

# Referee Briefing Report

A Star Frontiers Alpha Dawn adventure designed as a single night's session (3-4 hours) for those in-between adventures in a broader campaign or as a stand alone encounter.

Player boxes, like this one, are provided for the Referee and are designed to be read out loud to players although it's not necessary to do so. Don't be constrained by the boxes, feel free to adlib.

## Adventure Overview

The party is hired by Gateway Enterprises to repo a runabout from Minsk Movers who has not paid their loan in six months. The ship must be delivered to Gateway's docking port wherever the Referee deems appropriate.

They travel to a town called Outskirts (or whatever place you choose) to retrieve the ship. The party either heads straight for the ship or searches the town for the owner-operator Jep Stevens. Depending on the Player's actions they may fight robots, confront Jep and his crew or take a number of other actions. See "Handling the Player Actions" below.

## Adjusting the Adventure

This encounter is designed to be scaled depending on the number of Player's and their equipment. For more details read the "Scaling Encounters" section.

If the party does not have Pilot: Spaceship Vehicles, or an equivalent Knight Hawks piloting skill, use the NPC Pilot provided in the Referee Background Section.

## Alpha 1.0 Introduction

The players are either looking for work or are approached by a representative of Gateway Enterprises. Since this is an in-between adventure you as the Referee may need to provide different details. Before starting the adventure, determine the location of the ships crew when the party arrives. Optionally roll on the "NPC Crew Location Table" and record the results in section Alpha 2.2.

## NPC Crew Location Table

d10	Location	Turns to reach ship
1	Saloon	1d10
2	Docks	3d10
3	Town shops in the South Plaza	1d10
4	Traveling from the space port	6d10
5	Fishing in the lake	5d10
6	Meeting with the Mayor	1d10
7	Saloon rental rooms	2d10
8	Making a deal at the trading post	3d10
9	Asleep at the docks	3d10
0	Asleep on the ship	INT roll to detect party

The party has access to the following information;

Gateway Enterprise is in the business of starship loans. Although they do their best to certify their loans sometimes they get a bad apple. In this case Minsk Movers has not paid their loan in six months. It's a simple job, travel to the ships current location and retrieve the ship. Then pilot it back to Gateway's docking port.

- » Gateway provides all the necessary paperwork, NPC personal records, ship transponder beacon and a digibook to prove the parties employment should the need arise to prove their identity and intentions. (Digibook must be returned). In addition the players may ask any questions about the ship. The only relevant information Gateway will provide, other than the specifications of the ship, is all their rentals include a Level 1 mechanic interlock that grants external access to the ship and a Level 1 computer lockout program installed in the ships computer system.
- » The party is paid 1,800 credits for the job. Gateway will not provide any gear but can be negotiated up to 2,000 credits.
- » Transportation is not provided by Gateway.

# Alpha 2.0 Outskirts

The party has shelled out 10 credits per person and landed at the local starport. The location of the ship is 100km in a town called Outskirts. Anyone can download a map of the area from a public terminal. Vehicle rental or taxi service is available. Rental vehicles can be turned in at Outskirts trading post for an additional 50 credits.

The downtown area main entrance is labeled "outside gate" and is located on the north end of the map. Parking is provided just outside the gate. Additional parking is available behind the South Plaza shops.

## Player Arrival Time Table

This optional table is used to determine when the party arrives in Outskirts. See "A typical day" in the Referee's Background Section for further details.

d10	Arrival time
1-2	Early morning
3-4	Morning
5-6	Noon
7-8	Afternoon
9-0	Evening

Outskirts is a small community centered around the crystal mining and harvesting industry, is located near the mountains and is the last major establishment before reaching the vast expanse. The fishing and forestry industries are rooted here as well. As you near the city you see a residential area to the south-west of larger buildings, presumably downtown Outskirts.

The town is bustling with life. Merchants call out to passerby citing great deals and items of must have. A very tall female vrusk yells, "Fresh fish!" while a technician bends over working on what appears to be a robot coated in mucus. Barrels full of fish are everywhere.

A gang of young dralasite with brightly died arms, presumably to accent their muscles hangs out in front of the saloon, obviously too young to enter.

Several beings are lined up in front of the trading post attempting to gain the attention of the yazirian proprietor. He is talking louder than needed for a crowd of this size.

Sitting behind the government building a small group of humans are getting bandage by a medic, one says, "Clarence, you ought to know to shout clearance after cutting a tree that size. Head fulla pudding I says."

The rental ship is located in the docking bay. This encounter assumes the party will run a snatch and grab to take the ship. See *Handling Player Actions* in the Referee Background Section for other scenarios.

## Setup

This encounter includes the following;

- » Gamma-Class security robot
- » Level [ ] locked docking bay doors

## Features of the Area

**Illumination:** choose one of the following or use whatever you deem necessary. After reading this section review "A typical day" in the Referee Background Section.

- » **Arrival during the day;** normal daylight.
- » **Arrival at night;** Outside buildings are dimly lit by overhead hanging lights 3 meters high and space about every 10 meters. Some of the lights are in need of repair.
- » **During the morning hours** a heavy fog settles within the city and slowly burns off as the sun rises in the sky.
- » **Most buildings** have normal indoor lighting.

**Terrain:** Outskirts is located near a large lake and connecting swap (which causes the thick morning fog). The city was built in a dry lower-land area. The city and residential area is paved.

## Tactics

A single gamma-class robot is actively patrolling the docking bay while the ships crew is away. If a character steps "over the line" it will send a one-way signal to the ships crew alerting them of a possible break in attempt. All exterior doors have a level [ ] mechanical interlock.

The docking bay is the tallest structure in town. Several windows are propped open along the roof to allow natural ventilation. A ladder located on the west side of the building allows access to the roof.

Inside the docking bay a single hull size two ship rests in the center. Large cargo doors face east and west, a small door faces north. The ship door faces south and leads to the landing pad. The doors are locked.

Neatly stacked cargo crates and barrels fill the corners of the bay. A few more barrels are next to an office with two doors. A single robot walks around the ship, checks a door then precedes to the next door. The pattern takes about 10 turns to complete.

## Ending the Encounter

Unless the party disables the gamma-class robot quickly it will be able to signal the crew. Depending on the severity of the robots damage a technician can list its programs and will discover a signal was sent but will not know to whom. The robot is protected with a level [ ] mechanical interlock.

## Scaling the Encounter

- » 6 Player's or more, add a gamma-class

# Alpha 2.1 The Ship

After the party has thwarted or dispatched the security robot they have to find a way into the ship. If the party is aware of the signal sent by the security robot they may set an ambush or quickly defeat the ships security. Either way the party should feel pressure to make a decision.

## Setup

This encounter includes the following;

- » Level [ ] mechanical interlock
- » Level [ ] computer lockout
- » Internal mounted weapon

## Features of the Area

**Illumination:** The docking bay is brightly lit day or night. The flight control room handles all aspects of the docking bay including but not limited to; environmental controls, robotic ground transport, bay doors and communication equipment.

**Terrain:** The floor is smooth and well maintained. Several cargo crates and barrels will need to be moved to make space for the ship to exit the bay. A cargo lift is located near the flight control doors and will be required to lift crates. A ground transport ferries the ship to and from the landing pad located outside town. It takes 3d10 minutes to move the ship from the bay to the pad.

## Skill Challenge

This ships first line of defense is a level [ ] mechanical interlock. Note that the Player’s may have been told this lock was level 1 lock. About 30 cm from the lock is a polished surface about the size of a human hand. A successful INT check reveals it’s a dead mans switch; a palm must be placed in this location before entering the ship-code on the keypad. If the character poses deactivate alarms or defenses he can attempt to detect the polished surface in place of an INT check.

The switch disables skin sensors placed on the hull of the ship, when tripped will activate the internal mounted weapon and send an emergency signal to the crew whether the robots were successful or not. Refer to the “Theft prevention system” in the Referee Background Section below.

A Minsk Movers logo covers the front of this sleek little ship. From the outside it appears well taken care of. The only noticeable access panel is near the crew entrance door on the port side. There appears no way to enter the ship through its small cargo doors.

Once access to the ship is gained the party may encounter a crew member or two in the ships bowls, depending on the result of the Crew Location Table rolls. The computer is equipped with a level [ ] computer lockout algorithm.

After gaining access to the ship you enter an airlock walking on the wall. This part of the ships decks is perpendicular to its access. Another airlock is connected to the ships galley. The ship is clean and well maintained, like the outside. It’s large for this hull size yet still everything seems “tiny”; space isn’t wasted on a ship this size. Another airlock leads to the bridge which is horizontal; it must be set on a gimbal.

A bodiless vrusk female voice greets you as you enter the bridge. There is computer access point located on the pilot and co-pilot station.

Once the computer has been accessed a character will need to open the main bay door and move the ship to the launch pad using the ground transport.

# Alpha 2.2 The Crew

If the crew was alerted they may arrive at the ship at different times or may meet-up before checking on the ship.

Suggested NPC actions;

- » Climb the ladder on the west side of the bay and use the windows on the roof to spy, shoot or jump on unsuspecting characters.
- » Contact the local authorities and state their ship has been broken into.
- » Bust into the bay or ship, guns blazing.
- » Dump the external fuel tanks by accessing the fuel-port from one of the lander struts.
- » Block the bay doors.
- » Sabotage the ground transport.
- » Ambush the party as they drive the ground transport
- » Do nothing.

## NPC Crew Location

Use the following table to record crew locations previously determined in section Alpha 1.0

Crewmember	Location
Jep Stevens	
Retick	
Hannat	
Rocher	
Phete	

# Referee Background Section

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## Rules Summary

Knight Hawks ship skills use the following article; "Spacer Skills Revisited", Star Frontiersman #10-pg12

## Maps

This encounter uses Dantoonie Settlement provided by Jason Tanner <http://www.the-holocron.com/> Alpha Dawn counters were added by the author of this adventure as well as letters and numbers on the top and side of the map.

## Map Locations

### Workshop

A fairly large workshop equipped with technician and robotic parts, tools and scanners. Almost any vehicle or robot can be serviced here.

### Trading Post

Mugsy the yazirian runs this establishment and is the glue that holds all other business together and he makes sure everyone knows. Without his shop, their goods would all have to be taken off planet. Some say he is in cahoots with the mayor over selling rights.

### Port Authority

This serves as the local law enforcement building and the port authority. Other than a 24x7 on-duty officer this complex is seldom used. The port authority has one employee, most of the time Bib Sills hangs out at the docks fishing for scrub or at the saloon. Almost all ship arrivals and departures are handled by autodocks controlled by the main spaceport. You can use the NPC Level Adjustment Table for officers and Bib.

### South Plaza (various small shops)

Several small shops dot this area. Tea, coffee, fine silks, wood works, and a shop that sells race-specific food.

### Saloon

This is the only local dive in Outskirts. Above the saloon the barkeep rents rooms by the night or week for travelers.

### Docking Bay, Flight Controls

One hull size two ship fits in the docking bay. A small ground transport ferries the ship to and from the landing pad located outside town. People in this town like to keep their ships close and well protected.

### Medical Station

Not a full hospital this is more of a field medical station. A married human couple runs the station along with an orphanage in the mountains.

### Central Depot

This area is used for storage by Mugsy but is owned by the town mayor.

### Government Center

This office houses the mayor and his three employees.

## Outskirts

This town services the fishing, forestry and mining industry near the mountains and is the last major establishment before reaching the vast expanse. A residential area lies to the south-west of the map along the lake shore. Ships often land here taking on supplies to sell off-world although most of the selling of goods is done planetside.

### A typical day

- » **Early Morning, 6-8** Quiet, some shops start preparations for the day, those left in the saloon are given their final bill. Workers are travelling to the lake, mines or forest.
- » **Morning, 8-2** Shops open, town is very busy with merchants, craftsman, ship docking and so on.
- » **Noon** Almost the entire town breaks for lunch. Tea and coffee shops bristle with customers while restaurants are packed to the brim.
- » **Afternoon, 2-6** The business of the town picks back up.
- » **Evening, 6+** The town winds down for the night and the atmosphere turns to gaiety, live music and happy hour at the saloon.

## Handling Player Actions

The Player's may want to do one or more of the following;

- » **Stakeout** – what does the party see and hear during the stakeout? Do the owners visit the ship? Are they prepping for takeoff? How many are there?
- » **Snatch & grab** – See Alpha 2.0
- » **Visit the saloon** – no matter what time of day at least one of the ship owners is here (others are about town or at the lake). Does the party recognize him? Has the ship owner caught wind of the repo job? Are the characters asking a lot of questions?
- » **Stealth** – the party wants to sneak around town taking in the sights and sounds before making a move. This works like the stakeout accept the party must actively remain unnoticed by the populous.
- » **Hire NPC** – the party wants another group to take the ship for them or simply hires a NPC for knowledge of the area. This will automatically alert the ship owners of their intentions. The owners will stage an ambush with their robots.
- » **Involve the authorities** - The party approaches the local authorities. [1-4] they will either help the party directly making sure there is no issue handing over the ship, [5-8] passively (don't want to get involved) or [9-0]

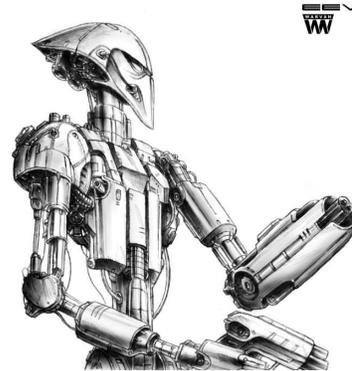
may be in league with Minsk Movers and actively thwart the party's plans. Either pick an option or roll d10.

## Adversaries, Challenges and Obstacles

This section lists challenges the party will encounter in Outskirts.

### Gamma-Class Security Robot

<b>Level</b>	Level 5 can converse verbally, act independently, and can command other robots of Level 1-4
<b>Type</b>	Security Robot
<b>Body Type</b>	Standard body
<b>Parabattery</b>	Type 1
<b>Move Mode</b>	Two mechanical legs
<b>Move Rate</b>	10m/turn normal, 90m/turn max.
<b>Limbs</b>	Two mechanical arms
<b>IM/RS</b>	+8/80
<b>Stamina</b>	100
<b>Attack</b>	80
<b>Damage</b>	by weapon or 2d10 punching
<b>Programs</b>	Attack/Defense, Security Lock, Computer Link Equipment Chronocom, power light, IR Goggles, Toxy-Rad Gauge, Laser Pistol, Sonic Stunner, Albedo Screen, Power Backpack, 5 tangler grenades, 5doze grenades.
<b>Mission Functions:</b>	<p><b>Patrol:</b> patrol regular problem areas first, then randomly as time permits. This includes the use of corporate vehicles if necessary. The robot searches not only for infiltrators, but clues and signs of an infiltration.</p> <p><b>Protect:</b> identify threats to the Area and eliminate those threats through any means that seems necessary to the situation.</p>



\* Artwork by Warvan, <http://warvan.gfxartist.com/>

## Theft prevention system

**Mechanical interlock** – the most basic level of security, a player must make a skill check to bypass (or defeat) the interlock on the access panel before gaining access to the keypad.

**Mounted weapon** - the ship is equipped with a sonic stunner (or whatever, Referee's choice). If the skin sensors are tripped or a skill check to defeat security failed the weapon will drop from an internal mount located under the bridge. The weapon uses a combination of a motion and infra-red sensors to track targets and is able to rotate 360 degrees circular and 45 degrees up/down. It is powered by the ships systems and has unlimited ammo. The weapons initiative modifier is +8 and its base chance to-hit is 80%.

Sonic stunner +8; 80%; Stun; ROF:1; Range: 15m

**Computer lockout** – This is a standard protection algorithm and keeps the computer secure while the ships crew is away. A success skill check thwarts the protection and allows a character to access the computer.

## Minsk Movers NPC Crew

<b>JEP STEVENS, Owner/Pilot</b>		Human, Male	
STR/STA	55   65	IM:	+6
DEX/RS	62   60	SD:	+3
INT/LOG	64   70		
PER/LDR	56   58		
<b>Skills: (Military/Technician)</b>			
Melee	4	Gyrojet	2
Medic	2	Robotics	1
Computers	3	Technician	4
Pilot	4		
<b>Equipment:</b>			
Anti-shock implant, biocom, skeinsuit, albedo screen			

## **NPC Crew Table**

<b>Name</b>	<b>Race</b>	<b>Sex</b>	<b>Notes</b>
Retick	Yazirian	M	Co-Pilot level 2
Hannat	Yazirian	F	
Rocher	Human	F	
Phete	Dralasite	--	
NPC 1			
NPC 2			

\* If you need more NPC's simply add them to the bottom of the table.

## **Scaling Encounters**

This section is designed to scale the challenges found in this adventure. There are really three factors that determine character scaling; number of players, their gear and skill level. Throughout this document you will see something like the following text, "The door has a level [ ] lock." This is designed for the Referee to write in the level before the start of the adventure.

## **NPC Level Adjustment Table**

<b>NPC Level</b>	<b>Ability Scores</b>	<b>RW/M</b>	<b>PS</b>	<b>IM</b>	<b>Racial Ability</b>
1	35	30%	2	4	15%
2	40	40%	2	4	20%
3	45	60%	3	5	25%
4	50	65%	3	5	30%
5	55	75%	3	6	35%
6	60	90%	4	6	40%

\* RW – ranged weapon, M – melee, PS – punching score, IM – initiative modifier

## **Computer Program and Lock Level Adjustment Table**

<b>Level</b>	<b>Skill check penalty</b>
1	-10%
2	-20%
3	-30%
4	-40%
5	-50%
6	-60%

## **NPC Pilot**

This character is reserved for the Player's if they do not have spaceship pilot skills.

<b>NPC PILOT</b>		Human, Female	
STR/STA	50 60	Initiative Modifier:	+5
DEX/RS	55 50	Strength Damage:	+3
INT/LOG	65 70		
PER/LDR	55 50		
<b>Skills: (Technician/Military)</b>			
Beam	4	Medic	2
Medic	1	Computers	2
Technician	3	Pilot	3
<b>Weapons:</b>			
Laser Pistol +5; 67%; A:1-10d10; ROF:2; 25m			

## **Equipment:**

2 spare SEU clips, anti-shock implant, advanced chronocom; skeinsuit, albedo screen, power backpack, techkit, flashlight and flight suit.

