

Klick Clack Text

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Klick Clack takes place in the Hammer's Star system, a hotbed of military activity since an external alien race attacked and destroyed a thriving human colony here.

The aliens, known only as clicks, have set up secret bases in the Viecek Belt, the outermost of the system's two asteroid belts. These bases are well fortified against space attack and are hidden in a belt with a circumference of approximately 65 astronomical units (9.75 billion km).

In that expanse of space, the likelihood of actually finding something specific, especially something that has been hidden, is almost nil. With little opportunity to carry the battle to the enemy, the military forces stationed at Hammer's Star can do no more than patrol aggressively in an effort to goad the clicks into attacking and take every precaution to guard their own installations against raids.

The job facing the heroes is to locate and infiltrate one or more of the enemy's bases, do as much damage as possible, and return with information that can help in the war against these relentless foes.

ABOUT THIS ADVENTURE

Klick Clack is intended to shed a bit more light on the activities of the clicks in the Hammer's Star system in a format that lets players discover this information for themselves by taking their heroes into a click base. Included in this

product is both supplementary information about the clicks and the adventure material itself.

The adventure material is organized into four sections, each one corresponding to a particular function performed by the clicks on their asteroid base. The Gamemaster can use this material in a number of ways. If he feels the heroes are not yet fully equipped to handle clicks on their own turf, he might choose to give them a limited objective, which would involve exploring no more than a single section. If, instead, he feels they are capable of a sustained fight against superior numbers, they could delve more deeply into the base. Be warned that there are many clicks, especially warriors, in the Habitat section this area may overwhelm even experienced hero groups.

Gamemasters are encouraged to introduce this adventure into their campaign as they prefer. The suggestions outlined in the "Getting Things Started" section (see page 3) are by no means the only way to get heroes involved against this most dangerous foe. Because of the modular design of this adventure, the Gamemaster can use it in different ways. Furthermore, the adventure is designed to allow a Gamemaster and players to reuse the information in future scenarios. This may include anything from reusing individual chamber descriptions as necessary or simply making later use of the source material.

THE MISSION

Star Force had all but given up on locating a click base. But then, just a few weeks ago, a damaged pirate vessel was picked up drifting in the outer system. The survivors eventually testified that they were searching the asteroid belt for a suitable location to set up a hidden base of operations when they were attacked. They were approaching a promising looking asteroid when a salvo of particle beam fire ripped through the ship. Much of the crew was killed instantly. The pilot managed to accelerate out of the area before a second salvo killed him and destroyed the engines.

The location of the asteroid was still in the vessel's navigation computer. Star Force is certain that this asteroid is a click base. They could send a sizable force after it, but all they would accomplish is destroying one base. Instead, they have a plan . . .

Intelligence experts propose that a small group might be able to infiltrate the base, gather what information they can, and escape again to report. If the raid fails, a full-scale attack can always be launched later.

The Concord wants to send the heroes to accomplish the following missions:

- Gather information about click technology, plans, and the locations of other click bases.
- Capture a live click, if possible (or recover the bodies of dead clicks, if not).
- Rescue any captives who may be there.

The heroes are not expected to complete all three of these missions, but the more they can extract from the base, the better prepared the Concord may be in the future.

If heroes are being sent on this mission (see "Getting Things Started," below), the military will gladly supply them with nearly anything they deem necessary short of a body tank or a quantum minigun. The military experts, however, believe that survival and information gathering gear are as critical to success as heavy weapons, and they will encourage the group to be adequately prepared for anything. In addition, they will provide a ship capable of masking its sensor signature (it is equipped with a stealth shield, which requires that any System Operation—sensors checks made against the heroes' ship take a +3 step penalty to the die roll, but only if all active sensors are shut down).

They will also give the heroes an interface device that may assist them in dealing with some of the click technology (see "Click Technology" later in this chapter). This bizarre device is composed of a small biological mass connected to a number of cybernetic interface cables. Concord technicians constructed this device to allow humans to better connect with click equipment. If heroes ask, the Concord officials will admit that they have not yet finished testing the device, but they feel they're making significant progress.

In addition to the interface device, Concord linguists have pieced together what they think may be the rudiments of click symbology. They are not sure if it constitutes an alphabet, or if each symbol is iconic in nature (much like computer symbols). The symbols may even represent individual words or ideas, much as did the characters of the Terran Chinese written language. In the heroes' pursuit of the goals of their first mission, any record they bring back of click symbols may help linguists further analyze the elements of the click language.

GETTING THINGS STARTED

The easiest way to get heroes involved in a difficult mission like this one is if they are part of a military force. Then they can simply be ordered on (or "asked" to volunteer for) a very special mission.

If this is not the case, then the Gamemaster has other options for inducing heroes to undertake the mission:

- The traditional method is to offer a large sum of money for a group willing to perform a dangerous job. Pay is left to the discretion of the Gamemaster, and should be in accord with her campaign standards. The most likely arrangement, however, is a small acceptance fee followed by a very generous completion bonus.
- The heroes may be technical specialists whose services are needed on this mission. They will be accompanied by Concord Marines (supporting cast members).
- The heroes could find themselves in serious trouble with the law. If they own a ship, they could be accused of smuggling or spying. If they don't have a ship, they could be accused of any sort of mischief: terrorism, sabotage, or industrial espionage. Their crime could be a recent, unsolved, local incident, or they could be accused of being fugitives from another system. The charges can be completely groundless, but if the heroes really are wanted for something, so much the better. In return for this mission, of course, they would be granted amnesty. The Concord rarely resorts to this sort of scenario, but the situation is desperate.
- The heroes could discover the asteroid on their own. They could be working as prospectors in the Vicek Belt, or they could be riding shotgun for an ore vessel. Another possibility is that they have some connection with the pirates whose havens are in the Belt, or that they are there under a safe conduct pass to negotiate for information from one of the pirate groups. Perhaps they are there simply as a result of a navigational mishap. Whatever the reason, in the course of their journey to the Vicek Belt, they get a strange sensor reading. If they investigate, they discover the klick base. In this case, they should discover the interface device provided by the Concord

after one of their early encounters with the klicks. The klicks, in effect, have reverse engineered such a device in an attempt to better access human machinery. One of the klick technicians could be carrying the interface, or the heroes might find it in one of the first chambers they enter. The symbology data will not be available to heroes if they discover the base on their own, but there is no reason they could not discover what function individual symbols may have.

HAMMER'S STAR

The Hammer's Star system lies at the very farthest reach of Concord space. Behind it lies the Verge, the Stellar Ring, and ultimately Sol itself. Beyond it lies the limitless expanse of unknown, untraveled space. The entire Verge is the frontier, but Hammer's Star is the frontier's edge.

Hammer's Star itself, sometimes called just the Hammer," is a main sequence G5 class yellow dwarf star. It is orbited by four planets and two asteroid belts, listed below.

Body Orbital Radius Type

Spes 0.88 AU terran
Platon 1.42 AU gas giant, small
Revik belt 3.2 AU asteroids
Iniad 6.2 AU gas giant, large
Vicek belt 10.4 AU asteroids
Bruekt 31.08 AU sub-terran, cold

SPES

The innermost orbital body in the system, Spes was a natural choice for colonization. It is a Class 1 world, one of the few in the Verge. The first colonists from the Borealis Republic arrived in 2342 and established the colony of Silver Bell. It was built on a plateau surrounded by mountains on three sides.

The colonists of Silver Bell prospered like no others in the Verge. The population of the city swelled to more than

300,000 inhabitants. Transplanted crops thrived in the rich Spetian soil.

The failure of the drivesat relay at Tendril in 2351 cut the Verge off from the Stellar Ring. By the time it was repaired, 16 years later, war had engulfed the Stellar Ring and the planets of the Verge were cut off from their parent nations.

Spes was luckier than most, for by that time it was nearly self-sufficient. What few essential goods it could not produce itself, it was able to acquire through trade with other Verge colonies. Immigrants from failing colonies all over the Verge made their way to Spes and were welcomed by Silver Bell, as long as they were willing to be governed by Borealin laws.

Not only refugees, but also pirates and unemployed mercenaries were attracted to Hammer's Star, and not for the haven it offered but by the prospect of plunder. Spes's defenses were assaulted almost weekly, and never failed.

Never, that is, until 2489. In that year, a fleet of unknown origin and unknown composition fell into orbit around Spes. Military satellites that had held off marauder fleets were overwhelmed within hours. Swarms of alien craft dropped into the atmosphere and began systematically bombarding and destroying settlement after settlement.

Recognizing the hopelessness of their situation, the ruling council in Silver Bell dispatched a distress call through the drivesat relay. The nearest drivespace relay station was the one orbiting Bluefall in the Aegis system. At roughly 44 light-years distant, help was far away.

THE END

When ships finally did arrive, almost a month later, they hardly recognized the planet before them. Its skies were shrouded in dust. Search and rescue teams found not a single living sentient. Outlying settlements were no more than smoldering ashes, and the city of Silver Bell was obliterated. In its place was a smoking crater miles across. The only sign of habitation in the system was the orbiting drivesat relay, still broadcasting its desperate plea for help. Why the relay station escaped the attack unscathed is a mystery.

Scientists studying the site concluded that Silver Bell was destroyed by the impact of a meteor traveling at nearly one percent of the speed of light. The odds that it might have naturally drifted out of one of the system's asteroid belts were so negligible that the idea was dismissed immediately. The meteor was clearly a weapon. And there was no trace of the attackers that had set it on its deadly path: Neither a corpse nor a crashed ship could be found.

Shock waves from the attack rippled across the Verge. Planets prepared for the worst, but it never came. No other attacks materialized. Soon, mining operations in Hammer's Star's asteroid belts started back up. Their return brought pirates back to abandoned bases in those belts, and the cycle of predator and prey began anew. Scavengers returned to the surface of Spes in search of salvage.

THE RETURN

It was not until 2497 that a ship of the Concord finally rose into the Hammer's Star system. GW2 was over and parent nations wanted to reestablish contact with their colonies.

Spes is once again home to approximately 100,000 Borealin colonists, but it is no longer under Borealin jurisdiction. Hammer's Star is now a Concord protectorate.

The colonists have found a home quite unlike what their predecessors found, however. The impact of the asteroid set off significant climatic changes on Spes. The planet is caught in a runaway greenhouse cycle. The surface temperature has risen from an average of 6.9° C to an average of 29.3° C. Polar ice caps have receded as much as 2,000 km. Massive terraforming projects are under way to combat these changes, but time is short.

DEFENSES

Hammer's Star is now the best defended system in the Verge. The Concord has chosen to make a front-line stand against the clicks here, before they can penetrate any further into settled space. And they have committed resources that are in keeping with the task laid out for them.

Nearly 200 Star Force vessels are assigned to duty in the Hammer's Star system. These are spearheaded by the dreadnought *Vition*, the flagship **of the** fleet and the most formidable war craft in the Verge. Its task group contains the flagship, two heavy cruisers, two light cruisers, three destroyers, and more than a dozen corvettes and escorts.

This reactionary force is held in reserve inside the orbit of the Revik asteroid belt.

A second task force is formed around the light carrier vessel *inamorata*. In addition to its fighters, it is accompanied by a battlecruiser, two light cruisers, four destroyers, and a dozen corvettes. This group patrols the outer system, making frequent trips to the moons of Iniad which have been the site of several skirmishes with both pirates and clicks.

Besides these two task forces, the fleet also numbers two more heavy cruisers, two light cruisers, two destroyers, six frigates, and approximately 130 other light vessels (crews numbering fewer than 50 each). These are variously assigned to low-risk patrols, courier duty, supply runs, convoy escort, or are stationed at any of the several bases scattered through the system.

These Star Force ships are joined by *Conviction*, a Borealin heavy cruiser, and a dozen lighter Borealin vessels. These spend the bulk of their time in orbit around Spes.

Finally, ground defenses are manned by the 25,000 marines of the 145th Concord Marine Division and its associated support units. The marines have established bases throughout the system, but most are only lightly manned. In case of attack, the mission of these tripwire outposts is simply to survive until help can arrive. Most outposts are heavily fortified.

Other governments in the Verge, most notably the Regency of Bluefall, support these defense efforts with single ships or smaller squadrons of their own.

KLIC KS

The first portion of this section is knowledge that the heroes have access to through their briefings. The second portion is for the Gamemaster only.

COMMON INFORMATION

Klicks are an alien species that are external to Concord space. They made their first known appearance in the Verge in May of 2489 when they utterly destroyed the Borealin colonies on Spes and, as far as is known, killed every colonist on the planet.

Since that event (13 years before the events of this adventure), the clicks are known to have established hidden bases in the two asteroid belts of the Hammer's Star system. The presence of bases outside the asteroid belts has never been confirmed, but is suspected by some analysts. There is no evidence that clicks have set up bases deeper in Concord space than Hammer's Star, though it is hard to believe that their ships have not visited other systems.

PHYSIOLOGY

Klicks resemble arachnids. They have six legs and two manipulative forelimbs radially arranged around a body that is approximately 2 meters long and 1 meter across at its widest. Each leg ends in a needle-sharp claw. The forelimbs are much shorter than the legs and have three digits, also armed with claws.

The body, the bulk of which is suspended beneath the legs, is encased in chitin. The top of the carapace is smooth, but lower plates have projecting horns and fluted ridges. This carapace is hard enough to be a considerable barrier against small arms.

Sensory organs are located in a globular mass depended beneath the upper body. The dextrous forelimbs extend from the two sides of this lower mass. Postmortem analysis indicates that their senses are approximately equal to a human's, but they have a significantly larger field of vision—almost 270 degrees.

INTELLECT

Klicks that have been encountered so far have demonstrated significant intelligence coupled with ferocious aggressiveness. They have stardrive technology and advanced weaponry at least on par with that of the Concord. They demonstrate teamwork, initiative, and planning. At this point, it would be foolish to underestimate them.

SOCIETY

Almost nothing is known of klick society, language, goals, or origins. No klick has been captured alive. Those that fall into Star Force's hands die within minutes for no apparent reason.

WEAPONRY

Klick small arms use a biotechnology dubbed "blacklaser" These are approximately analogous to lasers, but slightly more powerful.

Even an unarmed klick, however, is gravely dangerous. Their claws can penetrate even standard military armor, if they get close enough to use them.

Klicks have one other weapon, though its nature is unknown it may not be a weapon at all, but a physiological byproduct. This is what scientists have called the

"bioweakness field." Anyone who comes within 10 meters of a klick quickly becomes dazed and disoriented, and eventually falls unconscious. Fraal, for some reason, are unaffected by this.

GAMEMASTER INFORMATION

The Concord has relatively little knowledge of klick society and hierarchy, but they have managed to classify klicks they have encountered by the function they serve. They divide klicks into four "castes", with each caste assigned to certain types of duties. They believe that members of different castes are genetically different, making transfers between castes impossible. The Concord military has encountered principally warriors thus far, as well as a few technicians and a rare administrator. They have been able to theorize the existence of a fourth caste, the leader caste, based upon incomplete analysis of intercepted communications signals there is no record of contact to date.

KLICK WARRIOR

Warriors are the most numerous klicks at Hammer's Star, accounting for well over half the klicks in the system. The typical klick warrior is armed with a blacklaser SMG. One out of every six carries a blacklaser rifle. They are equally at ease running across the floor or scrambling up the walls and across the ceilings of their bases the surfaces have plenty of irregularities a klick can hook its leg claws onto.

Klicks have one significant difference from heroes when it comes to firefights. Because their eyes and hands are at the bottoms of their bodies, they cannot hide behind crates or instrument consoles and shoot over the top the way a humanoid can. They prefer to seek cover in the maze of tubes and machinery on the ceiling. There, they can lower themselves slightly to fire down on enemies and then scuttle back up into cover. This also makes them difficult to hit with grenades, a weapon they don't use themselves (but their technicians are studying the potential with great interest).

Of course, they try to get close enough to bring their bioweakness field into effect. But hand-to-hand fighting is a last resort, saved until the enemy is weak and helpless.

KLICK TECHNICIAN

Technicians and scientists are outnumbered by warriors at Hammer's Star, but in fact they may be the most numerous in klick communities overall. These are not just the scientists, but the engineers, computer programmers, ship pilots and navigators, doctors, and factory workers of klick society.

In enemy territory they are also soldiers, so they carry blacklaser pistols most of the time. They will fight to protect their work or equipment if the odds are not too bad or if there are warriors to help. If badly outgunned or there is nothing worth protecting in a particular area, they fall back and turn matters over to the warriors.

KLiCK CHARACTERISTICS

Characteristic	Warrior	Technician	Administrator	Leader
STR	11 (d4+8)	9 (d4+6)	9 (d4+6)	13 (d6+9)
DEX	11 (d4+8)	11 (d4+8)	9 (d4+6)	11 (d4+8)
CON	10 (d4+7)	9 (d4+6)	9 (d4+6)	12 (d4+9)
INT	9 (d4+6)	11 (d4+8)	10 (d4+7)	12 (d4+9)
WIL	8 (d4+5)	10 (d4+7)	11 (d4+8)	12 (d4+9)
PER	6 (d4+3)	6 (d4+3)	9 (d4+6)	10 (d4+7)
Durability	20/10/5/5	18/9/5/5	18/9/5/5	22/11/6/6
Sprint/Run/Walk	26/16/6	24/16/6	22/14/4	28/18/6
Action Check	13+/12/6/3	13+/12/6/3	12+/11/5/2	16+/15/7/3
* Actions	2	2	2	2
Reaction Score	Ordinary/2	Ordinary/2	Ordinary/2	Ordinary/2
Last Resorts	0	0	1	1
Attacks				
Pincers (x 2)	14/7/3	11/5/2	11/5/2	18/9/4
Damage	d6w/d6+2w/dB+2w	d4w/d4+2w/d6+2w	d4w/d4+2w/d6+2w	d6+2w/d8+2w/d4+2m
Blacklaser Weapon	12/6/3	12/6/3	10/5/2	16/8/4
Defenses				
Resistance Modifiers	+1 vs. melee attacks +1 vs. ranged attacks	+1 vs. ranged attacks +1 (INT) vs. encounter	+1 (INT) vs. encounter	+2 vs. melee attacks +1 vs. ranged attacks
Ambor (LI/Hi/En)	d6+1/d6+1/d6+2	d4+1/d4+1/d4+2	d4+1/d4+1/d4+2	+1 (WIL) vs. encounter d8+1/d8+1/d8+2
Primary Skills				
	Athletics [11] -climb [16] -jump [4]	Athletics [9] -climb [12] -jump poi	Athletics [9] -climb [12] -jump [10]-hump [16]	Athletics [13] -climb [18]
	Unarmed Attack [11] -brawl [14]	Unarmed Attack [9] -brawl [11]	Unarmed Attack [9] -brawl [11]	Unarmed Attack [13] -brawl [18]
	Modern Rngd Wprs [11] [11]-SMG or rifle [12]	Modern Rngd Wprs [11] -pistol or SMG [12]	Modern Rngd Wprs [9] -pistol or SMG [10]	Modern Rngd Wprs -SMG or rifle [16]
	Stealth [11] -hide [14] -sneak [13]			Stealth [11] -hide [14] -sneak [13]
	Stamina [10] -endurance [14]	Stamina [9] -endurance [11]	Stamina [9] -endurance [10]	Stamina [12] -endurance [16]
	Movement [10] Awareness [8] -perception [11]	Awareness [10] -perception [12]	Awareness [11] -perception [13]	Movement [12] Awareness [12] -intuition [14] -perception [16]
		Knowledge [11] -computer op [14] Vehicle Operation [11] -space [14]	Knowledge [10] -computer op [12] Administration [11] -bureaucracy [12] -management [14]	Knowledge [12] -computer op [14] Tactics [12] -infantry [14] -space [14] Leader [10] - command [12]

BLACKLASER WEAPONS

Weapon	Acc	Mode	Range	Type	Damage	Clip	Hide	Mass
Pistol	-1	F	20/40/200	En/O	d4+2w/d6+2w/d4m	10	+3	1
SMG	0	F/B/A	20/80/200	En/O	d6+1w/d6+3w/d4+1m	18/6	+1	3
Rifle	-1	B/A	100/400/1000	En/O	d6+2w/d8+2w/d4+2m	-/10	-	4
Canon (avyWpn)	0	F/B/A	70/160/600	En/G	d8+2w/d12+2w/d6+2m	60/20	-	12

KLICK ADMINISTRATOR

Klick administrators are uncommon compared to warriors and technicians. These are the logistical cogs who keep the wheels of the highly structured klick society turning.

Administrators are not overseers—each caste has its own overseers. Instead, administrators are the liaisons between the castes. They see to it that all the castes work together toward the same goals and provide each other with needed support and materials.

Most administrators encountered in a base carry a blacklaser pistol. Some may be unarmed, at the discretion of the Gamemaster. They will always flee rather than fight, however, if flight is an option.

KLICK LEADER

Klick leaders are exceedingly rare. They are the result of many years of selective breeding. The leader caste are larger, more intelligent, and are capable of inflicting and absorbing significant damage in combat.

So far, the Concord has not encountered any of the leader caste. Because of the importance of this base as an information collection point for the clicks in the system, one of these rare leaders has chosen to oversee the project. It will be found in the command section of the base. If the heroes manage to capture this individual, it would be nearly as big a coup as actually stealing the asteroid base itself!

THE BIOWEAKNESS FIELD

All clicks emanate a bioweakness field. Opponents within 10 meters of a klick make *Stamina—endurance* checks at the beginning of every round. Failure indicates that the opponent suffers d4-1 points of stun damage. For every klick after the first in the radius of an opponent, the skill check is made with a +1 penalty, up to a maximum of +6.

Fraal heroes are unaffected. Also, sleeping, hibernating, or otherwise unconscious clicks do not emanate a bioweakness field.

KLICK TECHNOLOGY

Klick technology is different from that of humans and other intelligent species. Based principally on altered biological organisms, it may prove a difficult obstacle confronting the heroes. After all, how does a t'sa Gridpilot connect with a computer that is comprised principally of organic material?

In order for heroes to have a chance to access any of the klick technology in the base, they will likely have to use the interface that the Concord provided (see page 2). This device will allow heroes to attempt to access some of the control devices in the asteroid base. To use it, they simply connect whatever tool (a computer gauntlet, electronic security bypass key, etc.) they need to attempt a skill check to the device and the device itself to the klick bio-machinery. The organic material alters shape to conform to whatever it is connected to. Because the interface is effectively little more than a juryrigged device, and because little is known about klick technology, skill attempts will be more difficult than they would be if just human technology were involved. Without the device, though, many such skill attempts would be impossible.

If their computer contains the linguistics database, they might be able to recognize the repetition of certain symbols that cause the klick machinery to function. Given time, the heroes might be able to piece together enough to issue simple commands (i.e. opening an arterial, turning on or off simple machinery, etc.). It will be difficult to accomplish complicated actions successfully, but the heroes should always be given a chance to achieve a success. Note that if a hero spends a last resort point to turn a failure into a success, she should record what she did to succeed it may work again later, under similar circumstances, and the Concord linguists will want to know what worked as well.

If heroes see a repeat of such symbols in their exploration of klick equipment, a successful Knowledge—deduce skill check will allow them to identify a possible function of the symbol. This will reduce step penalties by one in sit-

uations which the Gamemaster determines are similar enough to warrant the bonus. If the heroes succeed more than once with the same symbol and effect, this will be further reduced by one step, to a total of two steps. Given the time frame of the investigation of the klick base, further bonuses are not possible.

INSIDE THE ASTEROID

Once heroes get inside one of the klick asteroids, they are in a world very different from their own. They may expect to find themselves inside a hive of some sort, but the klicks are not hive creatures. The inside of a klick base is much more like the inside of a living organism.

Klick architecture is organic. Much of it, in fact, is alive, or nearly so. The 'architectural organisms' that make up an asteroid's interior are not intelligent by any measure, but they do respond to many stimuli. Discovering what those stimuli are, and how to control the architecture of the base, is crucial to the heroes' survival and eventual success in this adventure.

Because a klick has most of its sensory organs located on the lower half of its body, screens, readouts, and displays throughout the base tend to be about one meter above the floor. Most control panels and interfaces that would pass for a computer keyboard are located directly in the floor or on a slightly raised platform. In some cases, whole floors are given over almost entirely to control panels, with narrow "klickwalks" where the klicks place their leg pincers while walking.

THE ENVIRONMENT

Fortunately for the heroes, the klicks live in an environment at least passingly similar to their own.

Breathing: The inside of a klick base smells awful. It reeks of bodily functions. Imagine blood, urine, meat, and other organic odors, all bottled, heated, and pressurized.

Aside from its atrocious stink, klicks breathe an atmosphere that is compatible with the hero races. It is rated A2, but is slightly richer in oxygen than Earth's. It is at higher pressure, also: about 20 pounds per square inch (compared to Earth's 15 pounds per square inch). Any of the hero races can breathe this atmosphere safely, but doing so requires occasional pauses to regulate the breathing. Any time the heroes' respiration increases (physical exertion, combat, panic) they risk hyperventilation. The Game-master decides when hyperventilation becomes a risk, but the cases listed above are the most likely to arise.

To avoid hyperventilation, a hero must make an easy (-1 step) Resolve—physical *resolve* skill check. If this check succeeds, no additional checks are necessary for the remainder of the current scene. Failure means the hero has begun hyperventilating and notices symptoms such as ringing in the ears and a slight light-headedness. Additional checks must be made every three combat rounds (or every 30 seconds). Each subsequent Failure imposes a +1 step penalty to all of the hero's dice rolls. The hero becomes progressively more light-headed and dizzy with each Failure. When the hero reaches +4 penalty steps as a result of hyperventilation, he faints and is unconscious for d4 minutes.

A hero recovers from hyperventilation by sitting quietly and breathing slowly and deliberately. The hero sheds one penalty step per minute of inactivity. Re-breathing the same air, or any air with reduced oxygen, sheds one penalty step per 30 seconds of inactivity. A hero who fainted awakens fully recovered.

Using a respirator mask eliminates the risk of hyperventilation. Filter cartridges are not consumed.

Gravity: Klicks are accustomed to gravity slightly stronger than Earth's, but in their bases they keep the artificial gravity set somewhat lower (about 0.8 g). Some chambers may be set at a lower gravity, but these will be noted in the chamber descriptions.

Because the gravity is artificial, there is no absolute up or down in a klick base. Each chamber can have its own gravity orientation. The Gamemaster can freely orient chambers however he wants.

Temperature: Klicks prefer a warmer climate than humans do. They are comfortable in temperatures ranging from 24° C to 42° C (75°-108° F). Most of their bases and ships are maintained at a cool (to a klick) 30° C, or 85° F

Food and Water: Klick food is thoroughly unpalatable to a member of any of the hero races. Eating it is nearly

impossible to begin with it brings on the gag reflex. Anyone who manages to choke some down will certainly vomit it back up again within moments.

Klicks do drink water, and water the heroes may find in the base is potable. It will, however, taste wretched. Filtering out particulates will improve the taste, and a few purification tablets won't hurt, though they aren't strictly necessary.

The question of food and water is an important one, because heroes may find themselves inside a klick base for many days at a stretch. Food probably won't be a problem concentrates are light enough to be easily carried in quantity (assuming heroes have the foresight to bring some along). Water, on the other hand, can't be condensed or dehydrated, and a person needs quite a lot to stay alive and healthy.

Under these conditions (hot, humid, physical exertion, eating concentrated food), heroes need at least a liter of water per day (one kg). A wren needs twice that, a t'sa, sesheyan, or fraal slightly less. A water condenser is the best alternative to bottled water. Survival, Life Science-*xenology*, and Medical Science skills can also be used to locate and filter water in any chamber, with +3 penalty steps (each Amazing success reduces the penalty by one step for future checks).

The effects of starvation and dehydration are described on page 60 of the *Gamemaster Guide*. Accumulated penalties disappear when the heroes find an adequate water supply, or a day after finding a food supply.

Lighting: The interior of a base is lit dimly, but adequately for most purposes. There are no penalties for poor lighting unless a chamber description states otherwise.

CHAMBERS

The descriptions that follow of the chambers in the klick bases are divided into sections: Visual, Skill Entries, and Overview.

Visual explains what the heroes see upon entering the chamber. Measurements are always in meters and give the chamber's diameter.

Skill entries describe what the heroes learn by applying specific skills or instruments to their investigation. Two heroes using different skills to examine a chamber can learn entirely different things about it. A parenthetical notation behind the skill name is a step penalty (+) or bonus (—) that is applied to the check. As usual, a broad or untrained skill check begins with a d4 situation die and a specialty skill check begins with a d0 situation die. Using an appropriate instrument pack reduces the complexity of a complex skill check by one grade or provides a —1 step bonus to a simple skill check.

Information within each entry is segregated by degree of success: (M)arginal, (O)rdinary, (G)ood, and (A)mazing. Heroes receive information up to their degree of success. There may also be a special repercussion from a (F)ailure or Critical Failure (CF).

Overview provides information that the Gamemaster needs to know but which probably is unavailable to the heroes, at least initially.

ARTERIALS

Arterials are the corridors that coned chambers to one another and allow passage from one chamber to another. They are much more than simple hallways. Even more than the rest of a klick base, arterials are, on some level, alive. If one imagines that the chambers of a klick base are its organs, then the arterials are the nervous and circulatory systems that feed the organs and connect them to the rest of the body.

An arterial is roughly cylindrical, about 2 meters in diameter. They vary in length from 3 to 48 meters at the discretion of the Gamemaster, but in most cases their length is irrelevant. Heroes are going to go in one end and come out the other. There are never any branches, splits, or intersections in an arterial.

Finding Arterials: Arterials are always closed, much like the bulkhead doors on a spaceship. Because of how they blend into the architecture, finding them is not easy. Doing so requires three successes at a complex skill check under moderate conditions (+2 step penalty) using any of the following skills:

Investigate—search

Life Science-biology or *xenology Awareness—perception* (additional +1 step penalty). Knowledge—deduce (additional +1 step penalty) Intelligence feat (additional +1 step penalty, total: +4).

The first attempt takes one hour. Each time a hero makes a successful attempt to locate an arterial, this time requirement drops 10 minutes. When the heroes have reached 10 minutes, each additional success reduces it further by one minute, to a minimum of one minute. Once the heroes have brought the time requirement down to 10 minutes, the penalty for finding another arterial is only +1 step). This penalty may not be further reduced. This is an excellent time to use the rules for assisting actions (*Player's Handbook*, page 50).

Each chamber can have up to three arterials.

Once heroes find an arterial, assume that they remember its location and don't need to search for it again if they return to the chamber later. (Gamemasters can make heroes search anew for arterials they found previously, but then each search should take only one minute.)

Opening Arterials: A closed arterial is not simply shut off the way a door shuts off a hallway. When shut, the entire passageway is constricted to less than a centimeter in diameter. It can't be blasted or blown open—it must be opened properly. This requires a single skill check, of any of the following types:

Security—security *devices* (+3)

Manipulation-lockpick (+4): The lock itself has a mechanical trigger component (a fluid equalization mechanism), which can be manipulated manually;

Technical Science-juryrig (+4): As above.

Each opening attempt takes one combat round (12 seconds). Every time a hero succeeds at the relevant skill check, he gains a permanent -1 step bonus on future attempts. This may not reduce the modifier below 0 steps.

A hero who triggers a Critical Failure while opening an arterial effectively seals the arterial, closing off that avenue of exploration.

An arterial remains open for d12 minutes, then draws itself closed. It will not close if living creatures are inside.

An open, empty arterial can be closed in exactly the same way that one is opened. All the same rules apply.

Flicks, of course, can find, open, and close arterials as easily as we find and open doors in our houses.

VANISHING ARTERIALS

Arterials present a considerable dilemma to the heroes. This is not because they are trapped or guarded in any way, but because besides closing, they sometimes shut down completely (for self-maintenance/healing). When an arterial shuts down, it contracts to zero diameter and for all practical purposes ceases to exist.

Arterials never shut down while heroes are inside them. But whenever a hero tries to open an arterial for the second or subsequent time, the Gamemaster rolls d6. On a roll of 6, that arterial has shut down. The heroes discover this when the arterial refuses to open after a successful opening roll has been made.

When one arterial shuts down, another becomes accessible (in other words, a chamber always can have up to three arterials). But the new arterial may not lead to the same destination as the one that shut down. The Gamemaster determines randomly to which adjacent chamber the new arterial connects. Heroes must find it the way they would find any other arterial.

All of this means that heroes will have trouble navigating through the base and may not be able to get back out of the asteroid the same way they came in.

MAPPING

The first asteroid base that the heroes enter is mapped on the cover of this booklet for the Gamemaster. The map is intentionally left abstract so that Gamemasters can use it to channel their players' heroes into areas he wants them to explore. Each section described in the text is marked in a different color on the map. Gamemasters should feel free to connect these areas as they see fit. The players can create their own map in the traditional way, by drawing what chambers they encounter as they go.

An alternative is to keep the map indefinite by placing playing cards face-up on the table in the same pattern as the map. Arterials can be marked with dice, coins, or one-inch sections of drinking straws or pipe cleaners. The map is easily visible to everyone and the Gamemaster knows immediately which description to check when heroes return to a chamber.

ENCOUNTERS

Many of the encounters heroes will have with clicks throughout the base are generated randomly. The types of encounters that can occur depend on where in the base they are. Each of the sections of the base (except one) has its own encounters table.

Make one roll for a random encounter whenever heroes enter a chamber for the first time, or reenter a chamber they left more than an hour ago. In cases where a chamber description includes click occupants, do not roll for a random encounter. Also, for each hour the heroes remain in a chamber, make another random encounter check to determine whether any clicks happen by.

If the random encounters are too weak to challenge the heroes in the adventure, add one or two warriors to each group. Likewise, if the encounters are too powerful, remove warriors to restore the balance.

Bear in mind, however, that the heroes should not be able to shoot their way through every encounter. Sometimes they may have to retreat and set an ambush or dig in for an assault. Try to let the situation dictate the action rather than the other way around.

Both clicks and heroes may attempt Awareness-intuition checks in situations in which they may be surprised. If they do not have the specialty skill, they may attempt an Awareness broad skill check with the +1 modifier for using just the broad skill. Note that clicks do not normally have the *Awareness intuition* specialty skill, but the Gamemaster may give individual clicks that skill where necessary.

ENCOUNTER TABLE (ROLL D8)

1	d6+2 klick warriors
2	d6 klick warriors, d4 klick technicians.
3	d6-1 klick warriors, d4-1 klick administrators.
4	The chamber is empty when the heroes arrive, but at some point during their examination d4-1 warriors, d4-1 technicians, and d4-2 administrators enter it.
5	d4-1 klick warriors, d4-1 technicians
6-8	No encounter, chamber empty.

Klick warriors will be armed with blacklaser SMGs or rifles.

Klick scientist/technicians will be armed with blacklaser pistols or SMGs.

Klick administrators will be armed with blacklaser pistols.

GETTING THERE

The heroes will have to get to the klick base in order to complete the adventure. This section outlines some of the precautions they might take to arrive without being noticed. The Gamemaster should add whatever other encounters he feels appropriate.

THE APPROACH

For the heroes successfully to complete their mission, they must arrive at or very near the asteroid without being detected by the clicks. The clicks have established several remote automated sensor and weapon platforms on nearby asteroids, and there always remains the possibility that a click warship is lurking nearby.

There are several measures the heroes can take to reduce the chances that their ship will be spotted. First, they can rely upon strictly passive sensors (EM detector, IA detector, and mass detector). By turning off active radar and other sensor systems, as well as their transponder, their electronic signature is reduced. Note that operating a ship purely with passive sensors imposes a +1 step penalty to all System Operation—weapons skill checks made by weapon operators. Second, the hero responsible for running the engineering on the ship can make a skill check using System *Operation—engineering* to reduce the power output of the ship, which lowers the ability of mass detectors to pick up the ship. Finally, a hero could make use of Tactics—space *tactics* and Navigation—system *astrogation* to determine a vector that uses background emissions to mask the approach of their vessel (i.e. approaching the asteroid from the direction of the Pit to mask the ship against mass detectors, or using the asteroid field itself as cover). The combination of these measures impose a +3 step penalty for the clicks to detect the heroes' ship. If combined with a stealth shield, these tactics will add only an additional +1 step penalty to the clicks' die roll to locate the heroes' ship (these measures are already assumed, to some extent, when a ship is under cover of a stealth shield).

In truth, the heroes should arrive at the asteroid without being detected by the clicks. After all, the adventure takes place inside the click base. The Gamemaster, however, should not make it easy for them. He might have the players roll a few skill checks and note the results, just to increase the tension. If they come cruising in without taking any precautions against detection by the clicks, he might have some of the nearby automated click weapon emplacements open up on their ship, maybe scoring a few minor hits. The heroes will likely have to back off and lay low for a while, attempting their approach later. As no click warship is currently at the base, the heroes will not immediately have to face any attack vessels. If the heroes dally too long, however, they might!

GETTING INSIDE

As they approach the asteroid, the heroes should make a complex System Operation—sensors skill check, applying a +2 penalty to their rolls (and if they're using passive sensors, an additional +1 step penalty), in order to find a way into the base. If they accumulate five successes (the clicks have camouflaged the entrances well), they can determine the location of an airlock into the base. The heroes can land their ship on the asteroid itself to do so requires an Ordinary or better Vehicle Operation-space *vehicle* skill check. Only a Critical Failure indicates the possibility of a crash (Gamemasters option), which both damages the ship and alerts the clicks inside. A Marginal success simply requires that the pilot try again. A Good or Amazing success allows the pilot to land the ship closer to the airlock. If the heroes have failed to find an airlock using ship's sensors, once outside, they may attempt a visual search, using Investigate—search (+1 step penalty), *Awareness—perception* (+2 step penalty), or, if they have a sensor gauntlet, System Operation-sensors (+1 step penalty). Each hero may attempt a check every 2d20 minutes.

Once the heroes have landed their ship on the surface of the asteroid, they must attempt to get to the airlock. This requires a successful Acrobatics—zero-g *training* check. Not every hero must have the skill one hero can certainly assist the others. It's slow, but they'll get there.

It is up to the Gamemaster to determine in which section and chamber the heroes begin inside the asteroid, either randomly or simply by choosing an area she finds especially interesting.

Once inside, the heroes will have to be very careful. There are many clicks in this base, and overcoming all of them will be very difficult. Although most heroes will likely resolve encounters with the clicks through combat, by all means allow heroes who come up with some other plan to have a chance of success. Perhaps a team more skilled at technical and intrusion skills might overcome the difficulties associated with click technology fairly quickly, and they might manage to use that understanding to keep the clicks away from them.

As a final note, Gamemasters should also be warned that the sheer number of clicks in the base might be too high for her group of player heroes. If that is the case, by all means, lower the number of clicks the group encounters. Remember that this scenario, despite its numerous opportunities for high-stress combat with humanity's most implacable foe, is principally an information-gathering expedition. If the number of clicks gets in the way of a team having any chance of completing that mission, adjust the number of clicks they encounter accordingly.

Science Section

This is the area of the base where klick scientists and technicians study the capabilities of their enemies. There are fewer warriors in this section than there are in other sections, but there are enough to handle nearly any difficulty that may arise. If they require additional assistance, they can summon warriors from other chambers or sections. That help will arrive in d20 minutes and will consist of d4+2 warriors.

◆ 1 BODY STORAGE

Visual: The walls of this 12-meter chamber are lined with opaque cylindrical pods, 24 in all, made of some sort of hardened resinous material. The pods vary in height from 1m to 2.5m. A maze of tubes hangs about each pod and links it to a central apparatus that is a bewildering array of blinking lights and pulsing sacks.

Skills:

Technical Science—juryrig (+2): A successful check opens a pod.

Life Science: (0) The cylinders are storage devices, possibly stasis chambers, for biological material.

Medical *Science-forensics* (0) The cylinders are storage devices for corpses, meant to prevent deterioration until they can be examined. (G) Examinations are not conducted here.

Overview: The 'clicks store bodies here. These are configured to hold the corpses of the hero races. Sixteen of the pods have a corpse in them. If any seriously injured or dead heroes have been left behind unguarded, their bodies are either here or in the dissection chamber (2+). Any other corpses are those of strangers. Finding a dead comrade here calls for a Resolve—mental *resolve* check. Failure means the hero will suffer a +1 step penalty when making *Stamina—endurance* checks to resist the klick bioweakness field until he has helped defeat a klick in combat.

◆ 2 DISSECTION CHAMBER

Visual: This 12-meter chamber has six mounded protuberances arranged radially on the floor. Each is approximately 3 meters long, 2 meters wide, and 1 meter high. They resemble muscles stretched over oblong domes. Each protuberance on the floor is matched by a similar one distending from the ceiling directly above. In the center of the room is a pedestal bearing shiny tools.

Two 'clicks are here, clicking to each other over the central table, where they are working on a humanoid body. The heroes get one free surprise phase, then the clicks dash for the arterial across the chamber.

Skills:

Medical *Science—forensics* or *surgery*, Life Science (+2): (0) The tools on the table are surgical tools. (G) Some of them are the sort that would only be used during the most invasive of operations or an autopsy.

System Operation (+2), Technical Science (+2): (0) Success causes one of the protuberances on the floor to open like an eyelid. A table rises from the opening. Simultaneously, the matching bulge on the ceiling opens and an instrument panel descends.

Overview: This is where klick medical technicians perform autopsies and analyze the physiology of their new enemies. If any seriously injured or dead heroes have been left behind unguarded, their bodies are either here or in the body storage chamber (1 +). Otherwise, the corpse on the table is that of a stranger. As in the body storage chamber (1.), finding a dead comrade on a table here calls for a Resolve-mental *resolve* check (+1), with the same result.

◆ 3 WEAPON ANALYSIS

Visual: This oblong chamber is subdivided into smaller sections by what appear to be shimmering curtains of force. There are also half a dozen small, cylindrical curtained areas. Inside each is a heavy metallic case. Somewhere near the base of each curtain is what may be an instrument panel set into the floor.

Visible through the shimmering wall of one cylinder is a Star Force issue 9mm charge pistol, completely disassembled.

Skills:

System Operation (+1), Technical Science—juryrig (+1): (0) The curtains can be moved by manipulating the nearby controls on the floorplate. (G) The curtains can be retracted into the ceiling using the same controls.

Overview: Mick technicians bring captured weapons to this room for testing and analysis. The shimmering curtains are not force fields, but are a 'click variety of translucent cerametal triggered to an oscillating deflection field. Simply put, they are explosion containers. The larger sections are test firing ranges.

The metal cases inside the cylinders contain captured weapons, mostly Progress Level 6 and 7 small arms, including some Star Force weapons. Heavy weapons are stored in similar cases in the test firing ranges. Heroes can find one of any PL 6 or 7 ranged weapon or melee weapon along with d6 ammo loads. There is also a bantam launcher (burnt to ruin), five plasma grenades, a stun grenade, a heavy charge machine gun with nine clips, the backpack from a rail cannon with a shredded power lead and exhausted energy cell, and two completely disassembled tracer grenades. (The Gamemaster, of course, can substitute any other weapons he desires for those listed.)

The curtains are impervious to weapons fire, but this can cause potentially dangerous ricochets. If someone tries to blast through a cylinder, every hero in the room, including the shooter, must make an Acrobatics—dodge or a DEX feat check to dive for cover. Any hero who achieves an Ordinary or better success takes no damage. On a Failure, the hero takes Ordinary damage from a ricochet, and on a Critical Failure, the hero takes Good damage.

◆ 4 SURFACE ARTIFACTS

Visual: The central area of this large chamber is filled with shelves that appear to have been grown here. The walls are lined with cabinets made of a substance that has the luster and appearance of mother of pearl.

The shelves and cabinets are filled with familiar objects of every imaginable variety: children's toys, kitchen appliances, ventilators, pillows, automobile tires, desks, bits of clothing. Most are damaged to one extent or another. All are tagged, and the tags bear alien symbology.

Skills:

Knowledge—deduce, Administration—bureaucracy: (M) This is a storage room for artifacts brought back from the surface of Spes. (0) The tags are a cataloging system and probably can be read by a computer scanner of some sort.

Investigate—search (complex check/5 successes/1 check per 10 minutes): While digging through a cabinet that is completely filled with information storage disks readable by any computer (though many are damaged beyond recovery), the hero finds a bundle labeled "orbital data": These are a journal that was kept by a young Spetian colonist whose hobby was using a small satellite dish to monitor everything orbiting Spes. The journal includes all of her downloaded data. The final entries would be valuable to Concord scientists.

Overview: There is nothing of particular value in this room, but it's all poignant. These are the physical shreds

of the hundreds of thousands of lives that the clicks snuffed out on Spes. Heroes who poke through it looking for loot should not be rewarded for their ghoulishness.

◆ 5 SURVEILLANCE RECORDS

Visual: The walls of this chamber are laced with thin membranes. Instrument panels are positioned in numerous places across the floor.

Skills:

Knowledge—computer *operation*, System *Operation—communication* (+1): (0) Manipulating an instrument panel causes one of the wall membranes to retract, revealing a large display screen. All the symbology is alien, but the three-dimensional interface is obviously for computer access.

Computer *Science—hacking*, Knowledge—computer *operation* (+1), System *Operation—communication* (+1): (0) The screen displays views of the Hammer's Star system from all different angles, magnifications, and viewing points. (G) The view can be altered to reconstructions of the planetary orbits, maps of the asteroid belts (far from complete) and a lot of footage of flying over the devastated surface of Spes.

(CF) A Critical Failure while using this equipment sets off a silent alarm in the internal surveillance chamber (6+). Six click warriors will arrive in this chamber three minutes later.

System *Operation—communication* (+3): The hero triggers playback of video showing space-suited clicks rigging engines to an asteroid. The 45-minute record includes extensive technical details on how the engines were mounted and controlled. It culminates in orbital views of the asteroid smashing into Silver Bell.

Overview: This room is the surveillance center and archive for the asteroid. Visual and technical records of all activities near and concerning (but not inside) this base are kept here. The clicks don't need to access these records very often, so the chamber usually is empty.

◆ 6 ATMOSPHERE SIMULATOR

Visual: Heroes must pass through an airlock to reach this chamber, but no cycling is necessary.

This chamber is much bleaker than others the heroes have seen. The walls are smoothed rock, with very little of the biological overlay common in the rest of the station.

A set of controls is set into the floor next to the airlock.

Skills:

Vehicle *Operation—space* (+2), Physical *Science—planetology* (+1): (0) This is a pressure chamber. A controller can evacuate the chamber and replace its atmosphere with whatever is wanted. (G) The chamber's gravity can be altered as well.

(CF) A Critical Failure when examining or manipulating the controls causes the chamber to depressurize in two rounds. At the start of the third round, everyone not protected by an e-suit must make an exposure check every round with a cumulative +1 penalty on each (see *Game-master Guide*, page 61).

Overview: This chamber has only one arterial, no more. It is used to simulate different types of atmospheres, both for scientific experiments and for training and acclimatization of click soldiers.

◆ 7 EMPTY CHAMBER

Visual: This chamber appears to be completely empty.

Overview: This is nothing more than an empty chamber, created in case another chamber is needed on short

notice. It has an airlock to the outside of the asteroid, however.

◆ 8 BLACK CHAMBER

Visual: The first hero to reach this chamber must make an Acrobatics-dodge skill check (-2) to duck back into the arterial and avoid falling. If the hero does fall, he floats into the chamber, utterly surprised.

If the hero doesn't fall, then what he sees is a yawning black expanse that stretches into infinity. To all appearances, the heroes are poised at the edge of a bottomless, limitless abyss of unending darkness.

In addition to the blackness, there is no gravity in the chamber. It is pressurized, however.

Floating nearby in the blackness are eight clicks. They are absolutely motionless and appear dead to the eye; only a biodetector or close physical examination will show them to be alive.

Skills:

Physical Science—physics (+1): (0) The walls of this chamber are coated with a substance that absorbs all light. This makes them literally impossible to see; they do not reflect any light which can cause an image in the eye **or in visual** imaging equipment. (A) There are no gravity inducers installed in this room. It is impossible for it to be anything other than zero-g unless the asteroid accelerates.

Life Science-xenology (+1), Medical Science-xenomedicine: (0) The clicks in the room are not dead, but are in a state akin to hibernation. (G) Some external stimulus is needed to awaken them. Loud sounds and normal touching will not suffice. (A) Injury or mild electric shock will, and they awaken fully alert and aware of their surroundings.

Overview: In fact, the chamber is not large; only about 18 meters across, and spherical in shape. But shining a light in any direction, even directly at a wall from only a few centimeters distance, reveals nothing but darkness.

Attempts to find arterials in this chamber have an additional 3-step penalty.

This is a sensory deprivation chamber, used by the clicks on a rotating basis to intensify their "sleep" cycles to a state of near-suspended animation (something they find improves their long-term health and performance when in space). While unconscious, their bioweakness fields are not active. All the clicks in this chamber are warriors.

Do not use this chamber as the point of entry into a base or section. This chamber cannot be shut down by damage.

◆ 9 ALIEN TISSUE REPLICATION

Visual: Six transparent walled cylinders ring this 12-meter chamber. Inside each cylinder is a gurgling, churning, transparent green liquid that seems to shine from within. The cylinders are linked by a bewildering network of tubes and conduits to a central structure that fills the room from floor to ceiling. Inside each is an array of human organs (a partially-formed ribcage encasing some internal organs, a fleshless arm and a dozen twitching fingers, each attached to its own feeder line, a skull still attached to vertebrae, with nerve tissue coming out of the base of the spine).

Skills:

Life Science-genetics (+1), Medical Science—medical knowledge (+2): (0) The cylinders are biological growth vats that the clicks are using in an attempt to replicate alien tissue ("alien" meaning human, weren, sesheyan, etc.). They appear to be trying to regenerate lost tissue. (A) In some tanks, the tissue is being grown 'from scratch' (from raw DNA data).

Overview: Each of the tanks contains an assortment of body parts from one of the hero races. None of them are alive in the sense of having a disembodied consciousness, but all are living, growing tissue in varying stages of wholeness. The clicks are trying to apply their own technology of limb replication to alien physiology.

The liquid in the vats is not harmful, but is mildly anesthetic. If it gets splashed onto a hero, he or she must make a *Stamina endurance* check or suffer a +1 step penalty (+2 if Critical Failure) to all physical ability checks for six hours.

◆10 KLICK STORAGE PODS

Visual: This room is a **nearly impassable maze** of vein-covered pillars, biological tubing, and hundreds of suspended biomasses. It is 48 meters in diameter, but that size is nearly impossible to determine because there are no clear lines of sight across the room.

A low-level throbbing sound fills the room and sets the heroes' nerves on edge. The room is at light gravity (+1 step penalty against strength and dexterity skills without Acrobatics—zero-g *training*).

Skills:

Life Science—biology (+2): (O) The pods each contain a klick in a state of suspended animation. (G) They are fully-grown adults.

Security—security *devices* (+1): (O) The pods can be opened by manipulating control plates that are scattered throughout the chamber in hard-to-reach areas (for a nonklick). (G) A pod can actually be opened with a Good result.

(F) A Failure while toying with a control plate causes one of the pods to begin twisting and quivering. Moments later, it bursts open and a klick tumbles out, convulsing, shrieking horribly, and thrashing wildly for one round (additional +1 step penalty to hit it that round). On the next round, it attacks whoever is closest in a blind fury, and continues attacking until killed.

(CF) A Critical Failure while toying with a control plate causes 2d8 pods to open simultaneously.

Overview: These klicks are spares, meant to replace losses sustained among the warriors and crew during the course of their mission at Hammer's Star. They can be revived as needed.

A revived klick is disoriented for two rounds (the time it takes for a large injection of the klick version of adrenaline to kick in). During this time they hang in the opened pod, motionless except for slight trembling and twitching (*Awareness-perception* check, +1, to notice). When the klick scrambles out of its protective vessel, it is ready to fight.

Roll dB for each pod opened at random: 1-3, warrior 4-5, technician 6, administrator.

Suspended klicks generate no bioweakness field, but they begin to do so as soon as they are on their feet.

◆J TECHNICIANS' QUARTERS

Visual: This 18-meter room is a maze of floor-to-ceiling pillars, suspended bulky masses, and bulbous protrusions from the floor. Nowhere is there a straight line of sight longer than 3 meters. The uneven floor is wet and slick (+1 step penalty vs. any movement checks). The light is dim (twilight, +1 step penalty against vision). The heroes' ears are filled with a constant background clatter of rasping sounds, faint clicking, and a liquidy swishing.

Do not roll for a random encounter in this chamber.

Skills:

Awareness-perception (+2), Investigate—search: (O) Close examination of any of the pillars or bulky shapes involves peeling away a layer or curtain of fleshy material. This reveals that each contains a hollow space large enough for a klick to scuttle inside. (G) The hero can tell whether there is a klick inside without actually opening the vessel. (A) 23 of the 36 berths in the chamber are filled.

(CF) The klick is no longer asleep!

Overview: This is sleeping quarters for many of the klick technicians. They do not have assigned bunks, but simply crawl into any available pod when their sleep shift begins.

filicks are light sleepers. Any jostling, poking, or loud noises will awaken one. All of them in this room are tech-

nicians and all are unarmed.

Even moving around in this room to search for arterials may be enough to awaken a klick. Each hero must make a Stealth-sneak check. Heroes make one check per hour, plus any others the Gamemaster deems necessary. One Critical Failure or an accumulation of three Failures awakens a klick. Once one is awake, d6 more awaken each round until all 23 are up and attacking.

◆ Q EATING AREA

Visual: This 12-meter room has troughs approximately 30 centimeters deep sculpted into the floor. They criss-cross the room in a seemingly random pattern. Foul-smelling liquid with unwholesome looking chunks of something floating in it moves almost imperceptibly slowly through the troughs.

If the random encounter indicates that there are klicks in this chamber, then when the heroes enter, the klicks are poised over the troughs with the lower portion of their sensory masses immersed in the fluid. They are surprised.

Skills:

Life Science—biology or *xenology* (+1, +2 if the room was empty): (0) The chunky liquid in the troughs is what the klicks eat.

Physical *Science-chemistry* (+1): (0) The liquid is a mixture of enzymes, proteins, sugars, and carbohydrates suspended in the lightly fermented juice of some plant or root. (G) The chunks are decaying biological matter, largely plant but also some animal—presumably to enhance the flavor.

Overview: The klicks' food is beyond unpalatable to any hero race. A few drops are enough to bring on a gag reflex. Any hero foolish enough to taste more than that vomits it back up immediately, along with anything else eaten within the last six hours. There are no other ill effects.

◆ K TACTICAL SIMULATOR

Vision: A bowl-shaped depression in the floor fills the center of this 12-meter room. The parabolic depression is 3 meters across and about 50 centimeters deep. A similar recess is positioned directly above in the ceiling.

Six positions around one half of the depression are equipped with floor-mounted control plates. The other half of the room has three curved, steeply rising steps. Each step is about 2 meters deep and a meter above the previous one. Dozens of small floor panels dot the leading edges of the step treads these are only about 10 x 15 centimeters.

This room has occupants only if the random encounter indicates that technicians are present (there can be other klicks as well, but there must be technicians). Otherwise, treat the result as 'empty chamber.'

If the chamber is in use, then the klicks are viewing a hologram when the heroes enter and some of the information that follows will already be apparent.

Skills:

Awareness-perception (+1), *Investigate-search*: (0) Dozens of thin, nearly invisible wire strands extend upward and downward from the curved surfaces toward the center of the empty, spherical area. They don't quite meet in the center.

Physical Science (+1), Technical Science (0): (0) Thin, nearly invisible wire strands extending upward and downward from the curved surfaces toward the center of the empty, spherical area carry electrical charges that pulse at a high, cyclical rate (approximately 120 mHz). (G) These pulses are controlled from the six floor panels near the depression.

Computer Science—*hacking* (+1), *System Operation—communication* (+2), *Technical Science-technical knowledge* (+3): (0) The device is a hologram projector. (G) It can combine preprogrammed holograms with immediate controller input, as demonstrated when the hero activates the device and displays mundane holograms of chemical structures

and the Hammer's Star system. (A) The hero trips into security files and activates holographic simulations of klick attacks against Star Force installations throughout the system. A simple Knowledge check verifies that none of these attacks has ever happened, so they must be hypothetical.

Overview: This room is used for holographic simulations of anything that needs a 3D treatment, but its primary purpose is analyzing attack plans. Controllers occupy the six positions ringing the holographic projector. Observers sit on the raised platforms and use the small consoles to take notes and communicate silently with the controllers.

If the random encounter indicates that the chamber has occupants, they are engaged in simulating an attack and analyzing its chances. Warriors get to make an *Awareness—intuition* check to avoid surprise. All others are concentrating on the holographic program and are surprised.

If all the technicians operating the simulator are killed or incapacitated during the surprise phase, the hologram continues unchecked. Otherwise, the first one of them to act in the next round shuts down the simulation. If laying out your own base, one arterial in this chamber can lead to another section, if the Gamemaster desires.

Support Section

This section houses the base's power plant, engine chamber and other such machinery. This is monitored primarily by klick technicians, but warriors provide security. In the event of a crisis, a warrior patrol consisting of d6+4 warriors will respond in d12 minutes.

♣ 1 POWER PLANT

Visual: The arterial into this 36-meter room opens onto empty space. The chamber is at zero-g.

The chamber itself is spherical. A smaller (18-meter diameter) sphere fills the center of the chamber. Pulsing conduits in a multitude of sizes and colors extend outward in every direction from the inner sphere and disappear into the walls of the chamber. The outer walls of the chamber are covered with control panels, blinking lights, and sturdy semicircular loops about 10 centimeters in radius.

Scattered throughout the chamber, hanging onto the wall loops while working at the consoles, are several klicks. From where the heroes enter the chamber they can see d6 of them. Another d6 are hidden behind the central sphere. Once the shooting starts, another one maneuvers around the sphere each round.

Skills:

Knowledge—deduce (+1): (0) The inner sphere is a mass reactor.

System *Operation—engineering*: (0) The inner sphere is a mass reactor. It is either much bulkier than its Stellar Ring counterpart, or much more powerful. (G) The reactor is less efficient than those the heroes are familiar with, but it is still larger than what this asteroid base seems to need. (A) Power supply to the various sections of the asteroid can be controlled from this chamber.

An Amazing result grants realization only, not practical know-how. Actually figuring out how to selectively cut off power requires a complex System *Operation—engineering* check (6 successes, 30 minutes per check). Bear in mind that the heroes can't read klick symbology. On a schematic of the base, they can only identify chambers which they have already seen.

Cutting off power to a chamber or section plunges it into darkness, deactivates all machinery, and shuts down all connected arterials. They can be opened only from this chamber, or from arterial control (4 *) or the operations center (5 ^) in the Control Section. Life support continues to function.

Rigging the power plant to explode is much more involved (but someone will want to try). It requires a complex System *Operation—engineering* skill check (8 successes, 15 minutes/check) to figure out (but not necessarily instigate) the procedure. And it is a literal dead end: once the necessary overrides are completed, the reactor will overload and bathe the asteroid in deadly neutron radiation in under two minutes.

Overview: By keeping the chamber in freefall, the klick technicians can easily reach any section of the wall or of the reactor that they need to. Everyone, hero or klick, in the chamber suffers a +3 step penalty to any physical action (acrobatic movement, fighting). Heroes who have learned the Acrobatics—zero-g *training* skill can reduce this penalty as described in that skill's entry.

♣ 2 ENGINE CHAMBER

Visual: This chamber consists of nothing but a series of narrow walkways, like fingers, connected to a main walkway. Machinery lines the walls, and the floor is peppered with consoles and instrument readouts.

Treat any random encounter in this chamber as an encounter with two technicians.

Skills:

System *Operation—engineering*: (0) The machinery in this chamber makes up an ion engine. The asteroid is mobile! (G) The engines can't be controlled from here.

Vehicle *Operation—space vehicle (+1)*: (0) Some of the maintenance hatches in this chamber are airlocks that lead to the outside of the asteroid. (G) The ion engines cannot be controlled from this chamber.

Investigate—search (0), *Awareness—perception (+2)*: (0) Wall cabinets contain what appear to be klick e-suits and a wide variety of tools. (G) Some of the maintenance hatches are airlocks that lead to the outside of the asteroid.

Overview: Klicks come here only for routine maintenance. The klicks control the engines from the operations center (9).+

♣ 3 HANGAR BAY

Visual: This is a very large chamber (36 meters). A small spacecraft is docked here. It is about the size of a launch.

Skills:

Security, Manipulation—lockpick (0) The airlock into the launch is locked. (G) The airlock into the launch was locked, but it isn't any more.

Vehicle *Operation—space vehicle*: (0, once inside) It may be possible to figure out how to fly this vessel.

Actually figuring out the controls works like this. The pilot begins with a +9 step penalty to any skill checks for flying the vessel. Figuring out what all the controls do to remove those step penalties requires an Amazing complex Vehicle *Operation—space vehicle* skill check (8 successes, 30 minutes/check). Each success removes one step penalty. A hero can't accumulate more than 8 successes. He will always have at least a +1 step penalty when piloting the launch. When the hero hits three Failures, he has learned as much about operating the vessel and removed as many of the step penalties as he can. If he rolls a Critical Failure, he accidentally damages the controls or the ship beyond the ability of the heroes to repair it cannot be flown at all.

The Gamemaster may require other heroes to go through similar complex skill checks to master the vessel's engineering, sensors, and communication equipment, but it isn't strictly necessary just to fly the launch away from the asteroid.

Overview: If heroes do use the launch to escape from the base, they still have the asteroid's anti-ship defenses to deal with, if they have not been disabled.

♣ 4 WEAPON BAY

Visual: The entryway at the end of any arterial that leads into this chamber is unlike most others in the asteroid. Instead of spilling directly into the chamber, there is an airlock.

Cycling the airlock takes 12 seconds and a System Operation check. Beyond the airlock is vacuum.

The chamber resembles an 18-meter, wide-mouthed cave in the asteroid. The cave mouth is open to space.

Filling the cave is a bulbous mass of rock, metal, tubes, power conduits, and organic linkages. It is attached to the asteroid by a thick cylinder on the side opposite the cave mouth. There is room to walk beneath it or in front of it (on the side toward space), but both are narrow fits.

If there are any clicks in this area, they are wearing what appear to be clear, inflated plastic bags over their sensory organs.

Skills:

Armor Operation, Vehicle Operation—space *vehicle*, Knowledge (+1), System *Operation-engineering*: (0) The bags the clicks were wearing over their 'heads' were simple, air-filled "space helmets." (9) The click "helmets" have no discernible air supply. (A) These clicks are also wearing leathery strips covered with cilia (tiny tentacles) strapped across their underbellies. These strips are connected to small sacks of compressed gas. If the straps and gas sacks are their means of breathing in vacuum, they have a much more limited duration than an e-suit (less than half an hour, compared to six hours or more in an e-suit).

Life Science—xenology (only if there were clicks in this chamber): (0) The inflated bags worn by the clicks are not filled with breathing atmosphere, but are pressure protection for the clicks' delicate sensory organs. (G) These clicks are also wearing leathery strips covered with cilia (tiny tentacles) strapped across their underbellies. These strips are connected to small sacks of compressed gas. (A) The clicks breathe through apertures in their underbellies. The straps and gas sacks are their means of breathing in vacuum.

System Operation—weapons (+1): (0) The bulky shape in the chamber is a pop-up weapon turret. When deployed, the cylinder extends outward, giving the turret a clear 360 degree field of fire. (G) The turret contains twin particle beams.

Overview: The weapons are controlled from elsewhere. Astute players may conclude from evidence in this chamber that the clicks are far more resistant to the ravages of vacuum than are the hero races, at least for a short time. The breathing sacks have short duration to force the clicks back into a pressurized chamber before they suffer injury from the vacuum. They seldom wear full e-suits except when working in extreme temperatures or poisonous atmospheres.

♣ 5 SPARE PARTS STORAGE

Visual: This 24-meter chamber is at zero-g. It is filled with bulky objects of every size and shape. Most of them are attached to the walls, floor, or other objects by hooks, straps, or biological linkages, but a few float free. The objects vary not only in size, but also in mass some are very easy to move while others have a lot of inertia.

Skills:

System *Operation-engineering* (+2): (0) The objects in the room can be moved around automatically via channeled gravity by manipulating floor and wall mounted control panels. (G) Some of the objects are connected to a system that resembles low-level life support.

(CF) One of the bulkier objects pins a hero against the wall, causing d4w damage. The hero can avoid the injury with an Acrobatics—dodge roll (remember to apply zero-g penalties).

Awareness—perception (+2): (0) The objects seem to be containers.

Physical Science—chemistry (+1), Life Science—biology (0) The material that these objects are made of resembles the carapace of the clicks. (G) It may be possible to open them, but doing so requires a very specialized biological tool.

Medical Science—surgery (+3): (0) One of the containers is opened. It contains a mixture of mechanical and biological components, none of which seem to constitute a complete item. Many of them are duplicates of each other.

Overview: This is simply a storage area for spare parts. Some of the containers need life support because of the heavy use of biological components in klick technology. There is nothing of immediate use to the heroes here, however.

♣ 6 LIFE SUPPORT CENTER

Visual: This 12-meter chamber is clearly a control center of some sort. Instrument panels and consoles cover the floors and lower wall regions, while the upper surfaces are dotted with tissue-covered bulges. At the center of the chamber is a bowl-shaped depression in the floor matched by a similar indentation in the ceiling.

Two klicks are working here, and four more klicks guard them. One of the klicks is working near the wall while the other appears to be studying a hologram projected into the space between the floor and ceiling depressions.

Skills:

Awareness—perception (+1), *Investigate—search*: (0) Dozens of thin, nearly invisible wire strands extend upward and downward from the curved surfaces toward the center of the empty, spherical area. They don't quite meet in the center. (G) The image that was displayed when the heroes entered the chamber was a 3D, color-coded schematic of the klick base.

Physical Science (+1): Thin, nearly invisible wire strands extending upward and downward from the curved surfaces toward the center of the empty, spherical area carry electrical charges that pulse at a high, cyclical rate (approximately 120 mHz). (G) These pulses are controlled from the floor panels near the depression.

System Operation—engineering (+1), *Technical Science—technical knowledge (+2)*: (0) The device is a hologram projector and interface. The bulges along the walls are flat display screens. They open like eyes when the proper stud is depressed. (G) This chamber is devoted solely to controlling life support in the asteroid. Life support functions to all the various chambers in the base can be controlled from here. (A) A person could figure out how to control the system, given time and the proper security codes.

An Amazing result grants realization only, not practical know-how. Actually figuring out how to selectively cut off life support requires two things: a complex *Computer Science—hacking* check (4 successes, +2 step penalty, 15 minutes/check) to bypass security measures, and a complex *System Operation—engineering* check (5 successes, 30 minutes/check). Bear in mind that the heroes can't read complex klick symbology on a schematic of the base, they can only identify chambers which they have already seen.

(CF) The hero accidentally shuts off life support in this chamber.

Overview: If the heroes have already encountered klick holographic technology elsewhere in the station, they receive a —1 step bonus on all rolls to understand or manipulate the holographic equipment in this chamber.

If the heroes cut off life support functions to any portions of the base, the klicks immediately know there's trouble in the life support center. An investigative team arrives d6+4 minutes later. First, d6 warriors enter the chamber, expecting trouble. One action round later, another d6 warriors accompanied by d6 technicians and one administrator enter the chamber by a different arterial. This second team will not be noticed by the embattled heroes unless someone is specifically watching their backs.

If this first team fails to fix the problem, two more teams (each identical to the first) will be dispatched. The second team arrives 15 minutes after the first one, the third team arrives three minutes after the second one.

If all three of these teams are defeated and the heroes still occupy the Life Support Center, they sud-

denly find themselves plunged into darkness the clicks have cut off power to this chamber. They are busy re-routing the life support controls to another location, either the bridge, the computer center, or any of several engineering stations.

Shutting down life support has less effect than the heroes probably expect. Most of the clicks will reach emergency e-suits similar to those described in (4+) very quickly.

♣ 7 FUEL TANKAGE

Visual: This 18-meter chamber is noticeably cooler than others in the base. Filling the center of the chamber is a circular arrangement of seven spherical objects, each about 4 meters in diameter and coated in frost. Each sphere has several electronic readouts on its surface. Additional readouts and control panels dot the walls and outer floor. The spheres are quite cold to the touch.

Skills:

Life Science—biology, Physical Science—chemistry or physics: (0) The spheres are partly metal, partly ceramic, and partly organic. (G) The spheres are hollow on the inside, but filled with liquid. It's quite likely that these are the fuel tanks which contain hydrogen. Hydrogen reacts extremely explosively with oxygen and any spark or flame.

Knowledge-deduce (+2): (0) These spheres are probably fuel tanks.

System Operation-engineering: (0) The spheres are tanks filled with liquid hydrogen, commonly used for fueling a fusion generator or an ion engine. (G) These tanks are nearly full. (A) This amount of fuel would run a fusion generator for several months. If powering ion engines, it would allow limited maneuvering of an object as massive as this asteroid it could be moved out of the asteroid belt and into another orbit, but little more.

Overview: Treat any encounter in this chamber as two technicians with blacklaser pistols. The technicians will not fire upon the heroes under any circumstances. Instead they will flee and alert warriors. The warriors who respond do not carry weapons they will engage the heroes in hand-to-hand combat.

The fuel is for the ion engines (24').

The tanks are heavily armored (d8+3 [L, d8+1 [HI], [18+1 [Enj), but it is possible that they will become breached during any firefight in this chamber. This could have dire consequences for the heroes. If the tanks suffer two points of wound damage or one point of mortal damage, they will begin leaking hydrogen. The atmosphere in this chamber becomes inert (A1) in 15 minutes.

If the tanks sustain four points of wound damage or two points of mortal damage from a single source, they will rupture. Every hero in the chamber must make an immediate Acrobatics-dodge roll to avoid being splashed with liquid hydrogen (En/G, d6+1w). The atmosphere becomes inert and unbreathable (A1) in two rounds. Anyone in the chamber without breathing equipment must make a *Stamina-endurance* roll each round or suffer damage (CF,

d4+1m F.3d4w 0, 2d4w G, d4w A, no damage see the

Gamemaster Guide, page 60).

The inert atmosphere will be the least of the heroes' worries at that point. Hydrogen is extremely volatile when mixed with oxygen and even a single flame. If a hero fires a weapon after the tanks begin leaking gas, he should attempt a luck check (PER feat check) to see if the hydrogen gas explodes. If it does, heroes may attempt an Acrobatics-dodge check (+4) to see if they can avoid the worst of the explosion. Assign damage (En/G) as follows: CF: 2d6m F d6m 0 d8+2w G d6+2w A d6w.

♣ 8 GRAVITY GENERATOR

Visual: This 12-meter chamber is clearly a control center of some sort. Instrument panels and consoles cover the floors and lower wall regions, while the upper surfaces are dotted with tissue-covered bulges. At the center of the chamber is a bowl-shaped depression in the floor matched by a similar indentation in the ceiling.

Two clicks are working here near the wall four more clicks seem just to be guarding the area.

Skills:

Awareness-perception (+1), Investigate-search: (0) Dozens of thin, nearly invisible wire strands extend upward and downward from the curved surfaces toward the center of the empty, spherical area. They don't quite meet in the center. (G) The wires and depressions are a hologram projector, part of a 3D information interface.

Physical Science (+1): Thin, nearly invisible wire strands extending upward and downward from the curved surfaces toward the center of the empty, spherical area carry electrical charges that pulse at a high, cyclical rate (approximately 120 mHz). (G) These pulses are controlled from the floor panels near the depression.

System *Operation—engineering (+1)*, Technical Science—*technical knowledge (+2)*: See the description of the results of these skills under the description of chamber (6+) in this section. The only difference is that this chamber controls gravity in the asteroid.

(CF) The hero accidentally doubles the gravity in this chamber.

Overview: If the heroes have already explored the similar chamber at (6 4), they receive a —1 step bonus on all rolls to understand or manipulate this chamber.

If the heroes modify gravity in portion of the base, the clicks immediately know something is going on in the life support center. An investigative team arrives d6+4 minutes later. First, d4 warriors enter the chamber, expecting trouble. One action round later, another d4 warriors accompanied by d4 technicians and one administrator enter the chamber by a different arterial. This second team will not be noticed by the embattled heroes unless someone is specifically watching their backs.

If this first team fails to fix the problem, two more teams (each identical to the first) will be dispatched. The second team arrives 15 minutes after the first one, the third team arrives three minutes after the second.

If all three of these teams are defeated and the heroes still occupy the gravity generator, they suddenly find themselves plunged into darkness the clicks have cut off power to this chamber. They are busy rerouting the gravity controls to another location, either the bridge, the computer center, or any of several engineering stations.

Gravity in any chamber can be varied from 0 to 2 Gs, but no more. The effects of altered gravity are described on page 62 of the *Gamemster Guide* (+1 to +3 step penalties for physical actions).

♣9 NUTRIENT POOL

Visual: This 18-meter chamber is dotted with vats of wretched-smelling liquid. Most of the vats are between .2 and .5 meter tall, with a few approaching 1 meter in height. They are 1 to 1.5 meters in diameter, open topped, and very organic-looking. Tubes extend from the sides of the vats and disappear into the floor. others rise from the open tops up to the ceiling. A few readouts blink from the walls, accompanied by a handful of control panels scattered across the floor.

Skills:

Awareness—perception: (0) The vats are deeper than they appear the bottoms are a few centimeters to as much as 2 meters below the floor level. (G) The liquid in the vats contains fist-sized chunks that occasionally rise to the surface, then sink again.

Life Science—biology or *xenology* (+2): (0) The liquid in the troughs is a nutrient solution, and probably is what the clicks eat.

Physical *Science-chemistry* (+1): (0) The liquid is a mixture of enzymes, proteins, sugars, and carbohydrates suspended in the lightly fermented juice of some plant or root. (G) The chunks are decaying biological matter, largely plant but also some animal—presumably to enhance the flavor.

Overview: The clicks' food supply is grown in these vats, which are a combination of cloning tank and fermenting crock. See chamber (0+) in the Science Section to determine what happens to any hero who tries to eat any of the click food.

If laying out your own base, one arterial in this chamber can lead to another section, if the Gamemaster desires.

♣ 10 WEAPON GROWTH

Visual: This 18-meter chamber resembles a **thin** rain forest. It is filled with dripping, vine-covered pillars that are covered with oddly-shaped protrusions. It is difficult to see more than a few meters through the gloom and hanging growth (which also makes it difficult to judge the chamber's extent, initially).

Skills:

Life Science—botany: (0) The "trees" are not entirely organic. They incorporate wiring and electronic circuitry as well. The protrusions are easily snapped off, like fruit. (G) The snapped-off "fruit" comes in many varieties, and it has a husk or shell that can be removed. The portion inside the husk is a conglomeration of organic and inorganic material. (A) Some varieties of the shelled fruit seem to fit together.

Awareness-perception (+1): (0) The "fruit" from these pillars bears an uncanny resemblance in certain ways to portions of the clicks' small arms.

Heavy Weapons (+1), Modern Ranged Weapons (+1): (0, only after discovering that the fruit can be peeled.) The protrusions on the "trees" can be fitted together, like components of a system. (G) When properly pieced together, the assembled fruit forms the shell of a blacklaser weapon (pistol, SMG, or rifle). It will not fire, however.

Physical Science—physics (+1): (0, only after discovering that the fruit can be peeled.) Portions of this fruit have an amazing ability not only to conduct energy, but to focus it as well. (G) The focused energy channeled through one of these objects would have similar, perhaps identical, characteristics to the blacklaser effect of click weapons.

Overview: This chamber is where the clicks "grow" their small arms. The objects on the pillars are fruit in only the broadest sense. The clicks' biological technology allows them to manufacture complex systems like small arms in a manner that resembles a life organism. But like most click technology, the "trees" are machine/life amalgams. The assembled components, with the addition of a power source and several other mechanical components, become blacklaser weapons. Unlike weapons the heroes are familiar with, these wear out relatively rapidly: A few weeks of use is all they can take.

If clicks are in this chamber, they are "harvesting" weapon components.+J

♣ J TECH WORKSHOP

Visual: Shallow troughs (only a few centimeters deep, up to a meter wide) form parallel rows in the floor of this 18-meter chamber. Instrument readouts, interface jacks, and control panels dot the walls and floor. Vine-covered conduits ending in lumpy or pointed knobs hang from the ceiling to the floor.

Subtract 2 from the encounter roll for this chamber. Flicks are scattered throughout the room, absorbed in their floor-level work.

Skills:

Technical Science: (0) The items that litter the floor troughs are disassembled instruments and devices. All are unfamiliar and alien, most of them recognizable as constructs only by their mechanical or electronic components. (G) The objects at the ends of the vines are tools. (A) Some of the tools and components here could be used to repair the heroes' damaged or malfunctioning equipment.

Overview: All the clicks in this chamber are technicians.

This is the clicks' workshop. If a hero spends enough time figuring out what everything is (Technical Science—

repair complex check, 4 successes, 15 minutes/check), this shop's tools and spare parts can be used to make repairs on the heroes' equipment. Repaired items will look strange but will function properly.

♣ Q TUNNELING MACHINE

Visual: This 12-meter chamber is empty except for a large device, very roughly spherical and about 2 meters in diameter. It is resting on the floor. There are no floor control plates or instrument readouts in the chamber it is barren.

Skills:

System Operations—weapons: (O) The front of the device shows what appears to be scorching from very high heat, surrounding two small, round openings. (G) The openings may be plasma gun barrels.

System Operations—engineering: (O) The device appears to have gravity induction coils mounted on its sides.

System Operations—communication: (O) There are no external controls visible perhaps it is radio controlled.

Overview: This device was used by the clicks to hollow out chambers in the asteroid. It uses a gravity-focused plasma beam to vaporize rock. It is currently deactivated, but it is possible that it could be activated given time. See chamber (3+) for a description of how to adjudicate their attempts. It requires an Amazing complex Vehicle Operation-land *vehicle* skill check (8 successes/ 10 minutes per check) to figure out the controls. Each success reduces the complexity of actually operating the vehicle by one step, to a minimum of +1.

♣ K WEAPON BAY

Overview: This chamber is identical to (4 4.), except there is never an encounter here. Otherwise, the chamber and the weapon turret are identical.

Habitat Section

This section contains the greatest concentration of clicks in the base. If the heroes enter this section, the clicks strike relentlessly against the heroes. If the heroes have explored other sections before entering this one, the clicks will set ambushes in the various chambers. It is up to the Game-master to determine how best to implement these attacks.

Encounters in this section are defined in each chamber's description. Use the random encounters only when heroes remain in a chamber for an hour or more.

♥ 1 BARRACKS

Visual: This 18-meter room is a maze of floor-to-ceiling pillars, suspended bulky masses, and bulbous protrusions from the floor. Nowhere is there a straight line of sight longer than 3 meters. The uneven floor is wet and slick (+1 step penalty vs. any movement checks). The light is dim (twilight, +1 step penalty against vision). The heroes' ears are filled with a constant background clatter of rasping sounds, faint clicking, and a liquidy swishing.

Do not roll for a random encounter in this chamber.

Skills:

Awareness—*perception*, Investigate—search: (O) Close examination of any of the pillars or bulky shapes involves peeling away a layer or curtain of fleshy material. This reveals that each contains a hollow space large enough for a click to scuttle inside. There is a two-thirds chance that the examined pod contains a sleeping click. (G) The hero can tell whether there is a click inside without actually opening the vessel. (A) 30 of the 36 berths in the chamber are filled.

(CF) The click is no longer asleep!

Overview: This chamber serves as sleeping quarters for klick warriors. Klicks are light sleepers. Any jostling, poking, or loud noises will awaken one. All of them in this room are warriors and all are unarmed.

Even moving around in this room to search for arterials may be enough to awaken a klick. Each hero must make a Stealth—sneak check. Heroes make one check per hour, plus any others the Gamemaster deems necessary. One Critical Failure or an accumulation of three Failures awakens a klick. Once one is awake, dB more awaken each round until all 30 are up and attacking.

♥2 BARRACKS

Visual: This chamber is identical to (1♥) in appearance.

Skills:

Awareness—perception: (0) Close examination of any of the pillars or bulky shapes involves peeling away a layer or curtain of fleshy material. This reveals that each contains a hollow space large enough for a klick to scuttle inside. There is a two-thirds chance that the examined pod contains an awake klick.

Awareness—intuition: (G) Something is wrong in this room . . . it's an ambush!

Overview: This is another sleeping area for klick warriors. This group was just awakened to prepare an ambush of the heroes. They are aware of the heroes approaching down the arterial.

Once all the heroes are inside the chamber and tiptoeing around investigating, the klicks attack. Let heroes make *Awareness—intuition* checks to avoid surprise (with any bonus the Gamemaster feels appropriate if the heroes are expecting trouble).

In the first round, d4+1 klicks burst from sleeping berths or drop from the shadowy ceiling. Each round after that, d4 more join in until all 18 are in the fight. The battle will be a frenzy of gunfire, bursting sleeping pods, clacking noises, and flailing klick limbs.

This would be a good place to assume that the arterial remains open for a long time, no matter what the die roll indicates. The heroes probably will need to retreat under attack from this chamber, and that's a lot easier if the arterial hasn't closed. If, on the other hand, the Gamemaster thinks the heroes can hold out a while longer, then have the arterial close just as they make the decision to retreat.

♥3 LEADERS' BARRACKS

Visual: This chamber appears identical to (1♥).

Skills:

Awareness—perception, Investigate—search: This area is similar to chamber (1) Normally, only 12 of the 36 berths are occupied. If the Gamemaster wishes to set another ambush here, there will be an additional 12 klick warriors in this chamber. If the battle goes against the klicks, the warrior leaders will direct the other klicks to attack the heroes while they escape down another arterial to direct the fight against the heroes.

Overview: This chamber is reserved for klick warrior leaders.

If laying out your own base, one arterial in this chamber can lead to another section, if the Gamemaster desires.

FOR DEVIOS GAMEMASTERS ONLY

If a Gamemaster really wants to throw a twist into the sorts of information and other goodies that the heroes can glean from this adventure, try adding a team of kroath to the mix. Imagine the looks on the faces of the players when they run into these critters! With their armor and weaponry, they should be quite an unpleasant surprise for even an experienced team of heroes.

No records exist of kroath being in the Hammer's Star system before, so this may represent a significant find, especially considering that they are on a klick station. These three kroath are a tech team, negotiating with the klicks at the base for an exchange of technology. In addition, they are especially interested in acquiring some of the humans and other hero races the klicks have captured or killed.

These kroath have one of their spheres nearby. Within the klick base should be a small metal zero-g sled that the kroath use to get to their ship. If the Gamemaster chooses to throw this twist into the adventure, he should add this sled to the hangar bay. The heroes may attempt an Awareness-*perception* (+1) check to spot it, and an Awareness-*intuition* or Technical Science-*technical knowledge* check to identify that the tech is foreign to them, but not of klick manufacture. Unless the heroes have had sufficient experience with the kroath in the past, they will not be able to identify that the kroath made it.

KROATH GAME DATA

SIR 10 INT 10
DEX 1 WL 8
CON 12 HR 8

Durability: 12/12/6/6

Move: sprint 20, run 12, walk 4

Action Check: 11+/10/5/2

#Actions: 2 Reaction Score: Ordinary/2

Last Resorts: 1

Attacks

Claws 12/6/3 d4w/d4+2w/d6+3w LI/0

Rifle 13/6/3 see description

Trigun 11/5/2 see description

Filament chain 11/5/2 see description

Enraged: Provides a -2 bonus to all attacks and action checks for d6+1 rounds can be activated once per scene.

Defenses

no resistance modifier vs. melee attacks

+1 resistance modifier vs. ranged attacks

no INT resistance modifier vs. encounter skills

no WL resistance modifier vs. encounter skills

Armor: d8+2 (LI), d6+2 (HI), d8+2 (EN)

Biotech Gel: Heals 1 stun and 1 wound point per phase if kroath is rendered unconscious or if any mortal points have been lost, the gel becomes a powerful acid and destroys both the kroath and the armor.

♥ 4 TECHNICIAN BARRACKS **Visual:** This chamber appears identical to (1♥).

Skills:

Awareness-perception, *Investigate-search*: Heroes can learn the same sort of information here that they can in chamber (1p) 24 of the 36 berths are occupied. All of the clicks here are technicians.

Overview: See (1.) for notes on accidentally waking sleeping clicks.

♥ 5, 6 EMPTY BARRACKS **Visual:** These chambers appear identical to (1♥).

Skills:

Awareness-perception, *Investigate-search*: The procedure for searching these chambers is identical to that for searching (1w). Every berth the heroes check, however, is empty.

Overview: These two barracks chambers were created in anticipation of larger forces arriving in the system or being activated from storage. They are not currently used.v

♥7 PRISON CELL

Visual: This 12-meter chamber is much more sparse than others. It has no electronic equipment and no interfaces of any sort. What it does contain is 2d6 wretched prisoners of assorted hero races. They barely react when the heroes enter: Some stare vacantly, others cower against the far wall or sob into their hands. Some of them are missing an arm, a leg, or an eye. It is clear that these prisoners have endured unimaginable horrors at the

hands of their captors.

Skills:

Medical Science-treatment or medical knowledge: (0) All of these prisoners are suffering from extreme symptoms of malnutrition, dehydration, and shock. Most will need assistance to get out of the base.

Medical Science-psychology: (0) These prisoners are suffering from traumatic stress. They are, in short, terrified of everything. They reveal that several prisoners have died already, and others were taken away by the clicks while still alive.

Knowledge-deduce (+2) (allow a check only if the heroes have already seen the dissection chamber and tissue replication area): (0) It seems likely that the limbs of the missing prisoners have been removed by the clicks and stored in the liquid-filled cylinders in the alien tissue replication chamber (9+).

Overview: This may be the most important chamber the heroes find in the entire base. These prisoners may be the first the Concord has encountered in the hands of the clicks.

The prisoners here come from a variety of places. Some are Star Force marines or naval personnel captured in skirmishes, some are pirates or smugglers, some may be Borealin colonists. None of them are survivors of the attack on Silver Bell. Some of them can walk with assistance, but none are able to do more than that.

♥ 8 EATING AREA

Overview: This chamber is identical in every way to (0 +). It contains d12-5 technicians, d12-4 warriors, and d6-3 administrators. They are busy eating and are surprised.

♥ 9 READY ROOM

Visual: The interior of the 24-meter chamber resembles a cavern filled with stalagmites and stalactites that are covered with nerves and blood vessels. Lighting is adequate but so laced with shadows that it creates camouflage patterns confusing to the eyes.

Skills:

Awareness-perception (the first hero moving down the arterial toward the chamber makes this check while still several meters from the chamber): (0) There are clicking sounds ahead. (G) There are a lot of clicking sounds ahead. (A) There are a lot of clicking sounds ahead and shadows moving around in the chamber.

Stealth—sneak (the first hero moving down the arterial toward the chamber makes this check at the same time as the *Awareness—perception* check): The result of the check modifies the clicks' *Awareness-perception* roll to notice the heroes' approach: CF —2 F 0 0 +1 G +2 A +3.

Overview: Entering this room is a bad idea.

This chamber serves as a ready room for click warriors that are on duty but without an assignment or that are being held in reserve. There are 3d6 fully armed click warriors in the chamber (each third warrior carries a blacklaser rifle instead of an SMG, and there are two clicks with blacklaser cannons as well).

If the clicks are surprised (failed their *Awareness-perception* check), then half of them will be in the open when the heroes enter the chamber. The rest are obscured in shadows. They attack at the earliest opportunity.

If the clicks are not surprised, then all of them are hidden behind obstructions or in the shadows on the floor and ceiling. They attack at the most advantageous opportunity, leaping from concealment or dropping from the ceiling.

This chamber has an airlock that leads to the outside of the asteroid.

♥10 ADMINISTRATIVE CENTER

Visual: This 18-meter chamber contains d8+4 clicks. At first glance, it is difficult to determine whether they are dead or alive. Each is resting in a built-up rise in the floor that has a depression in the middle. Their sensory organs are completely enclosed only the upper halves of their carapaces and their legs are exposed. There are 12 such depressions in the chamber. An assortment of tubes and wires from the walls and ceiling are connected to or inserted through their carapaces. Unoccupied positions have the look of an open wound.

These clicks are completely unaware of the heroes' presence in the chamber.

Skills:

Life *Science—xenology or biology (+1)*: (0) These clicks are definitely alive, but in an altered state of some sort. (G) Their neural activity is very high.

(CF) These clicks are dead (faulty assumption).

Computer *Science—hardware (+1)* (possible only if heroes can examine an unoccupied station): (0) The clicks are using their version of a neural interface. (G) The device seems to bond with them on both an electronic and a biological level.

Overview: This is where the click administrators oversee the routine functions of the asteroid. The intensity of the interface exaggerates the importance of what goes on here most of it is purely administrative and bureaucratic.

♥J SICK BAY

Visual: This 18-meter chamber is ringed with depressions in the floor. Each is approximately 3 meters long, 2 meters wide, and 1 meter deep. A similarly sized bulge extends from the ceiling over each depression. There are 18 such depressions dB of them contain click warriors, which are connected to the ceiling apparatus via tubes and conduits.

There is a pillar in the center of the room, about 2 meters in diameter. It is covered with readouts and ringed by floor control plates.

The room also contains d6 Hicks.

Skills:

Medical *Science-xenomedicine (+1)* or *treatment (+2)*: (0) The click warriors in this chamber are injured or ill, and are unconscious (probably drugged). (G) The devices are medical treatment beds. At least one of the clicks undergoing treatment has suffered tremendous injuries (two legs and 30 percent of its body mass blown away), but it is alive. (A) The chamber is equipped to carry out tremendously complex surgery. The "beds" are primarily for sedation, administering drugs, and monitoring. Most of the treatment seems to be done by surgery.

Overview: The technicians in this chamber are medical doctors. If more clicks are injured than can be treated here, they are stored in a barracks chamber until treatment facilities are available.

♥Q BIOWEAKNESS FIELD

Visual: This 18-meter chamber is ringed by 18 very shallow sunken floor positions. Each has a console at its head (toward the center of the chamber). In the center of the chamber is a pillar covered with readouts and ringed by floor control plates.

Skills:

Computer *Science—hardware (+2)*, Medical *Science—psychology (+1)*: (0) The machinery here is neurological in nature, utilizing fairly standard biofeedback circuits. (G) The machinery enhances the Hicks' bioweakness field in

some way. (A) Klicks' can use this equipment to enhance their control over their bioweakness fields.

Overview: There is a 50/50 chance that this chamber is in use. If it is, then d4 technicians are working around the central pillar, while d12 of the sunken positions are occupied by a variety of warriors, administrators, and technicians. Electronic leads connect the Hicks' sensory bundles to the consoles.

If the chamber is in use, the Hicks' bioweakness fields are overpowering: Every Hick in the chamber is considered to be within effective radius of every hero, and a Failure on a *Stamina—endurance* check inflicts d4+1 points of stun damage.

The heroes' discovery of this chamber will not answer all of their (or, more likely, the Concord's) questions about the Hick bioweakness field, but they may be able to deduce that the field is both conscious and intended as a weapon.

♥ K ATMOSPHERE GENERATOR

Visual: This 18-meter chamber is filled with equipment. Lining the walls are six spherical objects, each about 4 meters in diameter. Each sphere has several electronic readouts on its surface. Additional readouts and control panels dot the walls and outer floor. The spheres are quite cold to the touch.

One large section of wall is bare rock. A machine of some sort is attached to the wall, with many pipes connecting it to the spherical objects. The machine is running, as indicated by a humming sound and faint vibrations.

Skills:

Life Science—biology, Physical Science—chemistry: (0) The spheres are partly metal, partly ceramic, and partly organic. (G) The spheres are hollow on the inside, but filled with liquid.

System *Operation-engineering*: (0) The spheres are tanks filled with liquid oxygen, nitrogen, and hydrogen. (G) These tanks are nearly full.

Physical Science—chemistry or planetology: (0) The spheres are tanks filled with liquid oxygen, nitrogen, and hydrogen. (G) The mix of gases approximates the mixture in the atmosphere of this base. (A) These gases are being mined out of the asteroid itself by the machine on the wall.

Overview: This chamber is occupied by d6-2 technicians with blacklaser pistols.

The gas is used to pressurize the asteroid.

See chamber (7+) in the Support section to determine the result of the rupture of a liquid hydrogen or oxygen tank.

Command Section

This section is where the base leaders control its operations. It is well-guarded by klick warriors, although the heroes will not encounter so many as they would in the Habitat Section. It is also in this section that the heroes will encounter the klick leader, who operates out of chamber (54 ▶).

Encounters in this section are defined in each chamber's description. Use the random encounters only when heroes remain in a chamber for an hour or more.

♠ 1 RADIO ROOM

Visual: This 18-meter room is studded with pillars that are dotted with blinking readouts, small holograms, and video data streams. Each pillar is surrounded by control panels on the floor. Several klicks (dB) are working at the pillars.

Skills:

System Operation-communications (+1): (0) The equipment in this chamber is all linked to radios or other comms devices. (G) The communication equipment in use is primarily laser transceivers, along with a few very-tight-beam radio transmitters and receivers with computer guidance. There are also some general purpose wide band receivers. (A) While receivers are set up to pick up transmissions from anywhere in the system, the transmitters are all aimed at points within the asteroid belt.

A hero can figure out how to actually redirect and use this equipment (assuming it still works) by making a complex skill check with a +1 step penalty (5 successes, 10 minutes/check).

Navigation—system astrogation (+2): (0) A hero can determine the region of the asteroid belt where the transmitter is pointed. This will identify the target as one of 20 asteroids in that area. (G) The hero will be able to determine that the target is one of 10 asteroids in that area. (A) The hero can determine that the target is one of three asteroids in that area.

Overview: The clicks in this chamber are technicians.

Most of the transmissions are sent to neighboring asteroid bases and relayed if they must go farther. Lasers are used because they minimize the chance for interception.

♠ 2 LONG—RANGE SENSORS

Visual: This 18-meter room is studded with pillars that are dotted with blinking readouts, small holograms, and video data streams. Each pillar is surrounded by control

panels on the floor. Three larger holograms dominate the center of the room. flicks (d8) are working at the pillars and the hologram projectors. The room also contains several other clicks, who appear to be monitoring the work or guarding the chamber.

Skills:

System Operation-sensors (+1): (0) The instruments are all either sensor readouts or sensor controls. (G) The clicks seem to be equipped with every type of sensor known to the Concord (PL 6 and 7). (A) The mass detector is deactivated and all active sensors are on standby only passive sensors are used continuously. Many of the sensors (all of the active sensors) are remote.

Overview: The clicks in this chamber are primarily technicians (dB), but there are 1-2 administrators and [16-2 warriors as well.

The mass detector is deactivated because it won't work here anyway, due to the proximity of other asteroids. The remote sensors are set up on other, unoccupied asteroids. This widens the clicks' sensing range and also allows them to use active sensors on occasion without giving away the location of a base.

This chamber has an airlock that leads to the outside of the asteroid.

♠ 3 JAMMING EQUIPMENT

Visual: This 6-meter chamber has only two work-stations, and unless the base is actually under space attack, both are unoccupied. Otherwise, it is lined with instrument panels and floor consoles.

Skills:

System Operation—defenses or communication (+ 1): (0) All of the devices in this chamber are jammers of one sort or another. (G) These jammers appear to be on standby, with computerized triggers. (A) Most of the jamming equipment is remote, probably located on other, unoccupied asteroids.

Overview: Most of the jammers are located on remote asteroids so that setting them off doesn't instantly broad-

cast the location of the base.

♣ 4 ARTERIAL CONTROL

Visual: This 18-meter room is studded with pillars that are dotted with blinking readouts, small holograms, and video data streams. Each pillar is surrounded by control panels on the floor. One large hologram dominates the center of the room. Numerous klicks are busy working, supervising, or guarding here.

Skills:

System *Operation—engineering* (+2): (0) The hologram projects an image of the asteroid base. (G) The hologram itself is interactive information can be entered or altered by "touching" portions of the hologram. (A) The system controls the arterials.

Security—security devices (+1), Computer *Science—programming*: (0) The hologram projects an image of the asteroid base, with an emphasis on the arterials. (G) Arterial access can be controlled through a combination of console input and direct interaction with the hologram.

Overview: Klick technicians (dB) are working at the pillars and the hologram projector. The room also contains d4-2 administrators and d8-4 warriors.

Actually figuring out how to use this equipment requires two complex skill checks. The first is a Computer *Science—hacking* check (+2 penalty, 4 successes, 5 minutes/check). The second is a complex skill check using any of the three skills above (System *Operation—engineering* (+2), *Security—security devices* (+1), or Computer *Science—programming* (+0) 6 successes, 15 minutes/ check).

Once the system is understood, a hero can open, close, shut down, or reactivate arterials throughout the base at will. No chamber can have more than three active arterials at one time, but they can have fewer. Heroes won't recognize any chambers on the hologram except those in which they have been. The layout can also be locked so that arterials will not shut down unexpectedly.

Altering the arterial layout of the base will not be noticed immediately. A team consisting of d6 technicians, 1 administrator, and 2d6 warriors comes to investigate this chamber d20+40 minutes after actual changes are made. At that time, the klicks realign almost every arterial in the base. Instead of shutting down on a roll of 6, an arterial will be shut down on a roll of 2-6. If the heroes haven't left the asteroid, they will be forced to search for a new way out.

♣ 5 BRIDGE/OP CENTER

Visual: This 24-meter chamber is fairly obviously the heart of the asteroid. The heroes see *many* klicks when they enter the chamber, including many who are guarding the chamber, several who are working at the controls, and one larger klick (3 meters long, over a meter in diameter) surrounded by a few others who sit in the center of the chamber.

Skills:

Vehicle *Operation—space vehicle* (+1): (0) This is the bridge or command center of the base. (G) All systems are coordinated through this chamber and can be controlled from here, including life support, gravity, weapons, and maneuvering.

System *Operation* (+1): (0) Any system operation specialist can recognize the station that is devoted to his specialty. (G) Most of the controls on the bridge are secondary the primary controls for all major systems are at other locations in the asteroid. (A) The bridge can assume control of any system if the primary controls are damaged or lost.

Life *Science—xenology or biology* (+1): (0) Flicks in the floor stations are definitely alive, but in an altered state of some sort. (G) Their neural activity is very high.

(CF) These clicks are dead (faulty assumption).

Computer *Science-hardware* (+1) (possible only if heroes can examine an unoccupied, recessed station): (0) These inset stations are the clicks' version of a neural interface. (G) The device seems to bond with them on both an electronic and a biological level.

System *Operation—engineering* (+2): (0) The central hologram projects a variety of images: the base schematic, the near neighborhood of the base, schematics of the base's weaponry and defenses, a sensor picture of the region within 10 AU, and a sensor image of the entire system. (G) The hologram itself is interactive information (which is largely gibberish because the heroes cannot read klikk symbology) can be accessed by "touching" portions of the hologram.

Overview: There are the following clicks in this chamber:

- d6+6 warriors stand at ready stations around the outer walls, and are on guard they will notice heroes entering the chamber.
- d6 administrators are positioned at floor consoles around the chamber.
- d6+6 technicians are also at work stations. Two or three are clustered around a hologram projected into the middle of the chamber. The rest are nestled into individual rises in the floor, each with a depression in the middle. At first glance, it is difficult to determine whether these clicks are dead or alive. Their sensory organs are completely enclosed only the upper halves of their carapaces and their legs are exposed. There are 12 such depressions in the chamber. An assortment of tubes and wires from the walls and ceiling are connected to or inserted through their carapaces. Unoccupied positions have the look of an open wound.
- 1 leader is nestled into a depression in the center of the room. This klikk is noticeably larger (3 meters long) than even the warrior clicks in the chamber.

Heroes can actually seize control of the entire base from here, but only if all of the following conditions have been met:

- They have cleared the power plant chamber (1+) and figured out how to control the power plant.
- They have cleared the thruster control chamber (6*) and figured out how the thruster controls work.
- They have cleared the engineering control chamber (2+) and figured out how the engineering controls work.
- They have cleared either the computer center (9*) or the backup computer (10*) and figured out how to use the computer interface.

The heroes complete a complex Vehicle Operation—*space vehicle* skill check (8 successes, +2 step penalty, 1 hour/check).

♠ 6 THRUSTER CONTROL

Visual: This 12-meter chamber contains a central hologram projector with a few clicks working at it. It also has other clicks working in recesses in the floor, with only their upper carapaces and legs exposed and numerous wire and conduit connections from their backs to the ceiling and walls. It is difficult to see at first glance whether these clicks are alive or dead if alive, they are completely unaware of the heroes' presence in the chamber.

There are no empty floor recesses in the chamber.

Skills:

Life *Science—xenology* or *biology* (+1): (0) The clicks in the floor recesses are definitely alive, but in an altered state of some sort. (0) Their neural activity is very high.

(CF) These clicks are dead (faulty assumption).

Computer Science—hardware (+1) (possible only if heroes can examine an unoccupied station): (0) The)licks are using their version of a neural interface. (G) The device seems to bond with them on both an electronic and a biological level.

Vehicle Operation—space *vehicle*, Navigation—system *astrogation*(+1): (0) This chamber contains navigation and piloting controls. (0) There are no systems for drivespace navigation, but there are for system navigation.

Overview: To actually pilot the asteroid requires two complex skill checks. The first is a Technical Science—*juryrig* check to modify the klick neural interfaces so they can be used by a hero (4 successes, +1 step penalty, 20 minutes/check).

The second is a Vehicle Operation—space *vehicle* check to figure out how the controls work. The pilot begins with a +10 step penalty to any skill checks for flying the asteroid. Figuring out what all the controls do to remove those step penalties requires an Amazing complex Vehicle Operation—space *vehicle* skill check (8 successes, 30 minutes/check). Each success removes one step penalty. A hero can't accumulate more than 8 successes he will always have at least a +2 step penalty when piloting the asteroid. When the hero hits three Failures, he has learned as much about operating the asteroid and removed as many of the step penalties as he can. If he rolls a Critical Failure, he accidentally damages the controls beyond the ability of the heroes to repair: it cannot be flown at all.

♣ 7 INTERNAL SURVEILLANCE

Visual: This 6-meter chamber has numerous tissue-covered bulges in the walls and floor-mounted control consoles. There are several klicks in here.

Skills:

Knowledge—computer operation: (0) All of the electronics in this chamber appear to be shut down. (G) Now they are on! Tissues retract like eyelids from view screens on the walls, lights blink to life on control panels.

System Operation—communication, Security—security devices (possible only if the equipment is activated): (0) This chamber has surveillance equipment that allows viewing of any chamber in the asteroid. It is impossible, however, to tell which chamber is being viewed. (G) A schematic is triggered that allows chambers' positions to be determined. (A) A playback is triggered that shows all of the heroes' activities since they entered the asteroid base.

Overview: There are d8 klick technicians and d4 klick warriors in this chamber.

If the heroes find the schematic, then they should be given an abstract map of the base's layout, minus arterials, along with the visual description of any chamber they care to observe. Without the schematic, they can be given visual descriptions selected at random.

♣ 8 DEFENSE COORDINATION

Visual: This 18-meter chamber is ringed with readout screens and floor-mounted control consoles. Three pillars covered with readouts, screens, and small hologram projectors occupy the center of the chamber. This equipment is being operated by numerous klicks armed with black-laser pistols.

Skills:

System Operation—defenses (+1): (0) The asteroid's defensive systems are coordinated from this chamber. (G) The defenses consist of a mix of point-defense guns and deflection inducers. (A) Some of the point-defense guns are sited on smaller, neighboring asteroids and controlled by tight beam radio link.

Overview: The klicks in this chamber are all technicians there are 2d6 of them.

Much of this control equipment is automated. It can be shut down by first making a complex Computer Science—*hacking* skill check to bypass the security system (5 successes, +1 step penalty, 5 minutes/check) and then making

a complex System Operation—defenses skill check (3 successes, 10 minutes/check).

♠ 9 COMPUTER CENTER

Visual: This 18-meter chamber is dominated by a cluster of 1-meter-wide columns that fills the center of the room. The cluster is about 6 meters across. Klicks are working at the controls or guarding the chamber.

Skills:

Computer Science (+1), Knowledge—computer *operation* (+2): (0) The central pillars are computer components, wired together to form one large core. (G) The interfaces in this chamber are mainly geared toward maintenance rather than large-scale information entry and retrieval. (A) It is possible to access security codes from this station.

Overview: Working in the chamber are d4+3 klick technicians. d4 klick warriors stand guard.

Accessing security codes requires a complex Computer *Science—hacking* skill check (6 successes, +2 step penalty, 20 minutes/check). If it succeeds, heroes can ignore requirements to bypass computer security in other chambers they have already given themselves clearance.

The computer core is more delicate than most components in the base.

♠ 10 BACKUP COMPUTER

Visual: This 18-meter chamber is dominated by a cluster of 1-meter-wide columns that fills the center of the room. The cluster is about 6 meters across.

Only a few klicks are in this area.

Skills:

Computer Science (+1), Knowledge—computer *operation* (+2): (0) The central pillars are computer components, wired together to form one large core. They are functioning at a very low level. (G) The interfaces in this chamber are mainly geared toward maintenance rather than large-scale information entry and retrieval. (A) It is possible to access security codes from this station.

Overview: There are only d4 klick technicians in this chamber.

This is a backup computer. If the primary computer is damaged or destroyed, this one activates fully.

To access security codes from this computer while it is in reserve mode, the hero must make a complex Computer *Science—hacking* skill check (9 successes, +1 step penalty, 15 minutes/check).

The computer core is more delicate than most components in the base.

♠ J REMOTE WEAPON CONTROL

Visual: This 18-meter chamber is ringed with readout screens and floor-mounted control consoles. Three pillars covered with readouts, screens, and small hologram projectors occupy the center of the chamber. This equipment is being manned by many klicks armed with blacklaser pistols, guarded by more armed with blacklaser SMGs.

Skills:

System Operation—weapons (+1): (0) The asteroid's weapon systems are operated from this chamber. (G) The weapons consist primarily of particle beams in retractable turrets, plus missile launchers of unknown type. (A) Some of the weapons are sited on smaller, neighboring asteroids and are controlled by radio link.

Overview: The equipment in this chamber is manned by 2d6 klick technicians and d6 klick warriors.

Much of this control equipment is automated. It can be shut down by first making a complex Computer *Science—hacking* skill check to bypass the security system (5 successes, +1 step penalty 5 minutes/check) and then making a complex System Operation—defenses skill check (3 successes, 10 minutes/check).

Only those weapons that were found will be shut down if the remote weapons were never noticed, then they will continue operating. The exact composition of the weapons is left to the Gamemaster, but they should be considerable. About half are mounted on the asteroid and half are remote.

♠ Q EMPTY CHAMBER

Visual: This 12-meter chamber is empty, but it does contain a number of unfinished equipment stations.

Overview: This is a spare, unused chamber.

If laying out your own base, one arterial in this chamber can lead to another section, if the Gamemaster desires.

♠ K EMPTY CHAMBER

Visual: This 24-meter chamber is completely empty except for a number of unfinished consoles.

Overview: This is a spare, unused chamber.

REPLAYING KLICK CLACK

The format of *Klick Clack* was designed to be reused by players and Gamemasters. The Hammer's Star system contains many hidden klick bases, and Star Force wants all of them knocked out. Scientists and xenologists all over the Verge also want all the information they can get on klicks.

Learning what makes the klicks tick is an excellent long-term goal. Players are unlikely to get anywhere near accomplishing it during their early forays into klick bases. The first attempt may be no more than a hunting expedition, with little to show afterward besides a body count. As the characters and players learn their way around klick architecture, they may become less concerned with spreading carnage and more intrigued by the possibility of understanding klick technology. (If they don't, their commanders should.)

The ultimate prize, of course, would be to capture a base intact, take control of its helm, and maneuver it out of the asteroid belt and into orbit around Spes for extensive analysis. Players who accomplish this have done extremely well.

This adventure has only touched the surface of what the klicks are about. Gamemasters who wish to use the backdrop of the klick war with the humans of Hammer's Star may wish to develop further the information that can be gleaned about the klicks. This adventure may be a good starting point, as it has already introduced player's heroes to the sorts of architecture and technology that exist in a klick base. The simple ability to navigate through a klick installation may make the difference between success and failure in future ventures. Gamemasters can use the basic section descriptions included in this adventure as a springboard for developing others of their own. As heroes learn more about the klicks, the door opens for future adventure possibilities, from gathering information about possible weaknesses to establishing contact with the m.