyes, and moves about by slithering along ceilings and walls. It can also jump about two metres. These slimes also become adept at flying through the atmosphere when in zero gravity.

These creatures purr and vibrate. They are quite affectionate to their chosen owner, and can be a pain in the ass to everybody else.

Planet 3 - Type W

A sulphuric ball with a thin atmosphere of toxic gasses. Storms whip sulphur dust in long trails all across the surface.

Planet 4 - Type K Gas Giant

Three separate fine rings surround this gas giant.

Planet 5 - Type T

A deep, deep series of chasms run beneath the ice. Strange chemical compounds have given rise to several strange microorganisms that live around deep thermal pools down in the ice

chasms. Some of these organisms might be useful for handling pollutants, and are invaluable for scientific study.

Some unpleasant life forms live down inside this world. These include White Wisps (*S&S 2nd Ed, P70*).



Sector 15

Lucanii Omicron

Lucanii Omicron sector borders other sectors off to the Galactic East. There are whole quadrants lying off beyond. Umpires can feel free to expand the games maps off in this direction.

Zangid ships are not found in this sector as yet. The Zangids have not penetrated this far to the east of their base.

Lucanii Omicron 1

Star type: B (*blue*)

Light: Bright

Heat: *Hot*

Size: Large

Number of planets: 7

Asteroid fields: 2

Comments: *There is a great deal of debris in this system: comets, asteroids and dust. Drone ships might possibly be lying in ambush virtually anywhere...*

Planet 1 - Type A

A tumultuous planet, torn by massive tidal forces. Spectacular to watch - impossible to visit.

Planet 2 - Type W

A baked, seared rock.

Planet 3 - Type A

This planet seems to have been recently formed by a spectacular collision between two smaller worlds. Dangerous fragments the size of continents are still whirling through its orbit. Navigation here is dangerous and alarming.

Planet 4 - Type C

Another grumbling, roiling world. The surface is

largely hidden by sulphur clouds leaked forth by the many vents and volcanoes that dot the surface.

The volcanic zones here have left valuable mineral deposits easily reachable upon the surface. But hot lava monsters can prove to be dangerous.

Lava Beast of Lucanii Omicron 1-4

Encountered: 1D2

Movement: 120 (40)

Intelligence: *Animal*

Psionic potential: 3D4 *active*

Hits: 3D8

Armour: -5

Attacks: 1

Damage: *Blazing engulf for 2D6*

Morale: 8

XP:65

These creatures can erupt out of lava or ash fields without warning. They attack movement, and sources of electrical power.

The creatures are effectively immune to dart rifles and beam weapons. Icy cold - such as liquid nitrogen - will deal lethal damage to these monsters.

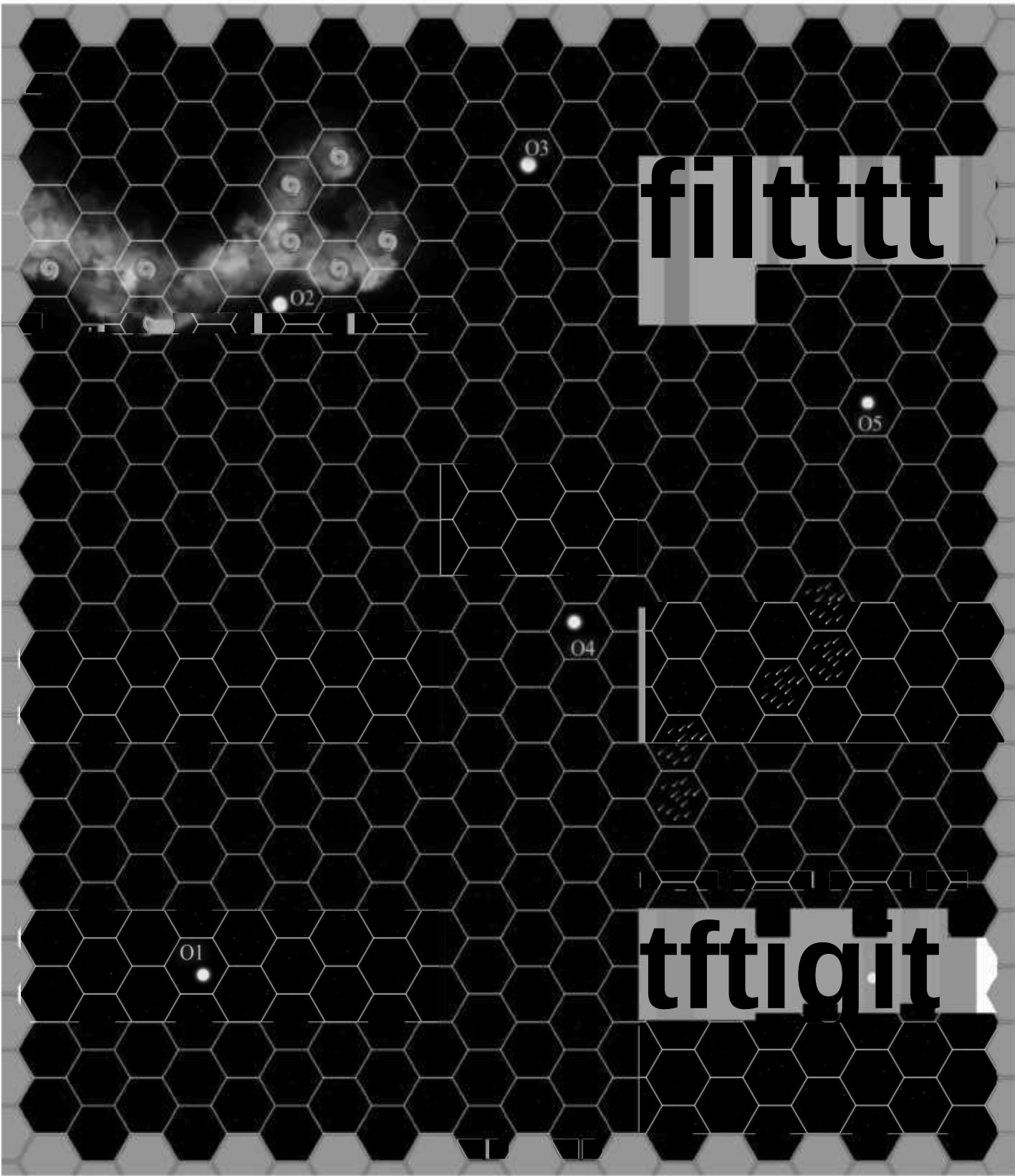
Planet 5 - Type F

Water is largely locked up in huge icecaps, with the temperate and equatorial regions consisting largely of deserts. A summertime thaw causes enormous rivers of melt water to spring up, causing an outbreak of plant growth and flowering plants.

Adventure

A fallen civilisation still clings grimly to life. Huge empty cities lie in the deserts. But there is only a single small enclave of survivors left - a race that is living in an underground complex, supported by failing machines.

Starmap: Lucanii Omicron



Any team that goes to investigate the ruins will be teleported away to a shielded underground facility. Any interesting characters from the player's ship will also be seized (varied races are desired by the creatures down below).

The player characters immediately find themselves in some sort of arena, surrounded by crowds of tall, dark red-skinned humanoid. Primitive melee weapons have been stuck into the ground nearby - axes, spears and swords.

Some quite attractive examples of the humanoid aliens (of the opposite sex) face the player characters in battle. A ferocious fight ensues. Clever characters might prefer to fight to stun opponents rather than slay them...

If the players manage to win, their opponents vanish from sight. Booming voices from mid-air declare that "the alien creatures may not be detrimental to the community. Further testing shall be made. The detrimental must be destroyed."

The characters will be teleported into cells. In a while, they will be joined by their opponents, who have been healed - and some exchange of information can begin.

Players will learn that the natives living here are all cared for by 'the guardians' - elders appointed by the 'old ones' millennia ago to guard and protect the species. The 'opponents' here have been judged to be detrimental' due to their inner streaks of rebellion or wish for exploration. They have been seized and flung into the combats in order to prove their worth, or die.

Other tests will begin for the player characters. Deadly tests of intellect - with the players having to navigate a deadly maze, or protect one of the local creatures from terrible danger.

It seems the strange 'guardians' are keen for the

player characters to socialise with the native prisoners. It also becomes clear that this last pocket of civilisation is dying. The guardians forbid anyone to go to the surface because of the 'radiation' (there is none). The old machines that make power and food are failing. But most importantly, the qualities of questioning, rebellion and adventure are punished.

If a local creature can be 'romanced', it will reveal that there is a place where one can consult with the elders. It is a guarded chamber - the player characters will have to fight or trick their way into the chamber.

Once in the chamber, they discover that the "Guardians" are a bank of computers - machines programmed millennia ago to protect the legacy of a dying race.

They have determined that DNA from outside sources will be required. To do otherwise would be to the detriment of the species. The player characters will be integrated into the genetic population if they prove worthy. If they are proved to be a potential detriment to the population, they will be destroyed.

The brains can be talked into admitting that they have caused detriment to the natives - and that they themselves are unworthy. By their own criteria, they must be destroyed. Framing the argument requires a 'Contact' roll. The computers will self-destruct if properly bamboozled.

Orbit 6 - Asteroid **field**

A ring of what might be planetary debris.

Planet 7 - Type M

A very vast gas giant – almost a brown dwarf star in its own right.

The gas giant's system has hundreds of small moons and ice bodies in orbit about it. 2 or 3

days of careful survey will note a few zones that have useful minerals.

Planet 8 - Type W

Well cratered, and covered with immense crystals.

Orbit 9 - Dust and particle clouds

Dense particle clouds extend far out into space.

Lucanii Omicron 2

Star type: G (*yellow*)

Light: Medium

Heat: *Medium*

Size: *Medium*

Number of planets: 6

Asteroid fields: *None*

Comments: *A quiet system, with occasional outbreaks of drone...*

Planet 1 - Type D

A rock - wildly hot and covered with a dense carbon dioxide atmosphere.

Planet 2 - Type X

A silicon world - populated with silicon life forms. The dominant life are shell-covered, powerful and densely constructed creatures something like a cross between giant killer snapping turtles and ankylosaurs (similar to giant turtles, S&S 2nd Ed, P 69). The creatures are dangerous and difficult to kill.

The water here is all filled with poisonous silicates. The air, however, is quite breathable. Temperatures are within humanoid toleration.

Items on this planet tend to swiftly become covered over with quartz and opal crystals. Regular storms wash up valuable crystals on the beach shores, which would be well worth harvesting.

Planet 3 - Type W

A rocky planet with deep oceans of light, restless dust. There is no atmosphere to speak of.

It would be quite easy for a drone to use the dust here as cover for an ambush...

Planet 4 - Type K Gas Giant

A small gas giant planet that is constantly torn by storms. It has a tight ring of small moons, all of which are constantly bombarded by high levels of radiation.

Planet 5 - Type B

A planet with as moon almost its own size. They orbit one another rapidly, causing extreme tidal stress to one another.

Planet 6 - Type T

A ball of methane ice.

Lucanii Omicron 3

Star type: F (*white*)

Light: *Bright*

Heat: *Medium*

Size: *Small*

Number of planets: 3

Asteroid fields: *None*

Comments: *A potential colony world is in this system. Always nice to know.'*

Planet 1 - Type W

This rocky world has a dazzlingly fast orbit - 32 days for a complete circuit. Its summer mid-point sees temperatures hot enough to melt lead and silver.

Planet 2 - Type E

This planet has some primitive microbial life. There is a fast-growing sponge that usefully filters poisons out of oxygen, and this could be a useful addition to starship emergency hydroponics kits.



Planet 3 - Type H

A green world perfect for supporting humanoid life. Extensive polar icecaps make for a chilly set of northern and southern climes, but the equatorial region is comfortable for most humanoid species (though Gorrans, Taurans and Hykot will find it rather chilly!). The equatorial continents are filled with rivers, streams and deep interlinked tarns, which are fed by melt waters from the poles during summer.

Local animal life seems abundant. The waters teem with fish, and the lands surrounding the many streams are rich with alluvial soils. Flying animals, a mountain goat like creature, arboreal monkey creatures and a great many tiny mammals teem through the eco system. The sheer abundance of fish looks like being an immense resource for the local colonies.

There is something odd about the place. A biologist should make a difficult (-5) science check, and see if they notice what is wrong. (There are flying animals, and small herbivores that live only on high, rocky ground. There are no herbivores or creatures larger than mice that live by the streams and in the nearby open ground.)

A problem here is a predatory animal that lives down in caves far below the water. If a new colony is established, the colonists are likely to net great quantities of the local fish. This will reduce the amount of food that supports the predators, and the predators will start sneaking stealthily up out of the water and looking for other things to eat. Slow moving livestock and humanoids are prime prey, and the predators will become a terrible, murderous danger.

If a predator is slain, then juveniles tends to come into its territory, mature, and start trouble all over again. The only solution is to keep only

to the highlands far from the water, or lure the creatures off by seeding mating scent into the waters, and establish some sort of quarantined zone that is predator free.

The “**Bandersnatch**” of Lucanii Omicron 3-3

Encountered: 1

Movement: 200 (70)

Intelligence: *Average*

Psionic potential: 3D4 *inactive*

Hits: 5D8

Armour: -5

Attacks: 1

Damage: *Bite for 2D6*

Morale: *NA*

XP: 350

This terrible predator has a long neck, a mouth full of fangs, and is extremely intelligent and cunning. They move with speed through the water and on land alike, but have trouble climbing, and cannot climb trees or rocks (though they can rear up and reach 5 metres high with their jaws). They track by scent, and have exquisitely attuned scent sensors. They are violently territorial, and males will fight to the death to secure a mate.

The Bandersnatch has a chameleon-like ability to camouflage itself. It is skilled at keeping itself concealed before it strikes. When it moves, it moves with lightning speed, and is powerful enough to smash clean through fences, huts and ground cars. They always return to the water after a kill, and cannot live for long out of water (a few hours at most).

Autopsy of a dead Bandersnatch will reveal that it has several types of scent-producing glands. Placing mating scent into an area of water will draw male Bandersnatch to the area, whereupon they will fight one another.

Only 5% of the population are females.

Lucanii Omicron 4

Star type: *M (red)*

Light: *Faint*

Heat: *Low*

Size: *Small*

Number of planets: *4*

Asteroid fields: *None*

Comments: *An extremely dim star that is scarcely visible to the naked eye from many of the neighbouring systems.*

Planet 1 - Type B

An unstable world. The thin crust of this planet floats above a liquid core that surges with tides caused by the extreme proximity of this planet to its star. The planet seems to have collected heavy metals that have been ejected from the star via solar flares. These deposits are worth investigating. But there is a 10% chance that a solar flare will erupt, giving the ship a mere 10 minutes to rescue its landing parties before deadly flare effects collide with the planet. An unshielded ship will suffer 10 to 60 PPB in damage.

Planet 2 - Type D

A lifeless world. The planet has water ice in the poles, and might possibly be terraformed someday. A full report on terraforming possibilities would take a ground survey crew a few weeks to complete.

Planet 3 - Type J Gas Giant

A small gas giant. This body contains interesting crystal formations that coalesce in the upper atmosphere and rain down towards the core. A day spent in examining these crystals (teleporting some aboard) will yield interesting scientific data. If ever the ship needs a rare and whacky crystal of some kind, this would be the place to find it.

Planet 4 - Type T

A frozen ball of carbon dioxide ice and

methane. Someone or something has carved a gigantic "X" into the ice of this planet. The markings are thousands of kilometres long. Beneath the middle of the X there is an ancient beacon. Activating this beacon will send out a subspace signal that will attract drones. However, there is some information in the beacon's drive that shows ancient vessels battling drones - and battling some sort of drone manufacturing station. The star patterns identify the location of the battle as being Lucanii Beta 1. This can be discovered by a science roll and proper interface with the ship's computer.

Lucanii Omicron 5

Star type: *K (orange)*

Light: *Dim*

Heat: *Medium*

Size: *Small*

Number of planets: *3*

Asteroid fields: *None*

Comments: *A quiet little system. But beware of space barnacle infestation. The spores seem to pass through this system from time to time...*

Planet 1 - Type W

A small rocky world with little to recommend it as an address...

Planet 2 - Type O

This world has a breathable atmosphere, but a wildly elliptical orbit. During its winter months, the entire surface freezes solid and temperatures plunge far, far below zero. Life forms here either freeze solid, thawing out in the summer, or hibernate down in tunnel systems - all except for several dangerous ice creatures that rise up and prowl. In the summer, life forms emerge out of their stasis, and plants grow. The melting ice floods many areas with alluvial deposits of silver, gold and platinum, which are useful in industry.

A furry frog/mouse-like creature from this world seems to make a rather good pet. It grows long fur in cold weather, and is both inquisitive and loyal. It has little pointed tusks used in its native environment for shaving sugary tree bark from growing plants, and can give a painful bite if roused.

Tusk-Mouse

Encountered: 1

Movement: 150 (50)

Intelligence: *Animal*

Psionic potential: 3D4 *inactive*

Hits: 1D4

Armour: -2

Attacks: 1

Damage: *Bite for 2D3*

Morale: 7

XP:5

A potential pet: inquisitive, loyal to its owner, and very appreciative of a warm bed and a bowl of sugar cubes... It is quite good at sensing approaching danger.

Planet 3 - Type J

A small gas giant planet. It has a single moon.

Lucanii Omicron 6

Star type: A (blue)

Light: Bright

Heat: *Hot*

Size: *Small*

Number of planets: 0

Asteroid fields: *No*

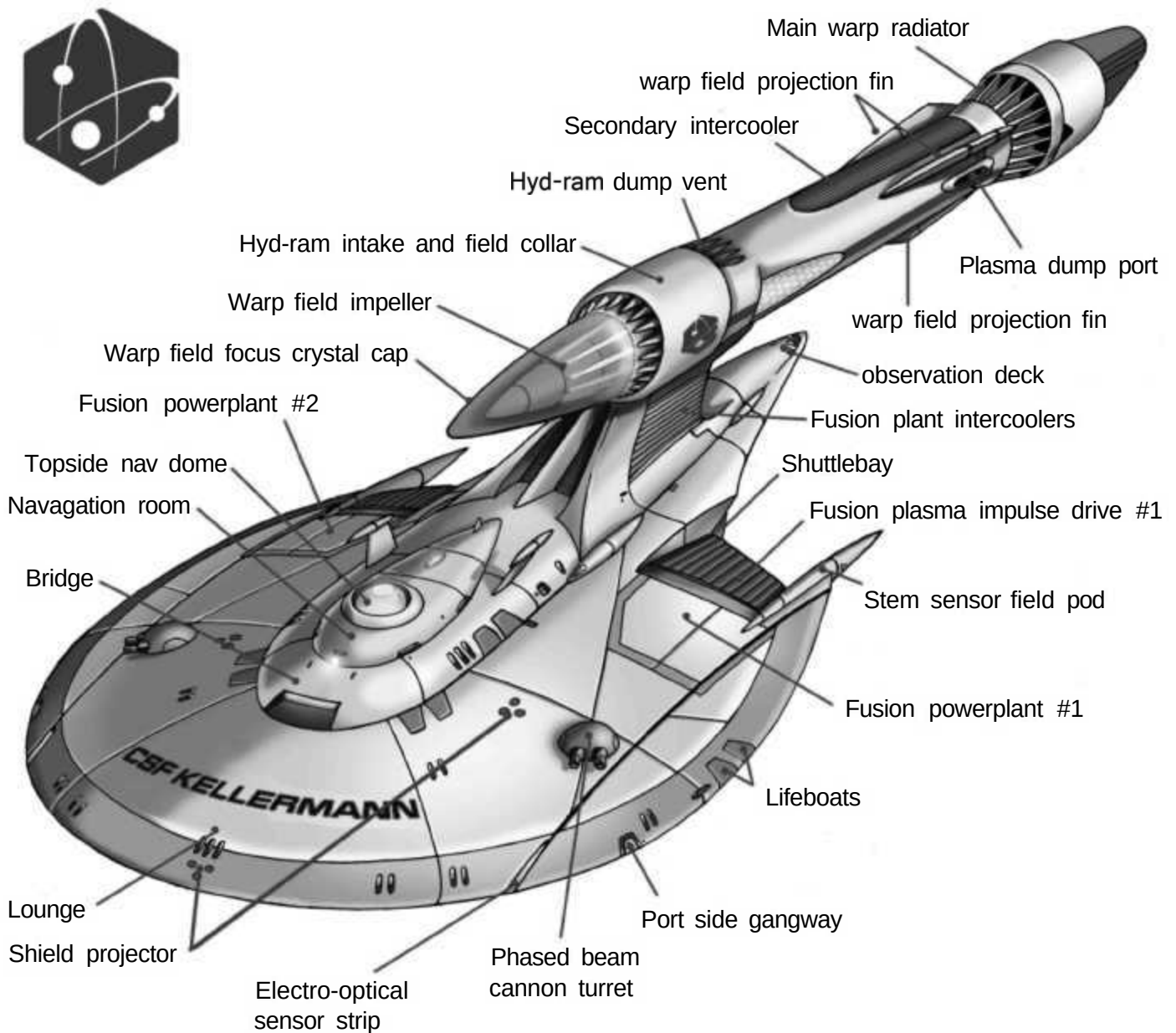
Comments: *No planets - but there is a 50% possibility of space ameobas, who seem to like the light of this sun.*

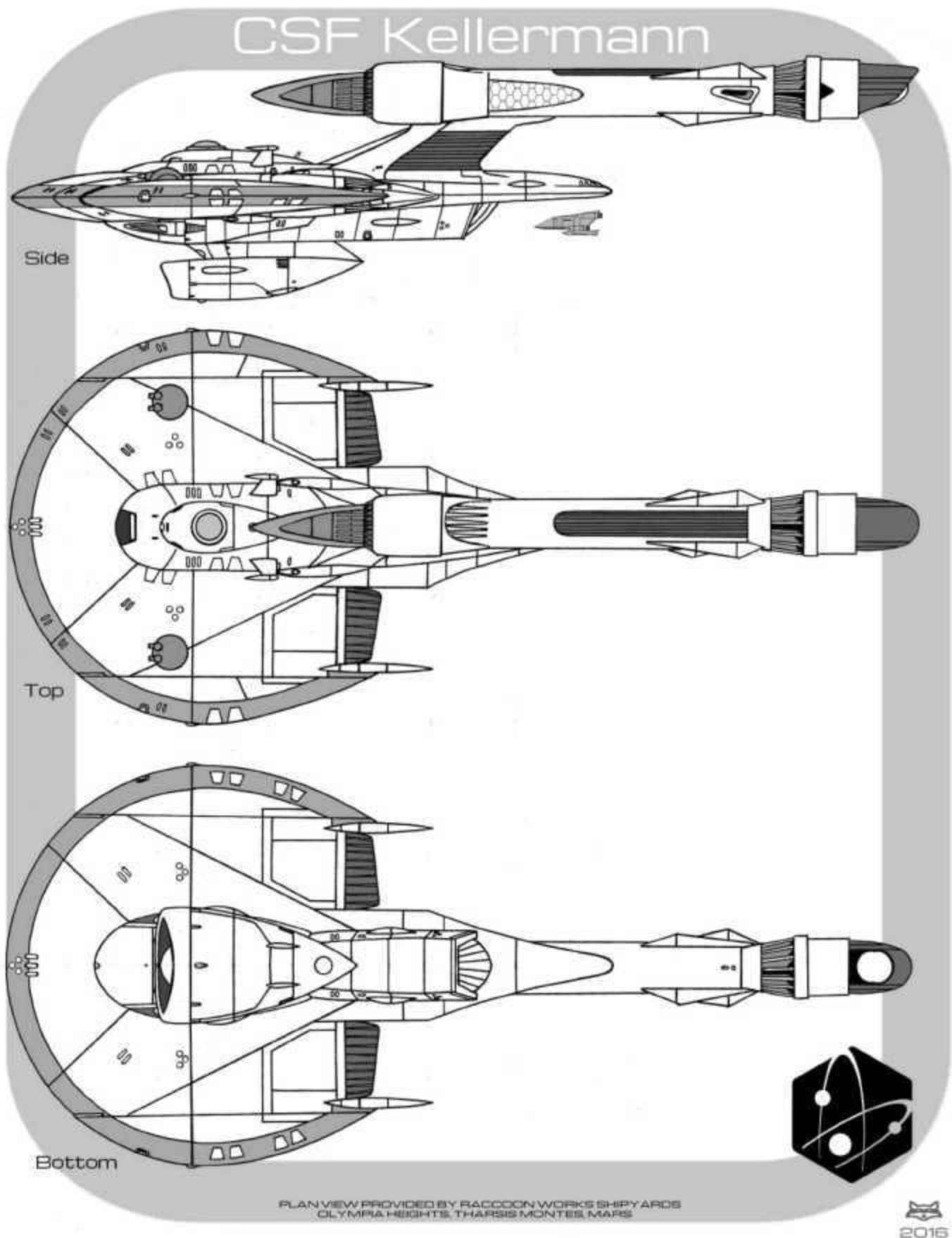


Section 8: Games Aids

Sample Starship: C S F Kellermann

Confederation "Cavalier" class Destroyer





CSF “François Étienne de Kellermann”

Crew Compliment: 32
 Power Pile Base: 100
 Teleporter capacity: 4 at a time
 Beam banks: 2
 Torpedo tubes: 2
 Torpedoes stored: 10 (+ 2 *probes*)
 Shuttle ships: 2
 Sick bay capacity: 5

Confederation 'destroyer class' vessels were initially conceived of as scout vessels supporting the heavier ships of the line. As such, they have gone into wide production, being used for exploration and liaison duties all across Confederation space.

The *Cavalier* class are a second generation destroyer that have slightly expanded ion torpedo storage over and above that of earlier 'scout destroyers'. A bank of crystal flux capacitors coupled to the 2 beam weapon banks can be filled with enough charge to fire the weapons (10 power points). Once charged, the capacitors will hold power until drained or discharged. Draining the power is an inefficient process: only half the power in the capacitors can be recovered for other use.

The warp engines are mounted upon a nacelle that juts some distance from the main hull - thus protecting crew from the dangers of close proximity to the drives.

There are three decks to the saucer. The top deck is used for navigation, science labs, the sick bay, weapons and bridge. The middle deck holds living quarters for the crew, the galley, recreation facilities and the brig. The lower deck has armouries, engineering spaces, workshops and cargo. A lower hull holds ion torpedoes and the torpedo tubes, as well as the shuttle bay.

Equipment Storage Aboard Ship

Armoury

Security troops will carry energy pistols when on security duty aboard, but at other times, personal weapons are kept in the armoury. The armoury contains 50 beam pistols, 10 beam rifles, 10 stunners, 10 field jackets and 5 skirmish armours.

Ship's locker

The ship's locker contains equipment that can be issued as replacements for lost items, or swapped out with equipment drawn by characters from other stores.

The ship's locker contains 50 communicators, a translator, 2 medical kits, 2 auto-analysers, 5 data recorders, 5 field kits and 4 radiation suits.

There are 10 additional units of space for other equipment.

Engineering locker

Designed for the protection of service crews, this locker is placed in the main engineering section of the ship. It holds 10 radiation suits, heavy energy beam cutters, 2 schlep disks, and a variety of tools for repairs.

Captain's safe

The captain's personal safe contains a beam pistol and a data recorder.

Shuttles

Each of the two shuttles has an emergency locker that contains a radiation suit, 4 field kits, 4 communicators and 4 beam pistols.

Brig

The ship's brig has 2 cells each with 2 bunks.

Cryo tubes

The ship has 4 cryogenic storage tubes.

Potential Upgrades to the Kellermann

As the crew increase in experience, they gain better and better synthesis with their beloved ship. Rather than upgrading parties to a heavier class of vessel, Star Masters might instead try allowing the vessel to gain one of the following upgrades each time the group of player characters all manage to increase their experience level by 1.

1 - Expert tuning

The crew has become highly skilled at getting the best out of the ship. The engine output increases by 20%.

After encounters with alien species and ancient vessels, this benefit might be conferred a second time, granting a total bonus of 40% additional power.

2 - Weapon focus

The crew's experience with the vessel's weapon systems allows for fine tuning. Any strike by the ship's weapons adds +1 to its damage dice.

3 - Sensor tuning

Science crews manage to fine-tune the ship's sensors. The vessel gains a +1 on its dice rolls to avoid and detect obstacles, and anyone using ship's sensors to scan through debris, detect signals etc gains a bonus +1 DRM.

4 - Adjusted deflector screens

The crew learns the absolute best way of focussing and adjusting the ship's deflector screens. All incoming fire against the ship is made at a penalty DRM of -1, provided the vessel is currently running half or full screens.

This benefit may be confirmed a second time, giving the ship a total defensive bonus of +2

5 - Hyperwarp generator adjustments

The ship's engines are fine tuned to an extent that allows the ship a +1 DRM when attempting to evade combat. The vessel can now also reach warp 5 without suffering 5 point power penalties. At a push, the ship can now reach speeds of warp 9 (although the ship will take 2D10 PPB damage when doing so.)

6 - Enhanced transporters

The vessel now teleports twice as many crew with a single use of the teleporter.

7 - Cyberneticised medical facilities

A new, slightly irritating robotic nurse takes over some of the work once performed by bulky lab equipment. As a result, the ship now carries one extra cryogenic unit, and can treat 2 extra crew members in the sick bay.

8 - Well-programmed computer

The ship's computer and sensor programs have been refined to a high order by the ever-tinkering crew. Mind you, the ship's computer now seems to have acquired an annoying voice.

Any characters that have a 15+ in their intelligence or charisma attribute gain a bonus when determining the number of questions that they may ask of the computer. Roll 1D6 twice, and take the better roll.

Useful Artefacts

These are all bonuses that can be given to the player characters' ship. They are all benefits derived from exploring alien ruins, wreckage and derelicts deep in the drift.

Each of these items requires a great deal of careful research by the ship's science teams. In each case, an early "near miss" mishap should warn researchers of the potential dangers of

meddling with the item.

Star Masters can have these artefacts appear as needed. They are also seeded in some of the adventure locations in the Lucanii drift.

Artefact 1: Alien phase capacitor

This item can be discovered in the wreckage of baroque ships found in debris fields. They take a considerable amount of study by science teams before their use and purpose is understood.

A phase capacitor can be interfaced with the ship's deflector screen generators. This device sucks in energy from incoming attacks and stores it for use by the ship. The first 10 points of damage deflected by the ship's screens becomes power useable by the player characters' ship. The capacitor takes 10 hours and an engineering skill roll to 'reset' after it discharges power. It is useless until reset.

Artefact 2: Hull integrity fields

A modification of alien tractor beam technology has surprising results. The first 10 points of damage suffered by the ship in any given conflict or accident are ignored.

Artefact 3: **Liqui-metal**

Liqui-metal is a form of nanite discovered in alien ruins. Careful study of samples from ruins will yield a small 'liqui-metal' colony that can aid with ship repairs. The liquid-metal can be unleashed to repair 10 points of battle damage. It can only do this once for the damage suffered in any 1 combat or accident. It does not heal engine damage caused by overloads (in effect, the liquid-metal is repairing structural hull damage).

Liqui-metal works swiftly, and can be used to make battle repairs while the ship is actually in combat.

Artefact 4: Nano-meds

An ancient medical nanite colony is reactivated. This one-shot item can be used to save a mortally injured character if that character can be gotten to the ship's medical bay within 10 minutes of death. The nanites will rebuild the character's damaged tissues, resurrecting the character and integrating with the character's body.

Of course, there might be other effects. (Star Masters - you may indulge yourselves!)

Artefact 5: Alpha-Omega

This device is the unstable, failed experiment of an ancient culture.

The one-shot device can be activated to cause a 'reset' of time. Time winds back by half an hour, and then proceeds as normal.

The only person to retain a memory of the previous version of the time stream is the person who triggers off the machine. They will hopefully be able to influence events so that the 'reset' timeline works out to their advantage.

Attempting to trigger off the Alpha-Omega machine in the NEW time stream will cause a temporal instability, and destroy the ship and everything for hundreds of thousands of kilometres all around.

This device dissipates and destroys itself after its one use.

Non Player Character

Ensign K'taath

Class: *Military* (Command)

Level: 1

Strength: 9

Constitution: 13

Dexterity: 15

Intelligence: 10

Charisma: 14

Psionic Potential: 9

Hit Points: 11

Defence: -1

Skills

Combat skill: 12

Contact Skill: 8

Technical Skill: 6

Science skill: 6

Saving Throws

Energy Attack: 15

Poison or Death: 11

Stun Attacks: 14

Radiation: 11



K'taath is a competent officer, and a likely candidate to "take the con" for those times when a player character captain has to head off on a mission. He can be used as an NPC 2nd in command for the players' vessel.

This officer is a male Felician. Like many Felicians, he is extremely keen on the 'indirect approach'. In battle, he will try to trick or manoeuvre an enemy into taking a disadvantageous position rather than make a direct attack. He is also quite diplomatic, and a good spokesman when needed.

His side interests include music (particularly performing ear-splitting Felician opera - although he is an excellent player of more modern tunes). He is also very interested in archaic beliefs such as folk magic, ghost stories and the like. He is a font of information on these topics.



Crew Roster: CSF Kellermann

Bridge Crew

Captain

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Fire Control Officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Executive officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Communications Officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Navigation Officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

2nd Navigation Officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

2nd Fire Control Officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

2nd Communications Officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

3rd Navigation Officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

3rd Fire Control Officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

3rd Communications Officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Science Department

Science Officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Medical Officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Scientific Rating 1

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Scientific Rating 2

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Nurse (Medical Rating)

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Engineering Department

Chief Engineering Officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

2nd Engineering Officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

3rd Engineering Officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Engineering Rating 1

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Engineering Rating 2

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Engineering Rating 3

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Engineering Rating 4

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Engineering Rating 5

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Engineering Rating 6

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Security Department

Chief Security Officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

2nd Security Officer

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Security Rating 1

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:

XP:

Notes:

Security Rating 2

Name:

Race:

Level:

Str: Con: Dex: Int: Cha: Psi:

Hp: Def: Cbt: Cnt: Tec: Sci:

Energy ST: Poison/Death ST: Rad St:
 XP:
 Notes:

Security Rating 3

Name:
 Race:
 Level:
 Str: Con: Dex: Int: Cha: Psi:
 Hp: Def: Cbt: Cnt: Tec: Sci:
 Energy ST: Poison/Death ST: Rad St:
 XP:
 Notes:

Security Rating 4

Name:
 Race:
 Level:
 Str: Con: Dex: Int: Cha: Psi:
 Hp: Def: Cbt: Cnt: Tec: Sci:
 Energy ST: Poison/Death ST: Rad St:
 XP:
 Notes:

Security Rating 5

Name:
 Race:
 Level:
 Str: Con: Dex: Int: Cha: Psi:
 Hp: Def: Cbt: Cnt: Tec: Sci:
 Energy ST: Poison/Death ST: Rad St:
 XP:
 Notes:

Random Crew Personality Chart

Roll 1D20 *once or twice*

Daelian: -2 DRM. Gorrian: +2 DRM

-1/-2	Paranoid
0	Suspicious
1	Cautious
2	Reserved
3	Exacting
4	Polite
5	Officious
6	Laconic
7	Modest
8	Martinet
9	Diligent
10	Opportunistic
11	Martial
12	Stern
13	Inquisitive
14	Confident
15	Eager
16	Chivalrous
17	Talkative
18	Worldly
19	Generous
20	Hot Headed
21/22	Aggressive

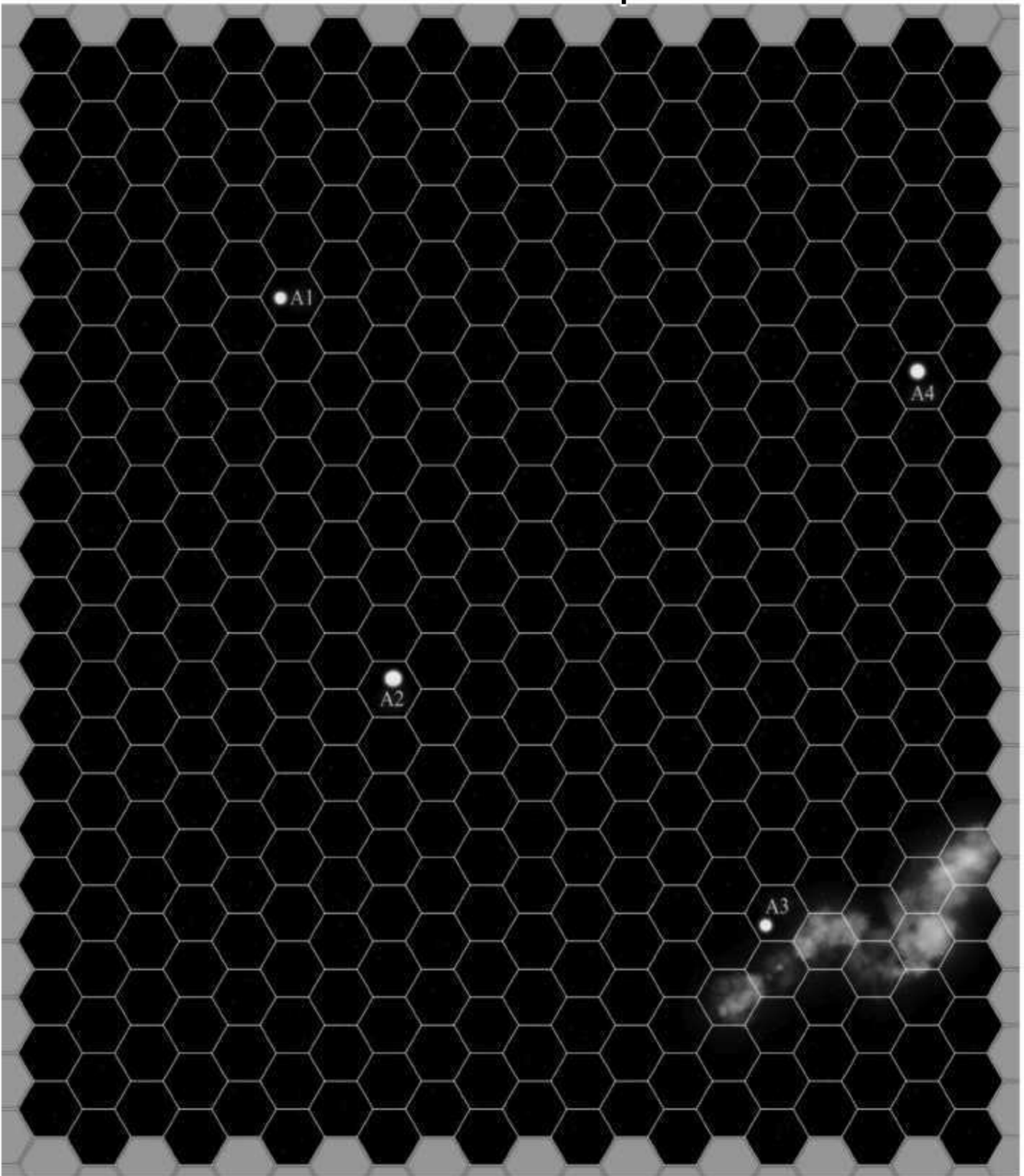
Random Crew Race

Roll 1D20 for each crew member:

1-5	Human
6-7	Gorrian
8-9	Entirrian
10	Hykhot
11-12	Rigellian
13-14	Daelan
15-16	Tauran
17	Felician
18	Andromedan
19	Pleiadian.
20	Driped.

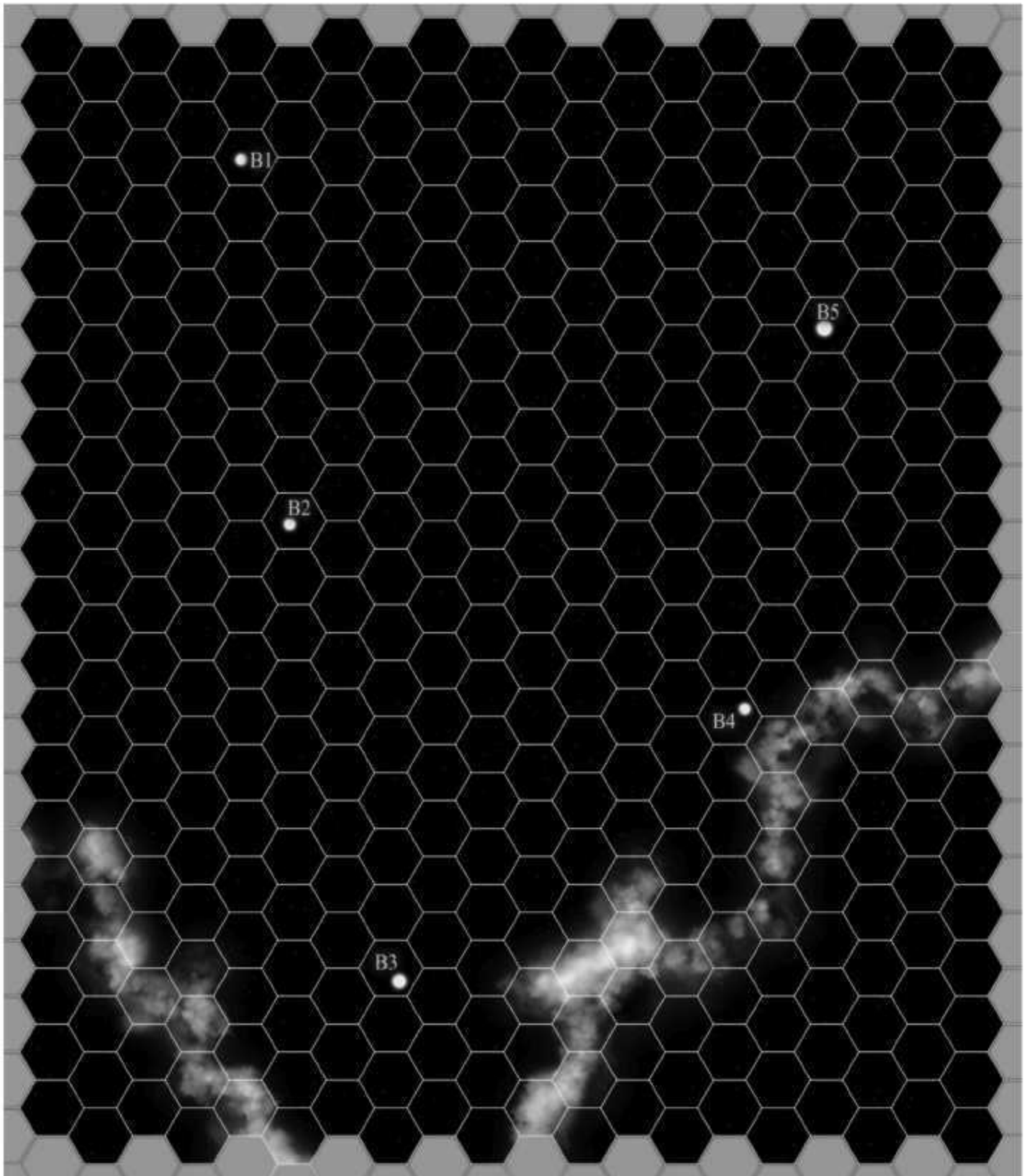
Players Map

Sector 1: Lucanii Alpha



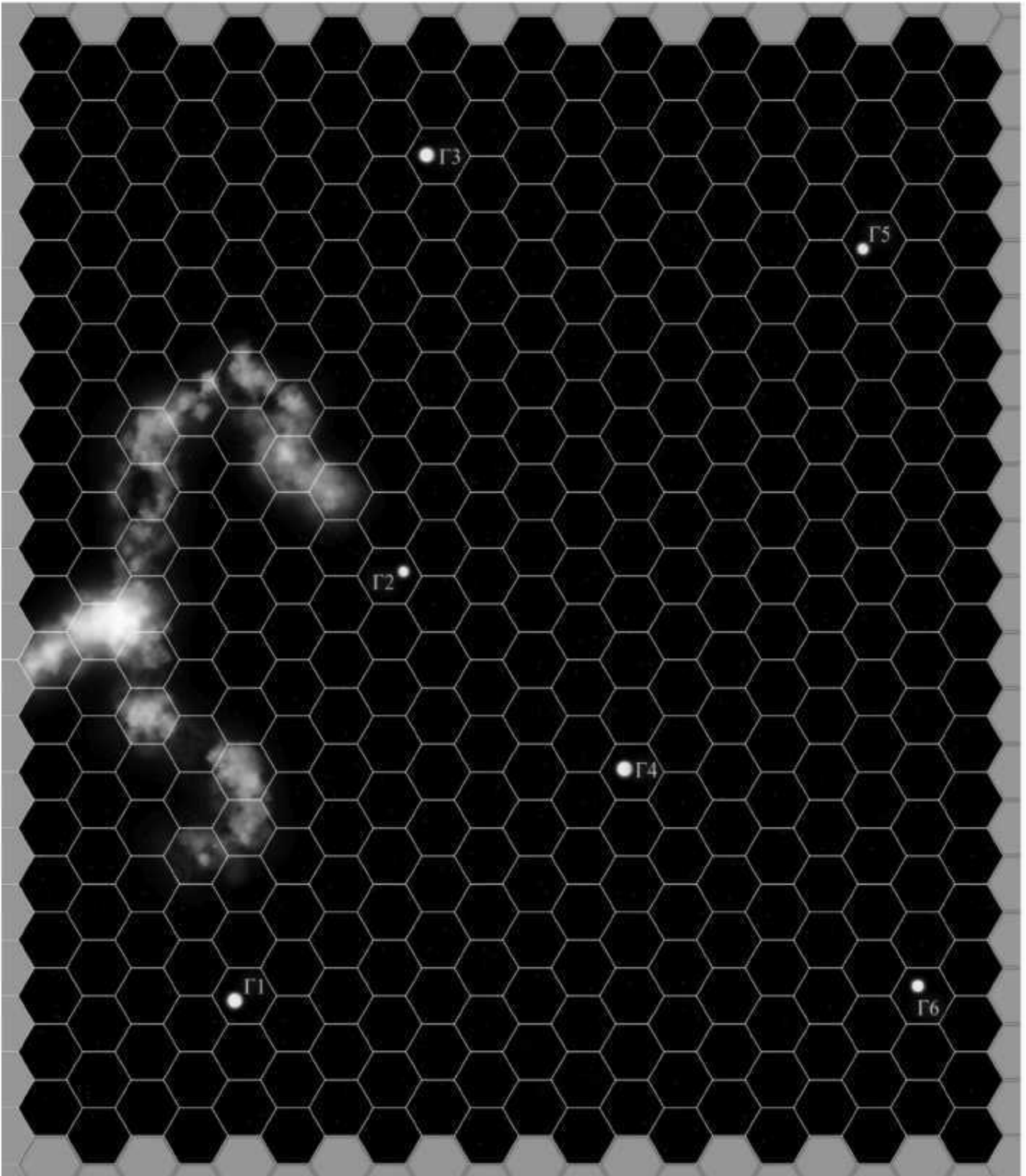
Players Map

Sector 2: Lucanii Beta



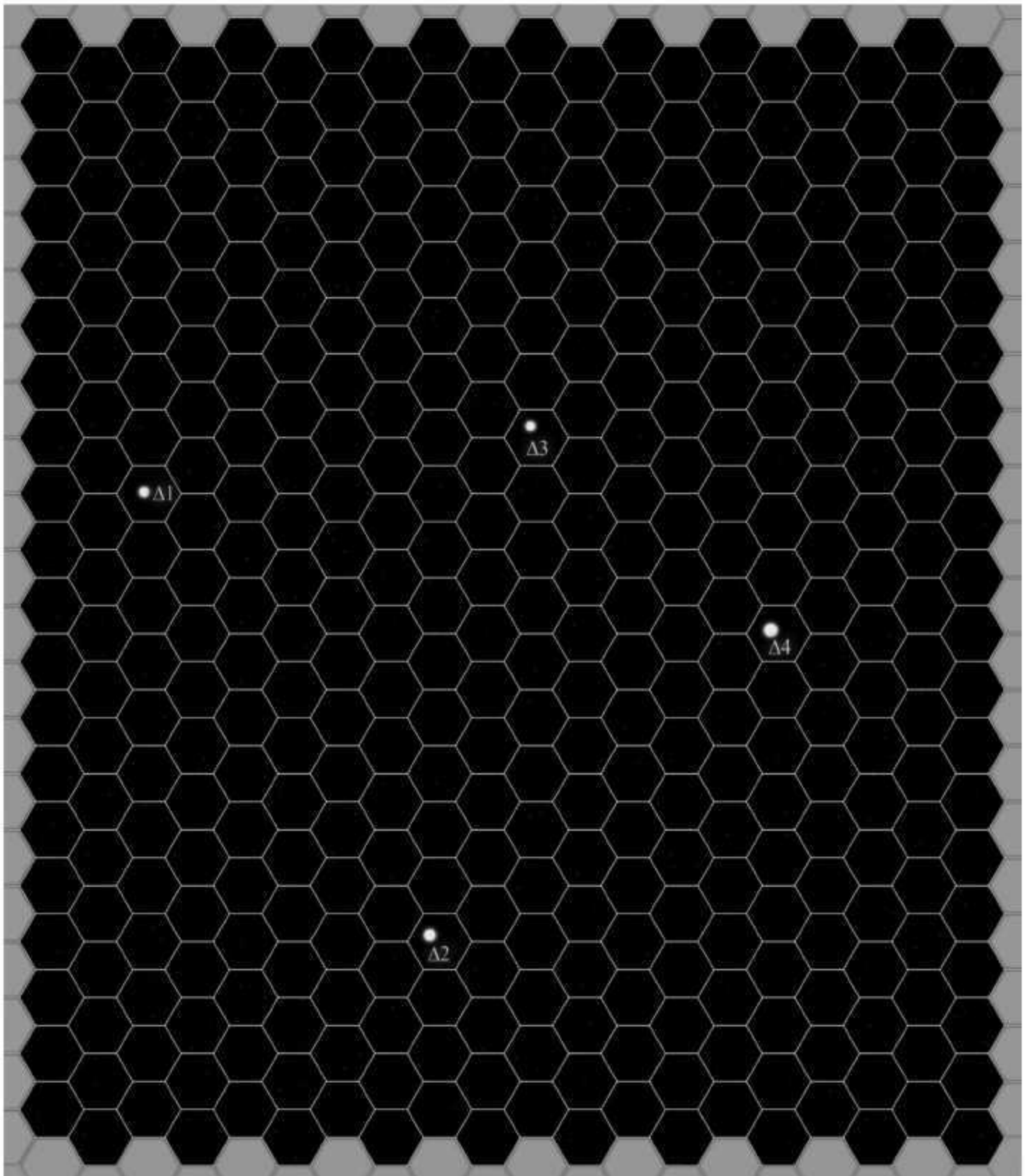
Players Map

Sector 3: Lucanii Gamma



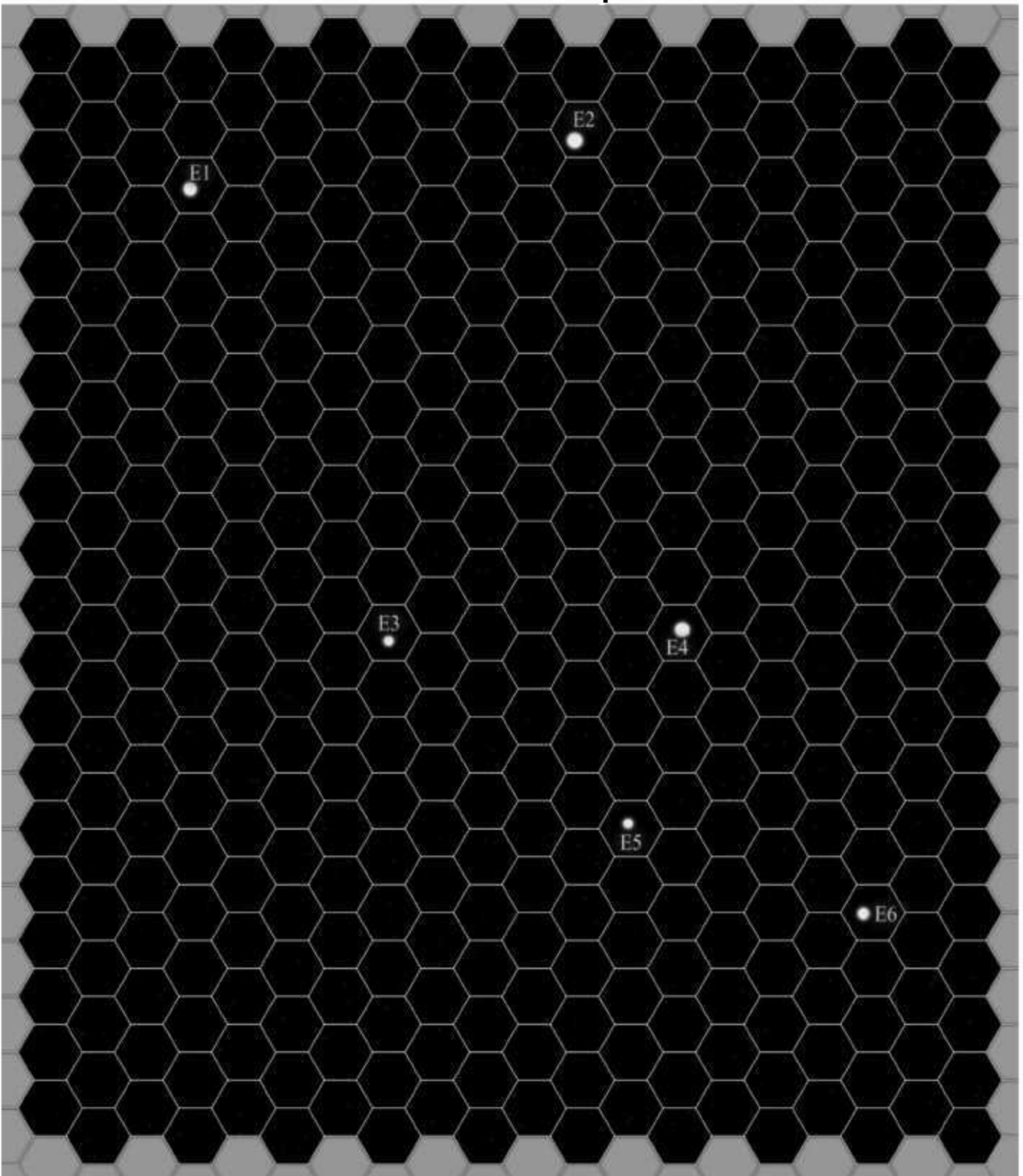
Players Map

Sector 4: Lucanii Delta



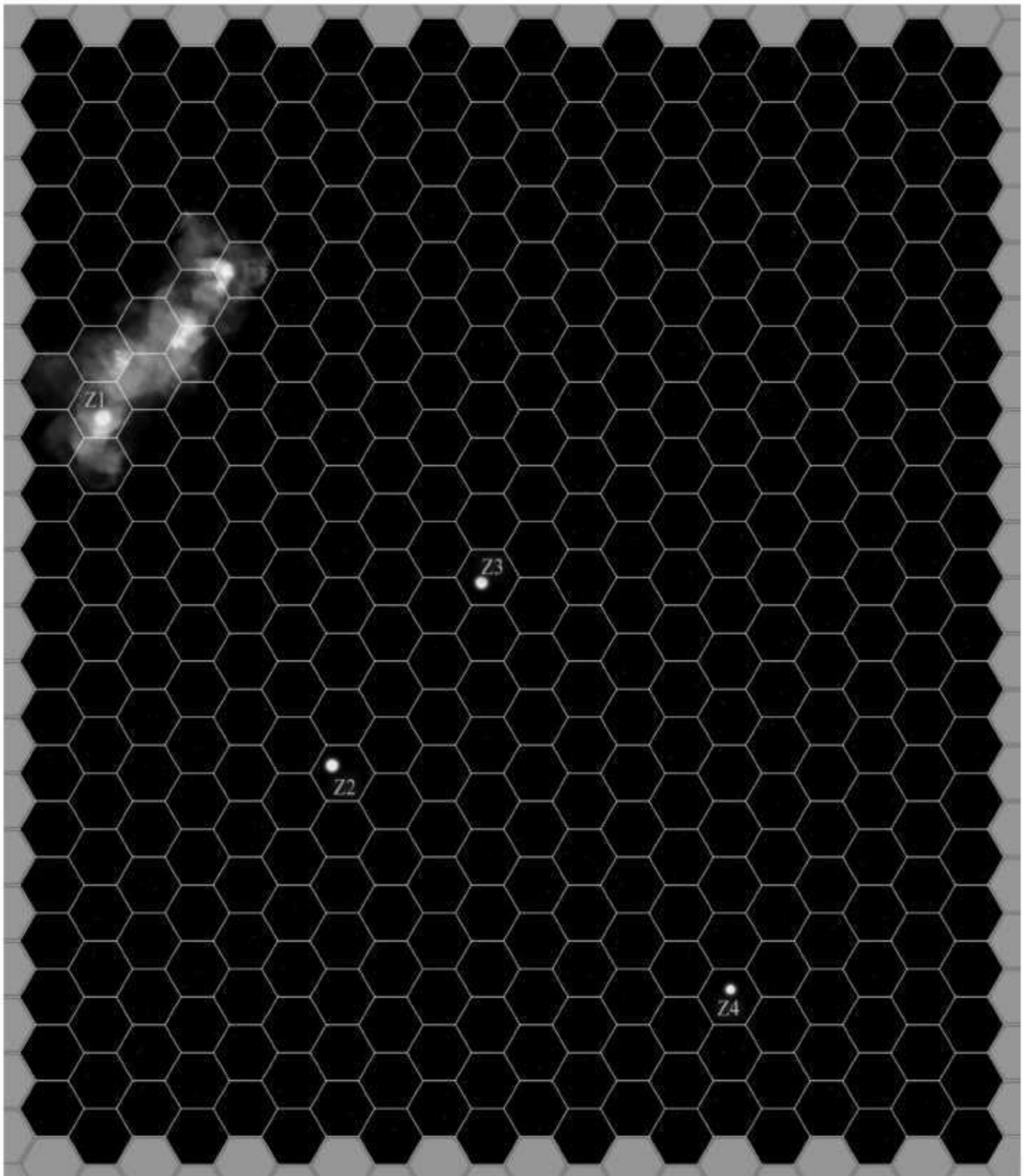
Players Map

Sector 5: Lucanii Epsilon



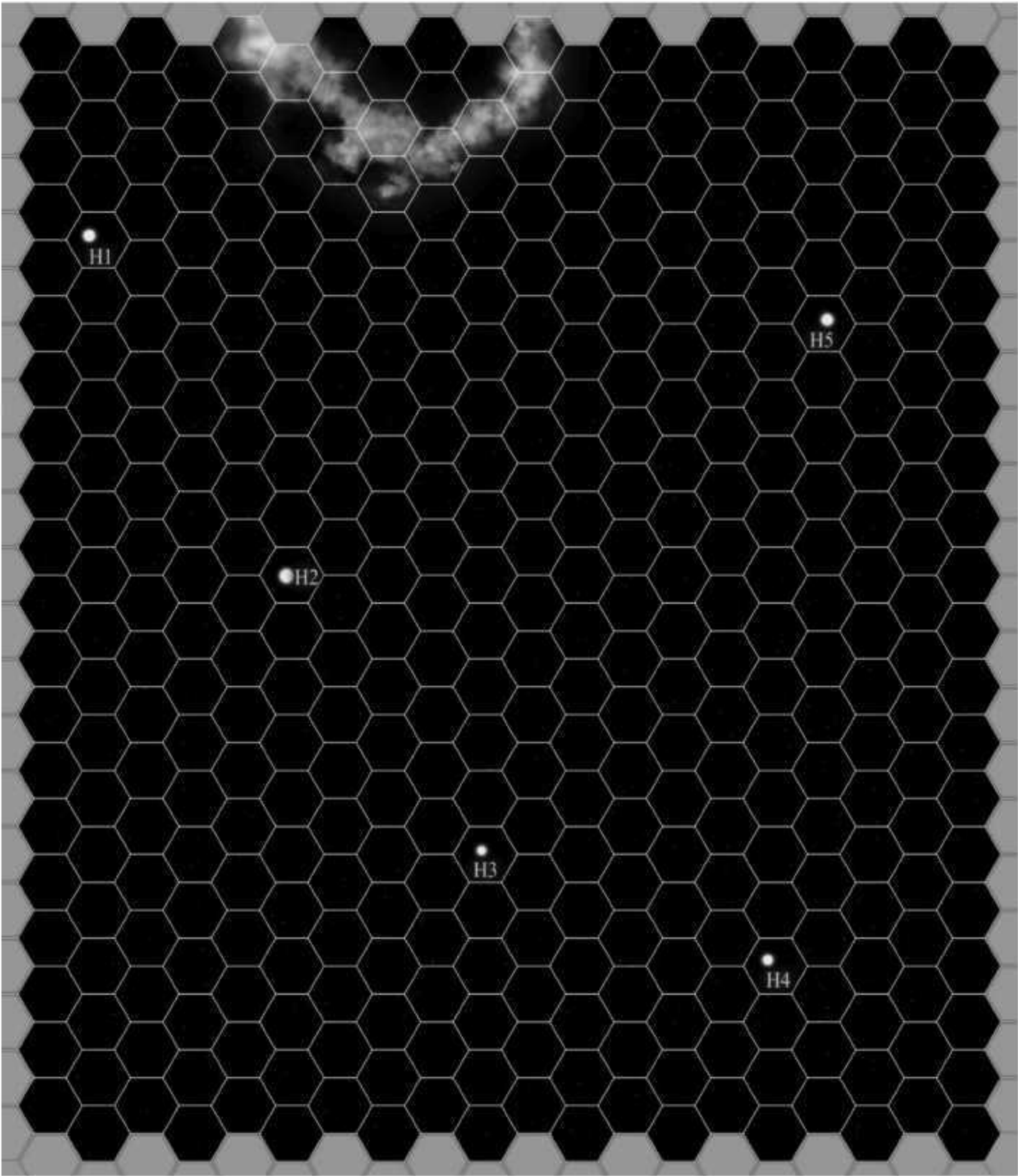
Players Map

Sector 6: Lucanii Zeta



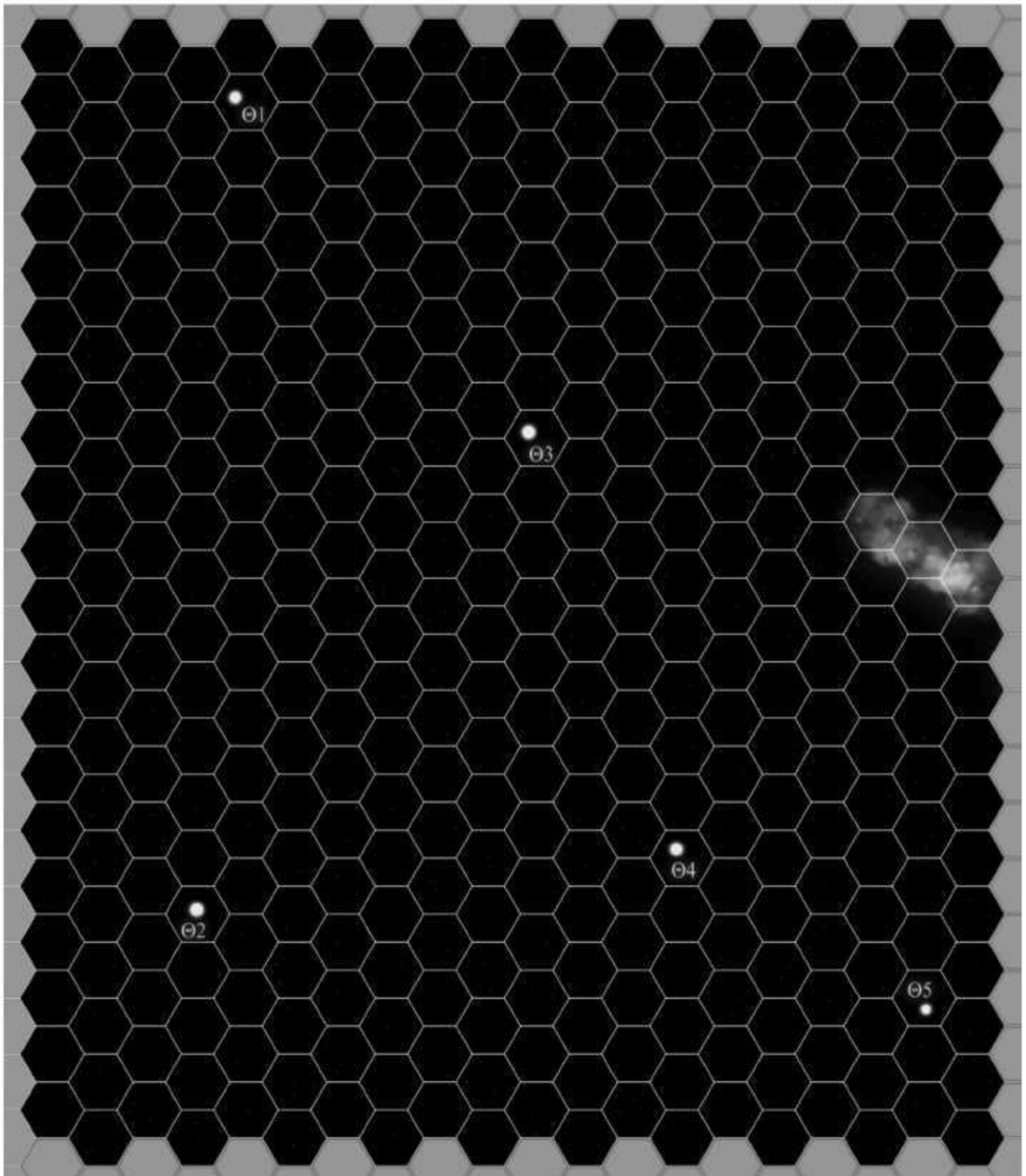
Players Map

Sector 7: Lucanii Eta



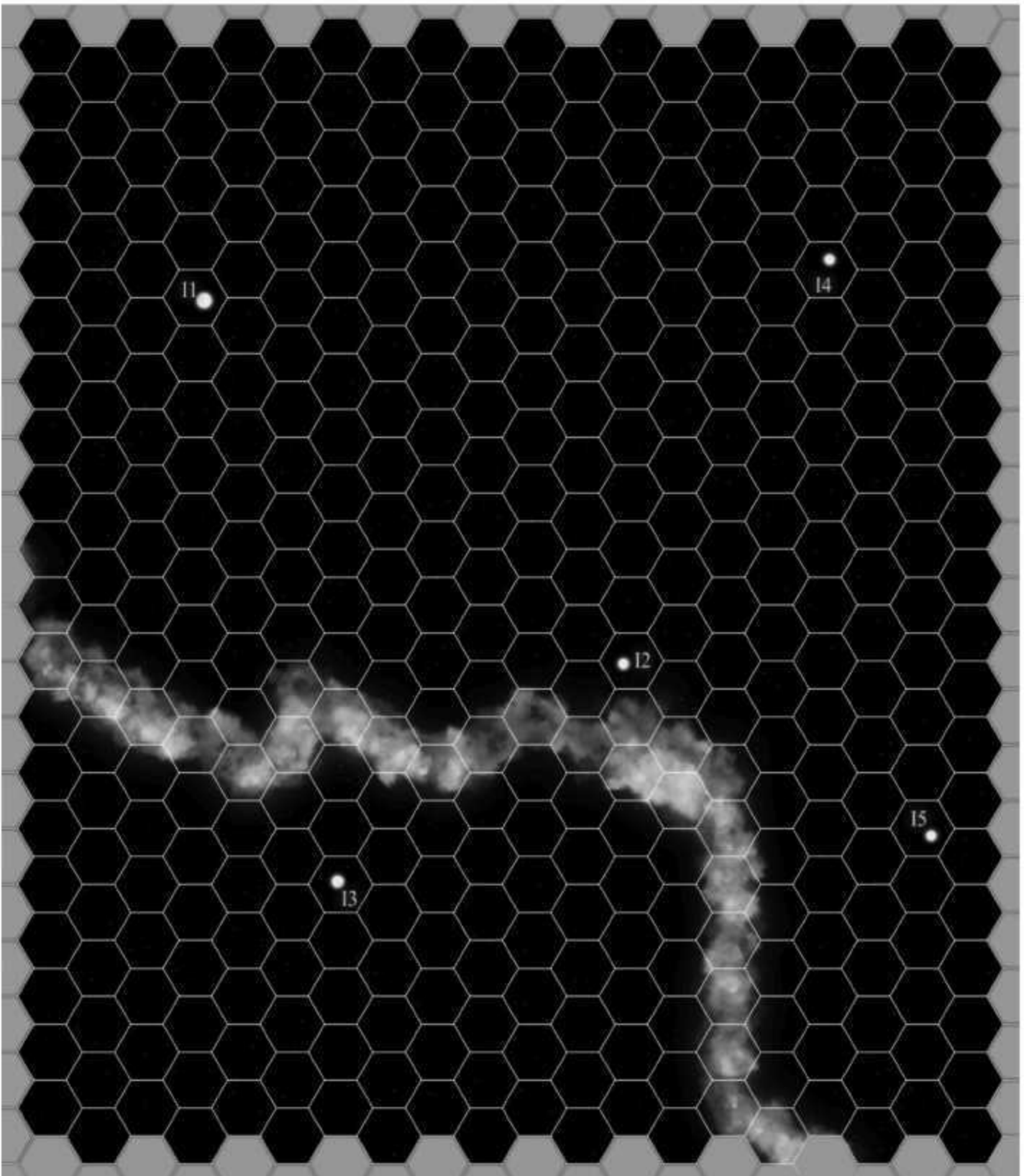
Players Map

Sector 8: Lucanii Theta



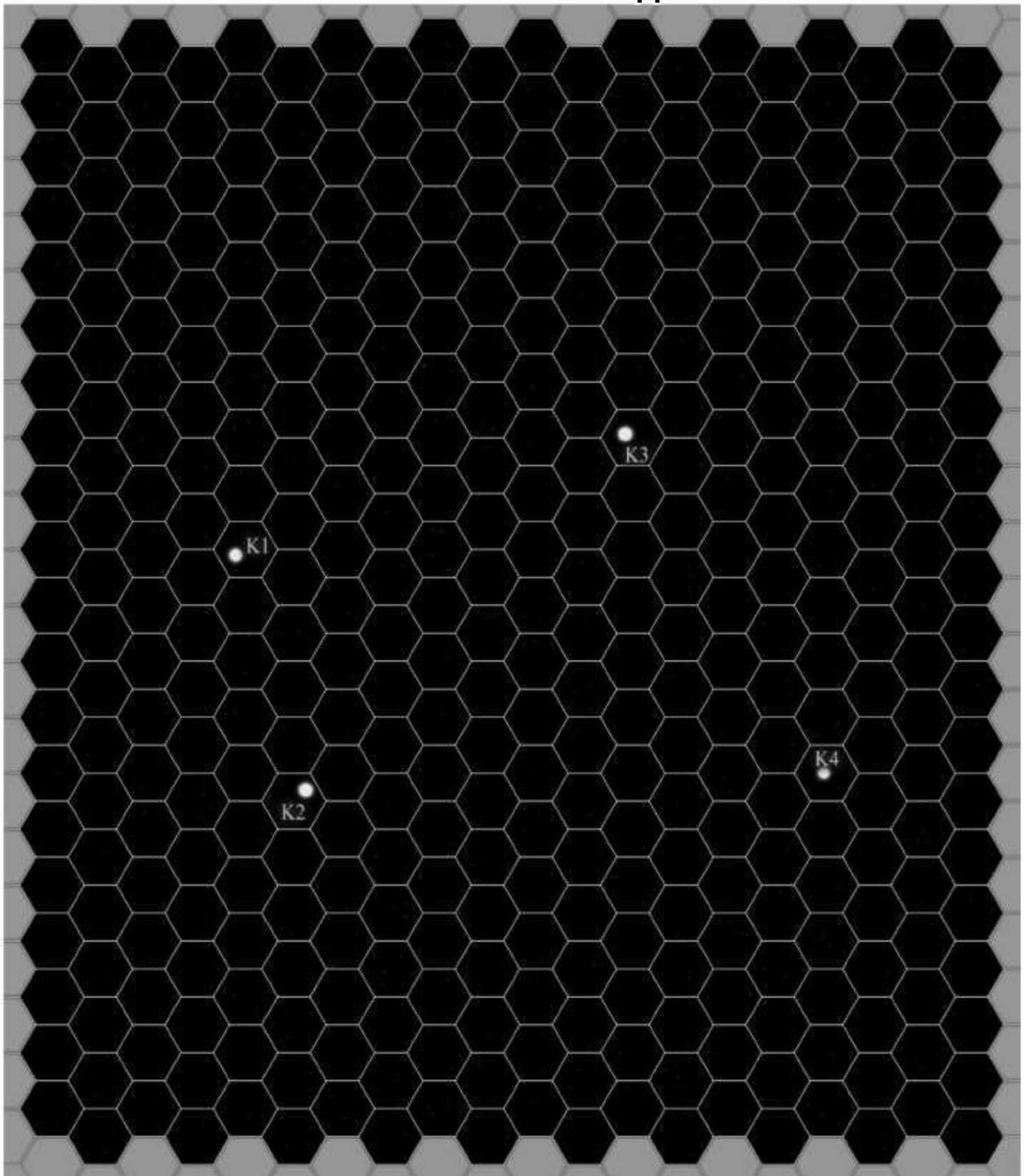
Players Map

Sector 9: Lucanii Iota



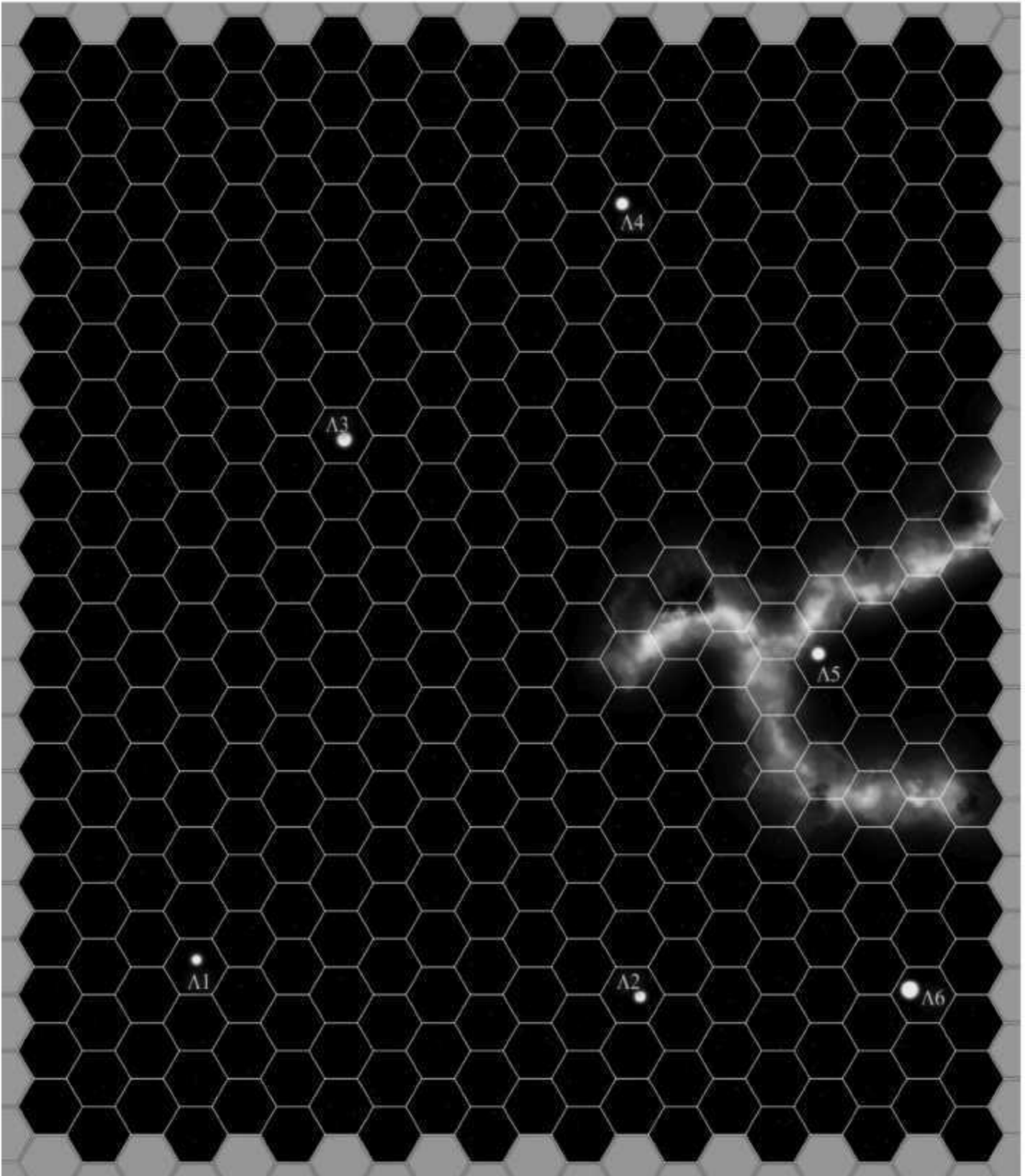
Players Map

Sector 10: Lucanii Kappa



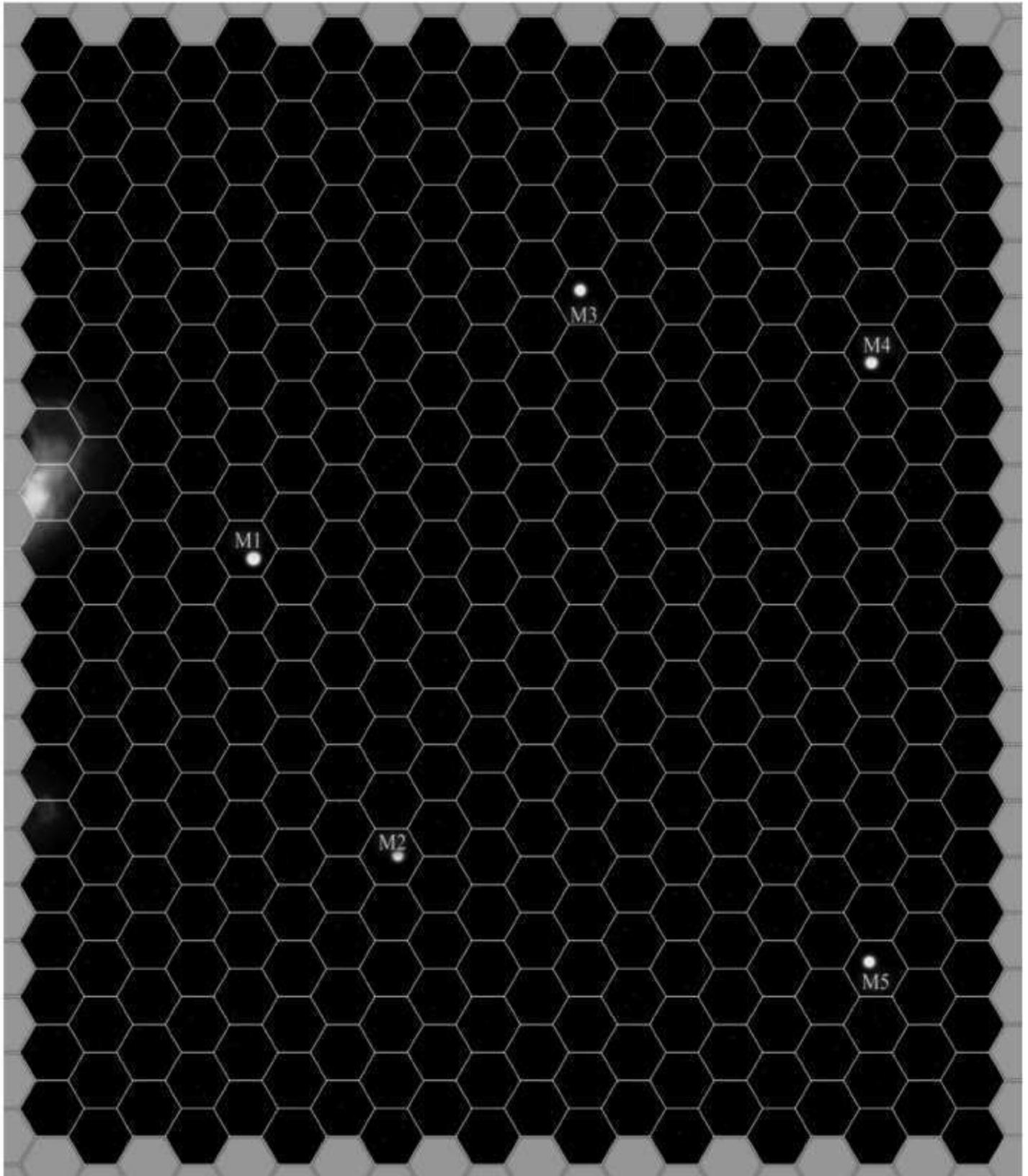
Players Map

Sector 11: Lucanii Lambda



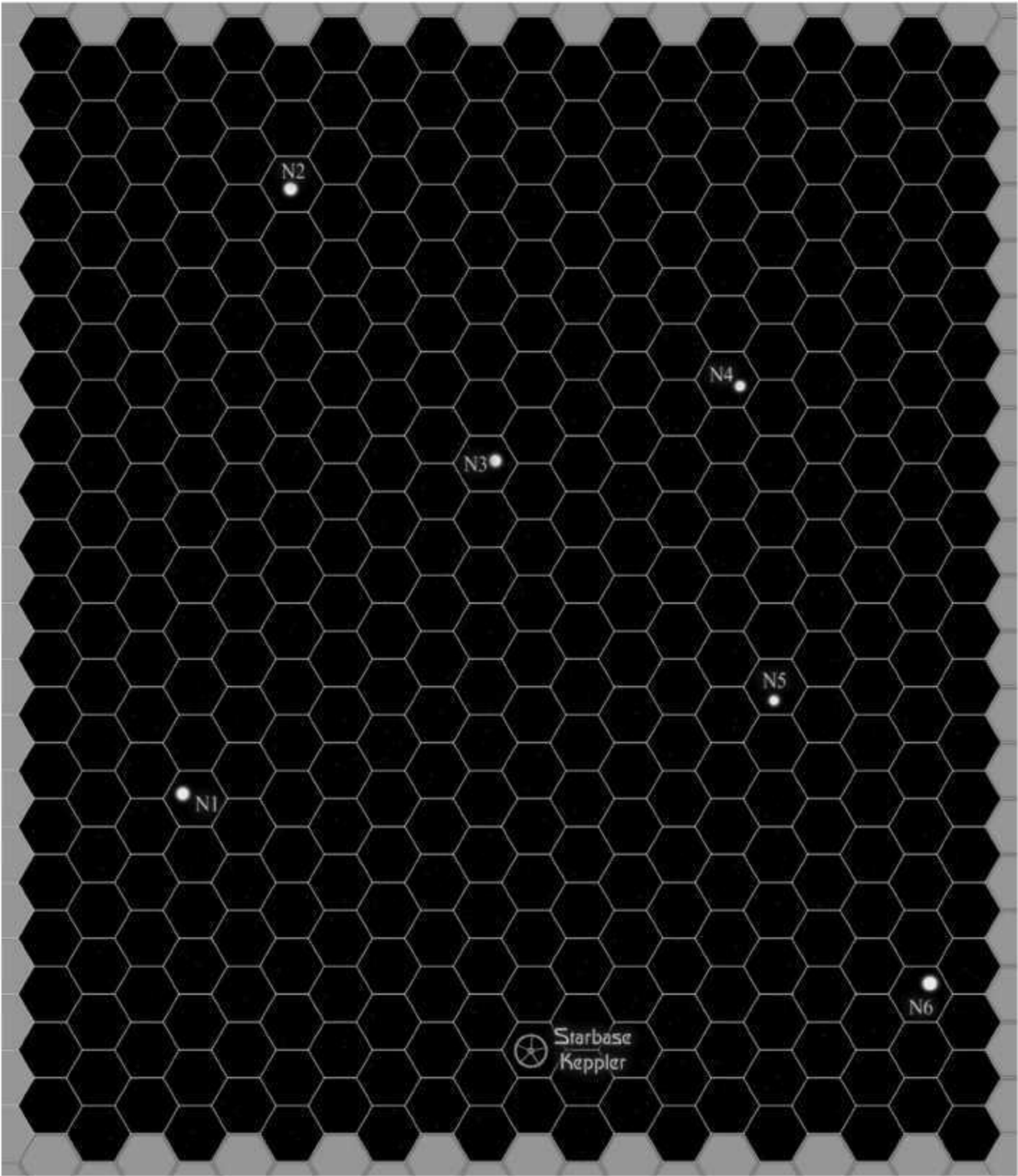
Players Map

Sector 12: Lucanii Mu



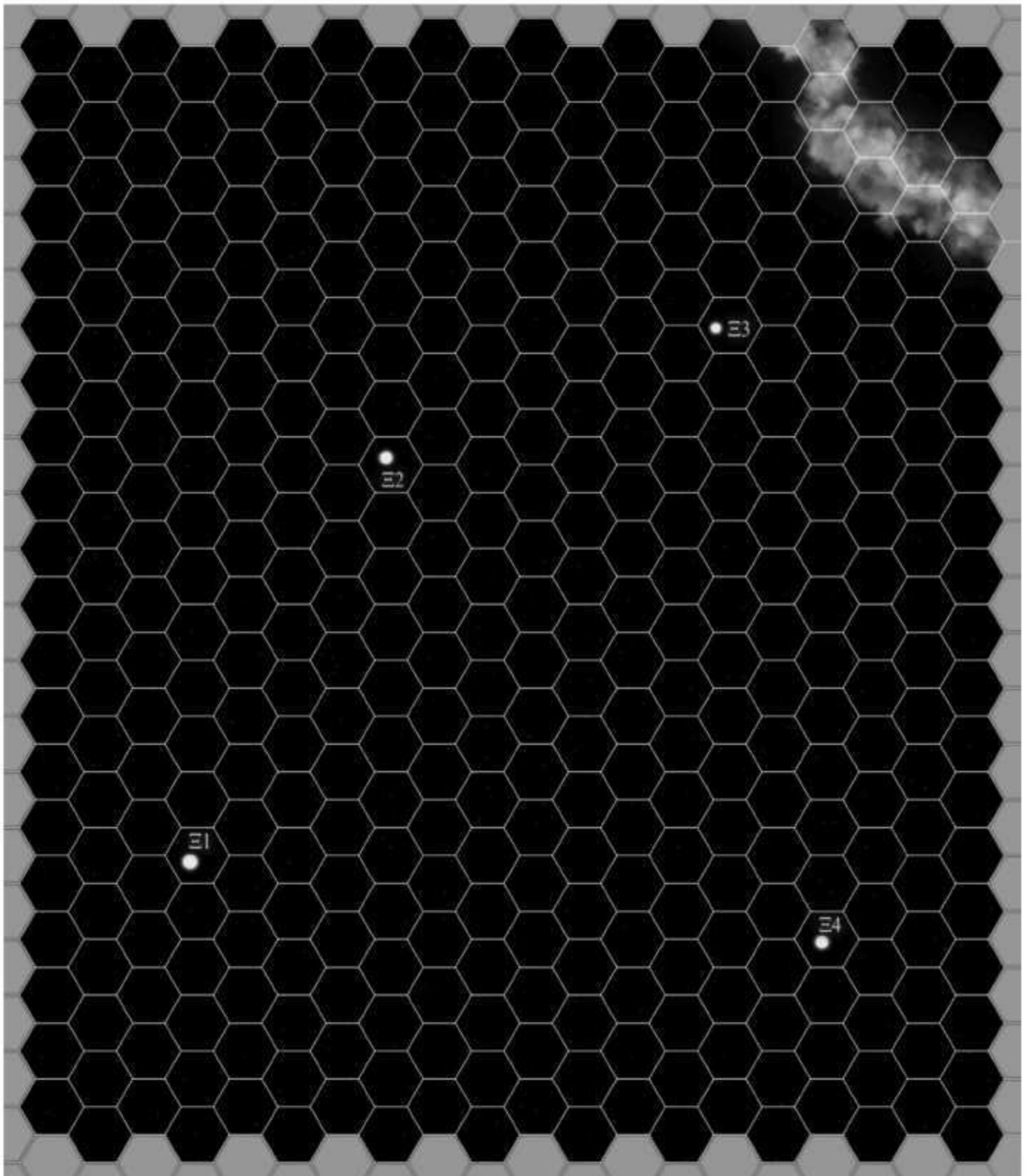
Players Map

Sector 13: Lucanii Nu



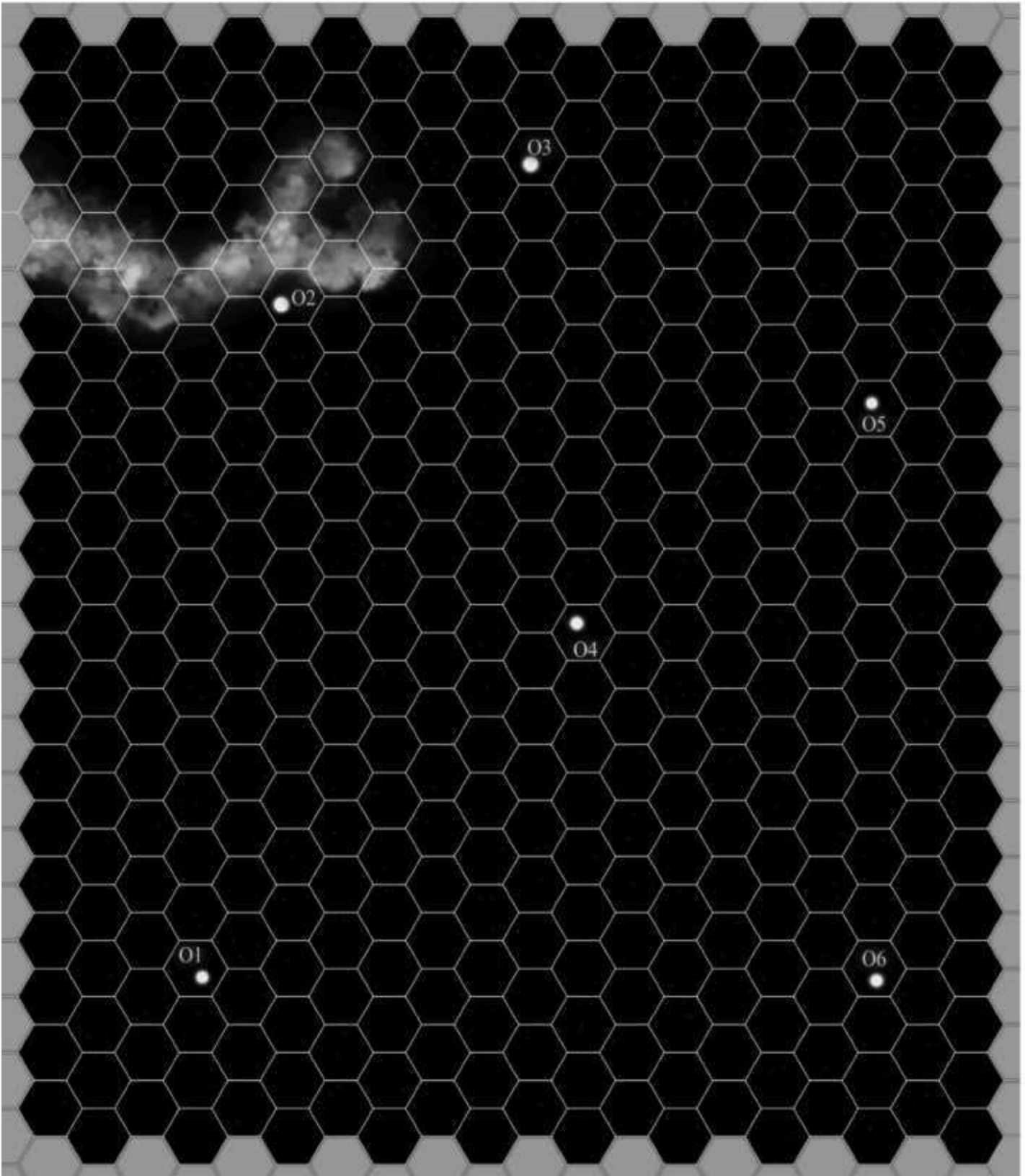
Players Map

Sector 14: Lucanii Xi



Players Map

Sector 15: Lucanii Omicron



Players Map

Layout of Sector Maps



Colour versions of the players maps are available for free download via
DriveThruRPG.com

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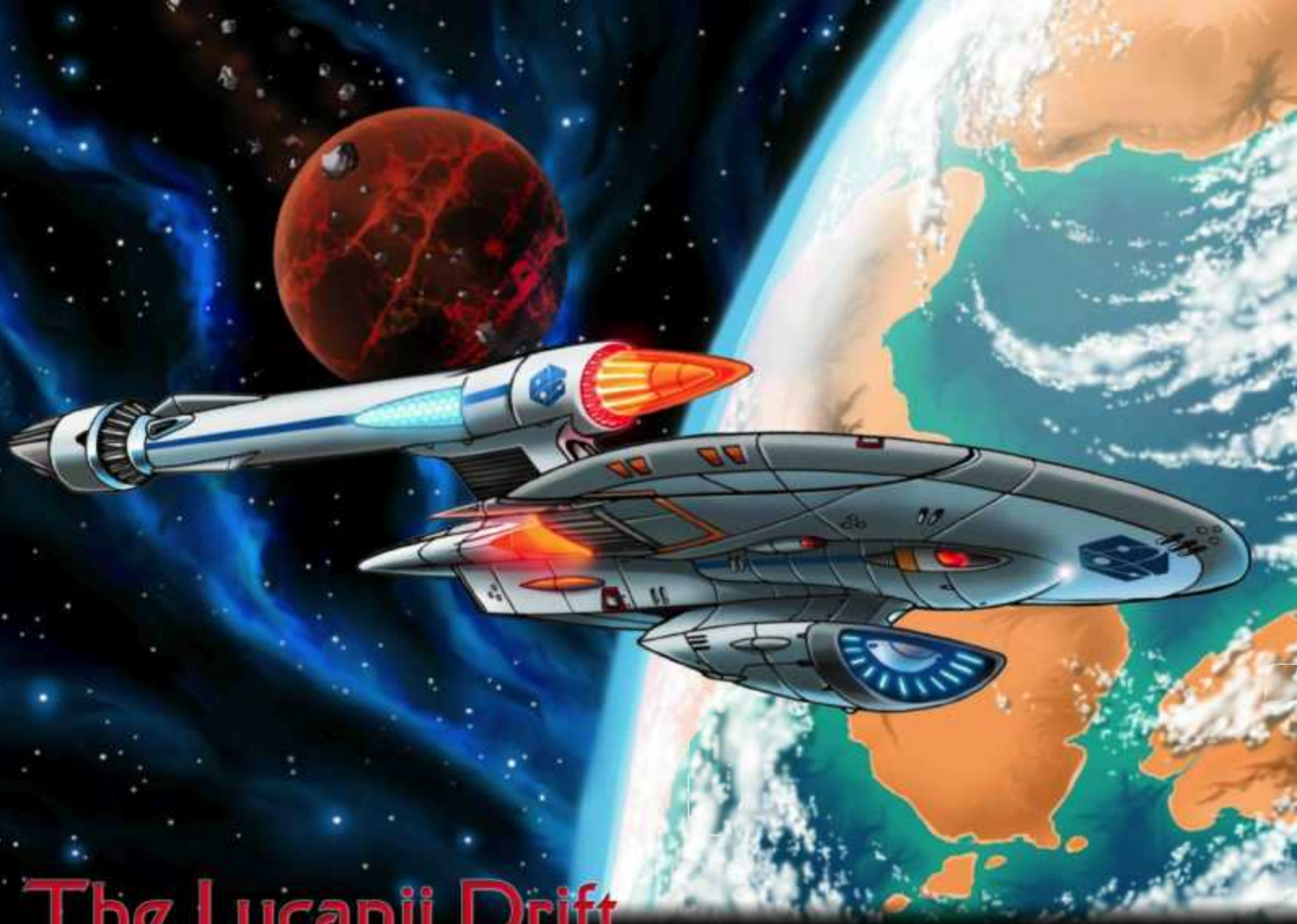
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The Lucanii Drift

Set deflector screens to maximum! All ahead full!

High above the main galactic arm lies a brilliant stream of stars - the Lucanii Drift. Separated from the Confederation by a hazardous wilderness of storm-swept space, the Lucanii Drift is only now being entered and explored.

Player characters crew a Confederation starship. Their mission: to chart the unknown star systems of the Drift. To explore its new horizons. To make first contact with alien species, and to support the fragile Confederation colonies.

But all is not as it seems. The Drift is haunted by old enemies - and even deadlier ancient secrets...

The Lucanii Drift is a sandbox campaign setting for the *Starships and Spacemen* RPG by Goblinoid Games. It can be easily used with any science fiction rules that allow player characters to 'boldly go'.

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