

AN ALPHA DAWN ADVENTURE MODULE

STAR FRONTIERS

Science Fiction Role-Playing Game



STARSPAWN OF VOLTURNUS

SF2: Concluding THE VOLTURNUS ADVENTURE

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INTRODUCTION

ALPHA Section



The Sathar fleet is bound for Volturnus to wreak destruction on the entire world. The only hope for survival lies with you. You and your fellow adventurers must unite the quarreling races of Volturnus and lead them to victory against the Sathar!

This module is the conclusion of the Volturnus series of modules for the STAR FRONTIERS™ game. It can be played separately or as a sequel to the other Volturnus modules. This module contains "The Great Game of the Ul-Mor", an encounter that is a replayable game by itself.

This is the final module in the Volturnus series of STAR FRONTIERS™ modules, which also includes the modules CRASH ON VOLTURNUS and VOLTURNUS, PLANET OF

MYSTERY. It is strongly recommended that players who have not played the previous modules should play them before beginning play of this adventure. However, this module can be played without prior play of SF 0 and SF 1.

In STARSPAWN OF VOLTURNUS the player characters will face the ultimate challenge on this forbidding planet: a battle to the death with the dreaded Sathar for control of the lives of five intelligent races, and the future of an entire world! Adventure beckons!

STOP! If you are going to be a player in this adventure, do not read any further. The rest of the material in this booklet is for the game referee only.

MODULE BRIEFING

This module is designed for play by 4-8 player characters. If your players have not played SF 0 and SF 1, they should create new characters. The referee should use the Optional Introduction section to give these characters some briefing about Volturnus and their mission there. If you are playing this as the conclusion to the Volturnus series, players should use the characters they used in SF 1. If one or more of your players' characters were killed by the end of SF 1, allow them to roll up new characters. These characters may appear as reinforcements sent by the government of Truane's Star in response to the messages sent by the player characters during the course of play in module SF 1. They may be introduced just before play begins.

In the course of this module, the player characters will meet, fight, and hopefully convince the Mechanons to join the Volturnus alliance against the Sathar, and then perform a special service for each of the other three races in order to persuade them to put aside their differences and unite against the common foe. Finally, if they successfully complete these tasks, the player characters will lead the united forces of Volturnus into battle against the Sathar invaders.

In order to referee this module, it is essential that you read it thoroughly before beginning play. Take the time to become familiar with all the maps that will be used, and with the major encounters the player characters will have. The referee must pay special attention to the ZETA SECTION of this module which is the battle with the Sathar.

ALPHA SUBSECTION 2: PLAYER'S BACKGROUND

At the end of module SF 1, the player characters learned that a Sathar battle fleet would be arriving in about two weeks to attack Volturnus. They also learned that no friendly fleet would be able to arrive in time to either help them fight the Sathar or get them off Volturnus before the attack takes place.

In the two days that have passed since the end of module SF 1, the Eorna have searched for a way to counter the Sathar threat. The Great Mission of the Eorna was to develop a race on Volturnus capable of defeating the Sathar. The Ul-Mor, the Kurabanda, and the Edestekai are the results of Eorna genetic experiments. As yet, none are capable of single-handedly defeating the Sathar. However, the Eorna have devised a plan that seems to present the only possible hope of saving Volturnus and its inhabitants from destruction at the hands of the Sathar.

The plan is to unite the races of Volturnus in a common effort against the Sathar. Although the races are suspicious of each other, it is possible that you, as impartial aliens, could overcome these suspicions and help them to fight the Sathar.

If your party is willing to go to the Mechanons, the Ul-Mor, the Kurabanda, and the Edestekai and convince them to fight the Sathar, the Eorna will offer the following assistance:

The Eorna will contact the Ul-Mor, The Kurabanda, and the Edestekai and persuade them to listen to the proposals you will bring. However, it will be up to you to convince these races to join the anti-Sathar coalition. The Eorna are not yet prepared to allow their true nature to be known to the races involved in the Great Mission.

The Eorna will provide you with a complete map of Volturnus, showing the probable location of the Mechanon complex. The Eorna once built a planetary defense system to defend against attack from space. It is not known how much of this system is still operative, but the system's master control is in the hands of the Mechanons. You will have to determine how to activate the system once you enter the Mechanon complex, since the Mechanons may have modified the equipment.

The Eorna will equip each of you with a polyvox programmed for the languages of the Ul-Mor, the Kurabanda, and the Edestekai.

The Eorna will supply you with enough jetcopters to carry your entire party, if you do not already have sufficient jetcopters.

While you are gone, the Eorna will build what weapons they can and will also capture and take cybernetic control of various dangerous beasts who can be used in the battle against the Sathar.

Once you have succeeded in uniting the races of Volturnus, the battle will be fought near the ruins of the city of Volkos. As the only center of advanced civilization on the planet, the Eorna complex must be protected.

OPTIONAL INTRODUCTION

Read the following material to players who have not played in the entire Volturnus series of modules.

You have been recruited by the government of Truane's Star and sent to Volturnus as government agents. Your mission: render any assistance possible to the inhabitants of that planet in light of the fact that the Sathar will definitely attack the planet within a short time period. You should plan on having no more than two weeks on Volturnus before the Sathar attack is launched.

You may expect no further assistance before the attack, as the friendly battle fleet is still being assembled and cannot possibly arrive at Volturnus before the Sathar do.

The government has a strong interest in defending this planet and doing everything possible to maintain good relations with all the inhabitants. Under no circumstances are you to provoke combat among the races of Volturnus or commit acts of aggression. You can, of course, defend yourself if attacked.

You know that Volturnus is a relatively unexplored world. It is believed to be a dangerous planet for adventurers, filled with hostile terrain and many dangerous creatures. It is known that there are four intelligent races living on this planet: the UI-Mor, the Kurabanda, the Edestekai, and the Eorna.

An UI-Mor looks something like an octopus 1.2 meters tall. The UI-Mor are known to be tribal desert nomads. They live a harsh life, and value property and above all, water. They are believed to have some type of philosophical religion which teaches that all things are part of "The One." Technologically, they are quite primitive, preferring the spear as their major weapon.

The Kurabanda are a forest dwelling race of intelligent creatures somewhat similar to monkeys in appearance. These creatures have a crude form of tribal organization. They are known to have very primitive religious jokes. Vengeance for wrongs done to themselves or their kin seems to be an important part of their culture. Kurabanda prefer to fight using the bow and arrow. They have also developed, and use, a primitive form of a hang glider.

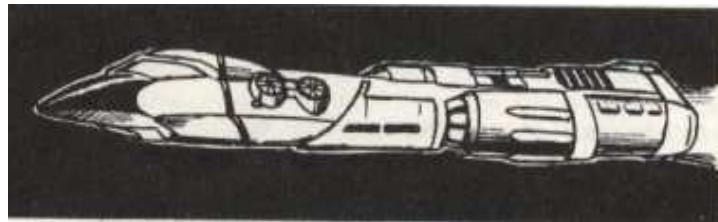
The Edestekai are a mysterious race of three-legged creatures. The Edestekai have an advanced social organization run by their priests. Religion is the dominant factor in Edestekai life, and their religion tends to be very ritualistic. The Edestekai have over 60,000 gods or other beings which they believe influence the course of events. Although not warlike, the Edestekai do have cadres of trained warriors who fight with long spears. The Edestekai warriors usually fight in formations of massed spearmen.

The Eorna are a highly advanced race evolved from the Volturnian dinosaurs. A typical Eorna is about three meters tall and is covered with fur. The Eorna possess highly advanced technology and have powers of hypnosis and mind control which are not presently understood. The Eorna population is now only a few hundred because their race was devastated in the distant past by a Sathar attack. It is believed that the Eorna are the dominant race on the planet and are in fact controlling to some extent the evolution of the other three races.

You will travel to Volturnus in a fast scout ship which will patrol the outer reaches of the Zebulon system until the fleet arrives. Once on the planet, you will be there until after the Sathar attack. The Truane's Star government has equipped your expedition as follows: each of you is armed with a laser rifle, laser pistol, vibro knife, and an albedo screen. You each have one power backpack (100 SEU) and two power belt-packs (50 SEU) to power your weapons and screen. Each of you also has adequate rations and water, and any toolkits your skills require.

Your party has been provided with one gyrojet rifle and 3 clips, 6 doze grenades, 6 tangler grenades, 4 fragmentation grenades, and 4 charges (200 gms.) of tornadium explosive. You have two fully fueled jetcopters to carry yourselves and your equipment.

Render all assistance possible to the native population. Resist the Sathar at all costs. You will be picked up by shuttles from the battle fleet when it arrives. Good luck!



Tell the players that upon landing on Volturnus, their characters are met by a delegation of Eorna who quickly take them to the Eorna installation deep beneath the ruins of the city of Volkos. (The location of these ruins is given on the color map of a large section of Volturnus which came in the STAR FRONTIERS boxed set.) At this point, give them the relevant information from the regular introduction above.

ALPHA SUBSECTION 3: RUNNING THE ADVENTURE

The party's encounters with the Mechanons, the UI-Mor, the Kurabanda, and the Edestekai may be played in whatever order the party decides to attempt them. However, the adventurers in ZETA SECTION and ETA SECTION cannot be played until the party has attempted to unite the four races against the Sathar. The ZETA SECTION must be played as the next to last set of encounters, and the ETAS SECTION must be played as the last set of encounters. The player characters may visit the three races and the mounds of the Mechanons in any order they choose.

Throughout the course of this adventure, the referee should continually remind the players that they have a very limited amount of game time in which to accomplish their objectives, two weeks at most. Also remind them that if they fail, they will certainly die on Volturnus at the hands of the Sathar. This will add a great deal of tension and excitement to the play of the various encounters.

PLAYER CHARACTER'S MAPS

In order to speed up play, you may allow your players to use the full color map of Volturnus included on the cover of CRASH ON VOLTURNUS. Tell them that the map was provided by the Eorna in order to help them accomplish their mission. There should be no need for the players to make maps during the play of this module except in BETA SECTION, when the player characters will have to make their own map of the interior of the Mounds of the Mechanons.

mounds of the mechanons

In this section of encounters, the player characters must go to the strange mounds in the southwest portion of the desert to contact the Mechanons, a strange race that evolved from robots. The player characters' primary goal is to convince the Mechanons to join the other races in resisting the Sathar. They must also find the controls for the automated planetary defense system of the Eorna and activate the system before the Sathar battle fleet arrives.

BETA SUBSECTION 1: PLAYERS' INTRODUCTION

The Eorna have told you that there existed at one time a system of planetary defenses designed to repel an attacking fleet and prevent an enemy from bombarding the planet. The Eorna do not know how many of the system's automated weapons survive, but if the party can find the controls of the system, they can activate whatever remains of it. The Eorna know that the controls are located somewhere beneath the strange mounds in the southwest of the desert. They are able to provide you with a map to the most likely general location of the planetary defense controls.

The Eorna also know and have told you that there are some creatures living beneath the mounds known as the Mechanons. The Mechanons apparently evolved from the few robots that were left after the great Sathar attack in the distant past. As far as the Eorna know, the Mechanons also build other robots, so the robot population in this area may be very large. It is possible that the Mechanons are unfriendly; the Eorna have not had contact with them for many years.

After traveling to the general area of the mounds, you find the area shown on the Eorna map. It appears to be a section of desert with occasional outcroppings of scrub vegetation. In fact, near the mounds, this vegetation becomes heavier and in many places it is dense enough to provide some cover. It appears that finding an entrance-way into the mounds will require some searching.

BETA SUBSECTION 2: REFEREE'S NOTES

The mounds are located in the southwest area of the Volturnian desert. The party may safely travel to the area of the mounds by jetcopter. They will have no encounters

BETA Section

on the way. The party could have obtained a jetcopter by playing SF 1. If they did not play SF 1, provide them with an Eorna jetcopter modified for use by player character races. The hex the player characters will be exploring may be any one of the mound hexes of the referee's choice.

This portion of the adventure is played using the map labeled "The Mounds of the Mechanons" included in the pullout section in the center of this module. There is no map provided for the player's use; if your players want a map of the mounds they must draw one, based on your verbal descriptions of the mounds.

Before playing this section, be certain that you, as referee, are thoroughly familiar with the information in the Intelligent Alien Update File concerning the Mechanons.

The corridors within the Mounds of the Mechanons are oval tubes 2 meters wide by 3 meters high. All doors will slide open automatically whenever anyone approaches within 1 meter of them unless specifically noted otherwise in the text.

BETA SUBSECTION 3: PLANNED ENCOUNTERS

1. ATTACK BY THE YERNODS

(MV Slow; IM/RS 5/50; STA 70; ATT 40; DM 1-10; SA None; SD None)

After the player characters begin searching the mound area for clues to the entrance, they will be attacked.

Suddenly you hear loud shrieking sounds. A large number of Human-sized, two-legged, lizard-like creatures are running toward you, screaming, and attempting to beat you!

The Yernoid pack will contain 20 individuals. They will hide in the scrub vegetation around the mound and attack the party near the area marked "1" on the referee's map for this section. The Yernoids see the party as challenging their dominance of this area. If they succeed in beating the party senseless, they will leave, having proved their superiority. If, however, the party kills or knocks out five or more Yernoids, the remainder will flee in panic.

Characters with Robotics skill may work on this robot, using the -20 modifier which applies to all work on alien robots.

2. THE ENTRANCE

You see that along the side of the mound there is a large pile of common rocks, possibly the remains of a rockslide.

The entrance to the mound is behind the large pile of rocks at location "2" on the referee's map. It will take the party about one hour to clear the debris from the entranceway. Once the debris is cleared away, the party can see a corridor leading to a large metal door. The corridor is littered with rocks and mud all the way to the door.

3. SECURITY DOOR

You have gone down the corridor a distance of eight meters and reached the large metal door. The door fills the entire wall in front of you. It has no visible hinges. Its metallic surface is studded with glowing yellow crystals.

This is a security door erected by the Mechanons to seal off this entranceway to their underground complex. It is a Level 3 security device. Technician characters have a -20 modifier on attempts to deactivate the security device. The door will open automatically if deactivated.

Unless a Technician successfully deactivates the door's security devices, the first person who attempts to open the door will suffer 3-30 points of damage from tiny laser blasts from the crystals in the door.

4. ROBOT GUARD

(MV 90m; IM/RS 5/50; STA 100; ATT 50; DM 4-40; SA None; SD None)

As you pass through the doorway into the corridor running right and left in front of you, you hear a strange, rather loud humming sound, such as might be made by some large machine. The corridor itself is illuminated with a blue glow which seems to come from blue crystals which are embedded in the corridor wall randomly.

At a distance of 4 to 6 meters off to your right, you see an alien machine on tracks. It has four metallic limbs which seem capable of extension. It is moving toward you slowly. As it approaches, it gives off strange rhythmic electronic sounds, which might be some kind of music.

The machine is a 2nd Level Mechanon security robot. Its mission is to prevent any non-robot from entering the War Room (5). Prevent is defined as ordering to halt, and then firing with a gyrojet weapon concealed in one of its left arms if the warning does not work. Non-robot is defined as any being who does not give the standard Mechanon recognition signal when approaching within 4 meters of the door. The robot will fight until destroyed. It has a full clip with 10 rounds of ammunition, and will melee when it is out of ammo. After it has fired one shot, the robot will begin to produce a loud, siren sound which is an intruder alarm. This sound can be heard in rooms 5 and 6, and all robots there will respond by sending one robot from each room to reinforce the security robot, and then securing rooms 5 and 6.

5. THE WAR ROOM

The description the referee should give of this room will vary, depending upon whether or not the party managed to get past the security robot at 4 above without the robot sounding an alarm. The description below assumes the normal state of the room. If the alarm has been sounded, the referee should assume that all robots are armed and ready for combat and that the sliding door has been secured with a Level 4 lock.

As the sliding door opens, you see before you a huge hexagonal (six-sided) room. The room is 12 meters across. There is another door directly across the room from you.

On the northwest side of the room is a large computer bank. Two bizarre-looking machines that appear to be robots are seated in front of this computer bank, performing various functions. The robots have heads made of three large green crystals which jut out of their metallic bodies. Each has one limb plugged directly into a socket in the computer bank, while another limb at the back of the machine hangs free. This free limb has extensor-like fingers on the end. It is not immediately apparent how these machines move, if they move at all.

To your left are three television-type screens which show pictures of various areas of Voltturnus. On one screen you see an aerial view of the ruins of Volkos. A second screen shows what is left of Slave City One, and the third appears to be scanning deep space. Three more of the robot-like machines sit in front of each screen. In the center of the room is a large metal table with six small stools arranged around it. The walls of the room are covered with maps. Some of the maps you immediately recognize as being sections of Voltturnus. All the maps are covered with strange lines, arrows, and other symbols. As you stand in the doorway (or enter) the strange machines turn toward you.

These machines are Level 3 robots. Their mission is to monitor the viewing screens and constantly feed data from the screens into the computer banks. These are their only functions, other than self-defense. The self-defense function is triggered whenever a non-robot enters the War Room. The robots will then attempt to move at fast speed through the nearest unblocked door. They will attempt to reach Security Central (12).

The computer in the room is a Level 4 computer with a Level 6 Information Storage, Level 6 Analysis and Level 6 Computer Security program. It is linked to the main computer in room 15, but will automatically shut down if its Security program is violated.

Characters that succeed in getting into the Information Storage program will learn that the computer has a complete catalogue of maps of Voltturnus, including military, geo-logical, weather, and detailed terrain maps. Also stored in this program are data concerning all movements of large populations, the numbers of Kurabanda and Edestekai in the various settlements,

details concerning the numbers of space pirates who had tried to set up mining operations on Volturnus, and other data about the Eorna population.

Monitor Robot (MV 30m; IM/RS 6/60; STA 100; ATT 60; DM 2-20 melee)

G. THE LIBRARY

The referee should remember that this room will be sealed off with a Level 4 lock if the robot at 4 above has sound an alarm.

You see before you a square room 10 meters across. The room has doors in the south and west walls. This room is filled with tables, on which are crystals in a variety of colors, many with fine wires wrapped around them in very dense coils. Against the north wall of the room are a number of machines. There are other robot-like machines in this room. They appear to be studying something in the machines against the north wall. As you approach, they turn around. You see that two of them appear to be some strange type of service robot, built to look like a small Eorna. The third robot is much larger. It looks like a large metal cube embedded with glowing crystals of many colors. As it turns toward you it is extending a long tube from the front of its body.

The two smaller robots are Level 4 service robots. Their mission is to provide services to other robots using the library. They have Self-Defense programs, and will melee if attacked.

The larger robot is a Level 4 heavy duty combat robot. The long tube it is extending is the barrel of a heavy laser. It is programmed for Self-Defense, Attack/Defense and Search and Destroy functions. It is also equipped with an albedo screen. The robot has enough power for five shots with the laser gun. This robot will attack the party on sight, and will not stop until destroyed.

This room itself is the Mechanons' library. The crystals and coils are their form of information storage. The crystals and coils can be "read" by being placed in one of the machines against the north wall. Characters that spend one full hour in this room with a poly-vox plugged into one of these machines will be able to learn all the information about the Mechanons contained in the referee's Intelligent Alien Update File.

Service Robot (MV 30m; IM/RS 7/70; STA 100; ATT 70; DM 2-20 melee)

Combat Robot (MV 120m; IM/RS 7/70; STA 500; ATT 70; DM 20-200 laser; 2-20 melee; SA Heavy Laser)

7. ASSEMBLY ROOM

Upon entering this area you see a large, circular room, 10 meters in diameter, filled with a variety of robots. Some of the robots are hard at work. Others appear to be lying on tables or workbenches. Some of the ones lying about are complete, others are obviously incomplete. Many tools of various kinds are scattered about on the work tables. There are two other doorways in this room.

This is the Mechanons' assembly area, where worker robots assemble new Mechanons. There are 10 Level 3 worker robots in this room. When the party enters, the referee should roll 1d10. The result is the number of worker robots that will notice the party's entry. One of the workers will immediately leave and go to Security Central to report the intrusion. The remainder will not attack, but will instead continue with their work. If attacked, the worker robots will defend themselves in melee.

Worker Robots (MV 30m; IM/RS 6/60; STA 100; ATT 60; DM 2-20 melee)

8. PARTS STORAGE

The door slides open to reveal a pentagon (five-sided) shaped room. The room is filled with rows of shelves. On the shelves are all types of mechanical devices; some of them resemble body parts made out of metal.

The Mechanons store robot parts here until they are needed in Assembly (7). Not immediately seen by the party are a robot brain and two standard combat robots. They are behind two rows of shelves to the left. The brain is checking some inventory, and the combat robots are providing the brain with security escort. The mission of the combat robots is to protect the robot brain. Protect is defined as attacking any target designated as hostile by the robot brain. These are Level 4 combat robots. The brain is a Level 6 robot with a heavy duty body. It has an albedo screen powered by a 50 SEU beltpack.

The combat robots will attack as soon as they are aware of the party. The brain will stay back, as it is unarmed except with its two limbs which may be used in melee combat. If the combat robots are destroyed, the brain will activate its link to the central computer in room 15, and will attempt to talk its way past the party back to security central. This conversation will actually be carried on by the computer.

As soon as the radio link to the computer is activated, the computer will send four more combat robots from security central to the area by the shortest possible route, with orders to destroy the intruders.

Robot Brain (MV 30m; IM/RS 9/90; STA 500; ATT 90; DM 6-60 melee)

Combat Robot (MV 120m; IM/RS 7/70; STA 100; ATT 70; DM 3-30 rifle, 2-20 melee, SA gyrojet rifle)

9. MANUFACTURING

There is a horrible din coming from this area, even above the constant humming sound which fills all the corridors. As the door slides open you see seven huge machines which fill up the roughly 8 meter square room. These machines are apparently fully automated; there are no robots or other beings in the room. Along the east side of the room is a large rack filled with robot parts. From time to time an arm will extend from the nearest machines and place a new robot part on the rack.

This is one of the Mechanon's manufacturing areas. These automated machines turn refined metal into robot parts.

10. THE EORNA PLANETARY DEFENSE CONTROL ROOM

As you round the corner in the corridor, you see before you a large, irregularly constructed door. In front of the door stand three combat robots. They are completely motionless. They carry sonic disruptors, and you can see laser rifles slung over their shoulders.

These robots are elite Mechanon guard robots. They have been posted here to prevent anyone or anything from entering Room 10. They are controlled by direct radio link with the central computer. As soon as the player characters are in sight, they will alert the central computer, which will send four more combat robots from security central by the route through room 10 and the temple (16). All three of the elite robots will open fire with the sonic disruptors at a range of 2 meters.

Elite Guard Robots (MV 120m; IM/RS 9/90; STA 100; ATT 90; DM by weapon, 2-20 melee; SA Sonic disruptor or laser rifle)

Security Central Robots (MV 120m; IM/RS 7/70; STA 100; ATT 70; DM by weapon, 2-20 melee; SA Laser rifle)

The door to this room is made of some unknown yellow metal. The door is a special Level 6 security door. Close inspection will reveal a number of tiny, needle-sized holes all over the door's surface. Unless a Technician successfully deactivates the door's security devices, any character trying to open it will receive 3-30 points of damage from electrical shock. In addition, a burning, jelly-like fluid will be forced through the tiny holes at high pressure, covering the victim, who will receive an additional 6-60 points of burn damage per turn until the flames are extinguished. If the door is deactivated by a Technician, it will swing open.

When the door opens, the referee should roll a Logic check for each character looking through the doorway. Those who pass the check will see a small, three-sided room containing an Eorna computer and some small Eorna machines. Those who fail the check will see an illusion of deep space, with galaxies far off in the distance. Lunging at them out of the void of space will be a horrible beast the size of a huge dragon. These characters will panic and run in randomly determined directions for five turns or

until stopped by other player characters. The effect is caused by an Eorna hypnosis machine. The effect will last for five turns.

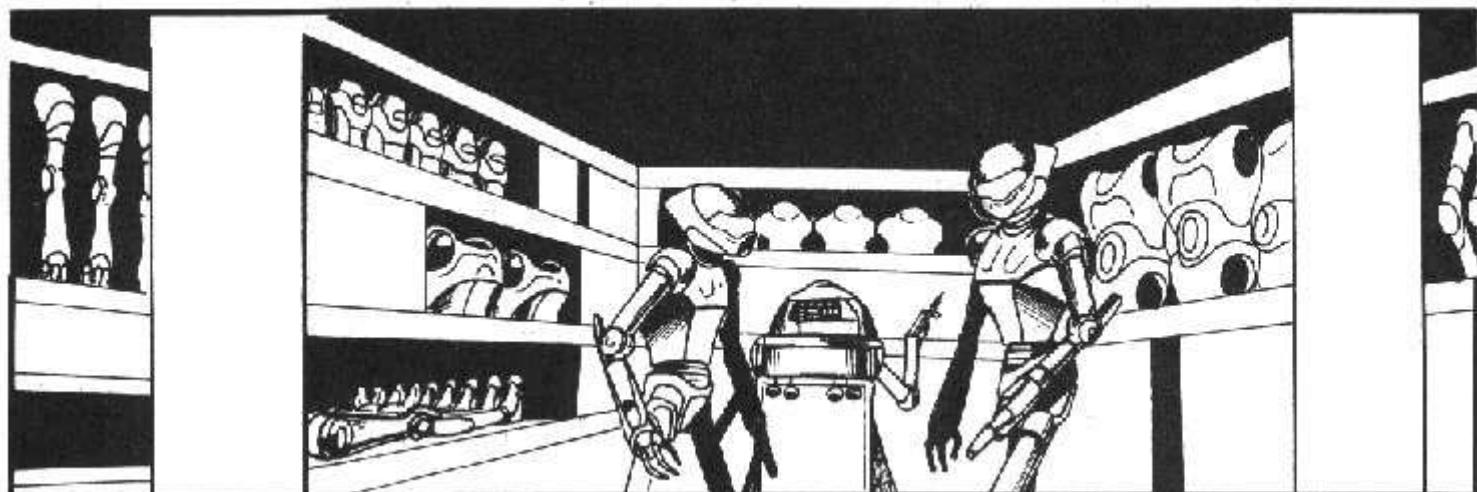
Player characters that safely enter this room will recognize the Eorna equipment. Using the directions that the Eorna gave them, the player characters will be able to activate the planetary defense system.

11. LAB: ACCESS CENTER TO LOWER LEVELS AND MINES

This area serves two functions: in the normal play of the module, it is a laboratory area staffed by Mechanons. The adventure in the Mechanon mounds can be expanded by including an elevator in the north wall of this room. This elevator would lead to lower levels of the Mechanon complex where most Mechanon social life takes place. It would also lead to a complex of tunnels beneath Volturnus which the Mechanons use to travel the planet and mine the metals they need to make more Mechanons. This expansion of the adventure is entirely optional and left to the referee's discretion.

This room is rectangular in shape, 6 meters wide by 10 meters long (north to south). Along the southwest wall is a large computer bank. Near the center of the room is a large desk, behind which sits a being unlike any you have seen before. This creature appears to be a collection of crystals held together by metal struts and a number of wires. The crystals are yellow and are glowing as if some type of energy were being passed through them. Along the southeast wall is an obviously dead Ul-Mor lying on a table. Two robots are examining the Ul-Mor. The other walls of the room are covered with shelves which hold jars of various types of biological specimens.

The strange creature behind the desk is a higher level Mechanon, a mechanical being far more advanced than any robot. Although technically a machine, the creature is self-programming, capable of independent thought and even imagination. It cannot be deactivated or reprogrammed, even by characters with Technician skill. As soon as the door opens it will notice the party and push a button on its desk to summon two combat robots from Security Central (12). It will then go about its normal business at its desk, ignoring the party.



If the party speaks to the Mechanon, it may delay having the party destroyed long enough to find out what the party wants. Characters with Psycho-Social skill may even be able to persuade it to delay their execution until the poly-vox has translated the Mechanon language, making communication possible. If this happens, the party will be disarmed by the combat robots and kept as prisoners in room 17. A Level 3 service robot will be sent to the prisoners to speak Mechanon into the poly-vox until it is translated. The player characters will then be sent to appear before the Mechanon council. (This is encounter 18 below.)

If the party attempts to attack the creature, it will sound a full security alert, bringing 16 combat robots from Security Central in 10 turns. These robots will spread out in pairs to cover the area complex until the intruders are found and destroyed. The Mechanon will defend itself with a laser pistol until the robots arrive.

Mechanon (MV 60m; IM/RS 9/90; STA 150; ATT 90; Dm 4-40 laser, 2-20 melee; SA laser pistol with 20 SEU clip)

Combat Robot (MV 120m; IM/RS 7/70; STA 100; ATT 70; DM 4-40 laser, 2-20 melee; SA laser rifle)

12. SECURITY CENTRAL

This is circular room, 10 meters in diameter. As the door slides open, four combat robots inside the room open fire on you with laser rifles!

This area is the central security area for the entire complex. There will always be four combat robots on guard inside, no matter how many other robots have been sent elsewhere. The instant these robots see the party, they will alert the central computer in room 15 and attempt to destroy the party.

If the party does fight its way into this area, the characters will see that the center section of the floor can be lowered. It is in fact an elevator platform which goes to a lower level where more combat robots are stored, ready for immediate activation. Once the party has left the room, activated robots will arrive by elevator, at the rate of four per minute. These robots will seek out the party and attack until the party or the robots are destroyed. These attacks will cease automatically if the central computer is destroyed or the attacks are ordered stopped by the Mechanons. The player characters will not be able to operate or damage the elevator.

Combat Robot (MV 120m; IM/RS 7/70; STA 100; ATT 70; DM 4-40 laser, 2-20 melee; SA laser rifle)

13. POWER CENTRAL

As soon as you enter this area it is obvious that this is a central power generator. There are no robots or other beings in this room.

Disconnecting the power generator will cause all illumination in the complex to go out. All machines except the central computer and the robots will stop functioning. The darkness will not affect the Mechanons; it will affect the player characters unless they have infra-red goggles.

14. SECURITY TRAP

This area is a trap to prevent any non-robot or non-Mechanon from reaching the central computer. As the characters approach this area, by any route, tell them that they see a visual scanner lens over the doorway, pointed down the corridor toward them. No matter what action the player characters take, the lens will have spotted them and activated the trap, even if the lens is shot out by the player characters. Room 14 appears to be nothing but an empty area. As soon as the party is inside, however, all the doors will seal shut and the room will drop through a pneumatic tube which runs underground to room 17. When the doors open, the player characters will see themselves confronted by twice as many standard combat robots as there are player characters. These robots are all armed with laser rifles. They will disarm the player characters and place them in chains. If the party resists, the robots will fight until the resistance ceases.

15. COMPUTER CENTRAL

You see before you a door of strange design. It is made of a strange yellow metal.

If the party has been to room 10, tell them that the door to this room seems to be made of the same metal as the door to room 10.

All doors to this area are identical to the door to room 10 and function in exactly the same manner. This room contains the central computer for the Mechanon complex. There is no need for computer operators here; the computer operates itself and is in constant radio contact with all the Mechanons and all Level 6 robots.

The computer itself is a Level 6 computer. It has a Level 6 Computer Security program, a Level 6 Analysis program, a Level 6 Installation Security program, a Level 4 Industry program, a Level 6 Robot Management program and a Level 6 Language program.

Any character who is able to break or bypass security and operate this computer can obtain any information desired about the Mechanons. The referee can give the player the information contained in the Intelligent Alien Update File. The computer contains the information gathered by the monitor robots in the War Room. The character will also be able to learn that the Mechanons have been planning for some time to launch an attack on the Eorna underground complex, but that this attack is not scheduled to take place for at least another year. Finally, by reprogramming the robot control program, the character will be able to bring a robot brain and up to eight standard Level 4 combat robots to the room, with instructions to provide security for the player characters!

However, once these robots arrive, they will be followed by three Mechanons proper. The Mechanons will introduce themselves, in a rather arrogant way, and order the party to accompany them to a meeting of the Mechanon High Council. If the party refuses, or attacks the Mechanons, the Mechanons will use their built-in radio capacity to summon one warbot after another until the party surrenders.

Mechanon (MV 120m; IM/RS 9/90; STA 150; ATT 90; DM 2-20 melee). The Mechanons are not bearing weapons.

Warbot (MV 120m; IM/RS 9/90; STA 500; ATT 90; DM 20-200 laser, 6-60 melee). The warbots are Level 6 warbots armed with heavy lasers set for 20 SEU per shot. Each warbot has enough power available for five shots.

16. THE MECHANON TEMPLE

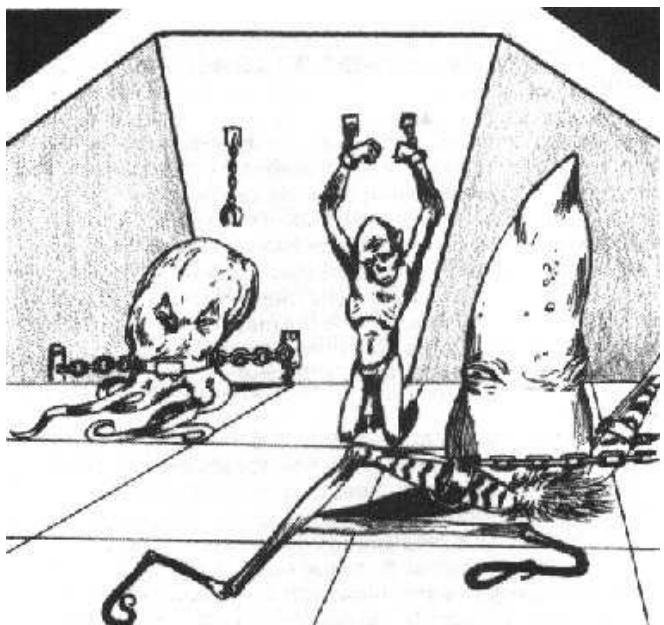
The ceiling here is a full 20 meters high, and it needs to be, because in the center of the area is a huge, 10 meter high metallic and crystal structure which looks something like a bipedal robot. In one huge hand it holds a laser gun; in the other it holds an enormous crystal wrapped with a golden wire coil. There are 12 worker robots in the area around this central figure. They appear to be doing nothing but staring at it.

This area is a Mechanon temple. The huge figure in the center of the room is an image of the Mechanons' concept of a god. It is not a functional robot, although the player characters have no way of knowing this. The worker robots will pay no attention to the party unless they are attacked. They will then defend themselves in melee combat. They have no ranged weapons available. Worker Robot (MV 30m; IM/RS 4/40; STA 100; ATT 40; DM 2-20 melee). All the worker robots are Level 2 robots.

17. PRISON AND SPECIMEN STORAGE

The door to this area appears to be a normal sliding door, but actually has a Level 4 security lock on it. The lock can be detected normally by characters with Technician skill. The door can be opened only from the outside; if the party is imprisoned here they will not be able to open the door. When the party enters the room, read them the following description:

This large, drab room is obviously a prison cell. There are three prisoners chained to the wall of this room; an Ul-Mor, a Kurabanda and an Edestekai. All appear to be in poor physical condition, although there is nothing to indicate that they have been beaten or ill fed.



The prisoners have been taken by the Mechanons for biological studies. As representatives of the three different races, they find it almost impossible to get along together. All three, however, will have heard of the player characters (if the players have played in CRASH ON VOLTURNUS and VOLTURNUS, PLANET OF MYSTERY) and will be eager to help the player characters and themselves escape. They will have no knowledge of the Mechanon complex beyond what is already known by the player characters.

THE PRISONERS

| Name | STR/ STA | INT/ LOG | DEX/ RS | PER/ LDR |
|----------|-------------|-------------|------------|-------------|
| Ummo U-M | 50/40 | 60/60 | 70/50 | 40/50 |
| Tulomo K | 40/50 | 70/50 | 85/65 | 30/40 |
| Evlon E | 85/85 | 70/60 | 30/40 | 45/55 |

U-M = Ul-Mor K = Kurabanda E = Edestekai

The area marked "A" on the referee's map shows the area where the pneumatic tube from (14) opens into the prison cell.

COUNCIL OF THE MECHANONS

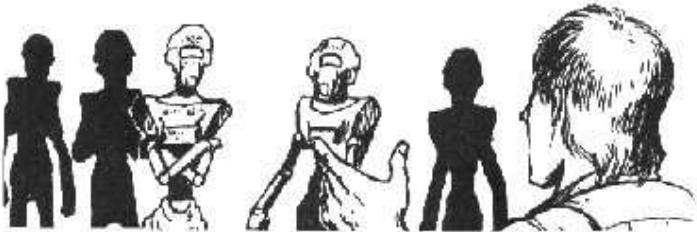
The player characters will certainly end up at the Council of the Mechanons. They will arrive at this encounter in one of three ways: By being captured in the complex, by being taken in the trap in room 14, or by being contacted by the Mechanons if they ever reach room 15.

The council will be held in War Room (5). Attending will be six high level Mechanons, protected by four standard Level 4 combat robots armed with sonic disruptors. The party members may bring with them to the council any functioning robots they have succeeded in reprogramming; the Mechanons believe this will demonstrate to the party members how hopeless their situation is.

At the beginning of the council, the leading Mechanon will turn on a poly-vox type machine and address the party. His speech should be emotionless and mechanical. He should detail all the actions of the party as crimes against the Mechanons. He should then assert that as biological, rather than mechanical units, the party members have no right to live. He will then offer them an opportunity to speak.

This is the party's one chance to convince the Mechanons to join the alliance against the Sathar. Player characters who speak may use any Psycho-Social skills they have except hypnosis. The Mechanons are immune to hypnosis.

If the party makes reasonable arguments for joining the alliance, the Mechanons will reluctantly decide to help fight the Sathar. Reasonable arguments (from the Mechanon point of view) would include pointing out that the races currently on Volturnus pose no immediate threat to the Mechanons, whereas the Sathar will certainly either kill or enslave them.



If the party, in the judgment of the referee, fails to make any good argument for joining the alliance, or behaves in a totally disrespectful manner, the Mechanons will release the party, giving them free escort out the way they came in. The party may take with them any robots they have reprogrammed, or any sent to them by the central computer. The Mechanons will let the party get outside, and then send 10 warbots after them to destroy them. (No use having a messy battle inside, according to the Mechanons' way of thinking.) These warbots will be identical to that described in encounter 15 above. They will attack before the party gets back to their jetcopter or other means of transportation.

If the Mechanons agree to join the alliance, the party will be asked to give back any reprogrammed robots and leave immediately to convey the news of the alliance to the Eorna.

BETA SUBSECTION 4: AWARDING EXPERIENCE

It is now time to award experience points. Characters who survived the adventure but did not contribute a great deal to the party's successes should receive one experience point. Characters who did an average job should receive two points, while characters who played outstandingly should receive three experience points.

GREAT GAME OF THE UL-MOR

In this section of the module the player characters will attempt to earn the right to lead the Ul-Mor into battle alongside their ancient rivals the Kurabanda and the Edestekai. To win the respect of the Ul-Mor, the characters learn that they must participate in what the Ul-Mor call "The Great Game." This event is held only once per year. The fiercest warriors from every Ul-Mor tribe compete in the Great Game. The winner of the game has the coming New Year named after him, and is allowed to have the sacred vision during the "Time Of Oneness," the annual Ul-Mor festival of mating.

The referee should note that if the players played CRASH ON VOLTURNUS they are already members of one Ul-Mor tribe, having proven themselves in the Ritual of Manhood.

THE UL-MOR SETTLEMENT

The party will arrive safely at the Ul-Mor settlement and will be greeted by Athru, an Ul-Mor chieftain. In the discussions that follow, the referee will play the part of Athru, speaking for the Ul-Mor.

If the party has played CRASH ON VOLTURNUS, Athru will explain to them their good fortune in arriving in time to witness the Great Game, one of the most important rituals of the Ul-Mor. Athru will also point out the new forms of The One assumed by tribal members who have finished their existence as Ul-Mor. This sort of talk will continue for some time. When

the player characters begin to explain the importance of their mission, Athru will ask them to wait until a council of Ul-Mor elders can be assembled.

If the player characters have not played SF 0, they will have great difficulty communicating with the Ul-Mor, even by poly-vox. Eventually, Athru will request a mind-link with a player character. If a character agrees, Athru will insert his ninth tentacle into the character's spine, establishing a mind-link that functions without any form of spoken communication.

GAMMA SUBSECTION 1: PLAYERS' INTRODUCTION

Once full communications has been established with Athru, the mind-linked character must explain the nature of the Sathar threat and that the Ul-Mor must join with the other races of Volturnus in order to combat it. The Ul-

GAMA Section

Mor will be able to understand and sympathize with the character's hatred for the evil Sathar, although space travel and the use of advanced technology is beyond the Ul-Mor's understanding. Prior to the party's arrival, the Ul-Mor received a similar story from the Eorna. The Ul-Mor have decided that the Eorna are distant ancestors who have taken a new form of The One.

During the character's communication with Athru, the referee must not allow other players to interrupt. The communication between Athru and the mind-linked character is unspoken; the other player characters would not know what is being communicated.

Once the character has explained the situation to Athru, he will break the mind-link and confer with the other Ul-Mor elders. From the characters' viewpoint, it appears as follows:

Athru breaks the mind-link, and goes over to the other Ul-Mor elders, who have been waiting patiently as Athru communicated with you. The Ul-Mor wave their tentacles about, in what may be a series of elaborate gestures. Athru utters some kind of chant which your poly-vox cannot translate, and the Ul-Mor elders establish mind links themselves. After a debate, during which all the elders seem to become highly excited, Athru returns and communicates the following:

"We have heard of the great danger from the sky. Our ancestors with the long tails have told us. Truly it is a mystery why The One would take such an evil form. The Ul-Mor are strong! The Ul-Mor will fight the evil.

But we do not fight with silly Kurabandas beside us. We do not fight with arrogant Edestekai beside us. Ul-Mor fight alone! We do not like silly Kurabanda and proud Edestekai.

All the elders of all Ul-Mor tribes have met, for the ancestors have requested that we fight alongside these others. The request of ancestors is not a thing to be taken lightly. This is our decision. We will fight with you, and with the silly Kurabanda and proud Edestekai only if one of you proves worthy to lead us. To do this, you will take part in the Great Game as representatives of the tribe of Athru!"

Athru will further explain that there are five Ul-Mor tribes represented in the Great Game, each with four warriors participating. If one of the four player characters does not

win, it will bring great dishonor to the tribe. However, to prove worthy of leadership in battle, it is not necessary that a player character win the Great Game. It is only necessary that one of them remain mounted at the end of the game. Finally, Athru will ask the players if they would rather ride lopers, as the Ul-Mor do, or strange beasts called horses, which were sent by the ancestors for the player characters' use. The horses are fitted with saddles appropriate for the members of the party. Of course, the player characters will have no idea of what the Great Game is, or why they would need lopers or horses. Ahtur will not answer any questions about this until the Great Game begins. The player characters will know, however, that they have almost no chance to ride a loper successfully, especially in competition with the Ul-Mor. The Ul-Mor can control their lopers by direct mind link!

GAMMA SUBSECTION 2: SPECIAL RULES FOR THE GREAT GAME

The Great Game encounter is played on the special map provided on the module folder. After playing the encounter as part of your campaign adventure, you may want to replay it as a game by itself.

To play the Great Game encounter, you will need the two page map printed on the module folder, four counters from the boxed STAR FRONTIERS set to represent four of the player characters, the eight Ul-Mor counters from the boxed set, and the eight loper counters from the boxed set. You will also need the game dice.

HOW TO SET UP THE ENCOUNTER

The player characters participating in the Great Game place their counters in any square on the east edge of the map. The player characters may place their counters next to one another if they wish, but no more than one counter may be placed in each map square.

After the player characters have placed their counters, place the eight Ul-Mor counters and eight loper counters on the remaining east map edge squares, one counter per square. The 16 counters all represent Ul-Mor mounted on lopers. Each counter represents exactly the same thing.

Place one sand shark counter in the square marked "M" in the middle of the map. Place any spare counter in the square marked "Ball Star." This counter represents the ball. The game is now ready to play.

In the following rules, the Ul-Mor and the player character counters will sometimes be called rider counters, to distinguish them from the ball and sand shark counters.

During the play of the Great Game, the referee will control all the Ul-Mor and the sand shark, while the four player characters will control their own counters. The players themselves should decide which four player characters will take part in the Great Game. It is suggested that the

player characters chosen be those with the highest Dexterity scores. One of the major differences between the Ul-Mor and the player characters is that the Ul-Mor are each out to win the Great Game individually while the player characters' only real goal is to have at least one of their side finish the game still mounted while having made a real attempt to win. Thus, the referee will often be playing Ul-Mor against other Ul-Mor. The sand shark, of course, must be played against all the others in a completely neutral fashion.

RULES OF THE GREAT GAME

These are the simple rules used by the Ul-Mor when they play the Great Game:

1. Spectators are not normally allowed to participate in any way in the Great Game. However, if the sand shark attacks a dismounted player character, any player character spectators can attack the sand shark in order to save the endangered player character.
2. The object of the game is to ride from behind the first stake to the other end of the field, go around any of the three stakes at that end, come back down the field, pick up the ball, and carry the ball back behind the first stake.
3. The winner of the game is the first rider to get the ball back behind the first stake. However, in order to win, that rider must at some time during the game have ridden around one of the three stakes at the far end of the field.
4. The ball can be taken from the set-up square only by a rider counter who rides around one of the three stakes at the west end of the field before touching the ball. After the ball has been taken from the set-up square, any other rider counter may handle the ball without first riding around the stakes at the west end of the field.
5. Riders are permitted to knock other riders off their mounts, but riders are not allowed to use any kind of weapon against other riders. Weapons can be used when necessary to defend against the sand shark. Ul-Mor riders are armed with spears; player characters can carry any weapons they wish.
6. Any rider who is knocked off his mount is out of the game.
7. If all riders are knocked off their mounts, the last rider to hit the ground is declared the winner.
8. If the rider carrying the ball is knocked off his mount, any other rider may pick up the ball. The ball may change possession any number of times.
9. The game ends the instant any player gets behind the first stake with the ball and wins.

TURN SEQUENCE

The activities of each game turn are performed in the following sequence. This sequence is similar to, but

slightly different from the usual STAR FRONTIERS turn sequence.

1. Initiative determination: The player character with the highest IM score rolls initiative for all the player characters. The game judge rolls initiative for all the UI-Mor as a group. The UI-Mor have an IM of 5 for the purposes of this die roll.
2. The side with initiative decides whether to move first or second.
3. The side which is moving first moves its counters. The UI-Mor counters are moved in a definite order as explained below.
4. The side which moves second moves its counters. Counters which begin the move stacked with counters of the other side cannot move.
5. All combat actions are resolved.

MOVEMENT

The following rules govern movement of counters:

1. All counters have the movement rate given on the Movement Chart.

MOVEMENT CHART

| Type of Counter | Movement Rate |
|------------------------------|---------------|
| UI-Mor (on loper) | 9 |
| Player Character on loper* | 9 |
| Player Character on horse | 7 |
| Player Character galloping** | 12 |
| Sand shark | 9 |

* Note: player characters that choose to ride lopers must check every other turn beginning on turn 2 to see if they fall off. Such characters have a chance equal to their Dexterity score to remain mounted.

** Note: player characters on horses may gallop for three turns. The three turns do not have to be consecutive. After the third turn of galloping, the player character's horse is winded and its movement rate is reduced to 3 for the rest of the Great Game encounter.

2. Counters are moved by the player controlling them. Each player controls his own character's counter. The referee controls all other counters. A player character's counter does not have to be moved if the player character does not wish to move.
3. Counters may move in any direction or combination of directions, including diagonally.
4. The first diagonal move made by a counter costs one extra move. Any number of additional diagonal movements may be made with no additional penalty. For example, if UI-Mor counter "B" moves one square ahead, then one square diagonally, the counter has used 3 moves and has 6 moves left. These 6 moves may all be made diagonally.

5. There is a definite order in which the counters on a side may be moved. The UI-Mor/Loper counters are all lettered from "A" through "H". When the referee moves the UI-Mor and loper counters, he must move UI-Mor counter "A" first, counter "B" second, and so on. After all eight UI-Mor counters are moved, the referee then moves the eight loper counters in the same order.
6. Player character counters may be moved in any order the players choose. If the players cannot agree on an order of movement, the referee should have them roll initiative among themselves.
7. Counters for the side which moves first may always move, even if they are stacked with a counter of the other side at the beginning of their move. Counters of the side which moves second may not move if they are stacked with a counter of the other side at the beginning of their move. If two UI-Mor/Loper counters begin a move stacked together, both counters may still move.
8. The sand shark counter always moves last in the turn. It must move toward the nearest mounted UI-Mor or player character on the game map. If two or more mounted UI-Mor or player characters are an equal distance from the sand shark, the referee must randomly determine the direction of the sand shark's movement.
9. When moving the UI-Mor, the referee must attempt to move each UI-Mor counter as far as possible by the shortest route which does not contain squares occupied by terrain obstacles or other counters. If equally short routes would cause the UI-Mor to enter another counter's square or to choose between two terrain obstacles, the referee should determine which space the UI-Mor will enter. UI-Mor who have not yet ridden around any one of the three stakes at the west end of the field will always attempt to move toward the ball. In this case, they will enter the square containing the ball carrier if possible.
10. There can never be more than two rider counters in a square. There can never be more than 1 player character in a square. The sand shark may enter any square regardless of the number of rider counters in the square.

TERRAIN AND OBSTACLES

There are a number of terrain features and obstacles shown on the Great Game map. These have the effects noted in the following summary.

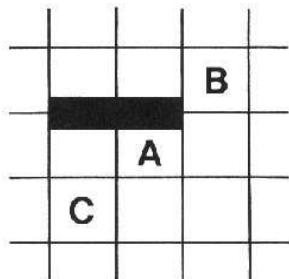
HILL: It takes any counter one extra move to climb up or down the hill. Movement from one hill square to another is normal.

POOL: It costs three moves to enter a pool square. Each turn a counter enters any pool square a special check must be made to see if the character involved falls off his swimming mount. UI-Mor will fall off on a roll of 01-30 on d100. Player characters will be dismounted on a roll of 01-50 on d100.

HEDGEHOG: The hedgehog is a special obstacle made of Ul-Mor spears. Any rider entering a hedgehog square will be dismounted on a roll of 01-70 on d100. With a roll of 01-30 on d100, that dismounted rider will fall on the spears and receive 6d10 points of damage.

SAND PILE: The sand pile slows a mounted character's movement to one square per turn. On a roll of 01-30 on d100 per turn, any mounted character entering or in a sand pile square will become dismounted. (This is the chance the mount will lose its balance in the soft sand and accidentally throw its rider.)

WALLS: Walls do not slow movement down, but are hard to jump. On a roll of 01-50 on d100, any player character jumping a wall with his mount will fall off. With a roll of 01-60 on d100, an Ul-Mor will fail to make such a jump successfully. Diagonal movement between squares at the ends of walls is not allowed. See the diagram at right.



A wall restricts a counter's diagonal movement. While a counter could normally move from square C to square A, as shown in the diagram, a counter could not move from square A to square B until it attempted to jump the wall.

MELEE

Melee must occur whenever two Ul-Mor or one Ul-Mor and one player character (or the sand shark and any rider counter) occupy the same square at the conclusion of all movement.

1. A player character's base chance to hit in melee is one-half the character's DEX score or one-half the character's STR score (player's choice). No modifiers are applied to this score.
2. All Ul-Mor will hit in melee on a roll of 01-55 on d100. Their DEX score is also 55. An Ul-Mor can make one melee attack per turn during the Great Game.
3. During a melee, a rider may try to do one of the following: attack to dismount another rider, defend himself from being dismounted; attack the sand shark.
4. Riders on the side that has the initiative for the turn may make all their melee attacks before the other side can attack. For example, if the Ul-Mor won initiative on a turn, they could make all of their melee attacks before the player characters could make any melee attacks. If an Ul-Mor dismounted a player character, the player character would not get to make an attack on the Ul-Mor.
5. A rider dismounts an opponent by rolling a normal "to hit" using the base melee score. A hit indicates that the target of the blow is knocked off his mount, unless the target chose to defend that turn.

6. Riders who choose to defend themselves may make a roll against their melee score when they are hit by an opponent in melee. If the check is successful, the defending rider is not dismounted.

7. If two Ul-Mor are in the same square, and thus must melee, the Ul-Mor who would normally move first has initiative for the purposes of that melee combat.

8. Ul-Mor will never choose to defend themselves in melee. They will always choose to attack their opponent instead. The one exception to this is the ball carrier. An Ul-Mor who has the ball will always defend himself in melee, never attack.

9. Melees with the sand shark are resolved after all other melee actions. If the sand shark is stacked with two riders, it will attack on of them chosen randomly. The sand shark's attacks are always resolved first; if the attacked rider has taken no other action that melee round, it may attack the sand shark. Player characters armed with ranged weapons may elect to shoot the sand shark at point blank range rather than melee attack it. Such shots are resolved immediately before the sand shark's melee attack.

OTHER RULES

DISMOUNTED RIDERS: Riders who become dismounted must move as quickly as possible toward the nearest edge of the map, and then get off the map, paying one move to exit. Dismounted characters are out of the Great Game. They may do nothing except move each turn toward the edge of the map. Dismounted characters do not count for stacking purposes, and do not interfere with the movement of mounted characters. Indicate that a character is dismounted by turning his counter face down.

PICKING UP THE BALL: Any rider who enters, leaves, or moves through the space containing the ball during the movement part of the turn may attempt to pick up the ball. The rider announces the attempt and rolls a Dexterity check. A successful check means that the rider has the ball. An un-successful check means that the rider has failed. Once one rider has the ball, no other rider may pick up the ball until it is dropped or passed.

PASSING THE BALL: Only the player characters may pass the ball. (The Ul-Mor have not yet invented the forward pass.) Passing the ball requires two Dexterity checks, one for the passing character and one for the character catching the ball. If either fails the check, that character has dropped the ball.

DROPPING THE BALL: A rider drops the ball whenever he is dismounted in melee or whenever he fails a Dexterity check when passing or catching the ball (player characters only). When the ball is dropped, the referee rolls 1d10 and consults the Dropped Ball Table.

| Die Roll | Result |
|----------|-----------------------------|
| 1-3 | Ball bounces 1 square away |
| 4-6 | Ball bounces 2 squares away |
| 7-9 | Ball Bounces 3 squares away |
| 10 | Ball remains in same square |

If the ball bounces, the referee must roll again to determine the direction of the bounce, consulting the Dropped Ball Direction Diagram.

This diagram shows the direction the ball will bounce from the square it occupies. On a roll of "1", the ball will bounce in the direction of square 1, on a roll of "2", in the direction of square 2, and so on. Rolls of 9 or 10 are ignored and the referee should roll again.

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 8 | | 4 |
| 7 | 6 | 5 |

The referee should note that the Ul-Mor will not be impressed favorably if the player character who remained mounted did not make any effort to win the game, but merely "stayed out of the way" and did not take any active part.

If no player character manages to at least stay mounted at the end of the game, the Ul-Mor will not be impressed and will not join the alliance against the Sathar. Their counters may not be used in the "Battle of Volturnus" encounter in the ZETA SECTION of this module.

GAMMA SUBSECTION 3: THE OUTCOME

If any player character manages to stay mounted throughout the Great Game, the Ul-Mor as a whole will be greatly impressed and agree to join the alliance against the Sathar. If a player character should actually win the Great Game, the Ul-Mor will name their new year after him as "The Year of (player characters Name)."

Player characters receive one experience point for attending the Great Game. Those who participated in the Great Game and did well receive two points. Spectator player characters who help kill the sand shark receive two points. Any player character who did an outstanding job in the Great Game receives three experience points. A player character who wins the Great Game receives four points.



SACRED IDOL OF THE KURABANDA

DELTA Section

In this portion of the adventure, the player characters will travel to the Kurabanda village in the forest to enlist the aid of the Kurabanda against the Sathar. The major encounter of the section is the player characters' attempt to retrieve the Sacred Idol of the Kurabanda, without which the Kurabanda will not join the battle.

DELTA SUBSECTION 1: SPECIAL BACKGROUND ON THE KURABANDA

If you and your players have played SF 1, you are already familiar with the Kurabanda and their chief, Auramada. If not, the following additional background material will be useful for the referee.

The Kurabanda build their villages in the branches of the bachanda trees in the forests of Volturnus. These huge trees often reach a height of 200 meters. The trunks of bachanda trees have a diameter of 15 meters. The trees produce large, flat branches, beginning at heights of ten meters or more. These branches can be as much as 5 meters wide, and form a kind of natural highway far above the forest floor. This is fortunate, for the bachanda trees also produce thorny vines around their bases of such density that travel across the forest floor is literally impossible.

The Kurabanda build their villages in the branches of the bachanda trees. They themselves are natural climbers, vine swingers, and leapers; they are very well adapted for this kind of forest existence.

The Kurabanda are more like Humans than any of the other races on Volturnus. Play them as if they were a primitive jungle people. They are fond of practical jokes. They are easily offended, however, especially by the giving of gifts, which they perceive as an attempt to imply that the recipient is inferior to the giver. They will take revenge for such insults, sometimes planning their vengeance for years in advance.

DELTA SUBSECTION 2: THE KURABANDA VILLAGE

THE JOURNEY TO THE VILLAGE

The player characters will be able to fly safely to the Kurabanda village without incident.

The village is located on the Volturnus map from the boxed set in the hex three hexes due west of the pirate outpost (Hex 1) and then three hexes straight northwest. The hex containing the village has an "Unusual Tree" symbol in it.



TRAVEL THROUGH THE FOREST

The player characters may journey to the craterland with their Kurabanda guide, a pleasant fellow named Kulamonda, on foot. If they do go on foot, Kulamonda will take them by the shortest route through the bachanda forest. The large craterlands area is marked on the color map of Volturnus included in the STAR FRONTIERS boxed set. During the course of this journey, the player characters will have no random encounters as long as they remain with their Kurabanda guide. Their rate of movement will be two hexes per day.

If the player characters for some reason lose or abandon their guide, the referee should check for a random encounter in each hex entered. An encounter is indicated by a roll of 1 on 1d10. When an encounter is indicated, roll on the Bachanda Forest Random Encounter Table for the exact type of encounter.

BACHANDA FOREST RANDOM ENCOUNTERS

| Die | Roll | Encounter |
|-----|------|--|
| 1-3 | 4-40 | Winged rippers attack the party |
| 4-6 | 2-20 | Strangler chutes begin grazing in the treetops occupied by the party |
| 7-9 | 1-5 | Queeqeogs attack the party |
| 10 | | The party is walking on a branch infested by parasitical insects known as hollowers. The first party member to proceed without carefully inspecting the branch will fall through it to the forest floor, taking 1d5+30 points of damage. |

Winged Rippers (MV Fast; IM/RS 6/55; STA 30; ATT 60; DM 1-5 beak; SA None; SD None)

Strangler Chutes (MV Slow; IM/RS 3/25; STA 150; ATT None; DM 3 points/turn; SA Accidental attack; SD Electric- al shock stuns for 1-10 turns if touched)

Queeqeogs (MV Fast; IM/RS 6/60; STA 180; ATT 50; DM 3-30 harpoon; SA Harpoon can strike victim 5 meters away; SD Treat exoskeleton as skeinsuit)

Hollowers (MV None; ATT None; SA Causes fall from bachanda tree; SD None)

TRAVEL BY AIR

If the player characters attempt to fly to the craterland in their jetcopters, use the following description:

You first spot the huge crater from a distance of about 5 kilometers. It is indeed huge, extending to the horizon. As you fly nearer to the rim of the crater, you see some enormous explosions in the air ahead of you, over the crater itself. These explosions appear as sudden flashes of fire which last only a few seconds. They seem to be occurring randomly.

If the player characters fly directly over the crater, there is a 5% chance per turn, cumulative, that the jetcopter will be caught in an explosion. If an explosion does occur, the jet-copter receives 20-200 points of damage. When determining how long the party is over the crater, simply count the number of turns from the time they pass the rim

THE MEETING WITH CHIEF AURAMADA

Upon arrival at the Kurabanda village, the player characters will be met by a party of 10 Kurabanda warriors. If the player characters played in SF 1, this greeting should be a friendly one, as the warriors and player characters will know one another. If not, the warriors will be extremely tense and guarded. In any case, they will escort the player characters immediately to Chief Auramada.

After some initial chat, Auramada will demand to know why the player characters are here. It is up to the player characters to explain the Sathar threat and the plan for combating it. During this discussion, the referee must play the part of Auramada. The chief tries to display his wisdom and authority whenever possible. He dislikes being told what to do, or being made to seem ignorant. Of all the Kurabanda, he is the most easily insulted. On the other hand, the battles with the space pirates in SF 1 have taught him that there are "demons" that come from the stars and must be destroyed. This is how he will interpret what the player characters tell him of the Sathar.

Once the player characters have made known their request, Auramada will pause, consider the situation for a while, and then render this decision:

"It is much that you ask of us. The Ul-Mor were our enemies long ago. The Edestekai are no friends of ours. Yet you suggest we should trust them as allies in battle. No sane chief would accept such a proposal. There is, however, one way for you to get what you want. That is to retrieve the Sacred Idol. For he who holds the Sacred Idol is chosen by the gods to lead the Kurabanda in battle.

The Sacred Idol was stolen many years ago by a demon in the form of a large bird. It was taken to the Demon's Temple in the forbidden area. If you go there and bring back the Sacred Idol, I and all my people will do as you ask."

Auramada will offer the party a guide to the "forbidden area" and such food and other assistance as the Kurabanda can provide. No matter what other action the player characters take, the Kurabanda will not fight in the Battle of Volturnus unless the player characters retrieve the Sacred Idol.

DELTA SUBSECTION 3:
THE CRATER OF
THE DEMON-BIRD

If the party plans to fly to the forbidden area, Auramada will object strongly. He will explain that flying over the area is extremely dangerous; this is one of the reasons the area is forbidden. All Kurabanda who have tried to hang glide in the area have been killed by the Wind of the Demon, a strange disturbance of the air which upsets any type of flying device.

till they fly out, keeping track of distance traveled each turn. Remember that the scale on the Volturnus map is 8 kilometers per hex.

When the party reaches the crater, they will spot the Demon's Temple spoken of by Auramada. If the party is traveling with Kulamonda, he will point it out from a vantage point in the bachanda trees on the crater's rim. Characters airborne in a jetcopter will see the Demon's Temple when they fly over the crater.

You see near the center of this huge crater that there is an even deeper crater, a crater within a crater. In the very center of this second crater, a rocky pinnacle, stands towering toward the sky to a height of more than 100 meters. The rock tower itself does not appear to be more than 10 meters in diameter at the top; at the bottom it is much larger.

If your player characters have attempted to fly over the crater and avoided being hit by an explosion, you should tell them that the explosions nearby, along with the dangerous up and down drafts their pilot notices, make it impossible to get all the way to the rocky pinnacle and back by air. This expedition will have to be made on foot.

DELTA SUBSECTION 4: THE CRATERLAND ENCOUNTER

MAPS

This encounter is played using both the hex map of Volturnus and the "Crater" map included in the large set of maps in the boxed STAR FRONTIERS game.

CRATERLAND BACKGROUND AND ENCOUNTER DATA

The Craterlands were formed ages ago by the impact of an enormous meteorite. This giant chunk of rock had on it a few spores of an alien fungus. Then, in time, a stream worked its way down into the crater, the fungus began to grow.

This fungus is called quickfungus. It covers the entire surface area of the craterlands, except for a few outcroppings of rock and the rocky pinnacle in the deeper crater hole in the center. To the player characters' eyes, the entire bottom of the craterlands appear to be a sea of large toadstools. The fungus itself is rooted in the mucky bottom of the craterland, where the stream eventually empties itself, creating soft, muddy bog. Any character who steps into the quickfungus is in serious trouble. The fungus gives way and the character begins to sink into the muck, just as if it were quicksand. Characters that pass both an RS check and a DEX check will be able to throw themselves onto their bellies or their backs and float for 1d10 minutes before being swallowed by the muck. Characters who fail either of these checks will feel tendrils winding around their feet. They will be pulled completely under in one minute (6 turns). Characters pulled under the quickfungus will drown.

Quickfungus is not based on an oxygen/carbon dioxide cycle. Instead, this fungus gives off two gasses as a result of its metabolism. The first is hydrogen, which forms into huge pockets as it rises in the atmosphere. This free hydrogen is the reason for the explosions which occur frequently and randomly in the craterlands area. While player characters are in the craterlands, there is a 10% chance every minute (6 turns) that they will be caught in such an explosion. These explosions do 20-200 points of damage. Any player character that fires a laser weapon, gyrojet weapon, or projectile weapon will automatically cause such an explosion. These explosions have a blast radius of 30 meters. The second byproduct of quickfungus is nitrous oxide, also known as laughing gas. As soon as the player characters enter the craterlands area, the referee should secretly roll a Stamina check for each character. Those who make the check may ignore the effects of the nitrous oxide. Those who fail will become intoxicated. At first, the intoxicated characters will notice nothing; they will simply feel very quiet and peaceful. After 10 turns, they will begin to giggle. Anything anyone says or does, in fact, anything that happens, will seem to them to be hilarious. Intoxicated characters have their DEX and RS scores halved for all purposes. The effects of intoxication will last as long as the character is in the craterlands and for 30 minutes after the character leaves.

There are occasional outcroppings of small rocks scattered among the fungus on the crater floor. These rock outcroppings occur every 10 or 20 meters. The rocks are solid and will support the weight of any two characters before starting to sink in the muck. The rocks are one means of crossing the craterlands floor.

The underground rivers which flow through the area bubble to the surface in narrow streams, about 8 meters wide at their widest point. These streams follow the course of the rivers shown on the map. The current is slow and will carry an unpowered raft about 4 kilometers per hour. There is a 10% chance each hour that the raft will be attacked by a poisonous water snake (MV Medium on land / Fast in water; IM/RS 7/70; STA 20; ATT 80; DM 1-5; SA Poison S10/T3; SD None).

THE CENTRAL CRATER

The center crater is shown on the "Crater" map from the boxed set. When the player characters reach the central hex of the craterlands, the one marked with a high elevation point, read them the following description:

You have reached the central crater, an even deeper pit in the middle of this weird area. As you stand on the rock ledge which forms the rim of this deeper, central crater, you see that its bottom is covered with the same fungus you have seen throughout the rest of the craterland. Also scattered about are a few outcroppings of rock. Here and there, there are a few hardy but obviously dying bachanda trees. In the center of this crater stands the rock spire. Somewhere on or in that shaft of rock is the Sacred Idol of the Kurabanda, and perhaps the creature who stole the idol is there as well.

The rocky outcroppings in this area are treated just like those in the craterlands as a whole. The bachanda trees

are indeed dying, and there is a 15% chance that any branch tried will give way and break under the weight of a character.

The chances for hydrogen explosions are exactly the same as those given for the craterlands area in the previous section.

THE ROCK PINNACLE

You have reached the base of the rock which holds the item you seek. You see that the rock appears to be quite solid. Its surface is rough and uneven, and there are many hand and foot holds for climbing. The rock is approximately 120 meters high.

The party can climb up or down the rock in 1 hour. The party will be in no danger from the hydrogen explosions while climbing up or down the rock pinnacle. However, each character must make a DEX check in order to climb the rock successfully. Those who fail the check will fall into the quickfungus below and drown, unless secured by a rope, cord, or other means. Characters must rest for one minute after every ten minutes of climbing.

While the characters are climbing the rock, there is a 1 in 10 chance that the Volturnian giant eagle that roosts beneath a ledge on top of the tower will notice the approach of the characters and swoop down to attack. The eagle will attack one character per turn at random. If the eagle tries to carry away a character secured by ropes, the character will not be carried away, but will fall 1d10 meters. That character will suffer 1d5 points of damage plus 1 point for every meter he falls, from scraping along the face of the rock. If the eagle carries away an unsecured character, the character will be flown to the top of the rock pinnacle, where the eagle will try to finish him

off.

When the characters reach the top of the tower, the eagle will attack immediately if it did not attack while the party was climbing. The eagle fights ferociously to defend its nesting area. The creature's nest is beneath a rocky ledge at the top of the rock. In the nest are two large eggs and a strange statue carved from crystal. This statue is the Sacred Idol of the Kurabanda.

Volturnian Giant Eagle: (MV Very Slow on land / Fast in air; IM/RS 6/58; STA 80; ATT 45; DM 4-40 talons; SA 20% chance it will grasp human or smaller creature in claws and fly away; SD None, counts as "Large" creature target).

LEAVING THE CRATERLANDS

Characters must face the hazards of the fungus and the hydrogen explosions when leaving the craterlands. After the party leaves the craterlands, they will safely reach the Kurabanda village. Aurmada will agree to meet them for the battle with the Sathar, bringing his warriors and their hang gliders which can be used for special attacks on enemy units.

DELTA SUBSECTION 5: EXPERIENCE POINTS

Characters who performed exceptionally receive three experience points. Characters who did an average job receive two points. Characters who did not play well receive one point.



JUSTICE OF THE EDESTEKAI

In this section, the player characters will have a chance to meet the High Priest of the Edestekai. After listening to the player characters' explanation of the Sathar threat and the need for a united effort to combat them, the High Priest will reluctantly agree to a deal. He and the Edestekai will join the alliance against the Sathar only if the player characters will perform a service for the High Priest. The player characters must capture alive an Edestekai "god of justice," better known as a quickdeath.

EPSILON SUBSECTION 1: REFEREE'S BACKGROUND

The major encounter in this section is the player characters' attempt to capture a live quickdeath and return it to the Edestekai High Priest. However, the referee and the players may enjoy some preliminary adventures in the Edestekai village and temple complex. This section will also provide suggestions for such encounters. However, the referee must develop these encounters if he or she desires to include them.

All encounters take place in the Edestekai Holy City, in the same hex as the Crystal Stonehenge on the hex map of Voltturnus. If the characters are extremely foolish and begin to fight with the Edestekai, inform the player characters that after a fierce fight they are captured by the Edestekai and staked out to be eaten by a quickdeath (the usual Edestekai punishment for causing a riot in the Holy City).

The referee must bear in mind at all times that the High Priest of the Edestekai is held in holy awe by most of the population and is accustomed to being treated with deference and great respect. He may very well withdraw his offer of a deal if the player characters attempt to deceive him.

SUGGESTED ADDITIONAL ENCOUNTERS

These are ideas that can be used by the referee in play, or as examples of additional encounters. In either case, the referee will have to develop the details of the encounter before they can be played.

1. Ritual of Welcome: When the player characters first arrive at the Edestekai village, the Edestekai approach them, forming a circle about them. Then the Edestekai

EPSILON Section

will begin singing and dancing, while waving and clicking their limbs in their peculiar way. An Edestekai priest will throw a handful of grain at the party. This ritual is the traditional welcome for strangers. The newcomers are expected to sing and dance in return. If they do not, the Edestekai will be greatly offended.



2. Ritual of Purification: This ritual must be performed by anyone who wants an audience with the High Priest. The persons to see the High Priest must make a donation to the temple, and then bathe in a specially prepared water and oil mixture. Finally, black ashes are smeared on the body as a sign of submission to the High Priest's authority.

3. Street Peddler: An Edestekai street peddler will approach and follow the player characters, pestering them to buy items which are of no use to them.

EPSILON SUBSECTION 2: PLANNED ENCOUNTERS

When the player characters inquire about meeting the High Priest, they will be directed to a temple official. He will arrange an audience for them in the supreme temple of Edesti. Upon arriving at the temple, the player characters will be directed in the Ritual of Purification by a temple official. He will instruct them to state their business clearly, and very politely, when they meet the High Priest.

You are led by a temple official into the center of a unique outdoor structure, the Crystal Stonehenge. The structure is made entirely of crystals that constantly reflect sun and moonlight, splashing rainbows of color in all directions. The High Priest is standing in the center of the circle of crystals, facing you. After a slight pause he speaks:

"We have heard from the Messengers of the Gods that you were coming, and were ordered to listen carefully to all that you say. You may speak."

When the player characters have finished their explanation and request for an alliance to combat the Sathar, the High Priest will signal for his counselors to enter and stand around him. After talking with them, the High Priest turns to face the player characters.

"We have listened carefully, yet it is difficult to believe that we should fight alongside god-killers, such as the Ul-Mor, in any battle. Now hear our decision: We will fight by your side only after you have proved that you are worthy of our trust and are blessed by the gods. To do this, you must perform a quest for our Temple."

At this point, the High Priest gestures to the sides, and four Edestekai enter the area, bearing something covered by a large gold-colored cloth. At the High Priest's signal the cloth is removed to reveal the body of a quickdeath.

"As you see," he says, "the spirit of the god of justice has left this body and now inhabits another. You must bring us another such creature, whole and alive with the spirit of the god of justice. If you do so, then we will do as you ask and join this alliance."

The High Priest turns and walks away, indicating that the audience is ended.

If the player characters do not yet understand what has happened, the referee should explain to them that they are now expected to capture a live quickdeath, without maiming it, and return it to the High Priest.

Referee's Note: If the player characters have not learned about quickdeaths from playing in SF 0 and SF 1, you may have an Edestekai priest explain to them the nature of the quickdeath and where they can be found. The most likely site is The Place of True Warriors, the ritual ground of the Ul-Mor.

CAPTURE OF THE QUICKDEATH

(MV Very Fast; IM/RS 8/75; STA 180; ATT 70; DM 6-60; SA See below; SD See below)

The player characters may take any actions they desire in their efforts to capture a quickdeath. To complete their mission successfully the quickdeath must have at least 50 stamina points remaining after capture.

Attempts to track a quickdeath and capture it while it is asleep will fail; the beasts always roam in mated pairs, and one stands watch while the other sleeps. There is no way to tame or befriend these creatures, as they will always attack on sight.

SA: Poisonous tail dart, ATT 60, Range 10/20/30/40/50, DM 1-10 and poison, S10/T3; grapple with tentacles and maw, ATT 70, DM 10 points per turn

SD: Immune to needlers, half damage from thrown spears, lasers, and projectile weapons, ranged weapons attack against it made at -25 due to speed.

EPSILON SUBSECTION 3: EXPERIENCE POINTS

Characters who performed exceptionally receive three experience points. Characters who did an average job receive two points. Characters who did not play well receive one point.

BATTLE OF VOLTURNUS

This series of encounters is the climax of the entire Volturnus series of modules. These encounters take place during the great Battle of Volturnus, the showdown between the Sathar and the forces of the (hopefully) united races of Volturnus.

ZETA SECTION 1: REFEREE'S NOTES

This section includes four encounters that take place during the battle. The encounters that involve player characters are the crucial parts of the battle, and will determine whether or not Volturnus will survive. The encounters should be played in the order they are numbered.

The players may not play in any encounter that includes a race not present at the battle. Any race that the player characters failed to convince to join the alliance against the Sathar will refuse to appear at the battle.

THE BATTLE MAP

This module includes a map for the referee's use showing the Sathar forces and the Volturnus forces deployed for battle. The encounters involving the player characters are shown on the map as arrows indicating the direction of each attack. The deployment map shows all the races of Volturnus participating in the battle, although it is possible that the party failed to convince some races to fight the Sathar. If this is the case, ignore all references on the map regarding a race that is not participating in the battle.

The purpose of the map is to show the referee the overall course of the battle so that the four encounters can be more easily described and run. Because it is a strategic and not a tactical map, no map scale is needed.

ENCOUNTER FORMAT

For the ease of the referee, each encounter is presented using the following format:

ENCOUNTER NUMBER AND TITLE

Player's Description: A description to be read to the players at the start of the encounter.

MAP AND MAP SCALE: This will detail the maps to be used and the scale for interpreting the maps (5 meters per square, 10 meters per square, etc.)

ZETA Section

COUNTERS: This section will list all counters to be used and what the counters represent.

SITUATION: This section explains the overall battle situation at the time of the encounter.

PLAYER CHARACTER GOALS: This section outlines exactly what the player characters should be trying to accomplish during the encounter.

SET-UP: This section describes how to set up the maps and counters for the encounter.

REINFORCEMENTS: This section explains how reinforcements are brought into play during the encounter.

SPECIAL NOTES: This section provides any special notes the referee may need to run the encounter.

DESCRIPTION: This section describes the encounter in detail and provides statistics for all NPCs involved in the encounter.

ENDING THE ENCOUNTER: This section explains the possible endings for each encounter.

SPECIAL ENCOUNTER OPTIONS FOR THE VOLTURNUS FORCES

There are two special options available to the player characters when playing the following planned encounters. These options should be made known to the players. The Ul-Mor charge option may be used in any encounter except number 4. The charge is already built into encounter number 4. The Kurabanda air attack option may be used in any encounter except encounter 1.

THE UL-MOR CHARGE OPTION: At the beginning of any turn during any encounter except encounter number 4, the player characters may call for a charge by their Ul-Mor reserves. The number of Ul-Mor available to charge will vary from 4 to 8, according to the Ul-Mor Charge Table:

| Dice Roll | Number Of Ul-Mor Available |
|-----------|----------------------------|
| 01-20 | 4 |
| 21-40 | 5 |
| 41-60 | 6 |
| 61-80 | 7 |
| 81-00 | 8 |

Note that this option may be used only once. If this option is used, deduct the number of UI-Mor who charge during use of the option from the number available to charge in encounter number 4.

The statistics for the charging UI-Mor and their lopers are the same as those given in encounter number 4.

THE KURABANDA AIR ATTACK OPTION: This option may be used only if the Volturnus forces succeeded in destroying or capturing the automatic cannon in encounter number 1.

To use this option, the player characters may, at the beginning of any turn during any encounter except encounter number 1, call for the Kurabanda air attack. The Kurabanda will launch themselves from the tops of the ruins overlooking the battlefield and attempt to glide over enemy units, dropping hand grenades as they fly over. They will attempt to land behind the enemy units and then open fire with their bows and arrows.

Gliding Kurabanda will arrive over the encounter map 3 turns after being called for. They will move 50 meters on the map that turn, and land at the end of the move. They may drop their hand grenades over any one enemy counter their own counter passes over during their flight. The turn after they land, the Kurabanda will be quite helpless, as they must remove their hang gliders and prepare their bows and arrows.

A total of 8 Kurabanda will come when this option is used. These Kurabanda all have second level weapons skill with bows and thrown weapons. Their statistics are:

| STR/ STA | DEX/ RS | INT/ LOG | PER/ LDR | PS | IM | RW | M |
|-------------|------------|-------------|-------------|----|----|----|----|
| 40/50 | 60/40 | 45/45 | 50/50 | 2 | 4 | 30 | 30 |

Note that dropped grenades have the usual chances for scatter. Each Kurabanda drops four grenades all at once from a special pack. These are fragmentation grenades which will explode on impact.

PLAYER CHARACTERS AND THE FORTUNES OF WAR

The fate of the player characters during each encounter will have an impact on the rest of the battle. Consult the following table for directions after each encounter is played.

All characters remain alive. Continue with the next encounter.

All the player characters are killed. Do not play any more encounters. Proceed to the WINNING THE BATTLE section. Consider all encounters not played as lost. If the battle is won, inform the players that through their heroic self-sacrifices, Volturnus has been saved. If the battle was lost, inform the players that despite their efforts, Volturnus was lost to the evil worms.

All the player characters are captured. Player characters that are captured cannot free themselves. Do not play any

more encounters. Proceed to the WINNING THE BATTLE section. Consider all encounters not played as lost. If the battle is won, inform the players that through inspiring efforts the Volturnus forces rallied and overran the Sathar lines, rescuing the player characters. If the battle was lost, tell the players despite their efforts before being captured, the Sathar overwhelmed the Volturnus defenders, and the planet was lost. The player characters, of course, died horrible deaths at the hands of their Sathar captors.

Some of the player characters are captured while others are not. Player characters that are captured cannot free themselves. Free player characters will not be able to rescue captured player characters because in the confusion of the battle it is impossible to determine where they are being held. Free player characters should continue with the next encounters. If, after finishing the encounters, the battle is lost, inform those players whose characters were captured that they died horribly at the hands of their Sathar captors. If the battle is won, the captured player characters will be liberated by the victorious Volturnus forces.

The last encounter is played. Proceed to the WINNING THE BATTLE section.



WINNING THE BATTLE

The overall goal of the player characters in this section of the module is to win the great Battle of Volturnus against the Sathar. After playing the encounters in this section of the module, the referee must determine whether or not the player characters and the allied races of Volturnus have actually won the battle. The percent chance of the Volturnus forces defeating the Sathar is equal to the number of Volturnus races present at the battle plus the number of battle encounters successfully completed times 10. Thus, for example, if the player characters unite all the races of Volturnus and successfully complete all four encounters in this section, they have a 90% chance of winning the battle (5 races + 4 encounters = $9 \times 10 = 90$). Remember that there are five races on Volturnus: the Eorna, the UI-Mor, the Kurabanda, the Edestekai, and the Mechanons. Any encounter not played is considered lost.

The referee should consult ZETA SUBSECTION 4 to determine the battle's final outcome.

STAR FRONTIERS

ZETA SUBSECTION 2:

PLAYER'S

INTRODUCTION

All that can be done has been done to prepare the planet for defense against the hideous worms. The initial reports arriving at the Eorna complex beneath the ruins of Volkos are good; the Eorna planetary defense batteries have kept the Sathar fleet at bay, and many of the Sathar shuttles have been destroyed attempting to land ground troops on the planet.

The successful landing of a large Sathar army has been detected. After scanning the planet, the Sathar advanced in the direction of Volkos. They should arrive in full battle array sometime tomorrow morning. They number at least 30,000 plus robots and other weapons!

Knowing the terrain better than anyone else, the Eorna determined that the best place to stop the Sathar drive is along the ancient abandoned road which runs along the east side of the dry canal toward Volkos. It is clear that if the Sathar penetrate the Eorna complex below Volkos, Volturnus is doomed.

The following are the Volturnus forces. They are brave but poorly armed.

Referee's Note: Be sure to omit from this list any forces from a race not successfully brought into the alliance by the player characters.

Yourselves, with such weapons as you have gathered on Volturnus.

150 Eorna, armed with laser rifles, to be used as an elite skirmishing force. They also have some cybernetically controlled megasauruses.

4,000 UI-Mor cavalry mounted on lopers and eager for battle.

12,000 Edestekai armed with pikes and spears.

6,000 Kurabanda armed with hang gliders. They are hidden in the ruins overlooking the battlefield. They are armed with bows and arrows and also with four fragmentation grenades each. The grenades were discovered by the Eorna in an old, long abandoned armory.

1,000 Mechanon combat robots.

You have no choice except to fight, as the Sathar are totally merciless and do not negotiate. You are outnumbered by an enemy better armed than yourselves. The morning will decide the fate of a world, and probably your own destinies as well.

Referee's Note: The following description assumes that the player characters have succeeded in uniting all the races of Volturnus. If some races are not present for the battle, the races present are assumed to stretch their line

to fill the line shown on the Battle Map. However, the only encounters played are those involving the races present for battle.

As morning dawns, your forces are drawn up for the grand battle. Your left flank, anchored by a tiny oasis, is held by the Mechanon forces. The center is defended by the masses of Edestekai pike. On the right, strung out over a long front, is the all-too-thin skirmish line of the Eorna. Supporting the Eorna are a small group of Megasaurus; the Eorna have captured some of these beasts during your absence and implanted control devices in their brains, turning them into at least partially controllable fighting cybots.

The UI-Mor cavalry, evenly distributed along the line of battle, are in reserve. The hidden Kurabanda are ready to leap from the ruins above to soar over the enemy forces, dropping hand grenades on them. The Kurabanda will then land and pour archery fire into the rear of enemy units.

You, also, have been requested to stand by in reserve, ready to provide crucial help as the battle develops.

You can sense the tension rising in your allies as they wait for the attack. In distance to your far left and over a small ridge, a brilliant flash of sunlight reveals the gleaming body of a Sathar warbot! The Battle of Volturnus has started. Your first request for help comes in from the Mechanons on the left flank. There is just enough time to get to the Mechanons before the warbots hit them.

ZETA SUBSECTION 3:

PLANNED

ENCOUNTERS

Again, these encounters should be played in sequence. Do not play any encounter that includes a race not present at the battle. When you finish each encounter, consult the **PLAYER CHARACTERS AND THE FORTUNES OF WAR** section.

1. THE ATTACK ON THE MECHANON FORCES

As you arrive at the left flank, the Mechanon forces are about to be heavily attacked all along the line. A strange new Sathar automatic cannon is wreaking horrible damage among the Mechanons. This gun must be destroyed, or the Kurabanda air troops will never be able to join the battle; the cannon would massacre them in the air!

MAPS AND MAP SCALE: This encounter should be played on the Desert map included in the **STAR FRONTIERS™** boxed set. The sporadic floater root vegetation on the desert map does not influence movement or combat, although it can be burned, producing dense black smoke. The map scale for this encounter is 5 meters per square.

COUNTERS: The player character forces should have the following counters:

1 counter for each player character
 4 security robot counters
 4 maintenance robot counters
 Glijet counters A and B

The robot counters all represent Mechanon combat robots. Glijet counter A represents a heavy laser. Glijet counter B represents a recoilless rifle. Both of these weapons were part of the defenses of Slave City One in module SF1. If the player characters played SF1 and took the weapons from the city, they may use them in this battle. If the characters did not take these weapons from Slave City One prior to the Battle of Volturnus, they cannot use these weapons.

The attacking Sathar forces have the following counters:

2 warbot counters
 4 combat robot counters
 2 cybot counters
 1 robot brain counter
 2 Sathar counters
 Glijet counter C

These counters represent Sathar versions of the type of robot shown. The cybots are living beings that have mechanical bodies. Glijet counter C represents a special automatic cannon which can be fired as an anti-aircraft weapon or fixed directly at targets on the ground. Statistics for all the participants in the battle are given below.

SITUATION: This is the first Sathar attack. They have decided to begin the attack with a probe of the allies' left flank. They will attempt to destroy the Mechanon forces if possible, thereby causing the allies to lose their most potent fighting force immediately. As the player characters arrive, they notice that the automatic cannon, especially, is doing heavy damage to the Mechanon forces.

PLAYER CHARACTER GOALS: The player characters must capture or destroy the automatic cannon if the Mechanons are to stand. They must also be told that unless the automatic cannon is destroyed, the airborne Kurabanda forces will refuse to enter the battle, as the automatic cannon would massacre any airborne attack.

SET-UP: Place the Desert map so that the printing at the bottom faces you normally. The top of the map is the north edge. Allow the player characters to set up their forces anywhere within 6 squares of the north edge of the map.

Set up the Sathar forces anywhere within two squares of the south edge of the map. Do not allow any stacking by either side during the initial set-up, with the exception of the two Sathar. They must be stacked with the automatic cannon (Glijet counter C).

REINFORCEMENTS: The Sathar forces receive four new combat robots whenever all four of the combat robots on the board have been destroyed. These reinforcements enter the south side of the map the turn after the fourth combat robot is destroyed. Once the automatic cannon is

destroyed, the Sathar forces receive no more reinforcements of any kind.

The Volturnus forces receive four new Mechanon robots whenever a total of four of the Mechanon robots are destroyed. These new robots enter from the north edge of the map.

SPECIAL NOTES: Because the Volturnus forces have the advantage of higher terrain, and can thus see clearly what most of the Sathar forces are doing, allow the Volturnus forces to automatically win the initiative every turn. Begin play of the encounter with the declaration step of the first combat turn.

DESCRIPTION: The encounter continues until the player characters have destroyed or captured the automatic cannon, or until the player characters are all killed or unconscious, or until they retreat off the north edge of the map (if the characters retreat before the cannon is destroyed, they lose the encounter.)

If the player characters destroy the automatic cannon, the Sathar forces must immediately retreat, moving as quickly as possible toward the south edge of the map and off the map. The Sathar forces may fire weapons as they retreat, provided they remain faced in the proper direction at the time of fire.

ENDING THE ENCOUNTER: The encounter ends when all player characters or all Sathar forces are dead, unconscious, captured, or have retreated from the battlefield.

Important Note: The Sathar forces will never allow any Sathar to be captured alive. They have orders to shoot any Sathar who is taken prisoner. In addition, each Sathar carries a poison capsule in its mouth. If escape is impossible, the Sathar will bite the capsule and die immediately.



SATHAR FORCES

- 2 warbots
(MV 120m; IM/RS 8/80; STA 500; ATT 80; DM 5 heavy laser shots for 20-200 per shot, 10 machine gun bursts for 10-100 per burst)
- 4 combat robots
(MV 120m; IM/RS 7/70; STA 100; ATT 70; DM 20 laser rifle shots at 4-40 per shot)
- 2 cybots
(MV 90m; IM/RS 8/80; STA 100; ATT 80; DM 10 gyrojet rifle shots at 3-30 per shot)
- 1 automatic cannon
(MV 60m, treat as light vehicle with 60 structure points, manned by 2 Sathar crewmen; ATT 70, fires once per turn; DM 24d10 in square hit, characters in adjacent squares must make STA check or be stunned for 1-10 turns, Robots are never stunned)
- The 18 Sathar have the following statistics:

| STR/ STA | DEX/ RS | INT/ LOG | PER/ LDR | PS | IM | RW | M |
|-------------|------------|-------------|-------------|----|----|----|----|
| 40/40 | 40/40 | 45/45 | 45/65 | 2 | 4 | 20 | 20 |

The automatic cannon may not move and fire in the same turn. The Sathar crew must be present to fire the automatic cannon. The crewmen are slightly exposed, and should be treated as a hard cover target. The crewmen are also armed with laser rifles with one full clip each.

VOLTURNUS FORCES

- 8 combat robots
(MV 120m; IM/RS 7/70; STA 100; ATT 70; DM 20 laser rifle shots for 4-40 each)

At least one player character must man the heavy laser and the recoilless rifle if they are being used. Ammunition for these will be determined by the amount of ammunition the player characters were able to bring to the battle. At the referee's discretion, the heavy laser and the recoilless rifle may be plugged into the Eorna computer complex by a direct link. In this case, the player character would target the gun on a specific target, but the computer would finalize the aim. Each gun would then have a 90% base chance to hit.

2. THE EDESTEKAI MEET THEIR GODS

The center lines, defended by the Edestekai pike are the next Sathar target. Armed only with pikes, the Edestekai need all the help and firepower you can give them.

MAPS AND MAP SCALE: This encounter is played using the Crater map in the boxed STAR FRONTIERSTM set. The map is here used to represent a small ridge line (the slope) being held by the Volturnus forces. Treat the fungus/swamp as desert terrain, the rocks and special terrain as large rocks which provide cover, and the dying trees as the floater root described in encounter 1. Ignore the stream for the purposes of this encounter. The map scale for this encounter is 5 meters per square.

COUNTERS: The Volturnus forces use the following counters:

8 Edestekai counters
1 counter for each player character

The Sathar forces use the following counters:

10 Sathar counters
2 quickdeath counters
2 slither counters

The Edestekai counters each represent two Edestekai, one standing directly behind the other. When one Edestekai in a position is killed, turn the counter over face down to indicate that it now represents only one Edestekai. All other counters represent one of the type of creature shown on the counter.

SITUATION: After opening the battle by an attack on the left flank, the Sathar are attempting to use a surprise weapon against the Volturnus forces' center. Advancing against the Edestekai, the Sathar have brought with them a number of quickdeaths hidden until they are very near the Edestekai front ranks. They will then release these beasts, hoping that the Edestekai will run away, fearing that one of them is their "god of justice."

PLAYER CHARACTER'S GOALS: The player characters must prevent the Edestekai from running away and inflict as much damage as possible on the Sathar. In order to convince the Edestekai that these quickdeaths (and their Sathar masters) are not gods, the player characters will have to kill at least one of these beasts and two Sathar as well.

SET-UP: The Volturnus forces are set up first, by the player characters. They may be placed in any slope squares. Edestekai counters may be stacked two per square if the player characters wish. The Sathar forces are then set up by the referee within two squares of the edge of the map across from the slope (the east edge). Only one counter may be placed per square. The quickdeath counters should be set up behind the other counters so that the quickdeaths cannot be seen. There must be a Sathar counter adjacent to (or in front of) each quickdeath counter.

REINFORCEMENTS: As soon as any five Sathar are killed, five more Sathar will appear on the east map edge as reinforcements.

As soon as an Edestekai counter is removed (both Edestekai have been killed), the counter may re-enter play representing two more Edestekai. These reinforcements enter from the west edge of the board. Up to eight new Edestekai counters (16 Edestekai) may be brought into play in this manner. The referee must keep track of the number of reinforcements brought in.

SPECIAL NOTES: Again, the Volturnus forces have the advantage of higher terrain. Therefore they should automatically win initiative each round. The Edestekai are armed with pikes (long spears) which give them the advantage of being able to fight two ranks deep. The two

Edestekai represented by a single counter may both attack the same enemy counter in melee.

The Edestekai counters must, whenever possible, be kept in a line formation, with no more than one empty square between counters. Basically, this should be a line in which all the counters face the same way, although the Edestekai facings can be adjusted to accommodate for natural turns or curves in the line due to terrain or combat.

DESCRIPTION: The Sathar will advance across the desert, keeping the quickdeaths hidden until they have reached a point no more than 10 squares away from the Edestekai line. At this point the Sathar will send the two quickdeaths rushing at the line.

When the quickdeaths hit the Edestekai line, all Edestekai must make a special morale check. The referee should roll this check secretly and note the results. Any roll of 70 or less means that the counter has failed its morale check. Counters that fail this morale check will run away after six turns unless the player characters have killed at least one quickdeath and two Sathar. Edestekai attacked by the quickdeaths will defend themselves, but will not actually attack any quickdeath. After the player characters have killed a quickdeath and two Sathar, the Edestekai will realize that the Sathar attack was a sacrilegious trick and will fight with fanatical frenzy. Give them a +10 "to hit" in melee from this point on.



ENDING THE ENCOUNTER: The encounter ends when all player characters or all Sathar forces are dead, unconscious, captured, or have retreated from the battlefield. The Sathar will do whatever is necessary to prevent the capture of live Sathar.

SATHAR FORCES

- 10 Sathar, with these statistics:

| STR/ STA | DEX/ RS | INT/ LOG | PER/ LDR | PS | IM | RW | M |
|-------------|------------|-------------|-------------|----|----|----|----|
| 40/40 | 40/40 | 45/45 | 45/65 | 2 | 4 | 20 | 20 |

These Sathar are armed with laser rifles and one full clip each.

- 2 quickdeaths (MV Very Fast; IM/RS 8/75; STA 180; ATT 70; DM 6d10; SA Poisonous tail darts (S10/T3), Range 10/20/30/40/50; ATT 60; DM 1-10; grapple with tentacles and maw, DM 10 points per turn; SD Immune to needler weapons, takes only half damage from laser or projectile weapons; ranged attacks are at -25)
- 2 slithers (MV Slow; IM/RS 5/45; STA 400; ATT 30; DM 6-60; SA Can attack two creatures per turn; SD None)

VOLTURNUS FORCES

- 16 Edestekai armed with pikes. All have second level skill with pikes. Their statistics are:

| STR/ STA | DEX/ RS | INT/ LOG | PER/ LDR | PS | IM | RW | M |
|-------------|------------|-------------|-------------|----|----|----|----|
| 50/50 | 75/65 | 70/50 | 40/40 | 3 | 47 | 38 | 38 |

All reinforcements have the same statistics as the Edestekai they replace.

3. CYBO-DEATH FOR THE EORNA

As soon as you return from the center lines you receive word via an Ul-Mor rider, that the Eorna skirmish line on your right flank is in serious trouble. Some new monsters have been unleashed by the Sathar, and the Eorna are totally unable to stand against them. Already they are dying and retreating. Soon these monsters will turn the flank of the Edestekai, unhinging the entire line of your army! The Eorna desperately need your help.

As you approach the scene of the crisis, you are able to see several of the huge monsters. They are enormous cybots, apparently part reptilian, part robot. They are rampaging through the Eorna front. This hideous creation of the Sathar has a huge metallic head with eyes that blaze forth laser beams. Flames shoot from its "mouth" which is full of horrid metallic teeth. The creature's appearance suggests the name: cybodragon!

While you are dispatching a desperate call for reinforcements, you see a Sathar ground vehicle roar up behind one of the cybodragons. Two Sathar technicians emerge from the vehicle and the cybodragon comes to a halt. The technicians slither up the sides of the now stilled beast and remove a plate from the back of its head. An object is removed from inside, and another inserted in its place. The technicians get back into their vehicle and the monster continues its attack. The technicians head for the next cybodragon.

It is obvious that the power required by such a creation is enormous. That Sathar vehicle holds the supply of extra power packs! The only way to halt the cybodragon attack is to destroy or capture that truck immediately.

MAPS AND MAP SCALE: This encounter is played on the mountains map from the STAR FRONTIERSTM boxed set. In this case the mountains represent a series of ridges in the desert, and the mountain peaks on the map stand instead for high rocks providing hard cover. Assume there is 10 meters difference between the various elevation levels. The road on the map is the ancient road to Volkos. The map scale for this encounter is 5 meters per square.

COUNTERS: The Volturnus forces will use the following counters:

*1 counter for each player character
6 Eorna counters*

The Sathar forces will use the following counters:

*1 cybodragon counter
10 Sathar counters
1 ground truck counter*

Each counter represents one creature of the type pictured on the counter.



SITUATION: The Sathar have attacked the weakest point of the Volturnus forces' line with their cybodragons. At this instant, the cybodragon nearest you has ceased attacking, awaiting new power packs from the Sathar mobile supply unit (the ground truck). Of course, there is still sporadic firing, and the cybodragon is still a formidable foe, for it retains its flame thrower and melee capabilities. Once recharged, its laser weapons will also function again.

PLAYER CHARACTER'S GOLAS: The player characters must destroy or capture the mobile supply unit. This will prevent the Sathar from providing new power packs for the cybodragon. It will also give an example to the other troops, for if enough such trucks can be knocked out, the Sathar forces will soon be out of ammunition!

SET-UP: The player characters set up the Volturnus forces first. They must be placed one per square in any square on the map except squares of the lowest elevation terrain. The referee sets up the Sathar forces. The cybodragon should be placed in the eighth road square from the north edge of the map. The ground truck may be placed in any square of the lowest elevation, as may the Sathar. Two

Sathar must begin stacked with the ground truck. Other Sathar forces must begin unstacked.

REINFORCEMENTS: The Volturnus forces will receive one extra Eorna when an Eorna is killed. This continues up to a maximum of six additional Eorna. The Sathar forces may receive five new Sathar when the first five Sathar are killed. The Eorna enter the map from any south edge square, the Sathar from any north edge square.

SPECIAL NOTES: The ground truck is of Sathar design. The player characters may not be able to drive it, unless they have a character with Technician skill. Such a character has the normal chance to operate this machinery. The truck contains 50 Sathar power packs of 100 SEU each.

DESCRIPTION: The Volturnus forces automatically have initiative each turn. Begin with the first combat turn. The two Sathar technicians must move toward the cybodragon and spend four consecutive turns stacked with it to replace its power pack. Once the power pack is replaced, the cybodragon is fully operational. Until then, it may not use its laser weapons. The cybodragon may use all its other capabilities before being recharged, but it must be still for four consecutive turns in order for the new power pack to be implanted.

Once the cybodragon is again operational, the Sathar technicians will get back into the ground truck and drive off the north edge of the map.

ENDING THE ENCOUNTER: This encounter ends when all player characters or all Sathar forces are dead, unconscious, captured, or have retreated from the battlefield. The Sathar forces will do whatever is needed to prevent the capture of live Sathar.

Referee's Note: If your players have played in the preceding modules of this series, tell them after the encounter that they find the dead body of Lieutenant Colonel Louis V. Jameson on the battlefield. He volunteered to fight alongside the Eorna and was killed while fighting at the opposite end of the Eorna skirmish line.

SATHAR FORCES

- 10 Sathar, with the following statistics:

| STR/ STA | DEX/ RS | INT/ LOG | PER/ LDR | PS | IM | RW | M |
|-------------|------------|-------------|-------------|----|----|----|----|
| 40/40 | 40/40 | 45/45 | 45/65 | 2 | 4 | 20 | 20 |

These Sathar are armed with laser rifles and one full clip each.

- 1 cybodragon
(MV Fast; IM/RS 8/75; STA 500; ATT 80; DM 10-100 from bite, claws, and metallic tentacles; SA Two laser eyes that fire 5 shots each, 10d10 damage per shot, flamethrower breath for 3d10)
- 1 ground truck (120 structural points)

VOLTURNUS FORCES

- 6 Eorna with the following statistics:

| STR/ STA | DEX/ RS | INT/ LOG | PER/ LDR | PS | IM | RW | M |
|-------------|------------|-------------|-------------|----|----|----|----|
| 40/40 | 40/40 | 45/45 | 45/65 | 2 | 4 | 20 | 20 |

Each has a laser rifle with one full clip

All reinforcements have the same statistics as the original forces.

4. THE CHARGE OF THE UI-MOR

NOTE: If the players have successfully completed the previous encounter, use player description "A" below. If they have not been doing well, use player description "B" below.

Player Description A

The tactic of knocking out supply trucks has turned the Sathar attack into little more than a holding action. A glance down the battle line shows that the Volturnus forces are now holding their own quite well against sporadic fire and attacks by the main body of the Sathar army. The Sathar appear to be surprised and disoriented by this turn in the battle; or they are cunningly awaiting resupply from their shuttles.

It is quite possible that an offensive move by the Volturnus forces now might just turn the entire battle around and put the worms on the run. The UI-Mor loper-mounted cavalry is the only option for such an offense. If the UI-Mor could survive the laser fire they would endure while closing on the Sathar, their heavy lopers charging through the Sathar masses would surely cause heavy damage, probably enough to force the Sathar to retreat. The grim UI-Mor leadership agrees that this is the last chance to save the day.

As they prepare to attack, the advance troops of the Sathar are observed setting up strange new devices in front of them. They appear to be generating some kind of force field or shield. As the devices are put into place, the UI-Mor leaders press for permission to charge. However, everyone realizes that the Sathar devices will have to be investigated and knocked out before the attack can begin.

Player Description B

The situation now appears desperate. Only immediate action could hold the weakening Volturnus line against the steady advance of the worms. A surprise counter attack by the UI-Mor loper-mounted cavalry against the densely packed troops in the Sathar center appears to be the only chance to rout the worms.

The grim UI-Mor leadership agrees that this is the last chance to save the day. As they prepare to attack, the advance troops of the Sathar are observed setting up strange new devices in front of them. They appear to be generating some kind of force field or shield. As the devices are put into place, the UI-Mor leaders press for permission to charge. However, everyone realizes that the Sathar devices will have to be investigated and knocked out before the attack can begin.

MAPS AND MAP SCALE: This encounter is played on the Desert map, the same map used for encounter 1. The map scale for this encounter, however, is increased to 10 meters per square.

COUNTERS: The Volturnus forces will use the following counters:

- 1 counter for each player character
- 8 UI-Mor counters
- 8 loper counters

The Sathar forces will use the following counters:

- 10 Sathar counters
- 8 Alien counters
- 3 Glijet counters

The UI-Mor counters and loper counters represent an UI-Mor mounted on a loper. For purposes of this encounter there is no difference between an UI-Mor counter and a loper counter. The 8 Alien counters are used to represent additional Sathar. The 3 glijet counters are used to represent the special devices being set out by the Sathar.

SITUATION: The Sathar are expecting a counterattack at some point along the line, and are preparing a nasty surprise for the Volturnus forces. The three devices generate an electrical field that causes damage to any living or mechanical creature which attempts to cross it. The UI-Mor charge will be doomed unless this electric field can be shut down.

PLAYER CHARACTER'S GOALS: Investigate and deactivate this unknown force field, so the UI-Mor charge can be made.

SET-UP: The referee sets up the Sathar forces first. One glijet counter should be placed on the west map edge square, five squares north of the south map edge. A second glijet counter should be placed on the east map edge directly across from the first, and the third counter should be placed in the middle of the map in the same row as the other two. The 18 Sathar should then be placed anywhere within four squares of the south edge of the map.

The player characters enter the northern edge of the map on Turn 1. The UI-Mor will enter later.

REINFORCEMENTS: There are no reinforcements for this encounter.

SPECIAL NOTES: The Sathar electric field extends across the map in a straight line from glijet counter to glijet counter. Any creature entering any square in this line except those squares occupied by the glijet counters will receive 10d10 points of electrical damage. The electric field is a Level 4 security device, and may be deactivated in 5 turns by any character with Technician skill. These 5 turns must be consecutive, and the character may do nothing else while deactivating the field. The entire field may be deactivated at any one of the three devices (represented by glijet counters). Each electric field

generator has 30 structure points. If any of the three generators is destroyed, the field is deactivated.

DESCRIPTION: Approaching the field will require all of the player's ingenuity, for every normal type of weapon can be fired through it, except electrical weapons. Remember that first, of course, the players must figure out what the force field is and what it does!

Begin the encounter with the player characters entering from the north edge of the map. (Remember that initiative in this encounter is determined normally!) The UI-Mor are assumed to be just off the map to the north. They will charge when they receive the pre-arranged signal. (The referee should suggest that the player characters set up such a signal with the UI-Mor).

Note that an UI-Mor mounted on his loper is considered a hard cover target, and receives the benefits of a moving animal target as well. The UI-Mor are allowed four attacks per turn. The Lopers may also attack.

Lopers which are charging pay no terrain penalty for moving up and down the desert hills or over floater root.

ENDING THE ENCOUNTER: The encounter ends when all player characters or all Sathar forces are dead, unconscious, captured, or have retreated from the battlefield. The Sathar will not allow themselves to be captured alive.

SATHAR FORCES

- The 18 Sathar have the following statistics:

| STR/ STA | DEX/ RS | INT/ LOG | PER/ LDR | PS | IM | RW | M |
|-------------|------------|-------------|-------------|----|----|----|----|
| 40/40 | 40/40 | 45/45 | 45/65 | 2 | 4 | 20 | 20 |

These Sathar are all armed with laser rifles with one full clip apiece. They all have second level beam weapons skill.

VOLTURNUS FORCES

- 16 UI-Mor with second level melee weapons skill, all mounted on lopers. These are their statistics:

| STR/ STA | DEX/ RS | INT/ LOG | PER/ LDR | PS | IM | RW | M |
|-------------|------------|-------------|-------------|----|----|----|----|
| 40/40 | 50/50 | 60/60 | 40/60 | 2 | 5 | 25 | 25 |

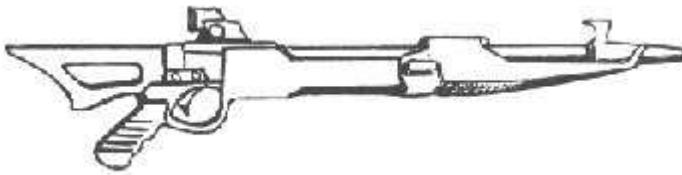
- 16 lopers (MV Fast; IM/RS 5/41; STA 300; ATT 40; DM 4-40; SA None; SD Immune to needle weapons)

ZETA SUBSECTION 4: THE AFTERMATH

What happens after the battle depends a great deal on who has won the battle. Hopefully, the player characters and the forces of Voltturnus have won. If they have, you may tell them that the day after the battle the Mechanon monitoring system reports that scattered Sathar troops are regrouping and reporting to shuttles for transport back to the orbiting battle fleet. Additional shuttles are being destroyed by the still functioning Eorna planetary defense system. At this point, the referee should move the adventure along quickly to the ETA SECTION below.

If the forces of Voltturnus have lost the battle, the referee has a trickier problem. Tell the players that the battle is lost, but that the war need not yet be over. They can either surrender to the Sathar, which means certain torture and death, or they can continue resistance with the few troops left, struggling to keep the Sathar out of the Eorna complex below the ruins of Volkos with its hospital, computers, and other necessary advanced technology. There is just barely a chance that the resistance can last until the battle fleet being sent by Truane's Star arrives.

If your players choose to fight it out to the bitter end with the Sathar, use the following guidelines to create your own scenarios.



BASIC SITUATION: The player characters must now prevent the Sathar from finding the Eorna complex beneath the ruins of Volkos before the battle fleet from Truane's Star arrives. Fortunately for the player characters, the Sathar do not know the exact location of the complex, nor do they know where the entrance can be found.

The battle fleet from Truane's Star will arrive in 2-20 days. The referee should make this dice roll secretly, as the player characters should not know exactly when to expect the arrival of the fleet. During each of these days, the Sathar will send armed patrols into the ruins, searching for the entrance to the Eorna underground complex. The player characters must prevent these patrols from finding the entrance by fighting a kind of urban commando war until the battle fleet arrives.

The Mechanons will know immediately when the battle fleet arrives, and will get word to the player characters of this event through the Eorna. Rather than face the battle fleet the Sathar will abandon Voltturnus, and the referee can then move the adventure to the ETA SECTION, beginning with paragraph three of the player's description.

PICKING THE ENTRANCE: If the players have played module SF 1, you will already know where the entrance to the Eorna complex can be found on the Ruins map in the STAR FRONTIERS™ boxed set. If your players did not participate in SF 1, the referee should simply pick one of the buildings on the Ruins map and say that the entrance to the Eorna complex is in this building.

EORNA RESOURCES: For the duration of the adventure, the referee should assume that the Eorna complex contains enough food, water, power packs, and other supplies to keep the characters equipped for normal operations. Outrageous requests for equipment should be denied. The referee should decide which requests are unreasonable.

SATHAR PATROLS: The Sathar will send a number of patrols into this section of the ruins shown on the Ruins map each day. The number of patrols will vary from 1 to 3. Roll percentage dice at the start of each day. A roll of 01-33 indicates one patrol, 34-67 indicates 2 patrols, and 68-00 indicates three patrols. Multiple patrols will be staggered throughout the day (morning, noon time, evening).

To determine the composition of a Sathar patrol, roll 1d10 on the Sathar Patrol Table.

SATHAR PATROL TABLE

| Die Roll | Patrol Composition |
|----------|---|
| 1-2 | 5 average Sathar with laser rifles. |
| 3-4 | 10 average Sathar with laser rifles. |
| 5-6 | 5 average Sathar, 2 with laser rifles, 1 with gyrojet rifle, 2 with sonic disruptors and laser pistols. |
| 7-8 | 5 average Sathar with laser rifles plus one standard combat robot with a laser rifle. |
| 9 | 10 average Sathar with laser rifles plus one standard warbot with heavy laser and machine gun. |
| 10 | 10 Sathar with laser rifles plus one cybodragon. |

All patrols will move at a walk, slowly, with robots or the cybodragon keeping pace with the Sathar until the patrol is attacked. Patrols will enter the map from random locations, and proceed to search buildings for survivors (who will be shot) and the entrance to the Eorna complex.

PATROL RESULTS: If any patrol does locate the entrance to the Eorna complex, the Sathar will attack in overwhelming force. The referee should simply tell the players, "The Sathar mount an attack in great force against the complex. After heroic resistance, you are killed, and Volturnus is effectively losing the Battle of Volturnus!"

If the player characters prevent the Sathar patrols from locating the entrance before the arrival of the Truane's Star battle fleet, the player characters have saved the planet, despite losing the Battle of Volturnus!

REFEREE'S DISCRETION: The referee may decide to allow fighting inside the buildings in the ruins. This will require the preparation of a set of maps detailing various building interiors. A sample map of an Eorna crystal building is included in this module. This may be used by the referee during play, and serve as examples for any additional maps that the referee may wish to make.

SATHAR PRISONERS: It is extremely important that throughout this entire section of the adventure the player characters not be allowed to take any Sathar prisoners. The nature of the Sathar race should not be revealed to players in your campaign yet. If the capture of a live Sathar seems unavoidable, the referee should have the Sathar commit suicide by using a special vial of poison concealed in its mouth for just such an emergency. No medicines known to the player characters will counteract this poison.

ZETA SUBSECTION 5: EXPERIENCE POINTS

Characters who performed exceptionally well during the Battle of Volturnus receive three experience points. Characters who did an average job receive two points. Characters who did not play well receive one point.

STARSPAWN OF VOLTURNUS

ETA Section

This section contains no action encounters. It is rather an epilogue to the entire Volturnus series. The epilogue should be read to the player characters, assuming that they won in the Battle of Volturnus.

After the epic battle, the victorious allies retired to the Eorna stronghold to celebrate the victory, tend the wounded, and wait for the Sathar's next move. Everyone expected them to send more troops and attack again, and worried that, this time, there wouldn't be enough left to stop them.

But that next Sathar move never came. The Eorna equipment showed the Sathar shuttles taking their wounded and stragglers back to the fleet, and after three days that fleet headed for deep space and the stars beyond. For now, at least, Volturnus is safe from the Sathar menace. Through your actions, you have saved an entire world!

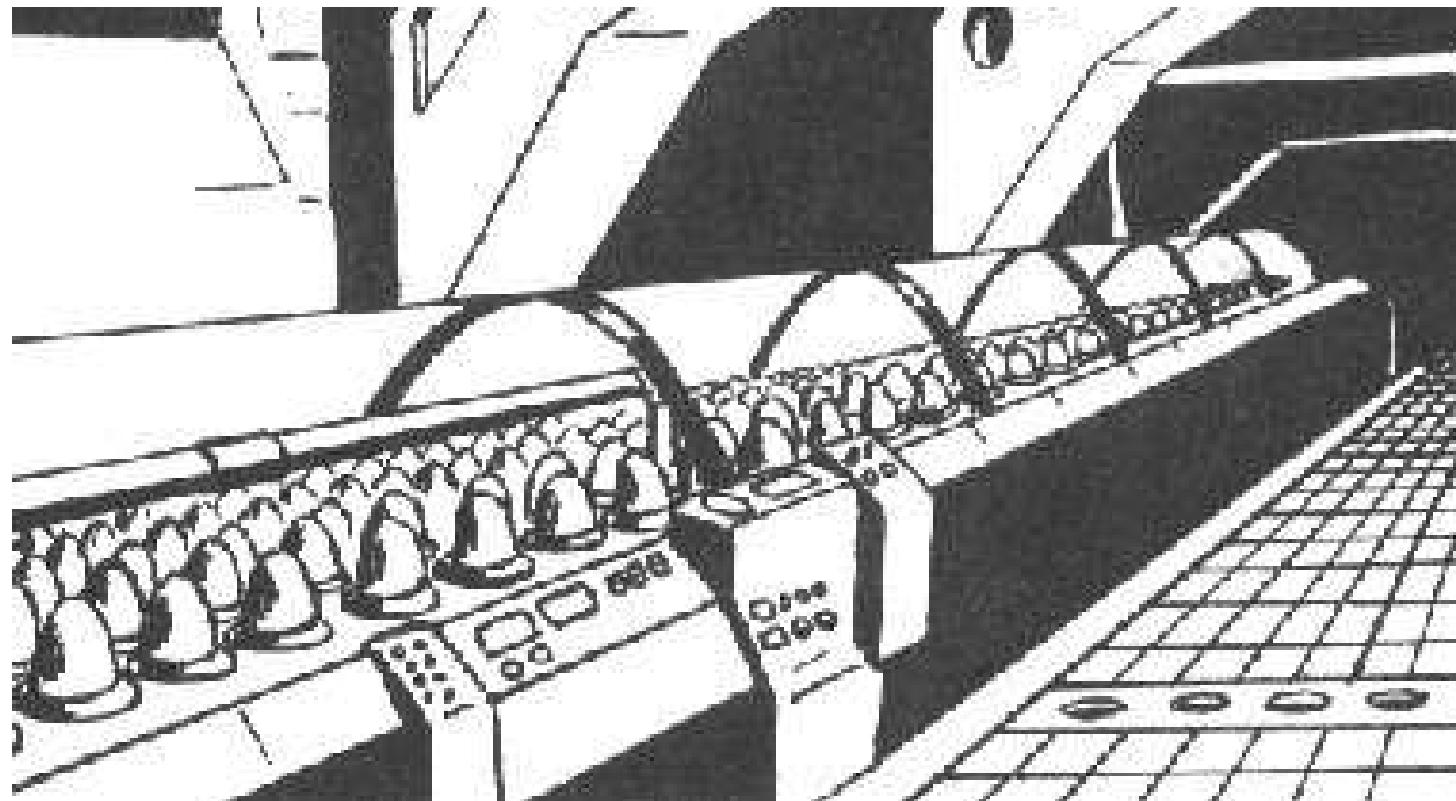
In another week, the alliance is breaking up. The Edestekai are eager to return to their religious rituals. The Kurabanda are longing for their forest home, (which is perhaps just as well, for their antics are trying everyone's patience), and the Ul-Mor state simply that it is time for them to return to the desert.

As they are bidding you farewell, a long awaited welcome sight appears in the distance above the desert: a shuttle from a Truane's Star warship!

The Eorna confirm your happy news. The friendly battle fleet has finally arrived with orders to transport your party back to Truane's Star!

There is however, one more piece of news; the battle fleet found an ancient orbiter still revolving in a very wide orbit around Volturnus, which, upon investigation, appeared to be some type of alien craft. A boarding party found no crew, but rather some 50,000 eggs of some type, still fully preserved in cryogenic storage!

The Eorna are ecstatic! They deduce that these eggs, which are indeed fertile Eorna eggs, were launched in desperation during that black day long ago, the day of the first Sathar devastation of their world. All records of the orbiter were lost in the destruction that followed. But now, there will be thousands of Eorna to repopulate their world, oversee the development of the more primitive races, and carry on the Eorna devotion to Beauty and Life!



ADDITIONAL ADVENTURES

THETA Section

There are many additional adventures which player characters could have on Volturnus at a later time in the referee's campaign. These would have to be designed by the referee. However, some suggestions include:

1. Tracking down any Sathar survivors of the great battle of Volturnus. There are bound to be a few of the vicious creatures who missed that shuttle, and are hiding in the rocks and hills. Who knows what evil plots they may be hatching?
2. Pursuit of the Star Devil. Players who have played the entire Volturnus series may very much enjoy an adventure involving tracking down the Star Devil from clues which may yet be found on Volturnus. There are undoubtedly a few of the pirates left, perhaps hiding in the Mist Mountains....
3. Solving the mystery of Lizard Head rock. This strange rock formation is shaped like a giant lizard's head. The Eorna have always wondered about it, what it is, where it came from, who made it, etc. They have heard that there are large numbers of Yernoids in that area, but have never investigated these reports.
4. The Ul-Mor left the sea to live on shore; they have legends of other peoples like themselves who did not. There may be an entire race of sea-dwelling Ul-Mor who are as intelligent as their land living cousins. They would be of enormous assistance in any deep sea mining operations....
5. The history of Volturnus is so varied, and areas of it have been purposely left so blank, that any number of other adventures of the referee's own making could be fit onto this bizarre planet.

This concludes module SF2: THE STARSPAWN OF VOLTURNUS, and the Volturnus series of modules.

BRIEFING UPDATE

THE MECHANONS

PHYSICAL DESCRIPTION

Based upon limited intelligence reports, the Mechanons appear to be highly advanced robots. It is not known how many varieties of Mechanons exist.

Their form is roughly humanoid, though many have a large metallic tail which is apparently used for balance and other functions. A Mechanon's head is a cluster of various colored crystals. These crystals are in some way connected with the electronic circuitry of the machine. Although unverified, it is widely believed that the coloration of the crystals which form a Mechanon's head are also an indication of the Mechanon's exact position in its society.

CULTURE

The Mechanons evolved from Eorna robots. A large number of robots, including robot brains, survived the first Sathar attack. Some were linked to self-programming computers. Without Eorna guidance, groups of these robot brain / computer teams began building new robots. Improvements were added bit by bit, and eventually a group of self-programming super robots evolved. Over a long period of time, and with more and more refinements, these became the Mechanons. The robots used every day on the Frontier worlds are to the Mechanons what opossums and tree shrews are to humans: there is a certain similarity between them, but the differences are far more important.

The Mechanons are loosely classified as an intelligent race, even though they are, as far as it is known, actually machines. Nonetheless, they meet several of the major qualifications for intelligence: organizing and controlling their environment, utilization and transformation of energy, and purposeful behavior.

The society seems to be organized into a strict caste system that does not allow for advancement from a lower status to a higher one. The lower classes are assumed to be workers, but the exact details of the Mechanons society are unknown.

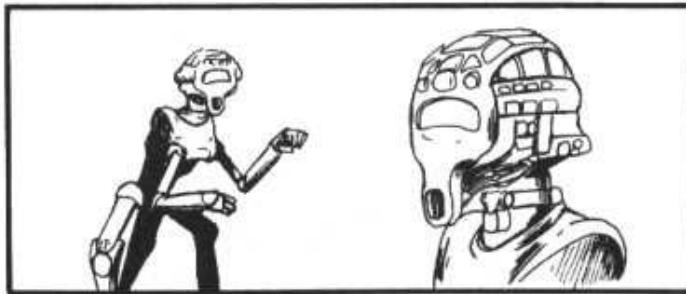
What is known of the Mechanon culture is unified by one dominant theme: machine life is superior to biological life and must eventually replace it. Biological life must be tolerated for the time being, but the day will come when it

Intelligent Species

can be exterminated and the world made safe for rational machines.

This drive toward aggression supports the hierarchy of Mechanon culture, which includes a reverence for both brains and brawn. Extremely intelligent Mechanons are regarded with something approaching awe by more standard models, just as Humans feel that there is something awesome and mysterious about a genius of their own kind. The top leaders of the Mechanon society are referred to simply as "the brains."

Only slightly lower in status than the brains are the warriors. These are special Mechanons built for combat. They are considered an elite group, by themselves and the other Mechanons.



Mechanons use standard types of robots to perform a variety of tasks, just as Humans and others do. It is not known whether this practice is, in their view, a form of slavery or domestication. One must always distinguish carefully between Mechanons and ordinary robots.

Mechanon society does contain a number of oddities due to the Mechanons' limited basic knowledge of the universe. Their high technology is based upon crystals and electronics; they obtained this through the early computers and their own experimentation. However, their understanding of the nature of the solar system was gained only by direct observation, and is rather crude. They do not have any concept of the vastness of the universe, and are inclined to think that Volturnus is the center of all things, that the rest of the universe is simply there to provide a setting for their own activities.

Beliefs such as these have led the Mechanons to a religion of sorts. Here, too, the Mechanons are somewhat limited. They have lost all memory or record of their own creation and the creation of the robots and computers that

preceded them. They believe that a machine god has created them to do its will. Its will is to exterminate biological life and replace it with Mechanons.

Mechanons have no sense of private or public property; supplies simply exist and are used as needed. The Mechanons have no families; new Mechanons, like new robots, are created fully functional, and with complete memories.

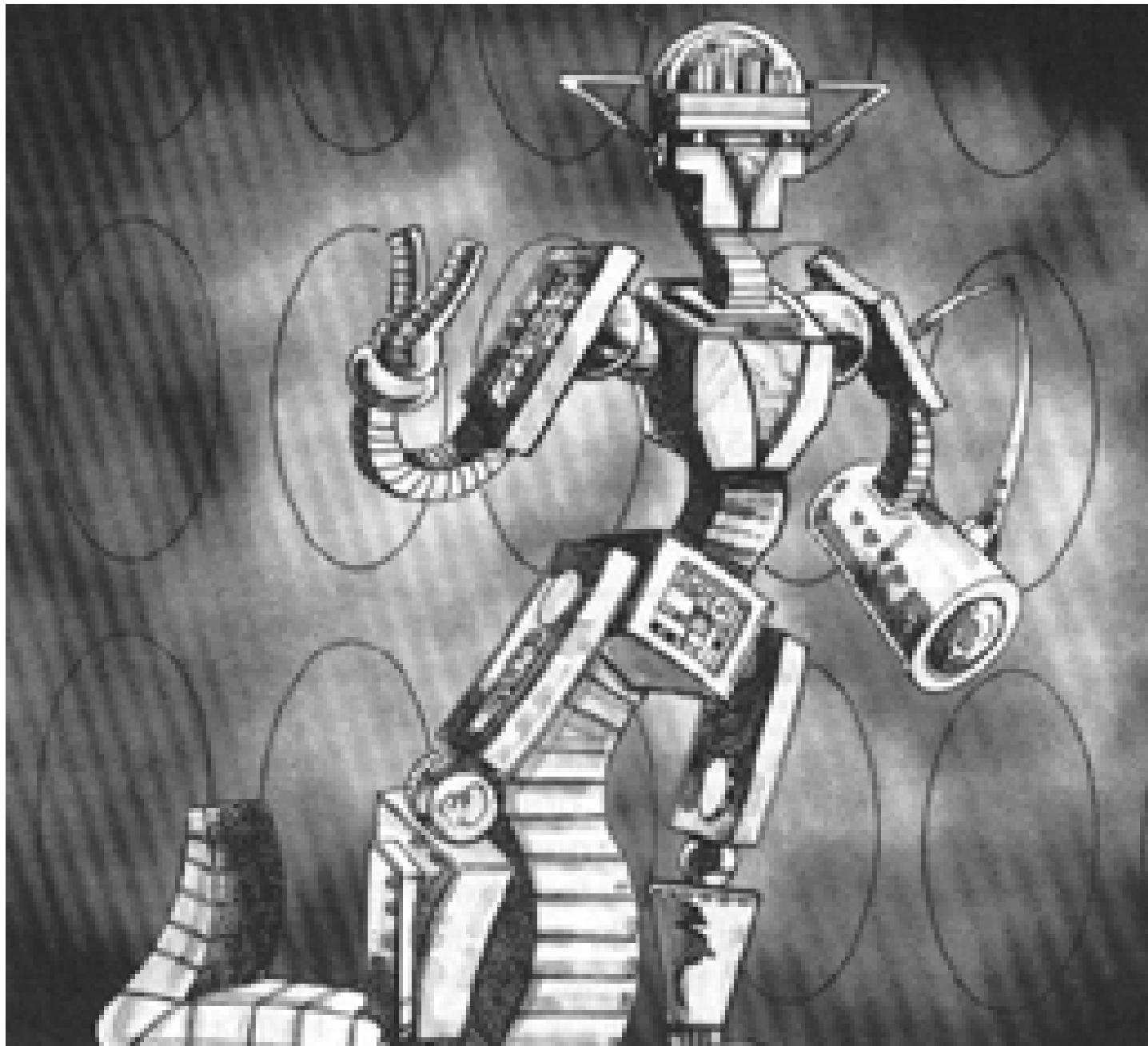
There are no laws as such in Mechanon society; every Mechanon is given certain behavioral directives by its programmers during construction. There are many fewer limitations upon the warrior and brain Mechanons than there are imposed upon other Mechanons. These elite Mechanons are programmed to do anything that will further the cause of mechanical life, keeping in mind the need for curtailing some short term actions in order to maximize gains in the long run.

It is entirely possible that at some time in the future the Mechanons could present a tremendous threat to the Frontier Worlds.

REACTION TO PLAYER CHARACTERS

The Mechanons will react to the player characters as they react to all specimens of biological life: the same way a scientist working on a new insecticide reacts to the insects he is trying to kill. Some player characters will be taken alive and used as objects of study, while those deemed useless will be disposed of.

If the player characters manage to communicate with them, the Mechanons will understand that the Sathar could pose a major threat to their own plans, which are to begin with the take-over of Volturnus.

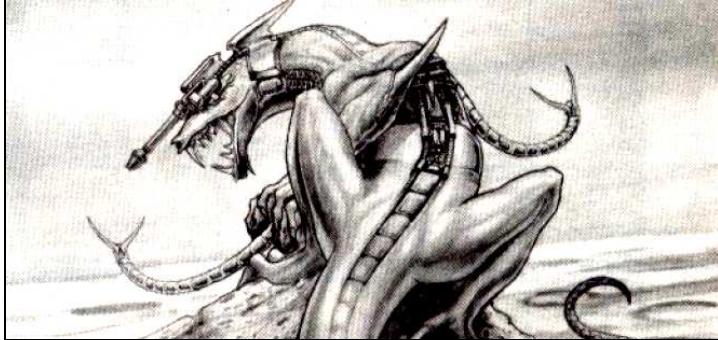


BRIEFING UPDATE

Creatures

The Alien Creatures Update File lists and describes the new creatures encountered in this module. Most plants are not listed because of their relatively infrequent usage in the encounters.

CYBODRAGON



| | |
|-----------------|---|
| Type | Giant Cybernetic Omnivore |
| Number | 1-2 |
| Move | Fast |
| IM/RS | +8/75 |
| Stamina | 500 |
| Attack | 80 |
| Damage | 10d10 bite, claws, metal tentacles 10d10 laser eye, 10d10 laser eye, 3d10 flamethrower |
| Special Attack | None |
| Special Defense | None |
| Native World | Volturnus – all terrain except mountains and dense forests |

DESCRIPTION: Cybodragons are huge lizards that have been cybernetically altered. Many parts of their bodies have been replaced by machinery. Each of their two eyes have been replaced by the Sathar equivalent of a laser rifle set on 10 SEU. Each eye has 5 shots before its power pack must be recharged. The cybodragon uses other sensing machines to serve the same functions as normal eyes.

Cybodragons were given their name because they have flamethrowers installed inside their mouths. The flamethrower has 10 charges. Each charge does 3d10 points of damage on a successful attack. The ranges for a flamethrower are 10 meters = point blank, 20 meters = short, 30 meters = medium, 40 meters = long, and 50 meters = extreme. In melee, the cybodragon uses its claws, bite, and various metal tentacles to do 10d10 points of damage on a successful attack.

Cybodragons are made by the Sathar who use the Cybodragons to support their combat troops. Cybodragons are also often found guarding Sathar installations.

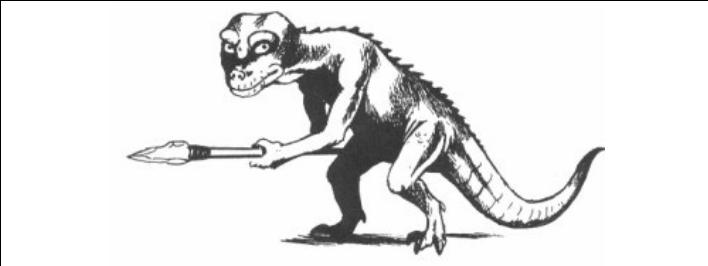
GIANT EAGLE



| | |
|-----------------|---------------------------------------|
| Type | Large Omnivore |
| Number | 1-2 |
| Move | Slow on land, Fast in air |
| IM/RS | +6/58 |
| Stamina | 80 |
| Attack | 45 |
| Damage | 4d10 claws |
| Special Attack | 20% chance carry off foe |
| Special Defense | None |
| Native World | Volturnus – mountains, remote regions |

DESCRIPTION: The Giant Volturnian Eagle is a very large bird of prey with strong talons and hooked beak. It will defend its nesting area with ferocity. If found in pairs, they will be a mated pair, with a 15% chance that young will be within 1d100 kilometers of the point of attack.

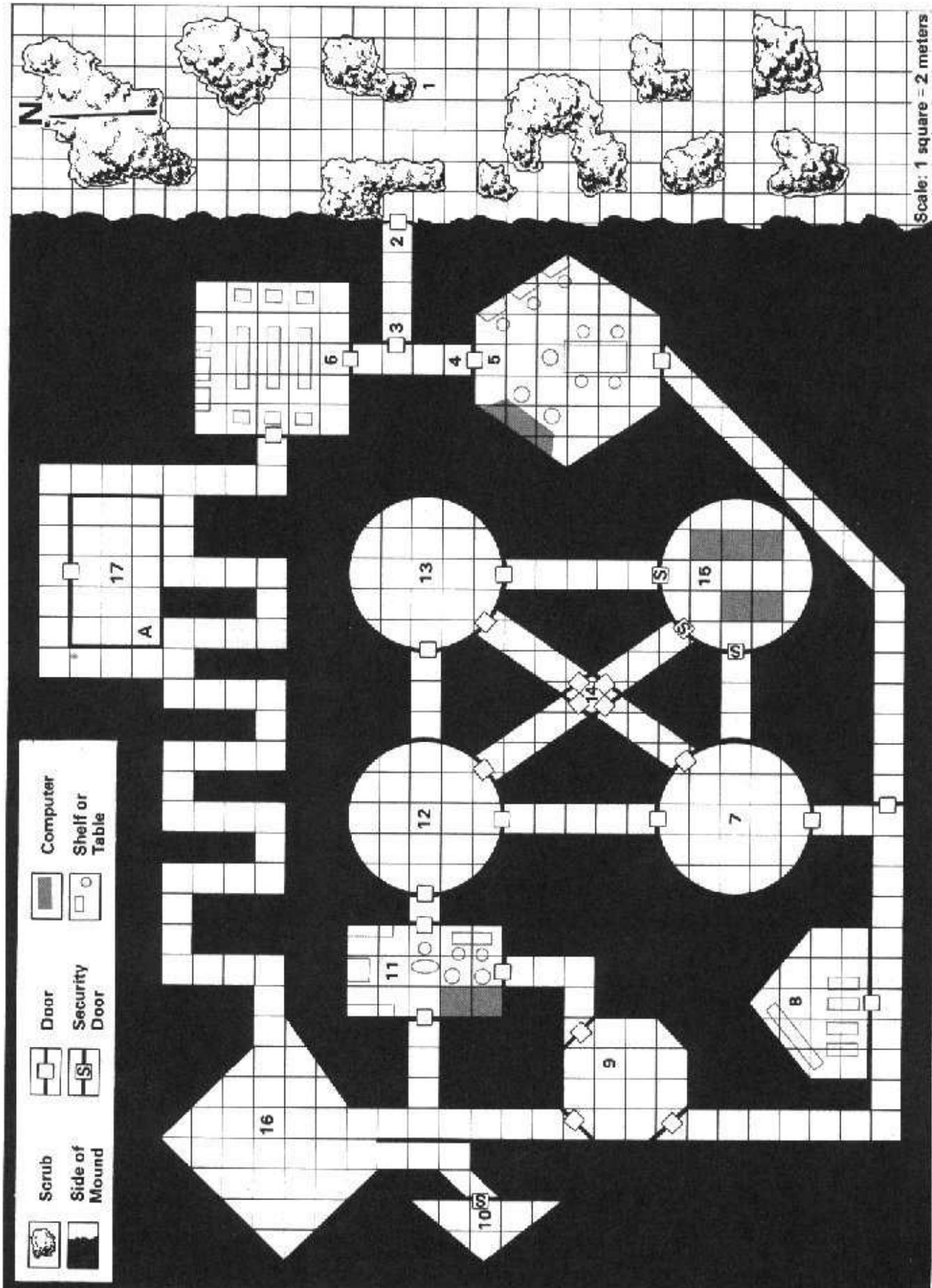
YERNOIDS

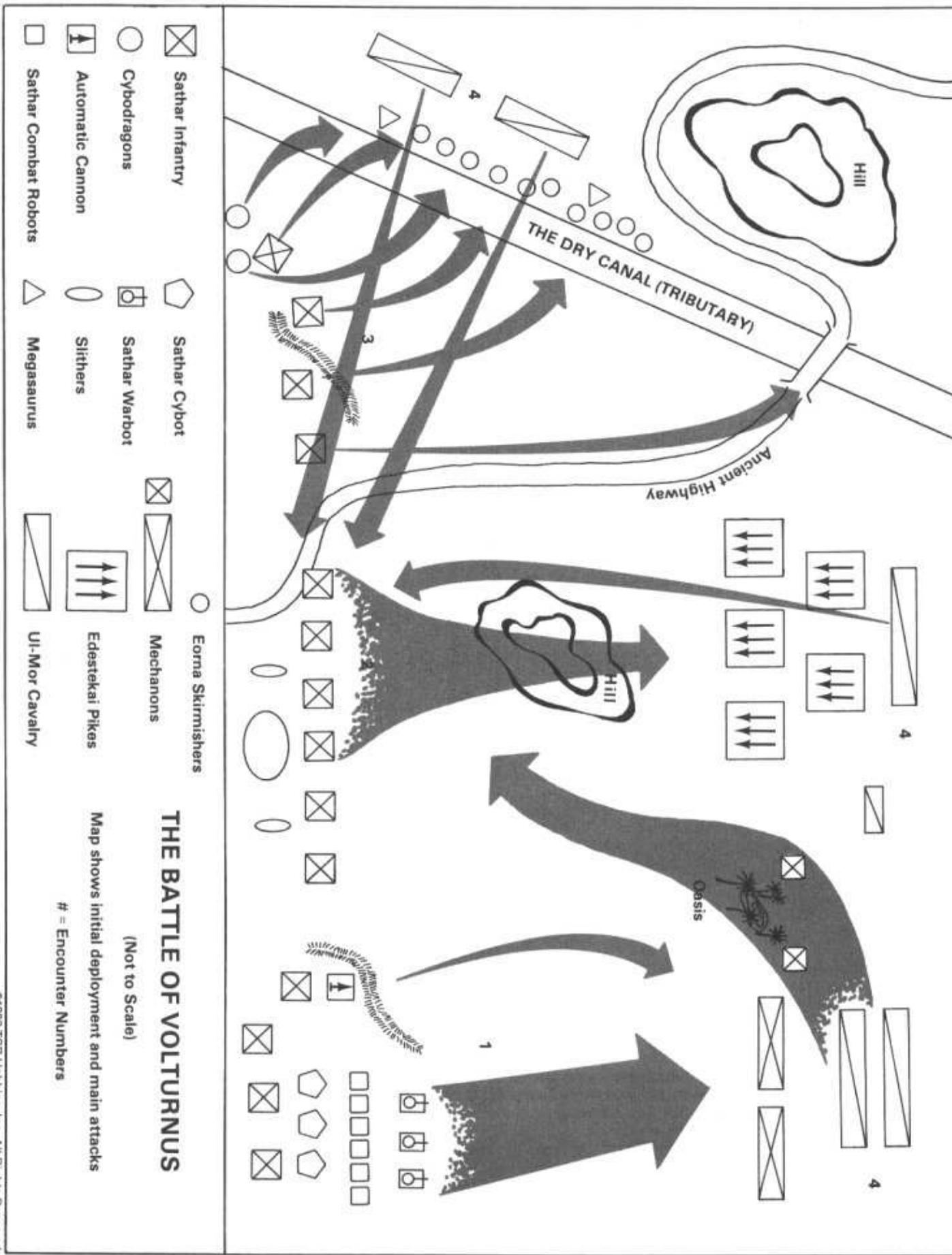


| | |
|-----------------|-----------------------------------|
| Type | Medium Omnivore |
| Number | 1-50 (d100/2) |
| Move | Slow |
| IM/RS | +5/50 |
| Stamina | 70 |
| Attack | 40 |
| Damage | 1d10 |
| Special Attack | 30% likely to be armed with clubs |
| Special Defense | None |
| Native World | Volturnus |

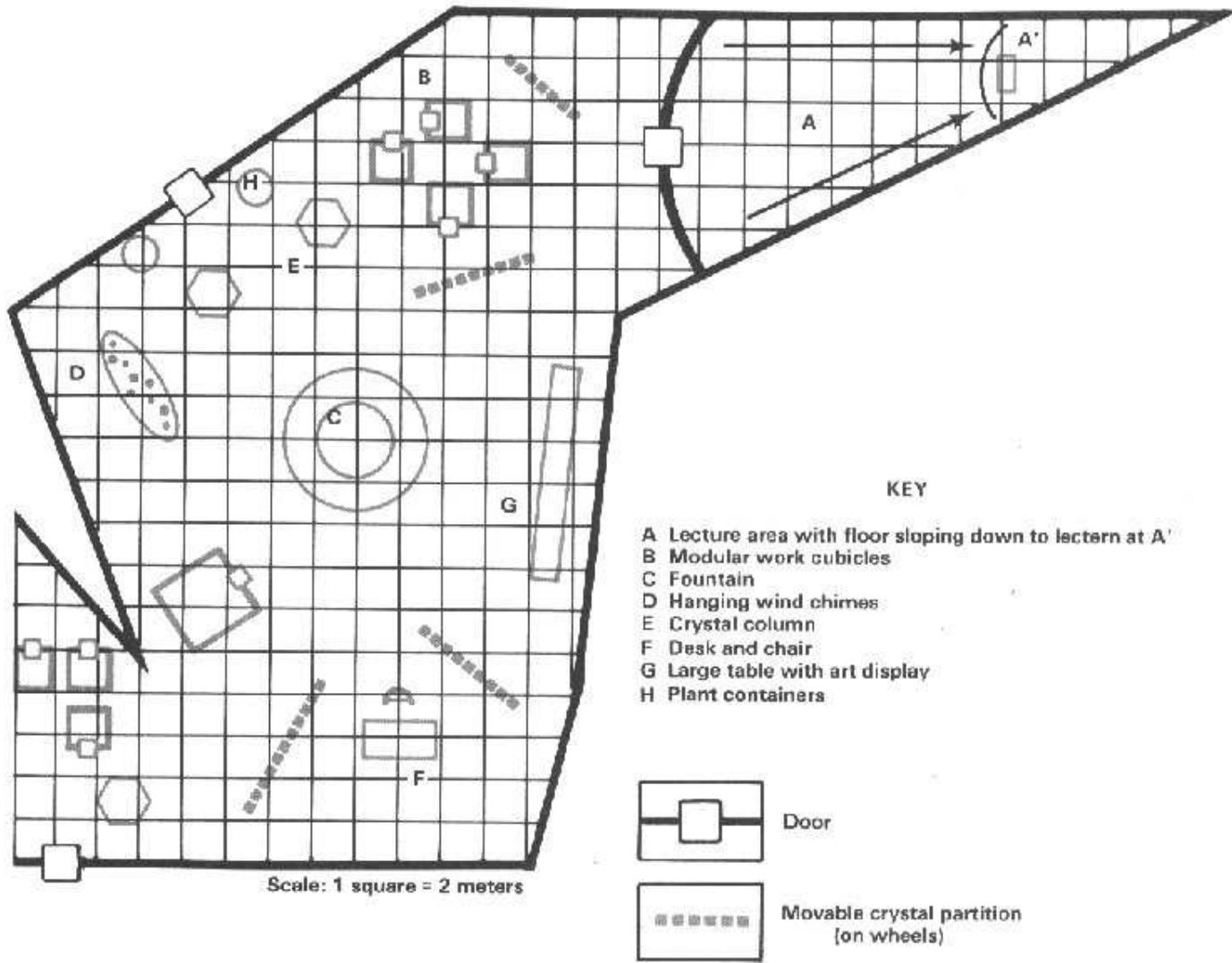
DESCRIPTION: Yernoids are man-sized bipedal dinosaurs which have developed a rudimentary intelligence, similar to an ape's. These creatures usually roam in hunting bands, seeking prey. They are territorial; the strongest Yernoid always leads the group.

THE MOUNDS OF THE MECHANONS





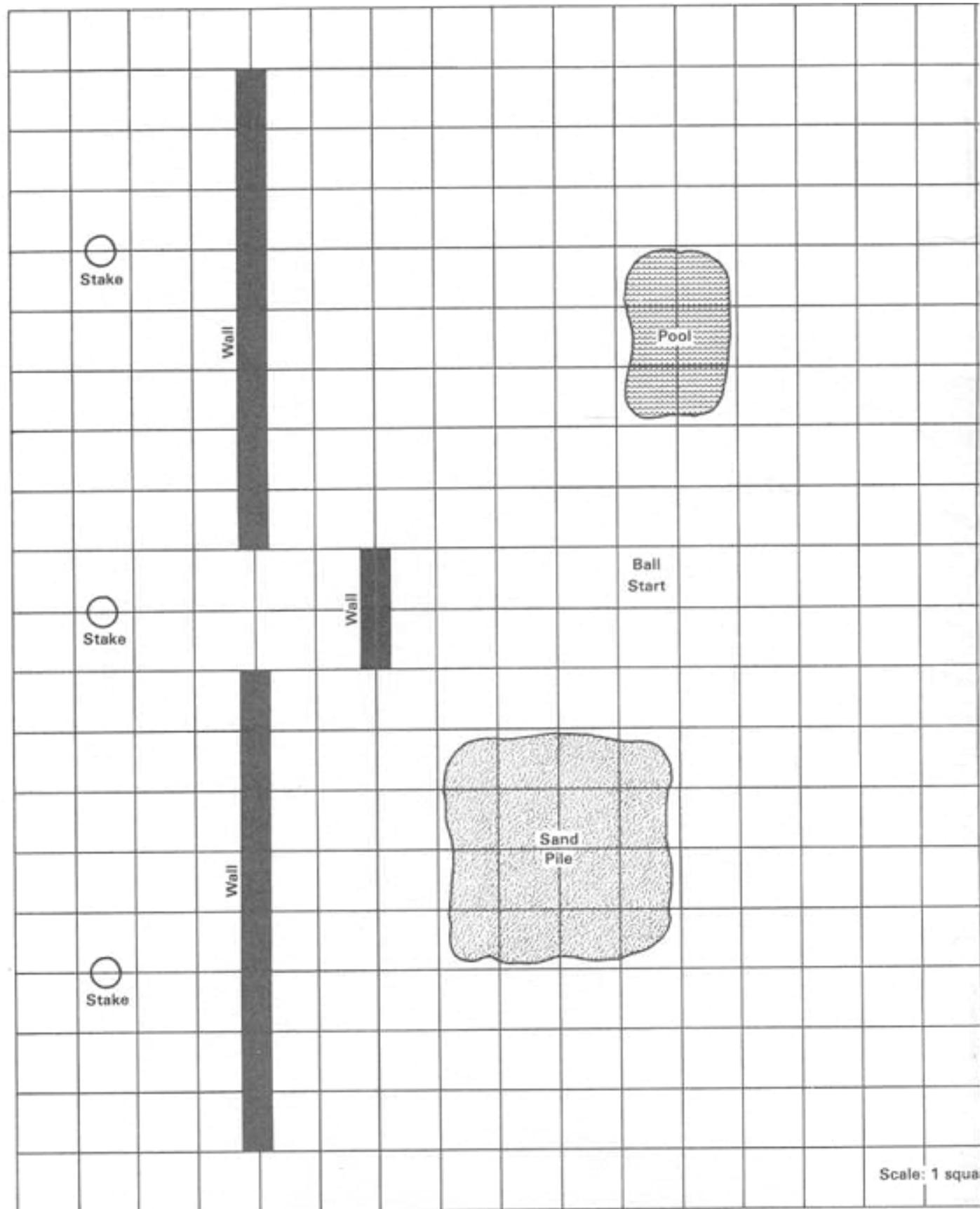
SAMPLE INTERIOR OF EORNA CRYSTAL BUILDING



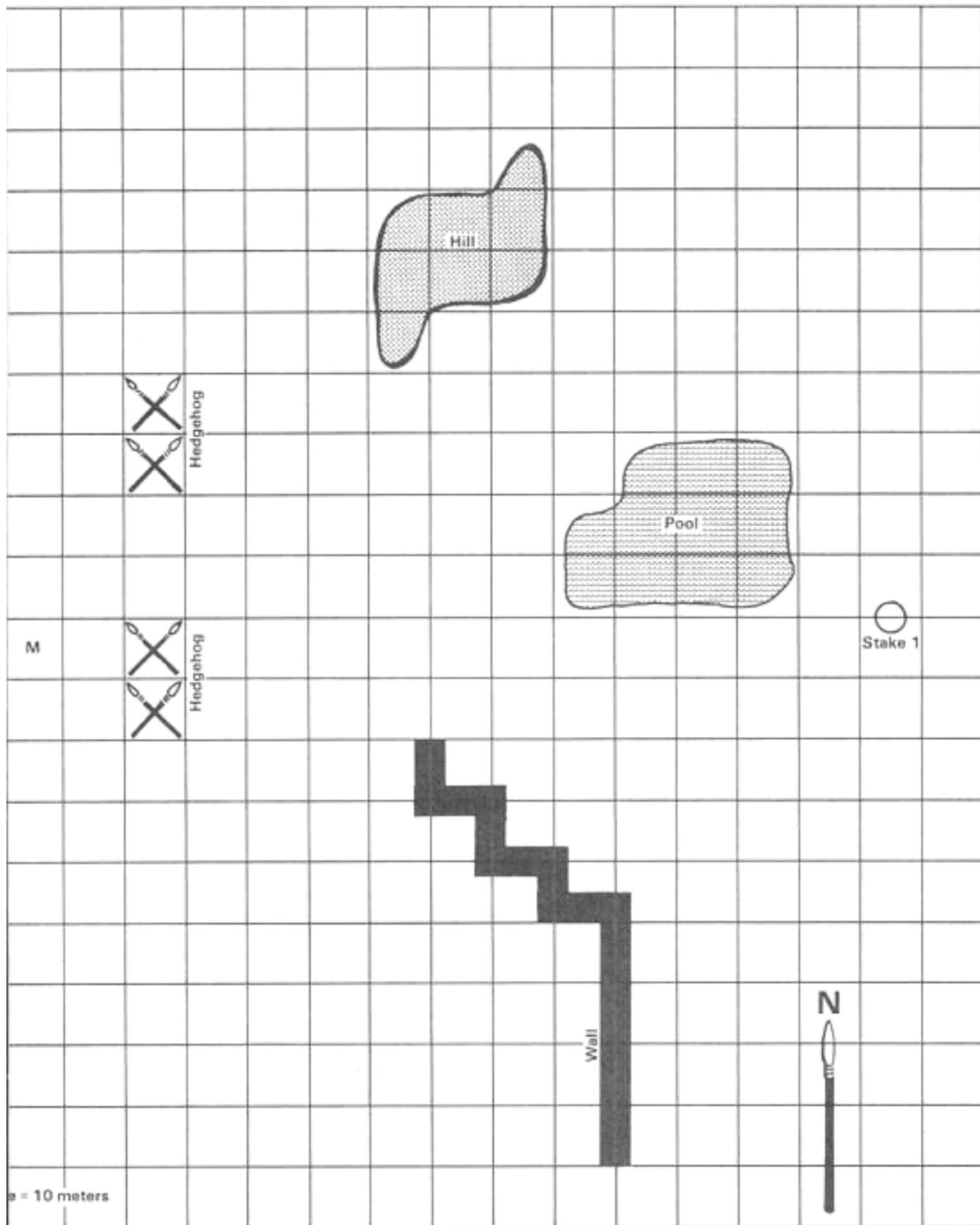
This diagram shows the interior of a typical crystal building in the Eorna city of Volkos. The building has only one floor, with a ceiling height of 50 meters. The furniture is designed to fit creatures 3-3.5 meters tall. The building is lit by sunlight shining through the crystal walls. All furniture is moveable, and the room can be subdivided by rearranging the crystal partitions.

In addition to its other furnishings, the building is decorated with plants, a fountain, and an art display. The entire building shows the Eorna love of art and beauty.

THE GREAT GAME



OF THE UL-MOR



AN ALPHA DAWN ADVENTURE MODULE

Two weeks to save a world...

Since you crash-landed here, Volturnus has been a planet of constant surprise and peril. You defeated the Star Devil's pirates and made contact with four intelligent races native to the planet. Your adventures with them made clear that these aliens would be valuable members of the UPF – if they manage to survive.



The vicious Sathar are on their way to Volturnus with a fleet powerful enough to destroy all life on the planet. The survival of the planet is in your hands. You must organize the defenses of Volturnus. You must unite the races of Volturnus and lead them to battle against the Sathar. The outcome: victory, or death for an entire world!

STARSPAWN OF VOLTURNUS is the conclusion of the Volturnus series of modules for the **STAR FRONTIERS™** game. It can also be played as a separate adventure. **STARSPAWN OF VOLTURNUS** contains maps and referee's notes, including information on new creatures and intelligent races. The module also contains "The Great Game of the Ul-More," an encounter that can be used as a re-playable game.

STARSPAWN OF VOLTURNUS

SF2: Concluding THE VOLTURNUS ADVENTURE