

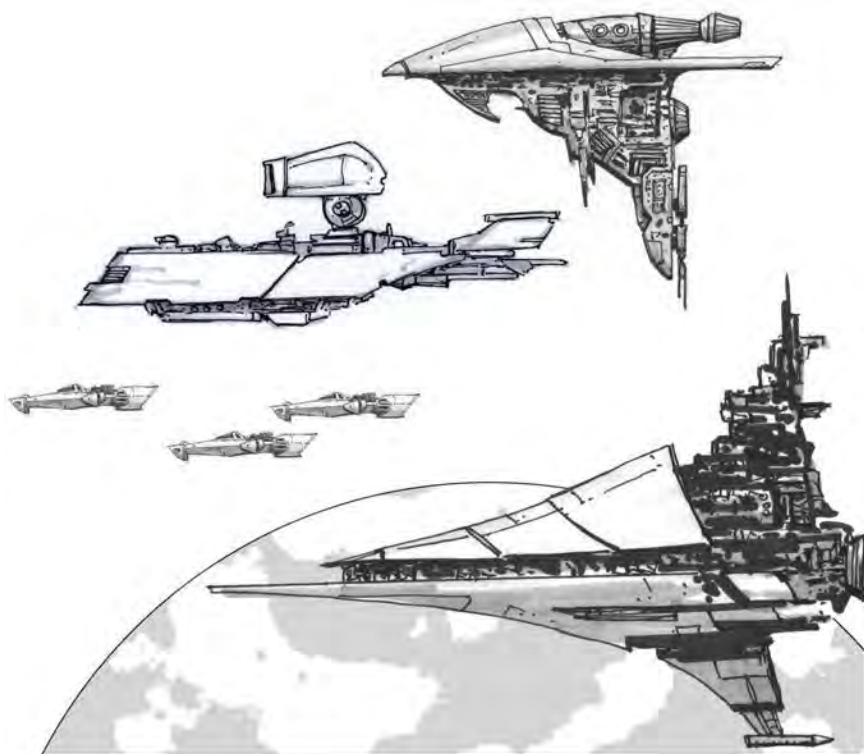
KNIGHT HAWKS

**Starship Combat
Options for your
Original Edition Game**



KNIGHT HAWKS

**Space Combat and Resources
for Your Sci-Fi Themed
Original Edition game**



Design & Graphics: Thomas Denmark

Additional art by Marc Scott

Extra special thanks to Dave Arneson, Gary Gygax, Greg Stafford, and Joe Johnston

COLONIAL TROOPERS: KNIGHT HAWKS

First Edition

Space Combat options for your Original Edition game.

Compatible with Colonial Troopers by Steve Perrin.



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Colonial Troopers: Knight Hawks

At long last a supplement for Colonial Troopers! This has been a while in the making. Early drafts date back to 2016, and the ideas for this book date much earlier.

Be forewarned this is a very light space combat system. You may wonder why so minimal? It wasn't out of lack of interest in all the nitty gritty details of a combat system. Car Wars was one of my favorite games growing up. And I've had my share of Starfleet Battles and Battletech. All great games! But Colonial Troopers is foremost a roleplaying game, and in testing we found that detailed combat took away from the focus of the game. Much like a certain 4th edition of another beloved game did. There's nothing wrong if that's the kind of game you want.

The emphasis for Colonial Troopers has always been squad level missions. Eradicating bug hives, smashing pirate dens, taking paid jobs to wipe out a crime boss, or steal a piece of tech from a rogue group. Spaceships were just a way to get from one place to another.

With this supplement the journey can now be the adventure. When you escaped with that weird new weapon from the skinnies that isn't the end of it. A skinny warship is in hot pursuit, they want their tech back! Ship to ship combat ensues. Blasting their cruiser out of the skies you make fast your escape.

But that is only the smallest part of this supplement. Most of it is information on the piece of the galaxy inhabited by the Terrans, and lots of adventure locales. More details on the Bugs. And a well playtested adventure locale: **Spacestation Zeta**. This is an adventure I've run several times at game conventions. Long before Colonial Troopers was even a thing, this was the original kernel that spawned the game and I was very fortunate to have the legendary Steve Perrin flesh out the original book.

-Thomas Denmark



A colonial fleet embarks from Jupiter to head off a Bug incursion in the Tau Ceti system.

SHIP VS. SHIP COMBAT

This supplement offers a quick, simple system to resolve ship versus ship combat, and may also be used to resolve battles between ships and characters or even ships and monsters. These rules are in no way intended to be comprehensive or realistic. A combat could be run strictly in the imagination of the players without miniatures, but this rule set provides enough substance to be run with tabletop figurines on a grid.

The Referee is encouraged to take the abilities of the crew into consideration. For instance, a player may utilize his special Pilot abilities to gain an edge in the fight. If the Referee rules, initiative rolls between individual ships may be adjusted by the commanding officer's Intelligence modifier.

Starships are given Hit Points, so they are susceptible to damage from elements like squads of heavily armed troopers, alien aerial predators, even primitive armed natives, etc. Starships are handled in much the same way as monsters, each has hit dice, an armor class, hit points, and so on.

When Starships come together in combat, initiative is rolled for normally, with each side taking a turn to broadside or strafe the other. The side winning initiative is assumed to have won the favorable position for striking from, for example strafing the rear of the enemy ship, passing overhead for a bombing run, and so on, and the side losing initiative is considered to be at a disadvantage, and so suffers a -4 to-hit penalty for the rest of the round. Initiative is re-rolled each round.

Combat Steps:

1. Roll initiative (opposing d6 checks, highest wins)
2. The side winning initiative attacks
3. The side losing initiative attacks at -4 to-hit*
4. Incapacitated ships (0 Hit Points) begin to drift out of the battle area, or sink toward the ground.
5. Back to Step One.

**If player characters or NPCs are involved in the ship-versus-ship combat, they take their turn on their initiative as normal, but don't suffer any penalties to-hit like the ship does.*

Roll on the Damage Table when a ship takes disabling damage (see HP):

Damage Table

1. Weapons system off line
2. Propulsion impaired Speed reduced to 1/2
3. Hull breach AC reduced to 9[10]
4. Navigation systems disabled -3 initiative
5. 25% of crew injured or dead (in very small ships of 4 or less crew, members must Save vs. Constitution or die)
6. Dead in the water, 0 propulsion, in space continue in a straight line from last trajectory, in atmosphere coast to the ground.

Example of combat

Two Destroyers from the Tau Ceti system are in hot pursuit of a Pirate Dreadnought. As the Destroyers have a higher maximum speed, they easily overtake the Dreadnought, and initiative is rolled. The pirate commander has Int 13, so +1 is added to his d6 initiative roll. The pirate ship gets a total of 4 (with the modifier), but the player running the Destroyers rolls a 5, gaining initiative.

The Referee rules that the initiative win indicates that the Destroyers make a strafing run across the Dreadnought's bow. The first Destroyer rolls a 15 to-hit (it needs only a 12) and the player rolls 5d6 for 18 points of damage, leaving the pirate Dreadnought with 48 hit points left before it is crippled. The player then rolls a 12 to-hit for the second Destroyer, another hit, and rolls another 5d6 for a whopping 22 points of damage. The Dreadnought is now down to 26 hit points, and beginning to flounder a bit.

Nonetheless, it gamely fires back, rolling a 17, modified to a 13 (due to the -4 for losing initiative), to hit the first Destroyer, which has an AC of 4 [16]. It still only needs a 9 to-hit, so the attack is successful, and the cannon barrage inflicts 31 points of damage to the smaller ship, leaving it with only 29 hit points. Initiative is rolled again.

This time, the pirate Dreadnought wins initiative. It fires upon the same Destroyer, and rolls a 10 to-hit (needing only a 9), blasting into it for a remarkable 33 points of damage! The unfortunate Destroyer is now at -2 hit points, and it hangs
8

in the air, defenseless, reduced to a pitiful AC of 9 [10]. If it takes another 28 points, it will reach its maximum damage threshold of -30, and be utterly destroyed.

The remaining Destroyer now fires upon the Dreadnought, which has an AC of 2 [18]. The player rolls a 12, which misses (he lost initiative, so suffers a -4 penalty to hit; normally the 12 would have been just enough).

Initiative is rolled again, and the Destroyer wins. The player rolls a 16 this time (only needing a 12), and fires a barrage of 26 hit points of damage into the pirate vessel. The Dreadnought is now down to 0 hit points, rendering it helpless, and the pirate commander, conceding defeat, pulls down his insignia banner and leaps to his death from the prow of the ship, ending the combat.

Explanation of Ship Statistics

AC: This is the Armor Class of the ship, taking into account its size, speed, and hull armor.

HD: This is Hit Dice, a rough measure of how big and powerful a ship is, from the 2HD Single Fighter to the massive 16HD Battleship. It also determines the chance of the ship to hit a target with its weaponry (see to-hit tables below). A typical Airship has 5 hit points per Hit Die before it is crippled, and half that number again before it is utterly destroyed. For example, a 6 HD ship typically has HP of 30/15.

HP: This is the number of hit points a ship has. The number to the left of the slash is how many points it takes to disable a ship, roll on the Damage Table, it may still be salvaged and repaired. The number to the right is how many more points of damage it takes to completely destroy the ship. For instance, if a Single Fighter takes 10 points of damage, it rolls on the Damage table. If it takes another 5 points, it explodes or spirals down to the surface, etc.

Atk: This is the amount of damage inflicted by the airship. Light craft such as Fighters are typically armed with swivel-mounted rifles, Cruisers with light cannons, and heavy ships like Dreadnoughts and Destroyers with heavy cannons. Most vessels also carry a stock of concussive bombs to attack

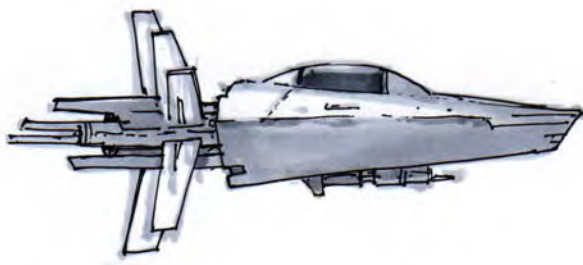
ground forces or ships beneath them. When multiple dice of damage are indicated, the ship may make a separate attack per die per target. For example, a Destroyer is being attacked by six Single Fighters. The Destroyer can focus its full 5d6 barrage against one of the attacking Fighters, or target five of them in five separate attacks, for 1d6 points of damage per attack.

Crew: This number indicates the number of people necessary to operate the airship at full effectiveness and speed, and the maximum total number of individuals it can carry. For example, the Dual Fighter requires at least one person to operate it, and can carry a total maximum of three people inside.

Speed: This lists two speeds in miles per hour: the maximum speed, and the average cruising speed. If a vessel is in the atmosphere of a planet it travels at only half-speed. Some navies know special gearing tricks that can effectively increase speeds by up to 50%. If you are using miniatures or counters on a hex sheet or “battle-mat” to visualize your aerial combats, simply divide the ship’s max speed by 10 to determine how many squares or hexes it can move each round. For instance, a battleship can move 6 hexes, or squares, each round. Allow smaller ships to have tighter turn radius up to 90°, while large ships can turn 45° at most.

Accessories: This is how many additional accessories can be added to the craft to improve its capability. See the Accessories section.

Small Craft: Some large vessels host a number of smaller Fighters and/or Cruisers. Attempting to launch a small vessel from a warship that is engaged in aerial combat invites an immediate, free attack from the nearest enemy vessel.



Starship Types

Use these ships as they are, or merely as guidelines for creating your own ships.

Single Fighter

AC: 2 [18]

HD: 2

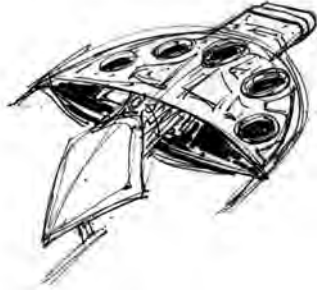
HP: 10/5

Atk: 1d6

Crew: 1/2

Speed: 200/100

Accessories: 1



Dual Fighter

AC: 3 [16]

HD: 2+2

HP: 12/6

ATK: 1d6

Crew: 1/3

Speed: 175/100

Accessories: 2



Bomber

AC: 4 [16]

HD: 3

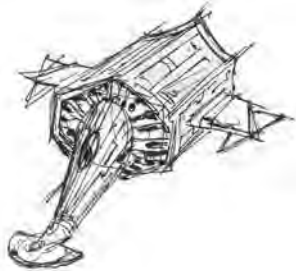
HP: 15/7

Atk: 2d6

Crew: 2/6

Speed: 150/75

Accessories: 3



Small Cruiser

AC: 4 [16]

HD: 4

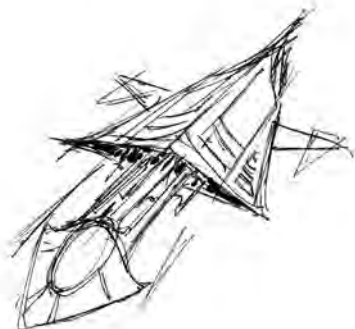
HP: 20/10

Atk: 2d6

Crew: 4/16

Speed: 120/60

Accessories: 4



Large Cruiser

AC: 5 [15]

HD: 6

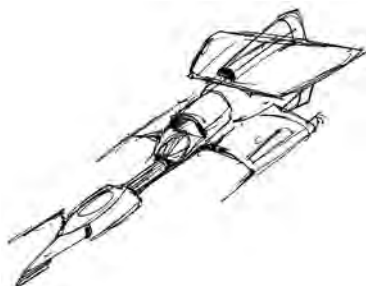
HP: 30/15

Atk: 3d6

Crew: 8/24

Speed: 100/50

Accessories: 5



Transport

AC: 6 [14]

HD: 6

HP: 30/15

Atk: 2d6

Crew: 12/200

Speed: 80/50

Accessories: 6



Large Transport

AC: 7 [13]

HD: 10

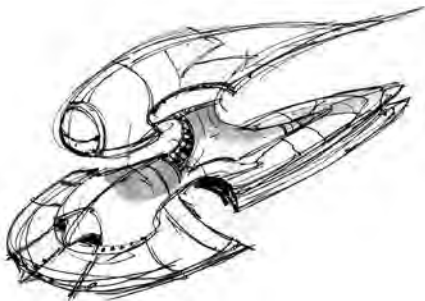
HP: 50/25

Atk: 3d6

Crew: 30/500

Speed: 60/30

Accessories: 7



Destroyer

AC: 4 [16]

HD: 10

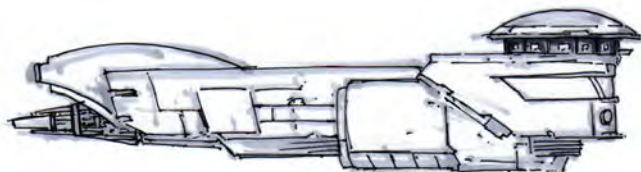
HP: 50/25

Atk: 5d6

Crew: 20/120

Speed: 80/50

Accessories: 8



Contains Smaller Craft: 4 Dual Fighters, 2 Bombers, 1 Small Cruiser

Dreadnought

AC: 2 [18]

HD: 12

HP: 60/30

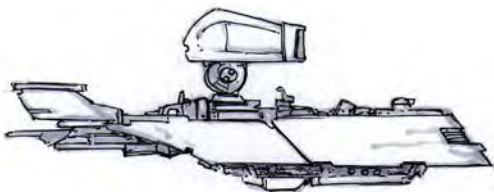
Atk: 6d6

Crew: 50/400

Speed: 80/50

Accessories: 9

Contains: 8 Single Fighters, 8 Dual Fighters, 4 Bombers, 2 Small Cruisers.



Battleship

AC: 3 [17]

HD: 16

HP: 80/40

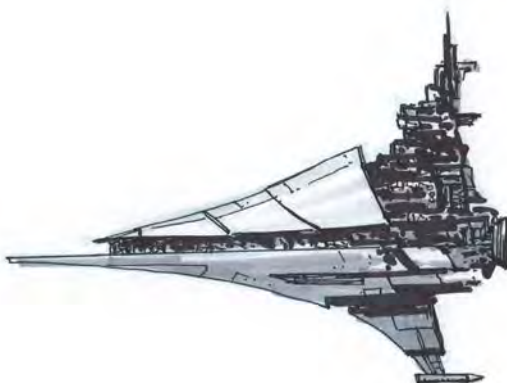
Atk: 8d6

Crew: 100/1000

Speed: 60/30

Accessories: 10

Contains: 10 Single Fighters, 8 Dual Fighters, 8 Bombers, 2 Small Cruisers, 1 Large Cruiser.



Battlestation

AC: 3 [17]

HD: 16

HP: 80/40

Atk: 8d6

Crew: 100/1000

Speed: 60/30

Accessories: 12

Contains: 20 Single Fighters, 16 Dual Fighters, 16 Bombers, 7 Small Cruisers, 5 Large Cruisers, 3 Destroyers, 2 Dreadnought, 1 Battleship.



Ascending AC To-Hit Table

(bonus added to d20 to-hit listed AC)

| HD | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----|----|----|----|----|----|----|----|----|----|-----|
| + | +0 | +1 | +1 | +2 | +2 | +3 | +3 | +4 | +4 | +5 |
| HD | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| + | +5 | +6 | +6 | +7 | +7 | +8 | +8 | +9 | +9 | +10 |

Descending AC To-Hit Table

(roll needed on a d20 to-hit, arranged by HD of ship)

| Target AC | | | | | | | | | | | |
|-----------|----|----|----|----|----|----|----|----|----|----|----|
| HD | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 2 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 3 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 4 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 5 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 7 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 8 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 9 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 10 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 11 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 12 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| 13 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| 14 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| 15 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| 16 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 17 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 18 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 19 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 20 | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

Accessories

These are improvements that can be added to spaceships. Each spaceship has a limited number of accessory slots. Note that some of these take up 2 or more slots. Accessories marked as cumulative can be taken more than once.

Ablative Armor [1]: +1 damage resistance (cumulative to a max of +4 for small ships, up to +8 for large ships).

Armor Piercing Rounds [1]: ignores 1 point of damage resistance (cumulative to a max of +4).

Boosters [1]: Increase speed by x2 for 1 round, boosters must rest 4 rounds before they can be used again (cumulative up to 2 boosters).

Harpoon [1]: a to hit within 360' establishes a tether, if the target is smaller it can be towed. If the target is larger it will pull the attacker.

Heavy Shielding [1]: +10 hp (cumulative)

Incendiary Bombs [1]: does an additional 1d6 damage the next round after a hit.

Ion Cannon [2]: 50% chance it neutralizes opponent for 1d4 rounds on a hit (treat as Dead in the Water). Takes 3 rounds to recharge.

Navicomputer [1]: this gives +1 initiative (cumulative to a max of +4)

Neutron Cannon [2]: deals double damage on a hit, can fire once every 3 rounds.

Point Defense [1]: Single out an opponent, +2 AC vs that opponent (cumulative to a max of 4 opponents).

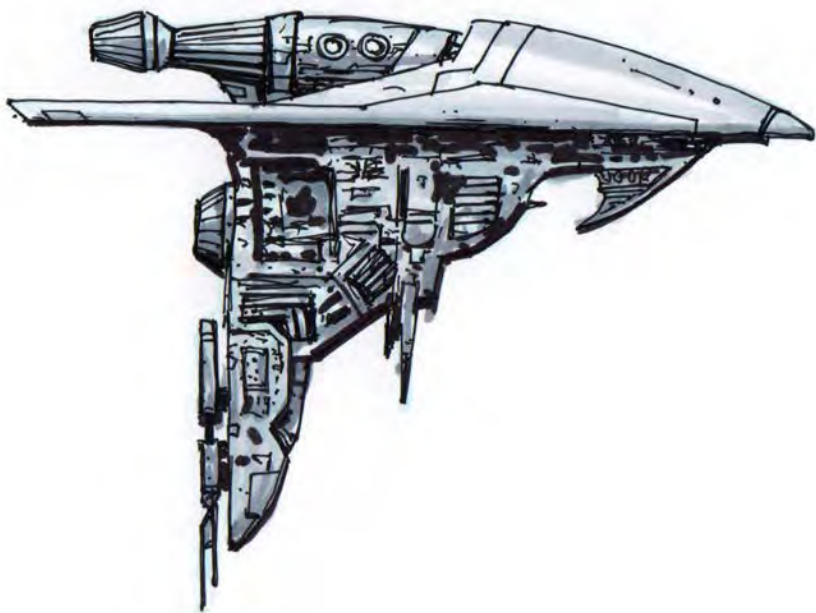
Quick Ready Force [2]: launching a small ship does not invite a free attack.

Repair Bot [2]: recover 1d4 HP each round (cumulative).

Stealth Mode [1]: avoid detection, reduces chance to be detected to 1 in 10. Cannot attack while in stealth.

Targeting Computer [1]: this adds +1 to hit (cumulative to a max of +4).

Tractor Beam [2]: requires a to hit roll to lock on a target within 360' of it. The target is immobilized (10 AC) and slowly drawn toward the tractor beam. Only for Dreadnought or larger ships.



COLONIAL TROOPERS

KNIGHT HAWKS SHIP SHEET

Name: _____

Type: _____



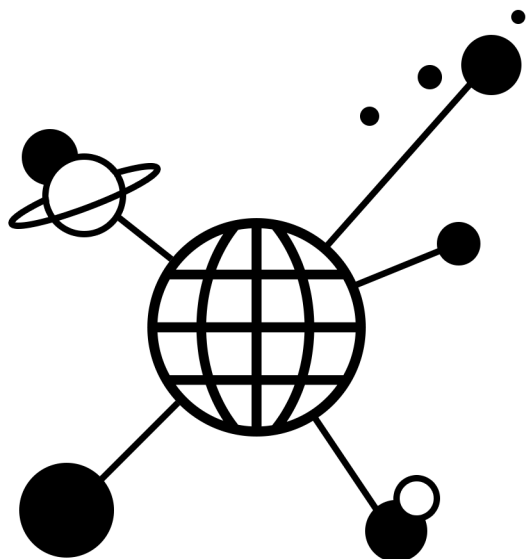
HP /

Crew: /



Speed: /

Accessories:



Colonial Empire

Most of the habitable planets within 14 light years of Sol have been colonized. There are some far flung colonies as distant as 400 light years or more away. The human empire is strained to its limits to maintain communication and control. The president and United Congress govern from the United Planets capitol on Earth, desperately coordinating war efforts, and holding on to power as other colonies grow in power and influence.

Even systems without habitable planets have space stations that observe and mine for resources in the outlying regions. This creates a network of commerce and science, that is also in constant danger from the Bugs.

The war with the Bugs has been going badly for the Terrans. System after system, world after world, has been overrun. The line is getting closer to Sol prime. Amidst the chaos of war there are still those out for personal gain. While the species may seem doomed, pirates still raid where they think resistance is weak. Entrepreneurs seek to profit by everything from selling military hardware, to charging exorbitant prices to provide goods in war torn regions.

The Colonial Troopers are not going down without a fight. They push back hard against the Bugs, reclaiming lost worlds by delving deep into Bug hives and eliminating Brain Bugs, which seems to be the most successful tactic so far as the hive then loses its way and becomes disorganized.

Abandoned and completely infested space stations are prime targets for the Troopers to voyage into and cleanse so that they can be renovated and reoccupied by the Terrans.

Earth itself, long turned into a giant park where industrialization is forbidden is still a virtual Eden. But the moon, bases on mars, mining stations in the asteroid belt, and so on have all been turned toward war equipment production. Manufacturing capabilities are at full capacity churning out warships, battlearmor, weapons, battlestations, and other military hardware.

It is a fight for the survival of humankind.

This section describes the explored star systems, and a

sample of space stations, systems, and rocky worlds for a wide variety of adventuring environments. These are described in a sandbox style, leaving plenty of room for the GM to fill in details suitable to his or her campaign.

When you run space faring games you soon learn that the players can chew through content rather quickly. It would be a fruitless endeavor to describe everything in detail. Only certain areas need much detail, such as common spaceports the characters journey to, ships they often encounter like that of primary adversaries and allies, as well as isolated adventure locales like a space station or a Bug hive.

Space stations can be ideal locations since they are contained areas, they can have a great deal of intrigue, and all kinds of danger, adventure, and wealth to be had. Often the worst enemies are fellow humans who have their own agendas that clash with the player character's goals.

Just a few ideas:

- Pirates harassing trade routes
- Smugglers using a station as a base
- Mafia controlling part or all of a station
- Station commandeered by Rogue Military
- Hard Ass Military types refusing cooperation
- Legal Entanglements with the Empire
- Alien diseases turning crew into zombies
- Alien infestation on a world
- Abandoned bug infested space station

The Bugs aren't the only threat. The Skinnies were long ago subdued by Colonial Troopers, but they have reformed and are taking advantage of the situation. They will sometimes make bold attacks on defenseless Terran outposts if they think there are resources to be gained.

The Skinnies also have a sizable space fleet and occasionally engage Terran crafts and harass undefended space stations.

Colonial Empire Star Charts

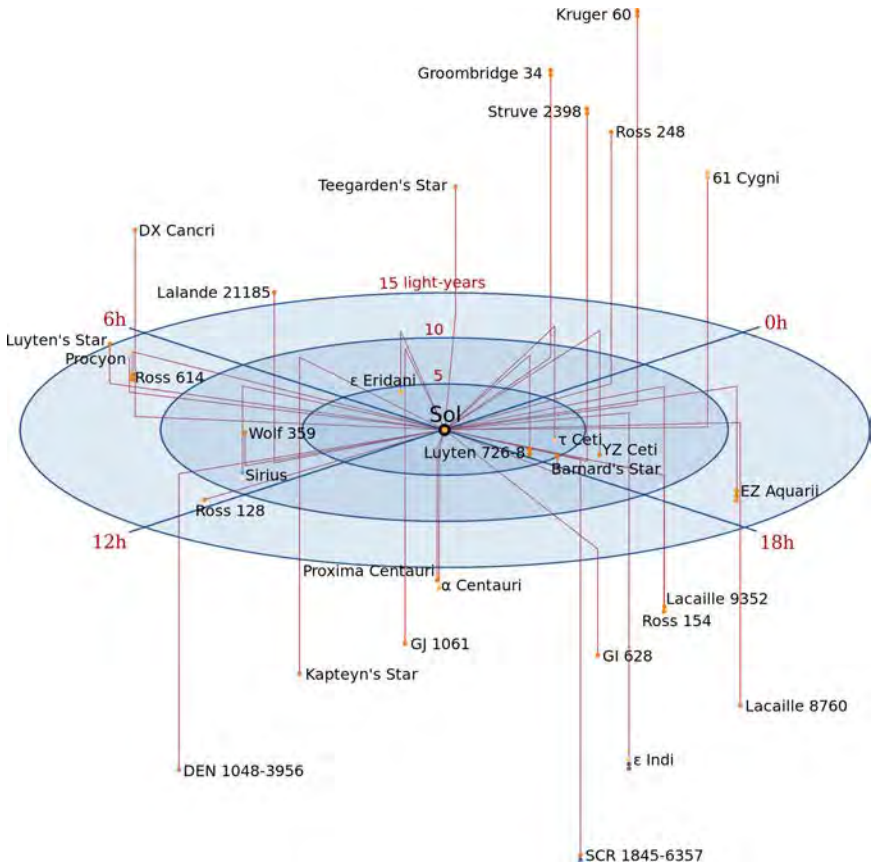


Image By Inductiveload - self-made, Mathematica, Inkscape. See also: <http://www.daviddarling.info/encyclopedia/S/starsnearest.html>, Public Domain, <https://commons.wikimedia.org/w/index.php?curid=3840155>

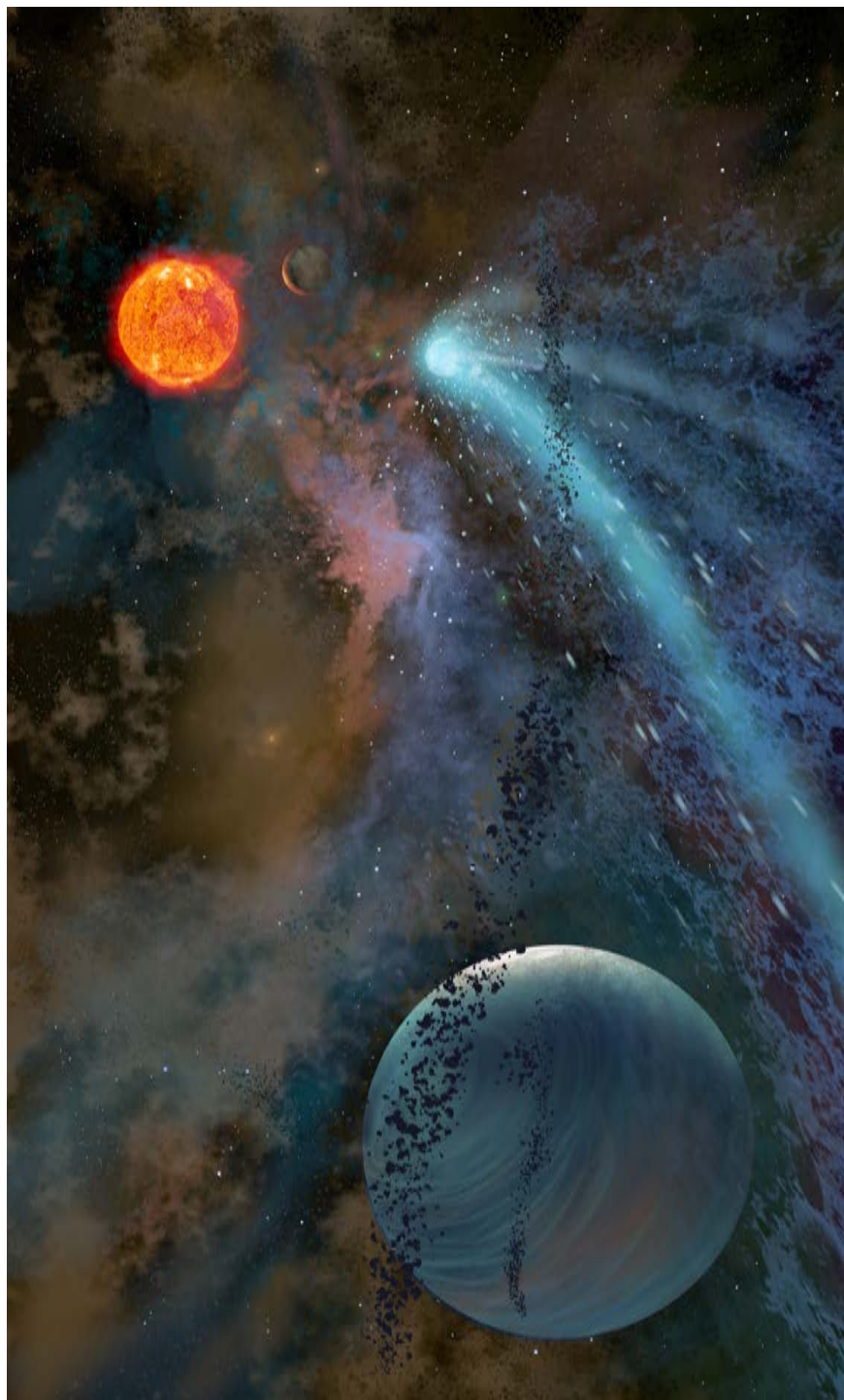
A spatial representation of several stars within 14 light-years of Sol. If a star is double or triple the stars are shown stacked vertically: the actual position is the star closest to the center plane. The stars on this map may not all be visible from Earth to the naked eye, as many are dwarf stars. The coordinate system is right ascension and declination. Hours of RA are marked, as well as distance in multiples of 5 light-years.

Colonized Star Systems Closest to Sol Prime

| Star | Distance (lt years) | Magnitude | Spectral Type | Object |
|------------------|------------------------|-----------|---------------|-------------|
| Proxima Centauri | 4.24 | 15.53 | M5.5Ve | Red dwarf |
| Alpha Centauri A | 4.37 | 4.38 | G2V | A star |
| Alpha Centauri B | 4.37 | 5.71 | K1V | K star |
| Barnard's Star | 5.96 | 13.22 | M4Ve | Red dwarf |
| Luhman 16A | 6.6 | 14.2 | L8 | Brown dwarf |
| Luhman 16B | 6.6 | - | T1 | Brown dwarf |
| WISE 0855-0714 | 7.26 | - | Y | Brown dwarf |
| Wolf 359 | 7.78 | 16.55 | M6.5Ve | Red dwarf |
| Lalande 21185 | 8.29 | 10.44 | M2V | Red dwarf |
| Sirius A | 8.58 | 1.42 | A1V | Am star |
| Sirius B | 8.58 | 11.34 | dA2 | White dwarf |
| Luyten 726-8A | 8.73 | 15.4 | M5.5Ve | Red dwarf |
| Luyten 726-8B | 8.73 | 15.85 | M6Ve | Red dwarf |
| Ross 154 | 9.68 | 13.07 | M3.5Ve | Red dwarf |
| Ross 248 | 10.32 | 14.79 | M5.5Ve | Red dwarf |
| Epsilon Eridani | 10.52 | 6.19 | K2V | K star |
| Lacaille 9352 | 10.74 | 9.75 | M0.5V | Red dwarf |
| Ross 128 | 10.92 | 13.51 | M4Vn | Red dwarf |
| WISE 1506+7027 | 11.09 | 16.6 | T6 | Brown dwarf |
| Luyten 789-6 A | 11.27 | 15.64 | M5.5V | Red dwarf |
| Luyten 789-6 B | 11.27 | 15.58 | M? | Red dwarf |
| Luyten 789-6 C | 11.27 | 16.34 | M? | Red dwarf |
| Procyon A | 11.4 | 2.66 | F5V-IV | F star |
| Procyon B | 11.4 | 12.98 | dA | White dwarf |
| 61 Cygni A | 11.4 | 7.49 | K5V | K star |

| Classification | Temperature | Color |
|----------------|-------------|--------------|
| O0 | 40,000 K | Blue |
| B0 | 20,000 K | Light Blue |
| A0 | 10,000 K | White |
| F0 | 7,500 K | Yellow-White |
| G0 | 5,500 K | Yellow |
| K0 | 4,000 K | Orange |
| M0 | 3,000 K | Red |

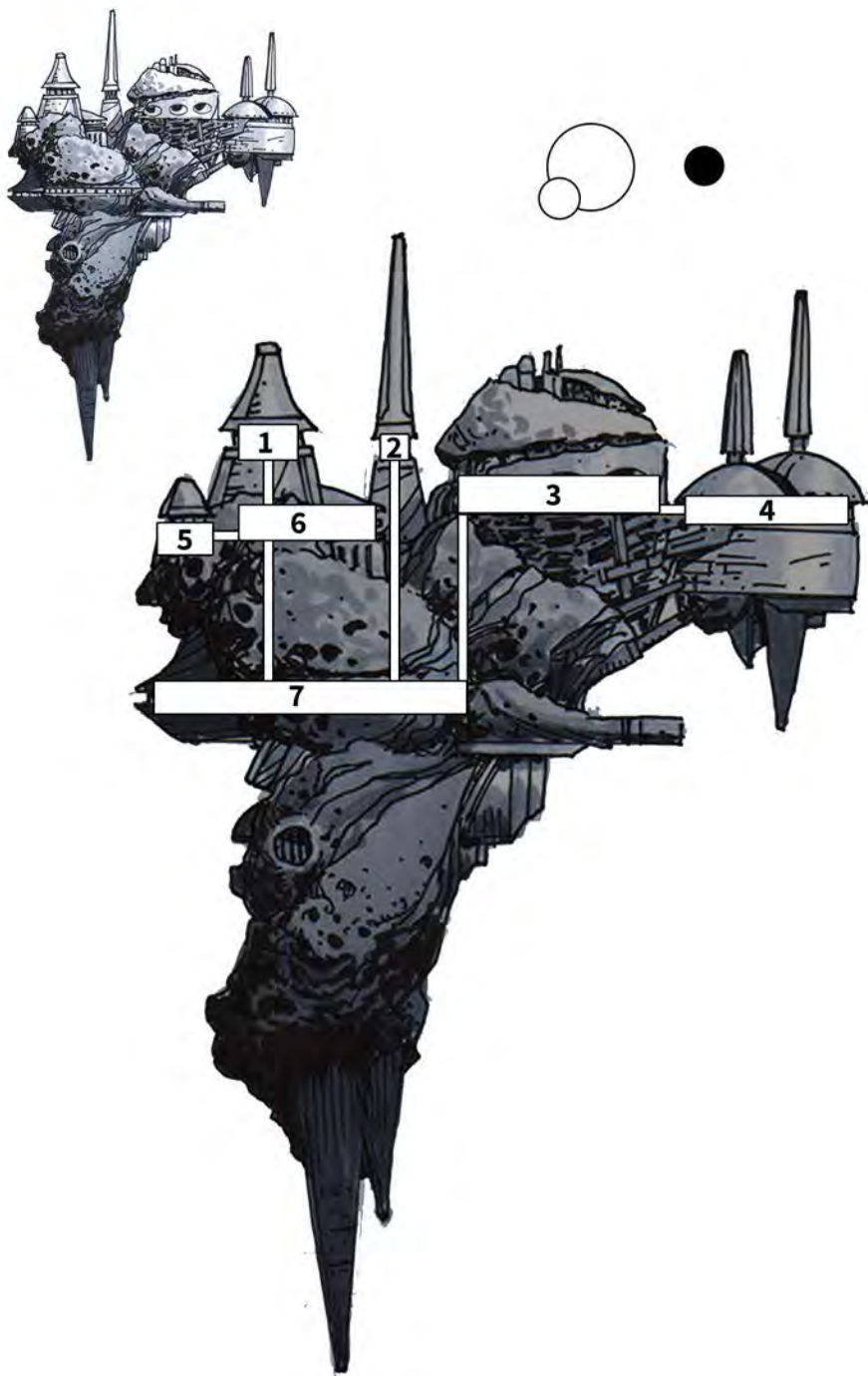
| Star | Distance (lt years) | Magnitude | Spectral Type | Object |
|------------------|--------------------------------|------------------|----------------------|---------------|
| 61 Cygni B | 11.4 | 8.31 | K7V | K star |
| Struve 2398 A | 11.53 | 11.18 | M3V | Red dwarf |
| Struve 2398 B | 11.53 | 11.95 | M3.5V | Red dwarf |
| Groombridge 34 A | 11.62 | 10.32 | M1.5V | Red dwarf |
| Groombridge 34 B | 11.62 | 13.3 | M6V | Red dwarf |
| Epsilon Indi A | 11.82 | 6.89 | K5Ve | K star |
| Epsilon Indi Ba | 11.82 | - | T1V | Brown dwarf |
| Epsilon Indi Bb | 11.82 | - | T6V | Brown dwarf |
| DX Cancri | 11.83 | 16.98 | M6.5V | Red dwarf |
| Tau Ceti | 11.89 | 5.68 | G8Vp | G star |
| GJ 1061 | 11.99 | 15.26 | M5.5V | Red dwarf |
| WISE 0350-5658 | 12.07 | - | Y1 | Brown dwarf |
| YZ Ceti | 12.13 | 14.71 | M4.5V | Red dwarf |
| Luyten's Star | 12.37 | 11.97 | M3.5Vn | Red dwarf |
| Teegarden's star | 12.51 | 17.22 | M6.5V | Red dwarf |
| SCR 1845-6357 A | 12.57 | 19.41 | M8.5V | Red dwarf |
| SCR 1845-6357 B | 12.57 | - | T6 | Brown dwarf |
| Kapteyn's Star | 12.78 | 10.87 | M1.5V | Red dwarf |
| Lacaille 8760 | 12.87 | 8.69 | M0.0V | Red dwarf |
| WISE 0535-7500 | 13 | - | Y1 | Brown dwarf |
| Kruger 60 A | 13.15 | 11.76 | M3.0V | Red dwarf |
| Kruger 60 B | 13.15 | 13.38 | M4.0V | Red dwarf |
| DEN 1048-3956 | 13.17 | 19.37 | M8.5V | Brown dwarf |
| UGPS 0722-05 | 13.26 | - | T9 | Brown dwarf |
| Ross 614A | 13.35 | 13.09 | M4.5V | Red dwarf |
| Ross 614B | 13.35 | 16.17 | M5.5V | Red dwarf |



Spacestations

Adventure Locations

Wolf 359 Station 2



Wolf 359 Station 2

AC: 3 [17]

HD: 16

HP: 8000/4000

Atk: 14d6

Crew: 25,000

Speed: 60/30

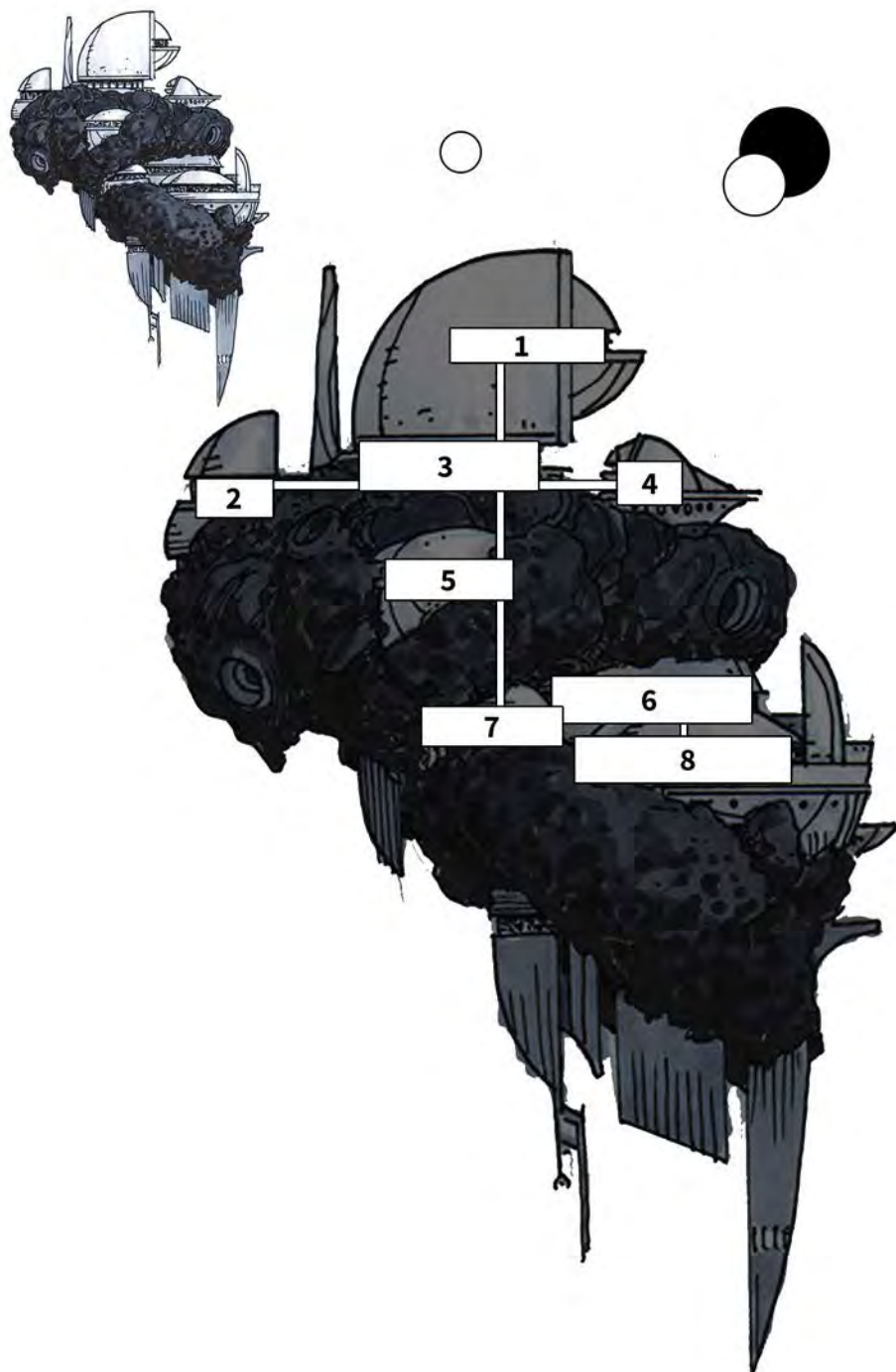
The first Wolf station was destroyed in a cataclysmic encounter with the Bugs. A second one was hastily built as a covert lookout post with giant sensory antennas to receive and broadcast encrypted communications with Earth and other human stations.

It has since become a hub of intelligence with top AI and cryptographic engineers and scientists manning it.

Unlike most stations Wolf 359 Station 2 is capable of sub-light propulsion and a cloaking field, so it can avoid detection and evade enemies.

1. Central broadcast and communications center.
2. FTL high frequency and extreme energy output broadcast tower.
3. Intelligence and AI research facility.
4. Backup and reserve towers. This is a detachable pod that is capable of light speed. It has living quarters and facilities enough to sustain the entire crew indefinitely.
5. Officers quarters
6. Common area and living quarters.
7. Docking bay for an armada of fighters and battleships.
Contains: 40 Single Fighters, 20 Dual Fighters, 20 Bombers, 8 Small Cruisers, 4 Large Cruisers, 2 Destroyers, 1 Dreadnought.

Epsilon Eridani Station 1



Epsilon Eridani Station 1

AC: 3 [17]

HD: 16

HP: 10000/5000

Atk: 12d6

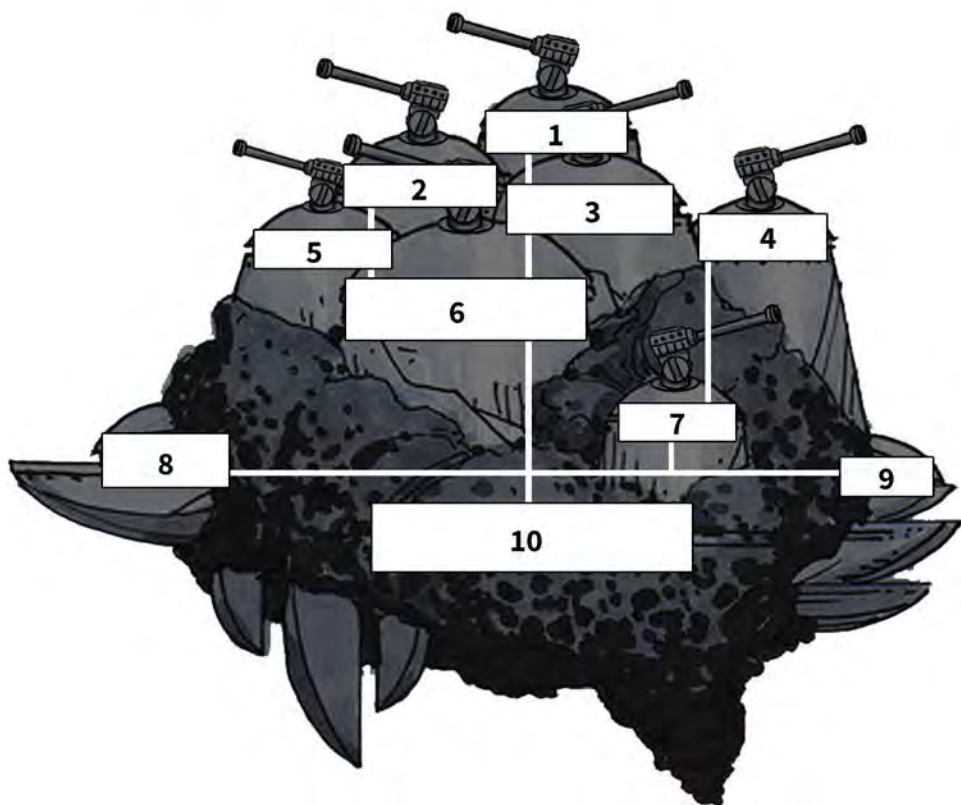
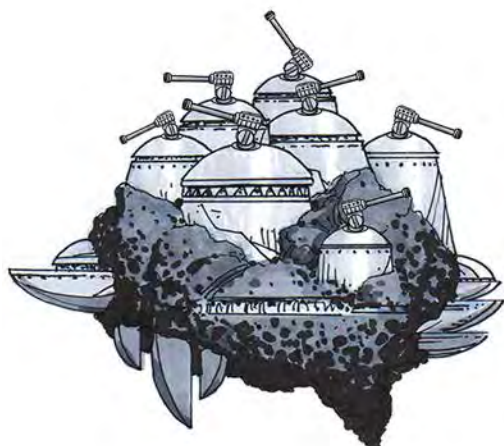
Crew: 25,000

Speed: no propulsion

Epsilon Eridani is a joint venture by several corporate conglomerations to mine the rich resources in the Epsilon Eridani system. It is under civilian control. The companies are willing to pay rich rewards to eradicate Bug infestations in the area when the Colonial government is unable to send forces in to deal with the matter.

1. Corporate headquarters, it is spacious with VR rooms, and a private port with luxury yachts.
2. Psy-ops and opposition research station.
3. Common area with food halls and corporate sponsored shopping areas.
4. Private security force and a fast launch port with 20 Single Fighters, 10 Dual Fighters, and a Small Cruiser.
5. Research and development laboratories.
6. Manufacturing.
7. Employee living areas, cramped but well accommodated with recreation areas, a park, and communal activities.
8. Warehouse, shipping, and operations.

Tau Ceti Station 5



Tau Ceti Station 5

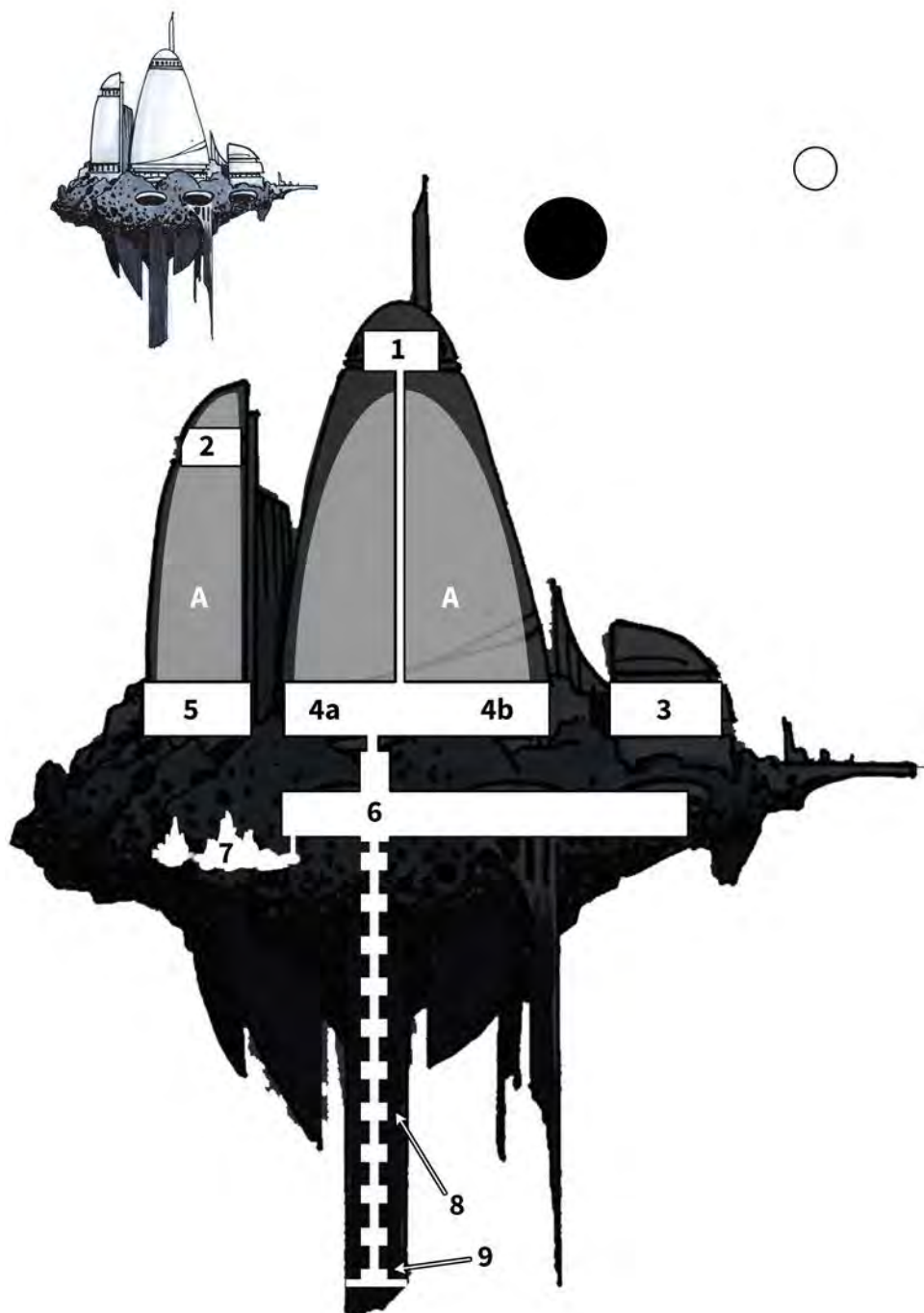
AC: 3 [17]
HD: 20
HP: 9000/4500
Atk: 18d6
Crew: 14,000
Speed: 40/20

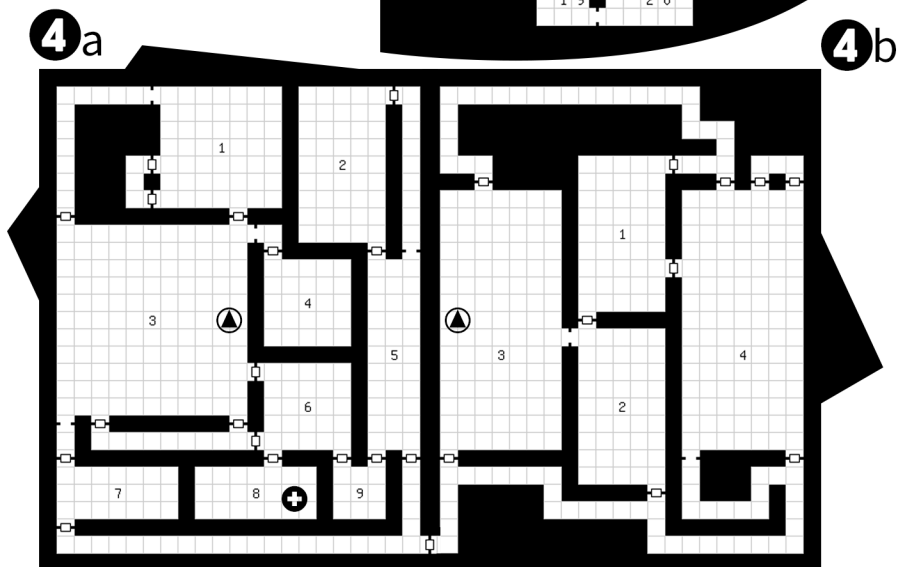
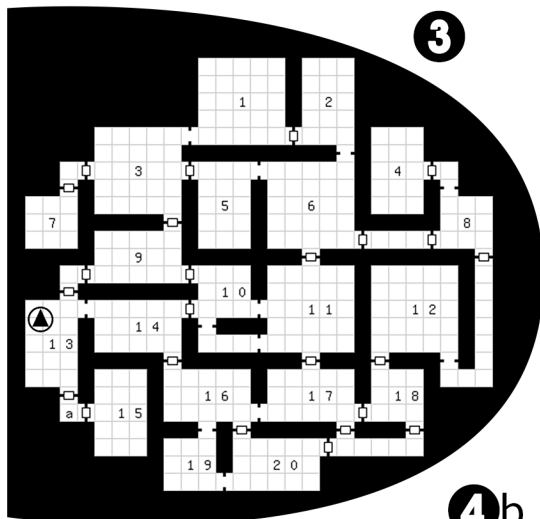
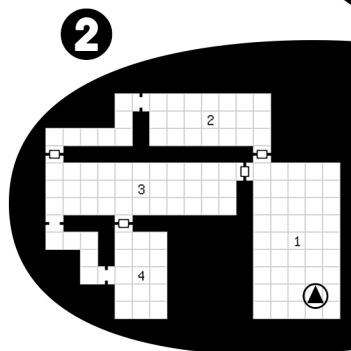
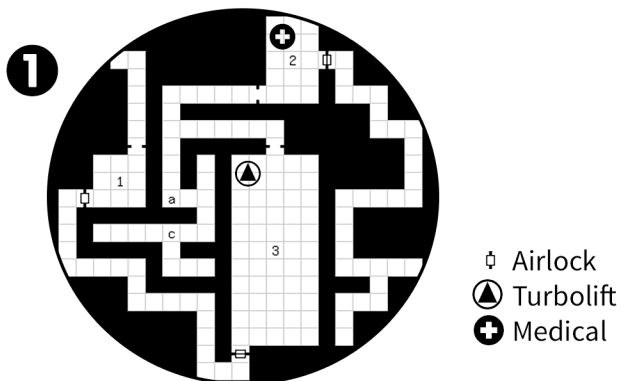
Tau Ceti is on the forefront of the war against the Bugs. It is a highly militarized station. Originally it was built as a science outpost to search for extra-terrestrial life in the Tau Ceti system which seemed to be very promising until research was cut short by a massive Bug invasion. If there was any indigenous life on the planets, they were now overwhelmed or outright eradicated. The military took over the station and retrofitted it for battle.

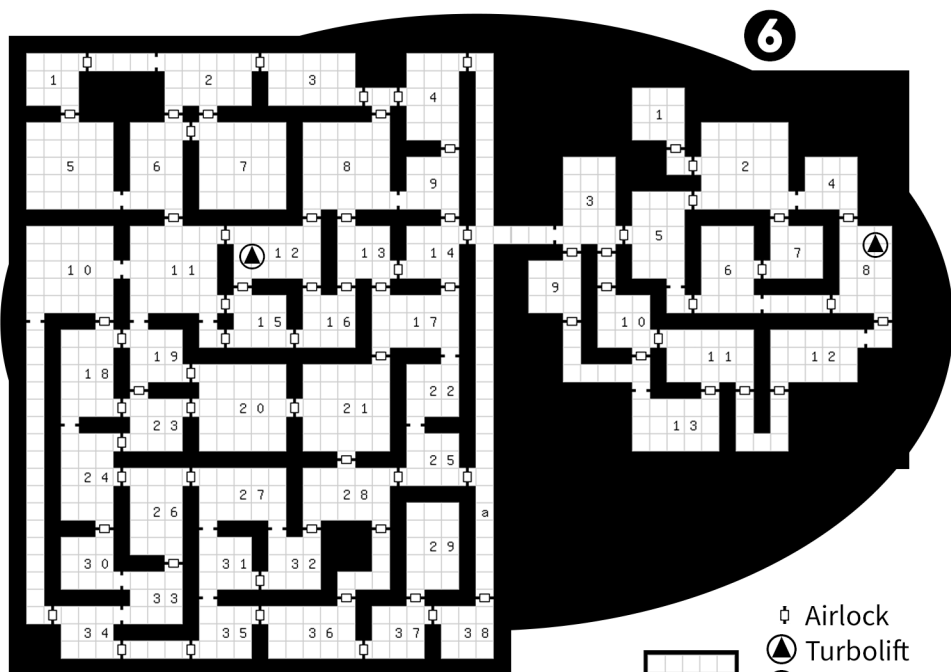
1. Command and control center.
2. Strategic Operations
3. Special Forces, Quick Readiness
4. Training
5. Covert Operations
6. Equipment, Arms, and Armor Storage
7. Rest and Recreation
8. Primary launch pad
 - Contains: 80 Single Fighters, 40 Dual Fighters, 40 Bombers, 16 Small Cruisers, 8 Large Cruisers, 4 Destroyers, 2 Dreadnoughts.
9. Reserve launch pad
 - Contains: 20 Single Fighters, 10 Dual Fighters, 10 Bombers, 4 Small Cruisers, 2 Large Cruiser, 1 Destroyer.
10. Troop Barracks and living areas.

In addition to it's fleet of warships, Tau Ceti Station 5 has 7 Neutron cannons that can fire in all directions, except directly below, to devastating effect: 18d6 damage each.

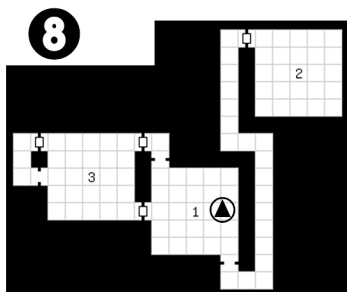
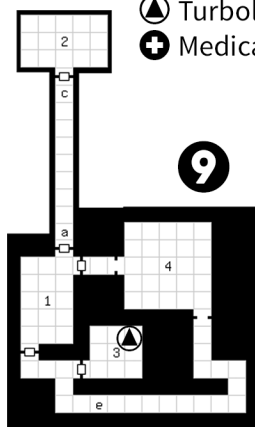
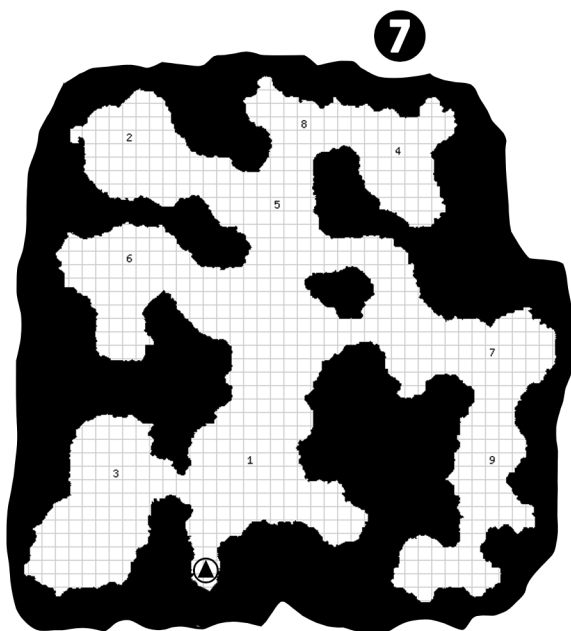
Proxima Centauri Station 1







- ◊ Airlock
- ▲ Turbolift
- ⊕ Medical



Proxima Centauri Station 1

AC: 3 [17]

HD: 15

HP: 9000/4500

Atk: 0

Crew: 125,000

Speed: 0

The first and oldest extra-solar space station it is dilapidated, in poor repair, and controlled by criminal elements. It is still one of the most important trade ports. Heavily mined, it is still rich in ores, and ongoing mining operations employ the working class. Turbolifts go to any other Turbolift. Some areas may require proper security clearance. Medical stations are unmanned and robotic.

A. Arboretums

1. Control Tower. The control consoles for the entire station are here. Access is only permitted to upper level officers. The captain of the station resides here.
2. Master Ecology Control Room. Ecologists monitor these areas to maintain optimal climates for the arboretums. A wide variety of flora and fauna live here.
3. Living quarters and recreation. Virtual reality rooms create any kind of entertainment you might want. This is also where the interstellar spaceport is where passengers embark and disembark.
4. Master community area, filled with shops.
 - 4a. Common district where the lower class shop.
 - 4b. Elite district where the wealthy shop.
5. Waste treatment facilities (no map as it is essentially just a giant pool of waste under the Arboretum)
6. Factories and machinery, lower level living quarters.
7. Mining caves
8. Ore processing and gravity turbines. These turbines create the artificial gravity of the station. While most of the station is 1g, gravity can get a little weird in these spaces as it goes down to 9 where it is nearly 0g.
9. Shipping and Receiving port. This is where mercantile transport craft land to purchase ore from the station.

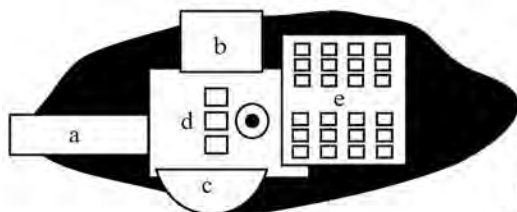


Spacestation Zeta

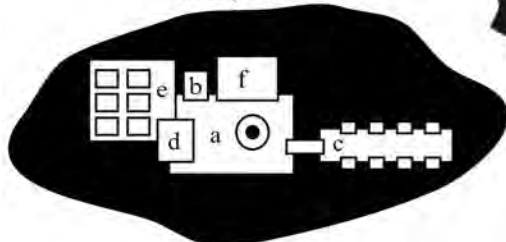
Campaign Setting and Mini-Adventure

Spacestation Zeta

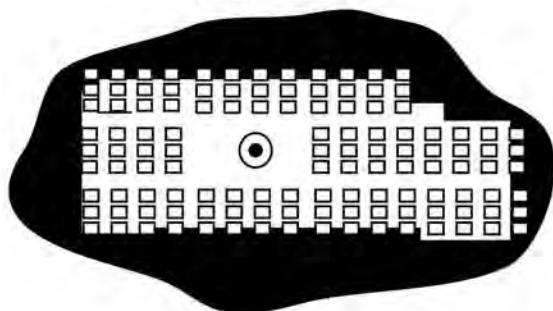
Executive Headquarters



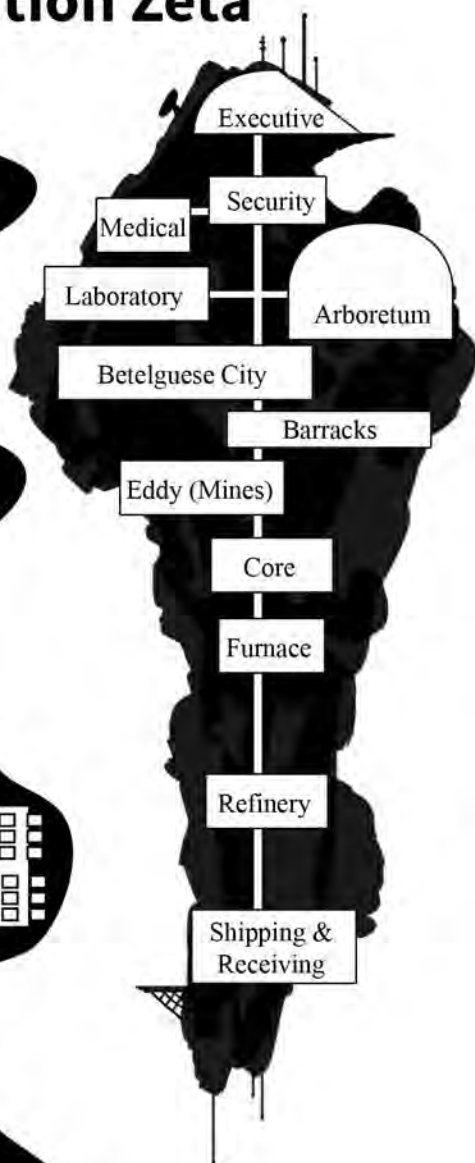
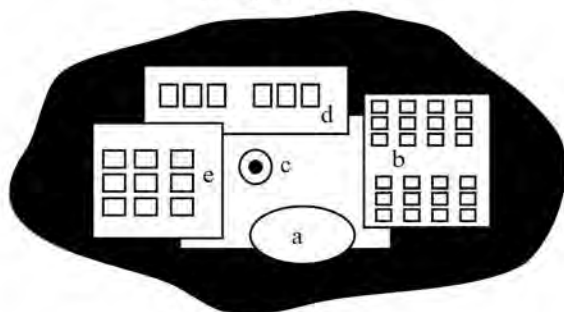
Security Level



Miner Barracks



Betelguese City




● Turbolifts

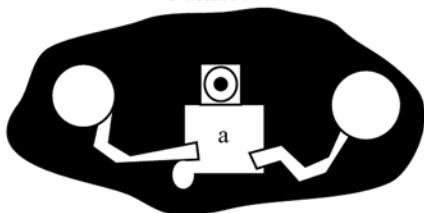
500 feet



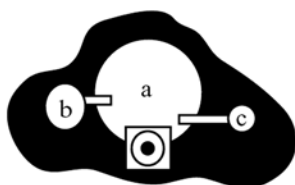
500 feet



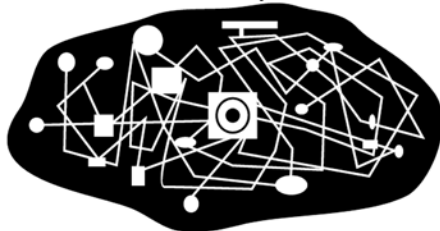
Furnace



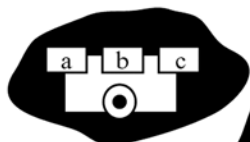
The Core



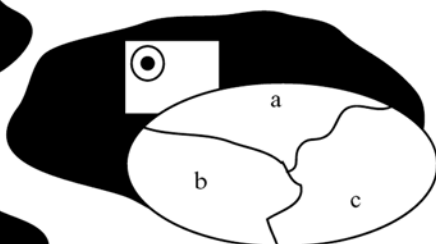
Refinery & “Maze”



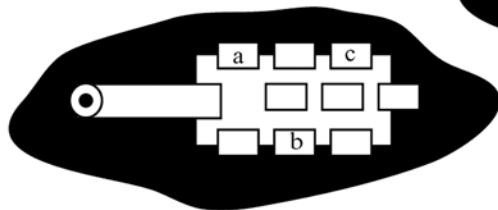
Medical



Arboretum



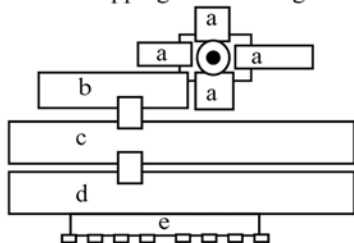
Science Labs



Eddy

note that each one of these mines is a complicated series of tunnels. This is an oversimplification.

Shipping & Receiving



f



Spacestation Zeta Introduction

This is an adventure on a spacestation, an alien disease outbreak that turns victims into veritable zombies. While it can be completed in just a few gaming sessions the station itself is designed to be a place where many future adventures can be had.

In a hundred thousand colonies, spread across a hundred thousand stars Mega-Core reigns supreme in the name of their god: Money.

A dilapidated asteroid mine orbits the aging giant red sun Zeta. It has become a city of thousands over dozens of generations, living and working for the company.

Presently the CEO of Mega-Core is on his way to inspect the station.

After hours the miners retire to the Lazerswil bar to let off steam. The relentless dancing of the money girls drowns out the drunken binges, heated brawls, and mindless mayhem caused by altercations between miners and security officers as the company keeps a watchful eye through hidden cameras. Things have been this way for decades, but now rumors of strange goings on are heard everywhere, and the buddy you were drinking with last night has disappeared, nowhere to be found. Did he fall down an unmarked shaft, or has something more sinister happened?

Factions of Zombies on Zeta

In Zombies on Zeta players take parts as miners, security officers, Colonial Troopers, or executives who keep the operation running. Zombies on Zeta can be run as a one shot adventure for 4-5 characters requiring about four hours or stretched into a much longer multi-session game.

Mega-Core “The Company”

If a player chooses to be a Mega-Core executive, she will get a great deal of power and responsibility, but her loyalty will be to Mega-Core and her goal will be to make profit for “The Company”. The Company has its hands in everything from sweet vittles candy pills (they’re vid-a-licious!), to the massive outlying colonies scattered across the outer systems (where the colonists buy Mega-Core homes, Mega-

Core clothes, Mega-Core toilet paper, and breathe Mega-Core air). Most importantly for this adventure, Mega-Core owns Spacestation Zeta and the CEO of Mega-Core is on his way to inspect the operation at this moment.

Colonial Labor Union

A player who chooses to be a miner will be loyal to the Colonial Labor Union. Where Mega-Core goes, the Colonial Labor Union follows to provide a steady, professional work force. The laborers would be well paid, if the Union didn't take so much in dues and payments under the table. The Union controls the workforce of Spacestation Zeta with an iron grip. Extremely powerful, and equally corrupt the Union regularly stages uprisings, strikes and walkouts in order to show whose really in charge of the station.

Omicron Security

Players who choose to be security guards will work for Omicron Security. Mega-Core employs this private agency to manage the security of the station. Security officers are caught between Mega-Core and the Union, getting screwed by both sides. Most officers are just poor slobs trying to do their job in a difficult and stressful situation. The important thing to remember is that they have the Big Guns and authority to get into the highly secured areas of the station (except the deep secret science labs, which only high level executives or Mega-Core scientists are allowed in).

Running Zombies on Zeta

Zombies on Zeta is a science fiction adventure environment set in the distant future on an asteroid mining colony. You will need to at least skim through the sections on the environment and inhabitants to get a feel for the place. Then you can decide to focus on a few particular parts based on the types of characters you're players make.

If the group is:

- Mostly company execs, then you can focus on John Wilcox, CEO of Mega-Core (see **The Cast** below) and keeping the station running and making money as bad things happen.
- Mostly security guards, then you can focus on the illegal activities taking place on the station, such as

drug smuggling, the Union's crime ring, and other illicit activities on the station.

- Mostly miners, then you can focus on how the company is trying to squeeze every bit they can out of the miners. How the miners are trying to get a living wage, and the entertainment the miners partake in after hours.
- Military, such as Colonial Troopers, Agents, or Pilots, the government has a vested interest in this station remaining Bug free and in operation.
- Everything, or combinations of the above...well then, you get to throw everything and the kitchen sink at them!

There are many unsavory (and savory!) characters residing on Zombies on Zeta. Think of the station as an adventure environment, and the various characters bring it to life for your players.

The Cast

A note about the descriptions. At the end of each bio is a little section that describes character traits on a scale of 1-5. 1 being low, 5 being high, these are just little footnotes for the GM to remember key traits of each character.

John Wilcox – CEO of Mega-Core, a decrepit old coot kept alive by state of the art technology. He's mostly machine now. When he arrives in his private, luxurious shuttle it is a huge event. He is coming to inspect the station, and his inspection route should be one that provides maximum annoyance for the players. Have him inconveniently show up to inspect an area whenever you need to stir some trouble and make it difficult for the players. He is wealthy beyond imagination, and incredibly frail, but he still has a will of iron. *Richer than God: 5, Half-robot: 3, Iron Will: 4, Weakness: greedy and frail.*

Gordon Williams – Operations manager of Zeta, he's the highest-ranking officer of the company residing on the station. He's somewhat naïve about exactly what goes on in the station. He relies on middle management to take care of things. He's also acquainted with Slippy Trepfurther (see below) because he's got a bit of a drug problem. *(Boss around: 3, Station knowledge: 2, Intimidate: 1, FP: 1, Weakness: drug addict)*

Chad Sillman – John Wilcox’s brown nosing assistant. He’s a sniveling little worm who records everything he sees and hears in his electronic notepad. He will instantly note the slightest bit of incompetence, inefficiency or trouble, and he will make it very hard on the players. (*Observe anal details: 3, Snivel: 2, Brown nose: 1, Weakness: repulsive*)

Ted Mandez – Labor Union leader, he’s been president of the Union for twenty years and is plugged into everything that happens on the station. While he’s a bit of a slimy character, he is truly devoted to the miners. But he will always see to it that he gets first cut on everything, and takes care of those loyal to him. He has his hands in a lot of business, most of them illegal. (*Charismatic leader: 3, Make a deal: 2, Brutalize: 1, FP: 1, Weakness: extreme loyalty to miners*)

Fred Johnson – owner of the Lazerswil bar and Ted Mandez’s left hand man, he’s walking a dangerous line between loyalty to Ted Mandez and his obligations to Gordon Williams. The girls that work for him love him, but it’s quite possible his inclinations swing the other way. (*Manage: 3, Mix drinks: 2, Babe magnet: 1, Weakness: money*)

Slippy Trepfurther – The local drug lord and Ted Mandez’s right hand man. He gets his drugs through dirty freighter pilots that move goods through shipping and handling. He gets his protection from Ted Mandez. (*Move contraband: 3, Pimp daddy: 2, Silver tongue: 1, Weakness: ladies*)

Sandy Stratus- The communications manager. Whenever the players call in to the central system they get the voice of Sandy. If they treat her good she will rescue them in the Room Full of Zombies in Act III. (*Communications: 3, Sexy as sin: 2, Pilot: 1, Weakness: sucker for rugged men*)

Shifts

Most employees of the station work in one of three eight-hour shifts, so that the station is in continual operation. Time of day is a relative thing, since the environment is artificially generated, but it uses “Standard Earth Hours” of 24 hour days. While Security and Miners are always working, Mega-Core executives are only working during the “day”. The shifts break down like this:

- Morning shift (Omicron Security: 10 am to 6 pm, Colonial Labor Union: 9 am to 5 pm, Mega-Core exec: 11 am to 6 pm)
- Swing shift (Omicron Security: 6 pm to 2 am, Colonial Labor Union: 5 pm to 1 am)
- Night shift (Omicron Security: 2 am to 10 am, Colonial Labor Union: 1 am to 9 am)

Note that Security always gets off one hour after the miners. This is important, so that security can watch over the miners' shift change before their own shift change.

Zeta Station Geography Overview

Zeta is divided into various operations, that each requires a certain level of security access. Omicron Security insures only authorized personal get into the areas. The station is a maze of conduits, rooms, machinery and tunnels. No one can possibly know all the areas, but people who live and work in an area will know it quite well.

The major sections of the stations are:

Executive headquarters-where the top and middle management of Mega-Core's Zeta staff lives and works.

Security level-where Omicron security operates from and keeps criminals before they are shipped off (all hardcore criminals are eventually shipped off)

Miner Barracks-where the miners rest, think of it as a college dorm x1000

Betelgeuse city-a mini-city within the station, it is a dangerous, grungy, crime filled place of decadence, sleaze and excitement.

The "Maze"-the pumping, grinding, beating, clanking machinery that runs the station. This area is a maze of pipes, gears, conveyor belts and other dangerous moving machinery.

"Eddy"- a place where a titanium rich asteroid collided with Zeta long before men discovered it. The bulk of the active mining tunnels are located here. It is named after a beloved

miner who sacrificed himself to save an entire team during a fatal vacuum mishap.

The Core, Secondary and Tertiary Release Stacks-the triple back-up pressure release system of the station. If the refinery ever overheats the stacks can release excess heat into space.

Science Lab-where Mega-Core scientists perform top-secret experiments. Many strange things can be found here. Some very, very strange...and dangerous things.

Medical- the hospital of Zeta. Most of it is automated with medical robots, but there are some actual trained humans.

Sky Dome and Arboretum -where most of the food is grown for the station. It is the only place, other than certain privileged cubes in the executive headquarters where you can see out to space.

Furnace- where raw ore is melted down.

Refinery- where melted ore is refined into bars to be stacked on freighters and shipped out.

Shipping and Receiving- where freighters load up with ore, and where shipments of supplies are received.

Zeta Station Geography Details

These descriptions are only meant to add flavor and detail to the station environment so it can feel more convincing. Feel free to change or add stuff to customize the adventure to your player's tastes.

Executive Headquarters

This is the bustling command center of Zeta. Managers, directors, middle managers, supervisors, controllers, brown nosers, kiss asses (what's the difference between a brown-nose and a kiss ass? Answer: depth perception), and all the people who keep the administration running live and work here.

Executive dock. The landing platform is protected from outer space by an airlock that can be opened by the control room (security: Sandy). John Wilcox's executive shuttle stays here the duration of the adventure, just waiting to be utilized.

Gordon William's suite. This room has all the state of the art bells and whistles. All the security cameras feed into here, where Gordon can view any section of the station at will.

Presidential suite (John Wilcox's room). This room is heavy on fluff, but light on content. While the design of the place is luxurious, it doesn't have many electronic devices, other than basic comfort items like a massage bot, and food generators. Wouldn't want the CEO to have too much access to information devices and see things he doesn't need to see.

Middle management offices. If you have a player with an executive he will have one of these offices. He has access to some key security cameras like the **Lazerswill** bar if he needs. As well as basic access to computer systems to see the status of various station sections.

Cube farms. Where most of admin works.

Security Level

The security headquarters where all the security officers work.

Control. This is the center of operations for security. Dispatchers work here constantly monitoring the station through cameras located every fifty to one hundred yards apart throughout the station. Sandy runs the control room and is the main voice players will get a hold of whenever they call in.

Weapons locker. Ahhh, the big guns. Everything is here, the hardcore stuff. Hard armor, power suits, chemical flamethrowers, tazers, stun rods, rifles, pistols and all of those other lovely goodies of mass destruction.

Cells. All criminals are held here. Crime is not tolerated on the station, and those caught usually end up being shipped out quickly to one of the many infamous Mega-Core penal colonies.

Officer break room. Most of the officers have their coffee here between shifts, but they've been known to have the occasional beer too.

Barracks. This is where the security officers live. If a player has a security guard character their home will be one of these rooms.

Gym. Where all security officers are welcome to come and work out when off duty.

Miner Barracks

Mass of rooms. This rusty, moldy, dense cluster of housing is like a college dorm meets a locker room.

Betelgeuse City

This is where most of the early action takes place in the adventure.

Lazerswil bar. Miners spend off duty hours in here drinking beer and enjoying the view of the lovely dancing ladies. This is one of the few places on the mine where there are actually women. Fred Johnson owns the bar, but the Union controls it. Deals are made, jaws are busted and the lovely ladies make a living.

Dealer alley. This is the part of town that security has the most trouble with. Drug deals and homeless infest this area. It is dirty and dangerous; the worst elements of the station congregate here.

Turbo lifts. These are the main turbo lifts that run through the station. Turbo lifts take two-three minutes to go up or down a level.

Shops. Merchants from all across the galaxy sell their wares here. Anything can be found for a price.

Civilian homes. Transient residents, tourists, and upper middle class have their homes here.

Eddy

Security inspection station. This is where miners exit the mines when they get off shift. There are x-rays and scanners that detect any titanium that a person might have hidden on his body. Overlooking the inspection area is a

balcony where occasionally executives will observe the operation. There is a machine called the claw that does deep cavity excavation on persons who are attempting to smuggle out titanium. The claw has a retractable arm on it with a spinning claw that extracts the titanium. Afterward the person must be taken to medical because they will be in critical condition.

Entry mines. These are the first level of mines and are quite old and well worn with traffic. All throughout the mines, spaced one hundred to two hundred yards apart are gun-jack power stations where mining equipment can be recharged. Carts that can hold four people are parked here. They ride on electro magnetic rails that run deep down into the mines. The carts travel twenty five to thirty miles per hour. An expert could get one up to sixty, but it would be quite dangerous.

Middle mines. This is where things start becoming a confusing web of tunnels. Still these tunnels are quite stable and well supported. Environment suits are recommended, but not required here.

Deep mines. These are the most hazardous and newest mines. Carts usually can't come down this far, since the rails haven't been built yet, and gun-jack power stations are scarce. Environment suits are required, it is exceedingly cold and the air is thin.

The Core

Primary core exhaust pipe. Constant heat from the furnace bellows out of here. It is unbearable for a human to be near it without an extreme temperature environmental suit.

Secondary exhaust pipe. If the primary core overloads, pressure is released from here.

Tertiary exhaust pipe. If the secondary exhaust overloads, pressure is released from here. If this pipe overloads the station goes through a cascade implosion and is destroyed in T-59 minutes.

Science Labs

Typical Lab experiment. Looks like large watermelon plants, but instead of melons there are sharp cheddar cheese blocks growing on the vines.

Vege-zombie pods are growing in this room. The scientists managed to get some samples and have been trying to grow them here. The pods attack any players that enter the room.

Large smelly gloves are growing from the plants in this room.

Medical

Intensive care unit. The miner that had the titanium extraction is here, moaning in pain and in critical condition. He should have some juicy information for the characters if they interrogate him about some of his buddies missing and strange traces of plants, leaves and green juice.

Pediatric unit. A few little whining, smelly, bundles of joy are here.

Doctor's lounge. Doctors and nurses are here, chilling out and having a sip of brandy and tea.

Sky Dome and Arboretum

Buzzing, hovering, flying robots patrol the entire arboretum trimming plants and cleaning up debris. They also insure that animals don't wander into the wrong zones. The robots are harmless and can be ordered by control to perform light, menial tasks but they lose power if they leave this area. If the systems have begun to go haywire the robots may become dangerous and attack.

A. Jungle area. This area is extremely humid full of tropical plants and animals. The water here is full of piranhas and giant leeches.

B. Desert region. This area is full of cacti, scorpions, poisonous centipedes, and rattlesnakes. Vultures hover over waiting to feed on the characters when they die here.

C. Temperate forest. This area is full of deciduous trees, pleasant fruit trees, and the woods are full of hungry grizzly

bears, skunks, killer bee and wasp's nest, cougars, bobcats, wolves, coyotes, and the occasional vulture.

Furnace

As the name implies this is a huge, burning cauldron of super heated ore. It expels masses of poisonous, heated gas and smoke, which is expelled through the core stacks. Not much to describe here. Even those with heavy power suits or extreme environment suits would be melted into a puddle of goo if they entered the furnace.

Engineering room. This is where the main controls for the furnace reside. Gas and Oxygen supplies are controlled from here and a heat resistant, super thick glass looks out into the hellish, burning furnace. Reducing the supply of oxygen might cool the furnace down if it is over heating.

Refinery

This is where the super heated ore leaves the furnace and is smelted into bars and carried out on conveyer belts to shipping and receiving. It is a dangerous place of moving machinery and noxious gases. Only people with heavy environment suits can survive here.

Shipping and Receiving

Storage room. Huge, locked metal crates full of smelted ore await loading onto a transport ship.

Receiving room. Various supplies meant for the station are here, just unloaded and waiting to be processed and sent to their appropriate area. Items include underwear, pots and pans, uniforms, toothbrushes, deodorant, electronics parts, paper, memory crystals and so on.

Landing bay. Heavy freighters are landing here all the time to unload and load goods.

Departing bay. Freighters, fully loaded with ore are departing here all the time for unknown parts of the galaxy.

Emergency life boats. These each seat up to 4 adult

human sized creatures. They have transponders and are programmed to head to the nearest port. Treat as a dual fighter with no armament.

Mechanical shop and derelict shipyard. Rocket ships with mechanical problems, out of date ships and the like are stored here like a junkyard.

Night of the Vege-Zombies

This adventure is for 3-4 characters. It is an event-based adventure, so regardless of where the players end up the events happen on cue to propel the adventure forward. Each event is left simple and vague, so that you can elaborate on it and cater it to your group of players. Several interconnected stories take place, overlapping one another, while one central storyline relentlessly moves forward. Your players will explore what interests them, and it will be a very different course of action from others who play this adventure. The core plot, which is covered in the Chronology of Events holds everything together and insures an interesting story to keep the adventure moving along. It is important that you pay attention to the interest level of your players, when things slow down trigger the next event in the Chronology to propel the adventure and keep your players on their toes. If, on the other hand your players are deeply involved with something unrelated to the main plot and enjoying it, by all means stick with what makes the game fun for everyone. You can always save the next event for a time when things are slowing down. When you start the adventure begin at event (1) and work your way through the story each event at a time. To help maintain the pace of the story, and to give natural breaks in events, the adventure takes place in three acts:

Act One: introduces players to the politics, factions and environment of Zombies on Zeta.

Act Two: something goes wrong, and the players have to deal with hordes of flesh eating zombies.

Act Three: players have to escape the mining station as the core reactor undergoes a cascade implosion. If you enjoy

Zombies on Zeta so much that you want to keep playing in it and flesh it out more, then allow the station to survive instead of destroying it as the adventure suggests.

Chronology of events *(check off as they occur)*

Special meeting with important executives, security, and union heads, Gordon Williams demands that everything be in perfect order because John Wilcox the CEO of Mega-Core is on his way, and he's not happy. Astute observers will note Ted Mandez smirking, the other execs are very nervous and security officers are grim.

John Wilcox arrives in his executive shuttle in a major ceremony. He demands to be taken to the Security Inspection Station (see "Eddy" area 6a in the station geography) immediately to see how "his property" is being protected while the miners are out processed as they get off shift.

Inspection scene, a miner trying to smuggle titanium out gets a nugget of titanium pulled out of a deep cavity with "the claw".

If one of the players is an executive he gets an anonymous message that the Union is going to have an unauthorized meeting tonight at 8pm. If he's smart he'll alert security.

Unauthorized Union meeting in the Lazerswil bar, where they discuss having another strike. Ted Mandez works the men into a frenzy. Note the hardcore troublemakers will arrive early. The followers and semi-committed will show up a few minutes late.

Union clash, things get heated, security sent down to break things up if they haven't already been alerted.

If security gets things under control, people start chilling out and conversing. Rumors of weird goings on, people missing and strange sightings of mysterious figures. Otherwise it becomes a rowdy party and no miners show up for work the next day. Gordon Williams makes an emergency deal with Ted Mandez (he doesn't want any trouble while John Wilcox is on the station) to increase pay 7 ¾%.

END OF ACT I. Award Experience Points as follows.

- Omicron Security: Diffusing or breaking up Union riot, each Omicron security employee gets 500 XP.
- Colonial Labor Union: Getting riot going or forcing Mega-Core to listen to demands, each Union member gets 500 XP.
- Mega-Core employee: Keeping knowledge of Union trouble suppressed from John Wilcox, or diffusing riot/strike, or impressing John Wilcox, each executive gets 500 XP.

Systems begin to break down. Air leaks. Release of emergency pressure. Zombies are getting into the machinery and gumming up the works. This is the point where players can investigate to discover why people are missing, what the zombies are and where they came from.

The Core overloads and secondary stack engaged (station quakes), but everything is “under control”

Many people are disappearing; the only clues are pieces of vegetation left where the person was.

Secondary stack overloads and tertiary stack engaged (station quakes), but everything is “under control”

Masses of Zombies attack! Operations come to a halt as people panic.

END OF ACT II. Award Experience Points as follows.

- Omicron Security: figure out what the zombies are and where they came from, each Omicron security employee gets 500 XP.
- Colonial Labor Union: Delaying core/stack overloads, or keeping the mine running, each Union member gets 500 XP.
- Mega-Core employee: Figure out a way to make a profit from the zombies, each company employee gets 500 XP.

Tertiary stack overloads, implosion imminent, but everything is “under control”

Furnace overheats, T-59 minutes until cascade implosion, but everything is “under control”

Gotta get to escape pod through maze of tunnels, back exits,

mysterious portals, restricted zones, bizarre experiment labs. Room Full of Zombies, just before getting to escape the station, the characters get trapped in a room full of zombies (this is the darkness before the dawn). Sandy releases door lock and rescues them at last minute, if they have been good to her.

Characters make it into the escape pod – ah, finally escape to safety! As players relax and enjoy the view of the imploding station a double powered “Zombie Lord” comes out of the pod storage and attacks for the final encounter.

END OF ACT III. Award Experience Points as follows.

- Players who survive and/or escape the station and get away with their life, each of their characters is awarded 500 XP.
- If the players somehow manage to prevent the station from cascade imploding, and clear out the zombie infestation then award them with 1000 XP each and congratulate them for accomplishing the impossible!

Special Events (these happen as the game master needs them to)

Zombies eat the reinforcements the players just called for. The players can find the half eaten bodies around the next corner. Use this whenever they start relying too much on calling reinforcements.

Station tremors and shakes. Players may fall down or get some bruises from falling stuff. Use this after the core begins to melt down and you need to remind the players to move along.

Zombie in the dark grabs a “red shirt”. It’s always handy to have a few spare NPC’s running around with the characters so that you can kill them off and remind the players they are in a life and death struggle with flesh eating zombies. As the characters are running around have a zombie occasionally grab and eat an NPC. Illustrate the screams of horror and pain in detail, it will add a lot to the adventure.

Artificial gravity failure. Unless the players have gravity boots, magnetic boots or some other form of maintaining

gravity or sticking to the surface they begin to float. The gravity weakens at first, and then goes out completely. Floating zombies...how fun!

Air lock breach. Make sure the players have environment suits for this one (or not if you want to be really mean). The oxygen leaks out of the station until everyone who is not wearing an environment suit is dead. You can use this if you're really tired of the players calling for reinforcements all the time, and the number of NPC's you need to control gets out of hand.

The Zombies

You probably don't want to ever refer to the zombies as "zombies", but as science experiments gone bad, or alien plant horrors. But, it doesn't matter because the end effect is that they are zombies. One of the important story elements you will need to establish is the explanation of how the zombies were created. Here are some suggestions:

Scientists were experimenting with a plant that could break up rocks, extract, and convert the minerals, but got flesh-eating zombies instead. In this case the zombie invasion starts from the science lab.

Alien fungus carried on board by a freighter, which infects its host and becomes hungry for human FLESH! In this case the zombie invasion starts from shipping and receiving.

CEO brings a unique plant on board that will solve the problem of feeding and controlling the miners; instead it backfires and creates ravenous flesh-eating zombies. In this case the zombie invasion starts from the executive headquarters and doesn't manifest itself for a few days after he arrives.

Alien Pods found deep in the mines jump into the miner's faceplates and turn them into flesh hungry living dead. In this case the zombie invasion starts in the deep mines.

Vege-Zombie

HD: 6

AC: 3 [17]

Atk: 2 grubby hands (1d8), 1 bite (1d6)

Save: F6

Move: 60'

The bite of a vege-zombie may convey a disease (1 in 6 chance). If so victim must Save or fall violently ill for 2d6 turns, unable to perform any actions. At the end of this grueling experience they will be so weakened they will be at -2 Atk for 2d6 more days and unable to move faster than 60'. There is a 3in6 chance they will transform into a vege-zombie within a day.

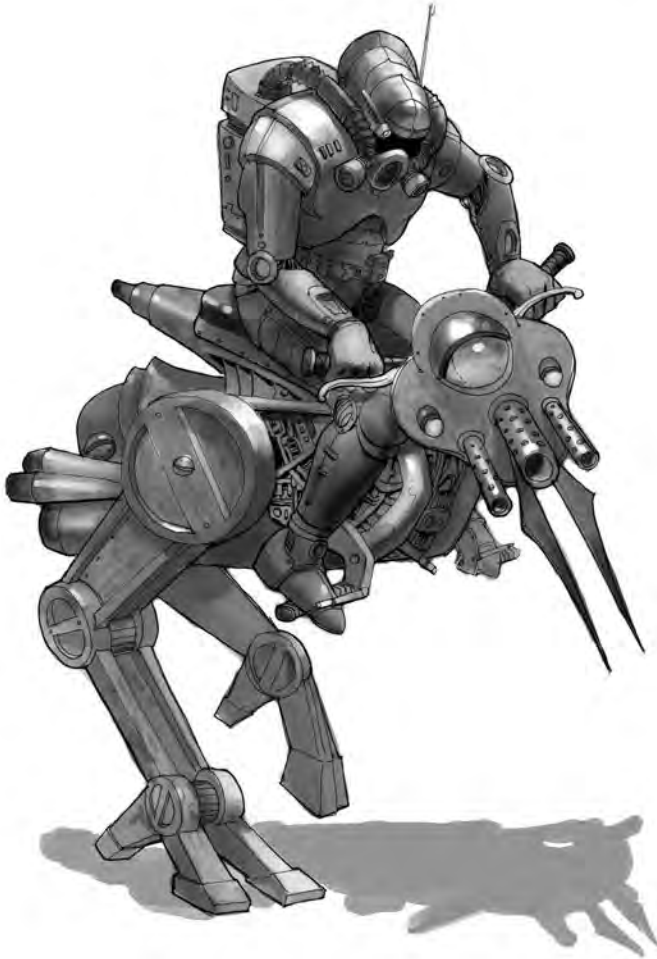
If you want to have a little fun when a Vege-Zombie attacks it moans in a hoarse, disturbing whisper as it lumbers toward its prey.

(roll 10 sided die)

1. "Hungry, so hungry"
2. "Flesh, must eat flesh"
3. "Must...drink...blood"
4. "Flesh...so...tasty"
5. "Thirsty, so thirsty for blood"
6. "Let me eat you"
7. "I Want to chew your juicy eyeballs"
8. "Brains!"
9. "I Want to...eat your heart out"
10. "Your brains are so spicy"

Mechacycle

Some security officers patrol on mechacycles. This agile, highly maneuverable and fast mode of transportation can navigate tight areas, and chase down perpetrators to catch them and bring them in for interrogation. They have AC 14, 20hp, a movement rate of 260', 3 submachine guns (Dam 1d8, RoF 2 Burst, 150' range, 32 round magazines), smoke grenades, and tranquilizer darts.



-- Fin --



Bugs and Hives

Common Bug Nest

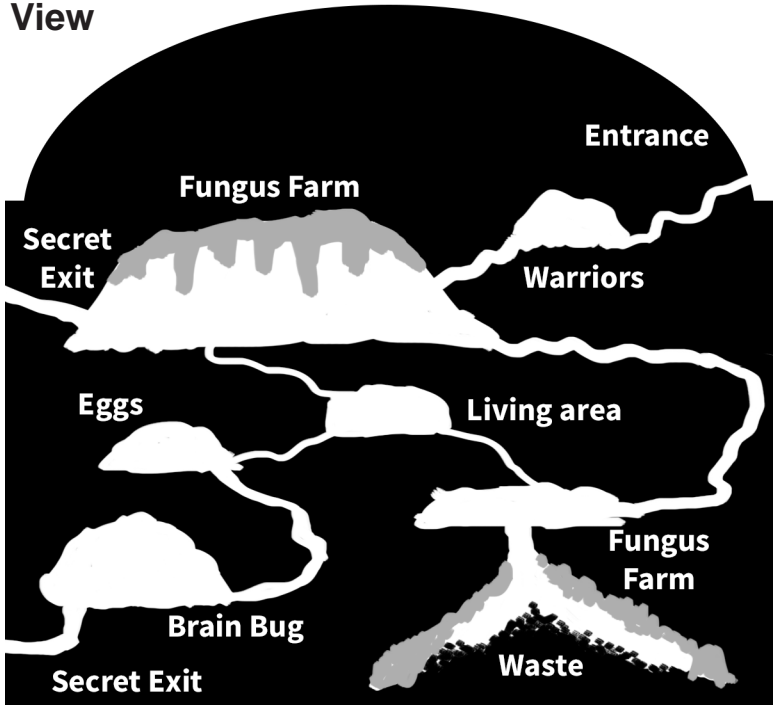
When a Bug pod lands on a habitable world the first thing to spawn are burrower bugs which can dig through even the hardest rock to create a suitable den for the hive. They are programmed to take the Brain Bug egg into the deepest, safest warren of the nest where it is incubated. Generally taking only a few days to hatch.

Meanwhile other eggs hatch: warrior bugs who protect the entrance. Scout bugs who explore the area and report back. Then multiple other eggs are laid as determined by the Brain bug of which types would be ideal for the location. The composition of a hive are as varied as the worlds and climates they inhabit.

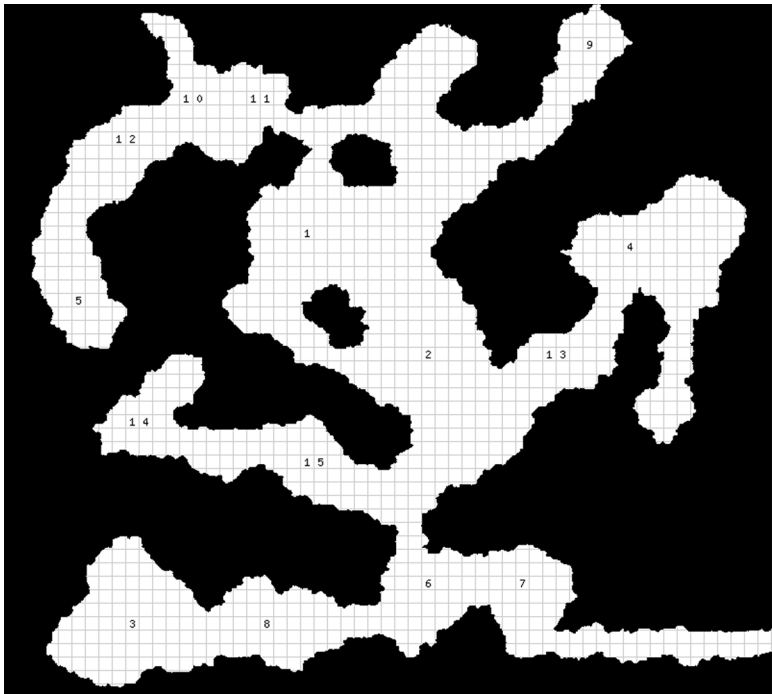
1. Common area. This is teeming with mostly worker and warrior bugs.
2. Fungus farm. The bugs cultivate a hardy fungus, appropriate for the environment, that provides basic sustenance for the hive. This fungus is toxic to Terrans.
- 3-4. Egg antechambers
5. Brain bug chamber. The deepest most protected place in the entire hive.
- 6-7. Warrior bugs
9. Waste disposal
- 10-12: primary egg chambers, each area will have different types of eggs. Some even new and experimental as the Brain bug tries to breed unique types for the region.

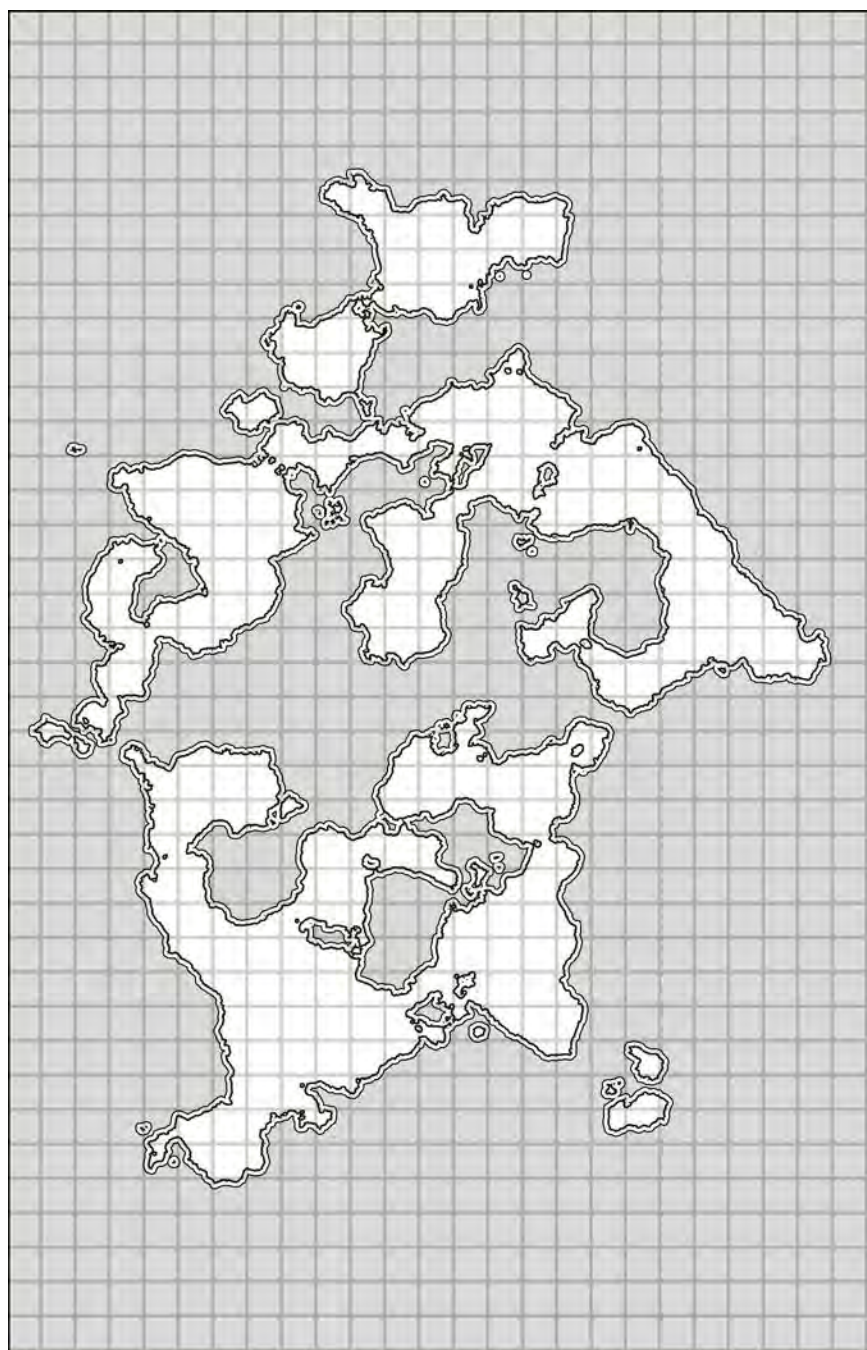
Remaining areas are mostly storage and living areas. Secret exits open far out from the hive and are almost impossible to find as the openings are buried and may require a burrower bug to open.

Side View



Top View

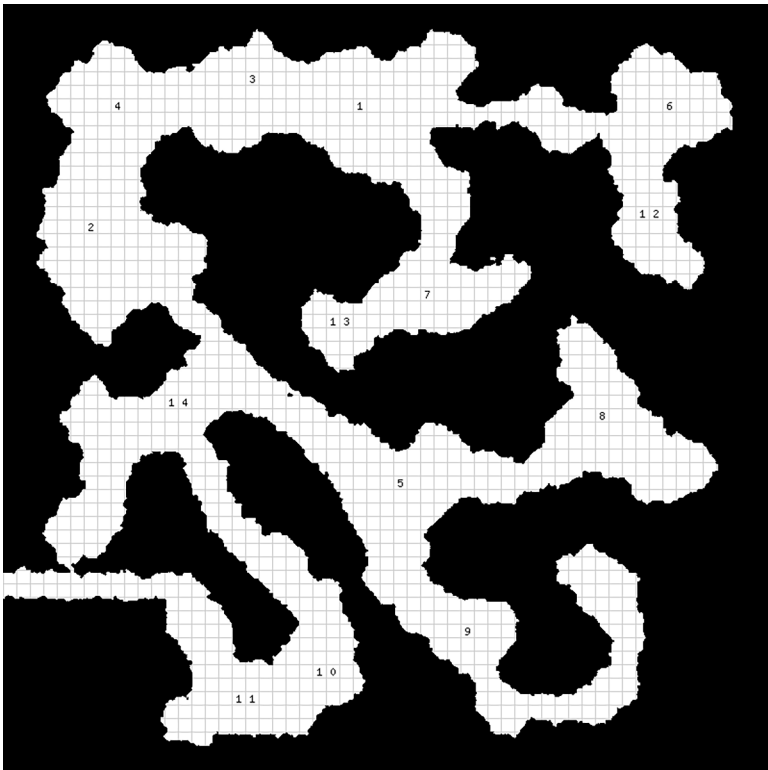


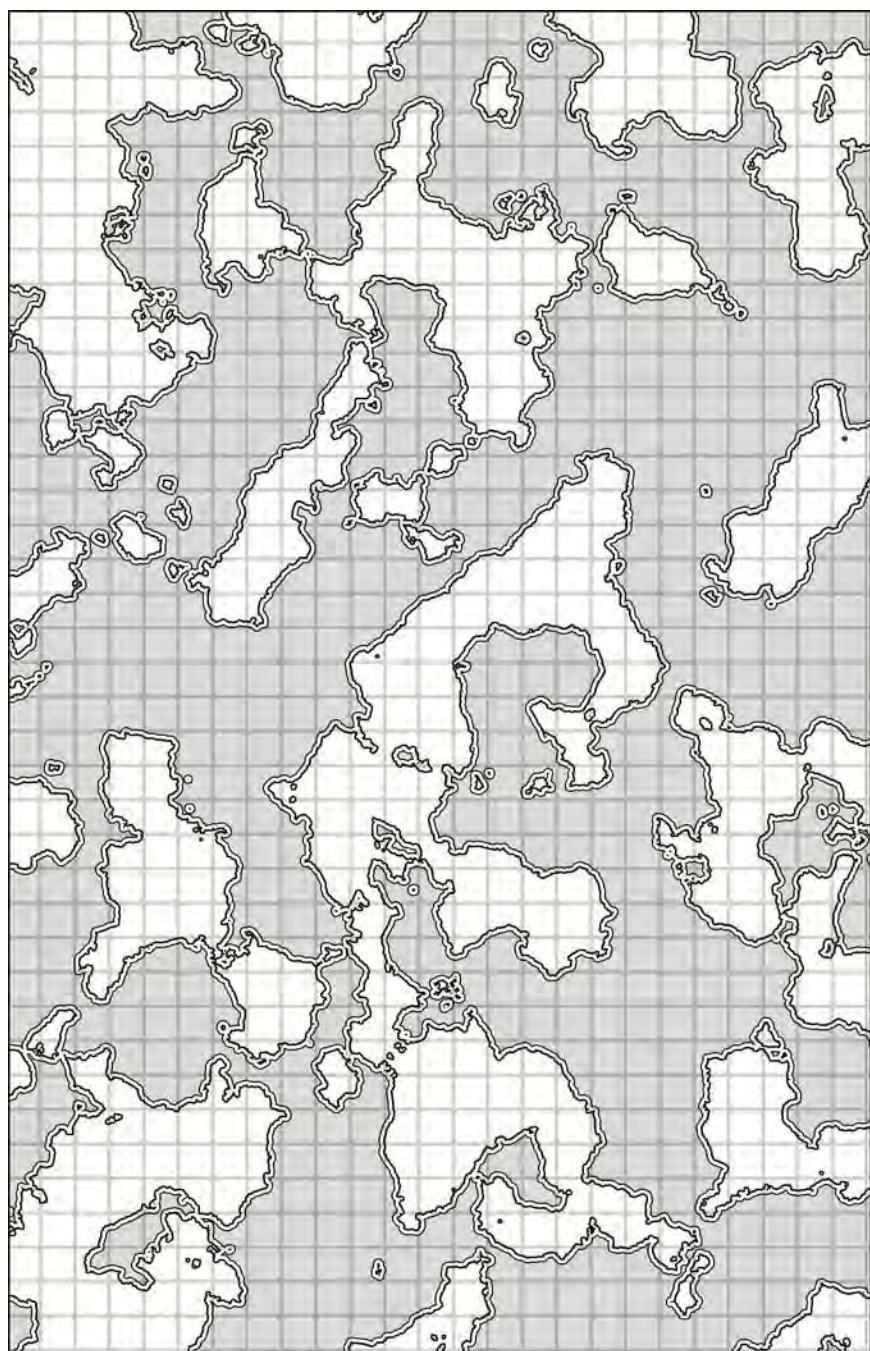


Luyten V

A small, flat, muddy planet. Much of the surface is covered with shallow oceans. A single large moon creates a strong tidal effect, essentially making the entire planet a tidal mudflat. Microscopic plants live in the mud, giving it a brown-green colouration in places. Although most of the planet experiences regular flooding, there are a few places high enough to remain dry. The atmosphere is mostly comprised of CO₂, making the planet uninhabitable to humans. A bug hive has just been discovered, there may be more.

Bug Hive

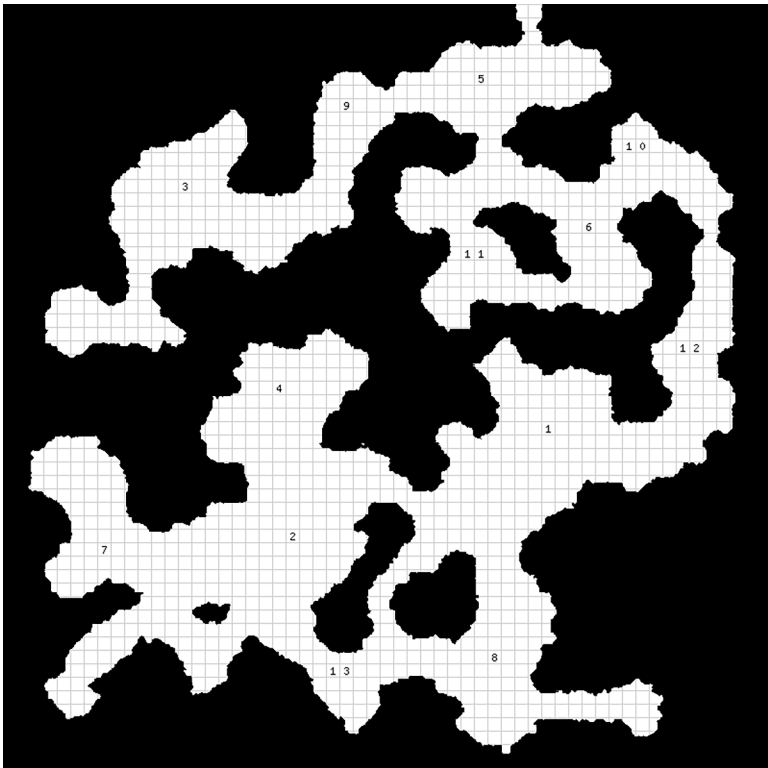




Procyon IV

A planet curiously similar to Earth but with no native lifeforms. The atmosphere is breathable, but barely so; oxygen levels are at the absolute minimum required for human respiration. While there is less oxygen here than on Earth, there is still more than would be expected of a lifeless, primordial world. This has led some to speculate that there may once have been simple microbial lifeforms present, converting CO₂ to oxygen, but that this life may have been wiped out by some unknown sequence of events. Humans have begun terraforming the planet by introducing simple lifeforms from Earth. In the area surrounding the main terraforming facility, some terrestrial plants have also been introduced. A bug hive has just been discovered, there may be more.

Bug Hive



Bug Pod

AC: 2 [18]

HD: 10

HP: 80/40

Atk: 0

Crew: 300-500 eggs

Speed: 60/30

Bugs figured out interstellar travel using biological methods when an Oort whale crashed on their home planet. The pod uses basic principles of physics to create a stable wormhole connecting two regions of space that it passes through.

Then using inertial speed it aims towards a habitable planet in the region. Scientists still don't understand how it can detect a habitable planet from such a distance. Some suspect that bug eyes see a much broader range of the spectrum allowing them to see systems and planets in much more detail than Terrans can even with their sophisticated equipment.

A pod is filled with hundreds of eggs and launched into space. The casing is incredibly hard and temperature resistant, able to withstand intense solar winds and radiation, as well as the heat of entry into an atmosphere which activates guide fins. The pod cracks open when it hits a planet's surface and the eggs, mostly burrowers, spill out and hatch. They get to work building a hive and a suitable home for the brain bug, which generally takes less than seven Earth days.

The interior of the pod also contains a fungus that devours organic material and grows into a rich nutrient source of food for the bugs.



Colonial Troopers Beasties

A plethora of new creatures to torment your players with.

Bugs

Bugs are the primary adversary of the Colonial Troopers. Here are a variety of bugs that have specialized abilities.

Worker Bug

AC: 8 [12]

HD: 2

Atk: 2 claws

Dmg: 1d6 each

Save: F2

Move: 120'

The worker bug is the most basic and prolific of their species. They are not particularly prone to battle, but will certainly put up a fight especially against any intruders into their hive.



Spitter Bug

AC: 5 [15]

HD: 5

Atk: bite

Dmg: 1d8

Save: F5

Move: 180'

The spitter bug is the ranged fighters of Bugs. They have a caustic spray that shoots out in a straight and precise line up to 180'. It hits for 1d8 damage and does an additional 1d6 damage for 2 additional rounds each.

Up close they can bite for 1d8 damage.



Burrower Bug

AC: 2 [18]

HD: 6

Atk: 4 claws

Dmg: 2d10 each

Save: F6

Move: 90'

These somewhat slow moving bugs are incredible at digging through any material, even rock as hard as granite. They have 4 powerful digging claws on their mouth that they shovel debris into as they dig. This material is then processed and excreted as construction material to harden the interior of the hive.

They are not prone to combat, but are extremely dangerous up close.



Warrior Bug

AC: 1 [19]

HD: 8

Atk: bite and 2 claws

Dmg: 2d10, and 1d8 each

Save: F8

Move: 180'

The warrior bug is a fearsome opponent. Their shells are extremely durable immune to intense heat and cold (taking only half damage from such). They're so focused on defending the hive that nothing can dissuade or distract them from their mission. They are also incredibly alert gaining +2 to initiative rolls.



Brain Bug

AC: 7 [13]

HD: 9

Atk: bite and 2 claws

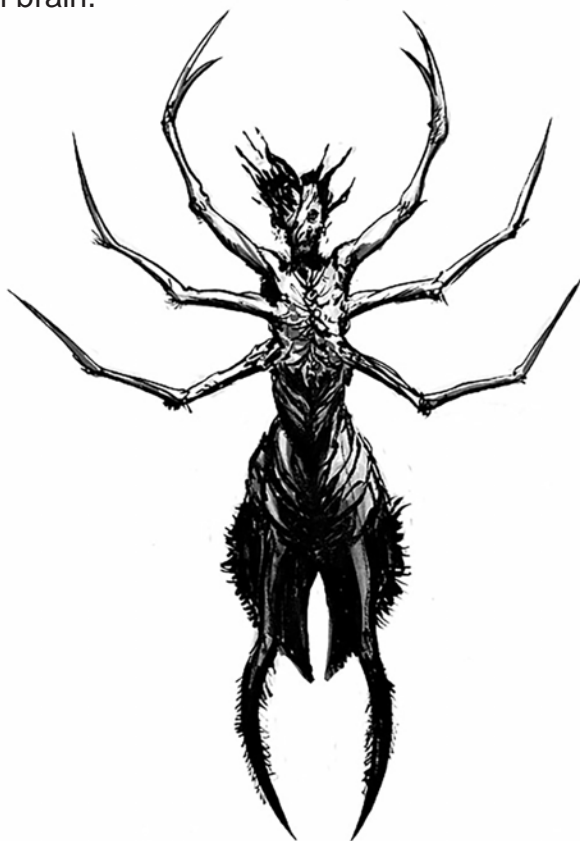
Dmg: 2d8, and 1d6 each

Save: F9

Move: 180'

Eerily humanoid in appearance, these are the absolute rulers of their hive. They are highly intelligent, possibly more so than any human has ever been. But their intelligence is of a frightening alien nature and they think only of how to infest the galaxy and devour everything, all for the collective.

It is believed that they may have some sort of telepathic ability and can communicate with other brain bugs across vast distances. Autopsies have revealed the presence of quantum entangled particles in part of the Brain bug's biological brain.



Death Wolf Bug

AC: 4 [16]

HD: 7+7

Atk: bite and 2 claws

Dmg: 2d8, and 1d6 each

Save: F7

Move: 180'/60'

Named after the system these were first encountered, Wolf 359, they are the most feared bug. When a hive is threatened with extinction then Death Wolf Bug eggs are laid that hatch quickly. These are ferocious, murderous creatures that are chaotic in nature and if it can't find an intruder to devour it can turn on it's own kind. Troopers have found entire hives infested with these left behind while the Brain bug made its escape.

The have stubby wings and can fly short distances.



Centibug**AC:** 5 [15]**HD:** 3**Atk:** bite**Dmg:** 1d8**Save:** F3**Move:** 180'

This small (for a Bug) 3' long highly specialized pest is designed to infiltrate tight spaces. They are unusually intelligent. Often these are found inside the air ducts of ships wreaking havoc on internal components. They move quickly and are hard to track down. Once cornered they are vicious opponents.



Scout Bug

AC: 4 [16]

HD: 3

Atk: bite and tail whip

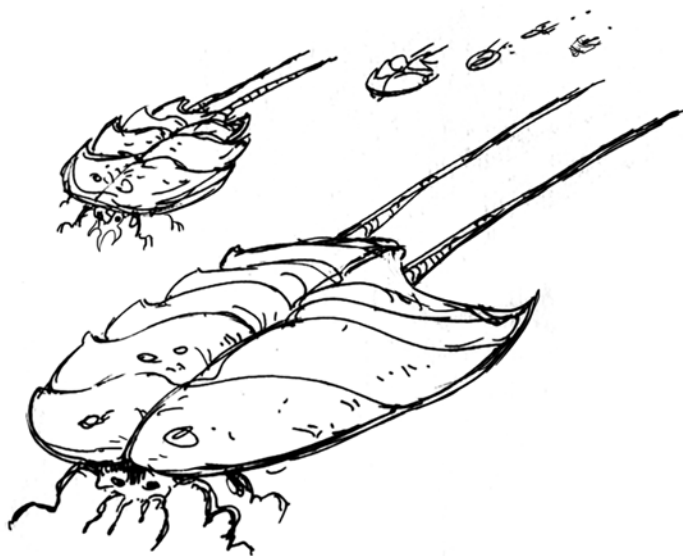
Dmg: 1d6, and 1d6

Save: F3

Move: 180'/360'

These remarkable creatures are incredibly fast moving, sensitive to everything around them, and can move underground, in the air, and even into space. Their sole purpose is to scout the area around a hive, maintain surveillance in case of intruders, and report back to their Brain bug.

They have +3 to initiative. +2 bonus to any rolls requiring detection.



Spider Frog

AC: 3 [17]

HD: 6

Atk: bite and claws

Dmg: 1d6, and 2x 1d6

Save: F6

Move: 180'



These strange hybrids are a bizarre amalgamation of a horrendous frog-like creature and Bug. They have a long sticky tongue that can lash out up to 180' and entangle an opponent (on a hit Save vs. Strength or be entangled, if entangled a strength check is required each round or be pulled into the frog bugs mouth and automatically hit for 1d6 damage until managing to break free or be eaten.

They can see 360° and cannot be surprised.



Monster Conversion Notes

HD (HIT DICE): The monster's hit dice. This is how many d6 are rolled to determine the creature's hit points. 3+3 means roll 3d6 and add 3 to determine the monster's hit points.

AC (ARMOR CLASS): This is the number required on a d20 to successfully "hit" the monster in combat. Some systems use a descending AC system, in this case subtract this number from 20 (for example an AC of 11 would be 9: $20-11=9$).

CONVERSION NOTE: if you are playing BFRPG, add 1 to the AC shown.

Atk (ATTACK): This entry describes the number, type, and damage of a monster's physical attacks. Sometimes this is divided into Melee (ML) for combat under 10', and Ranged (RNG) for combat 10' and beyond.

Move: This entry gives the monster's movement rate. Colonial Troopers uses the rates common to 1st Edition and OSRIC.

CONVERSION NOTE: For most other systems (like Basic) divide this number by 10. For more precision, common movement rate conversions are: 3=10ft, 6=20ft, 9=30ft, 12=40ft.

Save: This is what the monster saves as. By default monsters use the Monster Saving Throw chart, but some may use the saving throw charts of other classes.

CONVERSION NOTE: LL, OSRIC, WotRP, and BFRPG all use more than one category of saving throw. Either use the number as-is, based on the premise that it's close enough for government work (which it probably is), or use the appropriate monster saving throw (for a monster with this many hit dice) from the rulebooks of the game you play. If the game calls for some monsters to save as a "fighter," "cleric," or "magic user," pick whichever category seems to fit the monster best.

XP (Experience Points): This is the number of experience points gained for defeating the monster.

CONVERSION NOTE: "Challenge Level" is similar to the

S&W system, and it doesn't equate to monster "level" as used in OSRIC, LL, and BFRPG. Ignore the challenge level number if playing one of these other games. The experience point award for killing the monster is the same no matter which game you play.

Special: A list of the monster's special powers, which are described in detail in the text.

*This "How to use" section was borrowed liberally from the excellent **S&W Monster Book 0e Reloaded**, which is highly recommended.

References, Credits, and Bibliography

Annie Cannon

Most of the early work on stellar spectra was done early in the 20th century at Harvard University. The principal figure in this story was Annie Jump Cannon. She joined Harvard as an assistant to Observatory Director Edward C. Pickering in the 1890's to participate in the classification of spectra. She quickly became very proficient at classification examining several hundred stars per hour. She completed a catalogue of spectral types for hundreds of thousands of stars.

Wernher von Braun

Explains the possibility to reach the Moon. "Man and the Moon", Dec. 28, 1955

<https://www.youtube.com/watch?v=eXIDFx74aSY>

Special thanks to Robert Heinlein, Gene Roddenberry, Frank Herbert, James Cameron, George Romero, and the many others who have inspired us with their creativity.

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