A STAR FRONTIERS®

KNIGHT HAWKS ADVENTURE

Mutiny on the Eleanor Moraes

By Ken Rolston

The first part of the Beyond the Frontier series

The atomic stardrives ignite, whipping steam into the toxic
atmosphere. Before long your ship will lift off, stranding you—
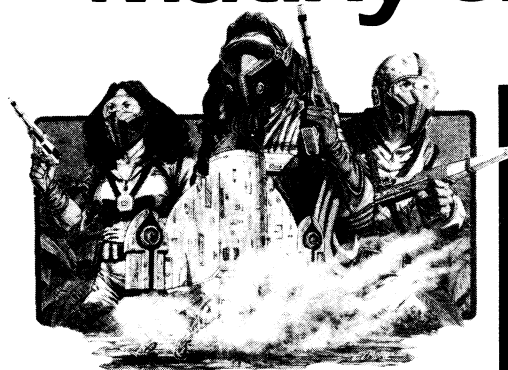unless you stop the Mutiny on the Eleanor Moraes!

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STAR FRONTIERS ®

A

Mutiny on the Eleanor Moraes
by Ken Rolston

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ALPHA SECTION: INTRODUCTION

Mutiny on the Eleanor Moraes can be played by itself or as the first of three modules in the *Beyond the Frontier* series.

This module is written for the game referee. If you plan to participate as a player, don't read any further.

Alpha .1
OVERVIEW

Mastery of the Alpha Dawn Expanded Game Rules is important. Knowledge of the Knight Hawks Campaign Book is helpful but not essential. Read and study this module carefully before playing.

This adventure is designed for 4 to 8 characters of any race with strong technician skills and a mix of military skills. Environmental and medical skills are particularly important. Since the PCs (Player Characters) are caught by surprise in a crash, their selection of weapons, shields, defense suits, and other equipment is limited and incomplete. This module includes pre-generated PCs. Even if your players don't use them, they are a fine example of an appropriate party.

In the first half of this adventure, the PCs face wilderness obstacles as they travel overland to their ship. They must move swiftly and efficiently through uncharted territory to prevent the mutineer's escape with the ship.

In the second half of the adventure, the characters face a more immediate threat— the formidable weapons and technology of the survey ship Eleanor Moraes and the mutineer who defends it. If they survive his attacks and booby traps, they face their greatest obstacle: the enemy has taken hostages and is prepared to destroy them, himself, and the ship to prevent its recapture.

The tone of this module is serious science fiction adventure. The lives of the party and innocent hostages are at stake. Efficient problem solving and original approaches are the keys to success. If the PCs rely solely on firepower and unimaginative methods, the adventure may have a tragic conclusion.

Use the wilderness travel guidelines, the encounter descriptions, and your knowledge of wilderness adventure (from films, TV, books, and personal experience) to create the atmosphere of a realistic trek across an alien landscape.

In the middle of this adventure book are several removable sections, including the System Brief, pregenerated Player Characters & NPCs (Non Player Characters), the Equipment List, and three maps. To remove these sections (p. 13-20), bend the staples out with a blunt object and pull the sheets from the book. Then bend the staples back down.

Read the Players' Background Report and the System Brief, which present the essentials of the adventure's background and setting. Then study the module from beginning to end, noting particularly guidelines for wilderness travel

In general, the more familiar you are with this module, the more smoothly your adventure will run and the greater the excitement you and your players will enjoy.

Alpha .2
TRAVEL RECORD

Keep a travel record to prevent confusion about the party's position or travel rate. The record will also remind you when the PCs should begin to suffer the movement penalty for lack of rest.

Each time the party enters a new hex on the wilderness map, record their movement and the time of day. The following information should be included in your travel record.

1. Time spent traveling.
2. Time spent in extended rest (more than an hour).
3. Time lost in delays and accidents.

The following information should NOT be noted on the Travel Record.

1. Periodic rests during travel (travel rates reflect normal rests and delays).
2. Minor PC activities that do not significantly delay them.
3. Time spent in character dialogue (most talking takes place on the march or at rest stops).

Here is a sample travel record for keeping track of time and location:

EXAMPLE TRAVEL RECORD		
HEX	TIME ENTERED	NOTES
Crash Site	10:00, Day One	Spent 1 hour salvaging
South 1 hex	11:00	Leave crash site
South 1 hex	13:00	At 14:00, trailed by unidentified beasts
South 1 hex	15:00	Attack by dog-like carnivores

Alpha .3
PLAYERS' STARTING MATERIALS

Let your players copy the pregenerated PCs (if the players are going to use them). Then let the players read and study the Players' Background Report, the System Brief, and the Equipment List. They should also have access to the wilderness map (Map 1) and the floor plans of the Eleanor Moraes (Maps 5-11). Note that Map 6 is on p. 30; the others are on the cover. Don't let the players see Maps 2,3, or 4 yet. (You may wish to make private notes on copies of some maps.)

Alpha .4
CHRONOLOGY

If you haven't read the Players' Background Report yet, do so now, or you may become confused.

Even an organized, prudent, and fortunate party will require 30-35 hours to reach the Moraes from the crash site. A less experienced party can take considerably longer.

The sooner the party reaches the Moraes, the less prepared Terry will be to defend her.

Keep close track of time and distance traveled, since the mutineer's tactics and preparedness depend on the swiftness of the party's approach. (See Alpha .2)

The following time schedule shows Terry's actions after he captures the Moraes. The PCs' actions may interfere with certain events. Note changes in this chronology if and when they occur. Feel free to alter this sequence according to your conception of Terry's ingenuity and competence.

This module uses "military time"; that is, the hours of the day are numbered from 1 to 24 consecutively. A.M. hours are the same, but P.M. hours run from 12:00-24:00. To convert standard P.M. time to military time, add 12 to the hour. For example, 7 P.M. converts to 19:00 (7+12=19).

DAY ONE

9:00 After the airship departs, Terry stuns or dozes the three other crew members aboard the Moraes and ties them up in the exercise room. Terry starts the ship's attack/defense security program. That activates the emergency defense systems and provides computer control of the ship's heavy laser turrets and the survey robots' weapons.

10:00 Terry directs the remote robot to fire upon the survey airship, causing it to crash. After delivering his speech to the PCs, Terry severs all communications and computer links with them and their robot. Then he begins the engine overhaul.

16:00 Terry realizes that the PCs may reach the Moraes before he can complete the overhaul. He arranges to monitor their progress with a remote robot.

17:00 Robot surveillance of the PCs starts.

DAY TWO

1:00 After 15 hours of labor, the overhaul is only one-quarter complete. Unnerved by increasing time pressure, Terry decides to rig an auto-matic bridge sabotage. He sets demo charges in the ship's bridge that can be detonated by remote control. He then arranges other detonating switches linked to the emergency bridge systems. He continually reviews the party's progress through the remote robot's scanners.

4:00 Terry completes the bridge sabotage. When he is certain that the party cannot arrive immediately, he sleeps.

9:00 Awakened by an alarm, Terry returns to the engine overhaul.

12:00 Terry increasingly worries about the party's approach. He searches the ship for weapons and defenses. He also experiments with the ship and robot ordinance and a variety of grenades. He plans his ship defense. Then he moves the captives to the bridge, and straps them into acceleration couches with freeze fields to incapacitate them. He then moves all weapons and supplies to the bridge and prepares for siege. He improvises a search and destroy program for the survey robots.

14:00 After completing his ship defense plans, Terry opens the computer link to the party's robot and tries to take control of it. If he fails, he severs the link again. In either case, he returns to the overhaul work.

16:00 Terry sends a robot to attack the party (Gamma .22). He is stunned and alarmed by the results. After more careful assessment of the strategic situation, Terry decides he must destroy the party to win time to complete the overhaul.

17:00 Terry revises the Search and Destroy program for the second robot and arranges an ambush in the Water Gap (Gamma .23). He works on overhaul for two hours.

20:00 Terry rigs traps on the engineering and lab decks, then works on the overhaul for an hour.

22:00 Terry rigs traps on the recreation deck and wrecks the radiophones and subspace radios in the Moraes, the aircars, the explorer, and the remaining airship. He overlooks possible modification of the lander module research station radio.

23:00 Terry devotes his full time to the engine overhaul.

DAY THREE

2:00 Terry remembers the radio in the lander research station and destroys it. He realizes a near-perfect sabotage plan and rigs the bridge to separate from the ship (the emergency escape capsule procedure) on remote/automatic control.

3:00 Terry uses drugs to stay awake. He realizes that the flight controls can be jury rigged from engineering or the computer center, even if the bridge systems are destroyed. He rigs automatic and remote-controlled booby traps to destroy both if he is captured or disabled.

5:00 Terry returns to work on the overhaul.

12:00 After 30 hours of work, Terry despairs of completing the overhaul without interference. He reassembles the engine and prepares for liftoff.

14:00 Terry places his hostages in the remaining airship gondola with survival supplies. Their freeze fields will deactivate when power runs out. He completes the final preparations for takeoff.

15:00 Liftoff. If the incompletely-overhauled engine fails (60% chance), the Moraes crashes and is totally destroyed.

After the party reaches the Moraes, game time will equal real time unless the party attempts elaborate procedures (repairing robots, searching rooms, computer programming). Estimate additional passage of time for such delays.

Unless talked into surrendering, Terry always successfully destroys the bridge controls. If they are wrecked, two weeks are needed to jury rig controls from the computer center and engineering deck. If engineering deck and computer center are destroyed, the PCs must wait for rescue.

If the party arrives after 12:00, Day Three, all radiophones are destroyed, but a technician can eventually improvise a radio to relay a call for help. Search vessels will come looking for the Moraes in 12-18 months even if no message is sent.

BETA SECTION: RUNNING THE TREK TO THE MORAES

Beta .1
WILDERNESS TRAVELING

The PCs must reach the ship as quickly as possible to prevent Terry from completing the engine overhaul or defensive preparations. There are several important factors in making the best travel speed:

1. Selecting the best route through the terrain.
2. Avoiding accidents and delaying encounters.
3. Traveling unencumbered (at full speed).
4. Arranging camps and watches to permit everyone the maximum effective rest and travel rate.
5. Making good time in night travel.

The guidelines and tables in this section clarify, simplify, or expand wilderness travel mechanics in the Alpha Dawn Expanded Rules. These guidelines emphasize the dramatic elements of wilderness adventuring in this module where the environment is the most serious challenge to the PCs' success. Their cleverness in solving the problems of wilderness travel will improve their chances of recapturing the Moraes and saving the lives of the other members of the Survey Expedition.

GIVING PLAYERS INFORMATION

Each PC is familiar with equipment and subjects relating to his skills and mission responsibilities. Answer reasonable requests by the players for information that

TABLE 1. SIGHT RANGE, MOVEMENT RATE, AND CHANCE OF ACCIDENTS AND DELAYS BY TERRAIN TYPE

Terrain Type	Sight Range (In KM)	Effect On Movement Rate[1]	Hexes Per Hour	Chance of Accident[2]	Chance of Delay[3]
Ridges and Ravines	to next ridge	.2	.5	50% - stamina[4]	10%
Steep Slope	to next ridge	.2	.5	50% - stamina[4]	10%
Forest	0	.2	.5	0%	20%
Stream Valley	1	.4	1	0%	0%
River Valley	1	.4	1	0%	0%
River Bank	1	.6	1.5	0%	0%
River Gap	2	.4	1	55% - stamina[4]	0%
Wooded Lowlands	1	.4	1	0%	0%
Stream	0	—	—	—	—
Small River (by raft)	0	2.0	5	60% - reaction[5]	10%
Large River (by raft)	2	2.4	6	50% - reaction[5]	0%
Crossing a Stream (without raft)	—	—	—	0%	100% (15 min.)
Crossing Small River (without raft)	—	—	—	60% - stamina[4]	100% (30 min.)
Crossing Large River (without raft)	—	—	—	70% - stamina[4]	100% (60 min.)

[1] See the Terrain Effects Table, p. 19, Alpha Dawn Expanded Rules.

[2] To check for an accident, subtract the current ability rating from the given percentage. Rolling this number or less on d100 indicates an accident. In forests and ridges and ravines, an accident is usually a minor fall, resulting in a twisted ankle or other annoying, but not serious, injury (subtract 1d5 from stamina). On rivers, accidents are usually caused by snags, hidden obstructions, or rough waters that dump the raft and its con-

tents. Such a dump does not injure the PCs, but may cause minor damage to unprotected electronics gear, 2d10 points of damage to the raft, and a 15-minute delay. Scouting prevents most accidents (See Scouting, Beta .1).

[3] Most delays are about 15 minutes long. In rugged terrain, a delay is usually caused by a poor choice of routes that force the PCs to backtrack. On a small river, a delay is usually caused by mishandling of the rafts. Scouting prevents most delays (See Scouting, Beta .1).

[4] No chance of accident if character has military or environmental skills at any level (presuming experience and conditioning for rugged terrain) or if the route was scouted by robot or environmentalist.

[5] Chance of accident reduced by 10% per level of environmental skill (presumes that training includes use of inflatable rafts). No chance of accident if route was scouted by robot or skilled environmentalist.

their characters would know. Examples of subjects known to persons with various skills are listed below.

Robot Technicians: Missions, functions, skills, and abilities of all survey robots.

Environmental Scientists: Maps of regions and preliminary survey data.

Technical Engineers: Technical data on the Moraes and other survey craft; general information about robot abilities.

Military Technicians: Details of shipboard security and defenses; information on combat abilities of robots.

DESCRIPTION OF TERRAIN TYPES

FOREST: Extremely rugged, cut by ravines and rocky outcrops, dense timber and undergrowth, difficult to pick routes.

STEEP SLOPE: Sparsely wooded slope from plateau or ridge to valley or river.

STREAM: Small watercourse; not navigable by raft.

STREAM VALLEY: Rugged, but routes along stream are obvious and less overgrown, some stream crossings necessary but easy.

SMALL RIVER: Winding, moderate current, some obstructions.

LARGE RIVER: Wide, straight, fast and deep, some dangerous rapids.

RIVER VALLEY: Travel is easy in low grasses and along open beaches; meandering river course forces indirect routes.

PLAINS: Flat flood plain with abundant undergrowth.

RIDGES AND RAVINES: High elevation, very steep and rugged, sparsely wooded.

WATER GAP: Steep rocky cliffs come to water's edge in places; generally difficult, slow travel, but better than crossing ridges.

WOODED LOWLANDS: Lightly forested, broken by grassland clearings.

SIGHTING RANGES, MOVEMENT RATES, ACCIDENTS, AND DELAYS IN WILDERNESS TRAVEL

Use Table 1 whenever the PCs travel in the wilderness. The information on that table is for a mixed party in wilderness terrain. Differences in racial travel rates are only important for melee turn movement.

When the PCs enter a hex, each player should check for accidents or delays, subject to any modifiers or exemptions specified in Table 1. When on foot, each character checks separately. In the rafts,

there is no mishap unless all paddlers fail their checks. Accident danger is doubled for night travel.

When a mishap occurs, explain it in terms of the setting. For example, "Your character lost his balance on the slope, stumbled, and strained his ankle."

SCOUTING

Scouting prevents a variety of accidents and delays, and does not reduce travel time. Aerial robot scouting takes no extra time, and an environmentalist on foot is much faster through the terrain than other characters.

Scouting on foot actually represents no more than leading the party by a reasonable distance. As long as the first man in the party's travel order or in the lead raft has environmental skills, the party should get credit for scouting.

Robot scouting is effective in two cases where other types of scouting are not:

1. During night travel because robots have superior sensors and mobility.

2. On small river terrain in rafts, because from a raft, not even an experienced

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environmentalist can anticipate all the problems on an unfamiliar river.

The random encounters and the encounter descriptions in Gamma section assume that the PCs did no scouting. Many encounters may be avoided or made less dangerous, particularly if the robot is used to scout. Determine the effectiveness of the party's scouting and its influence on the encounters.

CAMPSITES AND WATCHES

Encourage the players to describe the features they are looking for when they select a campsite. Depending on the terrain and the features requested, judge a reasonable percentage chance that such a campsite exists. Roll against this percentage to find such a campsite, with a positive modifier of 10% × the PCs' highest environmental skill level. Such a roll may be made every 15 minutes. The degree of success of the roll should suggest how perfectly the campsite fits the PCs' requirements. If the roll is just barely successful, the camp-site is marginally acceptable, having most but not all the features requested. If the success is very great (for example, 50 points less than the needed roll), the camp is nearly perfect, with unanticipated bonuses, like a fresh spring or a rock overhang. If the roll is a 96-00, all campsites are completely unsatisfactory.

No one will discover a cave or similar ideally-defensible campsite, but in the upland regions or water gap a site with rock walls on three sides might be found.

Draw a rough sketch of the terrain and ask the players to draw their campsite locations of all the equipment and characters, asleep and on watch. Then analyze the campsite. If the PCs searched for and found an easily-defensible campsite with excellent viewpoints for the characters on watch, reduce the chance of surprise when creatures approach the campsite. Conversely, if the PCs are careless in selecting their camp, if they set up the camp poorly, or if no one stays awake to watch the camp, decrease their chance to detect intruders or to respond to attacks.

Each character on watch must make a successful intuition check to avoid being surprised by an intruder. Add a +20% modifier to the check for each man on watch.

FOOD AND WATER

Tell the players that a sufficient supply of food and water eliminates any need for hunting or foraging.

Beta .2
HAZARDS

TAINTED ATMOSPHERE

The atmosphere of Mahg Dar contains traces of toxic compounds. The atmosphere is breathable, but over an extended period of time, characters experience headaches and rapid exhaustion. Characters must wear the breathers provided with the environmental suits in the personal survival kits or sleep in the pressurized bivouac unit to prevent the following unpleasant symptoms.

After three hours of breathing the atmosphere of Mahg Dar, characters experience severe headaches (-30% from intuition and logic) and tire easily (-20 from stamina, and unable to travel for more than eight hours without rest). They return to normal after 10 hours out of the atmosphere. Feel free to take steps to make wearing the environmental suit undesirable. For example, decrease reaction speed by 20 points for limited vision, or reduce stamina by 5 points because of the ventilation and added encumbrance. This will make the decision whether or not to wear the suit a matter of practical importance in the game.

ENCUMBRANCE

Traveling encumbered is a serious disadvantage, since it cuts movement rates in half. Use the formal encumbrance rules, if you can. They require a detailed list of everything carried and how much it weighs.

If the PCs travel encumbered, allow them to travel for one half-hour at the reduced rate before explicitly telling the players that their travel speed is halved because they are encumbered. It should take at least a half-hour of travel before it is clearly the encumbrance, and not the terrain, that is slowing them down. Thereafter, they may lighten their loads and resume full movement, if they choose.

EXHAUSTION

Penalties for exhaustion (half movement, dexterity, and reaction speed) come after 10 hours of walking without sleep. If one PC is exhausted, the whole party must travel at half rate or leave the exhausted PC behind. Sleep is defined as five hours of uninterrupted sleep, or six hours of sleep interrupted by encounters or watch duty. Characters with military skills understand these limitations. However, if a party travels without a person with military skills, do not explain this special rule. If the PCs set off after four hours of sleep and find they are

still moving at half speed, hint that they haven't had enough rest yet.

The breathers on the environmental suits are very uncomfortable. Each character must make a stamina check to sleep in one. If the check fails, he can try again in an hour or remove the breather. They are not necessary when sleeping in a bivouac unit.

Sleeping in a raft is possible as long as the raft is guided by two paddlers or by one paddler with environmental skills.

WATER DAMAGE

Any character firing weapons while swimming runs a 50% risk of a malfunction, rendering the weapon completely useless and irreparable. The characters have no experience or training with weapons under these conditions, and have no idea what will happen if they use them. If the PCs don't protect their electronic gear (tech kits, radios, power backpacks, etc.) against the water, there is an 80% chance of retrieving such equipment every 15 minutes. Storing equipment inside the bivouac of damage and malfunction to the equipment if it is dunked. Modify this chance as appropriate. In any case, the damage should be minor and easily repaired if the items can be recovered.

Unsecured equipment may be lost on the bottom of the river. There is a 50% chance of retrieving such equipment every 15 minutes. Storing equipment inside the bivouac units, for example, keeps the equipment dry. The bivouac units float, so they can be easily recovered without delay, even if they go overboard.

If anyone gets dunked in the water, there is a 25% chance that his breather will malfunction. The Malfunction is obvious 90% of the time, and can be repaired by a technician. However, 10% of the time the malfunction is not obvious. In these cases, the breather ceases to work effectively; its user begins to suffer from atmospheric poisoning after three hours (see Tainted Atmosphere, above). At that time, a medic can automatically make an accurate general and specific diagnosis of the problem. If a technician checks each breather after a dunking, he always recognizes a malfunctioning breather and can fix it.

Temporarily reduce the abilities of characters who are dunked in the river at night. Reduce their abilities in -5% increments, up to one-half of each ability score, for every hour a character remains in wet clothes in the chilly night air. Building a fire, wearing dry clothes, or sleeping in the insulated bivouac unit removes the ill effects.

NIGHT TRAVEL

When traveling at night, all travel rates are halved (except on rivers, where there is no treetop cover blocking the weak light from the sky, and where footing is not an issue). Accident danger is doubled for both foot and river travel.

GETTING LOST

The party has a map and emergency equipment. If any character has environmental skills, there is no risk of getting lost. If none of the PCs have environmental skills, make a logic +20% check each hour to avoid getting lost. The first failed check in a hex means a 15-minute delay. The second consecutive failure means the party enters a randomly-determined adjoining hex other than the one they wanted to enter. All subsequent consecutive failures result in another 15-minute delay. Unless they lose their map, the PCs can't get lost during daylight hours in a ridge, steep slope, stream, or river hex.

CUMULATIVE TRAVEL PENALTIES

Travel rate penalties are cumulative. For example, if a character walks for more than 10 hours, his movement, dexterity, and reaction speed are halved until he sleeps (Alpha Dawn Expanded Game Rules, p. 19). Therefore, a party traveling at night ($1/2$ rate) that has walked for more than 10 hours without sleep ($1/2$ rate) will travel at $1/4$ normal rate ($1/2 \times 1/2 = 1/4$).

ADDITIONAL TIME PENALTIES

You must decide if PC activities not covered in this section cause significant delays, and if so, how long they are. Delaying activities may include equipment repairs, raft-building, campsite preparation, experimenting with the robot as a shuttlecraft, and so on. Here are a few guidelines.

1. Minor repairs take 15 minutes.
2. Major repairs (significant damage or delicate devices) take an hour or more, if field repairs can be made at all. Inadequate tools and parts prevent most major repairs.
3. Do not assess a penalty of more than 15 minutes without warning the players that they may be losing valuable time.
4. If players ask how long an activity will take, give them an estimate within 100% of the actual time. However, if the PCs lack the appropriate skills to estimate a delay, your estimate may be much less accurate.

Beta .3
RANDOM ENCOUNTERS

ROLLING RANDOM ENCOUNTERS

As the PCs enter each hex, roll for a random encounter on Table 2, 3, or 4. Use the table for the type of terrain the PCs are in. If a creature is encountered, look in the Alien Creatures Update File and the encounters in Gamma section for their descriptions. When a character investigates a mysterious noise or sighting, the only sign he finds may be a few broken twigs or shallow footprints.

CHOOSING RANDOM ENCOUNTERS

You may select and order the events faced by the PCs. If you do, be flexible in your choice and sequence of events in order to control the tempo of each game session. The ideal is a rising and falling rhythm, with peaks of dramatic action-adventure separated by comparatively slower-paced segments of strategic and practical problem solving. The sequence below is an example of alternating action and mental puzzles.

1. An encounter with ferocious carnivores.
2. The problem of selecting a defensible camp site and establishing watches.
3. An encounter with scavengers who threaten the camp's supplies.
4. The decision to use rafts or march overland in order to travel as quickly as possible.
5. An encounter with dangerous rapids on the river, requiring several skill rolls and/or rescue attempts.

Sensible, skilled player characters would not face serious danger of death or injury in the overland trek to the ship. They are intelligent beings with the support of sophisticated technology, and ought not be victimized by wild animals or natural hazards unless they are careless or foolish. On the other hand, injury that delays or slows them in their race to the Moraes is the greatest danger they face. Their real enemy in the first part of the adventure is time. Don't be concerned if the wilderness encounters present little serious threat to the PC's survival. They will face their real threat of death in the combats with the robots and Bill Terry as they attempt to recapture the ship.

TABLE 2. UPLAND RANDOM ENCOUNTERS
(For forest, ridges and ravines, steep slopes, and stream valley terrain.)

Die Roll (1d10)	Encounter
1	Dog-like Carnivore Pack
2	Rat-like Omnivores
3	Robot Malfunction
4	Poisonous Plants
5	Mysterious Noise

TABLE 3. VALLEY AND LOWLAND RANDOM ENCOUNTERS
(For river valley and plains terrain.)

Die Roll (1d10)	Encounter
1-2	Flutterbye Swarm
3-4	Rat-like Omnivores
5	Large Bipedal Carnosaur
6-7	Herbivores
8-10	Mysterious Noise

TABLE 4. RIVER AND RIVER BANK RANDOM ENCOUNTERS
(For river banks, small rivers, large rivers, and Water Gap terrain.

Die Roll (2d10)	Encounter
2-4	Flutterbye Swarm
5	Jellbelly
6	Thalians
7	Crocodilian
8	Rat-like Omnivores
9-10	Log Jam
11-13	Herbivores
14-15	Large Bipedal Carnosaur
16-20	Mysterious Noise

These encounters appear in the order most parties are likely to experience while traveling from the crash site to the Eleanor Moraes. You may, however, change the order and details of these encounters to fit the circumstances of your game. If the characters in your game are more numerous or powerful than the pregenerated characters, increase the number of creatures or make the encounters more frequent.

The PCs have a number of important problems to handle before they set out through the wilderness to the Moraes. When they set out, alien flora and fauna, unfamiliar terrain, accidents, delays, and the mutineer Bill Terry are all obstacles they must overcome. None of their resources can be wasted if they hope to recapture the Moraes.

Gamma .1
AT THE CRASH SITE
DIAGNOSIS AND TREATMENT OF CAP-TAIN MARLBORO AND ENGINEER INNESTI

Captain Marlboro is seriously injured (-35 stamina points), but not beyond treatment. A successfully applied freeze field will preserve him until he can receive major surgery in the proper facilities on the ship.

The characters can also use a freeze field on Innesti (-15 stamina points). A shot of staydose followed by two shots of biocort in the next 24 hours will also preserve him.

The characters can carry Captain Marlboro and Innesti with them. However, doing so will slow them down and make them more vulnerable to animals.

The airship gondola is still airtight and offers strong bulkheads and effective locks and security systems. Marlboro and Innesti can therefore be left in the gondola and retrieved after the characters regain control of the Moraes.

If Innesti accompanies the party, he will be extremely conscious of his injuries. The players should not exploit Captain Marlboro or Innesti in unreasonable ways.

DISTRESS SIGNALS
The only subspace radios in the expedition are aboard the Moraes and the satellites orbiting above the planet. The airship's radiophone is damaged beyond repair, so it can't be used to relay a message to the satellites' subspace radios. Terry controls the only other radiophones powerful enough to reach the satellites (the radios in the other airship, the lander module, the aircar, the explorer, and the Moraes itself).

THE SURVEY ROBOT
After the attack, Innesti deactivated the survey robot. No undestroyed or improvised equipment that can deactivate a robot by remote control is available to the PCs.

The PCs can control the survey robot with the hand controller stored in the gondola (see the Equipment List). If they do not specifically sever their robot's link with the Moraes, their robot will respond to the hand controller, but it will also respond to Terry's commands. Since he is currently not sending it orders, there is no immediate hint that Terry can regain control of the robot at will. When Terry notes the approach of the robot or the party on his sensors, he will attempt to take over the robot, intending to add it to his own defenses.

The robot's radio transmitter (computer link) is too weak to reach the satellites to relay a mayday. The robot normally transmits all sensor data to the Moraes' main computer. Unless the robot's functions are specifically altered, Terry can eavesdrop on the party's progress. The computer-robot link is still active, but the robot is not a remote terminal. It can only transmit sensor data or radio signals, and cannot access the computer without the password.

The robot has limited power and range. It has enough power left to fly 950 km. or hover for 950 minutes, or any combination of both adding up to 950. An arlarm on the hand controller warns when there are only 2 km. (or minutes) worth of power left in the battery. The robot's battery may be partially recharged from the power backpacks, providing an additional kilometer or minute of

flight per SEU transferred to the robot's battery. (Power backpacks store 100 SEU.)

The robot is not designed as a shuttle-craft, and a robot tech will judge such use risky for both robot and cargo. Improvising a sling or frame to transport more than 50 kg causes a forced landing and damage within seconds of takeoff. Repair will take one hour.

The PCs may also hope to send the robot to observe or attack Terry at the Moraes. A robot technician or ship's officer will know that Terry's two robots can destroy the party's robot. The Moraes' laser batteries will insure the robot's loss. The best way to protect the robot and exploit its abilities is to keep it fairly close to the party.

THE MORAES' COMPUTERS
Terry activated a security program that denies computer access, commands, programming, or data retrievals of any kind without a new password. None of the PCs know or can guess the new password. The security program can be defeated only by rewiring the computer. The crew's computer techs are familiar with this security program and know that remote access of the computer is impossible.

SALVAGING EQUIPMENT FROM THE AIRSHIP
Resourceful PCs may try to salvage materials from the airship, hoping to jury rig equipment for later use. Table 5 lists some useful devices that can be improvised from airship. You must determine the success of your players' salvage attempts.

If the players request information about salvaging, ask them to list the things they are looking for. Then tell them what they find, using Table 5 as a guide. For example, if a PC with demolition skill looks for explosives, tell him about the fuel cartridges in the atmospheric study rockets aboard the airship. Anyone can suggest salvage strategies, but only characters with the appropriate skills and techkits can salvage and adapt equipment.

Make salvage skill checks secretly. If a roll is successful, tell the player that the adapta-

tion appears effective. If the roll is 96-00, tell the player the adaptation appears successful even though it will fail when it is used. If the failed check is less than 96, tell the player that the adaptation is obviously unsuccessful.

Characters can make three attempts to salvage and adapt equipment. Each attempt to salvage or adapt equipment takes time. See Table 5 for time guidelines. A character with the appropriate skill can make an accurate estimate of the time needed for each task, even though the adaptation itself requires a skill check.

Don't give hints to your players about the kinds of adaptations that might be made. However, you may draw their attention to the types of materials available for salvage. Encourage your players to be creative!

TIME SPENT AT THE CRASH SITE

If the PCs move quickly, and don't attempt to salvage material from the airship, they can set off by 10:30. Salvaging will delay them. Assess further time penalties for other delays (scouting the area, trying to repair the computer or modifying the robot, etc.).

Gamma .2
EXPERIMENTING WITH THE ROBOT HAND CONTROLLER

Direct the players to study the descriptions of the survey robot and hand controller in the Equipment List. The accompanying illustration will be helpful.

Direct control of the robot confers advantages in combat and maneuver. However, hand controller operation requires practice or there is a chance of wrecking the robot. When guiding the robot with the hand controller, the operator must make a successful reaction speed check every hour or lose control of the robot. In combat, the operator must make a reaction check every turn.

If control is lost, the robot immediately loses 1d100 meters of altitude. In each following round the robot loses another 1d100 meters of altitude unless the operator makes a successful reaction speed check or returns the robot to automatic control. Two hours of work are needed to repair the damage from a crash.

For each hour of practice with the hand controller, the operator receives a +10% modifier to his chance to avoid a loss of control (up to a maximum of 95% — a roll of 96-00 always results in a loss of control). Practicing with the hand controller at low altitudes is likely to result in crashing the robot. When on joystick control, the robot receives a positive modifier of half the operator's reaction speed to its chance to hit per turn. When the operator is dodging instead of firing, subtract 20% from the basic chance to hit of hostile ranged weapons.

ALTERING THE REMOTE ROBOT'S MISSION OR FUNCTIONS

If the PCs want their robot to perform certain functions automatically, they must write out a specific mission and specific functions for the robot. Then a robotics expert must make the appropriate skill checks. You should judge the feasibility and usefulness of these specific procedures, and award appropriate modifiers to the robot's initiative and skill ratings. For example, if the robot is programmed to evade contact with other flying craft, add a positive modifier to the robot's chance to avoid being spotted by another craft. Several routine tasks that might be assigned to the robot are listed below.

Aerial Survey: The PCs should specify what the robot is to look for and how it is to respond to what it discovers.

Night Watch: The robot can stand watch, permitting all the characters to rest. The PCs should specify what the robot is to look for and how it is to react.

Combat: The PCs can program the robot to perform specific maneuvers or actions in combat.

Standard Response to Creature Encounters: The robot can, for example, be directed to fire at any creature over a certain size, or

TABLE 5. SALVAGING AND ADAPTING EQUIPMENT FROM THE AIRSHIP

Adaption and Maximum Number of Items	Salvage Item	Skill Needed And Modifier	Salvage Time	Adaption Time
fragmentation grenade, impact only (20)	fuel cartridges	demolition	0 min	20 min
incendiary grenade, impact only (20)	engine fuel & food containers	demolition	5 min	2 min
smoke grenades, impact only (20)	engine fuel, lubricant, & food containers	demolition	5 min	5 min
motion sensitive alarm (1)	control system & 20 SEU power clip	technician	15 min	30 min
video alarm (2)	control system & 20 SEU power clip	technician	15 min	30 min
infrared alarm (1)	control system & 20 SEU power clip	technician	15 min	30 min
radio decoy with remote trigger (1)	control system & 20 SEU power clip	technician -20	15 min	30 min
small helium balloon with 50 kg payload (2)	flotation chamber fabric & emergency helium tanks	technician -20	15 min	15 min + 15 min set up
25m electrified fence, acts like stunstick (1)	wire & 20 SEU power clip	technician	15 min	15 min + 15 min set up
20 SEU power clips, not for weapons	control power packs	technician	5 min	10 min

one that approaches the party beyond a certain limit.

Gamma .3
DOG-LIKE CARNIVORES

MV 30 m; IM 5; RS 45; STA 100; ATT 40; DM 1d10

A pack of 10 creatures follows the PCs for an hour. The PCs hear the creatures following them, but they can't tell how many, since the creatures remain hidden in the thick undergrowth. Then the PCs catch occasional glimpses of hairless, wolf-sized animals.

High animal intelligence combined with instinctive caution impels these creatures to avoid contact until they study their prey and find an opportunity to attack. If the robot is used to scout, the sensors reveal no more than patterns of movement through the brush, though the size of the pack may be accurately estimated as ten. If the party uses the robot to flush or attack the creatures, they immediately disperse in panic. If none of the creatures are injured, they return to follow the party within minutes.

After an hour of stalking the party, the hairless, wolf-like beasts lunge from two sides into the middle of the group, emerging suddenly from cover and gaining surprise unless the party took special precautions.

These beasts are intelligent and effective hunters, but they are cowardly, and injured victims dash off into the woods making screeching noises like a parrot. At the end of each round, there is a 10% cumulative chance for each beast that fled that the others also turn tail and run. If a solitary PC ventures out into the woods to look for the beasts or to escape the melee, the beasts will immediately attack this more vulnerable target.

Gamma .4
RAT-LIKE OMNIVORES

MV 90 m; IM 7; RS 70; STA 5; ATT 30; DAM 1d5

These creatures will not deliberately attack creatures larger than themselves. They are scavengers and opportunists, not aggressive carnivores. Their intelligence is limited, but it is all devoted to stealthy approaches, swift and silent theft, and immediate flight if discovered. Ten of them approach when the PCs set up camp. If the PCs keep on the move, they don't encounter these creatures.

A successful analyzing ecosystems check made by someone inspecting the campsite reveals tiny rat-like footprints and may warn the PCs to prepare against scavengers. The beasts gnaw into anything that smells of food. They are so small and quiet that they may escape detection until after they cause considerable damage. If the PCs make periodic inspections of their supplies and bivouac units, they should discover the creatures before they damage the tents, and after only two packages of rations are ruined. Otherwise those on watch must make an intuition roll at -30% every 15 minutes to discover the pests. Every 15 minutes they go undetected, the creatures destroy 2d10 ration packages and cause 2d10 points of damage to a bivouac unit. After a bivouac unit receives its maximum damage, it collapses and wakes its occupants and alerts guards on duty. The creatures flee instantly if attacked, though if none are injured they return again in one hour.

Gamma .5
PATCH OF POISONOUS PLANTS

As the PCs push through the dense underbrush, one of their toxyrad indicators starts flashing a yellow warning light. A quick
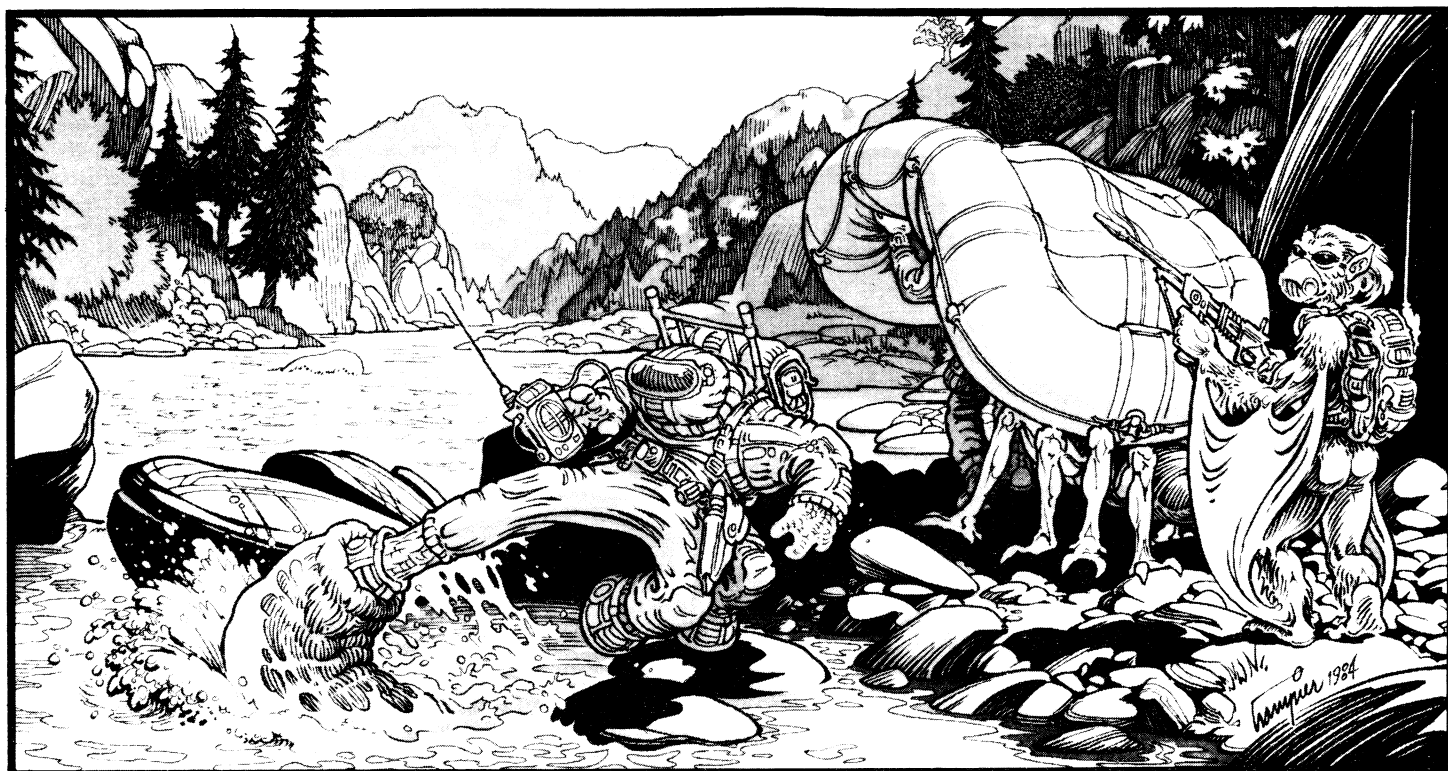
scan of the surroundings does not reveal any obvious poisonous substance.

Ahead of the party lies a patch of plants that give off an invisible, odorless poisonous substance that hangs above the plants. If a qualified technician employs the vaporscanner, he can determine that the source is ahead of the party. If a technician uses the bioscanner to test samples of plant life, he can identify the poisonous plants. Unhappily, the plants look just like other common species of leafy shrubs found on Mahg Mar, and it is impossible to distinguish poisonous from harmless plants by sight.

The problem is to get around the patch of poisonous plants, and avoid running into other patches along the route. The PCs may choose to go straight through the plants, hoping that their breathers will filter out the poisonous substance. The breathers will not; characters take 10 points of damage every turn they remain in the poisonous plant patch. Patches are usually 100 x 100 meters in area. Alternatively, the PCs may go around the patch, using their toxyrad gauges to indicate the danger zone. Since the sensitive gauges register air-borne wisps of the poison, they must travel a roundabout and uncertain route, causing a thirty-minute delay (15 minutes to walk around the patch and 15 minutes to define its edges with the gauges as they travel).

If a technician successfully employs his analyze ecosystems skill, he notices that in the shelter of the poisonous shrubs grows a bright-red blossom, distinctly visible from a great distance. Wherever the party sees this red flower, they may infer the presence of the poisonous shrub. This knowledge reduces the delay to 15 minutes, and the party can steer clear of other poisonous patches in the future with no further delays. Without this technique of recognizing the poisonous plants, the PCs will be delayed by two more similar patches before they reach the Moraes.

Gamma .6
DESCENDING A CLIFF

Even if the PCs work carefully to take advantage of the terrain, they find themselves at the top of a cliff. Tell the players that it may be dangerous to proceed without lowering their gear down the cliff by rope.

The PCs can lower their gear with only a 15-minute delay. The real danger is that a character will have an accident. Each character should check for an accident as explained in Table 1 (use the steep slope chances). This chance takes into account the use of ropes. Scouting this cliff does not eliminate the chance of accidents, but does provide realistic estimates of the risks involved.

The PCs may use the robot or a scout to search for a way around the cliff. There is a safer route, but taking it involves backtracking and a 30 minute delay. Any character who makes a successful finding directions check can accurately estimate that delay. Tell characters who fail that finding directions check that there are too many factors to consider.

Gamma .7
ROBOT SURVEILLANCE

Terry's robot is traveling at an altitude of 1250 meters, 2 kilometers from the party. It can find the party from that altitude and distance because it knows the location of the crash and the inferred approximate heading of the party. The PCs have no chance to notice this surveillance unless they specifically mentioned keeping a lookout for such craft, or if they programmed the robot to automatically look for other aircraft. Terry shuttles his two remote robots back and forth to the Moraes for refueling, permitting him to maintain constant aerial surveillance of the party.

Terry's robot's mission is to "observe enemy and report; relay all sensor data." "Enemy" is defined as the PCs and their robot. If it is attacked or approached within 2 kilometers by the enemy, Terry's robot reports to him, then retreats toward the Moraes. It maintains 2 kilometers from the enemy and awaits orders.

The PCs have no chance to jam or take control of the surveillance robot. Pursuit with the party's remote robot would be
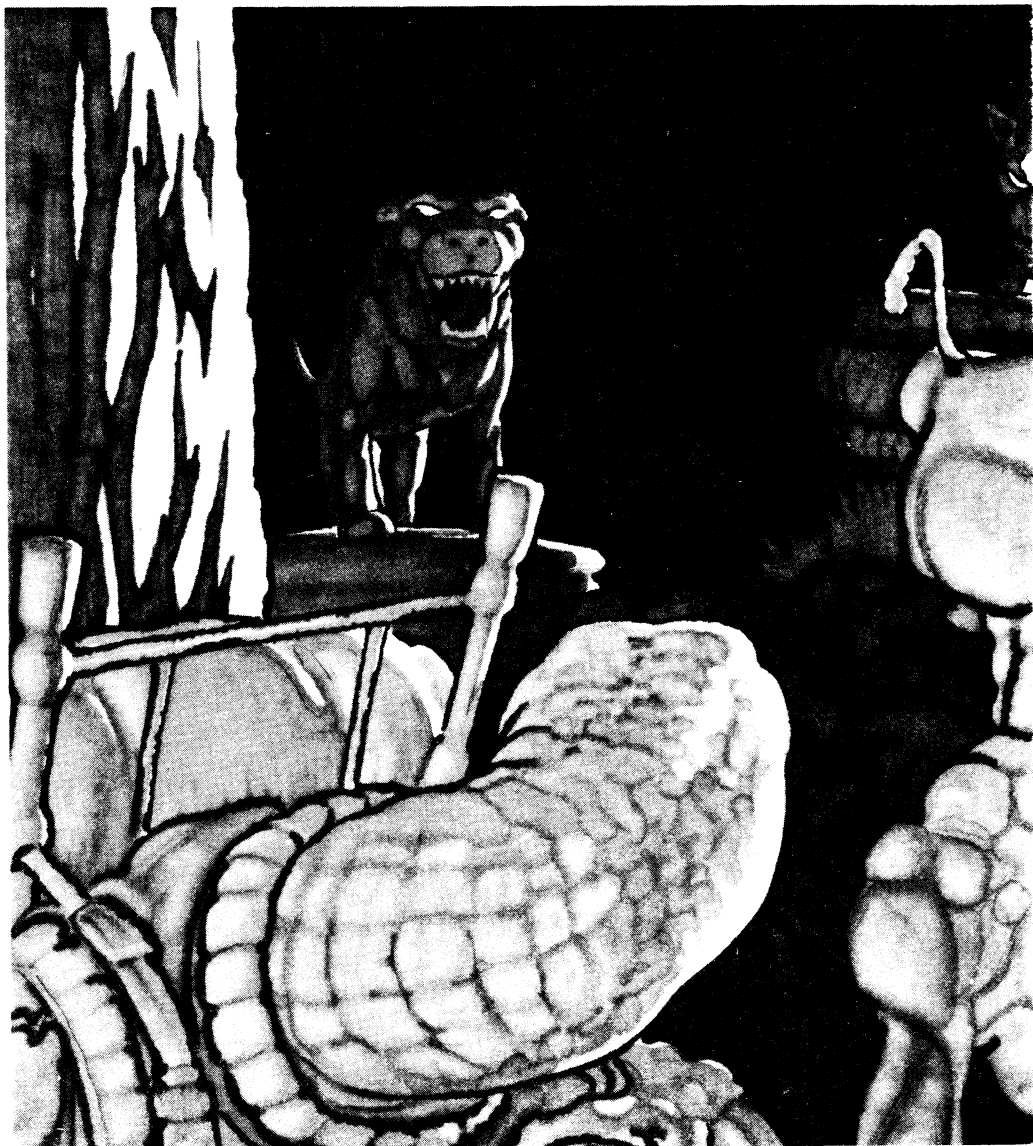
futile, since Terry's robot has a great altitude advantage and will run for the cover of the Moraes if approached. If the PCs impulsively insist on pursuit and attack, their robot and one of Terry's robots are destroyed in the resulting combat.

The only practical benefit gained from noticing Terry's robot surveillance is confirmation that Terry anticipates the PCs' approach and that he has the ability to attack them.

Gamma .8
MYSTERIOUS NOISE

This is an important form of encounter. On an alien planet there are thousands of unfamiliar and disturbing sounds that prey on the over-active imaginations of visitors.

Handle this encounter just as though it were the prelude to a normal creature encounter. Describe a sudden movement in the bushes ahead, the sound of creatures pacing the party off in the brush to the left, or a glimpse of activity high overhead. The PCs may send their robot or scouts to investigate a noise, but they find nothing.

Gamma .9
ROBOT MALFUNCTION

Tell the players a warning buzzer on the hand controller goes off and the power indicator suddenly drops to zero! Just a minute ago the battery was fine! There are only two minutes of flight left to land the robot before it crashes.

The robot's emergency power override

system mistakenly determined that the main power was almost gone, and switched automatically to emergency power. The operator has plenty of time to bring the robot down safely. However, there is an unfortunate lack of convenient clearings to set the craft down in. The operator has three choices. The player controlling the robot must choose one of these options quickly.

1. Let the robot select its own landing spot.
2. Scout for acceptable landing spots on joystick control.
3. Land in a marginally acceptable clearing visible 200 meters away.

If the operator lets the robot seek a safe landing spot by itself, it selects a spot one kilometer away, roughly along the path chosen by the party. In this case there is no chance of a crash, and technicians can repair the malfunction when they reach the robot. The problem is very minor, and a modifier of +30 is appropriate for the repair roll.

If the operator searches on joystick control, he finds a safe landing spot one kilometer away along the party's travel route—the same spot the robot would have selected. Landing conditions and repairs are the same as described above.

A marginally acceptable landing spot lies 200 meters from the party. If the operator wants to land the robot there, he must use the joystick control and make a successful reaction speed check with appropriate modifiers for operator practice (see Gamma .2). If he has skill and practice with the robot, there is little risk in such a maneuver, and the party will not lose its aerial scout for a full kilometer. Repairs are the same as described above.

Gamma .10
THALIANS

MV 10m; IR 1; RS 10; STA 200; ATT 0; DAM 0

This encounter occurs when the party launches their rafts in a river for the first time. As a PC steps into the water, his leg is sucked into what looks like a long, almost transparent, tube of durable, jelly-like organic matter—a Thalian. It draws the victim's leg in all the way to the hip.

This Thalian is completely harmless. It is no more than a giant siphon, sucking in water and particles at one end and expelling them at the other. The character's leg is stuck in the tube, but not taking damage. There remains, however, the problem of freeing the character from the tube. The difficulty is finding solid footing—impossible in the river bed. If the other characters rig a rope to a tree on the bank and tie it around the stuck character's waist, they can easily pull him loose (no skill or ability check necessary).

If someone tries to force the creature to let go by firing a weapon at it, the Thalian suddenly and violently heads for deep water, dragging the stuck character with it. The victim is dragged underwater a short distance away and must hold his breath until someone frees him or until the Thalian releases him.

Most of the party's weapons cannot affect the creature underwater (only melee weapons can). After the Thalian receives 30 points of damage, it reverses the direction of its siphon and forcefully expels the victim. Unless he is released, the victim remains stuck until he drowns. Characters can hold their breath for a number of turns equal to their stamina score divided by 5. Thereafter, they take 2d10 points of damage per turn until they can breathe normally.

Gamma .11
LOG JAM

A massive log-and-debris jam blocks the river. Removing the dam will cause at least a 30-minute delay; 200 points of structural damage must be expended to clear a route for the rafts. Clearing the the river by hand will take two hours. The easiest solution is to portage. With a 15 minute delay, the PCs can land and carry their rafts and gear beyond the blockage.

Gamma .12
GIANT CROCODILIAN

MV 60m; IR 6; RS 60; STA 200; ATT 60; DAM 4d10 (on land: MV 30m; IR 4; RS 40; ATT 40)

As the PCs cruise peacefully along the river, the lead raft is suddenly flipped high into the air and its contents dumped into the water. The crew of the raft discover themselves in the river with a giant crocodile-like creature. It flashes past one character as it opens its great jaws and clamps them onto the overturned raft.

Hunger and territorial instinct prompted the crocodilian's attack. It first attacks the rafts, which appear to be large, unfamiliar trespassers on his turf. After nipping each raft, it puzzles over the sudden appearance of the raft's passengers. The rafts are punctured and deflated, but in patchable condition.

If it is not attacked in the following five turns, the crocodillian decides to assert its territorial rights. It attacks the closest character still in the water. If the characters all reach dry land, the croc scornfully sinks to the bottom of the river, content with its display of ferocity.

If the croc is wounded by a party member, it will attack the nearest target and continue to attack until slain. It will even come out of the water after victims on the bank, though it is much slower on land. The croc only takes half damage from lasers while it's underwater.

When the combat is resolved, either by the death or withdrawal of the creature, the PCs may collect the damaged rafts and decide what to do. If they think of using either airship fabric or material from one of the bivouac units, they can patch the rafts and round up their gear in 15 minutes. Suggest repairing the rafts if the players don't think of it.

Gamma .13
DIVERGENT CHANNELS

The river divides into two similar channels. The party must choose a route. If the robot is surveying from the air, the left channel is clearly the preferable one. Taking the right channel results in a 30-minute delay as the characters drag their rafts and equipment through dense undergrowth. If the party lands and scouts ahead on foot, the delay is only 15 minutes.

Gamma .14
HERBIVORES

MV 60m; IM 5; RS 50; STA 150; ATT 50; DAM 3d10

A herd of 30 creatures is watering at the river (or a small pool, if the party is traveling cross country). Twenty females and young are in the water. Ten males are on the bank standing guard. A successful analyze ecosystems check suggests that these herbivores are unusually aggressive and combative. Their wicked horns and considerable bulk make them better fighters than runners.

If the party encounters them on dry land, the bulls charge immediately. If the party is rafting down the river, the cows and calves mill around in discomfort and confusion, mistaking the rafts for crocodilians. As the party approaches, they suddenly panic and stampede out of the water. The bulls then charge into the river after the rafts. The river is very shallow here, but even so, the bulls' attack, damage, and movement is halved because of the water.

The bulls attack and pursue instinctively to protect the herd. Even if the PCs detour or retreat, the bulls pursue them, causing delays.

Gamma .15
LARGE BIPEDAL CARNOSAUR

MV 60m; IM 5; RS 50; STA 175; ATT 65; DAM 4d10

As the party travels, they come across a

half-eaten carcass, obviously ripped by large teeth and claws. The volume of flesh consumed suggests a large predator. Tracks indicate that the creature was bipedal with a balancing tail.

An analyze ecosystems check reveals that such large carnivores often are sensitive about territoriality and that there is a likelihood of ferocious aggression if the creatures perceive the PCs as competitors. A few minutes later, a large creature, built like a cross between a bipedal dinosaur and a giant wingless bird, suddenly smashes through the brush and emerges right in front of the party.

Players should declare their characters' actions immediately. The creature stands directly before them, then roars and makes a series of half-charges, bringing it progressively closer and closer. If the PCs retreat in a quiet and orderly manner, the creature continues to half-charge and roar at them until they have retreated for ten turns. Then the creature turns and walks peacefully back into the brush, content to have asserted its dominance. If the party retreats wildly, or if they attack the creature, it charges immediately, trumpeting loudly. In the turn after the charge, a second carnosaur (the mate) dashes from cover and joins the fight.

If the party is on the river in rafts, the creature charges to the bank several times. If the PCs do not cross to the other side of the river, land, and retreat from sight within ten turns, the creature moves back a little, roars, and leaps out into the river after them. The creature can swim/scramble quickly enough to reach the rafts in one turn. At the end of that turn, a second creature dashes from the brush, hesitates for a turn on the bank, then follows her mate into the water after the PCs.

Gamma .16
FLUTTERBYE SWARM

MV Fast; IM 7; RS 70; STA 2; ATT Special; DAM Special

These locust-sized creatures are as colorful and striking as butterflies, and they fly about in great swarms. A swarm attacks the party. See the Alien Creatures Update File for information about their attacks.

If the characters act quickly, they can remove most of the creatures before taking much damage. The characters may also do what the other animals of Mahg Mar do—jump in the water. That instantly causes the larvae to lose their grip and go floating away from the victim.

Gamma .17
DANGEROUS RAPIDS

The PCs should notice that the river is becoming more and more rocky, narrow, and swift. Suddenly, they run into dangerous rapids. Every character without environment skills must make a reaction check. If at least one skilled person or one successful check is made per raft, there is no accident.

Characters with environmental skills who make a successful logic check should recognize that the river has run from a durable, stable rock bed into easily-eroded, unstable rock. They can expect a narrower, more rocky channel and possibly dangerous rapids and waterfalls.

Gamma .18
HIDDEN SNAG IN RIVER

A sharp branch from a submerged tree remains unnoticed beneath the water until the lead raft hits it. The raft is punctured and starts losing air. If that raft has two or more paddlers, at least two paddlers must make successful reaction speed checks. If that raft has one paddler, he must make a successful reaction speed check at half his normal chance. If the checks fail, the raft sinks before it gets to the bank, and the passengers are surprised by Jellbellies (see Gamma .19). The raft can be repaired with skill checks and a 15-minute delay. Remember that dunked equipment may also be damaged.

Gamma .19
JELLBELLY

MV 10m; IM 3; RS 30; STA 100; ATT 80; DAM 1D10; SA electrical shock stuns for as many turns as points of damage

Jellbellies will not be encountered unless the PCs are dunked during an accident or a Jellbelly is stepped on as a PC gets out of a raft. Jellbellies lie in the water, floating with the current. Almost transparent, they are occasionally noticed as one is struck by a paddle. If a character bumps into one of these in the water or along the shore, he may be attacked and stunned (normal attack with special stun effects for as many turns as points of damage). Stunned characters in the water immediately begin to take 2d10 points of drowning damage per turn.

Gamma .20
TERRY TRIES TO REGAIN CONTROL OF THE PARTY'S ROBOT

Hoping that the PCs were foolish enough to leave their robot accessible to his command, Terry cuts in on their robot's command channel and directs it to return to the Moraes. If the PCs did not properly alter their robot's mission and functions, it flies away at full speed, disregarding commands from any source other than the Moraes. If the PCs successfully revised their robot's mission to preclude tampering from the Moraes, Terry's attempt does not succeed, though the PCs will be aware of his futile efforts.

Gamma .21
THE WATERFALL

Tell the players the water is becoming rougher very quickly. Giant rocky spines stick up from the surface, threatening the rafts. The PCs hear a dull roar from not far ahead and see a faint plume of mist rising above the trees.

This is a warning to the PCs to get off the river to avoid a waterfall. They should move to the bank and prepare to portage past the danger (30-minute delay). If they fail to heed the warning immediately, they are carried through violent rapids just before the falls.

They should make reaction speed checks to avoid an accident in the rapids. If two or more paddlers per raft fail their checks (one check at half chance if there is only one paddler), the raft overturns and is swept over the falls, causing 1d10 points of damage to each occupant and destroying the raft and any gear aboard. Such an accident causes at least 15 minute delay. Characters who are knocked unconscious suffer drowning damage.

Gamma .22
REMOTE ROBOT ATTACK

As Terry's initial self-confidence begins to erode, he decides to take the offensive. Unless special precautions have been taken, this first robot attack takes the party by surprise, approaching from the rear just above tree-top level.

Terry's robot hovers 90 meters above the ground to take advantage of its heavy laser's superior range. The robot fires the heavy laser and automatic rifle at separate targets. It is ordered to attack the characters (rather than their robot) and to fire at the tightest concentration of party members, employ-

ing the rifle bursts to best effect.

The attacking robot's chances to hit per turn are listed below. These chances assume the PCs are in soft cover. Add additional modifiers if they are moving, prone, or dodging. There may also be other important factors. For example, if a character dives underwater, the robot's laser and rifle have a basic 5% chance to hit, and their damage is halved.

HEAVY LASER: 40% (70% base, -10% hovering, -10% soft cover, -10% short range); Damage 5d10 (maximum of 20 shots)

RIFLE: 50% (70% base, -10% hovering, 10% soft cover, -20% medium range, +20% firing a burst); Damage 5d10 + 1d10 per target affected, distributed equally (maximum of 10 bursts)

The PCs may keep their own robot in the air for defense, but landing the robot and firing from a fixed position removes the penalty for firing while hovering, and also provides soft cover against stray bullets. Further, even if Terry redirects his attacks to the landed robot, it will be immune to most of the effects listed on the flying vehicle damage table. The party's robot receives a positive attack modifier of one-half its operator's reaction speed if it is on joystick control, even when landed.

If the PCs' robot is flying, its operator must make a successful reaction speed check each combat turn or lose control. (See Gamma .2) There is no risk of loss of control if the robot is landed.

Treat robots as jetcopters for damage effects (Alpha Dawn Expanded Game Rules, p. 33). Roll separately for the effect of each hit. If Terry's robot suffers any effects from the Flying Vehicle Damage Chart, he will purposely crash it to keep it out of the PCs' hands. These robots can take 150 structural points of damage before their weapons are disabled.

After ten turns, Terry recognizes the risk to his robot and orders it back to the Moraes for repair. Whether Terry loses a robot or not, he maintains a periodic robot surveillance on the party hereafter. (See Gamma .7)

Gamma .23
THE SECOND ROBOT ATTACK

(See Map 2, p. 20)

Terry devised a more effective ambush with his second remote robot. He sent the robot to a small brush-covered island in the Water Gap. Situated in hard cover from attackers floating downriver, the robot camouflaged itself with its workarms. From the air it is only in soft cover. The robot has a direct line of sight to anything coming down the river for a distance of 1000 meters. It has ammunition for 20 5-SEU shots at the rafts. The rafts are presumed to be traveling at about 25 meters per turn, so they will be in range for 40 turns.

Terry's strategy is to hold his fire until the rafts are within 500 meters (medium range), then to fire 5-SEU shots each turn at the rafts for five turns. Thereafter, he concentrates his fire on the party's remote robot, which will, presumably, attack his robot. (If the players have not established where their robot is, assume that it is hovering 100 meters above the rafts.)

Handle an attack from the PCs' robot against Terry's fixed robot as a tactical combat. Do not give the players more than one minute to consider their tactics each turn. Then they should give you the speed, path, and altitude of their robot and whether it will fire that turn.

The party is in a much more serious situation than in the first robot attack. The PCs in the rafts are sitting ducks. None of their hand weapons are effective at this range, and they receive a -20% penalty for firing from a bouncing inflatable raft.

The PCs' robot may be low on ammunition. It is also firing on a target with hard cover until it is directly overhead or behind Terry's robot. However, Terry's robot cannot return fire to its rear. From that position, the party's robot can easily get favorable odds for destroying it. Another approach is to sacrifice their robot; crashing it into Terry's robot assures mutual destruction.

Terry's robot fires at the closest raft. If two or more rafts are equally close, randomly select the target for each shot. Then randomly select targets within each raft. Remember that the rafts and gear will take some of the damage. If the party is carrying explosives, a direct hit will set them off.

Terry's robot is well-hidden. If the PCs are using their robot to scout for ambushes, you must decide if it discovers this ambush.

If the PCs were traveling on the large river, but do not take their rafts through the Water Gap, Terry becomes suspicious because the rafts don't appear on schedule. He orders his robot to search the ridges and gap for the party moving on foot. If the party is clearly approaching on foot through the gap or over the ridges, Terry recalls the robot and uses it to ambush the party as it crosses the large river. If the party is already on Terry's side of the river, he sends his robot to attack their robot, attempting to ram and destroy it. If the PCs' robot is destroyed, Terry can use the aircar without fear of the robot's long range laser.

Gamma .24
A DESPERATE BLUFF

(See Map 3, p. 13)

Depending on the results of the first two robot attacks, Terry may have one or two robots left to supplement this attack. For this attack, Terry programmed a utility robot to fly the aircar. The aircar and his remaining remote robots approach the party at high altitude as though on reconnaissance flight. Suddenly, they dive and attack, continuing to attack until they are destroyed. In order of priority, Terry's objectives are:

1. Ram the party's robot.

2. Encourage the party's robot to waste its ammunition firing at the aircar.

3. Crash the aircar amidst the party members, hoping to crush or burn them in the resulting explosion.

4. Delay the party enough to permit him to finish his tasks on the Moraes.

If Terry still has operational survey robots, he directs them to attack the party's robot while the aircar tries to crash amidst the party members. Otherwise, the aircar's primary target is the party's robot.

Robot-piloting is unreliable and limited in effectiveness. The aircar cannot maneuver defensively; it must follow a direct line to its target.

This final aerial attack takes place when the party is within one hex of the Moraes. Terry doesn't intentionally wait this long to attack; he simply can't get the robot to fly the aircar without lengthy preparations.

Terry's forces appear at a range of 1000 meters. The party automatically wins initiative because Terry's craft are flown by robots on remote control.

You must declare the intentions of the aircar and other robots (if any) first each turn. Permit the players one minute to consider each turn's move. Then they must announce the speed, altitude, and heading of their remote robot. Carefully record each flying vehicle's altitude, speed, and flight direction. Then the players should declare their characters' actions.

Terry's robots and aircar can try to ram the party's robot. If they can occupy the same hex and altitude as the party's robot during Terry's initiative phase without using more than half of their movement, they have a 70% chance to ram. If the party's robot dodges and does not fire, the chance to ram is 50%. Anyone within 10 meters of a crash takes 3d10 points of damage from concussion and flying debris.

DELTA SECTION: RECAPTURING THE MORAES

Delta .1
THE SITUATION

The PCs need to regain control of the Moraes. One method is to go in after Terry to kill or disable him before he can destroy the ship or kill the hostages. In fact, this is practically impossible. Terry has had ample time to sabotage the Moraes. Further, the PCs can't get to him without risking the lives of his captives.

In the climax of this adventure, the characters may very well confront Terry on the bridge in a classic hostage situation with all the odds favoring Terry. He has rigged a dead-man's switch that will automatically destroy the flight controls and kill the hostages if he is rendered unconscious or killed.

Any attempt to shoot it out with Terry will result in the PCs getting control of the Moraes, but Terry and the three hostages will probably die and the Moraes may be damaged beyond field repair.

The hypnotic suggestion that caused Terry's mutiny and apparent irrationality was implanted years ago by a Sathar agent, and was triggered by the discovery of a planet with indigenous higher life forms. Terry sincerely believes that the exploitation of this planet would be evil. This belief overshadows, but does not completely suppress, his other personal drives and values. He is not a hardened killer or terrorist. He would gladly spare the lives of the rest of the crew if he could otherwise prevent them from retaking the Moraes. He hopes that his threats to sabotage the Moraes and kill the hostages will deter the other expedition members from attacking him, but he is deranged enough to carry out his threats in order to "save" Mahg Mar.

Delta .2
THE TALKOUT

There is an alternative to the shootout method mentioned above: the talkout. With modified personality or leadership checks and some persuasive talking, your players can try to talk Terry into surrendering himself or releasing the hostages. You may wish to hint that a talkout is possible, if the idea doesn't occur to your players.

The talkout will not be possible until the party reaches the recreation deck or climbs to the bridge section of the starship. At that point, they may control the communications system (from the communications or computer room). If not, they can shout through the hull or hatch so that Terry cannot help but listen to what they say.

If a PC establishes communication with Terry and tries to talk him into surrendering the ship, the hostages, and/or himself, make a secret check on that PC's personality or leadership attribute, whichever is higher. Add the following cumulative modifiers to the dice roll as you feel appropriate, according to the quality of the arguments the PC offers Terry.

"There might be an intelligent race on this planet. We must inform the UPF immediately and prepare to protect them from a possible Sathar invasion." . . . . +10%

"The captain will die if he doesn't receive surgery." . . . . +5%

"The hostages and the rest of us have as much right to live as any creatures on this planet. Your killing crew members is far more immoral than the evils you hope to prevent by marooning us here." . . +10%

"Once we are overdue for a few months, the Federation will send out a fleet to look for us. The planet will be explored sooner or later anyway." . . . . +10%

"You have attacked friends with weapons and robots, which you never would have done before. You must have suffered a breakdown or temporary insanity. Give yourself up to be treated before someone else is injured or killed." . . . . +10%

"Your behavior is inconsistent with your normal personality. Could you be under enemy influence?" . . . . +15%

Make adjustments for any other persuasive points your players add to their characters' pleas. Each PC has one chance to talk to Terry. After the first character talks to Terry, subtract 20% from each following character's chance, because Terry resisted the preceding character's arguments.

The Sather hypnotic suggestion is very strong, but cannot completely suppress Terry's personality. If the arguments are logical, and if they appeal to Terry's strong personal values—friendship, loyalty to the UPF, the sanctity of sapient life, hatred of the Sathar—the PCs may have varying degrees of success in partially or completely convincing Terry to alter his behavior. Be flexible in interpreting the effectiveness of the leadership or personality checks. Very strong arguments and a lucky roll may convince Terry to surrender the Moraes, the hostages, and himself. A less successful check may only result in the release of some of the hostages. Even an unsuccessful check may have some influences on Terry's behavior. Use the leadership or personality check as a guide, rather than a rigid rule, for determining Terry's reaction to the talkout.

Delta .3
GENERAL NOTES ABOUT THE SHIP

You and your players should be familiar with the information in the Players' Background Report about the Eleanor Moraes.

MAPS

Map 5, on the inside of the cover shows where the decks are in the ship. Maps 6, on p. 30, is a floor plan of the lander module. Maps 7-11 are floor plans of the Moraes' decks. Some areas on the maps are numbered. Those numbers correspond to numbers in the text to help you find descriptions of those areas.

POWER

Each deck is in complete darkness. Terry shut down the power on each deck to all equipment not actively being used in the defense of the ship. For example, he has not shut down power to the computer room or the laser turrets. A switch in the central passage on each deck provides that deck with emergency lighting. Switches in each individual compartment will restore full power to that compartment.

FIRE PROTECTION

Two fire extinguishers are in each room. Covering a character with foam from these extinguishers provides protection from incendiary grenades (reduce damage by 75%). Note also the vacuum suits in the explorer bay on the Engineering Deck.

EXTERNAL DEFENSES

The ship's only external defenses are two turrets housing one heavy laser each. These are designed primarily for defense against pirates, but can be computer-controlled with attack and defense programs like those used by the survey robots (see Equipment List). These turrets can absorb 150 structural damage points before being disabled. Destroying them will not significantly affect the Moraes' ability to lift off. The ship's hull itself can absorb 300 points of damage in any one location before being breached. Unless the characters are specifically attacking the outer hull to puncture it, stray gunfire will not seriously affect it.

The turrets have 60% basic chance to hit (30% + Level 3 robot operation). The lasers fire 10-SEU shots and have an unlimited number of rounds, since they run off ship's power. The party will be sighted and fired upon when they come within 100 meters of the ship. The party will receive soft cover modifiers until they are within 50 meters of the ship (the size of the clearing where the ship landed). (See Map 4, p. 13) Each turret's field of fire is restricted to a half sphere on its side of the ship. Disabling one turret permits safe access to the airlock on that side of the ship. The lasers can be depressed to fire directly along the hull, but safety mechanisms prohibit firing angles that might damage the ship. Once party members run under the lander module or climb the access ladders on the landing legs, they cannot be hit by the turret laser.

All of Terry's robots not destroyed in previous encounters are grounded beneath the lander module, under the bulk of the Moraes, operating as fixed batteries. They will make the party's approach much more difficult. Remember that a robot's field of fire is forward only.

SECURITY SYSTEMS

The Moraes has an emergency security system that controls the computer, robots, alarms, defenses, and hatches. Without this security system's password, no one can open any hatch or portal, nor can any of the robots or computers be used without rewir-

ing. The password Terry has entered is "Lavinia," his grandmother's given name, unknown to any of other characters. Defeating or bypassing security, deactivating a robot, deactivating alarms or defenses, or opening locks automatically causes memory of the password to be destroyed in that area or device. The computer techs and crew members of the Moraes are familiar with this security system, but without the password, they, too, have only physical means of breaking through Terry's defenses.

Since the Moraes is not a military vessel, the security systems are relatively weak, limited to the following provisions.

LOCKS: All pressurized and normal hatches (including bay doors) are locked and alarmed by a level 3 security/lock program. Each hatch normally opens when it recognizes a crew or survey member's voice. Now, the hatches only open in response to Terry's voice and the password. All of the Moraes' technicians know how to rewire the hatches' electronic locks, though the process normally triggers an alarm on the bridge unless a technician also deactivates the security system on the hatch. (Technicians are usually quite familiar with the security devices on their own ship.) A technician's attempt to unlock the hatches is automatically successful, but deactivating alarms follows normal rules. All pressurized hatchs can be remote-controlled from the bridge. Bay doors (ship and lander) can be manually controlled from inside the bays or from the bridge.

ALARMS/DEFENSES: Every hatch, room, and passage on the Moraes has visual, infrared, motion, and atmospheric pressure/composition sensors which can be monitored from the bridge and other computer terminals on board (now disconnected). None of these sensors can be deactivated without alerting the bridge, but the physical destruction or skilled deactivation of a sensor (automatically successful) will keep Terry from observing the party's actions in that area.

ROBOTS: The utility robots under Terry's control are in radio link with the main computer. Only a level 3 technician can rig a device to jam this radio link, and the necessary components are only available in the workshop and communications rooms. Even if a link is jammed, so Terry can no longer alter commands or use the robot's sensors, the PCs must still deactivate the robot before they can change its mission and functions. They cannot exploit the

robot's Link program to access the main computer unless they have the password.

COMPUTER: Terry physically disconnected all shipboard terminals (except in the bridge) at the computer room. Terry is using the computer to control all automatic defenses in the ship. Once the party gains access to the computer room, they can take over control of everything but the bridge. The bridge can operate independently on a small computer which is part of the emergency escape capsule system. If the party seems likely to reach the computer room, Terry will command the main computer to shut down all functions. He then switches the bridge over to emergency life support and command systems. The characters can use their computer skills to regain control of the main computer, but they have no access to the self-contained systems on the bridge.

EMERGENCY ESCAPE CAPSULE

The bridge is designed as an emergency escape capsule for use in outer space. All its computer, communications, life-support, and power systems are self-contained and adequate for four days for the entire crew. Terry can effectively isolate the bridge from the rest of the ship. Further, the capsule has small rockets designed to separate it from the rest of the ship. These rockets are too weak to support the capsule in gravity, but sufficient to blast the bridge 50 meters into the air and send it crashing to the ground. If that happens, the bridge is totally destroyed, everyone on the bridge is killed, and the Moraes is unable to lift off.

Delta .4
THE LANDER MODULE
(See Map 6)

The lander module remains on the planet after the Moraes leaves. It contains a robot research station that broadcasts survey data up to an orbiting satelite for relay to the Planetary Survey Administration. The lander also provides a stable platform for the Moraes to lift off from.

By 16:00, Day Two, Terry stripped the second airship gondola of its weapons and power supplies. The radio equipment in the Robot Research Station (if it is still intact) can be modified to relay a mayday through the orbiting booster module.

Delta .5
ENGINEERING DECK

(See Map 7)

To enter the Moraes itself, characters must pass through this deck. Three hatches lead down into the lander module and two hatches lead directly out. The explorer and aircar storage bay doors can also be used.

The ship's life support and power sources are on this deck. However, the bridge has separate self-contained emergency systems.

THE AIRLOCK (1)

The airlock is in complete darkness when the party unlocks the outer hatch. Entering the airlock and opening any of the other hatches activates the airlock pumps. That doesn't normally happen; this is a trap Terry set. He placed five doze grenades in each airlock's pumps. Immediately after the pumps start, the airlock floods with doze gas. Breathers do not protect the PCs, who must pass current stamina checks or fall unconscious. Avoidance checks may be appropriate.

AIRCAR AND EXPLORER STORAGE BAYS (2)

The explorer, a four-wheeled all-terrain vehicle (see Alpha Dawn Expanded Game Rules, p. 29), remains in its bay. Nothing useful is left in storage after Terry searched the ship, with two exceptions. There are 12 vacuum suits near the airlocks and two radiation suits in the explorer bay that provide protection from fire. There are also four fragmentation grenades in the explorer itself that Terry overlooked.

THE CENTRAL PASSAGE (3)

The hatches in the walls and floor are trapped with incendiary grenades that will flip through the hatches and explode on impact in the outer passage, one meter from the hatch. Avoidance checks may be appropriate.

Delta .6
LAB DECK

(See Map 8)

THE CENTRAL CORRIDOR (4)

The first character to open the pressurized hatch from the Engineering Deck sees that the corridor is unlit. He can barely see that the pressure hatch above him, leading to the Crew Deck, is open. The other hatches to the outer corridor on the Lab Deck are closed.

That character's player should declare his intentions immediately. If the character instantly ducks back and slams the hatch shut above him, he must make an avoidance check as an incendiary grenade is dropped from above by a robot on the crew deck. No other character will be affected. If the character does not immediately evade, he does not receive an avoidance check. Additionally, the splash from the incendiary grenade will also affect characters in the corridor below. They may also make avoidance checks.

The robot has a supply of ten incendiary grenades set on impact trigger. This robot's mission is: "Test Grenades." Its functions are:

1. When the hatch from the Engineering Deck opens, wait two seconds, then drop a grenade.
2. Observe with sensors.
3. If the hatch remains open, drop another grenade every six seconds and observe.
4. If the hatch closes, repeat functions 1 and 2.
5. When all grenades are gone, signal for further instructions.

In darkness and hard cover, the robot is not a visible target for weapons fire unless someone is in the Lab Deck corridor and illumination is provided. There are several ways to handle this problem. First, the party can open and close the hatch again and again, tricking the robot into exhausting its supply of grenades. This requires that the PCs make avoidance checks to avoid full damage. (The hatch cannot be opened wide enough to trigger the attack without risking damage from the grenade.) Second, the party may storm the robot in its position. They will be subject to its attack for several turns. A third, and more effective method, is to use protection against fire. Vacuum suits protect completely and foam sprayed from fire extinguishers decreases damage by 75%. Once the robot is reached it is easily deactivated. It has no other offensive abilities.

THE WORKSHOP (5)

Searching the workshop reveals a malfunctioning albedo screen awaiting repair. A tech can repair it in 15 minutes. Terry tried to remove or disable everything that could be used as a weapon. He overlooked a cutting/welding torch that can cut a man-sized passage in a bulkhead in 15 minutes.

Delta .7
CREW DECK

(See Map 9)
CENTRAL CORRIDOR (6)

Here is the robot that drops incendiary grenades into the central corridor of the Lab Deck. Terry has no further offensive plan for this robot after its supply of grenades is exhausted. He will try to keep it from being damaged in case he needs it for labor later.

CREW QUARTERS (7)

Terry thoroughly searched the crew quarters and removed most offensive and defensive equipment. He overlooked two things:

1. A sonic stunner hidden under Sporss Krekek's desk.
2. Captain Marlboro's technician overalls, containing a skeinsuit.

Delta .8
RECREATION DECK

(See Map 10)
CENTRAL CORRIDOR (8)

When the hatch to the Recreation Deck central corridor is opened, the area is in darkness, but a side hatch can be seen dimly. It is wide open. All other hatches are closed. Terry rigged an incendiary grenade to go off five turns after the pressure hatch is opened. The grenade is attached to the top of the pressure hatch, so it is concealed from a casual observer. If a character discovers the grenade, he can turn off the timer and add it to his arsenal.

A robot with 10 fragmentation grenades is standing in the outer corridor on this deck. Its mission is to "test grenades." Its functions are:

1. When someone enters the central corridor, throw a fragmentation grenade into the central corridor.
2. Observe with sensors.
3. As long as there is motion in the central corridor, throw a grenade every six seconds and observe.
4. When there is no motion in the central corridor, repeat functions 1 and 2.
5. When all grenades are gone, go into the galley and wait for further instructions.

THE COMPUTER ROOM (9)

From here, the party can override commands for all the ship's robots, except the one on the bridge with Terry. The party can

also regain control of all ship functions except those on the bridge.

THE COMMUNICATIONS ROOM (10)

Here, a technician can override Terry's control of the internal communication system. For the first time, the PCs can initiate verbal contact with Terry.

Delta .9
THE BRIDGE
(See Map 11)

The acceleration couches at each station can swivel and lock in any position. Each station's instruments and controls can be used regardless of the couch position.

The central corridor is empty when the party opens the hatch. The two hatches to the bridge are closed. There is no light. When the first PC enters the corridor, he hears Terry shout: "Get out! I've got a dead-man switch on a charge that will blow the bridge to pieces if I die. Get out or I'll kill you and the hostages! Now!"

Terry is desperate at this point, with little hope that he can escape. This is a stalemate, with time on PCs' side. Terry can only try to convince the PCs into leaving the ship, threatening to kill the hostages and destroy the Moraes.   If the PCs don't leave after his first message, he switches on the ship's intercom and delivers another ultimatum: "Unless every one of you is off this ship in ten minutes, I'm going to blow her sky-high, and myself and the other crew members with it. If you aren't all standing outside the ship where my sensors can see you, I'm going to set off the charges. You have ten minutes... nine and 50 seconds... nine and forty seconds..."

Terry strapped the three hostages into the three acceleration couches on the side of the bridge near the flight computer. They are all immobilized with freeze fields. The utility robot is deactivated at the computer station. Eight fragmentation grenades timed for one-turn detonation are placed at each of the computer, communications, and starboard weapons control station.

If the grenades go off, the blast radii (3 meters each) will affect all three hostages and Terry, probably killing all four and destroying the robot. The flight computer console will be damaged beyond any chance of field repair.

Once Terry activates the dead-man switch, the timers start when he releases a button. Terry activates the dead-man switch whenever he hears any sign of someone entering the bridge. If Terry is rendered

unconscious or killed, the timers start immediately. The party will be unable to stop the blast, and they may run into the blast area.

Terry stands behind the acceleration couch with the hostage at the flight computer station (counts as hard cover). Stray shots have a 25% chance of hitting a hostage and a 25% chance of hitting the flight computer console. The console can take 30 points of structural damage before it is completely destroyed.

Terry is armed with a stack of laser pistols (from emergency packs in the airship) set for 10 SEU per shot. He doesn't lose a turn as he grabs for the next loaded pistol. He will continue to shoot at any attackers until he is killed or incapacitated.

If the party does not reach the bridge before 3:00, Day Three, Terry will have rigged a switch to fire the emergency capsule rockets that explosively separate the bridge from the rest of the ship. He will also have transferred the dead-man switch from the grenades on the consoles to the emergency capsule switch.

Terry will explicitly threaten to trigger the emergency capsule rockets; his objective is to deter the party from interfering with him, not to destroy the Moraes. If Terry is killed or incapacitated, the bridge blasts free of the rest of the ship, then crashes to the ground.

Terry may be talked into surrendering as described in Delta .2 That is the only way of recovering the bridge of the Moraes intact, and probably the only way to save the lives of the hostages.

Delta .10
EPILOGUE

If you plan to continue the adventures of the crew of the Eleanor Moraes in the *Beyond the Frontier* series, use Ending 1. Otherwise, use Ending 2.

ENDING 1

The Moraes will be grounded for at least five weeks while the characters recover from wounds, repair the Moraes, and set up the survey's permanent robot research station. A call for assistance is sent to Minotaur Station in the Theseus System. An immediate response from Minotaur relays this message: "The assault scout CMS Osprey has been dispatched with the necessary materials and personnel for temporary repairs. Remain on Mahg Mar until it arrives in approximately four weeks. On arrival, Captain Dentin will take command of the survey mission and conduct the official investigation of the mutiny. In the meantime, proceed with repairs and carry out your original survey objectives wherever possible."

ENDING 2

Though Terry's sabotage was extensive, a maday call is finally relayed to Minotaur Station in the Theseus system. A rescue mission is immediately dispatched to Mahg Mar. Despite the serious damage to the Moraes, temporary repairs enable her to lift off and return to Minotaur Station for major refitting. The survey crew is given the option of reassignment to another survey vessel or immediate release from the service (with payment in full for the mission). An official investigation into the circumstances of the mutiny fails to provide a conclusive explanation for Terry's mutinous actions, although expert testimony acknowledges that hypnosis could account for his suddenly irrational behavior.

Delta .11
EXPERIENCE POINTS

Guidelines for awarding experience points are listed below.

WILDERNESS TRAVEL TO THE MORAES

3-9 Experience Points

Maximum Award: Give maximum awards to parties that suffer no casualties, travel quickly, avoid delays, effectively solve problems, and avoid unnecessary encounters.

Average Award: Give average awards to parties that suffer light casualties and some delays, but conserve their resources.

Minimum Award: Give minimum awards to parties that travel slowly and suffer signifi-cant casualties and wounds, but have some members reach the Moraes.

RECOVERING THE MORAES

3-9 Experience Points

Maximum Award: Give maximum awards to parties that recover the ship intact, release the hostages unharmed, and capture Terry with insignificant injuries.

Average Award: Give average awards to parties that recover the ship in repairable condition and/or rescue at least one long-range radio to signal for help, but suffer some injuries.

Minimum Award: Give minimum awards to parties that suffer significant casualties and do not rescue the hostages, capture Terry alive, or recover a long-range radio.

MAP 6. LANDER MODULE

(SEE KEY ON INSIDE OF COVER)   SCALE: 1 SQUARE = 2 METERS

REMOTE ROBOT BAY 1 — REMOTE ROBOT BAY 2 — REMOTE ROBOT BAY 3

AIRSHIP STORAGE BAY 1

ROBOT RESEARCH STATION POWER SOURCE AND EQUIPMENT

ROBOT RESEARCH STATION POWER SOURCE AND EQUIPMENT

AIRSHIP STORAGE BAY 2

RESEARCH STATION CONTROL ROOM

EXTENDED LANDING LEFT
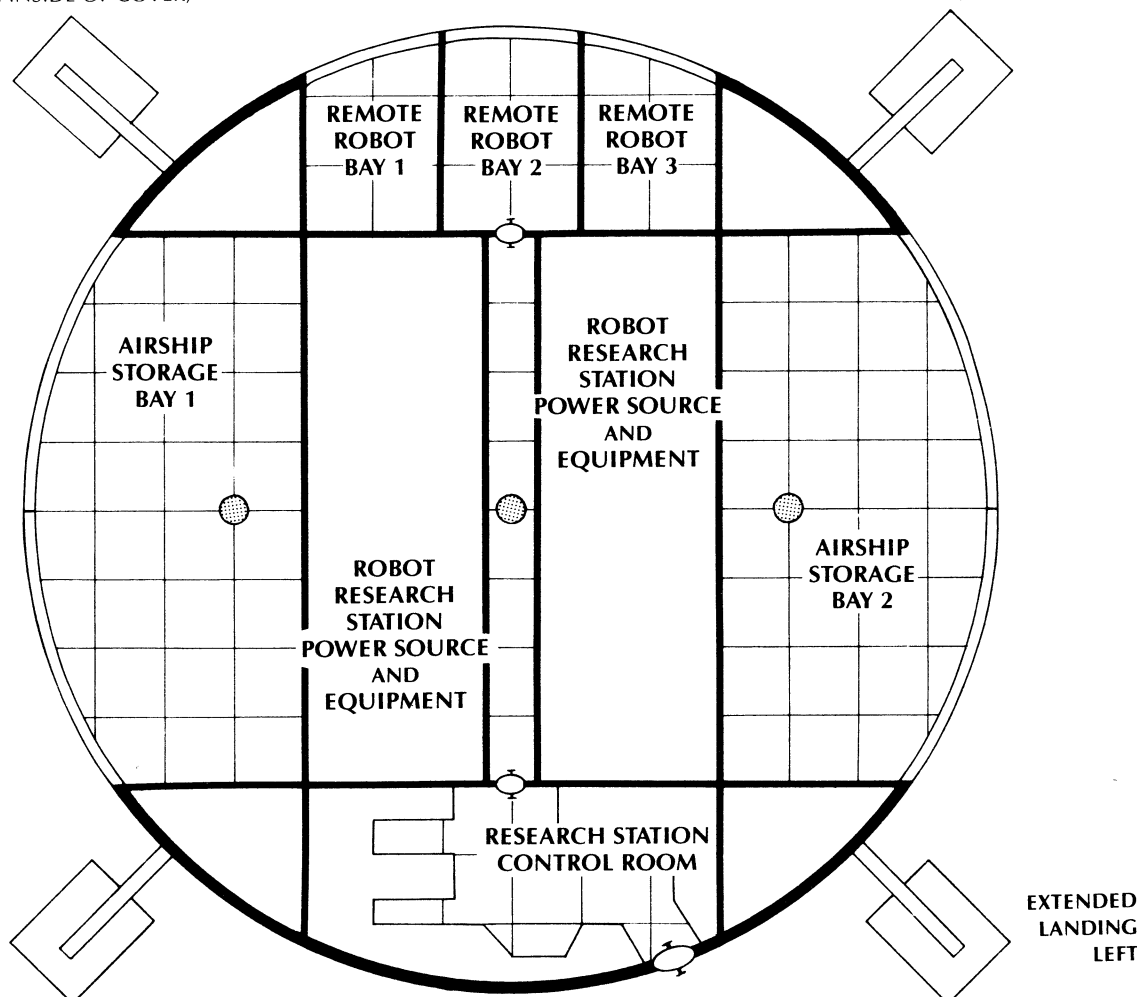
ALIEN CREATURES UPDATE FILE

Many of the creatures in this module do not have specific species names yet. They are referred to with general descriptive names or nicknames the survey members might have used when they first encountered the creatures. Encourage your players to use their characters' environmental naming skill to name these creatures.

Additional details and examples of some creatures' nature and behavior can be found in the encounter descriptions in Gamma Section.

———————— (unnamed dog-like carnivores)

TYPE:	Medium Carnivore
NUMBER:	6-15
MOVE:	Slow
IM/RS:	5/45
STAMINA:	100
ATTACK:	40
DAMAGE:	1d10
SPECIAL ATTACK:	None
SPECIAL DEFENSE:	None
NATIVE WORLD:	Mahg Mar

These hairless creatures are similar to wolves in their hunting methods. Individually, they are not particularly dangerous, but in a pack they are formidable. They have superior endurance, and can follow potential prey for hours before making an attack. They are well-organized, following the instructions of the pack leader, who singles out one victim from a group of prey. Then the pack dashes in and surrounds that single victim, concentrating as many attackers on it as possible. The other members of the pack form a ring around the victim and attackers, preventing interference. If an attacker is injured, it retreats immediately to the forest, and a fresh pack member takes its place.

These creatures are used to having their way in the wilderness, but have very poor morale when faced with stiff resistance. Injury impairs their hunting efficiency and may cost them their status in the pack. Single injuries cause them to flee screeching into the forest cover. For each creature that flees, there is a cumulative 10% chance that the pack will break off the engagement and retreat. If their injuries turn out to be minor, they may attack again at a later time; they hate to be embarrassed by their prey.

———————— (unnamed rat-like omnivores)

TYPE:	Small Omnivore
NUMBER:	11-20
MOVE:	Fast
IM/RS:	7/70
STAMINA:	5
ATTACK:	30
DAMAGE:	1d5
SPECIAL ATTACK:	None
SPECIAL DEFENSE:	None
NATIVE WORLD:	Mahg Mar

These creatures are scavengers and opportunists. They are not aggressive and will not confront larger creatures, except in self-defense. The danger they present is to supplies and equipment. For every 10 minutes they gnaw and shred a party's gear, they

cause 1d10 points of damage to foodstuffs and delicate electronic gear. They are, quite literally, omnivores. They eat anything, whether it has nutritional value or not, as long as it is less durable than metal.

THALIANS

TYPE:	Large Omnivore
NUMBER:	1
MOVE:	Very Slow
IM/RS:	1/10
STAMINA:	200
ATTACK:	0
DAMAGE:	0
SPECIAL ATTACK:	Potential Drowning
SPECIAL DEFENSE:	None
NATIVE WORLD:	Mahg Mar

Giant, translucent, organic pumps, these creatures siphon water in one end, strain out nutrients, and expel the water at the other end. They resemble a great hollow tree trunk, with a large muscular swelling near one end that provides suction.

A character caught in a Thalian's suction flow takes no damage, but may become temporarily trapped. It is very difficult to pull loose from a Thalian's grip. If the victim is assisted by another character who has good footing, the victim is automatically pulled loose. However, encounters with Thalians usually take place in shallow water, where footing is uncertain. A solitary victim must make a strength check with a 50% penalty to escape. Such attempts may be made once every 10 minutes. A result of 01-05 is always successful.

If a trapped character injures the Thalian in an attempt to force it to release him, it suddenly and violently withdraws into deeper water. There, the character runs the risk of drowning, unless he can hold his breath. Once the Thalian receives 30 points of damage, it reverses its siphon and forcefully expels the character.

(unnamed giant crocodilian)

TYPE:	Large Carnivore
NUMBER:	1-2
MOVE:	Medium in water, slow on land
IM/RS:	6/60 in water 4/40 on land
STAMINA:	200
ATTACK:	60 in water, 40 on land
DAMAGE:	4d10
SPECIAL ATTACK:	None
SPECIAL DEFENSE:	None
NATIVE WORLD:	Mahg Mar

These creatures are extremely territorial. Any large creature entering their territory is immediately challenged. They consider robots, inflatable rafts, and vehicles worthy challengers. They only attack medium-sized or small creatures out of hunger or in defense. They prefer to remain in the water where their bulk is not a liability. If sufficiently enraged, they will charge out of the water to attack.

JELLBELLY

TYPE:	Medium Omnivore
NUMBER:	1-5
MOVE:	Very Slow
IM/RS:	3/30
STAMINA:	100
ATTACK:	80
DAMAGE:	1d10
SPECIAL ATTACK:	Electrical shock; stun for a number of turns equal to points of damage.
SPECIAL DEFENSE:	None
NATIVE WORLD:	Mahg Mar

Jellbellies float in rivers. They are not hostile or aggressive, but if one comes in contact with a character, there is a good chance it will attack and stun the character. Such an attack can be very dangerous, since stunned victims in the water take immediate drowning damage. Stunned victims must be rescued or suffer drowning damage.

FLUTTERBYES

TYPE:	Tiny Herbivore
NUMBER:	1000-2000
MOVE:	Fast
IM/RS:	7/70
STAMINA:	2
ATTACK:	20
DAMAGE:	Special (see below)
SPECIAL ATTACK:	None
SPECIAL DEFENSE:	None
NATIVE WORLD:	Mahg Mar

These insect-like creatures carry 1d5 larval young on their backs. They attack in swarms. When a victim is caught in a swarm, 1d10 flutterbyes land on him in the first round and 1d5 more land in the second round. As the adults land, the larvae jump off onto the victim. After two turns of orientation, the larvae begin trying to eat the victim. Each larva does one point of damage every turn it is on the victim after it begins to eat.

Each turn, a character under attack can knock off and crush a number of larvae equal to his initiative modifier. This assumes the character uses both hands. The character can remove half as many larva each turn if he only uses one hand. Characters can help one another remove larva. Weapons cannot be used against the larva without injuring the character under attack. Even if a character is willing to take damage in order to remove the larvae, it is faster to pick them off by hand. Defense suits provide complete protection against Flutterbyes, but screens are ineffective. When immersed in water, the little pests detach immediately.

(unnamed bipedal carnosaur)

TYPE:	Large Carnivore
NUMBER:	1-2
MOVE:	Medium
IM/RS:	5/50
STAMINA:	175
ATTACK:	65
DAMAGE:	4d10
SPECIAL ATTACK:	None
SPECIAL DEFENSE:	None
NATIVE WORLD:	Mahg Mar

These bipedal, reptilian creatures resemble the Allosaurus. They grow to 5 meters in height and are very massive, though they are surprisingly quick in their movements and reactions. These creatures are at the top of the food chain on land. Their only rival in ferocity is the river crocodilian. They are very territorial and fairly intelligent. They usually travel in mated pairs and are skilled at driving prey into ambush by a concealed mate. They are absolutely fearless and pursue challengers until overcome by exhaustion; they never retreat.

MAP 1.
MAHG MAR: WATER GAP REGION

STEEP SLOPES

STREAM

SMALL RIVER

LARGE RIVER

🜨 **ELEANOR MORAES**

AIRSHIP CRASH SITE

RIVER VALLEY

STREAM VALLEY

PLAINS

WATER GAP

RIDGES & RAVINES

WOODED LOWLANDS

FOREST

1 HEX = 2 KILOMETERS

NORTH

MAP 2. THE SECOND ROBOT ATTACK

SCALE: 1 HEX = 50 METERS

RIVER CURRENT

TERRY'S ROBOT ON ISLAND

NORTH

TRAVEL MODE	SPEED PER TURN
ROBOT*	
flying above 100m	7 hexes
flying below 100m	1 hex
AIRCAR*	
flying above 100m	18 hexes
flying below 100m	2 hexes
RAFT*	
with or across current	1/2 hex
CHARACTER**	
running in forest	1/5 hex
running in clearing	1/2 hex

* Maximum acceleration or deceleration per turn = 2 hexes
   Maximum altitude increase or decrease per turn = 20m

** Use normal individual movement rates when using this map for melee turn movement.

MAP 3. A DESPERATE BLUFF

SCALE: 1 HEX = 50 METERS

NORTH

PCs' STARTING POSITION
(IN A CLEARING)

TERRY'S CRAFT FIRST SPOTTED HERE
(OVER A CLEARING)

MAP 5. THE ELEANOR MORAES

BRIDGE

RECREATION DECK

CREW DECK

LAB DECK

ENGINEERING DECK

LANDER MODULE
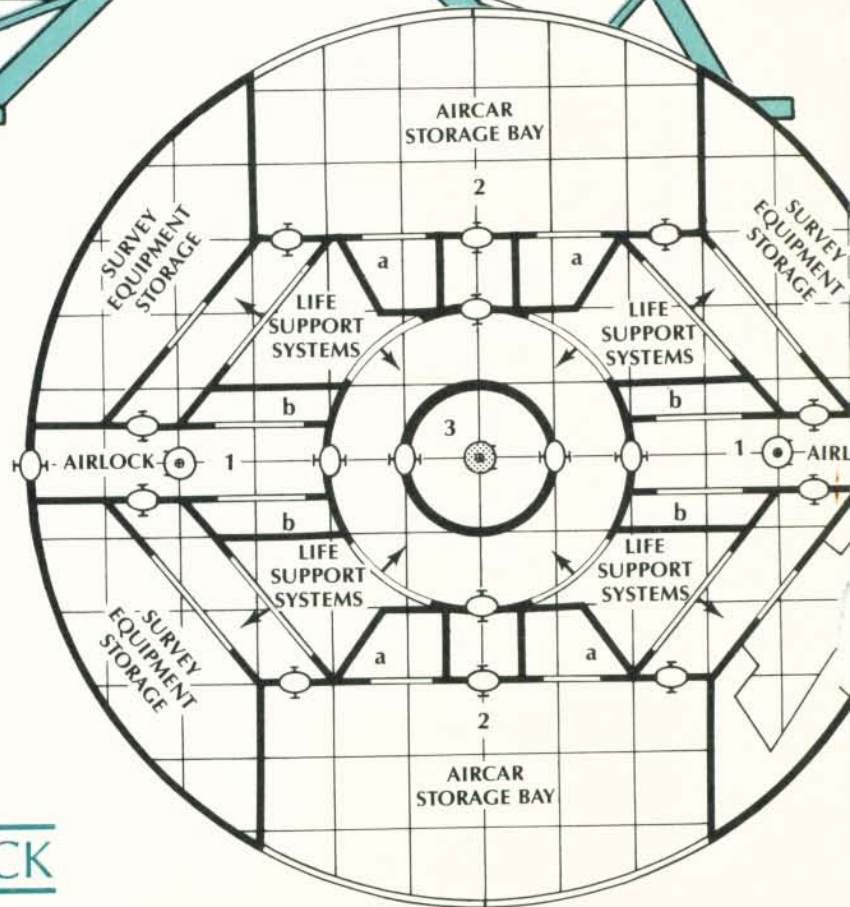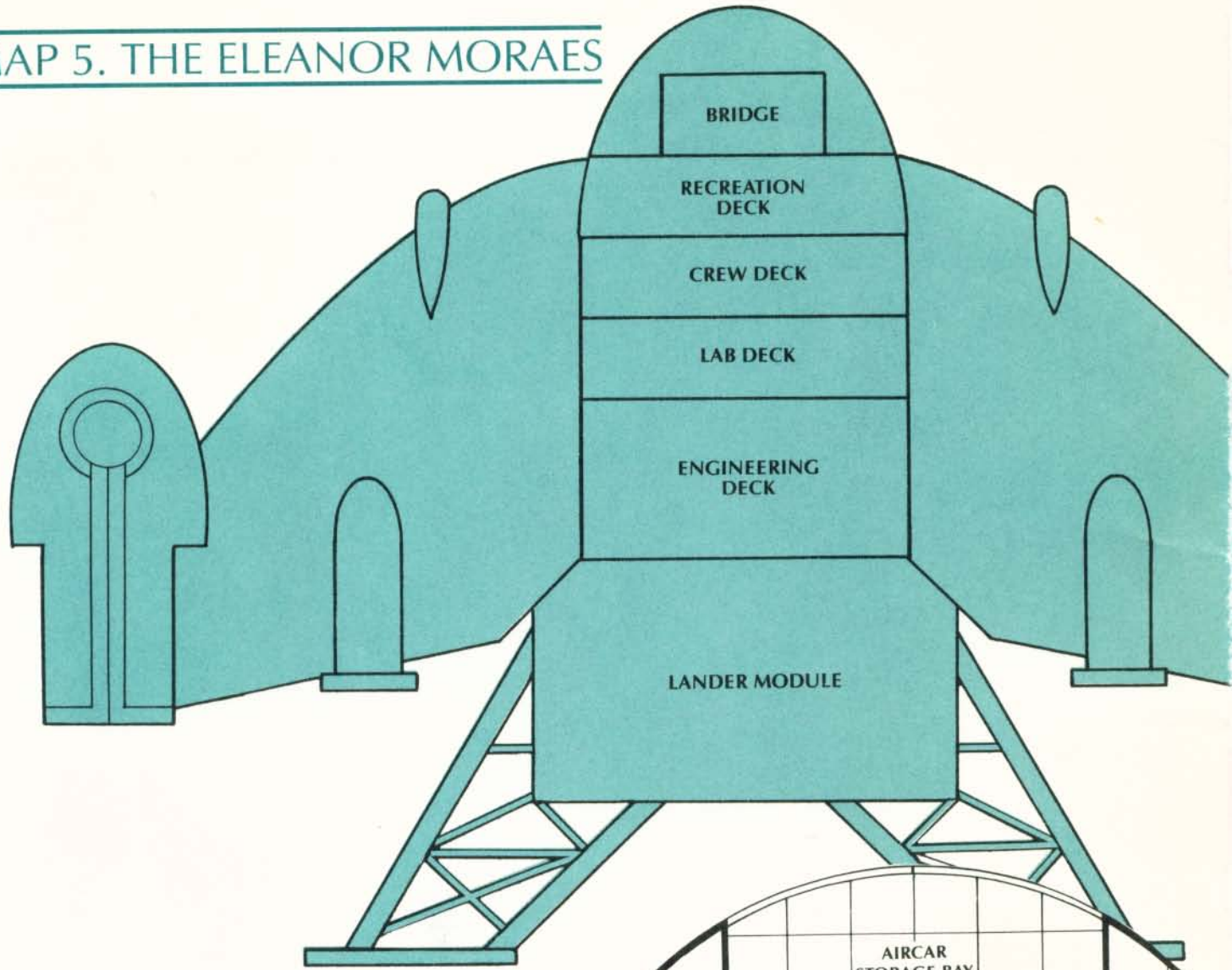
a. MAINTENANCE EQUIPMENT STORAGE
b. SPACE SUIT LOCKERS

MAP 7. ENGINEERING DECK

AIRCAR STORAGE BAY

2

SURVEY EQUIPMENT STORAGE

SURVEY EQUIPMENT STORAGE

a

a

LIFE SUPPORT SYSTEMS

LIFE SUPPORT SYSTEMS

b

b

3

AIRLOCK

1

1

AIRL

b

b

LIFE SUPPORT SYSTEMS

LIFE SUPPORT SYSTEMS

a

a

SURVEY EQUIPMENT STORAGE

2

AIRCAR STORAGE BAY

MAP 8. LAB DECK

WORKSHOP
5

SURVEY
EXPEDITION
ADMINISTRATIVE
OFFICE

GEOLOGY
LAB

4

PHYSICS AND
ASTRONOMY
LAB

BOTONY
LAB

CHEMISTRY
AND
METEROLOGY LAB

MEDICAL
AND
ZOOLOGICAL
FACILITY

LOCK

ENGINEERING,
POWER, AND
LIFE SUPPORT
SYSTEMS
CONTROL

c. CLOSET

CREW
QUARTERS
7

CREW
QUARTERS
7

CREW
QUARTER
7

6

CREW
QUARTERS
7

CRE
QUART

CREW
QUARTERS
7

MAP 9. CREW DECK

MAP 10. RECREATION DECK

COMMUNICATIONS CENTER

GALLEY

FITNESS CENTER

LOUNGE

LIBRARY STUDY

8

THEATER

9

COMPUTER CENTER

▭	WALL
◆	HATCH IN WALL
⊕	HATCH IN FLOOR
⊙	HATCH IN CEILING
⊛	HATCH IN FLOOR & CEILING
▭	DOOR
🛏	BED
⬭	FLIGHT CHAIR
◯	CHAIR
☐	CHAIR
⊟	COUCH
🚽	TOILET
▼	SHOWER
⬇	ACCESS PANEL (REMOVE IN DIRECTION OF ARROW)
▦	LADDER

SCALE: 1 SQUARE = 2 METERS

d

e

f

g

h

i

j

m

k

l l l l l
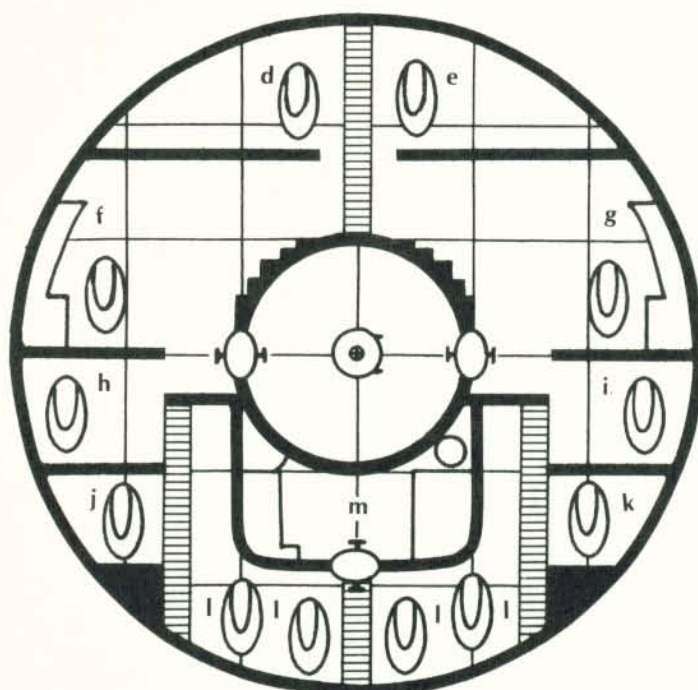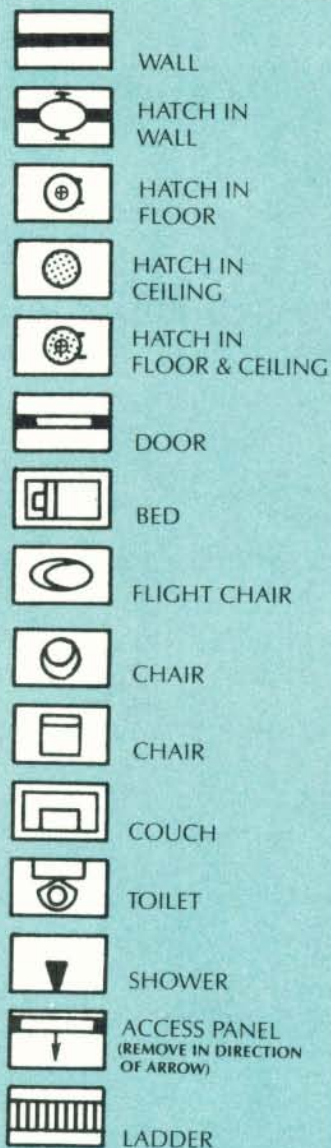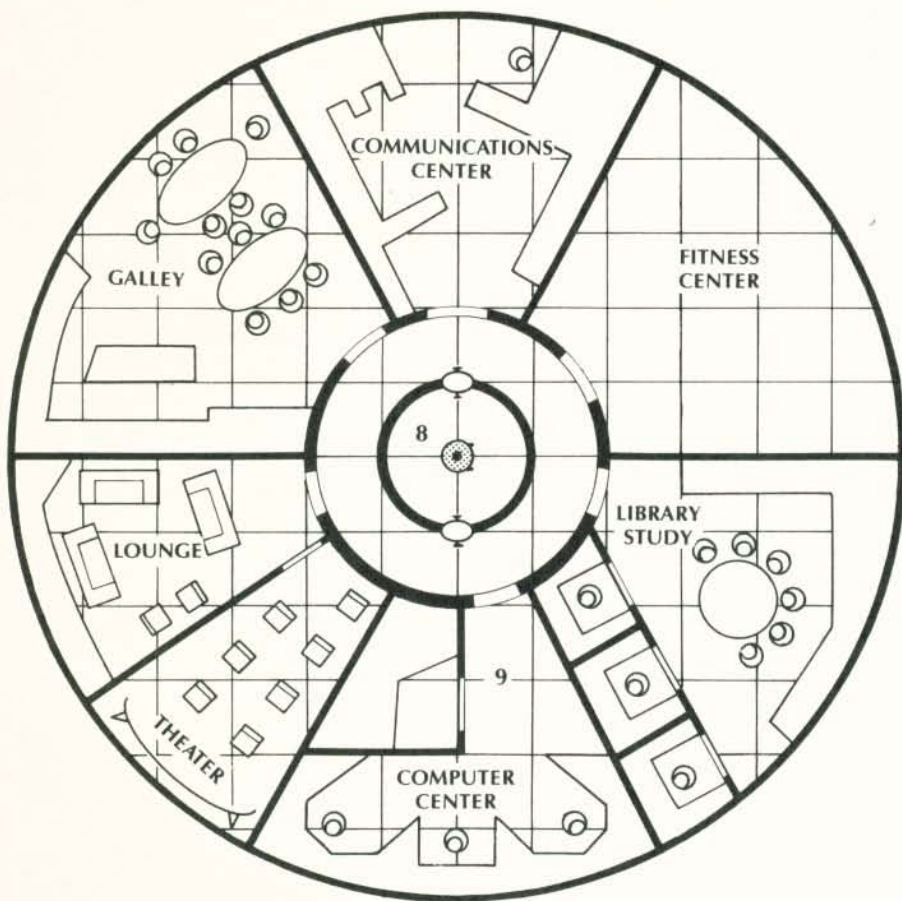
d. PILOT STATION
e. COPILOT STATION
f. ENGINEERING STATION
g. COMPUTER STATION
h. ASTROGATION STATION
i. COMMUNICATIONS STATION
j. PORT WEAPON STATION
k. STARBOARD WEAPON STATION
l. PASSENGER STATION
m. BRIDGE EMERGENCY POWER AND LIFE SUPPORT SYSTEM

MAP 11. BRIDGE

SYSTEM BRIEF

SYSTEM
NAME: Waller Nexus Federation
             Survey #24
STAR
COLOR: Yellow
HABITABLE
PLANETS: 1, FS 24.3, Mahg Mar

PLANET BRIEF

PLANET
NAME: Mahg Mar, F2 24.3
CLIMATE
RANGE: Tropical, temperate, and
               arctic zones
ATMOSPHERE: 75% nitrogen, 22% oxygen,
               1% argon, and trace ele-
               ments. Atmosphere is
               mildly toxic; breathers or
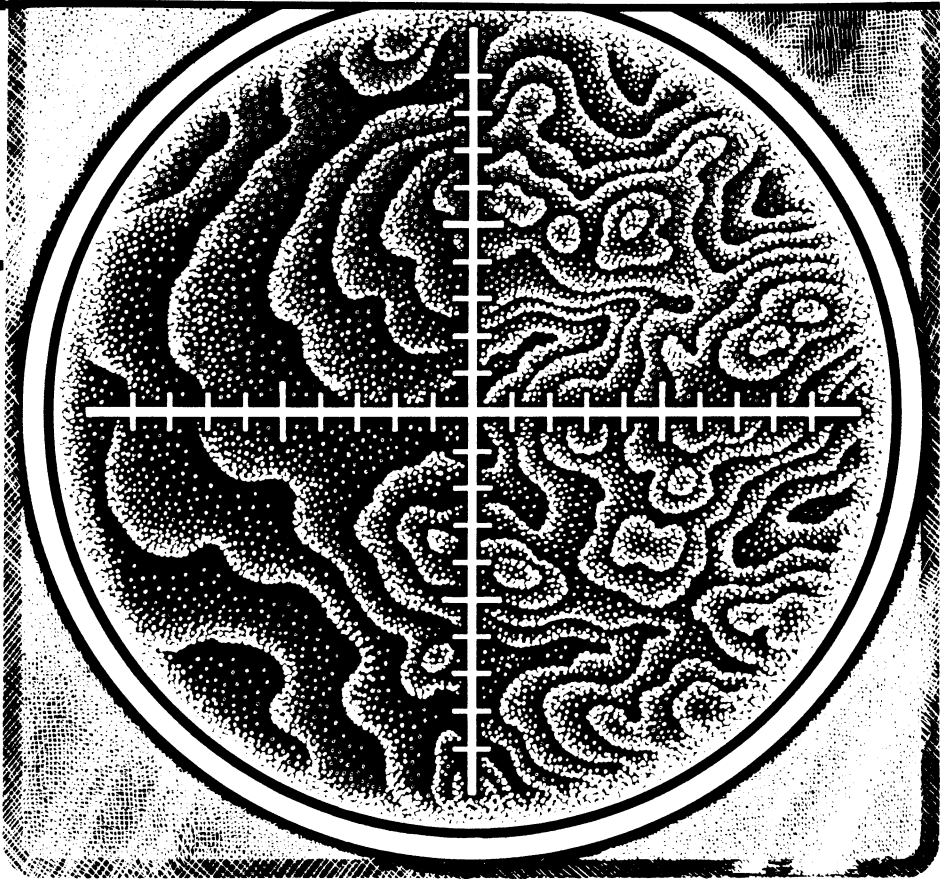   life-support systems are
               necessary.

GRAVITY: .98007
DIAMETER: 12,350 kilometers
LENGTH OF
DAYS: 23 hours, 57 minutes GST
TEMPERA-
TURE: -20 to 25 Centigrade at sur-
               face
COLONIZERS: No previous recorded visits
               by Frontier Worlds races.

SURVEYORS: UPF, Planetary Survey
               Administration, Eleanor
               Moraes expedition
HISTORY: Unknown. Scheduled for
               investigation by the Eleanor
               Moraes expedition.

ADDITIONAL INFORMATION

Since FS 24.3, Mahg Mar, is a new discov-
ery, very little is known about it. However,
the Eleanor Moraes expedition completed
preliminary mapping and placed survey sat-
ellites in orbit. The Planetary Survey Admin-
istration will study the data from these
satellites and the robot research station
now being readied on the planet. Their
findings will be published as they become
available.

Although its atmosphere is mildly toxic,
Mahg Mar may be acceptable for coloniza-
tion. An abundance of flora and fauna exist,
but are uncatalogued at this time. The plan-
et's life zone position indicates a high prob-
ability of higher life forms and intelligent
beings.

Preliminary indications did not reveal evi-
dence of the Sathar, but these findings are
not final. Expedition members, as usual,
maintain a high degree of readiness until
more conclusive research is completed.

PLAYERS' BACKGROUND REPORT

THE SURVEY MISSION

The UPF recently adopted a policy of aggressive exploration in the star systems near inhabited Federation space. This policy has two primary aims. First, locate, catalog, and study planetary systems that offer promise for future colonization. Second, discover and report any evidence of Sathar occupation or exploration close to the civilized hub of the Frontier Sector. To this end, a number of research starships, capable of atmospheric maneuvering and hard landings, were built by the Planetary Survey Administration.

ELEANOR MORAES: Planetary Survey Administration, UPF Modified Exploration Ship

Hull Size: 3
Length: 40 meters; 50 meters with lander module; 60 meters with lander module's landing legs extended
Diameter: 24 meters (not including wing/ engine mounts); 28 meters with lander module
Hatches: 2 hatches and 2 aircar hangar doors directly out; 3 hatches to lander module
Engines: 2 atomic, size A
ADF/MR: 4/3
Crew: 12

The Moraes' atomic engines require frequent overhauls. The Moraes attaches to a modified freighter hull (size 4) that contains dozens of automatic survey satellites and four lander modules.

The large diameter of Moraes-class ships permits increased deck space for a large crew and survey labs. The increased mass results in sluggish handing. Other than that, the Moraes is similar to a stubby assault scout with increased wing area.

The bridge is designed for operation in both vertical (star drive) and horizontal (atmospheric) flight. All crew members and passengers must be on the bridge while the ship maneuvers in an atmosphere.

You were assigned to one of these starships,

the Eleanor Moraes. The Moraes was given a survey mission in the regions beyond the Theseus system. During its one-year tour, the Moraes was to chart star routes and investigate unexplored planetary systems.

After visiting one binary system without planets, you discovered a planetary system in the vicinity of a Waller Nexus (a black hole with atypical gravitational patterns and other unaccountable phenomena). After a brief and unenlightening approach to the Waller Nexus, the Moraes established orbit around the planet catalogued as Waller Nexus FS 24.3, named "Mahg Mar."

MAHG MAR

Mahg Mar is a beautiful planet with an abundance of water and oxygen and a favorable climate for life. Indeed, the rich greens of the continental masses were visible from orbit, and there was much enthusiasm and anticipation for a first-hand look at the planet. The bioscience reports suggested substantial probability of higher life forms.

Thorough mapping and remote study of the planet was made from orbit. Then an automatic survey satellite was placed in orbit. It will transmit various information back to the Planetary Survey Administration.

The Moraes carries many such satellites and several larger lander modules in a modified freighter hull. Leaving the freighter hull in orbit, the Moraes landed with a lander module. Work began immediately to overhaul the atomic star drives.

Though tests revealed mildly toxic compounds in the atmosphere, Captain Marlboro gave permission for an airship survey of the neighboring region. After one of the Moraes' star drives was overhauled, preparations for an airship flight began.

SURVEY AIRSHIP

Cost: 10,000 Cr (rental not available)
Top/Cruise
Speed: 100 kph/50 kph
Passengers: 20
Cargo Limit: 1000 kg in 100 cubic meters

Range: 20,000 km; multi-fuel turbine engine

These semi-rigid lighter-than-air vehicles are used primarily for survey and colonization. Their economical operation, high cargo capacity, extensive range, and low-tech design make them useful and versatile.

Two gondolas and collapsible flotation chambers are carried in hangars in each lander module. Gondolas are custom-designed for specific applications.

Survey robots act as tugboats for the assembly, inflation, mooring, and remote landing of these airships. To safely operate an airship, the pilot needs a level 4 technician skill.

Early this morning, an airship mooring tower was set up outside the ship. Then one of the airships was removed from its hangar in the lander module and inflated. Giving orders orders to avoid contact with possibly-intelligent inhabitants of the planet, the Captain climbed aboard. At 8:00, with a survey robot as escort, you set out in the airship on a short overflight of the local terrain. The first officer, Bill Terry, and three other crew men, stayed on board to overhaul the other star drive.

THE CRASH

While cruising over the rugged ridge-and-valley terrain northwest of the Moraes the survey robot suddenly attacked your airship! In seconds, the fragile airship was seriously damaged and rapidly losing altitude. With an emergency override from the airship's control panel, Engineer Innesti swiftly deactivated the robot. However, the damage had already been done.

The captain and engineer valiantly struggled to maintain control of the plummeting craft long enough for you to jump to safety with parawings. The engineer left the ship too late to get full use of his parawing, and the captain rode the crippled ship to the ground in a futile attempt to soft-land it. Both were seriously injured.

Fortunately, your landings were not widely scattered, and everyone gathered at the scene of the crashed airship in a matter of minutes.

MUTINY!

The radiophone transmitter in the airship gondola was destroyed in the crash, and the transmission range of your chronocoms is too limited to reach the Moraes. However, Bill Terry established contact from the ship. His message was brief.

"I directed the survey robot's attack on the airship. I am very sorry if there were casualties. I have taken command of the mission and the ship. We have no place on this planet. We have not yet learned to live in harmony with ourselves, and everywhere are the idiot signs of our passing. I cannot allow you to bring news of this Eden back to those who would exploit it. I regret the necessity of abandoning you here. I comfort myself with the knowledge that you will be given a chance to learn to live in harmony with the natural forces here. The sacrifice is amply justified if the creatures of this planet are allowed to grow and develop without further interference. I wish you luck and godspeed."

With that, he signed off. Three other crew members remain on the Moraes, but there is no way to discover their fate. Approximately 48 more hours of work are necessary to complete the overhaul, if Terry does

it by himself. If Terry simply aborts the overhaul, reassembles the engines, and attempts to lift off, he runs a serious risk of destroying the Moraes.

This, of course, presumes that Terry intends to escape with the ship. Given his recent behavior, he may be unbalanced enough to destroy the ship and himself with it. His sudden transformation is hard to understand. A quiet and efficient officer, he has shown no previous signs of mental instability, though he has, on occasion, expressed philosophical doubts about "our manifest destiny" in space.

SITUATION ANALYSIS

Captain Marlboro and Engineer Innesti are seriously injured. The flotation chambers of the airship are damaged beyond repair. The airship's gondola is quite damaged, but still in one piece, thanks to Captain Marlboro's heroic efforts. It may still be airtight.

You must regain control of the Moraes and find out what has happened to Terry and the other crew members. If Terry lifts off, you'll be stranded here. To recover the ship, you must cross 80 kilometers of an alien planet, facing unknown flora, fauna, and other natural obstacles.

Once you arrive at the Moraes, Terry may

use the offensive resources of the ship against you. He has at his disposal at least two other survey robots, the security programs of the ship, and anything else he can improvise in the meantime. With the survey robots, Terry can monitor and attack you as you approach. You have only your personal weapons, skills, and wits. Terry may be irrational, and willing to destroy the Moraes rather than allow you to recapture it.

PREGENERATED CHARACTERS

ABBREVIATIONS	STR	= Strength	PER	= Personality
	STA	= Stamina	LDR	= Leadership
	DEX	= Dexterity	PS	= Punching Score
	RS	= Reaction Speed	RW	= Ranged Weapon
	INT	= Intuition	IM	= Initiative Modifier
	LOG	= Logic	M	= Melee

PLAYER CHARACTERS

GRATCHU HAKES, 2ND OFFICER, UPF Eleanor Moraes Expedition (Star Law Ranger)

RACE: Yazirian

STR/STA	40/50	PS 2	WALK 10m
DEX/RS	60/55	IM 6	RUN 30m
INT/LOG	45/55	RW 30	
PER/LDR	50/60	M 30	

Special Abilities: Gliding, Battle Rage 10%

Skills: Technician PSA, Pilot 2, Technician 6, Computer 2, Beam Weapons 2, Martial Arts 2

A veteran of the Hargut military, Gratchu received his technical training in the service. He chose the Sathar as his life enemy. Accordingly, he joined the Star Law Rangers, where his experience and skills earned him a berth on this expedition. Normally quiet and restrained, he is capable of fierce rage and impulsive action, but has learned to control his emotions, as is necessary for an officer.

MARNIE SYMMES, MEDIC, UPF Eleanor Moraes Expedition (Star Law Ranger)

RACE: Human

STR/STA	40/60	PS 2	WALK 10m
DEX/RS	55/55	IM 6	RUN 30m
INT/LOG	65/60	RW 28	
PER/LDR		M 28	

Special Abilities: None

Skills: Biosocial PSA, Energy Weapons 1, Medical 4, Environmental 2, Beam Weapons 6

Marnie has some experience with planetary surveys and is trained in wilderness survival. She received her military and medical training in the Kdikit Space Forces. She is a career soldier with a great deal of intelligence and a battlefield commission. She is remarkably well-read and sophisticated, and a student of the art and music of alien races.

TERRENCE FITZPATRICK, EXPEDITION CHIEF, Eleanor Moraes Expedition (civilian under contract to UPF)

RACE: Human

STR/STA	55/60	PS 3	WALK 10m
DEX/RS	50/40	IM 4	RUN 30m
INT/LOG	50/60	RW 25	
PER/LDR	70/70	M 28	

Special Abilities: None

Skills: Biosocial PSA, Pilot 1, Environmental 4, Psycho-Social 1, Technician 6, Computer 2

Terrence is an older man, a former university professor, and an acknowledged expert of planetary ecologies. He wrangled his way onto this expedition by pulling political strings. He is in excellent physical shape, however, and quite knowledgeable in his field.

LAPPSOD DOG, EXPEDITION SPECIALIST, Eleanor Moraes Expedition (civilian under contract to UPF)

RACE: Dralasite

STR/STA	65/60	PS 4	WALK 5m
DEX/RS	50/50	IM 5	RUN 20m
INT/LOG	50/55	RW 25	
PER/LDR	40/40	M 33	

Special Abilities: Form Change, Perception 50%

Skills: Technician PSA, Engineering 1, Robotics 4, Computer 2, Technician 4, Beam Weapons 2

Lappsod is actually quite timid and reserved for a Dralasite (which isn't saying a great deal). He is dedicated to the weak forms of humor so popular with his race. He is very proud of his strength and is always showing off and challenging others to contests. He enjoys working with robots and programming them to display subtle elements of Dralasite humor while carrying out their assigned tasks.

GLIGITS PSSHEST, EXPEDITION SPECIALIST, Eleanor Moraes Expedition (under contract to PGC, loaned to UPF)

RACE: Vrusk

STR/STA	55/50	PS 3	WALK 10m
DEX/RS	65/70	IM 7	RUN 35m
INT/LOG	50/40	RW 33	
PER/LDR	55/55	M 33	

Special Abilities: Ambidexterity, Comprehension 28%

Skills: Energy Weapons 1, Biosocial PSA, Psycho-Social 4, Technician 1, Beam Weapons 6, Demolition 1

Glig comes from a merchant background, but showed an early interest in alien cultures. He is knowledgeable about the known races of the Frontier Planets, and familiar with theories of culture and history. There is some speculation that Glig is actually a corporate undercover agent, hoping

to discover information of value to the Pan Galactic Corporation during the expedition. If he is an agent, he has successfully concealed any solid evidence of it.

LEONID MOLOKOV, EXPEDITION SPECIALIST AND ASTROGATOR, Eleanor Moraes Expedition (civilian under contract to UPF)

RACE: Human

STR/STA	40/40	PS 2	WALK 10m
DEX/RS	65/60	IM 6	RUN 30m
INT/LOG	50/70	RW 33	
PER/LDR	55/55	M 33	

Special Abilities: None

Skills: Technician PSA, Astrogator 1, Computer 6, Robotics 2, Medical 1, Martial Arts 2, Projectile Weapons 1

Leonid is by far the youngest member of the expedition, a child genius with computers. He imagined that the expedition would be glamorous and exciting. So far it has been very routine and boring, so he is looking forward to a little adventure. Despite his mild, intellectual appearance, he's not afraid of action; in fact, he has a persistent habit of getting in over his head.

NON PLAYER CHARACTERS

BILL TERRY, FIRST OFFICER, Eleanor Moraes Expedition (Star Law Ranger)

RACE: Human

STR/STA	60/55	PS 3	WALK 10m
DEX/RS	55/55	IM 6	RUN 30m
INT/LOG	50/50	RW 28	
PER/LDR	65/55	M 30	

Special Abilities: None

Skills: Technician PSA, Pilot 2, Engineering 2, Computer 2, Technician 6, Robotics 2, Medic 1

Bill was a young and ambitious officer, thought to have a great future in the service. A bit awkward in social settings, he was the model UPF officer on the bridge. He was Captain Marlboro's executive officer for a year and a half, and increasingly assumed the majority of the responsibilities of command. Most of the expedition members unconsciously recognized that Terry was effectively the skipper of the Moraes. All admired the way he took on the heavy workload. His sudden breakdown caught everyone by surprise; there were no warning signs. The hypothesis that his irrational behavior is prompted by some Sathar trick is impossible to confirm or disprove. However, his actions are not consistent with his past behavior and psychological stability.

WINSTON MARLBORO, CAPTAIN, Eleanor Moraes Expedition (Star Law Ranger)

RACE: Human

STR/STA	55/55*	PS 3	WALK 10m
DEX/RS	45/50	IM 5	RUN 30m
INT/LOG	55/55	RW 23	
PER/LDR	55/65	M 28	

*-35 in crash

Special Abilities: None

Skills: Technician PSA, Pilot 4, Technician 6, Computer 2, Psycho-Social 2, Beam Weapons 2

Always addressed as "Captain Marlboro," the Captain is a rather distant and formal character. He is experienced and well-trained, though unimaginative and conventional. He was selected for this expedition on the basis of his unblemished record of successfully completed missions. However, he reached the peak of his capacity and is now coasting downhill.

PRADI INNESTI, ENGINEER, Eleanor Moraes Expedition (Star Law Ranger)

RACE: Yazirian

STR/STA	50/50*	PS 3	WALK 10m
DEX/RS	60/55	IM 6	RUN 30m
INT/LOG	45/50	RW 30	
PER/LDR	50/50	M 30	

*-15 in crash

Special Abilities: Gliding, Battle Rage (15%), Night Vision

Skills: Technician PSA, Engineering 4, Technician 5, Computer 2, Beam Weapons 2

An undistinguished but reliable ship's engineer, Innesti is a seasoned veteran. He knows everything about the Eleanor Moraes that is worth knowing. He has memorized every detail of her blueprints and specifications, and can quote from them as though they were sitting in front of him. He is shy and quiet, and seldom speaks unless spoken to. He can be relied upon to improvise repairs or jury rig equipment in emergencies.

SPORSS KREKEK, CREWMAN, Eleanor Moraes Expedition (Star Law Ranger)

RACE: Vrusk

STR/STA	50/50	PS 3	WALK 10m
DEX/RS	55/55	IM 6	RUN 35m
INT/LOG	45/55	RW 28	
PER/LDR	45/45	M 28	

Special Abilities: Ambidexterity, Comprehension 10%

Skills: Technician PSA, Energy Weapons 2, Technician 4, Computer 1, Beam Weapons 6

A typical starship crewman in character, Sporss is a well-trained, reliable technician. His Vrusk background makes him a willing and dedicated worker.

MORMORD MASSOD, CREWMAN, Eleanor Moraes Expedition (Star Law Ranger)

RACE: Dralasite

STR/STA	60/60	PS 3	WALK 5m
DEX/RS	45/55	IM 6	RUN 20m
INT/LOG	50/50	RW 23	
PER/LDR	55/45	M 30	

Special Abilities: Form Change, Perception (05%)

Skills: Technician PSA, Engineering 1, Technician 6, Robotics 2, Beam Weapons 1

Mormord Massod and Brogod Omborg (see below) are old friends who have been together since they joined the service 30 years ago. They are inseparable companions on and off ship, probably because no one else can appreciate the stale jokes and philosophical arguments they love to share. They are not particularly hard workers, but they always seem to get enough done to get by. Their wealth of experience and persistent good spirits make them excellent crewmen on long expeditions.

BROGOD OMBORG, CREWMAN, Eleanor Moraes Expedition (Star Law Ranger)

RACE: Dralasite

STR/STA	55/50	PS 3	WALK 5m
DEX/RS	45/50	IM 5	RUN 20m
INT/LOG	55/55	RW 23	
P55		M 28	

Special Abilities: Form Change, Perception (05%)

Skills: Technician PSA, Engineering 1, Robotics 3, Technician 4, Beam Weapons 1

(See description under Mormord Massod, above.)

Below is a list of the PCs' equipment.

1 REMOTE EXPEDITION SURVEY ROBOT
(grounded in a nearby clearing)

LEVEL:	4
BODY TYPE:	Heavy Duty
MOVEMENT:	4 mechanical legs for surface movement; enclosed modified jetcopter engine for aerial movement
SPEED:	10 kph on surface; 350 kph/50 kph airborne
RANGE:	1000 km or 1000 minutes hovering or any combination adding up to 1000
LIMBS:	2 mechanical arms, each with the strength of about 5 men
PROGRAMS:	Attack/Defense, Computer Link, Topographical Survey, Sample Collection, Photo Survey, Site Maintenance
BATTERY:	Type 2
STAMINA:	500 points
WEAPONS:	1 heavy laser, turret mounted with 100 SEU power pack; 1 automatic rifle, turret mounted with 100 rounds, fires bursts of 10 rounds, with basic chance to hit of 70%. Field of fire for both weapons is 180 degrees forward.

The lander module carries three of these robots. They were designed to remain with the robot research station in the lander after the Moraes leaves. Thereafter, they carry out many tasks: collecting soil, water and plant samples, conducting photo surveys, mapping, etc.

These robots are durably built to withstand terrific punishment, since repair is impossible once the expedition ship leaves. Each robot has a surplus lifting capacity of 50 kg., but no provision for transporting anything bulkier than small survey samples.

These robots have attack/defense programs to help protect the expedition. The attack program's first priority is to attact a designated target. The second priority is to defend against attackers not specifically designated as targets.
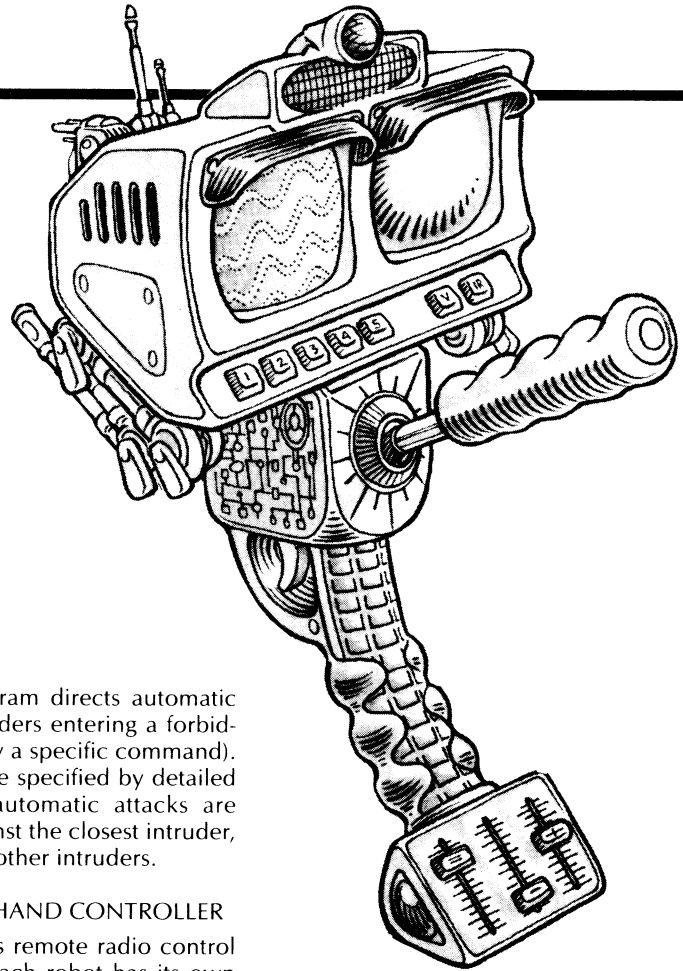
The defense program directs automatic attacks against intruders entering a forbidden area (defined by a specific command). "Intruder(s)" may be specified by detailed descriptions. The automatic attacks are conducted first against the closest intruder, and second against other intruders.

1 SURVEY ROBOT HAND CONTROLLER

This device provides remote radio control of a survey robot. Each robot has its own specific controller to avoid receiving conflicting commands.

The controller includes a joystick and a two-way radio for verbal commands. Two miniature video screens project visible-light and infra-red views from five robot-mounted cameras. Each controller can operate in three modes:

1. General verbal commands within mission and functions.

2. Specific verbal commands within or outside mission and functions.

3. Joystick control with verbal command overrides. This is direct control of the robot. The joystick controls the robot's altitude and direction; its pressure handgrip controls the robot's speed and weapons.

Bill Terry has access to all the equipment on board the Eleanor Moraes, including 4 of the utility maintenance robots described below. Although everyone from the Moraes is familiar with these robots, the PCs do not have access to any of them.

UTILITY MAINTENANCE ROBOT

LEVEL:	3
BODY TYPE:	Standard
MOVEMENT:	Standard
LIMBS:	3 standard manipulators
PROGRAMS:	Maintenance, Computer Link
BATTERY:	Type 1
STAMINA:	100 points
WEAPONS:	None

These robots can be programmed to perform a wide variety of tasks. Without a com-

bat program they have a basic chance to hit of 0%. No appropriate combat programs are available aboard the Moraes.

14 PERSONAL SURVIVAL KITS
Each contains:

1 machete
1 everflame
1 allweather blanket
1 first aid pack
1 chronocom
8 survival ration packages
1 tangler grenade
1 compass
1 life jacket
10 vitasalt pills
1 pocket tool
1 flashlight
1 doze grenade
1 10-meter rope
1 toxyrad gauge

4 liters of water in water packs
1 pair sungoggles
1 environmental suit with breather
1 poly-vox
1 laser pistol with a 20 SEU clip

3 EMERGENCY BIVOUAC UNITS
(pressurized insulated tents)

3 x 3 meters in floor area.
Air lock attached.
Contains a mechanical air pump for pressure to support walls and roof.
Filtration system provides safe air.
Provides some temperature protection.
30 structural points (deflates after 10 points of damage.
Fabric is water proof and air-tight.
Sleeps 4

3 INFLATABLE RAFTS

1.5 x 3 meters in area

Carries 4 passengers or 3 passengers with gear
20 structural points
Inflated and deflated with cannisters of compressed CO_2.

4 INFRA-RED GOGGLES

10 FREEZE FIELD GENERATORS

2 LASER RIFLES

5 POWER BACKPACKS

8 COLD LIGHT LANTERNS (with internal chemical power source)

1 TECHKIT

1 ROBCOMKIT

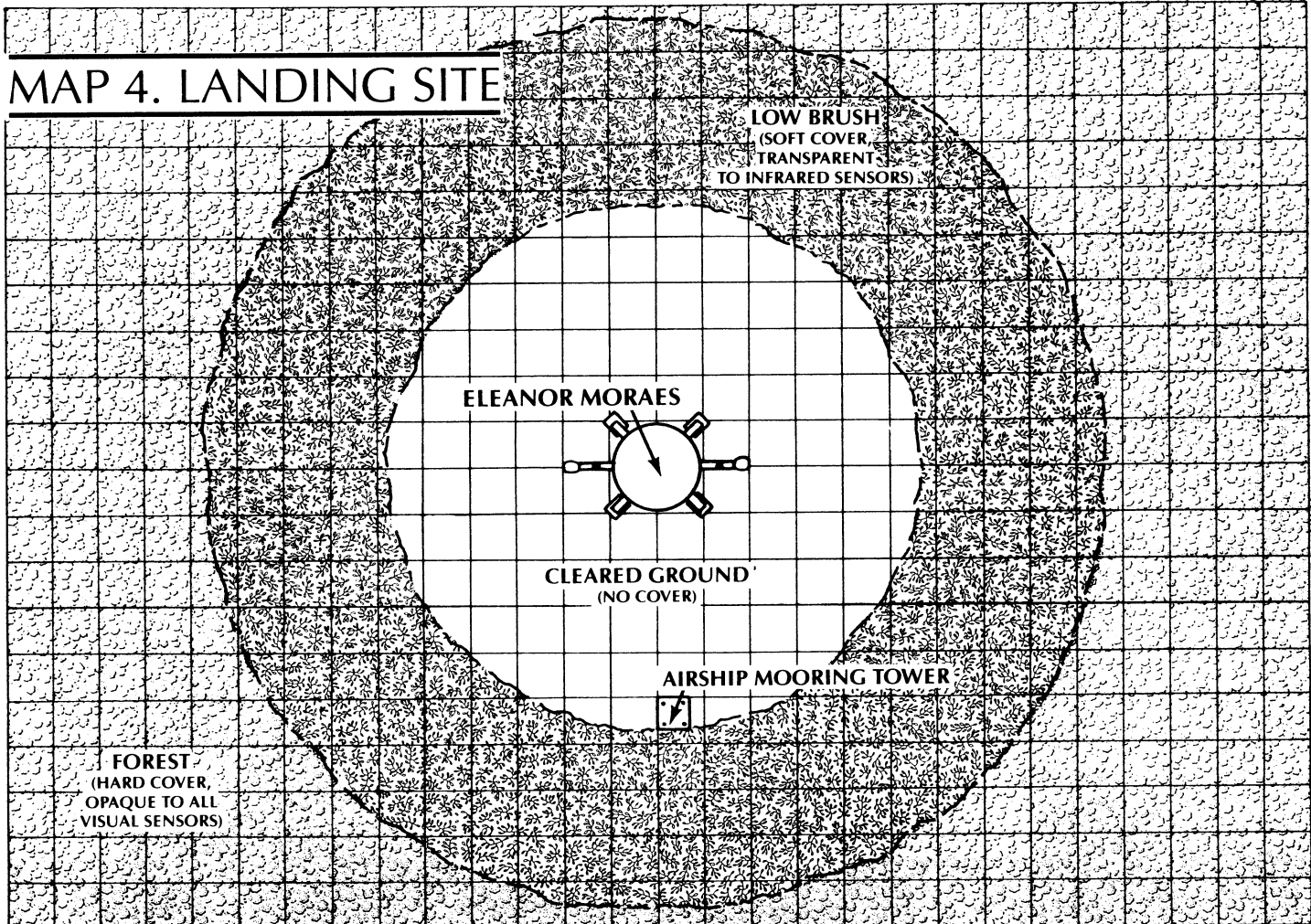1 MEDKIT

1 ENVIRONKIT

1 TOPOGRAPHIC MAP (Map 1)

1 PLANETARY SURVEY DATA PACKET

MAP 4. LANDING SITE

LOW BRUSH
(SOFT COVER, TRANSPARENT TO INFRARED SENSORS)

ELEANOR MORAES

CLEARED GROUND
(NO COVER)

AIRSHIP MOORING TOWER

FOREST
(HARD COVER, OPAQUE TO ALL VISUAL SENSORS)

SCALE: 1 SQUARE = 10 METERS

A STAR FRONTIERS ®

KNIGHT HAWKS ADVENTURE

Mutiny on the Eleanor Moraes
by Ken Rolston

Sitting in a burned out clearing, the survey ship Eleanor Moraes looks just like she did 45 hours ago. But now, most of her crew lies positioned in the thick alien brush around the clearing— silent and unseen. They're all tough and resourceful—experts in their fields.

Onboard is the first officer, a skilled and determined Star Law Ranger—also a ruthless mutineer. He alone controls the ship's laser batteries and defense systems. He has just started the pre-launch ignition sequence. Within an hour, at most, the ship will lift off, stranding your expedition party.

If he lifts off, chances of rescue are slim without the ship's subspace radio. Can your expedition party retake the ship? Or will you live out your lives on this hostile alien planet?

This first module in the "Beyond the Frontier" series can be played using only the ALPHA DAWN rules. Other modules in the series require both ALPHA DAWN and the KNIGHT HAWKS rules.