

# Is Anyone Home?

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**System:** Star Frontiers

**Type:** Hook

**Category:** Science Fiction

**Requirements:** Small group of inexperienced characters

**Synopsis:** GVMPI has information on a small trade ship that is going through the Truane's Star system. This is secret information. The team is hired to board the ship and return to to port on behalf of GVMPI.

**Background:** The Fair Winds was taken over by its robot crew. All the passengers were jettisoned. They were reprogrammed by the Zuraqqor. Once the ship is in the inner system, it is then to start attacking all merchant ships. There is one Heavy Duty robot and four Maintenance robots.

## Ships

**"Fair Winds" Fair Trader class Merchant vessel** (1, Robot *Ghost* Ship)

HS: 4 HP: 20 Powerplant: 3 Chemical A (SC for Fast Trader)

ADF: 1(2) MR: 3 DCR: 27 Crew: up to 8

Armament: LT(x2)

Defenses: RH

Communication/Detection: Subspace Radio, Radar

Misc: Streamlined

Cargo Capacity: 2.5

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

Passenger Accommodations: 2 double 1st Class cabins, 4 double journey class cabins

Ship's Vehicles: small launch

## Robots

Robot	Level	STA	Programs	Work	Weight	Parabattery	
Maintenance	4	100	***	Clean, oil machines, watch for breaks	100Kg	Type 1	2D10 melee
Heavy Duty	4	500	***	Excavating, Crop harvest, rock quarry	500 Kg	Type 2	5D10 melee

Programs ***	Level	
Security Lock	1	once it is removed/broken, it can't be reused
Restrain	2	Attack & Defend - nonlethal weapon only
Self Defense	2	Can fight back if attacked in melee
Attack/Defense	2	Can fight using any weapon & albedo suit + a screen. Can use leathal weapons
Search & Destroy	4	Can track down target. Must have Attack/Defense
Computer Link	4	Can communicate with computer & have computer access

## Kri'kaa-class Heavy Shuttle

**HS: 2 HP: 10 Drives: 1** Chemical A

**ADF: 1 MR: 1 DCR: 26 Crew: 1 Passengers: 10**

**Armament:** None

**Defenses:** None

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

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

**Cargo Capacity:** 2 units

**Crew Accommodations:** Gel contour seat

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