

SAVAGE WORLDS

STAR FRONTIERS

GAME



REFEREE'S MANUAL

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SETTING RULES

GRAVITY

The strength of gravity on a planet depends on the planet's size. Increasing or decreasing gravity can affect characters several ways. These effects are explained below. (This rule is optional. Referees who do not want the added detail can ignore it and assume all adventures happen on planets where gravity equals 1 g.) Disregarding gravity rules will obviously make the Zero-G Tolerance Edge and Space Sickness Hindrance pointless in the campaign. Referees must inform the players at character creation if this is going to be the case for the campaign.

For every 0.1g less than 1.0g

- A character's load is increased to the next die type (Example: a Str of d4 would increase to d6 for purposes of load calculation)
- The distance a character can jump from a standstill is increased by 1". A running jump, increased by 2".
- Falling damage is reduced to 1d6 for every 20 feet (4").

For every 0.1g above 1.0g

- A character's load is decreased to the next die type (Example: a Str of d6 would decrease to d4 for purposes of load calculation) If a character's Str would reduce below a d4, a light load would be considered a medium load, medium becomes heavy etc.
- The distance a character can jump from a standstill is decreased by 1". A running jump is also decreased by 1".
- Falling damage is increased to 1d6 for the first 10 feet (2") and 1d6 for every 5 feet (1") thereafter.

WEIGHTLESS MOVEMENT

Moving in an area where there is no gravity is different than normal movement. Handholds are built into the walls of most space stations and spaceships, so characters can pull or push themselves along in free-fall. Once a character starts moving, he will not stop until he bumps into a wall or grabs another handhold and stops himself.

Characters moving this way can move at walking speed (their normal Pace). They must follow a wall or, if they move across an open area, they must move straight at a constant speed until they reach the opposite wall.

Some ships have Velcro strips along the hallways, so characters wearing special boots can walk normally. Characters walking this way can move at one-half their normal Pace and may not run. Characters can move outside ships or space stations using space suits. Space suits have magnetic boots so characters can walk on the metallic surface of the ship or station at one-half their normal Pace and also may not run. Characters can connect themselves to the ship with a tether, if they are knocked off the ship they can simply pull themselves back along the tether.

WEIGHTLESS COMBAT

Whenever a character in free-fall attacks with either a ranged or melee weapon, he must make an Agility roll. If he fails the roll, the character has lost his balance and is spinning out of control. A spinning character can do nothing until he regains control.

To regain control, the character must pass another Agility roll. The character can make a check at the beginning of every round, start-

ing on the round after he loses control. The Zero-G Tolerance edge grants a bonus to one's Agility roll. Making an Agility roll to regain control is considered an action. If the character passes the check, he/she has regained control and can move and attack on the same round with the usual multi-action penalty. Characters who are wearing magnetic or Velcro-soled boots and characters who are firing gyrojet or laser weapons never lose control.



THE FRONTIER

Star Frontiers adventures take place in an area of space called the Frontier Sector, or simply the Frontier. The Frontier contains 17 inhabited star systems, with a total of 23 colonized planets. Some of these planets have been claimed and settled by only one of the four races, while others were set up in cooperation and have mixed populations.

Besides these settled areas, the sector contains 21 unexplored star systems that could have habitable (or inhabited) planets. No one has explored the routes to these stars for navigational hazards, so no one knows whether these stars even have planets. Even the settled systems are not fully explored. There are many moons, asteroid belts and uninhabited planets that are largely ignored in the day-to-day business of earning a living in the Frontier. These areas could hold lost alien treasures or rich deposits of precious metals and gems. Because they are isolated, these spots quickly become hiding places for outlaws and space pirates.

Many of the settled planets themselves are not fully explored. Most have been mapped by spaceships and satellites that take pictures from orbit. Very few have been explored on the ground. When adventurers travel more than a few hundred miles from a settlement, they are entering an area where very few people have ever been. They could be the first people ever to cross that land, or they could be walking in the footprints of a race that built a civilization and then collapsed, leaving its relics to be discovered centuries later.

THE FRONTIER MAP

A map of the Frontier Sector is provided for the referee and the players. The map shows the location of all the settled systems, unexplored systems, neutron and binary stars and dust clouds. Each square is 1 light-year across. Each inhabited planet is described below. Six characteristics are given for each planet:

Colonizers (Col.), Population and Trade (Pop.), Gravity, Moons and Length of Day.

COLONIZERS

This indicates which of the four races settled the planet. This race will be the most common on the planet, and will control the government. Abbreviations are used to indicate which race colonized the planet: D= Dralasites, H= Humans, V= Vrusk, Y= Yazirians, *= a mixture of several races.

POPULATION AND TRADE

This indicates how many intelligent beings live on the planet and what their major trade is. This information is given in a two- or three-letter code. The first letter describes the population, and the second and third describe the major trade. The abbreviations are:

H Heavy Population. The planet has many large cities that are very crowded, and hundreds of smaller cities. Individual cities may cover hundreds of square miles.

M Moderate Population. The planet has several large cities and numerous smaller cities, but they are not overcrowded.

L Light Population. The planet has only a few cities, and most would be considered small on a planet with a Heavy population.

O Outpost. The planet is a small outpost or new colony. It has only one city, but there may be small settlements scattered nearby.

I Industry. Most of the planet's economy is based on manufacturing. Cities are built around factories and processing plants, and most of the inhabitants work in these factories. Raw materials may be mined on the planet or shipped in from other planets.

R Resource Mining. The planet is rich in natural resources like metals, fossil fuels, gems, crystals or radioactive materials. Most of these raw materials are shipped to Industrial planets because there are not enough factories to process them where they are mined.

A Agriculture. The planet's economy is based on farming. Any renewable resource can be farmed: grain, lumber, livestock, fish, fruit, textiles, etc.

Some planets have more than one major trade item. The trade item that is listed first is most important. Example: Pale, the first inhabited planet at Truane's Star, has a Pop. code of MRI. This means the planet has a moderate population, and its major trade is mining natural resources. The planet also has some industry, but not enough to process all the materials that are mined.

GRAVITY

This is simply the strength of gravity on the planet. It is measured in multiples of 1 g, which is considered normal gravity.

MOONS

This indicates the number of moons orbiting the planet. Many planets have small moons that have never been fully explored.

Some large planets have moons that are big enough to have atmospheres. Moons can also have rings.

LENGTH OF DAY

This is the number of hours the planet takes to complete one rotation, or the number of hours from sunrise to sunrise.

The color of the star that the planet orbits is also listed. This has no effect on the game, but the referee can use it to add to his descriptions.

NOTES

Some planets have additional notes following the table. These describe unusual cultures or planetary features. The referee can make up any other information he needs about the planets when he designs adventures to place on them.

SPACE TRAVEL

Starships can travel between star systems at speeds many times faster than the speed of light. A trip that would have taken hundreds of years in a spaceship could be made in only a few days in a faster-than-light (FTL) starship. Because of their cost, however, most starships in the Frontier are owned by large corporations, planetary governments or starship travel companies.

The established travel routes are marked on the Frontier map.

These are the only explored routes that have been mapped and certified as safe for starships to use. When adventurers travel, they are limited to scheduled or chartered trips following these routes.

TRAVEL TIME

The length of each route in light-years is printed on each route. Because FTL ships travel one light-year per day, this number also is the number of days needed to travel this route. This time includes takeoff and landing, maneuvering in orbit, passenger loading and all other normal procedures. For example, the route from Prenglar to Cassidine is 7 light-years. A starship traveling from Prenglar to Cassidine, or from Cassidine to Prenglar, would take 7 days (140 hours) to reach its destination. Most starships never land on a planet. Passengers board shuttles on the ground that take them into orbit, where they board the starship. When the starship reaches its destination, shuttles again take the passengers either to the planet's surface or to an orbiting space station where they can wait for another flight.

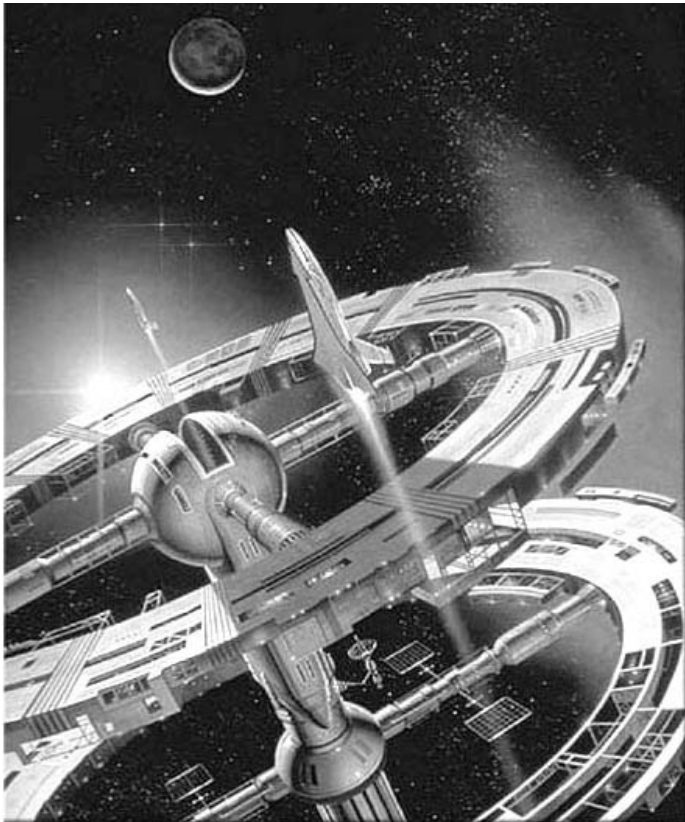
STARSHIP TICKETS AND COSTS

Travelers can buy three types of starship tickets: First Class, Journey Class and Storage.

First Class. First Class tickets are the most expensive, but First Class passengers get the best food, the biggest cabins and on-board entertainment. A First Class passenger can bring along up to 1 metric ton of cargo at no extra charge. The First Class section also is closest to the starship's lifeboats and emergency spacesuits, so First Class passengers have the best chance to survive a catastrophe. A First Class ticket costs 200 Credits per light-year traveled. For example, a First Class ticket from Prenglar to Cassidine costs 1,400 Credits.

Journey Class. Travelers with Journey Class tickets get smaller cabins, poorer-quality food and no entertainment. A journey Class passenger can bring along up to .5 metric ton of cargo at no extra charge. In addition, they are farther from the lifeboats than First Class passengers. A Journey Class ticket costs 100 Credits per light-year traveled.

Storage. Passengers traveling Storage Class ship themselves as cargo. The passenger is frozen and stored in a special berth. The frozen passengers are revived at their destination. A Storage Class ticket costs 30 Credits per light-year traveled, and includes up to 200 lbs. of cargo.



SCHEDULES

Starship flights are not always scheduled at convenient times for the adventurers. If the referee does not have a specific flight in mind for the characters, he can roll 2d12 - 2. The result is the number of days the adventurers must wait before the next scheduled flight leaves for their destination. If the result is 0, a starship is leaving that day.

LAYOVERS

If characters must travel through several star systems to reach their destination, they probably will make layovers at each star system along the way. Unless the starship they are traveling on is continuing along the same route, the characters must stop and wait for another scheduled flight to their next destination. If the characters are working for a company that is flying them to their destination, their ship probably will not stop over in a system for more than one or two days: just long enough to pick up supplies, fuel and news. Example: Justin Balinar and Sh'Kree Kir must travel from Cassidine to Athor. Their ship takes seven days to reach Prenalgar. When they arrive, the referee rolls 2d12 and subtracts 2 days to see

when the next ship leaves. The result is an 8, so Justin and Sh'Kree must spend eight days on Prenalgar before leaving for Athor. They can look for a temporary job, see the local sights, or perhaps get involved in a short, surprise adventure that the referee has prepared for them.

CUSTOMS, DUTIES AND TAXES

The referee may want to add local baggage inspections and special visitors' taxes on some planets. These are not standard, and are left to the referee's judgment. However, they can lead to interesting adventures if the characters are trying to smuggle goods onto a planet or hide from the law. Local duties and taxes also are a good way to relieve rich characters of some of their extra cash. If players ask, the referee should tell them what sorts of inspections and charges they can expect at their destination.

GALACTIC STANDARD TIME

Galactic Standard Time (GST) is the most popular time system in the Frontier. The GST system uses hours, minutes and seconds. An hour is 60 minutes long, a minute is 60 seconds long. One year in Galactic Standard Time is 8,000 hours long. A standard year is divided into 400 20-hour days.

Besides Galactic Standard Time, many planets have their own local time system. These local systems use GST seconds, minutes and hours, but the length of the day and year varies from planet to planet. The length of a local day is the time it takes for the planet to rotate through one complete day/night cycle. A local day usually is divided into equal periods of light and darkness, although these can vary if the planet's axis is tilted in relation to its orbit. A local year is the length of time the planet takes to make one complete revolution around its star.

LANGUAGES OF THE FRONTIER

Pan Galactic. All intelligent races in the known galaxy have a native language. In order to simplify interstellar trade, the Pan-Galactic Corporation created Pan Galactic, a language of sounds and gestures that can be spoken by almost any intelligent, speaking creature. It does not sound quite the same when spoken by members of different races, but anyone who speaks Pan Galactic can understand a creature speaking Pan Galactic. Because of its usefulness, Pan Galactic is spoken on almost every world that has contact with the Pan-Galactic Corporation or one of the four major races.

Alien Languages. The referee can decide that the natives of some planets do not speak any language but their own. Aliens that have never met adventurers or Pan-Galactic traders certainly will not know how to speak Pan Galactic. This will create problems for adventurers when they must find a way to communicate with the aliens.

Polyvoxes. A polyvox is a small, computerized device that translates what it hears in one language and repeats it in another language. Polyvoxes and language tapes for all known languages can be bought wherever general computer equipment is sold. A polyvox also can learn a new language if it can be programmed with key phrases, and then hear the spoken language for d100 hours. More information on polyvoxes is given in the section on Equipment.

THE FRONTIER WORLDS

System / Planet	Col.	Pop.	Gravity	Moons	Day	Star
Araks						
Hentz	Y	H,I	.7	0	25	Yellow
Athor						
Yast	Y	M,A	1.0	2	15	Orange
Cassidine						
Rupert's Hole	H	M,I,A	.9	0	20	Orange-Yellow
Triad	*	H,I	1.1	1	30	
Dixon's Star						
Laco	H	O	1.4	1	60	Green-Yellow
Dramune						
Inner Reach	D	M,A,I	.8	1	20	Orange-Yellow
Outer Reach	*	M,I,R	1.0	5	35	
Fromeltar						
Groth	D	L,A	1.2	0	45	Yellow
Terledrom	D / V	H,I	1.0	3	60	
Gruna Goru						
Hargut	Y	H,R	1.1	1	20	Yellow
K'aken-Kar						
Ken'zah Kit	V	M,A	.9	0	25	Red-Orange
Kizk'-Kar						
Zik-kit	V	M,I,R	1.0	0	65	Yellow
Madderly's Star						
Kdikit	H	M,I,A	1.0	5	30	Yellow-Green
Prenglar						
Gran Quivera	*	H,I	1.0	0	15	Yellow
Morgaine' World	H	O	1.5	4	40	
Scree Fron						
Histran	Y	O	.6	7	25	Orange-Red
Hakosoar	Y	L,A,I	.9	5	50	
Theseus						
Minotaur	H	H,I	1.2	0	15	Yellow-Orange
Timeon						
Lossend	H	L,F,I	.7	0	70	Green-Yellow
Truane's Star						
Pale	*	M,I,R	.9	3	55	Orange-Yellow
New Pale	H	L,A	1.4	0	20	
White Light						
Gollywog	H	H,R	1.0	0	50	Red-Orange

NOTES

Hentz (Araks) is ruled by a religious clan, the Family of One. Everyone who lives there wears a uniform showing his job and position.

Triad (Cassidine) is a major industrial planet where very high technology items are manufactured and sold.

Inner Reach (Dramune) has an unusual local custom. The Dralasites that live there dye their skin various colors to show their mood for the day. The dyes wash off easily.

Inner Reach (Dramune) has an unusual local custom. The Dralasites that live there dye their skin various colors to show their mood for the day. The dyes wash off easily.

Terledrom (Fromeltar) is ruled by a council of Vrusk companies and elected Dralasites. The companies control all trade with other

planets, and consider smuggling a serious crime. The planet has rings that are visible from the ground during the day.

Zik-kit (Kizk'-Kar) has very rich mining deposits. These are exported mainly to Terledrom for manufacturing. Zik-kit is controlled as a colony by the Terledrom government.

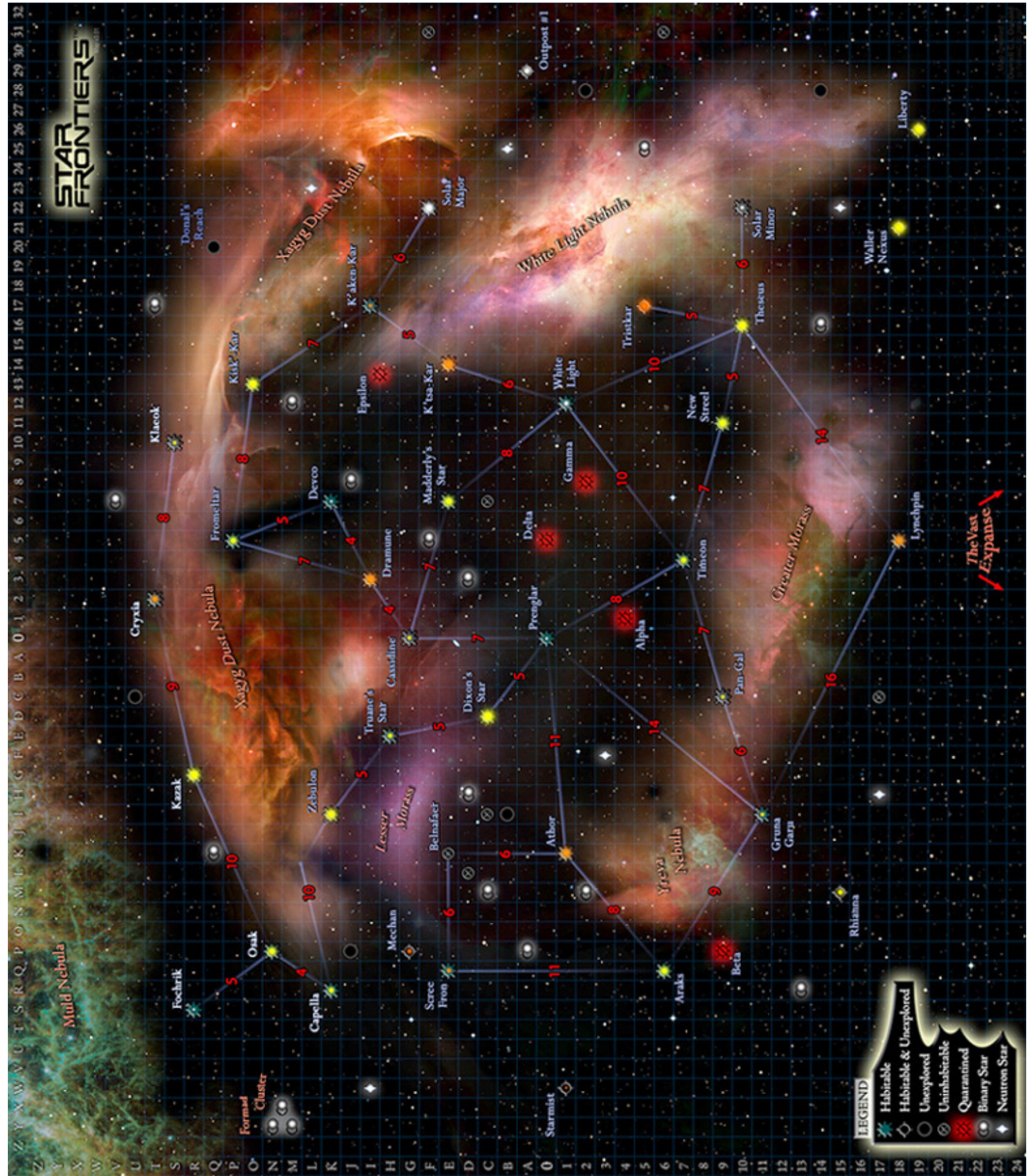
Gran Quivera (Prenglar) is the hub of the Frontier Sector. The Star Law Rangers, Pan Galactic Corporation, and United Planetary Federation all have headquarters at Port Loren, the major city.

Morgaine's World (Prenglar) is a UPF and Star Law base. The planet has rings.

Pale (Truane's Star) is the starting point of the only possible starship route through the Xaqyg dust clouds. The route to Zebulon was just recently opened.

Z Y X W V U T S R Q P O N M L K J I H G F E D C B A 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32

STAR FRONTIERS



LEGEND

- ◆ Habitable
- ◆ Habitable & Unexplored
- ◆ Unexplored
- ◆ Uninhabitable
- ◆ Quarantined
- ◆ Binary Star
- ◆ Neutron Star

THE SATHAR

PHYSICAL STRUCTURE

Sathar are long, worm-like creatures. Their bodies are divided into segments, like an earthworm's. They do not have a skeleton. Instead, they support their bodies hydrostatically, by pumping liquid into the segments so they become hard. A shiny, clear slime coats their skin. Scientists believe they are warm-blooded, but no live specimen has ever been studied.

A Sathar's head tapers toward its mouth, which is circular and ringed with teeth. Each of their two eyes has two pupils. Four tentacles, two on each side of the body, are arranged about 1 meter below the head. The first pair is slender and weak-looking, and about 1 meter long. These end in four smaller finger-like tentacles. The second pair of tentacles is stronger and about 1.2 meters long. Both of these tentacles end in a paddle-like pad. This second pair is used for heavy lifting, while the smaller tentacles are used for fine work and for holding small weapons.

A Sathar moves by slithering across the ground with the first meter of its body raised. They also can coil like a snake, raising 1.5 meters of their bodies from the ground. The color of Sathar skin varies from yellow to brown. The tentacles are the same as the body, but with a slight greenish tint. The underbelly is pale pink. A pattern of dots, speckles and stripes decorates the back of the head. These patterns are natural on some Sathar, but are tattoos on others. Some survivors of Sathar attacks have reported that Sathars are not affected by electrical shocks or doze grenades, but these reports have never been confirmed.

SENSES

The Sathar's double pupils give it very wide angle vision. They can see objects in front of them and to both sides at the same time. They smell through two pits in front of their eyes. The sharpness of their senses is not known, but UPF biologists assume their hearing, smell and taste is about the same as a Human's.

SPEECH

Captured recordings show that Sathar can speak Yazirian and Human languages as well as Pan-Galactic. They hiss and lisp when they speak. Their native language has never been translated.

SOCIETY AND CUSTOMS

Almost nothing is known about Sathar society. They have tried to kill every alien creature they have met in the Frontier, usually with alarming success. No one knows why the Sathar attack so viciously or what they hope to gain. All attempts to contact the Sathar peacefully have failed. No Sathar has ever been captured alive, because they kill themselves before they can be taken. In one case, an entire Sathar ship self-destructed to avoid being captured. Freeze fields have been applied to several dead Sathar in an attempt to have them revived, but biologists have not been able to find a revival technique that works on them.

Scientists have proposed several theories, based on reports from observers. The most widely accepted was written by Gdtlask Gltak, a Vrusk sociologist. Gltak's theory states that all Sathar belong to military units called cadres. The markings on the back of the Sathar's head identify its cadre. Each cadre trains its members

as soldiers from the time they are born. Gltak theorizes that Sathar attack alien worlds because their military society would fall apart if there was no enemy to fight. Readers are warned that this is only a theory. Until a Sathar is captured alive, their true motivation will not be known.

ATTITUDES

All Sathar should be considered hostile and dangerous. Citizens of the Frontier who encounter Sathar are required by law to report the incident immediately. If escaping is impossible, citizens are advised to attack on sight, as friendly approaches have always failed in the past.

Sathar also are known to use Dralasite, Human, Vrusk and Yazirian agents to overthrow Frontier governments, terrorize citizens and disrupt trade. Like the Sathar themselves, these agents are extremely dangerous. Suspicious beings should be reported immediately. Citizens are discouraged from attacking Sathar agents, as most are trained and experienced killers.

CLASSIFIED INFORMATION

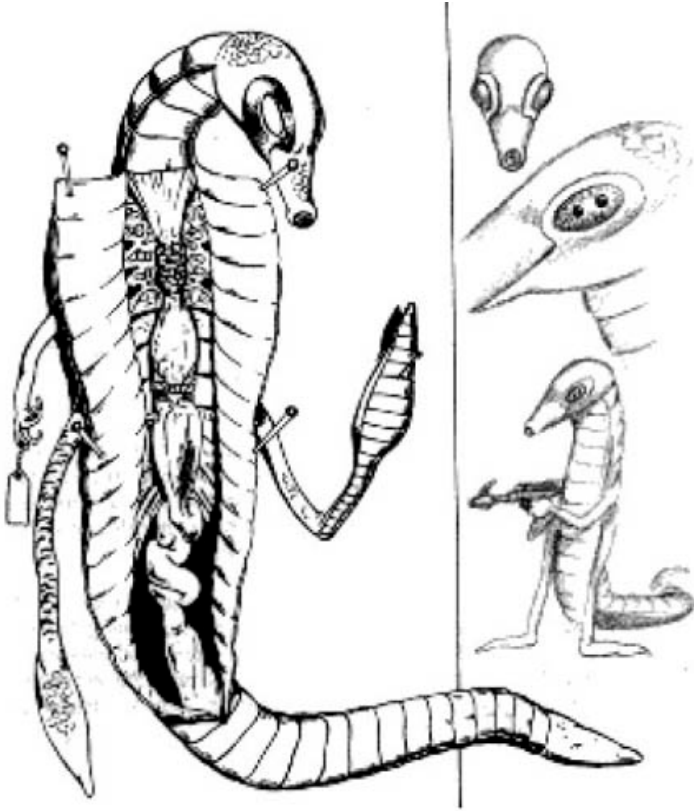
The following information is secret, and should not be given to players until they discover it in the course of the game.

Hypnotism. A Sathar can hypnotize a character by talking to him in a non-combat situation. This ability is similar to the Puppet spell/power. The character must make an opposed Spirit roll versus the Sathar's Spirit; if the character fails, he is hypnotized and will follow simple commands from the Sathar. If the Sathar succeeds with a raise or higher, the Sathar may command the character to attack allies and even commit suicide (however suicide allows a second opposed roll).

A hypnotized character will think the Sathar is his friend, and will want to cooperate with it. He will see things the way the Sathar describes them, if his other senses do not contradict what the Sathar tells him. For example, a character would not believe that a fire was a pool of water. The duration of the hypnotism is 3 rounds with a success and a further 3 rounds for each raise if used for a combat situation. In a non combat situation, a Sathar can command a hypnotized person to do something at a specific time, and to forget that he has been hypnotized until that time. For example, a character could be commanded to turn off a security system at midnight.



SATHAR STATISTICS



average size:	3.5 m long
average mass:	55 kg
average life span:	unknown
reproduction:	hermaphroditic, unknown
body temperature:	believed endothermic

Average Sathar Warrior

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Guts d8, Intimidation d6, Knowledge (Demolitions, Computers, Machinery, or Robotics) d6, Notice d8, Persuasion d8, Shooting d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Hypnotism:** A Sathar's hypnotism power is similar to the Puppet power as described above

Edges:

- **Command:** +1 to troops recovering from being Shaken
- **Level Headed:** Sathar know only war, as such all Sathar have keen battle tactics. They have the Level headed edge without being of Seasoned rank.
- **360 Vision:** Sathar receive +2 to Notice rolls based on Vision and negate all gang-up bonuses.

Gear: Sathar use any weapons or defenses as per the standard equipment list.

The following are two articles on the Sathar. The first (The Sathar Briefing Report) is written by John Verreault. The second (The Motivation of the Sathar) is written by Chris Putnam, both appeared in the STAR FRONTIERSMAN magazine issue 12. Each of these articles take place in the STAR FRONTIERS universe after the Voltornus series of adventures, (SF0-3 originally published by TSR) and other adventures for both the Alpha Dawn and Knight Hawks game sets.

SATHAR BRIEFING REPORT

Report of the Sathar Summit; a multi-discipline think tank organized by the UPF, in conjunction with Star Law, the University of Zebulon, and the Rim Coalition.

INTRODUCTION

After two years deliberating over all available Sathar data, artifacts and specimens, the Sathar Summit has prepared this summary of its findings. The report is broken into three sections: Analysis of observed Sathar reactions to several races and civilizations, analysis of new discoveries, and finally recommendations for using this information against the Sathar.

SECTION 1

The most well known reaction of the Sathar upon encountering another civilization is labeled the Sathar Shiva Response. It is an attempt to destroy advanced space faring competitors without prior communication. This strategy is consistently demonstrated in attacks on the Frontier and the Rim and by the destruction of the Saurian home world as well as the near genocide of the Eorna. In all cases this is the standard response to races and cultures possessing advanced technology and space flight. There is one exception to this, that is the Mhemne. But special circumstances within the Sathar civilization may be at play to cause that exception or it may be simply because they had no real military capability.

Races that are not exterminated are usually enslaved and manipulated for the Sathar's benefit. Current speculation is that the Zuraqqor are one such race that were either not a threat militarily or not capable of space flight upon first contact with the Sathar. Debate continues on the nature of the relationship between the Zuraqqor and the Sathar as to whether it is that of allies or master and servant. The autopsied specimens of Zuraqqor do not show evidence of Sathar bioengineering but the results do not fully exclude that possibility.

The Mhemne race did possess both limited space flight and some high technology upon contact with the Sathar but it did not seem to be of a level to trigger the Shiva Response. Current thinking is that the Mhemne were being groomed as a slave or client species within the Sathar civilization.

Another famous strategy of the Sathar is labeled, 'salting the earth'. It was clearly documented on Zebulon after the near genocide of the Eorna, as well as on some of the planets briefly occupied by the Sathar in the Rim and Frontier and is presumed to have been done to the saurian home world. It involves releasing large numbers of bio-engineered attack constructs like Quickdeaths into the ecosystem. On Zebulon it also involved establishing an automated listening post to detect and report the rise of a space faring civilization.

As yet the level of space activity that triggers the automated listening post is undetermined but in light of the documented pirate activity in the Zebulon system it would appear that a single ship would not rise to the level required.

When the Sathar prove unable to dominate, destroy or enslave a race or culture they formulate covert campaigns to infiltrate, subvert and steal technology (see appendix B for the comprehensive list of all known Sathar agents and appendix C for details on Sathar mind control). Between the 1st & 2nd Sathar Wars several attempts were made by the Sathar to steal or capture operational assault scout class ships; the most famous being the Osprey Incident in the White Light system.

SECTION 2

Recent analysis of Sathar equipment and specimens taken in system FS30 indicates a clan structure within the Sathar civilization with inferior clans desiring to supplant the dominant clan. Currently there are only two confirmed clans and a third is hypothesized.

Since the Zuraqqor have only been encountered in conjunction with Sathar, conforming to the profiles identified as clan X, it is presumed that they are a client/ally of that clan. It is believed that clan Y was grooming the Mhemne race as a client/ally to counter the balance of power of the clan X / Zuraqqor pairing. This suggests a greater amount of instability within the Sathar civilization than previously presumed.

The discovery of separate Sathar clans to the east and west of the Frontier is a development with serious consequences. It raises the possibility that the Rim and the UPF is a small island within a sea of Sathar territory.

In light of the well know Sathar suicide reflex that prevents capture of live specimens, it is now believed to be the product of genetic engineering. Thus, because of the apparent genetic engineering of different castes within the Sathar civilization, the summit has concluded that the whole civilization is controlled by either a ruling elite or an 'over-mind' that orders the whole society from the top down.

SECTION 3

The Sathar Summit recommends against a full scale military campaign against the weakened inferior clan Y. It is believed that the Sathar's pathological fear of other space faring civilizations will result in a Shiva Response by all clans should we come close to eradicating any one clan in isolation. The summit recommends an expanded scout service. It should be tasked with exploring and mapping all territory within twenty light years of the Rim and UPF territory. The primary objective will be to clearly establish the borders of Sathar territory and to identify any other Sathar clans.

The secondary objective will be to locate another world that has undergone the "salting of the earth" strategy and to locate another automated listening outpost similar to the artifact on Volturnus. The discovery of another artifact of that nature presents a priceless opportunity to lure the Sathar into a trap. A Sathar automated tracking net will be indispensable to the expanded scout service. Basically, we should take a page from the Sathar play book and leave an automated listening post in every system the scout service explores to report any space activity.

Efforts to communicate with the Sathar should also be increased. If there is dissention amongst Sathar clans, communication could be

the key to turning the Sathar against themselves. In light of their known methods of subversion through empathy and telepathy, these may be the best avenues to open communication. The summit recommends a joint initiative in this area between Star Law and SpaceFleet.

THE MOTIVATION OF THE SATHAR

By Wjem Mecessaru (in seclusion at the Athulee Meditation Center on Groth)

INTRODUCTION

Before I begin, I must apologize to my fellow sentients: this forum is not the correct place to be promoting my theories on the motivation of the Sathar. Unfortunately, I have little choice; my position in a certain security think tank on Terledrom was terminated when my conclusions contradicted the rationale for the current UPF military buildup — a buildup supported by key bureaucrats responsible for my funding.

My thesis, though simple, defies conventional wisdom: the Sathar prefer to fight wars via proxy rather than participate directly in conflict. I will provide evidence for this thesis and logical next steps for the Frontier below. Readers must also forgive references to internal UPF documents (such as SFAD2) that are meaningless to most sentients, but should be sufficient to establish to those "in the know" that my conclusions are based on real data from real events and are not paranoid delusions.

THE SATHAR USE OF PROXIES

That the Sathar use proxies to accomplish their military goals is quite clear from the available data. First, the Sathar military relies heavily upon technology (including their invasion and attack fleets [SFKH0, SFKH4] and robots [SFAD3]) as well as cybernetically and genetically modified servant species (including quickdeaths, slithers, slavebots, cyboslugs, and cybodragons) [SFAD2]. Second, the fact that capture of a live Sathar has only been reported once [SFKH3], to my knowledge, strongly indicates either a suicide policy or a lack of Sathar in the front lines of combat.

Compare this single capture to the large numbers of captures, especially of pirates, during normal UPF activity [including SFAD2, SFKH1]. Third, recently declassified UPF documents indicate that a Sathar training base was found that was used to train members of Frontier races to infiltrate key bureaucracies and governments in the Frontier [SFAD3]. Finally, rumors of Sathar telepathic ability are also consistent with the training of intermediaries to infiltrate the Frontier.

But what has escaped the attention of both the UPF and the general public is that these proxies — these robots, servant species, and infiltrators — dominate the Sathar military. Unlike the UPF, the Sathar routinely deploy large contingents of robots and cybernetic creatures to do their fighting. Even the infiltrator training facility was primarily defended by Sathar combat robots. Note that, to our knowledge, the capabilities of the Sathar robots do not differ substantially from those of similar robots in the Frontier — Sathar robots certainly have not reached self-awareness as have Mechanons. Thus, the willingness of the Sathar to use these robots in the place of Sathar warriors, despite their inherent limitations rela-

tive to sentient beings, reveals a fundamental difference in philosophy between the Sathar and the UPF.

COUNTER ARGUMENTS

The conventional wisdom arguing for direct Sathar attacks is based on several important and well-known events: the First and Second Sathar Wars and the Sathar attack on Volturnus [SFAD2]. Are the First and Second Sathar Wars inconsistent with my hypothesis? In most cases, we cannot determine whether Sathar ships were directly crewed by Sathar or controlled remotely or by computers or servile races; however, I will assume Sathar crews for the sake of argument. Now, there are several possible explanations, but perhaps the simplest is that the Sathar, like all sentient species we now know, are individuals.

Conventional wisdom interprets the delay between the First and Second Sathar Wars as necessary for rebuilding the ships destroyed by Frontier forces. I believe that the delay is more correctly understood as the rise of a militant Sathar faction that rejected the slow “war by proxy” and demanded more radical action. This faction may be an independent entity or a political force within the Sathar government. Either way, I believe the Sathar have exhibited two vastly different responses to the Frontier and in doing so have demonstrated internal rifts that perhaps the Frontier can use against them in the future.

I also posit that Volturnus [SFAD2] was more important than explained by traditional accounts. Rather than an attempt to eradicate the already dwindling Eorna population, I believe the attack was meant to prepare Volturnus as a staging ground for a full-fledged Sathar invasion of the Frontier. I would argue that the Zebulon University has been far too accommodating to the Eorna, who have requested that large sections of Volturnus remain under their control and off limits to even remote sensing by Frontier races. I submit that while the Eorna rightly enjoy a reputation as a peace- and art-loving race, this reputation could conceal individuals who have been recruited or coerced by the Sathar to assist in a military effort against the Frontier. If the Eorna have nothing to hide, then they should allow StarLaw or UPF personnel to freely investigate these “off-limits” regions of Volturnus. In short, I suspect evidence of a Sathar military presence can still be found on Volturnus. I’d prefer to be proven wrong, of course.

SATHAR PSYCHOLOGY

If the Sathar do in fact prefer to engage in “war by proxy,” what does this reveal about Sathar psychology? One possible explanation for the Sathar reliance on technology and intermediaries and the Sathar tendency to attack all other life forms is that the Sathar evolved from a prey species and not a predatory one. As a singularly vulnerable prey species (lacking both external armor and internal skeletons), we can conclude that their intelligence must have evolved to help the proto-Sathar avoid predators. As the proto-Sathar developed the ability to reason, they learned that lasting safety required extermination or subdual of all possible predators.

Although the extinction of their natural predators was likely achieved many millennia ago, the “exterminate or dominate” response will have been deeply ingrained into Sathar culture. Thus, when the Sathar encountered other intelligent, space-faring species, their reflexive reaction was to choose between extermination or domination. The discovery of the Frontier must have been particularly horrifying; the Frontier’s technology was sufficiently advanced that neither extermination nor domination was easy. The

Sathar have therefore initiated decades-long plans to overwhelm the Frontier through corruption via intermediaries developed on worlds distant enough from the Sathar that disloyalty could never directly threaten the Sathar themselves. Neither we nor the Sathar proxies have seen the true face of our enemy yet.

CAUTIONARY NOTE AND CONCLUSION

Despite the tone of this article, I am not an Anti-Sathar League fanatic; however, I do feel it relevant to point out that the Sathar know where the Frontier is, whereas we know nothing about the Sathar world(s). Evidence discovered at the Sathar training base [SFAD3] raises the very real possibility that Sathar infiltration agents have already learned and communicated much about the inner workings of the Frontier, where as we, to my knowledge, have no similar agents among the Sathar. Moreover, we have seen a dramatic increase in military conflicts between various mega-corps and cults that have distracted StarLaw and weakened the UPF. A very real possibility — one both StarLaw and the UPF continue to haughtily discount — is that some of these conflicts have been initiated and/or directed by the Sathar, and that more are coming.

Fellow sentients, I choose to end this analysis on a positive note, not a negative one. The menace of the Sathar and the effectiveness of their subterfuge is only enhanced by the secrecy of their agenda. Shining the clear starlight of day onto what we already know makes the Sathar knowable and defeasible. Only together can we deny them their true, hidden goals. I urge you to go to your politicians and tell them that while building up the UPF forces is important, it should not be the top priority for the Frontier. Rather, the funds used for our defense should be used to root out the Sathar infiltrators and conduct extensive investigations into the motivations behind the conflicts within the Frontier itself.



SAMPLE CREATURES



Army Rats

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d4, Vigor d4

Skills: Climbing d10, Fighting d6, Guts d6, Notice d8,

Pace: 6; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Bite:** Str+ d4
- **Infection:** Vigor roll to avoid, Victim goes Berserk as per the edge, see below.
- **Dark Vision:** Army rats cut all lighting penalties in half
- **Wall Walker:** Army rats can climb natural walls without a climbing roll.
- **Native World:** Volturnus - Mountainous Areas

Description

Army rats are furry brown creatures that resemble large rats. They have powerful hind legs and can leap up to 1 meter to attack. Army rats swarm in packs of 1,000 or more, and will attack any animal in their path. They are cunning and attack in waves, some sprinting after prey while others follow at a loping stride. When one wave of sprinters falters, another wave takes their place until the prey finally tires. A medium-sized creature caught by a swarm will be attacked by 2-20 army rats, while the rest pass by seeking other food.

Any creature bitten by an army rat has a chance of being infected by a disease that attacks the central nervous system. A creature only needs to roll once per encounter with army rats. Unless a victim is given a dose of Antibody Plus within 12 hours, he will become hostile and paranoid and might even attack or desert his companions. Every 20 hours after being bitten the victim can make a Vigor roll. If the character succeeds, he has recovered. If not, another 20 hours must pass before the victim can try again.



Air Whale

Attributes: Agility d4, Smarts d6(A), Spirit d6, Strength d12+6, Vigor d12+6

Skills: Fighting d6, Guts d8, Notice d6, Shooting d6

Pace: 10; **Parry:** 5; **Toughness:** 22 (2)

Special Abilities:

- **Armor:** +2, Thick muscle
- **Flight:** Air Whales have a flying Pace of 10 and a climb of 4.
- **Gargantuan:** Attackers add +4 to their Shooting or Fighting rolls when attacking an Air Whale. Only heavy weapons may effect an Air Whale
- **Size:** +9
- **Improved Frenzy:** An Air Whale may make two attacks per round with its tentacles at no penalty.
- **Sunlight Beam:** damage 3d10
- **Native World:** Volturnus - Anywhere in the air

Description

Air whales are part plant and part animal. The top of the air whale is covered with plant life which converts sunlight directly into food and energy. The giant creature also eats plants and animals. It feeds on floating plankton, drifting spores, and swarms of flying insects, plus anything else it manages to capture. It produces hydrogen as a by-product of feeding. The hydrogen is stored in hundreds of inner membrane sacs. The hydrogen provides the lift which lets the air whale float. Compressed hydrogen, vented through tubes scattered around the air whale's body, lets the creature maneuver.

Crystal-based life forms have a symbiotic relationship with the air whale. These crystals focus sunlight into a beam, much like a laser. The crystals also store solar energy, and can when direct sunlight is not available. An albedo screen or albedo suit will protect the target as if they were struck by a laser. From the bottom of the creature hang hundreds of razor-sharp tentacles 10 meters long. Note that the air whale has two different attack forms depending on whether the victim is above or below the creature.



Volturnian Baboon

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d8, Guts d8, Notice d6, Throwing d6

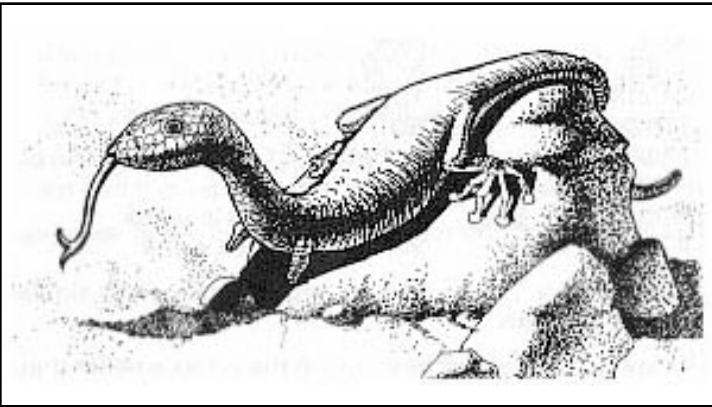
Pace: 8; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Brachiation:** Volturnian Baboons can move through the treetops at a Pace of 6".
- **Claws / Bite:** Str+ d4, Volturnian Baboons usually use make-shift clubs which also do Str+ d4.
- **Fleet Footed:** Volturnian Baboons can move incredibly quickly when they drop down to all fours; they have a Pace 8 and roll a d8 for running.
- **Low-Light Vision:** They ignore Dim and Dark lighting penalties.
- **Size:** +0
- **Native World:** Volturnus - Anywhere

Description

The Volturnian baboon is a shaggy, semi-intelligent primate found in various habitats. Its fur varies in color from dark reddish brown to sandy tan. These primates organize themselves into primitive societies based upon battle prowess and display of ferocity. They will often engage even the most ferocious creatures because all baboons in the pack want to prove their ferocity. When hunting, they will often drive prey into some dead end, where dozens of baboons wait with rocks or clubs to kill it.



Burrower Snakes

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Bite:** Str+ d4
- **Burrowing:** Burrower snakes can move through loose earth at a Pace of 6. Their Pace is halved through rocky terrain. When a burrower snake senses prey, it bursts through to the surface. The burrower snake makes an opposed Stealth roll versus the target's Notice. If the snake wins, it gains +2 to attack and damage that round, or +4 if it gets a raise. If the victim wins and was on Hold, he may try to interrupt the attack as usual.
- **Poison:** 2d6 damage for 3 rounds, Vigor roll to avoid.
- **Quick:** A burrower snake discards a draw of 5 or less for a new card
- **Low-Light Vision:** burrower snakes ignore Dim and Dark lighting penalties.
- **Size:** +0
- **Native World:** Volturnus - desert, caverns

Description

The burrower snake resembles a 1.5 meter long cross between a snake and a salamander. It has powerful rear legs suited for burrowing into loose sand and rock, but its forelimbs have long since atrophied because of disuse. The burrower snake uses its rear legs to push itself along as it slithers across the desert sands.

After digging a lair in the loose desert sand, the burrower snake waits patiently until an unsuspecting creature wanders within its striking range, about 5 meters (3"). As soon as it senses the presence of its prey, the burrower snake springs forth, hoping to kill any creature it hits with its venomous bite (a shot of antitox will counteract the venom).

Volturnian Cave Bear

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Guts d10, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 11

Special Abilities:

- **Claws / Bite:** Str+ d6,
- **Bear Hug:** A cave bear that hits with a raise has pinned his foe and attacks at +2 until the foe is freed. The opponent may only attempt to escape the "hug"
- **Improved Frenzy:** Cave bears may make two attacks each round at no penalty.
- **Size:** +3
- **Native World:** Volturnus - Anywhere

Description

The Volturnian cave bear is a large (6 meters), hairless creature inhabiting the caverns of Volturnus. It attempts to eat any organic substance it finds, including the player characters. The Volturnian cave bear attacks by slashing the victim with its massive foreclaws, attempting to sweep the unfortunate creature into a hug.

Many forms of cave bears have been found on numerous other planets. Some have short to long hair, others have developed leathery hides resembling scales. Each form has been found to be similar except with small differences based on their adaptation needs.



Droppers

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Climbing d10, Fighting d6, Notice d8, Stealth d10

Pace: 2; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Camouflage:** Droppers add +2 to Stealth, ranged attacks made against a dropper suffer a -1 to hit if the dropper is within rock like surroundings.
- **Grapple:** A dropper tries to catch prey with a pseudo-pod. On each round starting the round after a successful grapple, victims suffers 2d6 damage from digestive enzymes.
- **Immunity:** Droppers are immune to projectiles, doze grenades and tangler grenades.
- **Size:** +0
- **Native World:** Volturnus - Caverns

Description

The dropper resembles a giant amoeba. It is a flat, irregular blob up to 1 meter in diameter. The dropper inhabits cavern ceilings all over Volturnus, always ready to drop on any unsuspecting prey walking beneath it. When the dropper senses another creature approaching, it drops a tentacle-like pseudo-pod covered with a sticky digestive acid. If this pseudo-pod strikes the prey, the dropper falls onto the creature in the same round and attempts to envelop it (treat as a grapple).

The dropper then begins to digest the creature, releasing digestive acid every round the victim fails to break the dropper's hold. The smell of this digestive acid will attract 2d10 more droppers to the area in 1d10 rounds.

Because of its amoeba-like body, projectile weapons will not affect the dropper. It is also immune to the effects of tangler grenades, for it simply oozes out of the tangler strings. Since the dropper never sleeps (even if artificially stimulated), doze grenades will not affect it, either. In addition, any person using a ranged weapon attacks at -1 due to the dropper's ability to blend with its natural rock surroundings. Very bright light will cancel the effects of the dropper's camouflage.



Flitters

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Intimidation d6, Notice d8

Pace: 12; **Parry:** 4; **Toughness:** 2

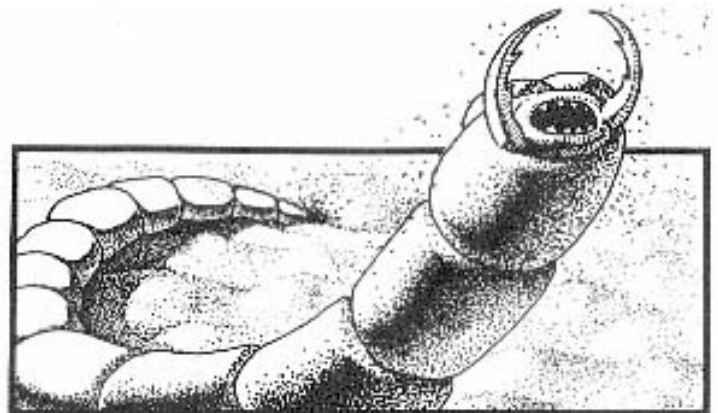
Special Abilities:

- **Bite:** Str+ d4
- **Flight:** Flitters can fly at a Pace of 12", with a climb of 6".
- **Small:** Attacks made against a Flitter suffer a -2 penalty to hit.
- **Infection:** A victim Shaken or wounded by a bite attack must make a Vigor roll or be infected with a virulent disease. Eight hours after infection, the victim collapses with a raging fever and is Incapacitated (as if by Fatigue). If the victim receives a shot of Antitox he may make a natural Healing roll every three days, otherwise they must make a roll each week. With success, the victim recovers. He recovers to Exhausted immediately, and then to Fatigued the following day. On the next day, he is cured. Failure means the disease continues to rage. With a critical failure, the victim dies.
- **Size:** -3
- **Native World:** Volturnus - Caverns

Description

Flitters are small winged mammals that enjoy dark places. They live in the caverns below the Burning Lands, eating insects, small mammals, and carrion. Flitters are generally passive, but loud noises, light, and smoke will cause them to attack.

Flitters have a chance of transmitting a disease to their victims. Eight hours after being bitten by a flitter, the infected character will begin to suffer from a fever. This will soon be followed by the chills.



Funnel Worm

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d12, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6

Pace: 4; **Parry:** 5; **Toughness:** 10

Special Abilities:

- **Bite:** Str+ d6, Mandibles.
- **Burrowing:** Funnel Worms can move through loose earth at a Pace of 4.
- **Large:** Attacks made against a Funnel Worm get +2 to hit.
- **Size:** +5
- **Seismic Sensors:** Funnel Worms can detect vibrations of its prey up to 30" (150 feet) away.
- **Native World:** Voltornus - Desert

Description

The funnel worm is a burrowing creature 15 to 20 feet long, with a segmented body and two large compound eyes which are also pressure-sensing organs. It has a pair of large mandibles and a mouth filled with sharp teeth.

Funnel worms are solitary creatures. They lurk 5 to 10 meters beneath the surface waiting for prey to pass overhead. When it senses the vibrations of a creature passing, it quickly expands its body, swallowing the sand and forming a funnel of sand the size of a Large Burst Template. The prey then slides down the funnel into the worm's mouth.

Any creature caught in the funnel must make an Agility roll to leap aside. If the check is failed the creature will slide down the funnel and into the funnel worm's mouth in 2 rounds. During this time a victim must make a Climbing roll at -2 each round to successfully climb out of the funnel. If the victim fails both rolls then they slide into the Funnel Worm's mouth. If the victim succeeds at one roll but fails the other, then they are still in the sand funnel. The funnel worm can automatically bite anything that falls into its mouth, causing Str+ d6 points of damage per round to each victim until it dies. A funnel worm's mouth is wide enough to hold and bite up to three medium-sized creatures at once. Characters can be rescued if someone throws them a rope and pulls them out.

While in its burrow, a funnel worm can not be attacked by most weapons. Explosives are the most effective means of attack. They hit automatically when rolled down the funnel, but cause only half damage. The funnel worm will burrow to the surface and attack if it is wounded. Funnel Worms use their normal Fighting skill when attacking prey outside of their funnel.



Giant Eagle

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12+1, Vigor d6

Skills: Fighting d8, Guts d6, Notice d10

Pace: 8; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Claws:** Str+ d4
- **Flight:** Giant Eagles have Flying Pace of 24" with an Acceleration of 8" and a Climb of 6".
- **Large:** Attacks made against a Giant Eagle get +2 to hit.
- **Size:** +4
- **Native World:** Voltornus - Mountainous, remote regions

Description

The Giant Voltornian 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 miles of the point of attack.



Korrvarr

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d8

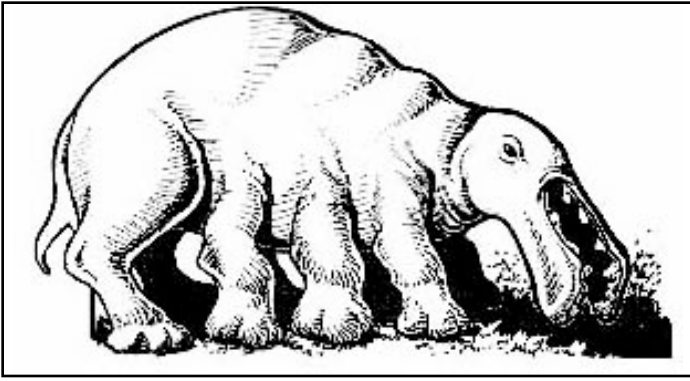
Pace: 5; **Parry:** 5; **Toughness:** 6(1)

Special Abilities:

- **Claws, Bite:** Str+ d4
- **Burrowing:** Korrvarr move at a Pace of 4 when burrowing.
- **Infraision:** Korrvarr half penalties (round down) for bad lighting when attacking living, warm blooded enemies.
- **Slow:** Korrvarr have a -1 to their Pace and roll a d4 when running.
- **Size:** +0
- **Native World:** Voltornus - Caverns and ruins

Description

Korrvarr are burrowing animals about 2 meters long. They look something like a weasel with a mole-like snout. Korrvarr live in underground burrows, often linked to existing caverns. Korrvarr are nocturnal and hunt prey underground, or aboveground. They often hunt by surrounding their prey, especially by using interconnected tunnel systems.



Land Whale

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d8

Skills: Fighting d6, Guts d6, Notice d6

Pace: 4 (8); **Parry:** 5; **Toughness:** 12

Special Abilities:

- **Bite:** Str+ d4.
- **Charge:** A Land Whale may attack while running with no multi-action penalty and gets +2 damage during its charge.
- **Large:** Attacks made against a Land Whale get +2 to hit.
- **Size:** +6
- **Swallow Whole:** With two raises on its Fighting roll, the Land Whale has swallowed its target whole. Those swallowed take 1d8 damage against their base Toughness each round until dead or freed.
- **Slow Charge:** Land Whales that move towards their target for two or more consecutive rounds have a Pace of 8 instead of 4 and a running die of d8 instead of d4.
- **Native World:** Voltornus - Desert

Description

A land whale looks like a 30 foot long whale with eight short legs. Its jaws are hinged sideways. A land whale will charge and swallow anything in its path, moving until its large mouth is full before stopping to digest the food. A character swallowed by a land whale continues to take damage each round until cut out of the land whale.

Land whales travel alone. They can move swiftly, but start slowly. They can start moving at a Pace of 4 on the first round, and can accelerate to a Pace of 8 on the second round and each round thereafter, unless they stop.



Loper

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d4, Notice d6,

Pace: 8; **Parry:** 4; **Toughness:** 7

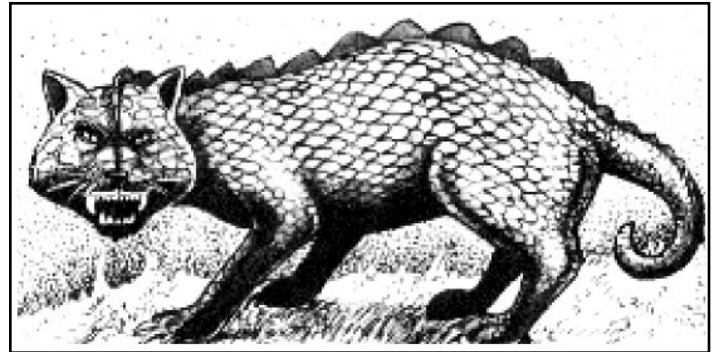
Special Abilities:

- **Bite:** Str+ 1
- **Endurance:** Lopers can maintain a full run for 30 minutes. Each 10 minutes after this, they must make a Vigor roll or suffer Fatigue. One level of Fatigue is recovered for every 30 minutes of rest.
- **Fleet-footed:** +2 to Pace, Lopers roll a die 10 for running
- **Immunity:** Lopers are immune to Needlers
- **Size:** +1
- **Native World:** Voltornus - desert

Description

Lopers are two-legged reptiles the size of horses, inhabiting the deserts of Voltornus. They are usually found in the presence of the UI-Mor, who use them as cavalry mounts, though it is not uncommon to find them in the wild. They are named for the rapid gait they use to cross the desert sands.

Though normally timid and shy, lopers will attack with their small fore claws and powerful jaws if provoked. Normally, mounted beasts may not attack in melee, but when mounted by UI-Mor, lopers are capable of attacking at the rider's direction.



Megasaurus

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d10, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 14 (2)

Special Abilities:

- **Claw, Bite:** Str+ d6
- **Frenzy:** A Megasaurus may make two attacks per round with a -2 to each attack
- **Pounce:** A Megasaurus may leap 1d8" to gain +4 to its attack and damage, its Parry is reduced by -2 until its next action.
- **Large:** Attacks made against a Megasaurus get +2 to hit.
- **Size:** +5
- **Armor:** +2
- **Native World:** Voltornus - Dry plains, Swamp

Description

A Megasaurus is 10 meters (5") long and stands 5 meters high at the shoulders. It looks like a giant reptilian cat with a thick tail. It has huge claws and a massive mouth filled with sharp teeth, and can leap up to 25 feet to attack.



Mordax

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Notice d6

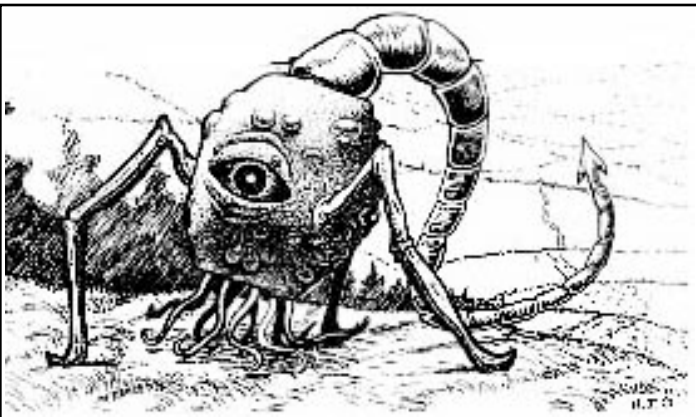
Pace: 4; **Parry:** 5; **Toughness:** 3

Special Abilities:

- **Sting:** Str+ d4, AP 2
- **Poison:** Vigor roll to avoid, failure results in the victim taking 1d6 damage for the next 3 rounds at the beginning of the character's action. This damage avoids any armor or defenses.
- **Flight:** Mordax fly at a Pace of 12" with an Acceleration of 4" and a climb of 4"
- **Fearless:** A Mordax is immune to Fear and cannot be Intimidated or Taunted.
- **Tiny:** Attacks made against a Mordax suffer a -2 to hit.
- **Size:** -2
- **Native World:** Volturnus - Anywhere

Description

Mordax are large flying insects about 6 inches long. Their sting is poisonous to all player character and NPC races. Mordax may be found anywhere on the planet Volturnus, but are particularly attracted to the flowers of tangler vines.



Queequeg

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 9/ 13(4)*

Special Abilities:

- **Harpoon tail:** Str+ d6, AP 2, Impale (see below)
- **Reach 2:** A Queequeg may strike targets up to 2" away.

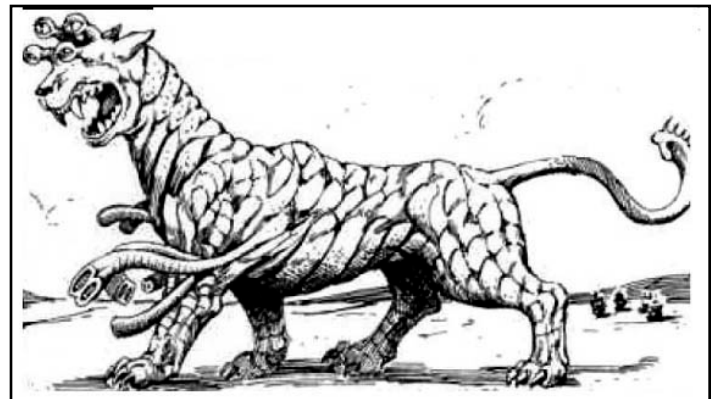
- **Quick:** A Queequeg may discard an Initiative card of 5 or less and redraw.
- **360 degree vision:** A Queequeg receives a +2 bonus to Notice rolls involving sight.
- **Size:** +2
- **Armor +4:** A Queequeg is covered in a chitinous exoskeleton which acts as a skeinsuit.
- **Native World:** Volturnus - Forests

Description

Queequegs have barrel-shaped bodies with three jointed legs arranged like a tripod, and three eyes spaced evenly around the body so it can see all directions at once. They have a hard exoskeleton that matches the color of the plants where they live, providing a natural camouflage. Its mouth is in its underbelly, surrounded by small tentacles. A single 15 foot long tentacle grows from the top of the body. The long tentacle tapers to a point with a razor-sharp barb.

The queequeg attacks by whipping this tentacle at its prey like a harpoon. Once the tentacle hits a target the sharp barb makes it difficult to pull out. If the queequeg scores a raise on its attack score, it then pulls the victim to its mouth in one round, and holds the prey with the filaments while devouring it. A character may make an opposed Strength roll to break free. If the character fails then the queequeg continues to eat the character causing an automatic 2d8 points of damage each round until rescued. The victim can not fight back once he is held in the small tentacles, but they may continue to try to break free each round. If characters attack the harpoon tentacle with a cutting type weapon (at a -2 to hit) and cause a wound, the tentacle is severed.

The hard exoskeleton is very effective defense against physical damage. In game terms, it acts as a skeinsuit (+4 Toughness) against all non-energy damage.



Quickdeath

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d10, Vigor d12+2

Skills: Climbing d10, Fighting d8, Notice d6, Stealth d10, Shooting d8

Pace: 10; **Parry:** 6; **Toughness:** 11

Special Abilities:

- **Bite:** Str+ d10
- **Blind:** If a quickdeath attacks with its bite it suffers a -4 to hit
- **Claws:** Str+ d6
- **Fast:** A quickdeath rolls a die 10 for running

- **Grapple:** A quickdeath may make two of its attacks as grapple attacks. If successful it receives a +2 to its bite attack.
- **Immunity:** Quickdeaths are immune to needlers and only take half damage before toughness from projectiles and lasers.
- **Improved Frenzy:** May make two attacks per round at no multi-action penalty.
- **Poison dart:** Rng. 6/ 12/ 24, Dmg. 1d6+ poison (if a victim is either Shaken or wounded they suffer 2d6 damage for 3 rounds) Vigor roll to avoid, Only 1 dart per 4 hours.
- **Quick:** A Quickdeath may discard an Initiative card of 5 or less and redraw.
- **Size:** +2
- **Native World:** Sathar attack monster - all terrains except mountains

Description

The quickdeath is the ultimate land carnivore. This creature can propel itself at 100 kilometers per hour with its great legs, which resemble those of a jaguar. Quickdeaths keep the claws on these legs razor sharp, using them to attack prey as well as for climbing. Three sets of smaller, tentacle-like limbs ending in suction cups are attached to the quickdeath's sides. It uses these limbs to catch unwary prey and stuff the unfortunate creatures into its digestive maw.

The quickdeath has a long, flexible neck that ends in a snout and large mouth. Its four eyes are mounted on retractable stalks atop the head, while its brain is located at the base of its neck. (The quickdeath is nearly blind when it strikes its prey because it retracts these eyes.) The creature has a long, whiplike tail that can fling a poisonous dart once every four hours. The outer hide of the creature is covered by a moist, reflective armor which provides such good camouflage that the creature is nearly invisible until it approaches within 120 meters. Quickdeaths are constantly on the move, seeking to appease their hearty appetites. They are found in all areas of Volturnus except the mountains, frequently traveling in mated pairs. The female lays hundreds of eggs each year, burying them in deep in the sand or soil. These caches sometimes contain as many as 50 eggs. The first of the young to hatch eats the remaining eggs for his or her first meal, and immediately begins its lifelong search for more food.

Quickdeaths are not native to Volturnus. The Sathar used an advanced form of DNA manipulation to create these hideous beasts from a common type of housecat found throughout the universe. On the "Day of Death," they released thousands of quickdeaths on the surface of Volturnus and other planets to terrorize its inhabitants.



Rasties

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Guts d10, Notice d8

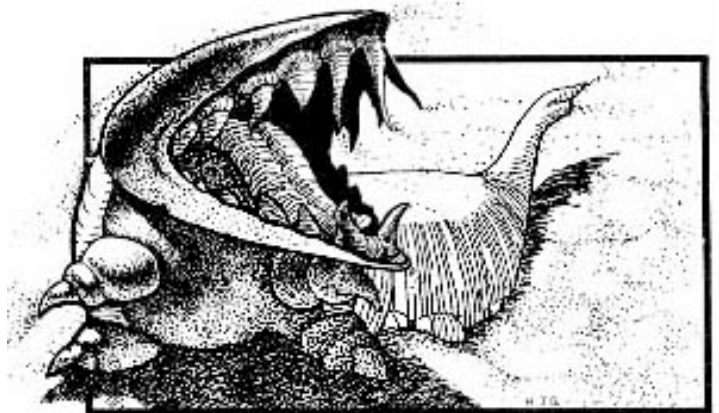
Pace: 6; **Parry:** 6; **Toughness:** 4

Special Abilities:

- **Claw, Bite:** Str+ d4
- **Frenzy:** Rasties may make two attacks per round with a -2 to each attack
- **Rend:** A rastie that succeeds in a Fighting roll has grappled its prey and begins rending it with its razor-sharp claws and teeth. Each round the prey is grappled, the rastie gains +2 to Fighting attacks to use its hind claws.
- **Size:** -1
- **Native World:** Volturnus - Caverns

Description

Rasties are vicious mammals of medium size that prey upon hapless shovelmouths and other gentle prey living in the caverns of Volturnus. They average 1 meter in length, and look like a cross between a rat and a small monkey. They have four legs, but can sit upright and use their forelimbs to grasp meat or small prey. Rasties are usually hungry, and will attack anything that looks edible to them. Rasties are usually found in packs of 20 or more. Once they smell blood, the entire pack will fight until dead. They use their sharp, ripping teeth to bite their prey initially, but once they have locked their teeth into a piece of flesh, they clamp their jaws shut and will begin to rend their prey until the creature frees itself or kills the attacking rastie.



Sand Shark

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 8 (1)

Special Abilities:

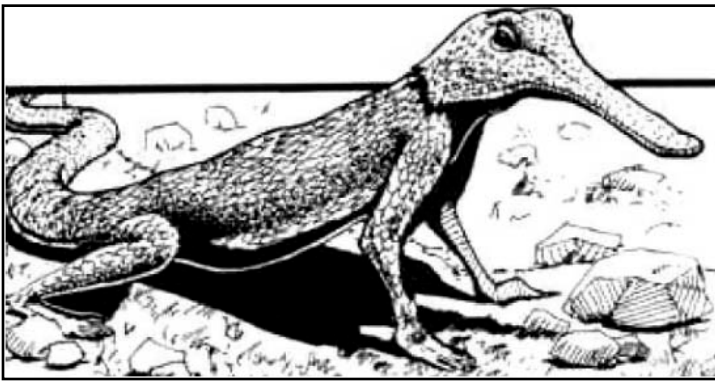
- **Bite:** Str+ d8
- **Burrowing:** Sand Sharks can move through loose earth at a Pace of 6. Their Pace is halved through rocky terrain. When a sand shark senses prey, it bursts through to the surface. The sand shark makes an opposed Stealth roll versus the target's Notice. If the sand shark wins, it gains +2 to attack and damage that round, or +4 if it gets a raise. If the victim wins and was on Hold, he may try to interrupt the attack as usual.
- **Immunity:** Sand Sharks are unaffected by Needle Weapons.
- **Blind:** A Sand Shark does not suffer effects for dim or no lighting.

- **Seismic Sensors:** Sand Sharks can detect vibrations of its prey up to 30" (150 feet) away.
- **Size:** +1
- **Armor +1:** A Sand Shark is covered in a leathery hide.
- **Native World:** Volturnus - Deserts

Description

The sand shark is a burrowing creature. It is 9 feet long, has a wedge-shaped head, thick, abrasive, leathery hide and twelve pairs of short legs. A sand shark has no eyes; it detects things by vibration, and smells through two rows of sensory organs and two sensory pits in the head.

A sand shark burrows just beneath the surface of the sand, leaving a telltale ripple in its wake. Only explosives will affect it when it is beneath the sand, and they cause only half-damage. It reveals itself when it erupts at the feet of its target to attack. It attacks by biting with its large mouth filled with three rows of jagged teeth. The sand shark can cross rocky areas by slithering across the surface, but its Pace is reduced to half.



Shovelmouth

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Notice d6,

Pace: 8; **Parry:** 4; **Toughness:** 4

Special Abilities:

- **Stampede:** Any characters caught in a stampede are trampled. These characters must make an Agility roll (-2) each round or suffer a level 2d8 damage attack. After three successful Agility rolls the character has gotten out of the way.
- **Curious:** Shovelmouths will investigate noises and follow characters with utmost curiosity.
- **Size:** -1
- **Native World:** Volturnus - caverns

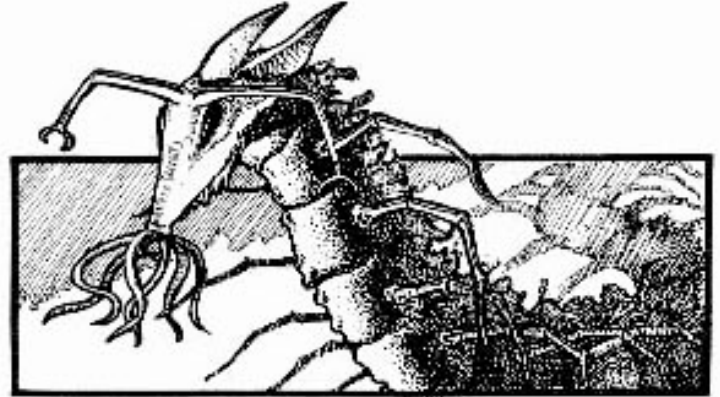
Description

The shovelmouth is a four-legged reptile with a long, flat snout resembling a shovel. It uses this snout to scrape moss and fungi off the walls and floors of the caverns it inhabits. Shovelmouths breed in great numbers, but their population is kept in check by rasties, which prefer them as food.

Shovelmouths are normally quite harmless, but if a herd panics, they will stampede. You must use your discretion to determine if the characters can be trampled based on any actions or precautions the characters take. In narrow, confined areas, the panicked shovelmouths will have a difficult time avoiding characters, while in a more open area, they will attempt to run around an object as large as a man.

A shovelmouth stampede may be diverted or stopped by a 1 meter high barricade, as long as the barricade blocks the entire corridor. A blockade that is too low or has a breach in it will not stop the stampede. The shovelmouths will destroy the barricade as they rush past or over it.

Despite their tendency to stampede at awkward times, shovelmouths are generally quite docile, and even affectionate. When a character meets a herd of shovelmouths, one of the reptiles will follow the character for several miles. If confronted, the creature will gaze at the character with its soulful, reptilian eyes and wag its scaly tail. It will not leave until force is used to chase it away.



Slither

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d12, Vigor d12

Skills: Fighting d8, Notice d6*, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 11

Special Abilities:

- **Bite / Tentacles:** Str+ d6
- **Improved Frenzy:** A Slither may attack twice per round at two separate targets with no penalty.
- **Camouflage:** Slithers gain +2 to Stealth rolls.
- **Acidic Touch:** After a Slither makes a successful grapple attack the Slither secretes an oily acid that burns. The acid causes 2d6 points of damage that ignores all defenses except skeinsuits.
- **Bad Vision:** Slithers can only see moving objects.
- **Size:** +3
- **Native World:** None - salt flats, near water

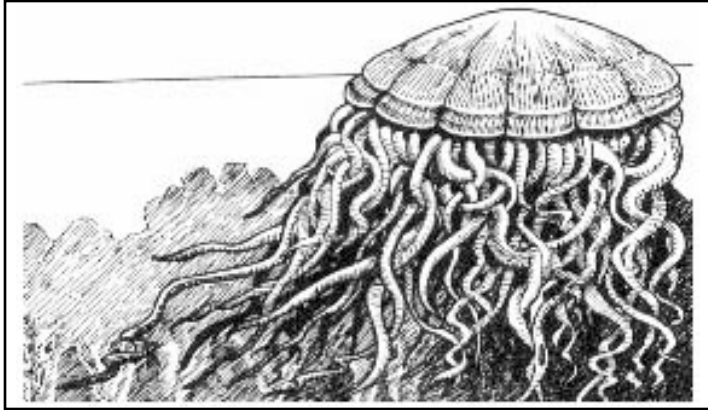
Description

A slither is 50 feet long and 5 feet wide. It resembles a giant-sized cross between a worm and a centipede. It is part plant and part animal; plants grow from its back, providing camouflage and some nourishment from photosynthesis. It can only see moving objects, but can sense salt and water. One often lurks near pools of water or salt licks, waiting for prey.

When lying still, a Slither is often mistaken for a mound of plants, allowing it to attack with surprise. Its gnashing, grinding mandibles are surrounded by 5 feet long tentacles. Slithers also secrete an oily fluid that causes burns on touch. They attack by lashing out with their tentacles, by biting with their jaws and by coiling around prey and burning it with their secretions. They must re-coil and make a new attack roll each round to coil about prey. A slither can attack two creatures on the same round, one with its tentacles and

bite and the other by coiling around it. This makes them very deadly in combat.

Slithers are Sathar attack monsters. The Sathar, in their efforts to destroy peaceful worlds, have genetically altered a number of creatures into "monsters" which they set free on various worlds. Slithers and other Sathar attack monsters can be encountered on many different planets.



Strangler Chutes

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting, d4, Notice d6

Pace: 4*; **Parry:** 4; **Toughness:** 7

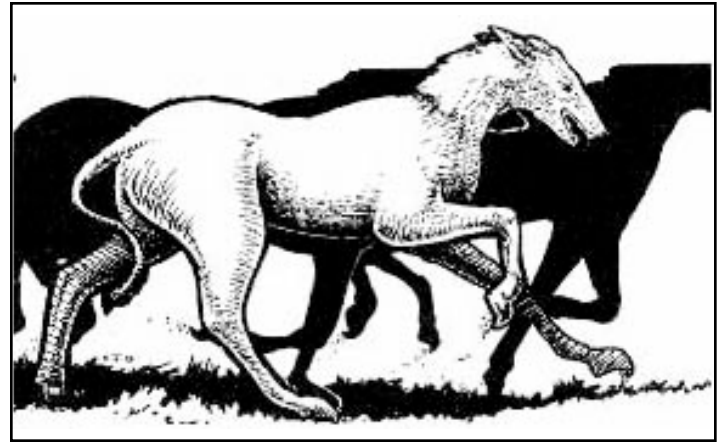
Special Abilities:

- **Glide:** Strangler Chutes move at current wind speed or Pace 4.
- **Entangle:** Opposed Agility roll to avoid.
- **Stun:** Electrified tentacles, Vigor roll or Shaken for 1d6 rounds.
- **Size:** +2
- **Native World:** Voltarnus - wooded areas

Description

Strangler chutes look like giant jellyfish floating in the air. They are 18 to 20 feet wide, covering a Large Burst Template, but weigh only 50 kilograms. They move by rising on warm air and drifting through the skies. They communicate with each other by changing colors, and see with many eyespots located along the edge of their canopy.

Strangler chutes eat the leaves of trees by draping their bodies across the branches and releasing digestive fluids. Animals caught inside the chute automatically take 1d6 points of damage each round. If a character is in or underneath a tree when a strangler chute lands on it, he must make an opposed Agility roll to escape. The body and tentacles of a strangler chute are electrified and any character that touches one must pass a Vigor roll or be stunned (Shaken) for 1d6 rounds. If characters use ranged weapons to attack a chute that has entangled a companion, then the usual Innocent bystander rules apply.



Tomar's Horses

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d6, Guts d8, Notice d6, Stealth d8

Pace: 12; **Parry:** 5; **Toughness:** 8

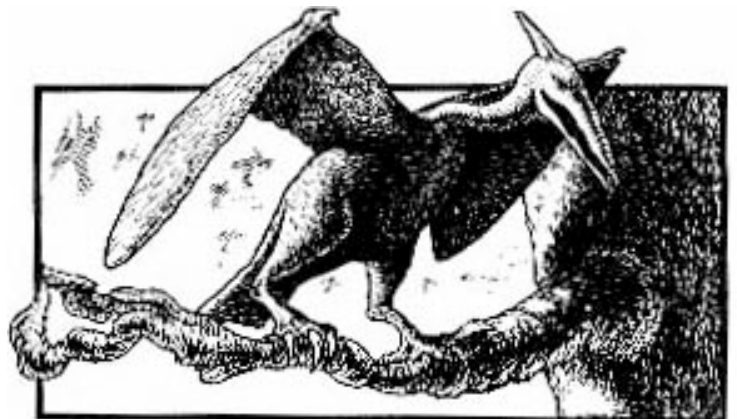
Special Abilities:

- **Bite / Kick:** Str+ d4 each.
- **Fast:** A Tomar Horse moves at Pace 12 and roll a d12 for running.
- **Trample:** A Tomar horse can attack by charging forward and trampling their opponents. They charge in a straight line, or making a single turn with the Turn template; anyone within their path must make an Agility check or be run down. Victims take Str damage and are knocked prone.
- **Size:** +2
- **Native World:** Voltarnus - dry plains

Description

Tomar's horses look like a cross between a horse and a jackal. Tomar's horses eat seeds, nuts, grains, berries and meat. They will eat carrion, but prefer fresh meat.

Tomar's horses are cunning. They may stalk their prey, taking advantage of cover to hide their approach. They try to herd their prey into traps so it can not escape. Individual Tomar's horses attack by pawing with their hooked hooves and biting. A herd of Tomar's horses can attack by stampeding and trampling its prey. When a hungry herd sights prey it will charge the creatures and attempt to trample them.



Winged Rippers

Attributes: Agility d8, Smarts d4(A), Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Guts d6

Pace: 12; **Parry:** 5; **Toughness:** 4

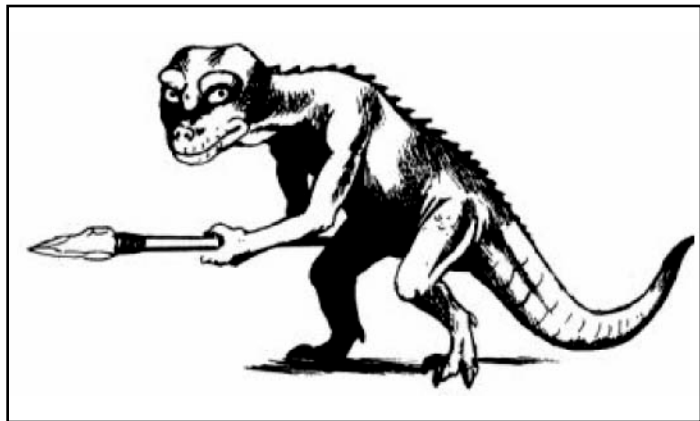
Special Abilities:

- **Bite:** Str+ d4 each.
- **Swoop:** If a WInged Ripper can fly at least 10" in a straight line before attacking, they do Str+ d6 with their bite.
- **Flight:** WInged Rippers fly at a Pace of 12" with an acceleration of 6" and a climb of 4".
- **Size:** -1
- **Native World:** Voltornus - all terrains

Description

Winged rippers are scavenger birds that gather in great numbers around any carrion. A ripper looks like a cross between a vulture and a humming bird. Their brownish-gray feathers look tattered, and have a distinct odor of decay. Winged rippers are impatient and may attack small animals or sick or injured creatures.

A large number of winged rippers (more than 20) may attack healthy creatures of man-size or larger. When they attack, the entire flock swoops at the intended victim. Winged rippers are basically cowardly, however, and if more than one-tenth of the flock is killed, all the rest will flee.



Yernoids

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Guts d6, Notice d6, Swimming d10, Throwing d8

Pace: 6; **Parry:** 5 (6 w/spear); **Toughness:** 6

Special Abilities:

- **Club or knife:** Str+ d4 each.
- **Spear:** Str+ d6, Parry +1, Reach 1, requires 2 hands
- **Native World:** Voltornus

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.



Zverrah

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d12+4

Skills: Fighting d8, Intimidation d8, Notice d8*

Pace: 6; **Parry:** 6; **Toughness:** 16

Special Abilities:

- **Claw / Bite:** Str+ d6
- **Charge:** If a zverrah moves at least 6" in a straight line before attacking, it gets an extra +4 damage.
- **Immunity:** Zverrah do not suffer effects from doze and needler weapons.
- **Fearless:** A zverrah is immune to Fear and cannot be Intimidated or Taunted.
- **Large:** Attacks made against a zverrah get +2 to hit.
- **Bad sense of Smell / Hearing:** Zverrah suffer a -2 to Notice rolls concerning smell and hearing.
- **Size:** +6
- **Native World:** Alcazzar - plains, forests

Description

The zverrah is a quadruped that roams freely about the plains, forests, and moraines. No creatures native to Alcazzar are capable of threatening it. Its legs are short and its body is quite stocky. Averaging 30 feet long, 12 feet high, and 10 feet wide, the zverrah towers over all other animals on Alcazzar. It is covered with coarse black hair, except for its eyes and nose. The eyes of a zverrah are incredibly keen, and mounted on the top of its head, so it can see for great distances. The zverrah possess almost no sense of hearing, and a very limited sense of smell, however.

The zverrah has adapted to Alcazzar's severe winters by going into deep hibernation, usually in a cave or niche in some rocks. During the time it is active, the zverrah is incredibly voracious, eating any form of meat available, as well as tons of karakah fruit. The zverrah preys upon any creatures that do not get out of its path in time.

SAMPLE ADVENTURE

The following is a simple adventure that was published in the original STAR FRONTIERS game as a means of demonstrating to new gamemasters how to write adventures. Since this adventure was one of the first adventures many STAR FRONTIERS players experienced, I decided to include it in this conversion.

Mission. A ship that has been missing for several days is believed to have crashed into the planet. The characters must locate the ship, rescue any survivors and find out why the ship crashed.

Start. An aerial search spotted a grove of barren trees that might have been burned in a fire started by the ship. The ship could not be seen from the air. The characters are landed near the barren trees and given a homing device that can detect the ship's emergency beacon. The aircar will return in 20 hours.

1. Barren Trees. The trees in this area are bare and look as though they were burned. Smaller trees, low plants and shrubs are not damaged, however. The homing device will pick up the ship's beacon to the southeast, where the characters can see something that looks like billowy clouds just above the trees.

2. Radio Beacon. The ship's emergency beacon is snagged in a tree, 10 meters above the ground. After the characters find the beacon, five Strangler Chutes will blow into the area and one will settle on the tree that holds the beacon.

If any character fails to evade the chute's filaments, he is caught and must be freed by his companions. The wind is blowing from the southwest, so the beacon could have drifted from that direction.

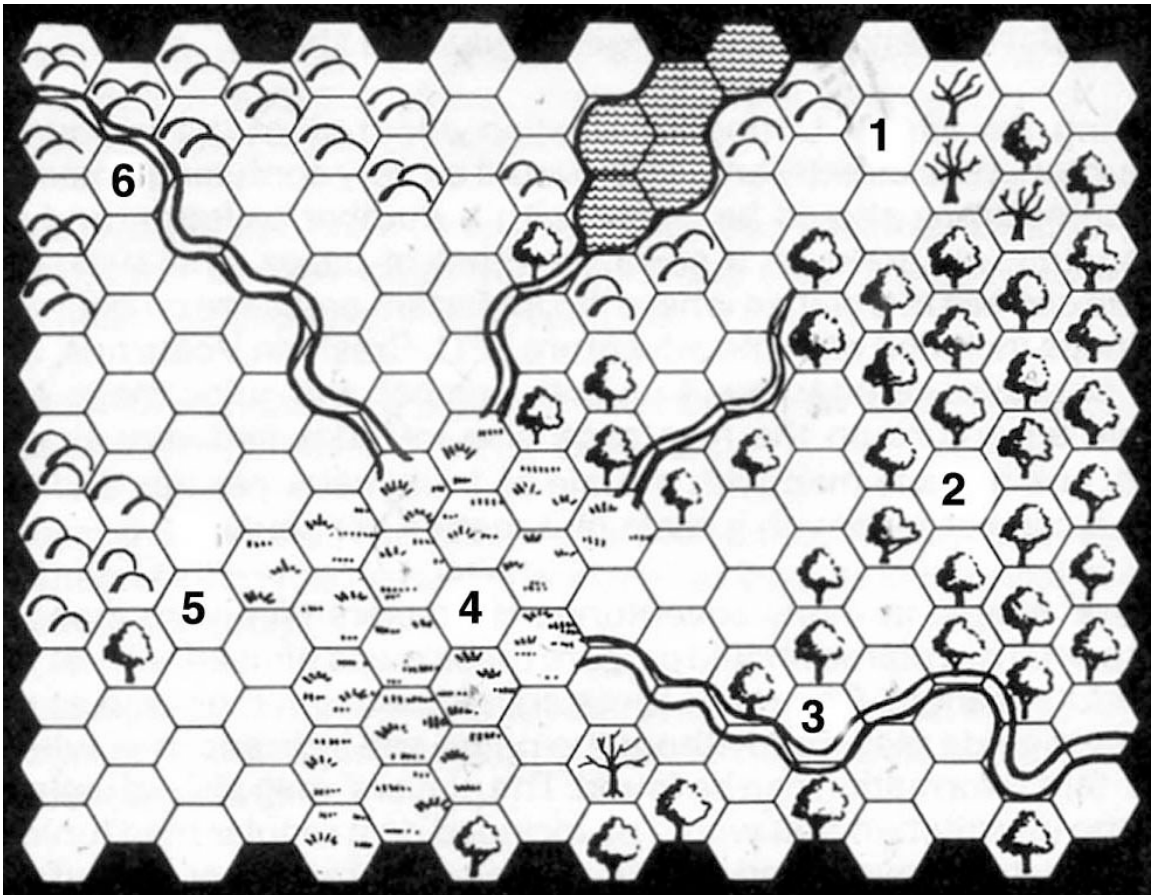
3. Stream. This stream is 5 meters wide. Characters will notice an oil slick on the opposite side, drifting downstream.

4. Mire and Slither. Large patches of oil are floating on top of the muddy water in this swamp. There are several dry mounds of land the characters can stand on, but one of them is a Slither. The characters can see a flock of Winged Rippers circling over the trees to the west.

5. Bodies. The bodies of two Yazirians in Hepplewhite, Inc. work uniforms are lying here. They have been dead for several days. Twenty winged rippers will attack if the characters approach the bodies. The Yazirians' medkit still contains three doses of Biocort, two stimdoses, and one dose of omnimycin.

6. The Spaceship Wreck. The wrecked ship is crashed into the side of a hill and buried beneath vines and plants. Oil and vapors are leaking from the exposed engines. The entry hatch is blown open, but is hidden beneath churned-up plants and vines.

1 Hex = 500 meters (.3 miles)



A. Entry Lock. The inner hatch is locked. Any tampering will activate a recording that says, "Only authorized Hepplewhite Inc. employees are allowed past this point. Please enter your security code." The door has a security lock. It must either be opened by a character with the lockpicking skill or blown open with explosives.

B. The Cockpit. A short ladder leads up to the cockpit. The body of a Human pilot is strapped onto the seat. All of the instruments are scorched and ruined, but beneath the pilot's seat is a black box labeled "Flight Record" that seems undamaged. If the characters play the recording, they will hear a Yazirian saying, "There's been an explosion! Dierba is dead. I'm sealing off the engine compartment. Has anyone seen Rinny?" There is a fire extinguisher on the wall and an odd, slimy trail on the floor.

C, D. Wrecked Cabins. The room to starboard is caved in and contains nothing of value. A black trail of slime covers the plastic floor in the port room. There is a child's toy on one of the bunks. The crash weakened the floor, so anyone walking into the room must make an Agility roll or fall through the floor, taking 1d6 points of damage.

E. Storage. All three storage lockers on the right are open and empty. There is a fire extinguisher on the wall and many black slime trails on the floor.

F. Rear Hatch. If the characters open this hatch, they will find dangling wires that are throwing sparks. Tougging the wire will cause 2d6 points of damage and stun the character for 1d10 minutes unless a Vigor roll is made. To enter this area, characters must use an insulated tool to move the wires out of the way. Two doors leading down to the cargo area are blown open. A ladder leads up to the engine pods, and the hatch is badly scorched. An access panel in the port wall is open. More slime trails criss-cross the floor.

G. Engine Pod. The body of a dead Yazirian is slumped in a control chair. The engines are cracked, and acid and oil are collecting in pools on the floor. There is a 10% chance each minute that a fire will start in this compartment.

If a fire starts, characters will realize that the ship's remaining fuel will explode in about two minutes. The fire extinguishers in the ship will not stop the fire, but each round the fire is sprayed delays the explosion for one round. An extinguisher will last five rounds.

H. Cargo Hold. Nothing is left here but wreckage and slime on the floor. The slime was left by a small omnivore, a slime bug that is hiding in the wreckage:

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Guts d6, Notice d6, Throwing d8

Pace: 5; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Bite/ Claws:** Str+ d4.
- **Spit:** Rng. 3/ 6/ 9, The slime bug can spit a sticky slime at its victim, If the victim fails an Agility roll he is Shaken and their Pace is reduced by 2. The character must then remove the slime (which takes 1 full round) or their Pace remains reduced.
- **Immunity:** Dose and Tangler grenades do not affect the slime bug.

Description The slime bug looks like a flat worm-like bug with razor sharp claws and teeth. Characters move at half their Pace in the slime

Any character with Demolitions skill can find enough evidence in the hold to prove that a bomb was planted in the cargo. Otherwise, the players must figure this out themselves.

I. Service Passage. The characters can hear the sound of crying form this passage, but hot wreckage blocks the crawlway. A fire extinguisher will cool the wreckage so characters can get past.

J. Wheel Well. A small Yazirian child, Rinny, is trapped in this landing wheel well. He is crying and scared but unhurt.

1 square = 5 Feet

